DAVE ARNESON'S

BLACKMOOR™

# THE DUNGEONS OF CASTLE BLACKMOOR

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# The Dungeons of Castle Blackmoor


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# Introduction

*I had the unique experience of being the sole survivor of the first dungeon adventure in the history of "Dungeons & Dragons", indeed in the history of role-playing in general.*

*It was during our Christmas break in winter of 1970-71. Our gaming group was meeting in Dave Arneson's basement in St. Paul, Minnesota. We had been playing a big Napoleonics campaign on Saturday afternoons, which was getting bogged down in long drawn out miniature battles. So, as a diversion for the group, Dave set up the town of Blackmoor instead of a Napoleonics battle on his ping-pong table. I had never played or even heard of any games like it before, although I had read "The Hobbit" and "The Lord of the Rings".*

*To begin the adventure an evil wizard, played by Jim Abler, and his balrog companion, played by John Soukup, did something to Baron Fant (Dave Fant), the Lord of Blackmoor at the time. I don't know exactly what they did, as I was playing one of the castle's guards, simply a man-at-arms in chainmail with a shield and a sword. After doing his evil deed, the wizard fled into the dungeon under the castle, which had apparently been abandoned for many years by the normal denizens of the castle. So, the Baron picked 30 of his men-at-arms and sent us to hunt down the wizard. Among the 30 men-at-arms there were six players, myself, Bill Heaton, Mel Johnson, Kurt Krey, Steve Rocheford and one more whom I can't remember. All of us were first level fighters in modern terms, although at the time you were a flunky, a hero or a superhero. Dave treated us as teams (the good and bad guys) and alternated between which group he was working with as he got to points were he needed information from the other team.*

*We had no idea what to expect. Danger was our constant companion. There was a thrill to rounding the next corner in the tunnels or opening a door. We faced a quandary each time we came to an intersection in the tunnels or passed a door.*

*We never found the wizard, but while we were trying to find our way back to the castle he found us. The balrog was more than any of us could handle. In the ensuing battle we were dropping like flies. Finally, I realized that the balrog had stopped attacking me and I realized that I was the last man standing. He told me to go in fear and tell the Baron what had happened to his men.*

*By 4 AM when that first adventure was finally finished I was hooked on the game. We started playing Blackmoor almost every week after that and we started coming over to Dave's basement on Sunday afternoons to have additional adventures, too. It was a wonderful opportunity to let our imaginations run wild with our adventures.*

*At one point, I had much of the dungeon memorized; I had been on so many adventures there. The guys soon depended on me to guide the party. That proved to be almost fatal to our group, but that is a long story in itself.*

*The guys called me and by extension my character Svenny. Over time the group started to refer to my character as "the Great Svenny". With success, Svenny became the Baron of Newgate and we had a new area to explore and conquer. Svenny is still alive, 34 years later. Svenny is currently serving as the "Lord Regent" of the Regency Council of Blackmoor. An honor bestowed upon him/me by the other players from our original group, several years ago. We still do adventures, occasionally. The core group still plays in St. Paul, MN when Dave goes "home" to visit. I live in Florida now and participate in adventures when I visit Dave in Orlando.*

*So, come explore the Dungeon and Castle of Blackmoor. Enjoy fresh adventures where role-playing first began.*

*Greg Svenson*

## Scaling Information:

The Dungeons of Castle Blackmoor is composed of 20 levels. Unlike most contemporary modules, the Dungeons of Castle Blackmoor, also known as Blackmoor Dungeon, is not meant to be explored in one continuous series of adventures. Instead, players are expected to explore the dungeons as deeply as they feel is possible, and then leave to acquire more experience and items before they attempt to venture into the dungeon again. For this reason, no information regarding scaling the adventure is provided. Instead, the module is meant to exist as a fixed set of challenges that are indifferent to the experience levels of the characters. There is nothing preventing characters from delving deep into the dungeon at low levels, nothing except the substantial risk of death and serious injury they would incur by delving into such dangerous territory. The 20 main levels of the dungeon all have an average encounter level near to the level of the dungeon.

Characters can thus expect EL 1 encounters on the first level and EL 7 encounters on the seventh (and so on). Of course, things are mixed up a little bit, to keep things interesting. Most importantly, each level has an Isolation Level (IL); this is the degree to which travel between the levels is possible for the wandering monsters on the levels above and below. Parties on levels with a low IL have a chance of encountering foes that have wandered from their home levels. Due to the serious threats posed by the dungeon inhabitants, wandering monsters never wander down deeper into the dungeon (those who do are slain and eaten by the lower level creatures) but sometimes foray up into the higher levels of the dungeon, providing a surprise for those parties who are unfortunate enough to encounter them.

As this setting is slightly different (and more dangerous) from many contemporary 3rd edition modules, the nature of the connection between the level of the dungeon and the likely level of the threat to be faced there should be made clear to the party if they spend any time at all gathering information about the dungeon.

## Preliminary Skill Checks:

***Gather Information:***

DC 5: "New adventurers should not ever think of going deeper than the third level of the dungeon. Not unless they they're suicidal, that is."

DC 8: "Oh, hell yeah. The deeper you get into that place, the fiercer the foes. It almost like there is some great source of evil near the bottom of it (wherever that is) and only the toughest creatures can survive in close proximity to such evil."

DC 10: "Well I was in there once myself, not that I went very deep. I think I made it to the top of the fourth level before what was left of my party had been so put through the wringer that we decided that discretion was the better part of valor. Live to fight again one day, that's what I say. The kobolds on the first level were one thing, but when we got deeper, past the zombies on the second level, I started having a real fear of what was ahead. By the time we got to the fourth level, most of our foes were so well organized, that we knew that without information on that was coordinating the enemy, we were at a serious disadvantage. I knew that it would only get worse if we went deeper and I didn't want to risk it."

DC 15: "What I was most worried about in there were the sorcerers. It seemed like their magic was much more potent than I expected. Almost as if the dungeon itself were lending them power. I just wish we thought to bring a sorcerer with us to balance the odds."

DC 20: "Well at least I knew about the cheap price of flaming oil in town. That made a big difference since I was out of spells before we left the fourth level. We had found a secret portal, and foolishly we just made use of it. We traveled straight down for almost 5 minutes. It was a horrible idea. Now to get to that portal, we had to take out a few bugbears. No problem, I thought. But when we left the portal, I though we would hit the ogres below as we had been told. Unfortunately, we had traveled 3 levels straight down. We skipped the ogres, instead, we hit spectres. More precisely, they hit us."

DC 25: "There are many stories of adventures in Blackmoor Dungeon. Survivors, rumors, hearsay, last minute messages to the surface all tell a

similar tale. The dungeon is deadly, and it gets steadily deadlier as you descend deeper. Be very careful how deep you go, if you value your life.'

DC 30: "Be careful in that dungeon, and for the sake of the gods do not ever try to use *true seeing* within it. To see the true nature of the place is a thing that is beyond the ken of mortal men. Try it and you'll find yourself staring into the face of hell."

DC 35: "Don't, under any circumstances, use *teleportation* or other such magic in order to descend into the dungeon. There is a horrible extradimentional pit which pulls all teleporters towards it, so if you try to go down using a teleport, you are likely to end up at the very bottom. It is known to be a one-way trip."

***Knowledge (History):***

DC 15: "Life in Blackmoor was not always as it is now. History on the peninsula goes well back before the fierce grip of Thonia gathered the northern realms together under the rule of one law. History on the peninsula goes back to a time before magic was commonplace, a time before kingdoms, a time before law. In this day, any man with a strong arm and quick wits could gather loyal men about him. If he was wise enough to avoid those conflicts and mighty enough to take victory when it was offered, then he would rule. Though his grasp would not be long, he would know that all he surveyed was his. Every twig, every leaf and every living soul. His to do with as he wilt. Back through the ages, Blackmoor Castle and the dungeons beneath it were a coveted defensive position. Due both to the isolated location and the magical rock on which the place is founded, it is a gem of a fortress."

DC 20: "The dungeons have been inhabited for many generations. As far as we know, the place has been continuously occupied since at least the fourth era. Here, at the university in Blackmoor we divide time up into the following eras. It is, however, important to note that these eras we use are not the same as the Ages that are spoken of by the common folk. The shift from the first to second age took place between fifth and sixth eras."

## Important Time Periods in the Growth of Blackmoor Castle:

8th era: The Kingdom of Blackmoor

7th era: The Thonian Empire

6th era: The era of iron and the decline of the elves

5th era: The era of bronze and the first tablets of law

4th era: The Rule of the giants

3rd era: The Rule of the dragons

2nd era: The Lost era

1st era: The Chthonic era

**The Origins of the Blackmoor Dungeon** by Callas Anethenitos

Long, long, long ago, well before men had ever traveled to the north, the peninsula known today as Blackmoor was inhabited. On this rocky prominence, shrouded in fog and battered by cold sea winds, a race of creatures hidden from the eyes of men made their settlement, in what they called the bright sea. These beings, the Sar-Aigu as we now call them, were refugees, fleeing from a great war that raged throughout the sea. With a touch of alchemical ingenuity and a good portion of true spunk, they made their way out of the salty waters that was their home into the bright desiccating place known to their people (who inhabited the darkest deepest regions of the ocean) as the bright sea.

Not long did the Sar-Aigu live atop the glistening black peninsula before they found the shrill winds that sometimes blew up from the south completely intolerable. They began to build, and in doing so, produced the first recorded settlement upon what became know to mankind as the Black Moors.

In time, the Sar-Aigu moved on from their costal fortress into richer areas, farther from their enemies in the sea. As they moved on, the settlement upon the Black Moors became their most holy shrine. They delved deep into the rock, away from the light and carved a great stone construc-

tion from the enchanted rocks that make up the stuff of Blackmoor. This shrine of the Sar-Aigu now makes up one of the deepest levels of what is now known as Blackmoor dungeon. This great sunken pit is driven deep into the rocks of the peninsula, so deep that the waters of the ocean itself lap about the base of the construction. This place, which was once the home of ancient exiles of the sahuagin known as the Sar-Aigu, their aquatic and amphibious servants and their demonic masters.

After a great conflict about which little is now known, some potent (some say a black sphere that could obliterate any object) caused the first layer of construction to sink even deeper into the rock. After this, the Sar-Aigu abandoned the Black Moors and the ruined spot was left open to colonization. Many creatures were drawn to the magic of the place, most of them finding nothing more than strife and conflict when they arrived. However there was one group, an ancient group nearly as old as the Sar-Aigu, who managed to conquer and hold the peninsula. They came to the rocks for the magic, but found instead plentiful prey that they could feed to their hatchlings. Thus came about the end of the rule of the Sar-Aigu and the beginning of the rule of the dragons. A great brood of drakes dwelt in the ruins atop the shrine, feeding off the many creatures that were drawn to the magic of the place. As their great nest grew in size and power, they began to use their minions to dig tunnels ever deeper into the rock. Eventually the tunnels around their nest so riddled the black rock of Blackmoor that the entire construction settled deeper yet into the bedrock, submerging the deepest level into cold dark sea water and causing massive collapse of rock and gravel which lay atop what had been. While many of the drakes abandoned the place after this great collapse, many small dragons and their pets lingered on in the area. That is, until the giants came.

Wielding great wooden spears, the giants took to Blackmoor instantly. They put down the remaining dragons with their spears tipped with the glistening black rock they found on the peninsula, and they settled in to make the Black Moors their home. For generations they built into the rock, stacking great columns of the stuff and shaping it to their wills. For generations they ruled the bleak peninsula from a nigh impregnable fortress. They thought themselves invincible. For many years they lived in ignorance of the small, almost insignificant, descendants who would one day spell their doom.

Well over a thousand years ago, men came to the land of Blackmoor. With them they brought metal and writing, their two most precious inventions. Led by bearded priests guiding bronze-wielding warriors by the hundreds, they set upon Blackmoor like a plague of locusts. The skulls of the giants were taken by the dozen. Although it had taken centuries for the great ones to build up the fortress upon the peninsula, it took only four days and four nights for the humans to overrun the position and drive the giants deep beneath the earth within the tunnels carved by the dragons and their minions. Now that the humans had reached what they considered the "roof of the world", they lay claim to the peninsula, and began to investigate its magic. They began to work the land around their new settlement and drive back the marshes that had previously surrounded the peninsula. They transformed it into useful agricultural land.

As an outpost, far away from the center of any empire, the castle grew steadily, yet it never managed to feature prominently in the tales of the history of men. Savages came and were repulsed. Barbarians came and were thrown back. Enemies came and were driven away. Then one day came a new breed of men, a new breed of death. They rode behind horses in great wooden wheeled chariots and their weapons were no longer made of bronze, but instead, they wielded iron. In a matter of weeks, those who had served the priests were slaughtered or again driven underground to make whatever pacts they could with the giants and those beings that lived still deeper among the ruins. The age of iron had arrived and Blackmoor had once again fallen into new hands. It was at this time that the empire that would one day be called Thonia began to grow, sending explorers, traders and diplomats out into the northern wilderness. A wilderness that at that time included Blackmoor, or the Black Moors of the North, as it was then called.

Thus each level of the Blackmoor dungeon lies upon a foundation that is full of its own enemies. Full of traps, monsters and devious puzzles, each

level of the dungeon holds one or more factions of beings who struggle to compete with those who live above, below and beside them. Never resting, always at war, the dungeons of Blackmoor are the most deadly place in all the north.

As you descend into the dungeons, you take a journey not just in space, but also in time, as the eras of Blackmoor are revealed. The history of the place is written in the blood of those who have died defending what little shreds of their societies that they could keep hold of in the face of overwhelming force.

Good luck in your journeys, and may the gods protect you and keep you safe from harm.

## Spell and ability modifications within the Dungeons of Castle Blackmoor.

Saving Throws: As per *Dave Arneson's Blackmoor* page 115, all those who are attuned to the dungeon's black stone gain a +2 circumstance bonus to Spellcraft checks and a +1 bonus to the DC of their spells. All monsters, including wandering monsters, are already attuned. Monsters summoned into the dungeon are not attuned.

Scrying: The rock has another important property that inhibits one particular type of magic. All the rock of Blackmoor castle contains a significant amount of a particular alloy of lead that is extremely effective at blocking divination magic. Arcane divination spells are strongly inhibited in their powers within the dungeon, all rock surfaces act as if they were coated with lead sheeting, preventing any spells from the scrying subschool of the divination school from penetrating the walls and other surfaces of the dungeon.

Teleportation: Anyone who uses a spell of the teleportation subschool in the conjuration school in order to move deeper into Blackmoor dungeon suffers a horrible fate if they try to go beyond Level 11. Spells of this nature (including *dimension door, teleport, greater teleport, teleportation circle*) that move the character up or horizontally work as intended. Teleportation in any direction on the top seven levels of the dungeon is likewise unaffected. If any such spells are used allow the character a spot check at DC 10 to notice a deep, unnatural, extra dimensional pit looming beneath them. A DC 16 Spellcraft check warns them that downward travel might be extremely dangerous, and that the destination of such a movement will almost certainly be seriously distorted.

True Seeing: Anyone using a *true seeing spell* within the Blackmoor Dungeon sees the inside of Area 18-2 clearly and suffers the following effects: they must make a Will save (DC 10+the level of the dungeon they are on or the level they are trying to perceive if they have managed to use some remote viewing technique). If they fail, they suffer 2d6 temporary Wisdom damage and must make a Fortitude save at the same DC or become stunned for a round and sickened for an hour. If they make the save they suffer 1d6 temporary Wisdom damage and must make a Fortitude save at a DC of 10+one half the level of the dungeon they are on, or they are stunned for one round. Any who do not look away from the hideous visage must save again each round they continue to gaze into the eyes of truth. Stunned characters may not avert their eyes and must save again until they mange to resist the stun effect. Allies may use another action to aid their saving throw or take other actions to disrupt the spell. Vigorous shaking can force a Concentration check that might end the spell (although a character must use all the ranks they have in Concentration to maintain the spell). A *dispel magic* spell might also end the effect if the caster of the spell can beat the one using *true seeing* with a caster level check. Those using items that grant true seeing are easily saved, as the object can be snatched away or covered by an ally..

Turn Undead: As per *Dave Arneson's Blackmoor* page 116, all undead within the dungeon gain +4 turn resistance. Incorporeal undead that are successfully turned merely fade into the rock for the duration of the turning.

# Appendix A: The Monsters of Dungeons of Castle Blackmoor

## Reanimator

This creature appears to be a glowing green crystalline heart pulsing with eldritch energies. It is surrounded by a hard shell of bone fragments drawn from numerous corpses.

Little is known of true origin of the reanimators. Found throughout Blackmoor in all places where corpses are abundant, these despicable undead fiends seem to enjoy sending wave after wave of minor undead creatures toward their enemies until they have downed their foes.

### *Combat*

Reanimators prefer to engage from a distance, using a wall of skeletons or zombies to keep their foes out of melee range. They use *desecrate* and their bolster undead ability to make their minions very difficult to turn. They hate good aligned clerics, and often use their *ray of enfeeblement* to weaken them so that their undead minions can grapple and subdue them. They are known to be the bane of evil clerics as they delight in wresting control of a necromancer's servants and then using them to tear the necromancer apart.

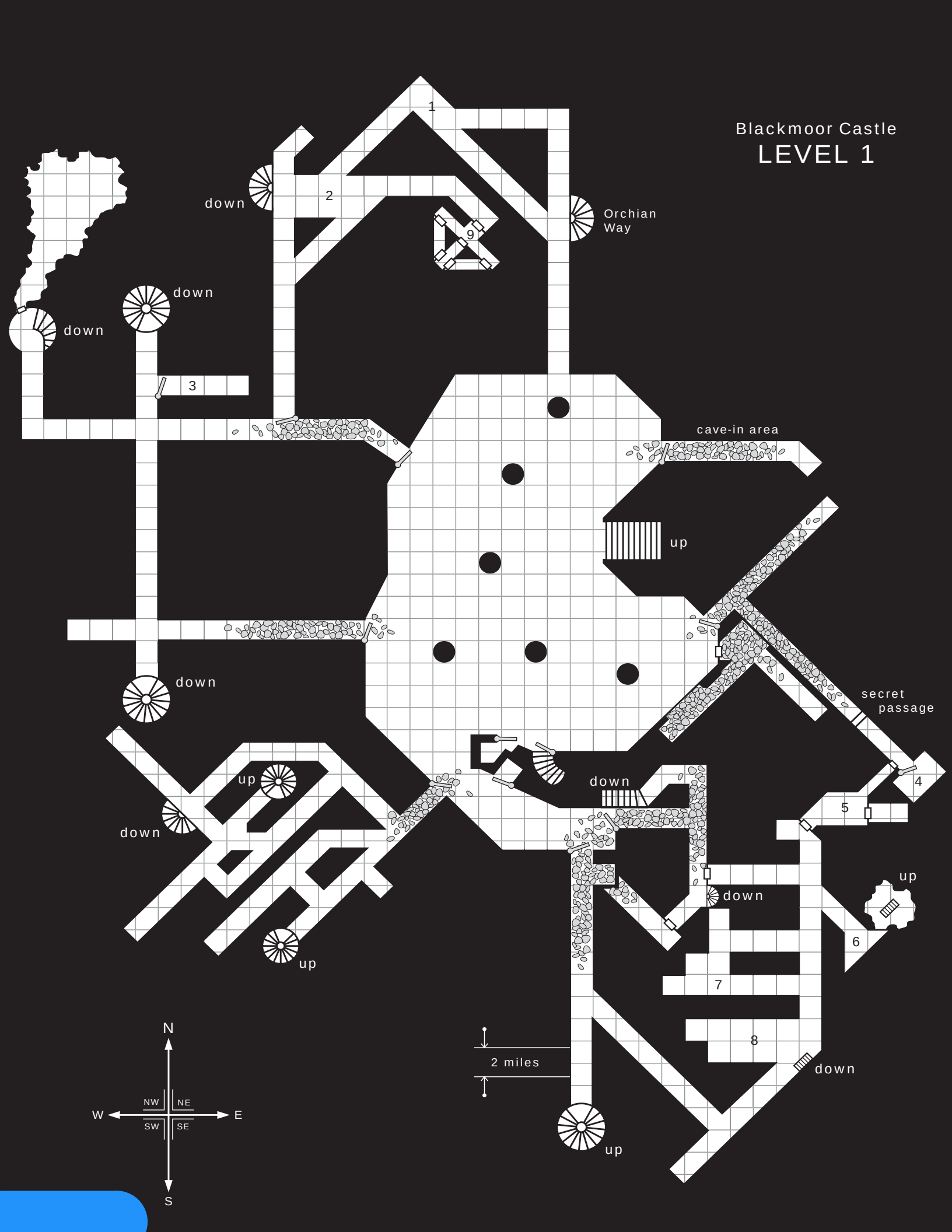
Reanimators do not speak, although they appear to understand Infernal.

***Animate Dead* (Sp):** A reanimator can animate the dead within 120 feet at will. It may animate up to twice its hit dice in skeletons and zombies each round. There must be available corpses for this ability to work. Skeletons or zombies that have been destroyed may not be raised again.

**Control Undead (Sp):** Up to 6 times per day, a reanimator may control, rebuke or bolster undead as an 8th level cleric. It may control up to four times its hit dice at a time.

**Spell-Like Abilities:** At will— *Desecrate, detect undead, detect magic, ray of enfeeblement* (DC 16), *ray of exhaustion* (DC 18), *scare* (DC 17). Caster level 8th. The save DCs are Charisma-based.

| | Reanimator |
|---|---|
| | **Medium Undead** |
| **Hit Dice:** | 8d12 (52 hp) |
| **Initiative:** | +0 |
| **Speed:** | Fly 10 ft. (2 squares) |
| **Armor Class:** | 20 (+10 natural), touch 10, flat-footed 20 |
| **Base Attack/ Grapple:** | +4/+4 |
| **Attack:** | Corrupting ray +5 ranged touch (2d8+8) |
| **Full Attack:** | Corrupting ray +5 ranged touch (2d8+8) |
| **Space/Reach:** | 5 ft./5 ft. |
| **Special Attacks:** | Animate dead, control undead, spell-like abilities |
| **Special Qualities:** | Damage reduction 5/–, darkvision 60 ft., turn resistance +4, undead traits |
| **Saves:** | Fort +2, Ref +2, Will +10 |
| **Abilities:** | Str 10, Dex 10, Con —, Int 7, Wis 19, Cha 16 |
| **Skills:** | Hide +7, Listen +8, Move Silently +7, Spot +8 |
| **Feats:** | Alertness, Spell Focus (Necromancy), Weapon Focus (Ray) |
| **Environment:** | Crypts and tombs |
| **Organization:** | Solitary or cabal (2-12) |
| **Challenge Rating:** | 6 |
| **Treasure:** | Standard |
| **Alignment:** | Always neutral evil |
| **Advancement:** | 9–16 HD (Medium); 17–24 HD (Large) |
| **Level Adjustment:** | — |


Blackmoor Castle
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## Blackmoor Dungeon

Blackmoor Dungeon was the location of the first dungeon crawl ever and served as the basis for the Blackmoor campaign, ultimately resulting in the creation of the world's most popular role playing game. Dave and his players would traverse the catacombs regularly exploring an entirely new game genre without even knowing it.

Blackmoor Dungeon appeared in the first Fantasy Campaign published in 1977 by Judges Guild. The dungeon depicted in that supplement was targeted towards a higher-level party; hence its deadly forty goblins and massive spider infestation on only level 1! In revisiting Blackmoor Dungeon it was determined that the dungeon be able to attract lower level characters while still giving them all the space in the world to get killed.

If you are adventuring with a higher level party, feel free to hit the party with a bigger stick. Blackmoor Dungeon is one of the most difficult dungeons in the history of role playing games and has captured many a hero in its bowels. There is no reason to go easy on the players whatsoever!

## Level 1

**Table 1-1: Wandering Monster Encounters**

| | |
|---|---|
| 2 | Ettercap |
| 3 | 2 Kobold Zombies |
| 4 | 2 Human Zombies |
| 5 | 4 Kobolds |
| 6 | 1 Spider Swarm |
| 7 | 4 Kobolds |
| 8 | 1 Medium Monstrous Spider |
| 9 | 2 Small Monstrous Spiders |
| 10-12 | Roll on Level 2 Table |

Ettercap: hp 27; see *MM* page 106.
Kobold Zombie: hp 16 each; see *MM* page 266.
Human Zombie: hp 16 each; see *MM* page 266.
Kobold: hp 4 each; see *MM* page 161.
Spider Swarm: hp 9; see *MM* pages 239-240.
Medium Monstrous Spider: hp 11; see *MM* page 289.
Small Monstrous Spider: hp 4 each; see *MM* page 289.

**Table 1-2: Encounter Index**

| Area | Page | Type | Descriptions | EL |
|---|---|---|---|---|
| Entrance | 12 | - | Gates | - |
| 1-1 | 14 | - | Dungeon Basement | - |
| 1-2 | 15 | - | Cave-In #1 | - |
| 1-3 | 15 | - | Cave-In #2 | - |
| 1-4 | 15 | - | Orcian Way | - |
| 1-5 | 16 | C | Spider Swarms | 2 |
| 1-6 | 16 | C | Large Monstrous Spider | 2 |
| 1-7 | 17 | C | Ettercap | 3 |
| 1-8 | 18 | T | Trapped Rubble | 1 |
| 1-9 | 19 | C | Kobold Guard Station | 1 |
| 1-10 | 19 | C | Kobold Living Quarters | 1 |
| 1-11 | 20 | R | Kobold Farmer | - |
| 1-12 | 20 | C | Kobold Chief's Quarters | 2 |
| 1-13 | 21 | - | Lost Room | - |

**Level Overview:** This is the first of many such levels in the dungeon. The basic ecology relies on the presence of rats and other vermin that come from above or below. Rainfall seeps through various small cracks in the walls and ceiling to form impromptu pools from which the various animals all drink. The spiders and kobolds on this level have made an agreement to use the basement as a neutral zone, keeping to themselves. In truth, both groups fear the magical gate, which allows the players to enter the dungeon and arrive in the basement without being attacked. The creatures on this level do not willingly enter this great hall unless it's a dire emergency.

Unless otherwise stated, the walls on this level are masonry stone with smooth stone floors. Powerful spells have been cast on the first four levels of the dungeon preventing the use of *passwall*, *dimension door* or *teleport* if used in an attempt to leave the dungeon. These protections were placed to keep the monsters (or players) from leaving the dungeon by any way other than the main gate.

## The Entrance to Blackmoor Dungeon

*Before you stands a great gate, a full twenty feet in length and width. Eight large reinforcing braces, each constructed of foot-thick iron, sit firmly in their stone cut housings. The surface of the gate shows countless scars of battles that have been fought in this place. You can only wonder at the sheer horror that lies behind the gate to Blackmoor Dungeon.*

The gate to Blackmoor Dungeon is constructed of four foot thick iron reinforced and sealed with adamantine. It is designed to hold back anything that should try to make its way out through the gates. (Hardness 20, hp 2500) Additionally, numerous wards, placed by the most powerful wizards in the land, protect the gate. These protective magics regenerate any damage applied to the gate while thwarting any magic that may be applied against it. No direct assault on the gate to Blackmoor Dungeon has ever yielded a victory. For this reason the gate itself should be considered impervious when closed and locked.

In truth, the same protective magic that guards the gate to Blackmoor Dungeon also covers Levels 1-4. In time, the Wizards' Cabal has slated to complete another ten levels of protection but for the time being, other matters have taken precedence. The lock that holds the gate shut only opens for the appointed Keymaster and is impossible to pick; it has no visible locking mechanism to defeat. (Though it is certainly possible to pick the pocket of the Keymaster if one knows where the lock is and how to open it.)

The Keymaster is an aged cumasti elf who wears numerous necklaces, rings and headbands. If players attempt to *detect magic* on him, he radiates many types of powerful arcane magic and has a number of charms making him nearly immune to mental suggestion.

The door to the gate can be opened only with the written permission of the King. Uther's seal contains a magical compound that, when placed near the key allows it to function to open the gate only twice (once to allow people in, then get them out again). If the seal should be used improperly to allow another group into the dungeon, it is impossible for them to get out again without the King's knowledge and permission. This is done to reinforce the laws of the kingdom regarding

adventurers heading down into the dungeon to loot it.

When proof of permission is presented, the Keymaster slowly reviews the seal to verify its authenticity. When satisfied, he approaches a small metallic ring in the center of the gate and places what appears to be a small iron cube inside the ring. After a few moments, the mighty braces withdraw and the gate opens. A small group of cumasti wizards and warriors stand at the ready for whatever may spring from behind. Simply by gazing at these individuals, the players can easily garner that they express real concern and consider the threat of something coming from behind the gate seriously.

Slowly, the gate swings apart under its own power revealing a twenty-foot wide opening that leads down a stairway to the first level of the dungeon.

### Arneson Speaks!

The gate to Blackmoor Dungeon has always been a magical place. In the original campaign, the elves were put in charge of defending the majority of the castle including the dungeon after they retook it from the bad guys. The elves did some pretty interesting things like the *Elven Tour*. This included putting turnstiles in the gate to the dungeon costing 1 gp to gain admittance. Adventurers who signed the guest book were eligible to earn a genuine "I visited Blackmoor Dungeon" button when they exited the main entrance to the dungeon. After all these years, still no winners.

Going beyond that, the elves established a network of pumps and hoses that contained plenty of holy water for keeping the undead inside the gate. Feeling confident with their additional protections from evil, the elves were able to keep the place pretty well in hand.

Before being allowed to enter the dungeon, the adventurers are informed of the requisite test required to be allowed to leave the dungeon by the Keymaster.

They are instructed to knock three times slowly, followed by three times quickly, then three more slowly. After giving the correct sign, the Keymaster instructs them to stand on a specially designed circle laid just inside the gate. Through the use of a special mirror, the Keymaster is able to see through the gate as if he were standing right next to the players. Once they have all entered the circle, a blue-ish light begins to engulf the area as the Keymaster activates a spell. The circle is an activation point for a *mass smite undead* spell (caster level 20) designed to destroy any undead that may be attempting to get out. If the Keymaster detects any undead, he does not open the gate under any circumstances and the players must eliminate the threat or perish. Once satisfied, the gate can be opened under the supervision of the Keymaster and his guards.

## The Great Gate Opens!

*After the Keymaster has opened the gate, its great bars roll back allowing the massive doors to open wide. As the light pours into the darkness of the dungeon, you notice something white falling out from the opening door crack. Instantly you recognize this horrible totem. As it stops rolling, you can clearly see it is the remains of what appears to be a human skull!*

*The door opens even wider and hundreds of skulls pour forth from a large pile spreading out into the basement. The pile of skulls continues to fall for what seems like minutes while you stand in horror. Soon the skulls have all fallen out save one that sits upon a post just inside the door. To your amazement, the eyes light up within the skull and it speaks in a crude common tongue:*

*"Do not tread on this place we call home, or we will make you another part of our collection!" The skull then falls inanimate, exposing only the wide, dark stairway leading into the dungeon.*

The pile of skulls was placed there by the various monsters inside the dungeon who founded a truce for a while on the basis that they didn't want

to be bothered by adventurers. They combed the levels for various skulls of human, dwarves and others who had fallen. They then piled them all until they reached nearly 15 feet high. There are approximately 3000 skulls in the pile. They are all harmless unless a player is standing right at the door when they come pouring out in which case she take 1d6 points of bludgeoning damage.

The talking skull on the post is animated by a *magic mouth* spell placed by the various sentient monsters in the dungeon. The skull delivers his message once and then falls inanimate.

The falling skulls are a very unsettling site for both the Keymaster and the elven guards. This hasn't ever happened before and they are not sure what to make of this situation. They immediately begin to clean the skulls away from the door in an effort to close it as quickly as they can. They remain focused on defending the gate and are constantly vigilant of an impending assault from within. While clearing the great doorway, they encourage the players to rapidly descend and give them one final reminder about the tests before they leave.

The stairway descends nearly thirty feet into the darkness and leads to Area 1-1.

## Area 1-1 – The Dungeon Basement

*As you pass through the gate, a chill covers you from head to toe. It's as if the spirits of the dead are pleading with you to turn back, lest you join them for eternity in this cold and dismal place. The large stone staircase is nearly twenty feet wide and descends nearly thirty feet.*

*Something inside compels you to continue. As you descend, the huge staircase leads into an enormous room with six large circular columns. Splintered bone and shattered weapons litter the ice cold stone floor. Rats scurry past you on their way out of the dungeon. Was coming down here a mistake?*

*Then you hear the grinding sound of metal on stone as the great gate to the dungeon slides back into play. Its haunting sound is even louder on the inside.*

*Finally it slams shut and the braces slide into place.*

*The echo of the gate hangs in the air for what seems like seconds; so much for the element of surprise.*

This room is commonly referred to as the dungeon basement. The basement varies in its width but is approximately 120 feet at its widest. There are exits to the north, northwest, west and southwestern sections of the room. There are also an equal number of caved-in areas as well. These caved-in areas are the remnants of hallways that went on to forgotten regions of the dungeon. The cave-ins are fairly complete and require time to clear should the players desire to make them open. Each ten-foot segment of a cave-in contains 4000 pounds of material to remove. The amount of time required to dig through the cave-ins can be calculated by using a player's heavy load capacity (see *DMG page 66, "Cave-Ins and Collapses"*).

The large columns appear to have numerous deep scratches in their surfaces. The columns support the ceiling and have numerous foul curses written in kobold, orc and goblin. Most of the comments center on killing adventurers and eating them. Players who take the time clearly determine that the creatures of the dungeon consider this their territory and are ready to defend it to the death.

### Arneson Speaks!

In the old days these columns served a number of purposes. Players discovered and often used the columns as elevators that could take them down into the deeper levels of the dungeon without taking the time to walk down the hard way. The players seemed to appreciate this as it let us get back to the adventuring rather than hashing over old stuff. Sometimes, the players wanted to go the hard way anyway. Many times, they discovered that the monsters had regenerated in the areas that they had cleared, making them wish they had taken the elevator!

## Area 1-2 – Cave-In 1

This area is often the home of wandering monsters that ultimately got lost and heading for the first way out they could find. There is no direct way to get to this area on Level 1, but players can come through one of the ascending staircases on Level 2 to arrive here.

There are two staircases that travel upward from this area. They lead to solid wall faces and are dead ends.

The frightened beasts that made their way here put up quite a fight if the players happen to press them. Refer to Table 1-1 for any possible encounters in this area.

## Area 1-3 – Cave-In 2

This area is mostly composed of two caved-in halls. Many years ago an adventuring party was trapped and killed here during the cave-in. Should the players spend the requisite time digging through the rubble and dirt, they find, with a successful DC 10 Search check, a total of 250 gp and a *+1 composite longbow* among the remains in the tunnel.

## Area 1-4 – The Orcian Way

*As you move down the tunnel you soon come to a split in the path. To the northwest continues a tunnel for some 60 or so feet. Straight ahead the tunnel continues for at least another 50 feet. A glowing spiral staircase sits to your right. Your eyes dart to the great bronze plaque erected on the wall next to the staircase.*

*The plaque reads in large Common letters:*

ORCIAN WAY
ORC PUBLIC WORKS
#2734
ERECTED BY FUNK I
KING OF ALL THE ORCS

The Orcian Way is a magical staircase that can lead the players up or down for great distances. This staircase was designed to be the exit path for the grand orc army of King Funk I. Ultimately, this tactic paid off when both the Egg of Coot and Funk's army attacked Blackmoor in spring of 997.

Funk slowly moved his grand army into position to seize Blackmoor Castle from the inside. Soon thereafter, the orcs took advantage of lesser security measures at the dungeon gate, breaking out when some unknowing adventurers opened the gate to see who was knocking. The orcs poured out and controlled the castle within a short period of time. Funk and his army ultimately controlled Blackmoor Castle for nearly a year when the elves successfully retook the castle and the Great Svenny slayed Funk I. The gate to the dungeon was later replaced with its current, more secure construction.

Once the players start 10 feet in either direction, they can no longer find the exit even through the use of magic. Should they travel farther than this distance in either way, they are left with two choices: Follow the stairs all the way up or down.

Following the stairs down takes the players direction to Level 10. Should they take this route they exit at Area 10-8 on that level (see page 154).

### Arneson Speaks!

The Orcian Way was a great trick to pull on new players. They seemed to always fall for it. Originally, the players who went through the trap door in the ceiling were dropped into the middle of Blackmoor Bay via a *featherfall* spell. This mechanism was partially used to relieve them of their hard earned goods. Blackmoor Bay is a veritable treasure trove of lost magic items and rusted armor by now.

After a while, the players got to know this famous mechanism in the dungeon. Even though they have that knowledge, I am surprised at how many players get caught in this trap every time!

Taking the stairs to the top results in another, wholly different but interesting affair. After climbing some 200 feet of stairs, the player come to a trap door in the ceiling. Should any of them open the trap door, they are immediately teleported via a *teleportation circle* 30 feet in the air over the muddy banks of Blackmoor Bay and dropped. If they are adventuring as part of an annual competition, this results in their elimination from the contest, unless they can find another way in.

## Area 1-5 – Spider Swarms (EL 2)

*The entrance to the room appears to be covered by thick, sticky spider webs. The floor is so covered with spidersilk that you can't clearly make out the shapes of the beings that lie mummified on the floor. Several rats dangle from webs that are a bit farther into the room.*

This room is the first of two spider groupings. This particular group is small, young and lacks much knowledge of tactics. The room has two possible entrances, but the view is effectively the same from either direction.

If the players attempt to enter the room, the spiders swarm into two groups that attack them in succession. They continue to fight until destroyed. Should the players attempt to burn the webs, the swarms retreat to the hallway between Area 1-5 and 1-6 to defend the larger nest. They swarm again to attack the players if they try move through the hallway.

**Treasure:** With a thorough successful DC 10 Search of the room, the players find a *scroll of cure light wounds* (1st level caster) and a masterwork longbow. If they burn the room, it is highly likely (80% chance) that the treasure is destroyed or damaged beyond use as well.

**Spider Swarm (2):** CR 1; Diminutive Vermin (Swarm); HD 2d8; hp 9, 11; Init +3; Spd 20 ft., climb 30 ft.; AC 17, touch 17, flat-footed 14 (+4 size, +3 Dex); Base Atk +1; Grp -; Atk/Full Atk melee (1d6 plus poison, swarm); Space/Reach 10 ft./0 ft.; SA Distraction, poison; SQ Darkvision 60 ft., swarm traits, tremorsense 30 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +0; Str 1, Dex 17, Con 10, Int -, Wis 10, Cha 2.

*Skills and Feats:* Climb +11, Listen +4, Spot +4.

**Distraction (Ex):** Any living creature that begins its turn with a spider swarm in its space must succeed on a DC 11 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Poison (Ex):** Injury, Fortitude DC 11, initial and secondary damage 1d3 Str. The save DC is Constitution-based.

**Skills:** A spider swarm has a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. It uses its Dexterity modifier instead of its Strength modifier for Climb checks. It can always choose to take 10 on a Climb check, even if rushed or threatened.

## Area 1-6 – An Itty Bitty Spider (EL 2)

*This room looks to be fairly clear of debris and is largely empty. There are exits in the north, south and northeast walls. On the east wall a smallish stone spiral staircase travels down towards darkness.*

This is actually the lair of a monstrous spider that is the mother of the swarms from Area 1-5. Her thin, nearly invisible webs (DC 25 Spot) lie along the interior of the hallway between Areas 1-5 and 1-6. Using her tremorsense, she knows of the approach from potential prey well in advance and hides before they can reach the room.

The spider always drags the desiccated carcasses of her prey up into the corner that cannot be seen from the entrance to the room. If the players investigate this corner, they find the remains of everything from kobolds, goblins and dwarves to even other large spiders. Most of the possessions on these bodies are rotten or rusted beyond usage. Refer to the treasure section for the results of full searches.

When the time is most opportune, the spider strikes from above. She attempts to hide in one of the large cracks in the ceiling and watched until

she feels she can strike at an advantage. The most successful strategy is to surprise the players with an attack from behind as they come upon her leftovers in the northern corner of the room. Her tendency is to attack the largest creature of the group first to disable the strongest member of the party with her poison.

**Treasure:** Searching (DC 15) amongst the desiccated bodies, the players can find a masterwork light steel shield and 30 gp.

**Large Monstrous Spider:** CR 2; Large Vermin; HD 4d8+4; hp 22; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 12, flat-footed 11 (-1 size, +3 Dex, +2 natural); Base Atk +3; Grp +9; Atk/Full Atk +4 melee (1d8+3 plus poison, bite); SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +4, Will +6; Str 14, Dex 17, Con 13, Int 6, Wis 15, Cha 8.

*Skills and Feats:* Climb +11, Hide +3*, Jump +2*, Spot +4*.

**Poison (Ex):** Injury, Fortitude DC 13, initial damage and secondary damage 1d6 temporary Strength damage. The save DC is Constitution-based.

**Web (Ex):** Both types of monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. An entangled creature can escape with a successful DC 13 Escape Artist check or burst it with a DC 17 Strength check. Both are standard actions. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of sticky webbing from 5 to 60 feet square, depending on the size of the spider. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has 12 hit points, and sheet webs have damage reduction 5/-.

A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

**Tremorsense (Ex):** A monstrous spider can detect and pinpoint any creature or object within 60 feet in contact with the ground, or within any range in contact with the spider's webs.

**Skills:** Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher. *Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks. Web-spinning spiders have a +8 racial bonus on Hide and Move Silently checks when using their webs.

## Area 1-7 Ettercap Surprise! (EL 3)

*As you turn a corner you notice numerous webbings have slowly collected on your arms and legs. Suddenly, a hissing sound comes from the darkness. You see more webbing flying in your direction as a large spider walks towards you on only two legs.*

An ettercap lives in the short hallway that extends off from the main hallway. He often lies in wait for goblins to come up from Level 2 and has as been setting an ambush for the players. The ettercap has placed a 30-foot long sticky web on the floor just before and past his hallway leading all the way to the first step on the stairway (DC 20 Spot to notice the webbing). As the players walk through, they have a chance to become trapped. If they fail the Spot check, they automatically stumble into the trap as though by a successful web attack. An entangled creature can escape with a DC 13 Escape Artist check or break the webbing with a DC 17 Strength check. The webbing has 6 hp and takes double damage from fire.

If the players have been noisy and careless in this general portion of the dungeon, the ettercap has a chance to hear them. The ettercap stays in the darkness until one of the players becomes trapped on his webbing. Should one of them become ensnared, he leaps toward them trying to use his poison attack. The ettercap may flee to Level 2 if he becomes too injured.

**Treasure:** Digging through the rubble in the ettercap's lair the players find 300 gp and a cursed scroll (opposite effect on target). The cursed scroll contains: *daze (1), glitterdust (3)* and *silent image (1)*.

**Ettercap:** CR 3; Medium Aberration; HD 5d8+5; hp 27; Init +3; Spd 30 ft., climb 30 ft.; AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural); Base Atk +3; Grp +5; Atk +5 melee (1d8+2 plus poison, bite); Full Atk +5 melee (1d8+2 plus poison, bite) and +3 melee (1d3+1, 2 claws); SA Poison, web; SQ Low-light vision; AL NE; SV Fort +4, Ref +4, Will +6; Str 14, Dex 17, Con 13, Int 6, Wis 15, Cha 8.

*Skills and Feats:* Climb +10, Craft (trapmaking) +4, Hide +9, Listen +4, Spot +8; Great Fortitude, Multiattack.

**Poison (Ex):** Injury, Fortitude DC 15, initial damage 1d6 Dex, secondary damage 2d6 Dex. The save DC is Constitution based and includes a +2 racial bonus.

**Web (Ex):** An ettercap can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets of up to Medium size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 13 Escape Artist check or burst the web with a DC 17 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Ettercaps can also create sheets of sticky webbing from 5 to 60 feet square. They usually position these to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Spot check to notice a web, or they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section has 6 hit points, hardness 0, and takes double damage from fire.

An ettercap can move across its own sheet web at its climb speed and can determine the exact location of any creature touching the web.

**Skills:** Ettercaps have a +4 racial bonus on Craft (trapmaking), Hide, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

*Languages:* Common.

## Area 1-8 – Trapped Rubble (EL 1)

In an effort to keep the spiders and other trespassers out, the kobolds in this area of the level have taken rubble from other areas of the dungeon and piled it here. Movement is at half speed due to the looseness of the soil and rock and considered difficult terrian. If the players are not

careful, they alert the guards in Area 1-9.

In the last 10 feet of the rubble segment is a camouflaged pit trap covered by soil and rocks. It is designed to set off a noise alarming the guards. If the players succeed in bypassing or disabling the trap, they can approach secretly. Otherwise, the kobold guards in Area 1-9 prepare for their approach.

**Camouflaged Pit Trap:** CR 1; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 24; Disable Device DC 20.

## Area 1-9 – Kobold Guard Station (EL 1)

*This plain-looking room appears to be a guard station. Small spears line the wall and other weapons stand in a rack in the far west wall. Sitting at a small table are two reptilian-looking beings eating some kind of glowing mushroom.*

Depending on how the players handled Area 1-8, the kobold guards here are either eating or resting along the walls. If the players did manage to alert them, they have taken up arms and are hiding in the darkness to ambush them.

The glowing mushrooms they are eating are the main source of food for the kobolds in this level. They prefer to stay to themselves and have managed to cultivate this fungus into enough food to feed the entire tribe.

Whether alerted or not, the guards attack the players on sight. Two of the kobolds grab spears and charge towards the players while the others use shortbows from behind. They have defended this area frequently from incursion and are prepared. Chief Shargar has told them to kill all who enter.

**Treasure:** After rifling through the room, the players can find, above and beyond the kobolds' possessions, four small shortspears, four small shortbows, one small masterwork composite longbow (+1 Str bonus), 20 arrows, and 200 sp.

**Kobold (4):** CR 1/4; Small Humanoid (Reptilian); HD 1d8; hp 4 each; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14 (+1 size, +1 Dex, +1 natural, +2 armor); Base Atk +1; Grp -4; Atk/Full Atk +1 melee (1d6-1, spear) or +3 melee (1d4, shortbow); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

*Languages:* Draconic.

*Possessions:* small leather armor, small spear, small shortbow, 10 arrows.

## Area 1-10 – Kobold Living Quarters (EL 1)

*Approaching this chamber you hear the voices of kobold women talking and children playing. The room opens to display the main living chamber for the kobolds. Several families band together to make this single room the community sleeping and eating area. Some prepare soups from the glowing mushrooms while others use broken tools to construct crude farming tools. In the north corner, a small pool ripples with the slow flow of water through cracks in the walls.*

*You spot two armed guards attempting to impress a female kobold by arm wrestling. Two additional guards, armed with spears, stand by an exit in the northern portion of the room.*

This room is the primary living chamber for about 30 kobolds. Currently two of the four guards in this room are distracted and showing off for a kobold female. Should any of the women or children see the party, they scream to alert the guards. Once alerted, the women and children rush out through the northern exit to alert the chief and gain his protection.

The guards attack the party on site. They initially move to block and protect the passage to the north. They try to throw spears first and then draw shortswords to close in. The main mission of this group is to delay the players and allow the women and children to escape.

**Treasure:** This room contains numerous cooking pots made from iron and wood. Several bedding mats and other typical sundry make up the remaining items. A successful DC 15 Search check reveals a jeweled dagger (100 gp) and 30 cp under one of the bedding mats in the corner.

**Kobold (4):** CR 1/4; Small Humanoid (Reptilian); HD 1d8; hp 4 each; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14 (+1 size, +1 Dex, +1 natural, +2 armor); Base Atk +1; Grp -4; Atk/Full Atk +1 melee (1d4-1, short sword) or +3 melee (1d6-1, spear); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

*Languages:* Draconic.

*Possessions:* small leather armor, small short sword, small spear.

## Area 1-11 – Storeroom

*A pale green light flows out into the hallway from this room. As you press on, this greenish glow increases in intensity. As you finally reach the opening, you can see thousands more of the glowing mushrooms that the kobolds were eating. The room has several crude shelves lining the perimeter of the room each containing hundreds of these mushrooms.*

*A small door in the eastern wall glows even brighter than the mushrooms.*

This is indeed the storage room for the kobold food supply. The mushrooms are edible and eating about 10 of them provides enough calories and nourishment for a Thonian man's meal. One single farmer is responsible for cultivating this crop. If the players do enter the side chamber, they find a large crop of the mushrooms growing on logs and other types of compost that the kobolds have managed to produce over time.

The small kobold farmer is in the mushroom crop tending to his work. He is frightened and falls to his knees to beg for his life. He only becomes angry if the players try to destroy the food, at which point he attacks with his rake (treat as a spear).

**Treasure:** The only thing of real value in this room is the mushroom crop. Players can load up sacks full of mushrooms to take as food. It takes approximately one hundred mushrooms (a large sack full) to create enough light to expose roughly 10 feet of space. One mushroom alone only gives a faint glow in the darkness, though they could be used to create a faint glowing trail.

**Kobold Farmer:** CR 1/4; Small Humanoid (Reptilian); HD 1d8; hp 3; Init +1; Spd 30 ft.; AC 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 natural); Base Atk +1; Grp -4; Atk/Full Atk +1 melee (1d4-1, rake); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will +0; Str 9, Dex 13, Con 10, Int 11, Wis 10, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (farmer), Profession (miner) +2, Search +2, Spot +2; Alertness.

*Languages:* Draconic.

*Possessions:* rake.

## Area 1-12 – Kobold Chief's Quarters (EL 2)

*This 20-foot by 20-foot room contains the tattered remains of various rugs and tapestries strewn around the floor. A high backed chair occupies the middle portion of the room. On this throne sits a largish looking kobold in a breastplate, a greataxe draped in his lap. Four kobold guards surround him, wielding spears.*

*In the eastern wall there is an opening from which you can hear the cries of women and children. The chief stands up and yells something in an angry tone. At his word the guards charge forward and attack!*

This is Shargar, the kobold chief. He is always protected by four kobold guards. The players only hear the frightened sounds of women and children if they have been spotted by the kobolds in previous areas. If they have managed to sneak up this far without being noticed, there is a 30% chance that Shargar is sleeping in on his throne.

In the first round, the kobold guards throw their spears at the party, and then draw short-swords. Shargar delays his action until the ranged attacks have taken place. At that point, he *rage* charges toward the largest member of the party. Shargar is a brave defender of his people, but he's not a fool. If subdued, he may consider a parlay to avoid the slaughter of his people or the destruction of their crops. His primary concern is the protection of his people and their food supply. He wants nothing else.

The side chamber is the private store room of Shargar and is used as a final location of safety for the tribe. The room has a strong iron door that can be barred from the inside. Inside the room are crates that contain long trips of some kind of smoked meat. From the looks of it, it seems likely to have come from a fallen adventurer. A crate of salt and some farming tools are the only other items of note in the room.

**Treasure:** Searching (DC 10) the room, the players find 3 *potions of cure light wounds* (1st level) and a *potion of delay poison* (4th level). Under Shargar's bed mat is a purse containing 900 gp.

**Kobold (4):** CR 1/4; Small Humanoid (Reptilian); HD 1d8; hp 4 each; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14 (+1 size, +1 Dex, +1 natural, +2 armor); Base Atk +1; Grp -4; Atk/Full Atk +1 melee (1d4-1, short sword) or +3 melee (1d6-1, spear); SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +2, Ref +1, Will -1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

*Skills and Feats:* Craft (trapmaking) +2, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

*Languages:* Draconic.

*Possessions:* small leather armor, small short sword, small spear.

**Shargar, Kobold Barbarian2**: CR 2; Small Humanoid (Reptilian); HD 2d12; hp 14; Init +3; Spd 30 ft.; AC 20, touch 14, flat-footed 17 (+1 size, +3 Dex, +1 natural, +5 armor); Base Atk +2; Grp -2; Atk/Full Atk melee (1d10/x3, greataxe); SQ Darkvision 60 ft., light sensitivity; AL NE; SV Fort +3, Ref +3, Will +1; Str 11, Dex 16, Con 11, Int 10, Wis 12, Cha 8.

*Skills and Feats*: Climb +4, Craft (trapmaking) +0, Hide +4, Intimidate +4, Jump +2, Listen +6, Profession (miner) +3, Search +2, Survival +6; Weapon Focus (greataxe).

*Languages:* Draconic.

*Possessions*: small masterwork breastplate, small masterwork greataxe.

## Area 1-13 – Lost Room

*After endless hours of digging, followed by the discovery of a secret door, you finally come upon a small wooden door. The air is stale here, reassuring you that no one has been to this part of the dungeon in a great many years. The door swings open to expose a small raised dais in the middle of the room. On the dais is a velvet lined box that holds an impressive chain shirt. A small card says "Property of Sir Fang, Fighter and Champion of Yore."*

This is indeed long lost magic chain shirt of Sir Fang. It was probably placed here by members of adventuring party to be reclaimed when they returned for him. Fang never escaped the dungeon and has since become a vampire who will make his presence known to the players later in the dungeon. See Level 15 for more information.

**Treasure:** *+2 glamered adamantine chain shirt*.

Blackmoor Castle
LEVEL 2
down
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2
up
3
chamber
4
16
up
down
5
down
up
6
7
8
up
down
9
down
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& up
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# Level 2

**Table 2-1: Wandering Monster Encounters**

| | |
|---|---|
| 2 | 2 Human Zombies |
| 3 | Gelatinous Cube |
| 4 | Owlbear |
| 5 | 4 Human Skeletons |
| 6 | 4 Human Zombies |
| 7 | 2 Rat Swarms |
| 8 | Shadow |
| 9 | 2 Orcs |
| 10-12 | Roll on Level 3 Table |

Human Zombie: hp 16 each; see *MM* page 266.
Gelantinous Cube: hp 54 each; see *MM* pages 201-202.
Owlbear: hp 52; see *MM* page 206.
Human Skeleton: hp 6 each; see *MM* page 226.
Rat Swam: hp 13 each; see *MM* page 239.
Shadow: hp 19; see *MM* pages 221-222.
Orc: hp 5 each; see *MM* pages 203-204.

**Table 2-2: Encounter Index**

| Area | Page | Type | Descriptions | EL |
|---|---|---|---|---|
| 2-1 | 24 | - | Guard Room | - |
| 2-2 | 24 | C | Rat Swarm | 2 |
| 2-3 | 25 | C | Constrictor Snake | 2 |
| 2-4 | 26 | C | 6 Human Zombies | 4 |
| 2-5 | 27 | - | Blocked by Bones | - |
| 2-6 | 27 | C | Monstrous Centipede | 2 |
| 2-7 | 28 | C | 12 Human Zombies | 5 |
| 2-8 | 29 | C | Troll Skeleton | 2 |
| 2-9 | 30 | - | Battle Scene | - |
| 2-10 | 30 | C/T | 2 Orc Barbarian1 | 2 |
| 2-11 | 31 | C | 2 Orc Barbarian1 | 2 |
| 2-12 | 31 | T | Pit Trap | 2 |
| 2-13 | 32 | C | 2 Orc Barbarian1 | 2 |
| 2-14 | 32 | C/T | Orc Barbarian Leader, 2 Orc Barbarian1 | 4 |
| 2-15 | 33 | C | 4 Orc Warrior1 | 2 |

**Level Overview:** Level 2 is a bit different from its predecessor and begins to take the party one step closer to the real center of the dungeon's power. There are a number of warring factions of creatures throughout the dungeon who are competing for a combination of limited resources and ultimate power.

Originally, Level 2 was an area for imprisoning criminals and traitors to the crown. There are eight large pens that were designed to keep the most offensive criminals far away from the residents of Blackmoor. Over time, strange things began to happen in and around the second level. Guards were found murdered at their posts; prisoners were maimed or reduced to gibbering idiots. Survivors claimed that the walking dead had come to take them and had found mercy on them.

The guard contingent increased to catch whatever foul force was at work. Over the several weeks that followed the increase in manpower, reports of monster, spirits and other forms of gruesome terrors were reported to the commanders of the dungeon and ultimately to the ears of Duke Uther. The last report that Duke Uther received identified a large zombie force rising up pressing the guards. They called for reinforcements to turn the tide. Uther immediately sent word for the prisoners and guards to retreat to the first level, but that message never arrived. The messenger was killed at the far north stair. His word was too late as the prisoners and guards were killed and summarily added to the zombie population as food or additional hands.

If players enter this level from any one of the northwest stairs and are giving any attempt at searching along the way, they may discover an old scroll case (DC 20 Search check) wedged into crack on the stairs and covered with mud and grime making it hard to see. The scroll case contains the Duke's letter to the guards who were stationed on this level. The case still maintains the seal of the Duchy of Blackmoor (DC 12 Knowledge (local) or Knowledge (nobility and royalty) check to identify).

Should the players find this case, feel free to read the letter as follows:

> *To the Commander of the Guard, Dungeon Level Two,*
>
> *Due to the increase in the strength of the foul undead forces in your immediate vicinity, you are hereby ordered to immediately take your prisoners and troops back to the first level and await reinforcements.*
>
> *Keep careful watch for the monster once known as Sir Fang. He may try to trick you into inaction. He was once a great hero, but now the darkness has taken him. Do not submit to his orders. Flee him instantly!*
>
> *Duke Uther Andahar*

If they players ultimately rescue this document from the dungeon and bring it back to the King, old wounds of lost friends are visible on his face.

Snakes and vermin that have grown large from eating the losers of battles dominate the northern section of this level. Adventurers not eaten have risen as zombies to control the western portion of the level.

In the southernmost portions of this level, a small band of exiled orcs lives away from their tribe. Recently there has been an increase in the number of conflicts between the orcs and the undead. The orc band is comprised of a group of male warriors that were sent away from the main tribes below for disobeying orders. They are loosely organized and are smart enough to try to work together to improve their odd of surviving. As they grow more and more hungry, food is more and more scarce. They have consumed the majority of the rats and only a few of the vermin can be found on any given day. The orc band is trying to expand their hunting base, but are frequently interrupted by the zombies and other undead on the level.

The physical features are very similar to those of Level 1. The walls are constructed of masonry stone with smooth stone floors. The wards and spells that prevented use of *passwall*, *dimension door* or *teleport* are still in effect. This level contains much more litter than Level 1, a fact that is noticeable immediately to the players.

Water can be found in several small pools that trickle down from cracks above. The living creatures on this level tend to prey on the rats and other small vermin. There are some small crops of mushrooms and fungus that sometimes grow here, but the orcs have been very poor in cultivating it as an ongoing food source.

In extreme cases, some venture up to the first level to find some of the large spiders.

## Area 2-1 – Ransacked Guard Room

> *On your approach, you pass the splintered remains of what may have been the door to this area. This rectangular room is littered with torn sacks and the crushed and broken bones of many human skeletons. Several rusty weapons can be found still clutched in the hands of the skeletal remains. Two small piles of rusted armor lay in the corner next to a pile of gnawed bones. An overturned table lies in the far corner of the room alongside two broken chairs. By the looks of it, this room is definitely a dead end.*

This was formerly the guard post for the prisoners who were held in Area 2-2. Having been overrun several times, it was abandoned when King Uther refused to put any more prisoners in the dungeon. This area was the last stand for nearly twenty of the Duke's guards. The remains of six of the guards can be seen here. The rest of the forces were killed and summarily added to the zombie population of the dungeon. The players can find nothing of value in this room.

## Area 2-2 – Prison Block (EL 2)

> *This area appears to have been an old prison block. As you approach, rats scurry past you in between the bars of the various cells. There are a total of eight cells that extend off approximately 40 feet to the north and*

*east. To the far north a stairwell leads down to darkness. To the east the hallway turns to the northeast and continues on past your view.*

*The corner cell is slightly larger than the rest. Its steel barred door has been ripped from its hinges and now lies on the floor near the cell. Large piles of tattered clothes and straw mats are all that remain of the former inhabitants. Your mind begins to wonder of the horror of being trapped within the cell as hundreds of zombies or greater monstrosities worked tirelessly and mindlessly to tear through the door to get you while you waited helplessly inside.*

This area was the prison block for Blackmoor Dungeon. At any time, approximately one hundred or so prisoners could be held here to serve sentences as short as a month and as lengthy as life in extreme cases. The rumors of the terrors below Blackmoor Castle were often enough to keep the land mostly free of such serious crimes, but those who were found guilty of such offenses were often sent here.

Most of the cells hold the remains of at least one skeleton with the exception of the corner cell. A rusty ring of keys to the cells can be found on a wooden peg on the western wall. Each key on the ring corresponds to one cell and has become so rusty that there is a 25% chance that a key breaks off in the locks if used. The common cells hold nothing of value.

The corner cell is slightly larger and has the door ripped away at the hinges. The undead that overran this area ultimately succeeded at removing the steel barred door to get at the tasty brains of the prisoners who hadn't been evacuated. If the players enter the corner cell and rummage through the piles, they discover that a large number of rats have now made this area home. Disturbing the piles trigger the attack of a rat swarm.

**Rat Swarm:** CR 2; Tiny Animal (Swarm); HD 4d8; hp 15; Init +2; Spd 15 ft., climb 15 ft.; AC 14, touch 14, flat-footed 12 (+2 size, +2 Dex); Base Atk +3; Grp -; Atk/Full Atk melee (1d6 plus disease, swarm); Space/Reach 10 ft./0 ft.; SA Disease, distraction; SQ Half damage from slashing and piercing, low-light vision, scent, swarm traits; AL N; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

*Skills and Feats:* Balance +10, Climb +10, Hide +14, Listen +6, Spot +7, Swim +10; Alertness, Weapon Finesse.

**Disease (Ex):** Filth fever—swarm attack, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Distraction (Ex):** Any living creature that begins its turn with a swarm in its square must succeed on a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Skills:** A rat swarm has a +4 racial bonus on Hide and Move Silently checks, and a +8 racial bonus on Balance, Climb, and Swim checks. A rat swarm can always choose to take 10 on all Climb checks, even if rushed or threatened. A rat swarm uses its Dexterity modifier instead of its Strength modifier for Climb and Swim checks. A rat swarm has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

## Area 2-3 – Snake Closet (EL 2)

The door to this room is locked (DC 10 Open Locks). Once the door has been opened, read the following to the players:

*The heavy wooden door to this small chamber opens to reveal a depth of approximately twenty feet. Several crates have been placed in this room for storage. Suddenly, you see a largish shadow moving towards you. Just as you identify it as a snake, it lunges forward to attack!*

This room was used for storage of various chemicals and other supplies needed in the torture chamber. The shelves contain some useless old vials that are marked as several types of acid. A successful DC 11 Craft (alchemy) check reveals

that the chemicals are useless liquids. Should anyone attempt to use the contents of the vial, they have no effect.

The crates in the room contain stale tea and the rotted remains of salted pork and jerky. Further inspection can discover that the snake had recently shed its skin, leaving its molting in the back corner of the room. Various torture implements (thumbscrews, whips, etc) can be found hanging on the walls.

The snake was originally placed here to keep it safe from the dungeon predators. It was also used to constrict those who were undergoing torture as an additional technique to pry information from captives. The snake has been locked in the room for quite some time, making its meal of small rats and the occasional largish spider that came through the cracks in the ceiling.

The snake is particularly hungry and attempts to constrict the largest looking prey in the party. If it is seriously injured, it attempts to flee to another portion of the dungeon.

**Treasure:** One of the shelves contains a masterwork alchemist's kit that confers a +2 circumstance on Craft (alchemy) checks. A small snuffbox containing 12 gp can be found on one of the tables.

**Constrictor Snake:** CR 2; Medium Animal; HD 3d8+6; hp 22; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); Base Atk +2; Grp +5; Atk/Full Atk +5 melee (1d3+4, bite); SA Constrict 1d3+4, improved grab; SQ Scent; AL N; SV Fort +4, Ref +6, Will +2; Str 17, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

*Skills and Feats:* Balance +11, Climb +14, Hide +10, Listen +7, Spot +7, Swim +11; Alertness, Toughness.

**Constrict (Ex):** On a successful grapple check, a constrictor snake deals 1d3+4 points of damage.

**Improved Grab (Ex):** To use this ability, a constrictor snake must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

## Area 2-4 – Torture Chamber (EL 4)

*The door to this chamber swings wide and the room appears to exhale as a person who had held their breath for a long period of time. A cold chill flows through your bones as if you had been atop the peak of the highest of the Stormkiller mountains.*

*What lies beyond is a grisly sight.*

*A wide metal table in the center of the room has several kinds of restraints attached to its edges and was clearly not meant for resting. Behind the table, a number of strange-looking pokers adorn a large fire pit. Some of the tips have been sharpened while others appear to be more like garden rakes. Within the ashes of the pit, partially burnt skulls and other bones sit amongst the cool grayed coals.*

*The walls are painted intermittently in a brown red color and are adorned with various types of stocks and other wooden frames that appear to have been used for restraint and interrogation.*

*Doors lead away from this terrible place from the east, two in the south and one in the west. The northwest corner of the room is the home of a closed wooden door.*

This is the torture chamber of Sir Fang. While used infrequently, this chamber's strange and gruesome instruments yielded him much success from not only would-be above ground invaders, but also those other monsters who would seek to dominate the area.

Many of the devices have manacles and other types of keyed restraints. The keys to the various devices are in the possession of Sir Fang himself and cannot be found in the room. Should a player lock himself into a device, he is forced to break out on his own or find another means to freedom.

After two rounds in this room, three groups of human zombies enter in pairs from each of the other entrances to the room. Each pair of zombies is waiting slightly outside of the room and while not trying to hide, remain difficult to see in the darkness. The zombies have orders to kill anyone who enters the torture chamber. They are positioned twenty feet from the each of the openings in the room other than the one the players enter from.

One thing that the players notice is that two of the zombies are attacking them with what appear to be small clubs, but are more likely to be drumsticks of some sort.

The zombies do not have tactics, but in this case, they indirectly try to rush the party to surround and slay them. It is important for all groups to enter the rooms in the same round to achieve this scenario.

**Human Zombies (6):** CR 1/2; Medium Undead; HD 2d12+3; hp 18 each; Init -1; Spd 30 ft., (can't run); AC 11, touch 9, flat-footed 11 (-1 Dex, +2 natural); Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d6+1, slam) or +2 melee (1d6+1, drumstick); SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

*Skills and Feats:* Toughness

*Single Actions Only (Ex):* Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

## Area 2-5 – Skeleton Blocks the Way!

*A skeleton of what appears to be a troll lies at the top of a downward-leading stairway. It seems as though this beast met its end here. The bones of the skeleton are picked clean.*

The skeleton is indeed just that of a monster that had been killed here. Because of the size of the skeleton, the players are forced to remove it in order to descend the stairs. Feel free to have one of the characters accidentally kick the skeleton to animate it slightly.

### Arneson Speaks!

Always remember that the players exist to entertain the gamemaster! Of course, this is jesting, but on occasion, it's fun to pull a prank or two. The notorious Egg of Coot is well known for dropping entire catches of fish on the homes and villages of adventurers who have foiled his evil plans. Make it fun!

## Area 2-6 – Reception Area (EL 2)

This area may have been a reception area at some point in time, but right now, it's just a plain, dark room with a staircase that leads up. On the eastern side of the staircase, a large centipede lies in wait for prey.

The centipede hides alongside the stair until someone steps or climbs on the stairs. It also attacks anything that passes by the stairs exposing his hiding spot. Once it identifies its prey, it attacks attempting to cripple its opponent with its poisonous bite. It continues to try to disable its enemies until they are all gone, then it devours them.

**Treasure:** At the edge of the stair and walls is

a jeweled ceremonial dagger adorned with small rubies and emeralds (value 125 gp).

**Monstrous Centipede:** CR 2; Large Vermin; HD 3d8; hp 13; Init +2; Spd 40 ft., climb 40 ft.; AC 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural); Base Atk +2; Grp +7; Atk/Full Atk +3 melee (1d8+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +3, Ref +3, Will +1; Str 13, Dex 15, Con 10, Int -, Wis 10, Cha 2.

*Skills and Feats:* Climb +10, Hide +6, Spot +4; Weapon Finesse[B]

**Poison (Ex):** Injury, Fortitude DC 11, initial damage and secondary damage 1d4 temporary Dexterity damage. The save DC is Constitution-based.

**Skills:** Monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Monstrous scorpions can take 10 on Climb checks, even if threatened or distracted.

## Area 2-7 – Zombie Band Practice (EL 5)

Players who approach this room hear a loud pounding clamor coming from quite a distance away. When they get close enough to see inside the room, read or paraphrase the following:

*This great room nears dimensions of 60-feet by 30-feet with 15-foot high ceilings. Numerous aged and rotting banners hang from the ceiling of this room appearing to represent the family crests of a number of noble houses.*

*The most striking sight in this room comes from a reasonably well-formed group of zombies that appear to be formed into three ranks, each four deep in the middle of the chamber. All but the first rank of zombies are carrying medium size pots that look like or may be real drums and hold small sticks or broken planks to use as drumsticks. The dust in this room seems to be piled high and is undisturbed as if the zombies have been in this position for some time.*

*The first ranks of zombies stand together heads bowed as if waiting for something.*

*After a brief pause, the zombies begin to play. The first rank raises their heads and begin to "sing". Choruses of "Uggnnsns Uzzzzzzz Ueeggnnsesssus" continue in randomly strung together phrases for a few seconds. The drummers bang on their instruments in whatever fashion seems best to them.*

Trapped in the dungeon for a great many years, the old necromancer Galley Whither decided that it was high time to have some entertainment. Galley had hidden away from the guards for a long time after having escaped from them and was the main force that animated the zombies that ultimately expelled the forces of good from within this level of the dungeon. With his boring life drudging on, the necromancer decided to form a band. Since Zombies don't argue with their masters, this group assembled and now use a combination of makeshift and real instruments that Galley found and built from items found in the dungeon. The group practices music as the first ever zombie marching band.

Galley died some years ago, but his last orders were for the zombies to keep playing music unless they were attacked. The loud sounds and singing as well as the sight of so many zombies have kept most creatures away from this area. Many body parts of the zombies, including heads have fallen to the ground in the time since they began this practice together.

As the zombies play, the outcome is exactly what one would expect. The zombies are particularly horrible musicians. They are completely tone deaf and just basically bang on drums in whatever time is possible often missing the instrument entirely. There is a single real drum in their midst. In fact, it's a masterwork drum that gives the entire group of zombies a collective bonus of -3 on Perform check. Once the players approach to see, make the check as to what type of performance the zombies are able to compose. They may just surprise the players with their musical prowess!

The banners hanging from the ceiling can be recognized with a DC 12 Knowledge (nobility and royalty) check as being of House Andahar, House Delmont, House Walcrest with two others that are rotted beyond recognition. The banners themselves have no value, but the silver rods they hang upon are worth 50 sp each.

The zombies do not attack unless the players do so first. They can come close and observe the practice if they like. The first attempt to harm or break up the practice results in combat, including ranged attacks, such as money thrown in admiration of their performance. The zombies attack with claws or use their drumsticks as clubs. They are relentless and pursue until they are destroyed.

**Treasure:** The masterwork drum (value 100 gp) can be cleaned up for sale or usage.

**Human Zombies (6):** CR 1/2; Medium Undead; HD 2d12+3; hp 18 each; Init -1; Spd 30 ft., (can't run); AC 11, touch 9, flat-footed 11 (-1 Dex, +2 natural); Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d6+1, slam) or +2 melee (1d6+1, drumstick); SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref -1, Will +3; Str 12, Dex 8, Con -, Int -, Wis 10, Cha 1.

*Skills and Feats:* Toughness

*Single Actions Only (Ex):* Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

## Area 2-8 – Skeleton Blocks the Way! Part Two (EL 2)

*A skeleton of what appears to be a troll lies at the top of a downward-leading stairway. It seems as though this beast met its end here. The bones of the skeleton are picked clean.*

Similar to the encounter in Area 2-5, this skeleton was placed here to trick the players into a false sense of security. This skeleton is in fact an animated undead, but was ordered to lay still until someone crossed in an attempt to go down the stairs. Because of the size of the creature,

the players area forced to try to move it to head downward.

The skeleton does not animate until someone attempts to move it or push past it to go down the stairway. At that point it attacks whoever is on the stairs to keep them from successfully making their way down. If the players leave the area, the skeleton resumes its position on the stairway approximately ten minutes after the area clears of activity.

**Treasure:** A successful DC 14 Search check finds a small gold ring in the muck that has become encrusted on the stairs beneath where the skeleton had been laying. The ring is in fact a *ring of the ram* (19 charges remaining).

**Troll Skeleton:** CR 3; Large Undead; HD 6d12; hp 42; Init +7; Spd 30 ft.; AC 14, touch 12, flat-footed 11 (-1 size, +3 Dex, +2 natural); Base Atk +3; Grp +13; Atk +8 melee (1d6+6, claw); Full Atk +8 melee (1d6+6, 2 claws) and +3 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +2, Ref +5, Will +5; Str 23, Dex 16, Con -, Int -, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative.

## Area 2-9 – Battle Scene

*This room looks to have been the scene of a recent battle between orcs and zombies. Broken spears and arrows litter the floor alongside familiar dark stains that appear to have come from the badly wounded orc combatants. The rotting corpses of both sides lay in locations throughout the chamber giving no indication as who may have declared themselves the winner of this conflict.*

This area is the location of the last large battle between the orcs and the undead on this level. The orcs wanted the ability to travel unfettered through this area, but kept running into the undead. This was a costly battle for the orcs who indeed were worse for the wear at the end of the contest. They tried to carry with them some of their more wounded companions, but they ultimately died of their injuries. Several more orc corpses can be found in the hallway leading to the southeast from this room.

A successful DC 5 Search of the area reveals several falchions that were wielded by the orcs. These are still battle-worthy, should the players decided to collect them.

## Area 2-10 – Orc Guard Post (EL 2)

Two armed orcs stands guard in front of this chamber. Both are alert and keeping an active watch on the area. The room is the primary storehouse and treasure chest for the orcs. They take all the foodstuffs and valuables that they find to this room for later consumption. Many of the orcs lack the self-control to keep away from these things, so the newly self-appointed leader Snargler decided to post guards on the room and threatened to punish anyone who violated his rules.

In true orc fashion, Snargler appointed the very orcs who had been the worst raiders of the storeroom before his orders to keep everyone out. These orcs have now eaten their fill and are now actively guarding the area with full bellies.

If the party can eliminate or bypass the orc guards, read or paraphrase the following description of the room.

*This room is roughly 25 feet across and about 30 feet deep. While the room is a complete mess with all sorts of broken and useless junk laying about, there seems to be some degree of organization with regards to the basketfuls of dead rats that sit on a wooden table against the northeast wall. Apparently, the orcs use this area as a storeroom for food and other valuables.*

*In a slight alcove in the north wall, a traveling pack sits atop a small wooden chest. Both items appear unspoiled.*

**Treasure**: The traveling pack is in fact a handy haversack. Contained within the haversack are some artisan's clothing and three torches with flint and steel. The wooden chest is trapped with a poison needle in the latch. The chest contains

a sardonyx gemstone (30 gp), a potion of *enlarge person* and 300 gp.

**Poison Needle Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus poison); poison (Greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); Search DC 22; Disable Device DC 20.

If the players alert the orcs to something out of the ordinary, they sound the alarm and calls for assistance go out to the orcs in Area 2-13 and 2-15. There is a 50% chance per round that these groups hear the calls. Should one or both hear the alarm; the group arrives on the scene three rounds later and join the fray.

After sounding the alarm, combat with both orc barbarians is fairly straightforward. They immediately charge towards the closest invaders. If the party can be seen to have more than four members, the orcs rage in the first round. Otherwise, they take a normal attack and then *rage* in the following round. Both orcs fight to the death.

**Orc Barbarian1:** CR 1; Medium Humanoid (Orc); HD 1d12+1; hp 13; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk +1; Grp +5; Atk +6 melee (2d4+6/18-20, falchion) or +3 ranged (1d6+4, javelin); SA rage; SQ Darkvision 60 ft., fast movement, illiteracy, light sensitivity; AL CE; SV Fort +3, Ref +2, Will +0; Str 18, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

*Skills and Feats*: Climb +7, Intimidate +2, Jump +5, Listen +4, Survival +4; Weapon Focus (falchion).

*Languages:* Orcish (speak only)

*Possessions:* scale mail, falchion, 2 javelins.

## Area 2-11 – Orc Guard Post (EL 2)

The stairwell leading into this chamber is believed by the orcs to be an alternate route for the undead to come into their territory. At least one orc constantly guards this area; he sits patiently watching the stairs at all times. Many of the orcs have become frightened of the undead and have doubled their efforts at self-preservation in recent days.

The orcs currently on guard duty are extra skittish after one of their brothers was killed in the large battle with the zombies in Area 2-9. Both orcs are on edge and looking for a fight. They compound their anxiety by telling each other horror stories about monsters that they have encountered. If the party is careful, they should be able to affect an ambush on these two guards. If not, combat ensues.

If alerted, one orc calls out to his fellow guards in Area 2-10 while the other immediately activates his *rage* ability and attacks. The orcs from Area 2-10 are ready to join the fight within 1 round of hearing the alarm. After a successful alert, the second orc guard rages and attack the largest enemy in his sight.

**Orc Barbarian1:** CR 1; Medium Humanoid (Orc); HD 1d12+1; hp 13; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk +1; Grp +5; Atk +6 melee (2d4+6/18-20, falchion) or +3 ranged (1d6+4, javelin); SA rage; SQ Darkvision 60 ft., fast movement, illiteracy, light sensitivity; AL CE; SV Fort +3, Ref +2, Will +0; Str 18, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

*Skills and Feats*: Climb +7, Intimidate +2, Jump +5, Listen +4, Survival +4; Weapon Focus (falchion).

*Languages:* Orcish (speak only)

*Possessions:* scale mail, falchion, 2 javelins.

## Area 2-12 – Spiked Pit Trap (EL 2)

This room is empty, save for dust, dirt and a spiked pit trap. The latter is located in the center of this area and triggered if more than 10 pounds is placed upon it.

**Spiked Pit Trap:** CR 2; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15.

Sean Ball (Order #52103401)

## Area 2-13 – Orc Quarters (EL 2)

This area is the quarters for the orcs located on this level. It is an utter mess with scraps of food and other filth thrown randomly about. The room heavily smells of urine.

Resting within the area are four orcs. They still wear their armor and their weapons are within arms reach. If the players quietly enter this area, they can easily surprise the orcs. Otherwise, the orcs might have the opportunity to grab their weapons and ready themselves for a fight.

Besides various nit knacks and junk, nothing of value lies here (save the orcs' possessions).

**Orc Warrior1 (4):** CR 1/2; Medium Humanoid (Orc); HD 1d8+1; hp 5 each; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+3 armor); Base Atk +1; Grp +4; Atk/Full Atk +4 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Listen +1, Spot +1; Alertness.

*Languages:* Orcish.

*Possessions:* studded leather armor, falchion, 2 javelins.

## Area 2-14 – Orc Exile Stronghold (EL 4)

The leader of the orcs, Snargler, on this level resides here with one of his trusted orc warriors. When the players enter this area, the two orcs are laughing and joking around discussing the other stupid orcs in their tribe. Once they notice the players, they immediately enter a rage and charge into melee.

**Snargler, Orc Barbarian3**: CR 3; Medium Humanoid (Orc); HD 3d12+3; hp 27; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 17 (+2 Dex, +5 armor); Base Atk +3; Grp +7; Atk/Full Atk +8 (2d4+6/18-20, falchion); SA rage 1/day; SQ Darkvision 60 ft., fast movement, illiteracy, light sensitivity, trap sense +1, uncanny dodge; AL CE; SV Fort +4, Ref +3, Will +1; Str 19, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

*Skills and Feats*: Climb +9, Intimidate +4, Jump +7, Listen +6, Survival +6; Power Attack, Weapon Focus (falchion).

*Languages:* Orcish (speak only)

*Possessions*: masterwork breastplate, masterwork falchion, *potion of cure moderate wounds*.

**Orc Barbarian1:** CR 1; Medium Humanoid (Orc); HD 1d12+1; hp 13; Init +2; Spd 40 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk +1; Grp +5; Atk +6 melee (2d4+6/18-20, falchion) or +3 ranged (1d6+4, javelin); SA rage; SQ Darkvision 60 ft., fast movement, illiteracy, light sensitivity; AL CE; SV Fort +3, Ref +2, Will +0; Str 18, Dex 14, Con 13, Int 8, Wis 10, Cha 6.

*Skills and Feats*: Climb +7, Intimidate +2, Jump +5, Listen +4, Survival +4; Weapon Focus (falchion).

*Languages:* Orcish (speak only)

*Possessions:* scale mail, falchion, 2 javelins.

## Area 2-15 – The Orc Lunchroom (EL 2)

The orcs in this room may have responded to an alarm call from one of the other nearby areas. Assuming the orcs in this room did not already respond to an alarm feel free to read or paraphrase the following to the players:

> *This long hall is filled with many piles of trash and rubbish alongside the walls. Your eyes are immediately drawn to the three long tables near the southern end of the room. These tables are occupied by four orc warriors who appear to be imbibing deeply on wineskins and whatever disgusting feast they were able to muster.*

These orcs are feeding on the last of the provisions that they brought with them from the tribe before they were exiled. The orcs are very entranced with devouring their food and are unlikely to notice the players if they are careful. Should the players attack the orcs, combat ensues. There is nothing of value in the room, save for the orcs' armor and weapons.

These orcs are no strangers to battle. Upon seeing the party, two orcs turn a table on its side and try to thrown javelins until they are forced into melee. Two other orcs run at full speed out of the room and into Area 2-14 to alert Snargler, the orc leader. They then proceed through Area 2-14 to try to attack the party from the rear.

**Note:** Adding the encounter from Area 2-14 may make the fight overwhelming for some parties. Feel free to modify the tactics to keep the orcs from alerting Snargler if that is a more even challenge for your party. Or you could simply take delight in slaughtering the players.

**Orc Warrior1 (4):** CR 1/2; Medium Humanoid (Orc); HD 1d8+1; hp 5 each; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+3 armor); Base Atk +1; Grp +4; Atk/Full Atk +4 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Listen +1, Spot +1; Alertness.

*Languages:* Orcish.

*Possessions:* studded leather armor, falchion, 2 javelins.

Blackmoor Castle

# LEVEL 3

# Level 3

**Table 3-1: Wandering Monster Encounters**

| | |
|---|---|
| 2 | 3 Human Zombies |
| 3 | Rust Monster |
| 4 | Ogre Zombie |
| 5 | 6 Human Skeletons |
| 6 | 6 Human Zombies |
| 7 | 3 Rat Swarms |
| 8 | Shadow |
| 9 | 4 Orcs |
| 10-12 | Roll on Level 4 Table |

Human Zombie: hp 16 each; see *MM* page 266.
Rust Monster: hp 27; see *MM* page 216.
Ogre Zombie: hp 55; see *MM* page 267.
Human Skeleton: hp 6 each; see *MM* page 226.
Rat Swam: hp 13 each; see *MM* page 239.
Shadow: hp 19; see *MM* pages 221-222.
Orc: hp 5 each; see *MM* pages 203-204.

**Table 3-2: Encounter Index**

| Area | Page | Type | Descriptions | EL |
|---|---|---|---|---|
| 3-1 | 36 | T | Poison Needle Trap | 3 |
| 3-2 | 36 | T/C | Spectre in Pit Trap | 7 |
| 3-3 | 37 | C | Ooze Mephit | 3 |
| 3-4 | 37 | C | 4 Gnolls | 4 |
| 3-5 | 38 | R | Djinn | 5 |
| 3-6 | 40 | C | Wizards of Thanatos | 9 |
| 3-7 | 42 | T | Pit Trap | 2 |
| 3-8 | 42 | T | Hail of Needles | 3 |
| 3-9 | 42 | - | Empty Room | - |
| 3-10 | 43 | C | Allip | 3 |
| 3-11 | 43 | C | Phantom Fungus | 3 |
| 3-12 | 44 | - | Empty Room | - |
| 3-13 | 44 | C | Viper Skeleton | 3 |
| 3-14 | 45 | C | Ogre Zombie | 3 |
| 3-15 | 45 | - | Meat Locker | - |
| 3-16 | 46 | C | Grick | 3 |
| 3-17 | 46 | C | Troll Skeleton | 3 |
| 3-18 | 46 | C | Medium Fire Elemental | 3 |

**Level Overview:** A group of imprisoned necromancers controls the majority of this level. They were imprisoned many years ago and worked to construct a defendable position from intruders above or below. The largest group of the necromancers is found in Area 6. This group has mastered several foul beasts that they have kept even into the afterlife.

The last several months have been very trying for these prisoners. Several attacks from the lower levels have weakened their numbers and reduced the amount of food that can naturally be found on this level. Even their undead servants are failing to bring them a reasonable amount of nourishment. This weakened state has driven them to desperate measures, including eating the dead.

Coupled with this are the physical changes the necromancers are going through. The eating of dead flesh has taken a toll and is transforming them. Unbeknownst to them, the necromancers have become the Chosen of Thanatos.

Typically the Chosen of Thanatos are followers who have shown their devotion to the god and follow his hidden teachings. These teachings center on the consumption of the dead. Those seeking to be the Chosen of Thanatos embark on this path because it brings them closer to their god. The Chosen swear their eternal soul to Thanatos, and vow to bring him many souls. The Chosen kill in his name, and worship him by eating the dead. Those doing so eventually undertake a transformation, which transforms them from a human into a Chosen. Though the Chosen resemble ghouls, they are not.

Chosen gain not only Darkvision 60 ft. but also take on the smell of the grave. This gives them the stench ability as per the ghast (see *MM* page 119). Chosen also gain the ability to paralyze their victims either with their claws or bite, as per the ghast (see *MM* page 119).

The physical features of this floor are very similar to those of Level 1. The walls are constructed of masonry stone with smooth stone floors. The wards and spells that prevented use of *passwall*, *dimension door* or *teleport* are still in effect.

## Area 3-1 – Hidden Room (EL 3)

*As you make your way down the stairs, cool air caresses your face. Reaching the bottom there is now a strong, cold breeze toussling your hair and stinging exposed skin. To the southwest lies a door and a hallway lies to the south east.*

The air blowing through this area is nothing but the change in pressure between the floors. Use this as a means to keep the players on their toes and let them think that something is afoot. To make the players even more nervous, roll a few dice and look concerned when you see the results. If done enough times, your players should be on the edge of their seats.

The door to the southwest is locked (DC 15 Open Locks), and stuck in the frame (DC 20 Strength check to force open). Once opened, the room contains a small locked chest (DC 10 Open Locks) that is trapped as well.

**Poison Needle Trap:** CR 3; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus sassone leaf residue; Contact DC 16 2d12 hp/1d6 Con); Search DC 22; Disable Device DC 20.

The stairs found at the southeast lead down to Level 4.

**Treasure:** The chest contains 300 gp.

## Area 3-2 – Fight To the Death (EL 7)

*Descending the stairs you enter into a triangular shaped room. Two skeletons locked together lie in the middle of the floor. The two skeletons grip rusted swords which are embedded into the chest cavity of the other. Rusty chain mail hangs off their bodies and the remains of woolen clothing cling futilely to belched white bones.*

The skeletons have been here for a long time and are the remains of two adventures that were driven mad by their time in the dungeons. The skeletons have nothing of value on them but do serve a purpose as bait for a trap. This trap was set by the necromancers in hopes to dissuade invaders.

Examining the skeletons triggers a pit trap. Those failing to avoid the trap find themselves at the bottom of a pit with bones covering the floor. The pit is also the home of a spectre that surprises the player characters and attacks immediately.

**Pit Trap:** CR 2; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 20; Disable Device DC 20.

Being kept at the bottom of the pit has enraged the spectre that attacks any that fall in. There is no strategy, just kill the intruders and feast on their soul.

**Spectre:** CR 7; Medium Undead (Incorporeal); HD 7d12; hp 48; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 15, touch 15, flat-footed 13 (+3 Dex, +2 deflection); Base Atk +3; Grp -; Atk/Full Atk +6 melee (1d8 plus energy drain, incorporeal touch); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

*Skills and Feats:* Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative.

**Energy Drain (Su):** Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and

panic if forced to do so; they remain panicked as long as they are within that range.

**Sunlight Powerlessness (Ex):** Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

## Area 3-3 – Water Room (EL 3)

*Walking down the stairs you notice water running down the walls as well as trickling down the stairs. The air is damp. Reaching the bottom of the stairs you notice the floor slopes at an angle tilting south. The water flowing down the stairs joins a small stream that bubbles out from the north wall and flows toward to the southern room.*

Though the floor slopes, it is not at a deep angle, and player characters have no problem keeping their footing. The stairs at the other end of the hallway descend to Level 4. In addition, the floor levels out as soon as it passes the opening into the southern chamber.

The water flowing through here is not deep; it comes up only to the ankles of Medium creatures. Though cold, the water is fresh and safe to drink. The depth of the water depends on where a person stands. Near the south wall, the water is 2-feet in depth, while near the hallway the water is only 1-foot deep. Near the center of the south wall is a patch of oil and ooze that floats lazily across the surface.

As long as the player characters do not enter the chamber, nothing happens to them. As soon as they enter the room, an ooze mephit appears from the oil slick, surprising the party. The mephit attacks fast and creates a foul smelling fog (similar to *gaseous cloud*, DC 15, caster level 6th). Once this is done, he uses his breath weapon on the nearest opponent and then closes in and uses his claws. The mephit is smart and uses the pool of water to his advantage.

**Ooze Mephit:** CR 3; Small Outsider (Extraplanar, Water); HD 3d8+6; hp 19; Init +0; Spd 30 ft., fly 40 ft. (average), swim 30 ft.; AC 16, touch 11, flat-footed 16 (+1 size, +5 natural); Base Atk +3; Grp +1; Atk +3 melee (1d3+2, claw); Full Atk +3 melee (1d3+2, 2 claws); SA Breath weapon, spell-like abilities, *summon mephit*; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2; AL N; SV Fort +4, Ref +3, Will +3; Str 14, Dex 10, Con 13, Int 6, Wis 11, Cha 15.

*Skills and Feats:* Bluff +8, Escape Artist +6, Hide +10, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness.

**Breath Weapon (Su):** 10-foot cone of caustic liquid, damage 1d4 acid, Reflex DC 13 half. Living creatures that fail their saves are tormented by itching skin and burning eyes unless they have immunity to acid or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

**Spell-Like Abilities:** Once per hour an ooze mephit can hurl an acidic blob that functions like *acid arrow* (caster level 3rd). Once per day it can create a mass of smelly fog that duplicates the effect of *stinking cloud* (DC 15, caster level 6th). The save DC is Charisma-based.

**Fast Healing (Ex):** An ooze mephit heals only if in a wet or muddy environment.

**Skills:** An ooze mephit has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Languages:* Common, Aquan

*Possessions: ring of chameleon power*.

## Area 3-4 – Excavation Work (EL 4)

*The first thing you notice is the unexplainable heat in this room. The second thing you notice is that the chamber is brightly lit with torches giving off an oily, smoky light. Numerous rocks and a few broken*

*tools cover the floor. A gnoll enters the room from the south hall, shouldering a large crowbar. Seeing you, he barks out an alarm. Answering this call, three more gnolls arrive from the north hall.*

The gnolls come from the lower levels and they are here due to a rumor of a great hidden treasure. This treasure, according to the rumors, is located behind the cave in blocking the entrance into Area 3-5. The heat in this room is due to the fire pit located at Area 3-18, not to mention the heating ducts located in the ceiling.

The hallway located to the south has rubble from the gnolls' excavating project filling it. The rubble does not prevent movement, but is a tight fit.

The hall leading to the north ends at a dead end, but serves as a rest area for the working gnolls. Scattered across the floor are sleeping mats as well as a barrel of water. Hanging from pegs on the wall are four canvas bags holding the personal effects of the gnolls. Besides the treasure listed below, player characters find two flint and steels, a rusty knife, a half-eaten leg of some type of roasted meat, and a dented tin drinking cup.

The cave-in the gnolls are busy excavating blocks the hallway completely. The rubble is from a hallway that has collapsed from above. The cave-in is fairly complete and requires time to clear should the players desire to takes this time. Each 10-foot segment of a cave-in contains 4000 pounds of material needing removal. The amount of time required to dig through the cave-ins can be calculated by using a player's heavy load capacity (see *DMG page 66, "Cave-Ins and Collapses"*)

Armed with battleaxes, the gnolls are confident in their abilities. They try to take out the strongest opponent first and do this by swarming attempting to overwhelm. If this does not work, the gnolls attempt to flee down the stairs located near the south hall.

**Treasure**: 800 sp, 50-feet of silk rope.

**Gnolls (4):** CR 1; Medium Humanoid (Gnoll); HD 2d8+2; hp 17, 16, 16, 11; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15 (+1 natural, +2 armor, +2 shield); Base Atk +1; Grp +3; Atk/Full Atk +3 melee (1d8+2/x3, battleaxe) or +1 ranged (1d6/x3, shortbow); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

*Skills and Feats:* Listen +2, Spot +3; Power Attack.

*Languages:* Gnoll

*Possessions:* leather armor, heavy steel shield, battleaxe, shortbow, 20 arrows.

## Area 3-5 – Djinn in Jam (EL 5)

*This chamber starts out wide then narrows ending in an alcove. The whole room is lit by a pale blue-white illumination originating from the eastern side of the chamber. Rubble lies along the western wall and a thick layer of dust covers everything. In the middle of this chamber a skeleton lies face down, wearing tattered robes of a pale purple. A large boulder lies where the skeleton's head would be.*

This chamber was once a place where mages would summon forth planar powers. A summoning circle, which was created with colored sand, is found in the alcove to the east. This circle is still active and holds a djinn in stasis, preventing him from returning to his plane or freeing himself.

Player characters can enter this chamber in a few ways with the most obvious and direct being excavating the rubble blocking the entrance. Player characters possessing access to spells such as *passwall* or *soften earth and stone* could make the excavating a little easier. *Gaseous form* is another option and it allows the player character to bypass all the work.

The djinn is unable to leave the circle in which he is trapped. Though he can talk, and move, he is stopped by an invisible wall every time he reaches the boundary of the circle. Upon seeing the player characters he yells for them and asks them for their assistance. He has been trapped here for years and is tired of being confined in his prison. Though he wishes he could have had his revenge on his captor, pointing toward the skeleton, he states that justice has been served.

To free the djinn could not be simpler, and all it requires is to disrupt the circle. Since the circle is made from colored sand, whipping any of it away, no matter how much, breaks the circle and allows the djinn to move.

Freeing the djinn brings his gratitude, and he offers to help the players leave the dungeon via a Plane Shift. If the player characters do not take this offer, the djinn offers the player a token of his gratitude: a small treasure.

Players might not think the djinn's offer is valued and thus not trust him. Furthermore, some players may see the djinn's predicament as easy pickings and attack him. Though the djinn can be attacked, this is dangerous because each attack has a 50% chance of disrupting the circle, thus freeing the djinn. As soon as the djinn is freed he lets out years of rage. He attacks the party until they are either destroyed or his hit points are reduced by half. As soon as that happens, he *plane shifts* and returns back to his plane.

**Djinn:** CR 5; Large Outsider (Air, Extraplanar); HD 7d8+14; hp 60; Init +8; Spd 20 ft., fly 60 ft. (perfect); AC 16, touch 13, flat-footed 12 (-1 size, +4 Dex, +3 natural); Base Atk +7; Grp +15; Atk +10 melee (1d8+4, slam); Full Atk +15 melee (1d8+4, 2 slams); Space/Reach 10 ft./10 ft.; SA Air mastery, spell-like abilities, whirlwind; SQ Darkvision 60 ft., immunity to acid, *plane shift*, telepathy 100 ft.; AL CG; SV Fort +7, Ref +9, Will +7; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 15.

*Skills and Feats:* Appraise +12, Concentration +12, Craft (any one) +12, Diplomacy +4, Escape Artist +14, Knowledge (any one) +12, Listen +12, Move Silently +14, Sense Motive +12, Spellcraft +12, Spot +12, Use Rope +4 (+6 with bindings); Combat Casting, Combat Reflexes, Dodge, Improved Initiative[B].

*Languages:* Auran, Celestial, Common, Ignan

*Possessions: bag of holding (type 1)* containing *potion of barkskin*, and *scroll of grease* (3rd level caster), green spinel earring worth 70 gp.

**Air Mastery (Ex):** Airborne creatures take a –1 penalty on attack and damage rolls against a djinni.

**Spell-Like Abilities:** At will—*invisibility* (self only); 1/day— *create food and water, create wine* (as *create water,* but wine instead), *major creation* (created vegetable matter is permanent), *persistent image* (DC 17), *wind walk.* Once per day, a djinni can assume *gaseous form* (as the spell) for up to 1 hour. Caster level 20th. The save DCs are Charisma-based.

**Whirlwind (Su):** A djinni can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, it can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top and up to 50 feet tall. The djinni controls the exact height, but it must be at least 10 feet.

A djinni's movement while in whirlwind form does not provoke attacks of opportunity, even if the djinni enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the djinni moves into or through the creature's space.

Creatures one or more size categories smaller than the djinni might take damage when caught in the whirlwind and be lifted into the air. An affected creature must succeed on a DC 20 Reflex save when it comes into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a second DC 20 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 20 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

Creatures trapped in the whirlwind cannot move except to go where the djinni carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The djinni can have only as many trapped inside a whirlwind at one time as will fit inside the whirlwind's volume.

The djinni can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the djinni and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

A djinni in whirlwind form cannot make melee attacks and does not threaten the area around it.

## Area 3-6 – Necromancer Hideout (EL 9)

The door leading to this room is locked (DC 15 Open Locks) and is rigged to alert the necromancers in the room beyond that an enemy is moving in. This alarm system is simple: a piece of string with a few bells tied to it. There is no way for the player characters to know of this due to the bells being attached to the top of the door frame on the inside. Player characters who manage to get through the door without opening it do not ring the bell. Ringing the bell alerts the necromancers, who are ready to face the intruders as soon as they enter.

*This large chamber is oddly shaped and lit by numerous candles. Dim globes of light are attached to the walls in a random pattern. The floor of this chamber is littered with bits of bones as well as a few partially-eaten bodies of orcs. The chamber smells thickly of death. Furnishing are sparse, with a simple wooden table against the east wall, sleeping mats on the floor in the northern alcove, two ratty wooden chairs in the center of the room, and small chest along the southeast wall.*

This chamber marks the start of the necromancer's domain that is not only their living quarters, but their undead zoo. The necromancers have been here for many years, and as a result have taken to eating the dead for nourishment. This has left a mark on them and they have all been granted the status of Chosen of Thanatos.

The room is sparsely furnished and that is due to fact that it is hard to come by creature comforts when trapped in a multi-leveled dungeon. The necromancers have made the best of their situation, and, to be honest, they do not mind the conditions. The reason for this is due to their having access to a ready supply of dead bodies to serve as servants as well as access to levels that are ripe with treasures and lost magical goods.

As for how long the necromancers have been down here that is hard to determine. The necromancers are slightly crazy, as evident to their taking on Brog the Mighty as an apprentice. Searching the walls of the chamber, the player characters notice (DC 20 Spot) a series of hash marks on the southwest wall. These hashes represent the number of days the necromancers have been here. The hash marks start at the southwest door and cover the entire wall. Counting the number of marks takes about an hour, and they total 161.

Searching the chamber is not hard because there is not a lot here. The table is barren, and other than having dried blood staining the surface, there is nothing here. The canvas sleeping mats number four and are stuffed with hair (as to what type of hair, which is hard to determine). Hidden among the mats are a few loose coins as well as some personal items.

Examining the light globes, player characters see that they are glass hanging in leather nets. The globes have a *light* spell cast inside them. As for the leather net, player characters making a DC 20 Heal or Survival check notice that the leather is not from an animal. A further DC 25 Heal or Suvival check reveals that the leather is hominoid in origin.

The chest is locked (DC 20 Open Locks) and contains not only the spell books of Pallerten and Tuck but the spell book of another necromancer who is long gone. This spell book contains all the same spells as Pallerten. In addition to the spellbooks, there is a pouch containing 100 gp, 200 sp, and 250 cp.

The necromancers are not happy to have their private lair disturbed, and they fight to the best abilities to defend themselves. Tuck relies on his magic while Brog seeks to protect his master.

Pallerten uses his magic as well, but if it looks as if the player characters are getting the upper hand, he attempts to leave the room to release one of the specimens.

**Treasure:** Other than what Pallerten, Tuck and Brog have with them, the player characters can find 50 gp in loose coins among the sleeping mats, as well as a tarnished silver mirror, a pair of slippers with holes worn in their soles, and a broken drinking horn.

**Tuck Darkstone, Male Dwarf Chosen of Thanatos Wizard7:** CR 8; Medium Humanoid (Dwarf); HD 7d4+28; hp 49; Init +1; Spd 20 ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +3 armor, +2 shield); Base Atk +3; Grp +4; Atk/Full Atk +3 melee (1d4/19-20, dagger); SQ Darkvision 60 ft., paralysis, stench; AL NE; SV Fort +6, Ref +3, Will +7; Str 10, Dex 13, Con 18, Int 17, Wis 14, Cha 4.

*Skills and Feats:* Concentration +14, Craft (armorsmithing) +3, Craft (blacksmithing) +3, Craft (stonemasonry) +3, Craft (weaponsmithing) +3, Decipher Script +6, Knowledge (dungeoneering) +13, Knowledge (nature) +4, Profession (miner) +14, Spellcraft +13, Use Magic Device +0; Dodge, Greater Spell Focus (necromancy), Scribe Scroll[B], Spell Focus (necromancy), Widen Spell.

*Languages:* Dwarf, Common, Orcish, Undercommon.

**Paralysis (Ex):** Those hit by a Chosen's bite or claw attack must succeed on a DC 10 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

**Stench (Ex):** The stink of death and corruption surrounding a Chosen is overwhelming. Living creatures, save Chosens, within 10 feet must succeed on a DC 10 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same Chosen's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

*Wizard Spells Prepared* (4/5/4/3/1; save DC 13 + spell level, necromancy DC 15 + spell level): 0—*acid splash, disrupt undead, light, resistance;* 1st—*ecause fear, chill touch, chill touch, obscuring mist, sleep*; 2nd—*command undead, command undead, ghoul touch, spectral hand*; 3rd—*halt undead, halt undead, ray of exhaustion*; 4th–*animate dead.*

*Spellbook:* 0—(all); 1st—*alarm, cause fear, chill touch, jump, magic missile, magic weapon, obscuring mist, protection from good, sleep*; 2nd—*blindness/deafness, command undead, ghoul touch, spectral hand*; 3rd—*flame arrow, halt undead, ray of exhaustion, vampiric touch*; 4th—*animate dead, contagion*.

*Possessions*: dagger, *ring of force shield, bracers of armor +3*; *brooch of shielding* (99 points left).

**Pallerten, Male Thonian Chosen of Thanatos Wizard5:** CR 6; Medium Humanoid (Human); HD 5d4+5; hp 20; Init +6; Spd 30 ft.; AC 15, touch 13, flat-footed 13 (+2 Dex, +2 natural, +1 deflection); Base Atk +2; Grp +1; Atk/Full Atk +1 melee (1d4-1/19-20, dagger); SQ Darkvision 60 ft., paralysis, stench; AL NE; SV Fort +2, Ref +3, Will +5; Str 8, Dex 15, Con 12, Int 17, Wis 13, Cha 10.

*Skills and Feats*: Concentration +9, Craft (alchemy) +3, Decipher Script +11, Gather Information +2, Knowledge (dungeoneering) +4, Knowledge (religion) +5, Sense Motive +5, Speak Language +4, Spellcraft +10; Brew Potion, Empower Spell, Improved Initiative, Scribe Scroll[B].

*Languages:* Common, Dwarven, Orcish, Undercommon.

**Paralysis (Ex):** Those hit by a Chosen's bite or claw attack must succeed on a DC 10 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

**Stench (Ex):** The stink of death and corruption surrounding a Chosen is overwhelming. Living creatures, save Chosens, within 10 feet must succeed on a DC 10 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same Chosen's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

*Wizard Spells Prepared* (4/4/3/2; save DC 13 + spell level): 0—*acid splash, acid splash, light, mage*

*hand;* 1st—*cause fear, chill touch, magic missile;* 2nd—*arcane lock, command undead, scare;* 3rd—*vampiric touch, vampiric touch.*

*Spellbook:* 0—(all); 1st—*cause fear, chill touch, elemental bolt (metal), magic dagger*, magic missile, magic weapon, obscuring mist, protection from good, sleep;* 2nd—*arcane lock, command undead, heat wave*, scare;* 3rd—*summon monster III, vampiric touch.*

*Possessions*: adamantine dagger, *ring of protection* +1, *amulet of natural armor* +2, *wand of cone of cold* (9th level caster, 4 charges).

*See *Dave Arneson's Blackmoor*.

**Brog the Mighty, Male Half-Orc Warrior1/Wizard1:** CR 2; Medium Humanoid (Orc); HD 1d8+1d4+4; hp 15; Init +3; Spd 30 ft.; AC 13, touch 13, flatfooted 10 (+3 Dex); Base Atk +1; Grp +5; Atk/Full Atk +5 melee (2d4+6/18-20, falchion); SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +3, Will +4; Str 18, Dex 16, Con 14, Int 14, Wis 14, Cha 4.

*Skills and Feats*: Climb +6, Decipher Script +6, Jump +6, Knowledge (nature) +3, Move Silently +4, Sense Motive +3, Spellcraft +6, Spot +3; Martial Weapon Proficiency (falchion), Scribe Scroll[B].

*Languages:* Common, Dwarven, Orcish.

*Wizard Spells Prepared* (3/2; save DC 12 + spell level): 0—*acid splash, acid splash, light;* 1st—*magic missile, sleep.*

*Spellbook:* 0—(all); 1st—*cause fear, chill touch, magic missile, protection from good, sleep.*

*Possessions*: falchion.

## Area 3-7 – The Bottom Falls Out (EL 2)

*As you make your way down the hall, you notice how close and confined it is. The corridor resembles many on this level, the floor has a scattering of bones, and the air has a faint smell of death.*

When the dungeon was built, a number of traps were constructed so that escaped prisoners could easily be captured as they wandered the corridors. Located in the middle of the hallway and expanding 10-feet in either direction, the floor opens up, dropping and unsuspecting person into a 40-foot pit.

A person falling into the pit discovers the skeletons of past victims covering the floor. Unless the person is quick to get out, the trap rests itself and the floor closes back up. The only way to open the floor is to spring the trap again.

**Pit Trap:** CR 2; mechanical, location trigger; automatic reset 4 rounds; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); Search DC 20; Disable Device DC 20.

## Area 3-8 – All Is Not Innocent (EL 3)

*This weirdly-shaped chamber has numerous skeletons scattered across the floor. The skeletons look to have been here for a very long time, and look as if they have not been disturbed. Scanning the room, you notice darts lying on the floor as well.*

This trap is another hold-over from the early days of the dungeon. Exactly how and when this trap was created is unknown, but through the years it has claimed its fair share of victims who wandered into the chamber. The trap is sprung once a person reaches the center of the chamber. Once the trigger is released, needles shoot out from the northwest and southeast walls, catching the unaware in their cloud of tiny points.

**Hail of Needles:** CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22.

## Area 3-9 – An Empty Room

The door to this room is locked (DC 15 Open Locks), and stuck in the frame (DC 20 Strength check to force open).

*Forcing the door open, you see a small cramped room. The room is devoid of anything, and is in fact empty.*

## Area 3-10 – Remains of the Day (EL 3)

*As you make your way to the end of the hall, a foul odor hangs thick in the air. The further you walk the stronger this odor gets, until you reach the end of the hall which opens into a small room. The room is devoid of anything interesting; save for a decomposing corpse, sitting slumped against the east wall. The corpse looks as if it has been here for only a few days, and it shows signs of being eaten by scavengers.*

The corpse found here is one of the necromancers (see Area 3-6) who grew depressed and morose about the situation of being trapped within the dungeon. The pressure got too much for him and he wandered away from the living quarters and came here to kill himself. Sadly, the necromancer did not find the eternal peace he hoped for, and came back to life as an allip.

As the player characters enter into the room, a vaporous figure arises from the corpse and begins hovering around it. Though the figure looks to be in middle age, and extremely good looking, his mouth is twisted into a permanent moan, and the eyes glow with a yellow life. From the waist down his body is gone and in its place a vaporous fog and wisps away as he moves.

Seeing the player characters, the allip begins moaning and muttering to himself about his lot in life. Not realizing that he is dead, the necromancer mumbles about feeling trapped and wishing that he was out of this place. He begs the player characters to kill him, to end his suffering in this world. He rambles endlessly about his lot in life and how nothing ever worked for him.

Because he is unaware of his undead status, the necromancer has no clue that his physical attacks cause a threat (Wisdom drain). He flails away at his enemies, battering at their chests, or trying to punch them in the head. He also attempts to cast spells, but these do not work, and instead do nothing but make the necromancer grow angrier causing him to unknowingly use his babble ability.

**Allip:** CR 3; Medium Undead; HD 4d12; hp 31; Init +5; Spd fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14 (+1 Dex, +4 deflection); Base Atk +2; Grp -; Atk/Full Atk +3 melee (1d4 Wisdom Drain, incorporeal touch); SA Babble, madness, Wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str -, Dex 12, Con -, Int 11, Wis 11, Cha 18.

*Skills and Feats:* Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7, Survival +0 (+2 following tracks); Improved Initiative, Lightning Reflexes.

**Babble (Su):** An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect.

Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

**Madness (Su):** Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

**Wisdom Drain (Su):** An allip causes 1d4 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

## Area 3-11 – Fungus Among Us (EL 3)

The door leading to this room is slightly ajar.

*You make your way down the long hall, breathing in the humid air. Moisture drips from the ceiling and streaks the walls. The further you travel, the humidity becomes greater and clings to you like a wet blanket. The hall opens into a larger, oddly shaped chamber, which has mold and fungus covering all surfaces. The humidity is greater here, though it is hard to tell what the source of it is.*

This chamber and hallway is heated via hidden ducts from the fire pit located in Area 3-18, while the moisture comes from cracks allowing water

to slowly drip in. Due to the heat, the water condenses and creates the humid environment. This environment is ideal for the growth of molds and fungi, which for the most part are safe. Some of the fungi found here are edible, and serves as a food source for the necromancers as well as a few of the smaller dungeon inhabitants. This environment is also favored by a phantom fungus that lives here and preys on the unsuspecting.

The phantom fungus hides near the southeast alcove, and waits until sensing prey entering the room. Once sensing the arrival, the fungus uses its natural invisibility to sneak up and quickly take the prey out. Though use to having single prey, parties of player characters do not intimidate it, and instead the fungus uses the dimensions of the room to its advantage. It sneaks up to the closest player character and attacks them, trying to bring them down as fast as possible.

**Phanton Fungus:** CR 3; Medium Plant; HD 2d8+6; hp 13; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14 (+4 natural); Base Atk +1; Grp +3; Atk/Full Atk +3 melee (1d6+3, bite); SQ Low-light vision, plant traits, greater invisibility; AL N; SV Fort +6, Ref +0, Will +0; Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9.

*Skills and Feats:* Listen +4, Move Silently +6, Spot +4; Alertness.

**Greater Invisibility (Su):** This ability is constant, allowing a phantom fungus to remain invisible even when attacking. It works like *greater invisibility* (caster level 12th) and lasts as long as the phantom fungus is alive. This ability is not subject to the *invisibility purge* spell. A phantom fungus becomes visible 1 minute after it is killed.

## Area 3-12 – An Empty Room

The door to this room is locked (DC 15 Open Locks), and stuck in the frame (DC 20 Strength check to force open).

*Forcing the door open, you see a small cramped room. The room is devoid of anything, and is in fact empty.*

## Area 3-13 – Specimen #1 (EL 3)

The doors leading to this room are locked (DC 15 Open Locks). Written on the door in Infernal are the words "Specimen #1."

*Upon opening the door, the first thing you notice is a strong powerful rotting smell coming from the dark room. A faint scraping noise comes from the interior, otherwise the room is quiet.*

Specimen #1, a huge viper skeleton, is one of the necromancer's favorite. This was an experiment to see if it would be possible to create a skeleton from a venomous creature, and if possible would it revert to its natural form. Over the past few months the necromancers have been bringing live victims to the room to study if the snake continues to attack and feed. Much to their surprise the snake continued to act as it did in life, and not only killed its prey, but feed on it as well. Lacking a digestive system, let alone any internal organs, the food simply falls through.

There are a total of six dead bodies in the room in various states of decomposition. The smell is so great that player characters need to make a DC 20 Fortitude save just to enter the room. Failing the save, the player characters become nauseated for 1d6 rounds. Once the nausea passes, the player characters continue to feel sickened for another 1d6 rounds, but can act, suffering a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

The skeleton viper hides in the darkness, and waits to spring on its prey.

**Viper Skeleton:** CR 3; Huge Undead; HD 6d12; hp 56; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16 touch 11, flat-footed 13 (-2 size, +3 Dex, +5 natural); Base Atk +3; Grp +14; Atk/Full Atk +3 melee (1d6+4 plus poison, bite); Space/Reach 15 ft./15 ft.; SA Poison; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL N; SV Fort +5, Ref +8, Will +3; Str 16, Dex 17, Con -, Int -, Wis 12, Cha 1.

*Skills and Feats*: Improved Initiative.

**Poison (Ex):** Injury, Fortitude DC 13, initial damage and secondary damage 1d6 temporary Constitution damage. The save DC is Constitution-based.

## Area 3-14 – Specimen #2a, 2b and 2c (EL 3 each)

The door leading to this room is locked (DC 15 Open Locks). Written on the door in Infernal are the words "Specimen #2a, 2b and 2c."

*This room is dimly lit with glowing balls, and has a rotting smell to it. Three gruesome-looking statues of ogres stand along the south wall. Holding clubs in their hands, the ogres look almost lifelike, even though they look as if they've been dead for a few months. Besides these statues, there is nothing of interest in this room.*

As player characters move into the room, the eyes of the ogres open, glowing with a malevolent red light. They moan as if coming from the grave. These three statues are actually three specimens representing the first creations of the necromancers and have served them well during their time in the dungeon. The ogres attempted to claim the level for themselves and after narrowly escaping the fire elemental (Area 3-18) they had a confrontation with the necromancers. Once they were dealt with, the ogres were brought back as zombies and have been used as not only muscle, but food gathers.

The ogres have pale yellow skin, which show signs of being burned, as well as numerous stitches sewing up previous battle wounds. Ordered to stand still except to attack intruders, the zombies come to life as soon as the player characters enter the room.

There are a total of four light globes hanging from the walls. Examining the light globes player characters see that they are glass and hang in leather nets. The globes have a *light* spell cast inside them. As for the leather net, player characters making a DC 20 Heal or Survival check notice that the leather is not from an animal. A further DC 25 Heal or Suvival check reveals that the leather is hominoid in origin.

Though zombies, the ogres still possess the strength as well as the abilities of their former living selves. Armed with greatclubs, the ogres are more inclined to swing them widely and hit anything in their paths, including each other. They fight until the player characters are dead or leave the room. Since they have not been told they could leave the room, the ogre zombies do not follow if the player characters leave.

**Ogre Zombie:** CR 3; Large Undead; HD 8d12+3; hp 55; Init -2; Spd 40 ft. (can't run); AC 15, touch 7, flat-footed 15 (-1 size, -2 Dex, +8 natural); Base Atk +4; Grp +14; Atk/Full Atk +9 melee (2d8+9, greatclub) or +9 melee (1d8+9, slam); Space/Reach 10 ft./10 ft.; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con -, Int -, Wis 10, Cha 1.

*Skills and Feats:* Toughness.

*Single Actions Only (Ex):* Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

*Possessions:* large greatclub.

## Area 3-15 – The Meat Locker

The door leading to this room has an *arcane lock* cast on it (DC 28 to break down, *dispel magic* or *knock* to suppress lock for ten minutes). The door is cold to the touch.

*Opening the door, you see your breath hangs in the air, and cold emanating from the room hits you in the face. A feeble globe of light hanging from the ceiling casts shadows on the frozen bodies of three orcs, as well as what looks like a partly butchered kobold. A thin layer of ice covers everything in this room.*

Realizing the need to maintain freshness on the fresh meat the necromancer's servants procure for them, the necromancers have improvised this makeshift cold storage room. By using *cone of cold* every week, the room is kept in a nice frigid state, thus keeping the necromancers food fresh.

## Area 3-16 – Specimen #3 (EL 3)

The door leading to this room is locked (DC 15 Open Locks). Written on the door in Infernal are the words "Specimen #3."

*This triangular-shaped room is small and cramped, but has a tall ceiling. The room smells of wet leaves and small bones cover the floor.*

Located in this room is the pride and joy of the necromancer's collection: a grick. Trapped and then brought here, the necromancers have been studying it to learn more about its habits. Up until recently the grick has been kept well feed so that its eating habits could be studied. Sadly, with the scarcity of food, the grick has not been recently as well feed as it has in the past. There is nothing of value in this room; the bones are a combination of humanoid and animal.

The grick is attached to it ceiling of the room and waits for prey to pass underneath it so that it can pounce. Dropping down from the ceiling onto an opponent gives the grick the element of surprise. Once it drops down, it tries to climb the walls to get out of reach from its opponents.

**Grick:** CR 3; Medium Abberation; HD 2d8; hp 13; Init +2; Spd 30 ft., climb 20 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural); Base Atk +1; Grp +3; Atk +3 melee (1d4+2, tentacle); Full Atk +3 melee (1d4+2, 4 tentacles) and -2 melee (1d3+1, bite); SQ Damage reduction 10/magic, darkvision 60 ft., scent; AL N; SV Fort +0, Ref +2, Will +5; Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5.

*Skills and Feats:* Climb +10, Hide +3*, Listen +6, Spot +6; Alertness, Track[B].

## Area 3-17 – The Bone Room (EL 3)

The door leading to this room is unlocked and it swings easily on well-oiled hinges.

*This long, narrow room is filled with numerous bones of all shapes and sizes. Other than a small patch of floor in front of the door, you cannot see any clear floor space due to the bones.*

This room serves as a storage locker for the necromancers and the vast amount of bones they have acquired throughout their time in the dungeon. They use these bones to form undead servants as well as warriors. Hidden in this room is a troll skeleton that has been ordered to remain still unless an intruder enters the room.

As soon as a player character enters the room, the troll skeleton emerges from the bones, and attacks. The skeleton pursues the player characters out of the room, and continues to fight until either the intruder is dead or the skeleton is destroyed.

**Troll Skeleton:** CR 3; Large Undead; HD 6d12; hp 42; Init +7; Spd 30 ft.; AC 14, touch 12, flat-footed 11 (-1 size, +3 Dex, +2 natural); Base Atk +3; Grp +13; Atk +8 melee (1d6+6, claw); Full Atk +8 melee (1d6+6, 2 claws) and +3 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +2, Ref +5, Will +5; Str 23, Dex 16, Con -, Int -, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative.

## Area 3-18 – The Heater (EL 3)

*The heat intensifies as you approach this room. When you enter this large chamber you discover the source of the heat. A large fire pit lies on the western side of the room and you can see flames dancing in the air. The flames give the room a flickering yellow-orange light and the entire room is uncomfortably warm. Hanging over the fire pit is a large metal pipe, and radiating from this pipe are smaller pipes that leave the chamber through the ceiling and walls. The pipe structure is attached directly to the ceiling, and secured with not only chains, but large bolts.*

This large room is the furnace for the dungeons, and from here, the heating pipes race to all ten

levels of the dungeon bringing heat. The central pipe is one foot in diameter, and if a player character is small enough they can climb up this pipe and reach not only Level 2 but the Level 1 as well. The smaller pipes are a half-inch in diameter and stretch throughout the dungeons, bringing heat.

There is little of interest in this hot chamber. The necromancers spend little time here due to the heat, and when they need their food cooked, they employ their undead servants to do it for them.

Searching the floor of the chamber and making a successful DC 20 Spot check player characters notice that symbols are carved in there. Examining the symbols and making a successful DC 25 Knowledge (arcana) check, player characters notice that they are binding symbols and prevent summoned creatures from leaving the chamber. This is important because the fire pit is not fueled by a fire, but by a trapped fire elemental.

The elemental has been trapped here for many years and is angry over its captivity. Though it has free range of the chamber, the ruins prevent it from leaving, as well as returning to its plane. Player characters who come within five feet of the fire pit alert the elemental, who lashes out and attacks.

The fire elemental is direct with its tactics, and seeks to use its fire and heat to take down anyone. Angry, it vents its rage on all.

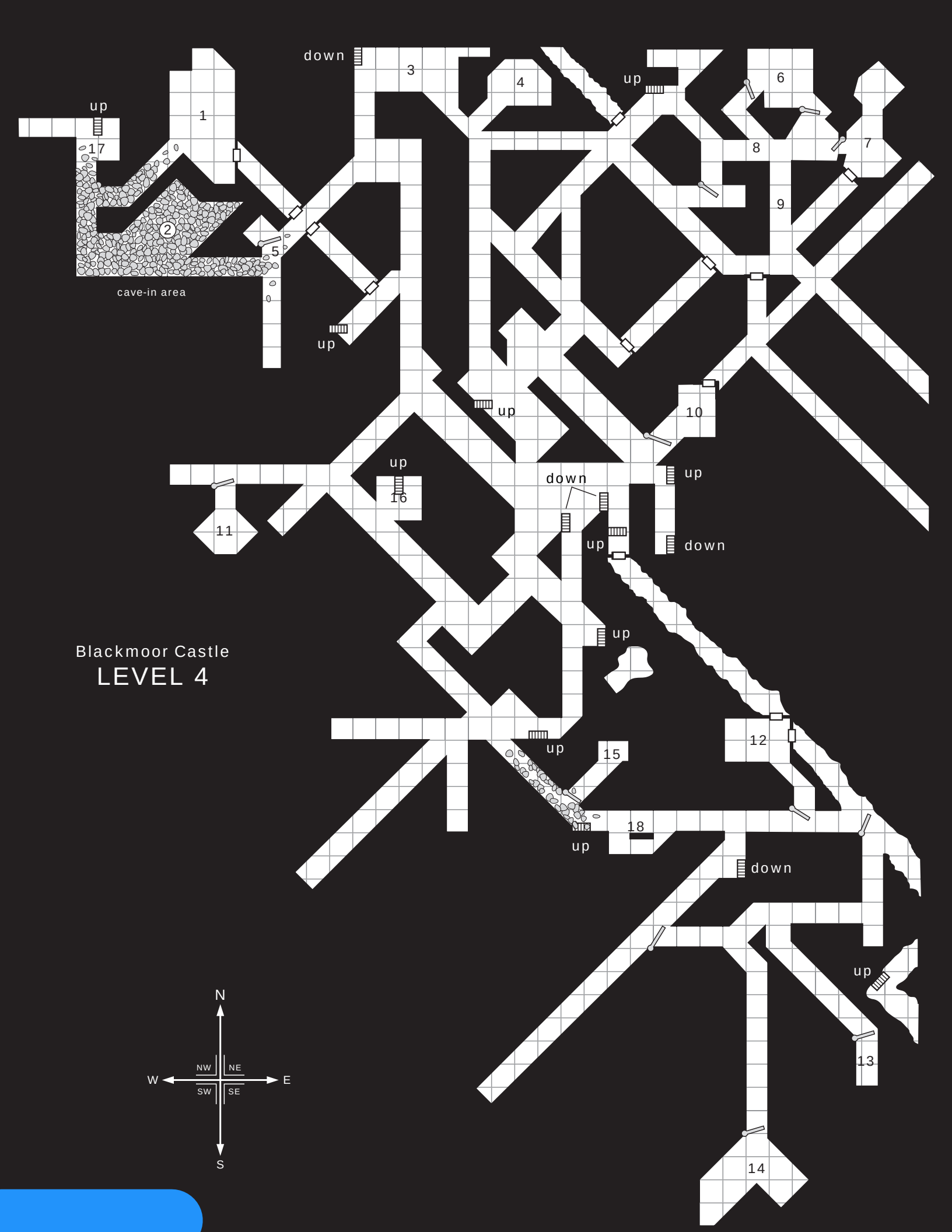
**Medium Fire Elemental:** CR 3; Medium Elemental (Fire, Extraplanar); HD 4d8+8; hp 36; Init +7; Spd 50 ft.; AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural); Base Atk +3; Grp +4; Atk/Full Atk +6 melee (1d6+1 plus 1d6 fire, slam); SA Burn; SQ Darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +3, Ref +7, Will +1; Str 12, Dex 17, Con 14, Int 4, Wis 11, Cha 11.

*Skills and Feats:* Listen +3, Spot +4; Dodge, Improved Initiative[B], Mobility, Weapon Finesse[B].

**Burn (Ex):** A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a medium fire elemental's slam attack also must succeed on a DC 14 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

*Languages:* Ignan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cave-in area
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up
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up
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11
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down
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Blackmoor Castle
LEVEL 4
12
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18
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down
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# Level 4

**Table 4-1: Wandering Monster Encounters**

| | |
|---|---|
| 2 | 3 Duergar & 7 Goblins |
| 3 | Gray Ooze |
| 4 | 2 Huge Monstrous Centipedes |
| 5 | 2 Bugbears |
| 6 | 12 Goblins |
| 7 | Bugbear & 8 Goblins |
| 9 | 4 Duergar |
| 9 | Duergar Warrior2 & 2 Duergar |
| 10-12 | Roll on Table 5-1 |

Bugbear: hp 16 each; see *MM* page 29.
Huge Monstrous Centipede: hp 33 each; see *MM* page 286-287.
Duergar: hp 6 each; see *MM* pages 91-92.
Goblin: hp 5 each; see *MM* pages 133-134.
Gray Ooze: hp 32; see *MM* page 202.
Duergar Warrior2: hp 15 each; see Area 4-7.

**Table 4-2: Encounter Index**

| Area | Page | Type | Description | EL |
|---|---|---|---|---|
| 4-1 | 49 | P | Burn Scar | - |
| 4-2 | 49 | C | 5 Small Earth Elementals | 4 |
| 4-3 | 50 | P | Boot Prints | - |
| 4-4 | 50 | C/P | Ochre Jelly | 5 |
| 4-5 | 51 | C | Shadow | 3 |
| 4-6 | 52 | C/T | Duergar Expert(3), 3 Duergar, Net Trap | 4 |
| 4-7 | 53 | C | Goblin Adept (4), 6 Duergar 4 Scorpions | 6 |
| 4-8 | 55 | C/T | 4 Duergar, Razorwire Trap | 4 |
| 4-9 | 56 | C | 5 Duergar, 10 Goblins | 4 |
| 4-10 | 57 | P | Listening Post | - |
| 4-11 | 57 | P | Corpses | - |
| 4-12 | 58 | C | 12 Goblins | 4 |
| 4-13 | 58 | C | Phantom Fungus | 3 |
| 4-14 | 58 | C | Derro and 15 Goblins | 6 |
| 4-15 | 60 | C | 1 Duergar, 3 Goblins | 2 |
| 4-16 | 61 | C | Otyugh | - |
| 4-17 | 62 | T | Collapsing Ceiling Trap | 4 |
| 4-18 | 62 | - | Way Down | - |

## Area 4-1 — Burn Scar

*The floor here is covered with a thick black sooty residue. In two places small patches of masonry lie shattered on the floor, each surrounded by substantial layers of soot.*

A DC 10 Craft (alchemy) check identifies these sooty patches as evidence of the use of alchemist's fire.

## Area 4-2 — Guardians of Stone (EL 4)

*Among the rubble and debris lie numerous stone-colored humanoid forms. They lie, sprawled in unnatural postures as if they had been struck by a potent magical blast. There is plenty of loose rock in this room and the footing looks difficult in most places.*

**Development:** The elementals were bound here long ago, and attack any who attempt to pass through their chamber. If the trap in Area 4-1 is set off, the stone guardians arise and assault those trapped by the cave-in.

The elementals set up a defensive line and attempt to prevent anyone from passing through their territory.

**Small Earth Elementals (5):** CR 1; Small Elemental (Earth, Extraplanar); HD 2d8+2; hp 11 each; Init -1; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+1 size, -1 Dex, +7 natural); Base Atk +1; Grp +0; Atk/Full Atk +5 melee (1d6+4, slam); SA Earth mastery, push; SQ Darkvision 60 ft., earth glide, elemental traits; AL N; SV Fort +4, Ref -1, Will +0; Str 17, Dex 8, Con 13, Int 4, Wis 11, Cha 11.

*Skills and Feats:* Listen +3, Spot +2; Power Attack.

**Earth Mastery (Ex):** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

**Push (Ex):** An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

**Earth Glide (Ex):** An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

*Languages:* Terran

## Area 4-3 — Stomping Grounds

*Many boot prints in the dirt indicate that someone has tromped across this area recently.*

A successful DC 11 Survival for those with the Track feat can identify two different sorts of tracks here. One group are using small, narrow yet long soft-soled boots, while the other group are using broad but short hard soled boots. At least a half dozen of each kind have passed through this area recently. Triple the chance for a wandering encounter in this area.

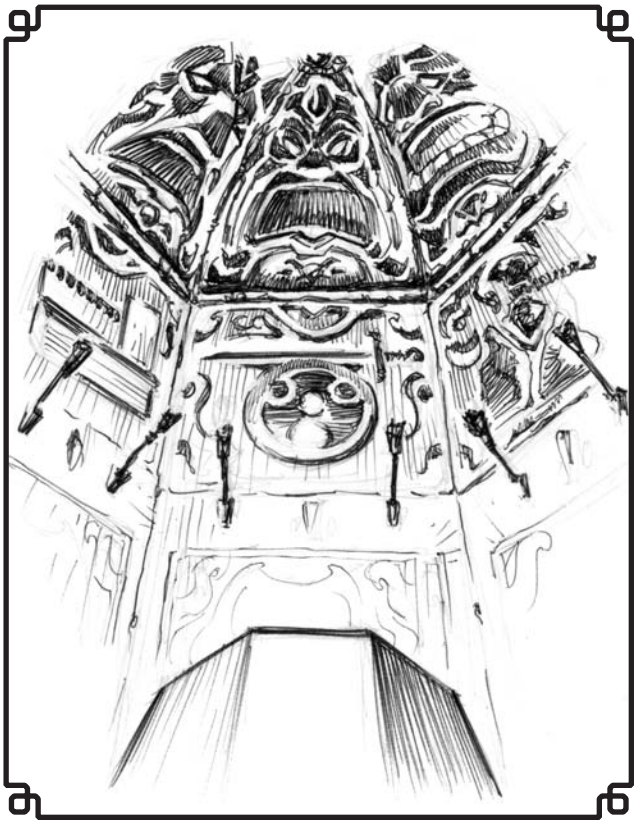
## Area 4-4 — Stone-Carved Shrine (EL 5)

*The end of the hall opens into a trapezoidal chamber with a high vaulted roof. Carved into the northern walls are three curious grimacing faces with their mouths open wide. Their features are thick and full, and their faces are more square than round. Beneath each of the faces a large emblem is carved into the stone. On the northwest wall there is a hammer on a book. On the northeast there is an axe splitting a mountain. On the broad north wall, there is a sword on a coin. In the center of the chamber is a solid stone octagonal dais. Numerous spots for torch brackets can be seen in the walls, but they hold nothing more than dull gray residue.*

This spot was once an altar to a group of the dwarven gods, built here by some of the many dwarven miners who worked to build the dungeon. A DC 12 Knowledge (religion) check identifies the emblems on the walls as those of Koorzun (hammer on book), Dhumnon (sword on coin) and Hemgrid (axe in mountain).

An ochre jelly has made this spot its home; it prefers to lurk on the southern wall, ambushing those who enter the chamber.

The altar was desecrated long ago by Funk's orcs. It can be made holy again if it is rinsed with either holy water or a fine quality mead or beer. If a worthy offering (10 gp in gems, coins, mead or beer) is placed upon the altar and the name of one of the four dwarven deities represented in this chamber is mentioned in prayer the appropriate head speaks (in dwarvish). The god's head asks "Which of the blessings of the children of stone do you request?" If none of the following



answers are given, the donor receives the benefits of a *bless* spell. The request does not have to mention the precise keyword (endurance, vision, hardiness, skill) but the meaning of the request must be made clear. Offerings placed on the altar vanish after resting there for one round.

Endurance: +2 bonus to Constitution.

Hardiness: +2 bonus on saves vs. spells, spell-like effects and poison.

Skill: +1 to hit bonus vs. orcs and goblinoids and +4 bonus to resist bull rush and trip attacks.

Vision: Darkvision and stonecunning.

Each of the blessings (including the *bless* effect, if no specific blessing is requested) lasts one hour. A character may only be under the influence of one of the blessings at a time. Dwarves (who already possess all these benefits naturally) double the effect of their natural abilities (i.e. 120 ft. darkvision, double effect stonecunning, +2 to hit vs. orcs).

A Knowledge (religion) check can be used to provide clues to the sanctification and use of the altar. Roll one check and provide the player character with all the clues up to the maximum DC that they succeed on.

DC 10: A liquid considered holy to the dwarves would be useful in rinsing clean the desecrated altar.

DC 14: Dwarven deities appreciate gifts, especially gold, gems and fine alcohol.

DC 18: Dwarven priests consider endurance, hardiness, skill and vision some of the primary blessings that their gods have granted them.

**Ochre Jelly:** CR 5; Large Ooze; HD 6d10+36; hp 65; Init -5; Spd 10 ft., climb 10 ft.; AC 4, touch 4, flat-footed 4 (-1 size, -5 Dex); Base Atk +4; Grp +10; Atk/Full Atk +5 melee (2d4+3 plus 1d4 acid, slam); Space 10 ft./5 ft.; SA Acid, constrict 2d4+3 plus 1d4 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL N; SV Fort +8, Ref -3, Will -3; Str 15, Dex 1, Con 22, Int -, Wis 1, Cha 1.

*Skills and Feats:* Climb +10.

**Acid (Ex):** An ochre jelly secretes a digestive acid that dissolves only flesh. Any melee hit or constrict attack deals acid damage.

**Constrict (Ex):** An ochre jelly deals automatic slam and acid damage with a successful grapple check.

**Improved Grab (Ex):** To use this ability, an ochre jelly must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Split (Ex):** Slashing and piercing weapons and electricity attacks deal no damage to an ochre jelly. Instead the creature splits into two identical jellies, each with half of the original's current hit points (round down). A jelly with 10 hit points or less cannot be further split and dies if reduced to 0 it points.

**Skills:** An ochre jelly has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

## Area 4-5 — Dead End (EL 3)

*Large quantities of smashed stone and debris is piled along either side of this dark, downward sloping corridor making the footing particularly uneven. The ceiling has caved-in in at least two places, and the passage appears to end in huge pile of stone.*

Deep within the cave-in at the bottom of the corridor lies the body that gave rise to the shadow that haunts this area. In order to find the corpse, a DC 16 Search check and a DC 15 Strength check (to successfully move the stone and debris) must be made. On his crushed skeletal corpse is a suit of *+1 breastplate* plus a masterwork large steel shield, but it has been badly battered by the crushing stone here. A DC 13 Craft (armorsmithing) check must be made to refurbish the shield. Until then, it only grants a +1 shield bonus to AC. Also on the skeletal corpse is a pouch with 65 pp and wore a silver necklace with a bronze pendant worth 165 gp.

**Shadow:** CR3; Medium Undead (Incorporeal); HD 3d12; hp 19; Init +2; Spd fly 40 ft.; AC 13, touch 13, flat-footed 11 (+2 Dex, +1 deflection); Base Atk +1; Grp -; Atk/Full Atk +3 melee (1d6 Str, incorporeal touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn

resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

*Skills and Feats:* Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

**Strength Damage (Su):** The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

**Create Spawn (Su):** Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

**Skills:** Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a –4 penalty on Hide checks.

## Area 4-6 — Workshop (EL 5)

*The acrid smell of oil, steel and smoke fill your nose as you enter this cruel looking workshop. Neatly hung on the walls are a wide array of smithing and metalcrafting implements along with a few coils of razor-wire. Against the west wall, a sack of caltrops spills open onto a short table. Towards the back wall there is great crevasse opened into the wall within which burns a great fire. In the center of the chamber is a large project composed primarily of metal, wire and rope that appears close to completion. Clattering and clanking noises ring loud in this room.*

The master craftsman man the ballista while his aids enlarge themselves and try and keep the enemies at bay. Each round, roll 1d6 for the ballista to see what happens, as indicated below:

**Table 4-3: Ballista Consequence Chart**

| | |
|---|---|
| 1 | Serious mishap. The firer is caught in among the ropes and pulleys taking 2d6 damage. The machine is now out of action. |
| 2 | Minor mishap. The machine snaps a wire and is now out of action. |
| 3 | Loaded and read. |
| 4-6 | The machine discharges a bolt (treat as a huge heavy crossbow which does 3d8 damage on a successful hit and takes 2 full rounds to reload; do not roll on this charge until 2 full rounds have passed). |

**Treasure:** Two coils of razorwire, sack of caltrops, 4 flasks of oil, hooded lantern, sledgehammer, crowbar, grappling hook, 100 feet of hemp rope, incomplete ballista (4 hours of work and a Craft (weapon crafting) check at DC 22 to assemble).

**Mechanical Capturing Trap (Net):** CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, wire); multiple targets (first targets in two adjacent squares at base of steps); Search DC 22 (26 while invisible), Disable Device DC 15.

**Duergar Warrior1 (4):** CR 1; Medium Humanoid (Dwarf); HD 1d8+5; hp 9 each; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield); Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d8+1/x3, warhammer); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +4, Ref +0, Will +1; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

*Skills and Feats:* Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently –4, Spot +2; Toughness.

*Spell-Like Abilities:* 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

**Duergar Traits (Ex):** These traits are in addition to the hill dwarf traits, except where noted:

- –4 Charisma instead of –2
- Darkvision out to 120 feet.
- Immunity to paralysis, phantasms, and poison. This trait replaces the hill dwarf 's +2 racial bonus on saving throws against poison.

- +2 racial bonus on saves against spells and spell-like abilities.
- Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

*Languages:* Common, Dwarven, Undercommon.

*Possessions:* chainmail armor, heavy steel shield, warhammer.

**Nuthurin, Male Duergar Expert3:** CR 2; Medium humanoid; HD 3d6+9; hp 21; Init +0; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +2; Grp +3; Atk +4 melee (1d8+1/x3, warhammer) or +3 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d8+1/x3, warhammer) or +3 ranged (1d8/19-20, light crossbow); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +3, Ref +1, Will +2; Str 13, Dex 13, Con 14, Int 11, Wis 9, Cha 4.

*Skills and Feats:* Appraise +6, Craft (stonemasonry) +6, Craft (trap making) +9, Craft (weapon crafting) +6, Listen +5, Move Silently -3, Spot +5; Skill Focus (trap making), Toughness.

*Spell-Like Abilities:* 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

**Duergar Traits (Ex):** These traits are in addition to the hill dwarf traits, except where noted:

- –4 Charisma instead of –2
- Darkvision out to 120 feet.
- Immunity to paralysis, phantasms, and poison. This trait replaces the hill dwarf 's +2 racial bonus on saving throws against poison.
- +2 racial bonus on saves against spells and spell-like abilities.
- Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

*Languages:* Common, Dwarven, Undercommon.

*Possessions:* chainmail armor, masterwork warhammer, large steel shield, thieves' tools, 35 gp.

## Area 4-7 — Duergar Fortress (EL 6)

*This chamber has been turned into a fortress. Loose rock creates a pair of low walls to impede movement and provide cover. The walls are hollowed out to create protected alcoves, and the center of the chamber is surrounded by a small moat, in which a black, tarry liquid flows.*

Here dwells the creature who leads the crusade against the goblins. Chulu-gak was once a member of the goblin tribe to the south, but the strong features and thick torso of her child cast suspicion upon its parentage. Exiled from her tribe after a near lynching, she was considered a traitor who had mated with a dwarf. She has managed to beat the duergar into submission with the help of a magic wand that was a gift of her lover (actually a derro from deeper in the dungeon). Her desires are simple; she wishes to wipe the goblins from the dungeon. She may be willing to negotiate if the player characters are willing to do

some dirty work. She is willing to pay one of her emeralds per half-dozen goblin scalps brought to her. However, as she is thoroughly evil and selfish, and would not hesitate to turn on a party who brought her such scalps if she thought them weak. She does not know who leads the goblins.

Chulu-gak initiates dialog with any who enter this chamber. At first she threatens them, but she may be convinced to conversation. A DC 15 Diplomacy check turns the relationship between the party and Chulu-gak to indifferent, whereupon she may negotiate for the scalps of the goblins.

Two invisible duergar warriors stand watch in alcoves on either side of the entryway. They use their *enlarge person* ability and attempt to slow any progress into the room by those hostile to Chulu-gak. Four duergar keep posts in the corners of the room, they use their missile weapons to harass the party. If anyone crosses the tar moat, one of the duergar uses alchemist's fire to light it; it burns for 4 rounds. While lit, anyone crossing the moat takes 1d6 points of fire damage. Those falling in the moat suffer 2d6 pointes of fire damage per round. Chulu-gak uses her scorpion pets to keep foes from engaging her in melee. She starts the combat with a *web* in order to disable as many party members as possible.

**Chulu-gak, Female Goblin Adept4:** CR 3; Small Humanoid (Goblinoid); HD 4d6+8; hp 25; Init +1; Spd 30 ft.; AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 armor); Base Atk +2; Grp -2; Atk +2 melee (3d6 electrical, *wand of shocking grasp*, touch); Full Atk +2 melee (3d6 electrical, *wand of shocking grasp,* touch); SQ darkvision 60 ft.; AL NE; SV Fort +3, Ref +2, Will +6; Str 10, Dex 13, Con 15, Int 12, Wis 15, Cha 12.

*Skills and Feats:* Concentration +6, Hide +5, Listen +2, Move Silently +5, Spot +2; Alertness, Dodge.

*Adept Spells Known* (3/3/1, save DC 12 + spell level): 0—*ghost sound, light, touch of fatigue*; 1st—*bless, burning hands, sleep*; 2nd—*web.*

*Languages:* Goblin, Dwarven, Orcish, Undercommon.

*Possessions:* Small quarterstaff, small leather armor, *wand of shocking grasp* (caster level 3, 30 charges), *potion of invisibility*, elaborate wound silver necklace (220 gp), pair of lapis lazuli encrusted bracers (45 gp each), pouch containing 125gp, 6 small emeralds (30gp each).

**Duergar Warrior1 (4):** CR 1; Medium Humanoid (Dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield); Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +4, Ref +0, Will +1; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

*Skills and Feats:* Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently –4, Spot +2; Toughness.

*Spell-Like Abilities:* 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

**Duergar Traits (Ex):** These traits are in addition to the hill dwarf traits, except where noted:

- –4 Charisma instead of –2
- Darkvision out to 120 feet.
- Immunity to paralysis, phantasms, and poison. This trait replaces the hill dwarf 's +2 racial bonus on saving throws against poison.
- +2 racial bonus on saves against spells and spell-like abilities.
- Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

*Languages:* Common, Dwarven, Undercommon.

*Possessions:* chainmail armor, heavy steel shield, warhammer, light crossbow, 8 bolts, vial of alchemist's fire, caltrops.

**Duergar Warrior2 (2):** CR 2; Medium Humanoid (Dwarf); HD 2d8+7; hp 15, 20; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield); Base Atk +2; Grp +3; Atk/Full Atk +3 melee (1d8+1/x3, warhammer) or +2 ranged (1d8/19-20, light crossbow); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +5, Ref +0, Will -1; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

*Skills and Feats:* Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +4, Move Silently -4, Spot +2; Toughness.

*Spell-Like Abilities:* 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

**Duergar Traits (Ex):** These traits are in addition to the hill dwarf traits, except where noted:

- –4 Charisma instead of –2
- Darkvision out to 120 feet.
- Immunity to paralysis, phantasms, and poison. This trait replaces the hill dwarf 's +2 racial bonus on saving throws against poison.
- +2 racial bonus on saves against spells and spell-like abilities.
- Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

*Languages:* Common, Dwarven, Undercommon.

*Possessions:* chainmail, large steel shield, warhammer, light crossbow, 20 bolts, 2 gp.

**Small, Fiendish, Monstrous Scorpions (4):** CR 1/2; Magical Beasts; HD 1d8+2; hp 6 each; Init +0; Spd 30 ft.; AC 14, touch 11, flat-footed 14 (+1 size, +3 natural); Base Atk +0; Grp -4; Atk +1 melee (1d3-1, claw); Full Atk +1 melee (1d3-1, 2 claws) and -4 melee (1d3-1 plus poison, sting); SA Constrict 1d3–1, improved grab, poison, smite good; SQ Darkvision 60 ft., resistance to cold and fire 5, SR 6, tremorsense 60 ft., vermin traits; AL NE; SV Fort +4, Ref +0, Will +0; Str 9, Dex 10, Con 14, Int 3, Wis 10, Cha 2.

*Skills and Feats:* Climb +3, Hide +8, Spot +4; Weapon Finesse[B].

**Constrict (Ex):** A monstrous scorpion deals automatic claw damage on a successful grapple check.

**Improved Grab (Ex):** To use this ability, a monstrous scorpion must hit with a claw attack. A monstrous scorpion can use either its Strength modifier or Dexterity modifier for grapple checks, whichever is better.

**Poison (Ex):** A small monstrous scorpion has a poisonous sting, which does 1d2 points of Constitution damage (initial and secondary) unless a DC 12 Fortitude save is made. The save DCs are Constitution- based.

***Smite Good (Su):*** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Skills:** A monstrous scorpion has a +4 racial bonus on Climb, Hide, and Spot checks.

## Area 4-8 — Not Gobbos? (EL 4)

*A short set of steps descends before you. A pair of alcoves open up on either side of the corridor at the base of the steps. At the top of the stair there is a large wooden sign with two curious words neatly painted on it in thick red paint.*

The two words on the stone are written in grammatically poor goblin. They read "Not Gobbos?" It's not quite the "No Gobbos!" sign that the duergar wanted, but they did not realize that the goblin captive they were torturing was practically illiterate himself.

A pair of invisible duergar waits in the alcoves, their spears at the ready. They have stretched a piece of razor wire across the hallway in the hope of catching a few goblins heads. They are invisible, as is the razor wire as long as they hold onto it. In the second set of alcoves await a second set of duergar armed with warhammers. They have not used their *invisibility* yet.

On the round the trap goes off, the duergar in the alcove advance into the corridor after their companions let loose with their crossbows. On subsequent rounds, the two rear duergar use their *enlarge person* ability. The smaller duergar stay in the lead, advancing with their warhammers fighting defensively, while their enlarged companions stay 5 feet behind them using their reach (the *enlarge person* gives them 10 foot reach) to strike at foes with their spears over the heads of their companions. If the battle goes poorly, one

of them tries to escape to warn the rest of their gang while the rest fight to the death.

**Treasure:** The rear two duergar each possess a potion, one of *cure light wounds*, the other of *expeditious retreat* (caster level 3 for both). They use these potions if needed.

**Razor Wire Trap:** CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, wire); multiple targets (first targets in two adjacent squares at base of steps); Search DC 22 (26 while invisible), Disable Device DC 15.

**Duergar Warrior1 (4):** CR 1; Medium Humanoid (Dwarf); HD 1d8+5; hp 9 each; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield); Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +4, Ref +0, Will +1; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

*Skills and Feats:* Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently –4, Spot +2; Toughness.

*Spell-Like Abilities:* 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

**Duergar Traits (Ex):** These traits are in addition to the hill dwarf traits, except where noted:

- –4 Charisma instead of –2
- Darkvision out to 120 feet.
- Immunity to paralysis, phantasms, and poison. This trait replaces the hill dwarf 's +2 racial bonus on saving throws against poison.
- +2 racial bonus on saves against spells and spell-like abilities.
- Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

*Languages:* Common, Dwarven, Undercommon.

*Possessions:* chainmail armor, heavy steel shield, warhammer, light crossbow, 8 bolts, vial of alchemist's fire, caltrops.

## Area 4-9 — Awkward Scuffle (EL 3)

*The debris that has so far been spread across the floor of each and every part of this layer of the dungeon has been meticulously removed ahead. To the north, the corridor looks so clean that it must have been freshly swept. Piles of the rubble have been stacked up to form a small wall that spans the corridor. In the center of the floor lies a large sack, from which there can be seen a glint of gold. To the south, the debris thins out slightly. It has been kicked about by substantial foot traffic.*

A party of duergar lies in wait behind a small stone wall they recently constructed (they are invisible). Their expected prey is a patrol of goblins, which, unsurprisingly, is late. The duergar shoot immediately if they hear any movement in the corridor ahead of them. The round after the party enters Area 4-5, the sound of numerous footsteps (DC 5 Listen check) can be heard from the south. The following round, the goblins arrive.

The duergar attempt to hold the stone wall as long as they can. They use their crossbows first, and then toss their alchemist's fire. They gain +4 bonus to their AC while behind the wall. They prefer goblin targets, and switch to engaging the goblins if they have a choice between goblins and the player characters. The goblins ignore the player characters in a mad rush to cross the wall and slay the duergar. If either duergar or goblins are directly engaged by the player characters (or if they are hit by opportunity attacks and so on) they assault whichever player engaged them. Thus it is possible for a player character to be assaulted by both duergar and goblins simultaneously, or to stay out of the way, while the humanoids fight amongst themselves.

**Treasure:** While the large burlap sack in the center of the chamber is mostly full of rubble, it does contain a single strategically-placed gold piece.

**Duergar Warrior1 (5):** CR 1; Medium Humanoid (Dwarf); HD 1d8+5; hp 9 each; Init +0; Spd 20 ft.; AC 17, touch 10, flat-footed 17 (+5 ar-

mor, +2 shield); Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d8+1/x3, warhammer) or +1 ranged (1d8/19-20, light crossbow); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +4, Ref +0, Will +1; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

*Skills and Feats:* Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently –4, Spot +2; Toughness.

*Spell-Like Abilities:* 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

**Duergar Traits (Ex):** These traits are in addition to the hill dwarf traits, except where noted:

- –4 Charisma instead of –2
- Darkvision out to 120 feet.
- Immunity to paralysis, phantasms, and poison. This trait replaces the hill dwarf 's +2 racial bonus on saving throws against poison.
- +2 racial bonus on saves against spells and spell-like abilities.
- Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

*Languages:* Common, Dwarven, Undercommon.

*Possessions:* chainmail armor, heavy steel shield, warhammer, light crossbow, 8 bolts, vial of alchemist's fire, caltrops.

**Goblin Warrior1 (10):** CR 1; Small Humanoid (Goblinoid); HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14 (+1 size, +1 Dex, +2 armor, +1 shield); Base Atk +1; Grp -3; Atk/Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

*Languages:* Goblin.

*Possessions:* leather armor, light wooden shield, morningstar, javelin.

## Area 4-10 — Abandoned Listening Post

*Within this neat, tidy and once well-organized chamber lies a pair of carved stone stools. Lying between them is a short-legged stone table, atop which sit numerous small colored stones. A long smear of dark blood runs from the central stool towards the door.*

Once a listening post held by the duergar, this place was abandoned when the dwarves decided to consolidate their holdings.

**Treasure:** A DC 8 Knowledge (local) check for the areas of Mount Uberstar, Stormkiller Mountains or the Iron Hills reveals that the small colored stones on the carved table are dwarven playing pieces for the game of Untuk, a popular pastime among miners and other dwarves who stumble across semi-precious stones in their work. The whole set of them (17 pieces in all) is worth 3 gp, but only in areas where the game is popular (as listed above), elsewhere they only fetch a single silver piece.

## Area 4-11 — Moldy Corpses

*A strong smell reminiscent of both mold and old meat emanates from the chamber. Inside, substantial piles of rubble and debris cannot hide the pair of corpses that lies in a gruesome embrace just inside the chamber. A thick patch of thin, spindly, lavender mushrooms sprout from the entwined limbs of the two dead humanoids.*

Here lie the corpses of two scouts: one goblin, one duergar. The goblin is impaled on the duergar spear, while the sharp point of the goblins dagger has pierced the duergar's eye and entered what was once his brain.

**Treasure:** Between the two corpses, one can scavenge a small wooden shield, a morning star, a dagger and a spear. On the duergar's belt lies a single vial of alchemist's fire. The masonry con-

tainer cracked when he fell backwards under the goblins weight. If the flask is used, it has a 3 in 6 chance of exploding in the user's hand, causing full damage to them. A DC 22 Search check identifies this problem.

## Area 4-12 — Goblin Quarters (EL 4)

*The odor of unwashed humanoids wafts out from this chamber. Inside crude furnishings adorn the room. Small straw pallets line the walls and a rack of javelins lies just inside the door.*

This is the living quarters for the goblin tribe in this area. Unless the party has been making large amounts of noise and let goblins from wandering encounters escape, the goblins are entirely unprepared for combat and do not have their weapons on hand. They do, however, eat, sleep and do everything else in their filthy goblin armor.

The three goblins closest to the door charge forward to grapple those who first enter the chamber while the rest of their companions scramble about looking for their weapons. These goblins attack dwarves in preference to other targets.

**Treasure:** The goblins have squirreled away a substantial number of small treasures in this chamber. Each of them has a hiding place among the various mats and blankets that cover the floor. Each character that searches here finds 1d10 sp if they succeed on a DC 10 Search check. In addition, the following small treasures might be found with the appropriate Search roll:

DC 14: Small grime-encrusted ring worth 8 gp.

DC 18: Pouch of 12 smooth gemstones worth 2 gp each.

DC 22: Masterwork silver dagger.

**Goblin Warrior1 (12):** CR 1; Small Humanoid (Goblinoid); HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14 (+1 size, +1 Dex, +2 armor, +1 shield); Base Atk +1; Grp -3; Atk/Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

*Languages:* Goblin.

*Possessions:* leather armor, light wooden shield, morningstar, javelin.

## Area 4-13 — Dingy Hallway (EL 3)

*Refuse, filth and objects discarded even by the goblins clog this dingy hallway. It is so full of muck and clutter that passage is almost impassible. Curious patches of red speckled fungus grow out of the piles of filth adding color to an otherwise dull gray-brown mucky scene.*

A phantom fungus prowls this area, invisible, waiting to catch the odd goblin with its guard down.

**Phanton Fungus:** CR 3; Medium Plant; HD 2d8+6; hp 13; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14 (+4 natural); Base Atk +1; Grp +3; Atk/Full Atk +3 melee (1d6+3, bite); SQ Low-light vision, plant traits, greater invisibility; AL N; SV Fort +6, Ref +0, Will +0; Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9.

*Skills and Feats:* Listen +4, Move Silently +6, Spot +4; Alertness.

**Greater Invisibility (Su):** This ability is constant, allowing a phantom fungus to remain invisible even when attacking. It works like *greater invisibility* (caster level 12th) and lasts as long as the phantom fungus is alive. This ability is not subject to the *invisibility purge* spell. A phantom fungus becomes visible 1 minute after it is killed.

## Area 4-14 — Hall of the Goblin Chief (EL 6)

*A long table dominates this loud and raucous chamber. Broken chairs are scattered among moldy straw that has been cast upon*

*the floor. On the walls hang the desiccated heads of 5 derro and 2 goblins. Lying upon the great table is a substantial feast, featuring large chunks of roasted meat and flagons of hearty mead. The chamber is filled with a mixture of raucous laughter and a mad cackling.*

The leader of the goblins is a megalomaniacal derro. He constantly holds "court" in his hall, making mad pronouncements that more often than not, send goblins to their deaths.

The derro makes a loud pronouncement, welcoming the newcomers to his feast. While he distracts the party with meaningless platitudes, the goblins quickly reach for their weapons.

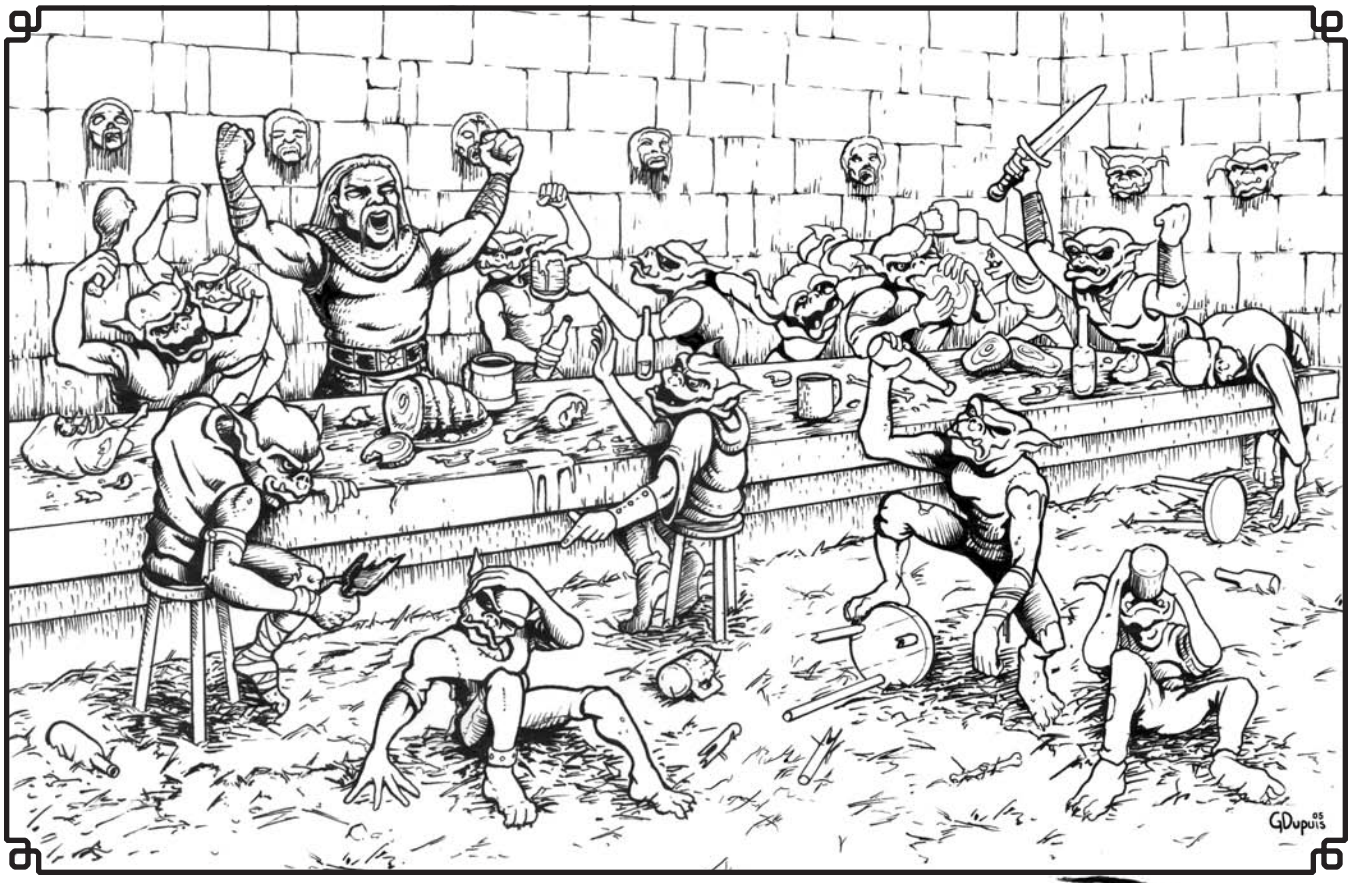
The goblins know that the derro prefers to take captives alive (a directive that they consistently fail to achieve when out of his sight). They attempt to bludgeon, sap and grapple any opponents. Captives are lashed to the center of the stone table to join the feast as they are eaten alive by the derro and his retinue.

**Treasure:** The feast is composed of duergar meat (DC 6 Heal check to identify the carcass as that of a humanoid). The mead is surprisingly pleasant. There remain three unopened bottles (worth 10 gp each) in addition to two open flagons. This mead is of sufficient quality to cleanse the altar in Area 4-4.

**Derro:** CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 20; Init +6; Spd 20 ft.; AC 19, touch 13, flat-footed 17 (+1 size, +2 Dex, +2 natural, +3 armor, +1 shield); Base Atk +3; Grp -1; Atk/Full Atk +4 melee (1d4/19-20, short sword) or +6 ranged (1d6 plus poison/19-20, reperating light crossbow); SA: Poison use, sneak attack +1d6, spell-like abilities; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +2, Ref +5, Will +6; Str 11, Dex 13, Con 13, Int 10, Wis 5*, Cha 16*.

*Skills and Feats:* Bluff +5, Diplomacy +4, Hide +10, Listen +1, Move Silently +8; Blind-Fight, Improved Initiative.

**Madness (Ex):** Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.



*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

**Poison Use (Ex):** Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

**Sneak Attack (Ex):** Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

**Spell-Like Abilities:** At will—*darkness, ghost sound;* 1/day— *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

**Vulnerability to Sunlight (Ex):** A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

*Languages:* Derro, Goblin.

*Possessions:* studded leather armor, buckler shield, short sword, repeating light crossbow, 10 bolts, 8 doses Medium monstrous spider venom.

**Goblin Warrior1 (15):** CR 1; Small Humanoid (Goblinoid); HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14 (+1 size, +1 Dex, +2 armor, +1 shield); Base Atk +1; Grp -3; Atk/Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

*Languages:* Goblin.

*Possessions:* leather armor, light wooden shield, morningstar, javelin.

## Area 4-15 — Prison Cell (EL 2)

*A pair of small steel cages sit inside this barren chamber.. Just a bit more than an arm's reach beyond the edge of the cages lie several long pointy implements. As you enter, a small hunched over figure begins to stir from the floor of one of the cages.*

Lying on the floor of the first cage is a captive duergar. The goblins have been trying to extract information from him regarding the various traps the duergar have set up to eliminate the goblin patrols. He fears for his life, and says anything that he thinks might get him freed from this pitiful cage. He knows about the razorwire trap in Area 4-8, and the overall outline of the defenses in Area 4-7. He has also heard rumors of the altar in Area 4-4. If pressed for the location of valuables or magic, he tells the party that there is something of great value to dwarves in Area 4-4 but cannot elaborate any further.

The goblins leap to their feet on the first round of combat. If outnumbered, they attempt to escape the room immediately. If one escapes, he runs straight to Area 4-8 to raise the alarm.

**Treasure:** In the other cage lies a dead goblin. A DC 12 Heal check identifies the cause of death as multiple puncture wounds. In order to avoid being caught pilfering, he swallowed a brilliant topaz (worth 80 gp) that still lies within his entrails, which can only be found by cutting the creature open.

The two pointy implements were the favored implements of the cowardly torturers. They can be used as shortspears with a -1 to hit penalty.

**Duergar Warrior1 (captive):** CR 1; Medium Humanoid (Dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk/Full Atk -; SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits; AL LE; SV Fort +4, Ref +0, Will +1; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

*Skills and Feats:* Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +3, Move Silently –4, Spot +2; Toughness.

*Spell-Like Abilities:* 1/day—*enlarge person* and

*invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.

**Duergar Traits (Ex):** These traits are in addition to the hill dwarf traits, except where noted:

- –4 Charisma instead of –2
- Darkvision out to 120 feet.
- Immunity to paralysis, phantasms, and poison. This trait replaces the hill dwarf 's +2 racial bonus on saving throws against poison.
- +2 racial bonus on saves against spells and spell-like abilities.
- Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

*Languages:* Common, Dwarven, Undercommon.

**Goblin Warrior1 (3):** CR 1; Small Humanoid (Goblinoid); HD 1d8+1; hp 5 each; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14 (+1 size, +1 Dex, +2 armor, +1 shield); Base Atk +1; Grp -3; Atk/Full Atk +2 melee (1d6, morningstar) or +3 ranged (1d4, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

*Languages:* Goblin.

*Possessions:* leather armor, light wooden shield, morningstar, javelin.

## Area 4-16 — Filth-Strewn Pit (EL 4)

*The floor here is thick with garbage. The great mounds of rubbish are so abundant that they seem to teem with movement. Signs of rodents are abundant, and the smell of the place is a mixture of urine and old, wet clothing.*

The "floor" here is little more than a layer of thinly packed trash. Attempts to walk into the room cause any character that steps beyond the portal to sink at least to her waist in the trash pit. At this point, the otyugh relentlessly attacks. Characters waist deep in the trash lose their Dexterity bonus to AC and make all attacks at a -2 penalty. The player characters can use either a Climb, a Swim or a Balance check (DC 14) to escape the filth and make their way to solid footing.

**Treasure:** Lost deep in the filth is a fine blade, which a successful DC 18 Search check locates. This blade has its name, Allurid, etched into its blade. Once it was more powerful, it possessed the powers of speech and could *haste* its wielder, but it long ago lost such powers. *Detect magic* or *identify* spells give curious readings that hint at the blade's lost power. In order to recover its powers, the blade needs to be retempered. This tempering can only take place in a forge heated by charcoal that has come from the great oaks found at the southern edge of the Wolf Wood. Once it has been heated, it must then be hammered with an adamantium hammer wielded by a dwarven priest of Mieroc. The blade must then be quenched in the blood of an evil outsider with 12 or more hit dice. Once such a retempering has been performed, the blade gains its full properties..

**Allurid:** *+1 keen longsword*; AL NG; Int 10, Wis 17, Cha 17; speech, telepathy, 120 ft. darkvision and hearing; Ego 14.

*Lesser Powers: bless* 3/day, *detect magic* at will, 10 ranks in listen (total modifier +13).

*Greater Powers: haste* on wielder 3/day.

*Personality:* Allurid was forged long ago as a gift from a master dwarven smith to a long forgotten hero of Thonia. The blade is patient and charming, holding it seems to slow down everything about the wielder giving them an extra instant to react to threats and problems. Allurid does not tolerate a non-good owner, and uses its telepathy ability to communicate with others regarding the shortcomings of its wielder.

**Otyugh:** CR 4; Large Aberration; HD 6d8+9; hp 37; Init +0; Spd 20 ft.; AC 17, touch 19, flat-footed 17 (-1 size, +8 natural); Base Atk +4; Grp +8; Atk +4 melee (1d6, tentacle); Full Atk +4 melee (1d6, 2 tentacles) and -2 melee (1d4, bite); Space/Reach 10 ft./10 ft. (15 ft. with tentacle; SA Constrict 1d6, disease, improved grab; SQ Darkvision 60 ft., scent; AL N; SV Fort +3, Ref +2, Will +6; Str 11,

Dex 10, Con 13, Int 5, Wis 12, Cha 6.

*Skills and Feats:* Hide –1*, Listen +6, Spot +6; Alertness, Toughness, Weapon Focus (tentacle).

**Constrict (Ex):** An otyugh deals automatic tentacle damage with a successful grapple check.

**Disease (Ex):** Filth fever—bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Improved Grab (Ex):** To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Skills:** *An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

*Languages:* Common.

## Area 4-17 — Unstable Cave In (EL 4)

*The bottom of the stairs is covered with loose gravel and broken fragments of stone and masonry. The dust is thick here, and does not appear to have been disturbed for years. A broad but loosely constructed archway has been added into the entryway to the chamber. The makeshift construction does not inspire confidence. Within the chamber, rubble and rough stone is loosely piled in the corners of the room, clearing a path.*

The trap here is unstable and poorly constructed. Roll 1d6 each time a character passes under the arch or takes a move action within 10 feet of it. On a roll of 6, the trap is triggered. Characters with 5 or more ranks of Knowledge (architecture and engineering) gain a +4 circumstance bonus to notice or disable the trap.

There is a secret door on the southeast wall (DC 20 Search check to notice).

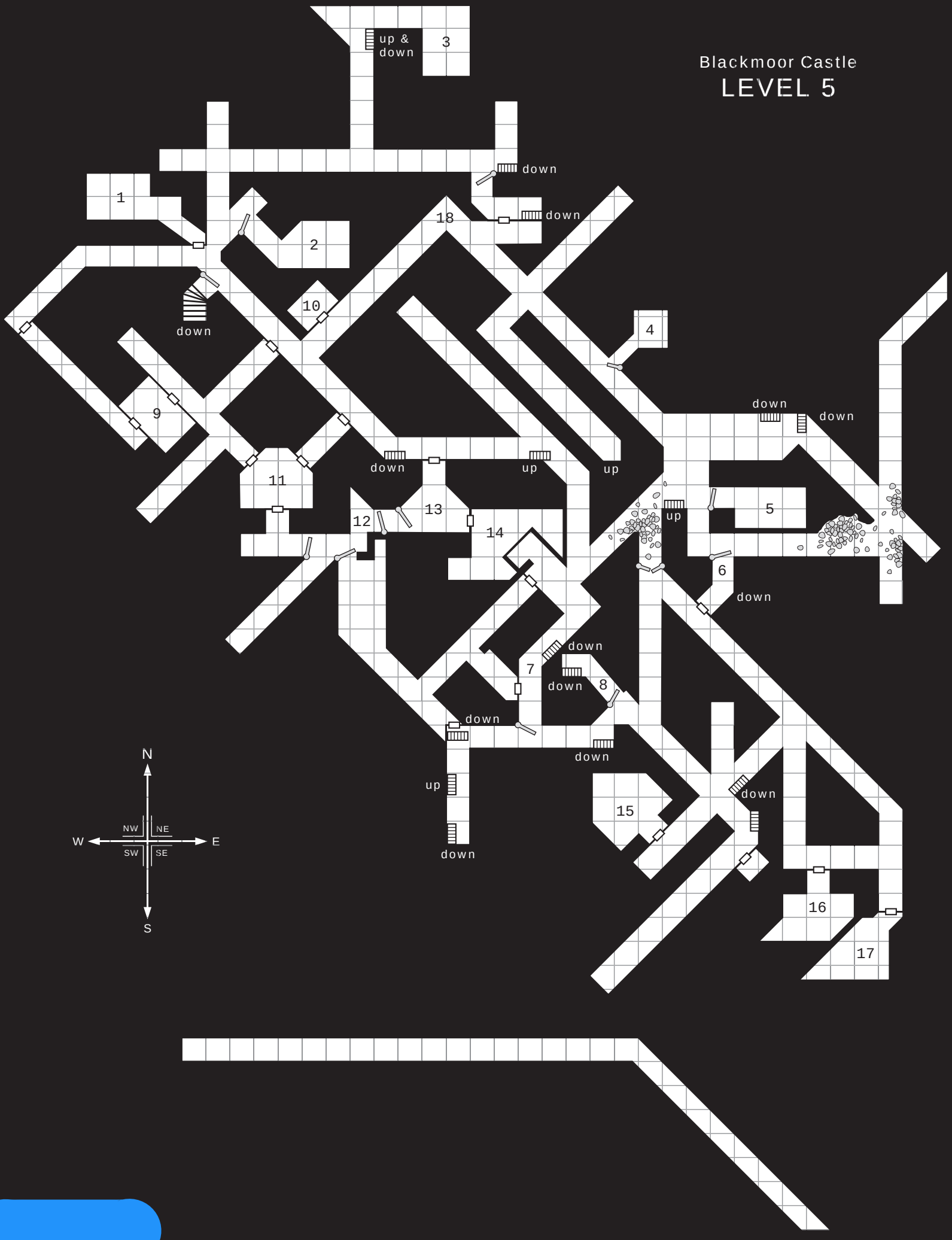
**Treasure:** A DC 15 Search check turns up a sledgehammer and crowbar in the rubble.

**Collapsing Ceiling Trap:** CR 4; mechanical; location trigger; no reset; Atk +8 melee (4d6); multiple targets (strikes all targets in Area 4-1 within 10 feet of the entry to the chamber); Search DC 20, Disable Device DC 24. This trap has been set using the unstable ceiling supports that lead down from Level 3. Most of the creatures in the upper levels are aware of the trap, and fear to descend any deeper into the dungeon.

## Area 4-18 — Goblin Larder

*A rich, earthy smell with putrid overtones wafts out from beneath this loosely shuttered portal. Within lies a vast stash of goblin provisions, most based on various forms of subterranean fungus. Broad, bright red speckled caps mix with oblong, smooth pale lavender sheaths to make up a wide array of fungal foodstuffs. A low weeping emanates from the floor at the back of the small room.*

Lying invisible tied to a small post on the floor at the back of the room is a young phantom fungus. It is invisible, but has no other special abilities and is a noncombatant. The goblins were quite proud to have gathered up such a delicacy, even if half their number did not believe that they had really snatched one up. In behind a large rack of barrels is a small secret passage. A DC 18 Search check turns up a small face emanating three way lines carved into the floor beneath one of the barrels. This is the sign of Pathmeer, the dwarven god of secrets. If the word "door" is spoken in dwarvish a small door is revealed. This secret passage leads down into a spiral staircase that continues straight down to Area 7-8.


Blackmoor Castle
LEVEL 5
up & down
3
down
1
18
down
2
10
down
4
9
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up
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11
13
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8
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15
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16
17
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# Level 5

**Table 5-1:Wandering Monster Encounters**

| | |
|---|---|
| 2 | Babau |
| 3 | Fiendish Ogre & Fiendish Worg |
| 4 | 2 Fiendish Ogres |
| 5 | 10 Fiendish Dire Rats |
| 6 | Fiendish Ogre & 6 Orcs |
| 7 | 3 Dretch |
| 8 | Quasit & 2 Dretch |
| 9 | 2 Wights |
| 10-12 | Roll on Table 6-1 |

Babau: hp 66 each; see *MM* page 40.
Dretch: hp 13 each; see *MM* pages 42-43.
Fiendish Dire Rat: hp 5 each; see *MM* page 64, 107-108.
Fiendish Ogre: hp 29 each; see *MM* pages 107-108, 198-199.
Fiendish Worg: hp 30; see *MM* pages 107-108, 256-257.
Orcs: hp 5 each; see *MM* pages 203-204.
Quasit: hp 13; see *MM* page 46.
Wight: hp 26 each; see *MM* pages 255.

**Table 5-2: Encounter Index**

| Area | Page | Type | Description | EL |
|---|---|---|---|---|
| 5-1 | 64 | T/P | *Fireball* trap, Quasit | 5 |
| 5-2 | 65 | C | Pit Trap, 2 Wights | 5 |
| 5-3 | 66 | T | *Web* trap, Quasit | 4 |
| 5-4 | 66 | - | Cave In | - |
| 5-5 | 67 | C | Barghest | 4 |
| 5-6 | 67 | P | Secret Door | - |
| 5-7 | 68 | - | Signs of a Scuffle | - |
| 5-8 | 68 | - | Stairs Down | - |
| 5-9 | 68 | T | Oil Leak | 5 |
| 5-10 | 68 | C | Quasit, 6 Fiendish Dire Rats | 4 |
| 5-11 | 69 | C/T | *Obscuring Mist* Trap, 2 Vampire Spawn | 6 |
| 5-12 | 70 | C | Orc Rogue3, 5 Orcs | 5 |
| 5-13 | 71 | C | Orc Sorcerer3, Orc Rogue3 | 5 |
| 5-14 | 72 | C | Fiendish Ogre, 4 Orcs, Orc Adept1, Barghest | 5 |
| 5-15 | 73 | C | 4 Orc Adepts1, 4 Orcs | 5 |
| 5-16 | 74 | C | Orc Sorcerer3, 6 Orcs | 5 |
| 5-17 | 75 | C | Orc Sorcerer6, Orc Rogue3 2 Orc Adept1, 5 Orcs | 8 |
| 5-18 | 77 | P/T | Lurking Evil | 10 |

## Area 5-1 — Glistening Black Shard (EL 5)

*A dark stone rises from the floor and dominates this broad, high chamber. It stands a full 17 feet tall. About the base of the great, glistening red-streaked stone are a series of scorch marks. Each of the facets of the stone seems to flicker with a dangerous incendiary luminescence. In each of the four corners of the chamber are small piles of a similar though less lustrous rock. Your feet stir up small pieces of ash as you track across the sooty floor.*

Hidden behind the stone pile in the back left corner is Qalumumuunu, an *invisible* quasit who possesses a *wand of ventriloquism*. As the party enters the room, he throws his voice so it seems to emanate from the great black stone itself. He claims to be an arcane warrior by the name of Elioseth. He tells them that his spirit has been trapped within the black shard, but that with their help he can get free. He advises the party that if they can gain a shard of the stone in which he now dwells and pass with it through the portal in Area 5-7, he will be freed. Once completed, he will then join them on their quest as a loyal minion. He explains that the mouth in Area 5-7 is a gate which leads to the inside of the crystal, but if a living soul travels though the portal holding a shard of the crystal itself, the paradox will be too great and the magic will be undone. If asked how he knows this, he claims that the sorcerer who controls the crystal has left tomes and scrolls which discuss the magic out in the open before him, while she studied in this chamber.

Like Lumuluuludu, he also arrived through the demonic mouth. He knows everything Lumuluuludu knows, and in addition he is aware of the conflict between the three sisters. He believes that one of the elder sisters guards a

treasure trove somewhere on this level that contains items that would be of great use in defeating Delcoria.

The black shard is very similar to the potent spell focus used by Delcoria Funk. At this point, it explodes with a fireball should anyone attempt to use it. If the *fireball* trap were somehow disabled (most easily through the use of a *dispel magic* spell), it could be used in a manner similar to her shard (see Area 5-12). Its affinity school is evocation.

***Fireball* Trap:** CR 5; magic device; touch trigger (black shard); automatic reset; spell effect (*fireball,* 5th level wizard, 5d6 fire, DC 16 Reflex save half damage); Search DC 28, Disable Device DC 28. This trap discharges each time the black shard is touched either by hand or by an inanimate object.

**Qalumumuunu, Quasit:** CR 2; Tiny Outsider (Chaotic, Extraplanar, Evil); HD 3d8; hp 14; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 18, touch 15, flat-footed 15 (+2 size, +3 Dex, +3 natural); Base Atk +3; Grp -6; Atk +8 melee (1d3-1 plus poison, claw); Full Atk +8 melee (1d3-1 plus poison, 2 claws) and +3 melee (1d4-1, bite); SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

*Skills and Feats:* Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6; Improved Initiative, Weapon Finesse.

**Poison (Ex):** Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

**Spell-Like Abilities:** At will—*detect good, detect magic,* and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based. Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

**Alternate Form (Su):** A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

*Languages:* Common, Abyssal.

*Possessions*: *wand of ventriloquism* (caster level 3, DC 13, 12 charges left).

## Area 5-2 — Pit of the Dead (EL 5)

*Draped across the back of this room lies a great tapestry. Bright crimson shades and dark threads twine together to create a brilliant battle-scene. In front of the tapestry is a small ches, bound with tarnished iron.*

In the center of the room, just before the chest, is a well-camouflaged pit trap. A pair of wights was driven into this pit long ago by the orcs. They assault any living thing that falls into their tiny abode.

**Treasure:** A DC 14 Appraise check determines that the tapestry in the back of the room is cheap, tacky and produced of substandard materials. It weighs 60 pounds and it is worth 3 gp. The chest is trapped; it contains a few rocks and 20 cp.

**Poison Dart Trap:** CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in 10 ft. by 10 ft. area); poison (Small monstrous scorpion poison, DC 12 Fortitude save resists, 1d2 Con/1d2 Con); Search DC 21; Disable Device DC 22.

**Deep Camouflaged Pit Trap:** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6 fall); Search DC 24; Disable Device DC 20.

**Wights (2):** CR 2; Medium Undead; HD 4d12; hp 22 each; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural); Base Atk +2; Grp +3; Atk/Full Atk +3 melee (1d4+1 plus energy drain, slam); SA Create spawn, energy drain; SQ

Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con -, Int 11, Wis 13, Cha 15.

*Skills and Feats:* Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

*Languages:* Common.

## Area 5-3 — Perpetual Web (EL 4)

*The stairs here descend into a narrow, dark chamber. Greasy black stains streak across the walls and floor while damp strands of a mucous-like material drip down from the ceiling and coat the floor.*

Once the party is trapped in the web, Lumuluuludu (a quasit hidden in the corner) begins to pester. He threatens the party, claiming that they must remain silent or he will raise the alarm, summoning a demonic host to slaughter all caught in the web. He tells them that he is the guardsman here, and that if they bribe him sufficiently, he will remain quiet about their approach. He initially asks for a magical item of substantial value (no potions or scrolls) as a price for his silence, but he is willing to bargain down to 100 gp. If his bluff is called, he tries to make amends by leading the party into Area 5-2, promising that there are great rewards in the chest there. If engaged, he retreats towards Area 5-3, using his *invisibility* and *cause fear* powers to ensure he stays safe long enough to lure the party into the orc ambush.

Lumuluuludu knows enough about the fifth level of the dungeon to be of great use to any who would question him. He arrived through the demonic mouth in Area 5-7. He is loath to tell anyone its true secret, but he would say anything to save his own skin. He is aware that the majority of this level's inhabitants are orcs, and that their leader is a sorceress by the name of Delcoria, who dabbles in conjuration magic.

***Web* Trap:** CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect *web*, 3rd level wizard, DC 15 Reflex save to avoid; multiple targets; Search DC 28, Disable Device DC 28. Any pressure on the floor of the room will cause the *web* trap to discharge. If the web is burnt away or other wise removed, another *web* will spew forth (once every second round).

**Lumuluuludu, Quasit:** CR 2; Tiny Outsider (Chaotic, Extraplanar, Evil); HD 3d8; hp 16; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 18, touch 15, flat-footed 15 (+2 size, +3 Dex, +3 natural); Base Atk +3; Grp -6; Atk +8 melee (1d3-1 plus poison, claw); Full Atk +8 melee (1d3-1 plus poison, 2 claws) and +3 melee (1d4-1, bite); SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

*Skills and Feats:* Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6; Improved Initiative, Weapon Finesse.

**Poison (Ex):** Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

**Spell-Like Abilities:** At will—*detect good, detect magic,* and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based. Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

**Alternate Form (Su):** A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

*Languages:* Common, Abyssal.

## Area 5-4 — Cave In

*Gravel-sized pieces of rock are scattered across the floor here. Larger chucks of rock lie in precarious positions up ahead. Further on, the ceiling has come crashing down blocking the corridor.*

While this area looks dangerous, a DC 10 Knowledge (engineering) or Knowledge (dungeoneering) check can identify the corridor as reasonably stable.

## Area 5-5 — Lurking Predator (EL 4)

*A narrow passage leads into the chamber. Within it are tall stacks of stone slabs, as if they had been set here for use in future construction.*

Hiding in among the slabs is a barghest. He came to rescue his littermate who is now trapped in Area 5-14.

Depending on the degree of force shown by the party he may attack, or may instead change shape to his goblin form and beg mercy, claiming that he wandered too deep into the dungeon and desperately needs help back to the higher levels. He promises a great fortune that he knows of hidden on the fourth level. This is all of course, a lie, and he attempts to betray the party at the first opportunity.

**Barghest:** CR 4; Medium Outsider (Evil, Extraplanar, Lawful, Shapechanger); HD 6d8+6; hp 37; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural); Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); SA spell-like abilities, feed; SQ change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.

*Skills and Feats:* Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks); Combat Reflexes, Improved Initiative, Track.

**Spell-Like Abilities:** At will—*blink, levitate, misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door.* Caster level equals the barghest's HD. The save DCs are Charisma-based.

**Feed (Su):** When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish, miracle,* or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

**Change Shape (Su):** A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

**Skills:** *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

*Languages:* Goblin, Infernal, Worg.

## Area 5-6 — Secret Passage

*The wall gives way to reveal an inward swinging doorway where there was none before.*

This secret door is relatively well hidden, requiring a DC 23 Spot check to notice.

## Area 5-7 — Signs of a Scuffle

*Blood and gore is smeared across the passage here.*

Player characters with the Track feat who succeed on a DC 20 Survival can identify that the mess here was the result of blood from at least two different types of creatures. Something was dragged a short distance to the south and then lifted off the ground.

## Area 5-8 — Down to the Depths

*A long spiral staircase descends into the dark here.*

The stairwell here leads down to Area 6-2.

## Area 5-9 — Oil Splattered Chamber (EL 5)

*Thick, black, oily liquid leaks slowly out of a narrow crevasse along the east wall of this chamber. The floor is covered with the stuff, and a scent not unlike tar wafts into your nose. In the back corner of the room sit several tall barrels, each of them has long streaks of tarry black liquid in them, which has spilt over the brim.*

The same black tar that floats on the moat around Blackmoor can be found here. There are four barrels of flammable oil here, three mostly full and one half empty. There are approximately five flasks worth of oil oozing onto the floor right now. An additional flask's worth of oil oozes out through the walls every eight hours. At maximum five flask's worth of oil can be found on the floor, any more than that begins to seep down into cracks in the rock. The orcs have been harvesting this oil for some time, and sell it to the duergar above. Should any flame be lit in this chamber, the whole place goes up (due to the volatile fumes) causing the equivalent of a 5d6 *fireball*. The floor then continues to burn for 1d4+1 rounds, causing 2d6 fire damage each round to any in the chamber.

## Area 5-10 — Filthy Nest (EL 5)

*Debris and detritus fill this chamber almost 3 feet deep. Bones, tattered remnants of clothing and a variety of broken weapons and cast off pieces of armor make up the majority of the useful-looking garbage. In addition, a great steaming pile of filth lies moldering in the northwest corner of the room.*

Yothothsog, an enterprising quasit, has made this place his home. He has managed to gain some degree of command over the large nest of fiendish dire rats that live here, attracted by the filth. He has accumulated a wide variety of useful items, which he has expertly hidden in the depths of the trash here. He knows much about Delcoria and her use of summoned dretch to subdue her enemies.

Initially Yothothsog confronts the party from his hiding place, claiming to be Lord of Vermanius, an interloper from the 326th level of the abyss. He demands tribute and expects the party to leave his domain. If pushed, he capitulates and offers the party gifts to leave him alone.

Yothothsog is a cowardly creature, and does not respond well to threats or aggression. He has several items hidden in secret caches throughout the filth, and uses this to his advantage, claming that only he knows the whereabouts of certain magical talismans the party would find useful.

**Treasure:** All the following items are extremely well hidden among the filth and debris in this chamber. The following Spot checks will turn up the requisite items:

DC 25: Small leather pouch containing 35 gp.

DC 26: Carved jade minotaur figurine, worth 180 gp.

DC 27: Masterwork falchion.

DC 28: *Goggles of minute seeing*.

**Yothothsog, Quasit:** CR 2; Tiny Outsider (Chaotic, Extraplanar, Evil); HD 3d8; hp 11; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 19, touch 16, flat-footed 16 (+2 size, +3 Dex, +3 natural, +1 deflection); Base Atk +3; Grp -6; Atk +8 melee (1d3-1 plus poison, claw); Full Atk +8 melee (1d3-1 plus poison, 2 claws) and +3 melee (1d4-1, bite); SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

*Skills and Feats:* Bluff +6, Diplomacy +2, Disguise +0 (+2 acting), Hide +17, Intimidate +2, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +6; Improved Initiative, Weapon Finesse.

**Poison (Ex):** Injury, Fortitude DC 13, initial damage 1d4 Dex, secondary damage 2d4 Dex. The save DC is Constitution-based and includes a +2 racial bonus.

**Spell-Like Abilities:** At will—*detect good, detect magic,* and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based. Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

**Alternate Form (Su):** A quasit can assume other forms at will as a standard action. This ability functions as a *polymorph* spell cast on itself (caster level 12th), except that a quasit does not regain hit points for changing form, and any individual quasit can assume only one or two forms no larger than Medium. Common forms include bat, monstrous centipede, toad, and wolf. A quasit in alternate form loses its poison attack.

*Languages:* Common, Abyssal.

*Possessions*: *ring of protection +1*.

**Fiendish Dire Rats (6):** CR 1/3; Magical Beasts; HD 1d8+1; hp 5 each; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12 (+1 size, +3 Dex, +1 natural); Base Atk +0; Grp -4; Atk/Full Atk +4 melee (1d4 plus disease, bite); SA Disease, smite good; SQ Darkvision 60 ft., low-light vision, resistance to cold and fire 5, scent, SR 6; AL NE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

*Skills and Feats:* Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse[B].

**Disease (Ex):** Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

***Smite Good (Su):*** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Skills:** Dire rats have a +8 racial bonus on Swim checks. Dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Dire rats use their Dexterity modifier for Climb and Swim checks.

## Area 5-11 — False Tomb (EL 6)

*The smell of damp, freshly-turned earth pervades this whole area. On either side of the entryway lie a pair of torch brackets containing old stubs of torches long since burnt beyond use. The ceiling lies low here, barely 7 feet above an exquisitely tiled mosaic floor. In the center of the chamber is a broad stone slab on top of which lies a bronze bound wooden coffin. Along the back wall lies a set of ornate candelabras dripping pale candle wax.*

There are three secret doors in this room, one lies against the southeast wall at the back of the chamber (DC 20 Search check to find it). This one leads into a corridor. The other two are more cleverly disguised (DC 24 Search checks are required to find them), behind each of these doors lies a vampire spawn. The doors slide smoothly on their exquisitely crafted hinges, making almost no sound at all.

Disturbing the coffin in the center of the chamber triggers the *obscuring mist* trap (see be-

low). The vampire spawn attacks from surprise making best use of the darkness.

On the first round, both vampire spawn enter the chamber from the sides and attempt to flank and concentrate their attacks on the weakest-looking member of the party. They attack mercilessly, their only goal to bring death to the living.

**Treasures:** Scrolls of *magic circle against chaos* and *order's wrath* (both at caster level 9) are hidden in the coffin, along with a *potion of detect chaos* (caster level 3).

***Obscuring Mist* Trap:** CR 1; magic device; proximity trigger; automatic reset; spell effect *obscuring mist*, 1st level wizard; Search DC 28, Disable Device DC 28. Contact with the coffin causes the *obscuring mist* trap to discharge.

**Vampire Spawn (2):** CR 4; Medium Undead; HD 4d12+3; hp 26 each; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); Base Atk +2; Grp +5; Atk/Full Atk +5 melee (1d6+4 plus energy drain, slam); SA Blood drain, domination, energy drain; SQ +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL CE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14.

*Skills and Feats:* Bluff +6, Climb +8, Craft or Profession (any one) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11; Alertness[B], Improved Initiative[B], Lightning Reflexes[B], Skill Focus (selected Craft or Profession skill), Toughness.

**Blood Drain (Ex):** A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit pints.

**Domination (Su):** A vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 5thlevel caster. The ability has a range of 30 feet. The save DC is Charisma-based.

**Energy Drain (Su):** Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hit points.

**Fast Healing (Ex):** A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

**Gaseous Form (Su):** As a standard action, a vampire spawn can assume *gaseous form* at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spider Climb (Ex):** A vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

*Languages:* Common.

## Area 5-12 — Orc Ambush (EL 5)

*A large pile of rubble has been heaped and stacked here to make passage all but impossible. Draped across the stone pile is a woven chain strung with at least 3 dozen dried and wizened humanoid ears.*

The orcs here guard both the rubble pile in Area 5-12 and the doorway into the corridor. They have orders to assault any who attempt to pass into the area which Delcoria Funk considers her fortifications (Areas 5-15 to 5-17). Trouble in Area 5-13 may bring their attention and cause them to engage their foes from the rear. They prefer to use the rubble to their advantage, and have been issued additional spears to use to defend the position. The door to this area is closed, barred and locked (DC 22 Open Lock).

**Orc Warrior1 (5):** CR 1/2; Medium Humanoid (Orc); HD 1d8+1; hp 5 each; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+3 armor); Base Atk +1; Grp +4; Atk/Full Atk +4 melee (1d8+4/x3, spear) or +1 ranged (1d8+3/x3, spear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Listen +1, Spot +1; Alertness.

*Languages:* Orcish.

*Possessions:* studded leather armor, 3 spears.

**Sembuk, Male Orc Rogue3:** CR 3; Medium Humanoid (Orc); HD 3d6+3; hp 14; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); Base Atk +2; Grp +6; Atk/Full Atk +6 melee (1d8+6/x3, spear) or +4 ranged (1d8+4/x3, spear); SA Sneak attack +2d6; SQ Darkvision 60 ft., evasion, light sensitivity, trap sense +1, trap-finding; AL CE; SV Fort +2, Ref +5, Will +1; Str 18, Dex 15, Con 13, Int 8, Wis 10, Cha 6.

*Skills and Feats:* Climb +9, Disable Device +5, Hide +7, Jump +9, Listen +8, Move Silently +7, Spot +8; Alertness, Point Blank Shot.

*Languages:* Orcish.

*Possessions:* studded leather armor, 5 spears, 7 sp.

## Area 5-13 — Listening Post (EL 5)

*This room has partly collapsed. Large chunks of shiny black rock have tumbled across the floor making footing uneven thought the chamber. Much of the debris has been recently disturbed, showing signs that some intelligent force may have rearranged the rocks to their liking.*

Hiding here is a pair of lookouts for the orc clan that lives on much of this level. The sorcerer cast an *alarm* spell on the entry chamber, so it is likely they will be alert and awaiting the party. A DC 6 Balance check is required to move more than a 5-foot step on this loose footing, failure by more than 5 indicates the character falls prone.

**Treasure:** Within the broken stone and rubble li[illegible]verful black crystal that could be used as an initiate's spell focus. This item can only be found by a DC 18 Search check performed by a character using a *detect magic* spell.

Kulun attempts to attack from surprise using his first sneak attack on a spellcaster if possible. Malachur uses *color spray* to incapacitate as many enemies as possible, he then summons a dretch using his scroll in order to try and provide flanking opportunities for Kulun.

**Kulun, Male Orc Rogue3:** CR 3; Medium Humanoid (Orc); HD 3d6+3; hp 14; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); Base Atk +2; Grp +6; Atk/Full Atk +6 melee (1d8+6/x3, spear) or +4 ranged (1d8+4/x3, spear); SA Sneak attack +2d6; SQ Darkvision 60 ft., evasion, light sensitivity, trap sense +1, trap-finding; AL CE; SV Fort +2, Ref +5, Will +1; Str 18, Dex 15, Con 13, Int 8, Wis 10, Cha 6.

*Skills and Feats:* Climb +9, Disable Device +5, Hide +7, Jump +9, Listen +8, Move Silently +7, Spot +8; Alertness, Point Blank Shot.

*Languages:* Orcish.

*Possessions:* studded leather armor, 5 spears, 3 sp

**Malachur, Male Orc Sorcerer3:** CR 3; Medium Humanoid (Orc); HD 3d4+6; hp 14; Init +0; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d8+1/x3, spear) or +3 ranged (1d8+1/x3, spear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +2, Will +4; Str 13, Dex 15, Con 13, Int 8, Wis 10, Cha 12.

*Skills and Feats:* Concentration +7, Hide -1, Listen +2, Move Silently -1, Spot +2; Alertness, Toughness.

*Sorcerer Spells Known* (6/6, save DC 13 + spell level): 0—*acid splash, ghost sound, light, message, touch of fatigue*; 1st—*alarm, color spray, mage armor.*

*Languages:* Orcish.

*Possessions:* spear, *scroll of summon monster III*, small silver talisman inlaid with a garnet (worth 35gp).

## Area 5-14 — Torture Chamber (EL 5)

*A burning coal brazier fills much this room with a foul-smelling smoke that mingles with the scent of burnt flesh and hair. Several sharp hooked whips and other instruments of persuasion hang from the walls. Stretched out across a broad table is a limp looking humanoid figure overseen by a giant-sized, grim-faced torturer.*

The barghest was captured by the orc adepts and has been brought back to the ogre cave for questioning. If he is roused to consciousness, he attempts to talk his way out of the situation, claiming to be nothing more than a goblin that made his way to deep into the dungeons. He accompanies the party and assists them if offered such an opportunity. At the first possible opportunity he withdraws and escape to warn his mistress below of the coming adventurers (Area 6-14).

The ogre and warriors rush to engage any foes in melee immediately. One adept stays to *bless* and cure any injured orcs, while the other adept uses *obscuring mist* to cover his escape, so that he can warn the orcs at Area 5-6.

**Wounded Barghest:** CR 4; Medium Outsider (Evil, Extraplanar, Lawful, Shapechanger); HD 6d8+6; hp 37 (currently -1; 30 lethal damage, 8 non-lethal damage); Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural); Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); SA spell-like abilities (all 1/day used), feed; SQ change shape, damage reduction 5/ magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.

*Skills and Feats:* Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks); Combat Reflexes, Improved Initiative, Track.

**Spell-Like Abilities:** At will—*blink, levitate, misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door.* Caster level equals the barghest's HD. The save DCs are Charisma-based.

**Feed (Su):** When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish, miracle,* or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current

total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

**Change Shape (Su):** A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

**Skills:** *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

*Languages:* Goblin, Infernal, Worg.

**Orc Warrior1 (5):** CR 1/2; Medium Humanoid (Orc); HD 1d8+1; hp 5 each; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+3 armor); Base Atk +1; Grp +4; Atk/Full Atk +4 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Listen +1, Spot +1; Alertness.

*Languages:* Orcish.

*Possessions:* studded leather armor, falchion, javelin.

**Orc Adept1 (2):** CR 1; Medium Humanoid (Orc); HD 1d6+1; hp 5; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 (+2 armor); Base Atk +0; Grp +1; Atk/Full Atk +1 melee (1d8+1/x3, spear) or +0 ranged (1d8+1/x3, spear); SQ Darkvision, light sensitivity; AL CE; SV Fort +1, Ref +0, Will +2; Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 6.

*Skills and Feats:* Concentration +5, Hide -1, Listen +2, Move Silently -1, Spot +2; Alertness, Toughness.

*Adept Spells Known* (3/1, save DC 10 + spell level): 0—*cure minor wounds, ghost sound, touch of fatigue*; 1st—*bless* (#1)/*obscuring mist* (#2).

*Languages:* Orcish, Giant, Undercommon

*Possessions:* leather armor, spear.

**Mundugu the Torturer, Fiendish Ogre:** CR 4; Large Giant (Extraplanar); HD 4d8+11; hp 33; Init -1; Spd 30 ft.; AC 16, touch 8, flat-footed 16 (-1 size, -1 Dex, +5 natural, +3 armor); Base Atk +3; Grp +12; Atk/Full Atk +8 melee (2d8+7, greatclub) or +1 ranged (1d8+5, javelin); Space/Reach 10 ft./10 ft.; SA Smite good; SQ Darkvision 60 ft., damage reduction 5/magic, low-light vision, resistance to cold and fire 5, SR 9; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills and Feats:* Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

***Smite Good (Su):*** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

*Languages:* Giant.

*Possessions:* large hide armor, large greatclub, 2 large javelins.

## Area 5-15 — Trial of the Adepts (EL 4)

*The walls of this great chamber are covered with tanned hides that have been painted with spiky crosshatched patterns in both red and black ink. Smoldering torches dimly illuminate this garish artwork. In the center of the room is a large platform raised 6 feet off the floor, surrounded by a thick rope fence that rises another 6 feet above the platform. In the center of the ring is a tall pile of what appear to be light gray rocks. A steady chorus of cheers and guffaws rise from the floor of the room as two bare-chested orcs struggle in melee within the ring.*

The orc warriors at the door attempt to act as interference as the adepts harass the party with spells. The two orc adepts fighting in the ring continue to struggle with one another (they are grappling) for one round after hostilities are initiated, then they put aside their differences, grab skulls from the skull pile and engage their common enemy.

The pile in the center of the room is composed of the skulls of the slain, both orcish and non-orcish. The pile of skulls possesses great significance to the orcs here. While carrying one of these ancestral skulls, the orc adepts here fight as if enraged (+4 bonus to Strength and Constitution, +2 Will saves, -2 AC).

**Treasure:** A DC 16 Search check reveals that the skulls in the skull pile contains 4 gold teeth (worth 8 gp each).

**Orc Warrior1 (5):** CR 1/2; Medium Humanoid (Orc); HD 1d8+1; hp 5 each; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+3 armor); Base Atk +1; Grp +4; Atk/Full Atk +4 melee (1d8+4/x3, spear) or +1 ranged (1d8+3/x3, spear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Listen +1, Spot +1; Alertness.

*Languages:* Orcish.

*Possessions:* studded leather armor, 2 spears.

**Orc Adept1 (4):** CR 1; Medium Humanoid (Orc); HD 1d6+1; hp 5; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 (+2 armor); Base Atk +0; Grp +1; Atk/Full Atk +1 melee (1d8+1/x3, spear) or +0 ranged (1d8+1/x3, spear); SQ Darkvision, light sensitivity; AL CE; SV Fort +1, Ref +0, Will +2; Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 6.

*Skills and Feats:* Concentration +5, Hide -1, Listen +2, Move Silently -1, Spot +2; Alertness, Toughness.

*Adept Spells Known* (3/1, save DC 10 + spell level): 0—*cure minor wounds, ghost sound, touch of fatigue*; 1st—*burning hands.*

*Languages:* Orcish, Giant, Undercommon

*Possessions:* leather armor, spear.

## Area 5-16 — Demonic Mouth (EL 5)

*Set into the wall at the back of this chamber is a huge black portal, around which is carved a gigantic demonic head. A pair of sharp curved horns curl up to touch the rugged ceiling, while a long lolling tongue stretches out 10 feet in front of the dark portal, its tip curling up a foot at the tip. Set into the wall above the portal lie a pair of great red gems in the center of the demons eyes. The gateway itself is the open maw of the great demonic head complete with huge fangs which extend down from above and up from below a third of the way into the open space, cutting into the dark portal with a toothy grimace. Blood stains, bone fragments and other signs of great struggle and strife surround the portal.*

The guards here assault any who enter the chamber, defending it with their lives. This portal is meant as a sacrificial place where the souls of the innocent may be traded for demonic support. Any who step through (or are cast through) the portal find themselves in a deep pit on the 274th layer of the abyss. When a living soul is cast through the portal, a demon of a power level commensurate with the strength of the soul cast through the mouth springs out of the portal. Such demons are not bound to the service of any master when they arrive, although those of substantial intellect (i.e. not Dretch) are amenable to negotiation. They prefer offers of further souls to be cast through the portal to increase the size of the demonic forces in this plane. Demons summoned through the portal may not use their own summoning abilities until they have spent a full 24 hour period on the material plane.

The following demons appear when souls of sufficient strength are cast though the gate:

**Nonliving Item (of any value):** Wisps of black smoke and a foul smell emanate from the portal.

**Less than 1 HD:** A *stinking cloud* emanates from the mouth (Fort DC 16).

**1HD:** Dretch: hp 13; see *MM* pages 42-43.

**2HD to 3HD:** Quasit: hp 13; see *MM* page 46.

**4HD to 8HD:** Babu: hp 66; see *MM* page 40.

**9HD or more:** Vrock: hp 115; see *MM* page 48.

The orcs attempt to lure their enemies near the mouth so that they can push them in with a bull rush. Small characters are grappled and tossed through the mouth. Rulunk uses *charm person* in an attempt to get his new friend to "Go check what's inside the mouth."

**Treasure:** The two giant rubies used as the demon's eyes are each worth 500 gp. A DC 18 Strength check is needed to pry each of them loose.

**Orc Warrior1 (6):** CR 1/2; Medium Humanoid (Orc); HD 1d8+1; hp 5 each; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+3 armor); Base Atk +1; Grp +4; Atk/Full Atk +4 melee (1d8+4/x3, spear) or +1 ranged (1d8+3/x3, spear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Listen +1, Spot +1; Alertness.

*Languages:* Orcish.

*Possessions:* studded leather armor, 2 spears.

**Rulunuk Male Orc Sorcerer3:** CR 3; Medium Humanoid (Orc); HD 3d4+6; hp 14; Init +0; Spd 30 ft.; AC 12, touch 12, flat-footed 10 (+2 Dex); Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d8+1/x3, spear) or +3 ranged (1d8+1/x3, spear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +2, Ref +2, Will +4; Str 13, Dex 15, Con 13, Int 8, Wis 10, Cha 12.

*Skills and Feats:* Concentration +7, Hide -1, Listen +2, Move Silently -1, Spot +2; Alertness, Toughness.

*Sorcerer Spells Known* (6/6, save DC 13 + spell level): 0—*daze, detect magic, ghost sound, ray of frost, touch of fatigue*; 1st—*burning hands, charm person, mage armor.*

*Possessions:* spear, *scroll of summon monster III*.

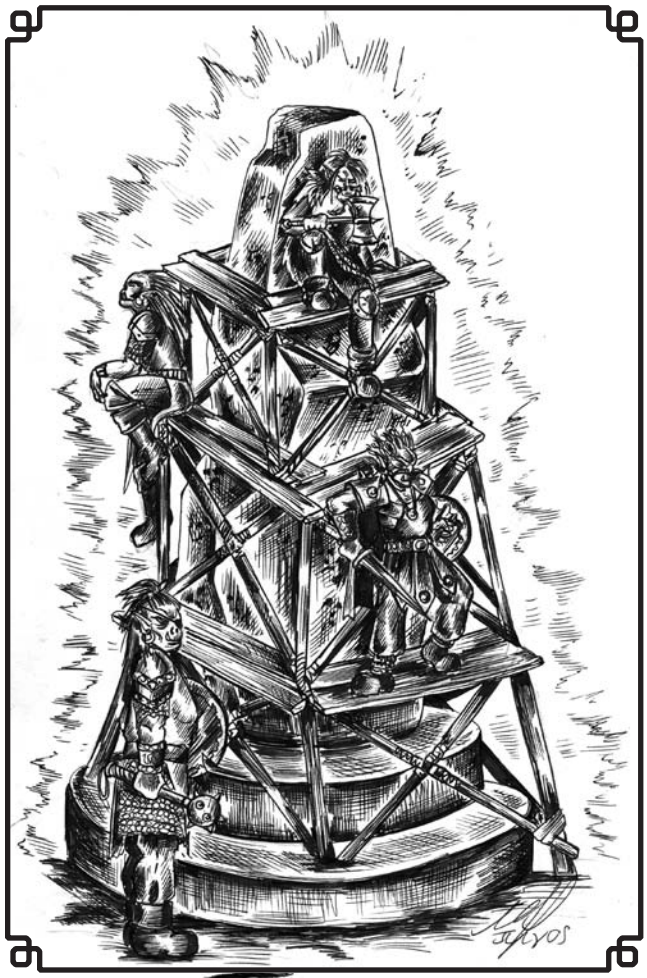
## Area 5-17 — Sorcerer's Stone (EL 8)

*This grand chamber is dominated by a large stone podium built surrounding a 22-foot tall dark stone (similar to the one in Area 5-4) that glimmers with a dull green luminescence. Within the great shard many tiny distorted faces seem to peer out from each of the irregular facets, their visages distorted into terrible grimaces of agony and suffering. About the stone, a three stage scaffolding has been constructed, upon which sit female orcs, their hair braided in long, stringy, dark tassels with large bones stuck through their noses.*

The youngest of King Funk's three daughters, Delcoria took to the magic of Blackmoor from her earliest days. As a small child, her ability to discern when her father's food had been poisoned (and often it had been) was highly valued by the proud orc monarch. She rose quickly to eclipse her other siblings, leading the three sisters into a hateful cycle of bickering and violence. As she aged, she became more and more obsessed with the power of the black stone that makes up much of the dungeon, and petitioned her father to train more of his orcs in the ways of sorcery. While the older sisters each competed for their fathers favor through flattery and conceit, she continued her attempts to convince him that he should follow the path she laid for him. She has been pushed out of the lower levels of the dungeon (where her sisters dwell), and now fights a stagnant battle against her middle sister's barghest hordes. She has not yet fully realized the power of the demonic mouth in Area 5-16, primarily because she cannot find any humanoids of sufficient power to throw through the gate. She has considered tossing Mundugu the ogre in, but at this point he has convinced her of his utility. She attempts to take any powerful characters alive so that she can toss them through the mouth.

Delcoria immediately uses *web* and *grease* to slow down the approach of her foes. She then makes use of her summoning crystals in order to mob those with dretch those who escape the *web*. She direct Gulun to flank those tied down by the dretch and orc warriors. The adepts stay up on the scaffolding, casting *bless*, and interposing their bodies between potential aggressors and mistress Delcoria. Delcoria only fights to incapacitate and subdue the party if she thinks they might make worthy sacrifices to the demonic mouth. Any henchmen, hirelings or others who have less than 4 HD will be slaughtered (she is sick to death of annoying quasits). Captives are placed in irons (shoddy manacles, DC 20 Escape Artist or Strength check to escape) in Area 5-5 to await torture and sacrifice when they awake. Their gear is redistributed among the orcs in Areas 5-6 to 5-9.

**Deep Camouflaged Pit Trap:** CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6 fall); Search DC 24; Disable Device DC 20.



**Orc Warrior1 (5):** CR 1/2; Medium Humanoid (Orc); HD 1d8+1; hp 5 each; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+3 armor); Base Atk +1; Grp +4; Atk/Full Atk +4 melee (1d8+4/x3, spear) or +1 ranged (1d8+3/x3, spear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Listen +1, Spot +1; Alertness.

*Languages:* Orcish.

*Possessions:* studded leather armor, 2 spears.

**Orc Adept1 (4):** CR 1; Medium Humanoid (Orc); HD 1d6+1; hp 5; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 (+2 armor); Base Atk +0; Grp +1; Atk/Full Atk +1 melee (1d8+1/x3, spear) or +0 ranged (1d8+1/x3, spear); SQ Darkvision, light sensitivity; AL CE; SV Fort +1, Ref +0, Will +2; Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 6.

*Skills and Feats:* Concentration +5, Hide -1, Listen +2, Move Silently -1, Spot +2; Alertness, Toughness.

*Adept Spells Known* (3/1, save DC 10 + spell level): 0—*cure minor wounds, ghost sound, touch of fatigue*; 1st—*burning hands.*

*Languages:* Orcish, Giant, Undercommon

*Possessions:* leather armor, spear.

**Gulun, Male Orc Rogue3:** CR 3; Medium Humanoid (Orc); HD 3d6+3; hp 14; Init +2; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 armor); Base Atk +2; Grp +6; Atk/Full Atk +8 melee (1d8+6/x3, spear) or + 6 melee (1d6+4 non-lethal, sap) or +6 ranged (1d8+4/x3, spear); SA Sneak attack +2d6; SQ Darkvision 60 ft., evasion, light sensitivity, trap sense +1, trapfinding; AL CE; SV Fort +2, Ref +5, Will +1; Str 18, Dex 15, Con 13, Int 8, Wis 10, Cha 6.

*Skills and Feats:* Climb +9, Disable Device +5, Hide +7, Jump +9, Listen +8, Move Silently +7, Spot +8; Alertness, Weapon Focus (spear).

*Languages:* Orcish.

*Possessions:* masterwork spear, sap, studded leather armor, *potion of cure moderate wounds*.

**Delcoria Funk, Female Orc Sorcerer6:** CR 6; Medium Humanoid (Orc); HD 6d4+21; hp 42; Init +0; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk +3; Grp +3; Atk/Full Atk +3 melee (1d8/x3, spear) or +5 ranged (1d8/x3,

spear); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +3, Will +6; Str 10, Dex 14, Con 16, Int 9, Wis 10, Cha 15.

*Skills and Feats:* Concentration +7, Hide -1, Knowledge (arcana) +2, Listen +2, Move Silently -1, Spot +2. Alertness, Dodge, Scribe Scroll[B], Toughness.

*Sorcerer Spells Known* (6/7/6/3, save DC 14 + spell level): 0—*acid splash*, detect poison, detect magic, light, message, prestidigitation, read magic*; 1st—*grease*, mage armor*(pre-cast), shield, unseen servant**; 2nd—*acid arrow*, web**; 3rd—*summon monster III**.

*+2 DC from spell focus (conjuration), +2 caster level from spell focusing crystal, see room description.

*Possessions:* spear, 4 *scrolls of summon monster III*, *amulet of natural armor +1*, potions of *bear's endurance* and *blur*.

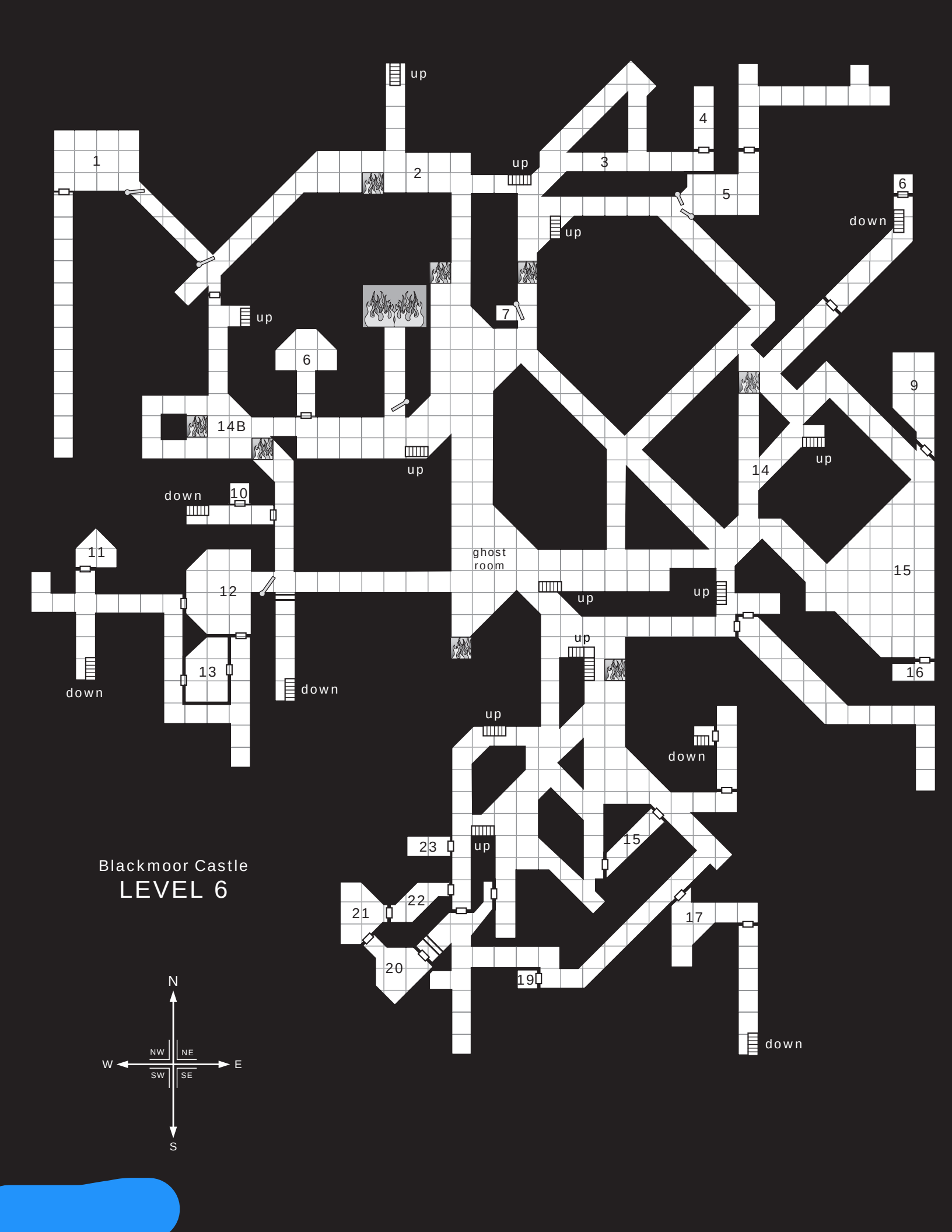
*Languages:* Orcish.

*Familiar*: Kchulutu, Quasit, hp 12, see *MM* page 46.

## Area 5-18 — Lurking Evil (EL 10)

*Even though the light does not change in this region, this corridor is somehow darker than anything else you have seen within the Blackmoor Dungeon. Darker than pitch black, darker than dark. As you approach your skin begins to crawl and your palms begin to sweat. A potent, unnatural aura permeates the place.*

This area is under the effects of the following permanent spells: *desecrate, unhallow* and *darkness* (caster level 20). Anyone of good alignment who comes within 10 feet of the short alcove to the east of the bend in the corridor must make a DC 13 Will saveor be stricken by a *fear* spell. Those who enter the alcove must make a DC 13 Fortitude save or suffer one negative level (DC 13 to remove it after 24 hours). Up against the back wall of the alcove is an elaborately traced figure of a comely succubus. Tattooed across her belly are a series of runes in abyssal. A DC 25 Search check is needed to feel out the runes (in the absence of light). Any good character that recites the short phrase inscribed on her belly is telepathically contacted by an abyssal power on the following round (as per *contact other plane*). They are offered the following bargain: if they murder one of the other party members within 24 hours, they will be granted a *wish*. The infernal powers come through on their end of the deal, but such an act turns the character irrecoverably evil. Note: the death must come from a direct action by the one petitioning for the wish. Failing to come to the aid of another, which results in their death, is not sufficient to gain the *wish*. Characters who are not of good alignment are not contacted and cannot benefit from this deal. A given individual can benefit from this bargain only once in their life.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Blackmoor Castle
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# Level 6

**Table 6-1: Wandering Monster Encounters**

| | |
|---|---|
| 2 | 2 Vampire Spawn |
| 3 | Gargantuan Monstrous Centipede |
| 4 | 1 Wraith & 1 Shadow |
| 5 | 2 Barghests |
| 6 | 1 Barghest, 1 Fiendish Worg & 2 Orcs |
| 7 | 3 Fiendish Worgs |
| 8 | 1 Fiendish Worg & 8 Orcs |
| 9 | 12 Orcs |
| 10-12: | Roll on Table 7-1 |

Barghest: hp 33; see *MM* pages 22-23.
Fiendish Worg: hp 30 each; see *MM* pages 107-108, 256-257.
Gargantuan Monstrous Centipede: hp 66; see *MM* pages 286-287.
Orc: hp 5 each; see *MM* pages 203-204.
Shadow: hp 19; see *MM* pages 221-222.
Wraith: hp 32; see *MM* pages 257-258.
Vampire Spawn: hp 35 each; see *MM* pages 253-254.

**Table 6-2: Encounter Index**

| Area | Page | Type | Description | EL |
|---|---|---|---|---|
| 6-1 | 79 | C | 3 Ogres | 6 |
| 6-2 | 80 | T | Flaming Chimney | 12 |
| 6-3 | 80 | P | Patrol Evidence | - |
| 6-4 | 80 | T | *Teleport* trap | 7 |
| 6-5 | 81 | P | Corpse heap | - |
| 6-6 | 81 | C | Seven-Headed Hydra | 7 |
| 6-7 | 82 | C | Ghost Orc Fighter5 | 7 |
| 6-8 | 83 | P | Thonian Rogue6, Fountain | 6 |
| 6-9 | 84 | C | Orc Rogue5, Greater Barghest, 12 Orcs, 2 Fiendish Worgs | 9 |
| 6-10 | 85 | - | Stairs Down | - |
| 6-11 | 85 | T | *Phantasmal Killer* Trap | 5 |
| 6-12 | 86 | C | Reanimator, Fiendish Large Monstrous Spider | 6 |
| 6-13 | 86 | P | *Scrying* Mirror | 6 |
| 6-14 | 87 | C | Orc Warrior5, 3 Fiendish Worgs | 7 |
| 6-14B | 88 | P/T | Throne of Growth | 6 |
| 6-15 | 89 | C | Barghest, 2 Fiendish Worgs | 6 |
| 6-16 | 90 | C | 2 Fiendish Worgs, 3 Fiendish Wolves | 5 |
| 6-17 | 90 | C | Shrieker, Violet Fungus, 2 Huge Monstrous Centipedes | 5 |
| 6-18 | 91 | T | Yellow Mold | 6 |
| 6-19 | 91 | T | Crushing Room Trap | 6 |
| 6-20 | 91 | C | Mummy | 6 |
| 6-21 | 92 | C | Spectre | 7 |
| 6-22 | 93 | C | 2 Cockatrice | 5 |
| 6-23 | 93 | T | Fusillade of Darts Trap | 5 |

## Area 6-1 — Ogre Den (EL 6)

*Several humanoid skulls have been tacked onto the walls of the dungeon here. Whatever managed to achieve such a task must have had tremendous strength.*

Three ogres dwell in this northern corner of the dungeon. They have so far avoided service to any of the three sisters due to their combined strength, yet they do not have the intellect required to organize their own faction and take power.

**Ogres (3):** CR 3; Large Giant; HD 4d8+11; hp 33 each; Init -1; Spd 30 ft.; AC 16, touch 8, flat-footed 16 (-1 size, -1 Dex, +5 natural, +3 armor); Base Atk +3; Grp +12; Atk/Full Atk +8 melee (2d8+7, greatclub) or +1 ranged (1d8+5, javelin); Space/Reach 10 ft./10 ft.; SQ darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills and Feats:* Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

*Languages:* Giant.

*Possessions:* large hide armor, large greatclub, 2 javelins, sack filled with small trinkets. (One ogre has a *+1 large vicious greatclub*, which has not been factored into the stats above.)

## Area 6-2 — Flaming Chimney (EL 12)

*Thick black smoke billows out of this great gaping flaming chimney. Surrounding the opening is a brick facade upon which a thick layer of black soot appears to obscure an engraving. Long tongues of an unnatural looking fire lick the walls of the chimney and occasionally spurt forth towards you.*

These fire pits connect several levels of the dungeon. They are remarkably difficult to pass through. Those standing within 5 feet of the chimney take 1d6 points of fire damage (DC 12 Reflex save to avoid all damage) per round. A cloud of smoke that mimics the effect of an *obscuring mist* spell spreads out in a plume 5 feet from the chimney entrance. In the tube, there is a permanent magical effect that triggers every third round. An area targeted *greater dispel magic* (caster level 20) goes off, effecting the entire inside of the chimney. The flames emanate from a source below the 20th level of the dungeon (see the description in secret level C). Powerful frost magic may suppress the flames, but it will likely be dispelled, along with any fire protection carried by those in the tubes, when the dispel goes off. Only the power of a *wish* or *miracle* can suppress the magic of the flames, and even so, it is likely that the furnace would be reignited quickly.

**Fire pit:** 2d6 fire damage and 2d6 negative energy damage per round to all within the chimney. The flames flicker incessantly (DC 28 Spellcraft check to notice the *dispel magic* effect.) Every third round an area-targeted *greater dispel magic* (caster level 20) goes off throughout the entire chimney. Those falling down the tube that are not destroyed by the fire and negative energy damage fall five levels per round and hit bottom after a fall of 10 x (21 - current level) rounds. They take 1d6 normal bludgeoning damage per 10 feet fallen. In addition, large, hot iron spikes sit at the base of the pit that inflict an additional 2d8 piercing damage and 2d6 fire damage to those who make it all the way down.

## Area 6-3 — Patrol Evidence

*Several blood stains are streaked along the floor of this long corridor. Dark blotches that might be footprints have recently tracked through the gore.*

A DC 20 Survival check identifies the tracks as those made by a pair of booted medium sized humanoids and a pair of large canines. Recently a patrol composed of a barghest (in wolf form), a fiendish worg and 2 orcs came through this way to investigate the teleportation chamber in Area 6-4.

## Area 6-4 — Bamph! (EL 7)

*Several useful implements lie scattered across the floor of this room. A shortsword, a sturdy warhammer, a blackened torch stump and a long slender knife all lie scattered haphazardly across the right side of the chamber, while on the left side lays a thick coil of rope. In addition, a strange odor wafts through this small featureless chamber. It resembles a lingering, smoky scent much like that produced by the flare of a tindertwig.*

This devious trap teleports any who step into a random room on the 6th level of the dungeon. Once it was set such that a command word could be spoken, and those who entered the chamber would be sent immediately to their chosen destination, but over time the demonic influence within the dungeon has corrupted the magic. The trap is specifically enchanted such that whatever is held in the main hand of those subject to the teleport is not taken along on the ride.

When the trap goes off, a large puff of smoke is generated at the center of the room (equivalent to an *obscuring mist* with a *prestidigitation* causing a strong sulphur and brimstone effect). From the center of the sulphurous cloud a hearty chuckling voice calling out "Gurun Kulutuckekl," can be heard. A DC 12 Listen check, along with the ability to understand Infernal, understands that the expression means, "Fool, you are mine now!"

Roll a d20 and place the character subject to the teleport in the center of Area 6-X where X is the result of your d20 roll. Most of the inhabitants of the dungeon will be quite surprised by such an entrance, however Neagar knows the trap well and thus not likely be taken totally by surprise by such an entry. If you roll a 4, the character reappears within this chamber turned completely about, with their main hand emptied. If multiple characters enter the area simultaneously, they all arrive in the same location. If they enter in sequence, they each arrive at a different random location.

***Teleport* Trap:** CR 7; magic device; proximity trigger (*alarm* covering alcove); automatic reset; spell effects *teleport, obscuring mist, prestidigitation, magic mouth,* 9th level wizard); Search DC 29, Disable Device DC 29.

## Area 6-5 — Corpse Heap

*Against the south east wall of this L-shaped room lies a large jumble of bones. Mice and rats scurry out from the carcass as you enter the chamber.*

One of the ogres from the band that hides out in Area 6-1 was slain here and his corpse left to molder.

**Treasure**: A DC 22 Search check on the corpse turns up a single gold tooth worth 15 gp.

## Area 6-6 — Hissing Lair (EL 7)

*This symmetrical chamber has had its walls badly damaged in recent years. Footing is uncertain in the loose gravel that covers the floor.*

A great hydra has been bound here to protect the throne of growth. None of the other inhabitants of this level are stupid enough to come near the hydra's territory. Do not roll for random encounters in Area 6-6, 6-14 or the corridors past 6-14 that have no other outlet.

Due to the loose gravel, the ground is considered difficult terrain and all Tumble checks are made at a -4 penalty.

**Seven-Headed Pyrohydra;** CR 6; Huge Magical Beast; HD 7d10+38; hp 77; Init +1; Spd 20 ft., swim 20 ft.; AC 17, touch 9, flat-footed 16 (-2 size, +1 Dex, +8 natural); Base Atk +7; Grp +19; Atk/Full Atk +10 melee (1d10+4, 7 bites); Space/Reach 15 ft./10 ft.; SQ Darkvision 60 ft., fast healing 17, low-light vision, scent; AL N; SV Fort +10, Ref +6, Will +4; Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

*Skills and Feats:* Listen +7, Spot +7, Swim +12; Combat Reflexes[B], Iron Will, Toughness, Weapon Focus (bite).

**Fast Healing (Ex):** Each round, a hydra heals damage equal to 10 + the number of its original heads.

**Skills:** Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads. A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check,

even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Feats:** A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

## Area 6-7 — Ghost Room (EL 7)

*This small alcove opens up into a large asymmetrical space. It is filled with a constant, uncomfortably chilly breeze. The broad hall leads to a wide corridor to the north, a smoky alcove to the south, a straight passage to the west and a broad portal to the east.*

Once Negar's lover, now her cast-off ex-lieutenant, Jur-Ukul lives on here in a painful state of undeath. His hatred for Nergal, however, far outweighs his dislike for random adventurers who might cross his path, and he may be convinced to give a party useful information, as long as they pledge to destroy Neagar and her pack. Jur-Ukul knows much about Neagar, her forces and her habits. Nergal strangled Jur-Ukul to death after poisoning him. As a ghost, his face is constantly distorted in a horrid bulging grimace, as if he were in the process of dying of strangulation. When he speaks (in Orcish only) he does so in a painful, gurgling voice that is difficult to understand. In order to be lain to rest, he must see Neagar die.

Jur-Ukul does not immediately attack, however his horrific appearance ability is always in effect. He lurks in and out of the walls in an attempt to communicate with any explorers he meets.

**Jur-Ukul, Male Ghost Orc Fighter5:** CR 7; Medium Undead (Incorporeal); HD 5d12; hp 36; Init +0; Spd fly 30 ft. (perfect); AC 11, touch 11, flat-footed 11 (+1 deflection); Base Atk +5; Grp -; Atk/Full Atk -; SA Corrupting gaze, horrific appearance, malevolence, manifestation; SQ Darkvision, incorporeal traits, light sensitivity, rejuvenation, +4 turn resistance, undead traits; AL CE; SV Fort +5, Ref +1, Will +1; Str 20, Dex 11, Con -, Int 8, Wis 11, Cha 12.

*Skills and Feats:* Intimidate +9, Listen +2, Spot +10. Alertness, Power Attack, Cleave, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

*Corrupting Gaze (Su):* A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

*Horrific Appearance (Su):* Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

*Malevolence (Su):* Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

*Manifestation (Su):* Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal

Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

*Rejuvenation (Su):* In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

*Languages:* Orcish.

## Area 6-8 — Curious Fountain (EL 6)

*This small square chamber has an ornately tiled floor set on a slight slope. In the middle of the floor in the front of the room lies a small grate down through which trickles a golden viscous fluid. Set into the wall at the back of the room is a tremendous fountain that continuously pumps out a steady spray of the same gold-touched liquid.*

As soon as someone drinks from the fountain, the color of the liquid spurting forth immediately changes. The following round, liquid's color becomes a muddy brown, and drinks taken from it in this state always act as the poison listed below. The following round, the entire fountain will be filled with a new type of liquid, as determined randomly from the following list. Liquid removed from the fountain turns a muddy brown and becomes poison at the end of the round. Without intervention, the color of the fountain changes randomly. Every second round, roll d20. on a 1-8 the fluid changes to the color indicated below, on a 9-20 the fountain continues to pour forth the same potion.

**Table 6-3: Magic Fountain**
All spells at caster level 12

| Die roll | color | smell | effect |
|---|---|---|---|
| 1 | brown | bitter | *poison* (ingested, Fort DC 16, 1d10 con/1d10 con) |
| 2 | gold | fragrant | *gaseous form* |
| 3 | orange | spicy | *reduce person* |
| 4 | red | sweaty | *enlarge person* |
| 5 | clear | none | *invisibility* |
| 6 | pale blue | sweet | *cure light wounds* |
| 7 | green | spinach | *bull's strength* |
| 8 | | | sustenance as if one days food and drink |
| 9-20 | | | unchanged from previous result |

Hidden beneath the grating in gaseous form lies a madman. He is the last survivor of an adventuring party who died to the barghest in Area 6-15. He has learned the effect of all the potions that the fountain pours forth, and spends most of his time in gaseous form hiding in the grating here. He has grown a long grayish beard and looks absolutely horrible at the moment. He normally hides down in the grating when others enter the room, especially the barghests that he greatly fears. However, if he sees an opportunity to murder someone who carries equipment that might get him back to the surface, he does not hesitate to do so. Once the party has been in this room, he follows them, invisible, and sets upon them whenever they appear weak or become separated. He is only interested in obvious magical treasure that might help him on his quest to reach the surface. While he is quite mad, there is a chance he could be convinced to join the group, but only if they convince him that they are going directly to the surface. If he joins the group, but then begins to believe that they are going deeper into the dungeon, or if they are assaulted by any barghests, he immediately attempts to sneak attack a weak party member, and then grab their gear and split.

**Rupert, Male Thonian Rogue6:** CR 6; Medium Humanoid (Human); HD 6d6+6; hp 32; Init +4; Spd 30 ft.; AC 17, touch 14, flat-footed 13 (+4 Dex, +3 armor); Base Atk +4; Grp +4; Atk/Full Atk +10 melee (1d6/19-20, short sword); SA sneak attack +3d6; SQ evasion, trap sense +2, trapfinding, uncanny dodge; AL N; SV Fort +3, Ref +9, Will +1; Str 11, Dex 19, Con 12, Int 12, Wis 8, Cha 11.

*Skills and Feats:* Appraise +9, Bluff +9, Climb +9, Disable Device +9, Disguise +9, Hide +13, Jump +9, Move Silently +13, Open Lock +13, Tumble +13, Use Rope +13; Dodge, Mobility, Weapon Finesse, Weapon Focus (short sword).

*Languages:* Common, Orcish.

*Possessions:* masterwork studded leather armor, masterwork short sword, thieves' tools, flagon of poison (see fountain description).

## Area 6-9 — The Den (EL 9)

*Oddly-shaped soft leather mats cover the floor here, giving the room a warm and cozy feeling. The walls are lined with upturned skulls used as torch brackets holding smoldering torch stubs. Against the back wall hangs a line of trophies, skulls, belts, weapons and skins.*

This warm comfortable area is home to Funk's middle daughter, Neagar. She is a vicious, calculating fiend, who has a great love for only one thing: power. She has made alliances with the barghests and values the greater barghests' ability to bolster the strength of her orc allies. The orcs fear the barghest, as they know that if things go wrong, they will turn from allies to snacks. For this reason they have fair morale only while the barghest lives; if it dies, they may break and run.

Neagar is cunning and sensible when it comes to combat. She makes use of her orc warriors to scout out her foes and make sure that the greater barghest bolsters them with *mass bull's strength* and *mass enlarge* before they engage the enemy. She stays close to the barghest, invisible, and tries to set up a double-handed sneak attack on a vulnerable foe. The worgs aid her by providing flanking opportunities and tripping her foes. If things go badly, Neagar uses her *potion of invisibility* to escape to Area 6-15 and then make her way to join her elder sister in Area 7-12.

**Treasure:** Hanging on the back wall is a masterwork dwarven war axe, a topaz and sapphire encrusted belt (worth 310 gp), a pair of finely crafted short swords, five spears, a wooden mask carved in the face of a grimacing goblin (worth 30 gp) and the skulls of Thonians, Cumasti, Dwarves and Docrae.

**Neagar, Female Orc Rogue5:** CR 5; Medium Humanoid (Orc); HD 5d6+10; hp 32; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +1 natural, +3 armor); Base Atk +3; Grp +7; Atk +8 melee (1d6+4/19-20, short sword) or +5 ranged (1d8+4/x3, spear); Full Atk +4 melee (1d6+4/19-20, 2 short swords) or +5 ranged (1d8+4/x3, spear); SA Sneak attack +3d6; SQ Darkvision 60 ft., evasion, light sensitivity, trap sense +2, trapfinding, uncanny dodge; AL CE; SV Fort +2, Ref +6, Will +1; Str 18, Dex 15, Con 14, Int 10, Wis 12, Cha 12.

*Skills and Feats:* Bluff +9, Handle Animal +9, Hide +10, Intimidate +9, Listen +11, Move Silently +10, Spot +11, Use Magic Device + 9. Alertness, Dodge, Two-Weapon Fighting.

*Languages:* Orcish.

*Possessions:* masterwork studded leather armor, 2 masterwork shortswords, 3 spears, *amulet of natural armor +1*, potions of *aid*, *cure moderate wounds*, *invisibility* and *spider climb*.

**Greater Barghest:** CR 5; Large Outsider (Evil, Extraplanar, Lawful, Shapechanger); HD 9d8+27; hp 70; Init +6; Spd 40 ft.; AC 20, touch 11, flat-footed 18 (-1 size, +2 Dex, +9 natural); Base Atk +9; Grp +18; Atk +13 melee (1d8+5, bite); Full Atk ++13 melee (1d8+5, bite) and +8 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA spell-like abilities, feed; SQ change shape, damage reduction 10/magic, darkvision 60 ft., scent; AL LE; SV Fort +9, Ref +8, Will +10; Str 20, Dex 15, Con 16, Int 18, Wis 18, Cha 18.

*Skills and Feats:* Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +10*, Intimidate +18, Jump +21, Listen +16, Move Silently +14, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Tumble +16; Combat Casting, Combat Reflexes,

Improved Initiative, Track.

**Spell-Like Abilities:** At will—*blink, invisibility sphere, levitate, misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door, mass bull's strength, mass enlarge.* Caster level 9. The save DCs are Charisma-based.

**Feed (Su):** When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish, miracle,* or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

**Change Shape (Su):** A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

**Skills:** *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

*Languages:* Goblin, Infernal, Worg.

**Orc Warrior1 (12):** CR 1/2; Medium Humanoid (Orc); HD 1d8+1; hp 5 each; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+3 armor); Base Atk +1; Grp +4; Atk/Full Atk +4 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin); SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Listen +1, Spot +1; Alertness.

*Languages:* Orcish.

*Possessions:* studded leather armor, falchion, javelin.

**Fiendish Worg (2):** CR 3; Medium Magical Beast; HD 4d10+8; hp 30 each; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +3 natural); Base Atk +4; Grp +7; Atk/Full Atk +7 melee (1d6+4, bite); SA Smite good, trip; SQ Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold and fire 5, scent, SR 9; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

*Skills and Feats:* Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*; Alertness, Track.

***Smite Good (Su):*** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Trip (Ex):** A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

**Skills:** A worg has a +4 racial bonus on Survival checks when tracking by scent.

*Languages:* Worg, Common, Goblin.

## Area 6-10 — Stairs Down

*Along the smooth masonry wall, the texture changes here to a more rough cut material.*

Behind this secret door (DC 20 Search check to notice) lies a steep narrow staircase that descends to Area 7-3.

## Area 6-11 — Broken Altar (EL 5)

*This small chamber is so quiet that the stillness itself is unsettling. The walls were once painted by a series of bright mosaics, but*

*time has worn on the paint and only dull figures can be discerned in the mysterious artwork. At the far end of the room lies an alcove carved into the stone. Within it sits a broad stone altar covered with ritual paraphernalia. On the floor of the chamber lying before the altar is a smashed clay figurine.*

The secret door leading into this chamber is particularly well concealed. A DC 26 Search check is required to discern it. In addition, the door is locked with an excellent lock. A DC 30 Open Lock check is required to open. The key to this lock is found in the tomb in Area 7-12.

The overall appearance of the smashed figurine can be reconstructed with a DC 19 Craft (masonry or pottery) check. It was a humanoid figure with large bulging eyes and strange crooked legs.

The altar in the alcove at the back of the room is under a potent curse. Any who touches it become be haunted by their most potent fear. Even those who survive the *phantasmal killer* attack do rest easily for several days.

**Treasure:** Lying upon the altar is a small bronze dish (worth 35 gp); within it are seven small glass beads. While most of the beads are of unenchanted glass, one is a *pearl of power* (3rd level).

***Phantasmal Killer* Trap:** CR 5; magic device; proximity trigger (*alarm* covering alcove); automatic reset; spell effect *phantasmal killer,* 7th level wizard, DC 16 Will save for disbelief, DC 16 Fort save for partial effect; Search DC 29, Disable Device DC 29. This trap discharges if anyone touches the altar in the alcove at the back of the room.

## Area 6-12 — The Tall Chamber (EL 6)

*Scattered across the floor here are numerous bones and bone pieces. Torn pieces of furry hide and partly rotted leather lie amongst the skeletal fragments. The chamber exudes a dull stench that reminds you both of decayed flesh and woodland mold.*

Two foes lie here in wait. In among the skeletal fragments dwells a reanimator, a sick undead soul which has no form of its own, but can animate the remains of the dead to do its bidding. Up above, hiding on the ceiling, is a great spider that provides the skeletal fragments with which the reanimator works. The two regard each other with an uneasy truce, as long as the undead keeps to the floor and the vermin stays on the ceiling.

**Treasure:** A DC 15 Search check turns up a jade encrusted collar on one of the corpses worth 120 gp. In addition, any who searches the ceiling area (DC 18 Search check) finds a scroll tube containing scrolls of *magic missile* and *scorching ray* (both at caster level 5) stuck in the webbing.

The monstrous spider initiates the assault with a web cast down in order to isolate a single character that has strayed farther into the room than the others. The reanimator uses a screen of skeletons to delay and distract while it weakens the prey of the spider with its *ray of enfeeblement*.

**Reanimator (1):** hp 35, see Appendix A, Monsters of the Dungeons of Castle Blackmoor.

**Large Fiendish Monstrous Spider:** CR 2; Large Magical Beast; HD 4d8+4; hp 22; Init +3; Spd 30 ft. climb 20 ft.; AC 14, touch 12, flat-footed 11 (-1 size, +3 Dex, +2 natural); Base Atk +3; Grp +9; Atk/Full Atk +4 melee (1d8+3 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison, smite good, web; SQ Damage reduction 5/magic, darkvision 60 ft., resistance to cold and fire 5, tremorsense 60 ft., vermin traits, SR 9; AL NE; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int 3, Wis 10, Cha 2.

*Skills and Feats:* Climb +11, Hide +3*, Jump +2*, Spot +4*.

***Smite Good (Su):*** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

## Area 6-13 — Scrying Mirror (EL 6)

*This curious room contains numerous old wall hangings that have deteriorated and decayed to the point where they are little*

*more then loose threads tacked to the walls. Amongst this decor, hints of a shiny surface glimmer behind the remnants of a tattered red curtain that once hung across the back wall of the chamber.*

Behind the curtain on the back wall is an ancient mirror. It was used by cultists to communicate with ancient masters who live much deeper in the dungeon. The mirror radiates a powerful divination dweomner . Any who look into it see not themselves, but pale, amphibian-like humanoids mimicking their postures and wearing their gear. The mirror's surface reflects their movement and actions, but the creatures in the image are distorted, with flat, pallid, gray-green faces, broad, bulging eyes and gaping, toothless mouths filled with great, slippery, lolling tongues.

Unulukullukus, the aboleth mage in Area 19-7, can see through this mirror. Any who reveal themselves to the mirror will be *scryed* upon by the Unulukullukus. Any who show promise in the art of arcane magic (i.e. who have the ability to cast 2nd level arcane spells) are contacted by Unulukullukus the next time they sleep. He interacts with them first through the casting of a *dream* spell. The dream contains numerous scenes of frog-like humanoids dancing around corrupt idols to the beat of savage drums. Repeatedly, a single frog-figure turns to the dreamer and invite them to "join us" in a freaking croaking voice. Unless the dreamer takes immediate action to delve deeper into the Blackmoor dungeon on the following morning, Unulukullukus returns to them with nightmares. He casts a *nightmare* spell upon them the first night they spend out of the dungeon. The *nightmare* recurs two more times over the next week, but never on successive nights. Rumors have it that those who attempt to communicate with Unulukullukus within their dream state may be kidnapped and taken to the deepest levels of the dungeon. Others have been driven mad by the constant barrage of dreams and nightmares sent to them by this ancient and powerful fiend.

## Area 6-14 — The Packmaster (EL 7)

*The tanned hides of various humanoids and beasts are hung about this area. On a small table in the back right corner lies a tremendous pile of teeth. A pair of rusty torch brackets both illuminate the chamber and fill it with a thick black oily smoke.*

Kunukar the Packmaster sends two worgs on his foes, making sure the beasts use their trip ability to incapacitate any foes that block his escape route. He keeps one worg with him to engage any enemies that get too close. If he believes that he is under serious threat, he immediately flees the chamber and runs towards Area 6-11 to gather more worgs.

**Kunukar the Packmaster, Male Orc Warrior5:** CR 4; Medium Humanoid (Orc); HD 5d8+5; hp 29; Init +0; Spd 20 ft.; AC 20, touch 11, flat-footed

19 (+1 Dex, +7 armor, +2 shield); Base Atk +5; Grp +9; Atk/Full Atk +9 melee (1d8+4, trident); SQ darkvision, light sensitivity; AL CE; SV Fort +5, Ref +1, Will -1; Str 18, Dex 12, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Handle Animal +6, Listen +0, Spot +0; Alertness, Blind-Fight.

*Languages:* Orcish.

*Possessions:* half-plate armor, large wooden shield, trident, whip.

**Fiendish Worg (3):** CR 3; Medium Magical Beast; HD 4d10+8; hp 35 each; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +3 natural); Base Atk +4; Grp +7; Atk/Full Atk +7 melee (1d6+4, bite); SA Smite good, trip; SQ Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold and fire 5, scent, SR 9; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

*Skills and Feats:* Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*; Alertness, Track.

***Smite Good (Su):*** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Trip (Ex):** A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

**Skills:** A worg has a +4 racial bonus on Survival checks when tracking by scent.

*Languages:* Worg, Common, Goblin.

## Area 6-14B — Throne of Growth (EL 6)

*This nearly featureless room contains but a single piece of furniture. Against the back of the room sits a gigantic throne carved from solid rock. Its seat looks wide enough to accommodate a pair of ogres. On the floor in front and to the sides of the throne, scratches and cracks are found in the stone.*

This is the fabled "Throne of Growth." All who sit in the enormous chair trigger a potent enchantment. Over the next three rounds, they grow at a tremendous rate, as if they were affected by an extended *enlarge person* spell (caster level 15, duration 30 minutes). Their equipment, however, is not effected. On the first round, those affected will begin to feel themselves swell and grow. On the second and third round they begin to take damage as they burst out of their armor. Those wearing leather belts or other soft restraining clothing take 1 point of damage on the second round and 1d3 points of damage on the third. Those wearing leather armor suffer 1d4 points of damage on the first round and 1d4 points of damage per point of AC bonus (including magical bonuses) granted by their armor on the second round. Those wearing metal armor take 1d6 points of damage on the first round and 1d6 points of damage per point of AC bonus (i.e. 4d6 for a chain shirt up to 8d6 for full plate) on the second round. All clothing and armor worn at the time of transformation is completely destroyed. A DC 22 Reflex save may be made to escape one's armor more quickly, halving the total damage done. Evasion and Improved Evasion have no effect on this saving throw. The damage is considered non-magi-

cal bludgeoning damage unless the character is wearing magical armor, in which case it counts as magical bludgeoning damage. Anyone helping remove the armor may make a DC 10 Reflex save in order to aid the growing character with their saving throw as per the aid another action. Inanimate objects are not effected by the throne, but any living thing (even a raw carrot or potato) grows to double its normal size when placed on the throne for a full round.

## Area 6-15 — Feeding Hall (EL 6)

*A mixture of relatively fresh and partially decayed orc carcasses lies moldering in three distinct heaps laying about this long broad chamber. The mixture of the smell of death and the musky scent of wild carnivorous animals fills the chamber to the point that the air has become almost chokingly thick.*

The pack spends its time chewing leisurely on the remains of the foes that they managed to capture. They prefer to wait behind the carcass heaps to ambush any who enter their chamber. The barghest will use *crushing despair* and *charm monster* before engaging, while the worgs will try and take down members of the party on the flanks.

**Barghest:** CR 4; Medium Outsider (Evil, Extraplanar, Lawful, Shapechanger); HD 6d8+6; hp 35; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural); Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); SA spell-like abilities, feed; SQ change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.

*Skills and Feats:* Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks); Combat Reflexes, Improved Initiative, Track.

**Spell-Like Abilities:** At will—*blink, levitate, misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door.* Caster level equals the barghest's HD. The save DCs are Charisma-based.

**Feed (Su):** When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish, miracle,* or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

**Change Shape (Su):** A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

**Skills:** *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

*Languages:* Goblin, Infernal, Worg.

**Fiendish Worg (2):** CR 3; Medium Magical Beast; HD 4d10+8; hp 30 each; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +3 natural); Base Atk +4; Grp +7; Atk/Full Atk +7 melee (1d6+4, bite); SA Smite good, trip; SQ Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold and fire 5, scent, SR 9; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

*Skills and Feats:* Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*; Alertness, Track.

***Smite Good (Su):*** Once per day the creature

can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Trip (Ex):** A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

**Skills:** A worg has a +4 racial bonus on Survival checks when tracking by scent.

*Languages:* Worg, Common, Goblin.

## Area 6-16 — Worg Kennel (EL 5)

*The smell of urine and blood meet your nose long before you can see anything in this long dark chamber. Piles of loose straw dot the floor and several small wooden pens can be found throughout the room.*

Here rest the breeding pair of the pack of worgs King Funk II brought down into Blackmoor dungeon. They live and breed here, supplying plenty of worgs for the orcs of Blackmoor Dungeon to fight over. They immediately attack any non-orc humanoids who enter the kennel. There are three worg pups here; they fight as wolves.

**Fiendish Worg (2):** CR 3; Medium Magical Beast; HD 4d10+8; hp 30 each; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); Base Atk +4; Grp +7; Atk/Full Atk +7 melee (1d6+4, bite); SA Smite good, trip; SQ Damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to cold and fire 5, scent, SR 9; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

*Skills and Feats:* Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*; Alertness, Track.

***Smite Good (Su):*** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Trip (Ex):** A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

**Skills:** A worg has a +4 racial bonus on Survival checks when tracking by scent.

*Languages:* Worg, Common, Goblin.

**Fiendish Wolf (3):** CR 1; Medium Magical Beast; HD 2d8+4; hp 11 each; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); Base Atk +1; Grp +2; Atk/Full Atk +3 melee (1d6+1, bite); SA Smite good, trip; SQ Darkvision 60 ft., low-light vision, resistance to cold and fire 5, scent, SR 7; AL NE; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

*Skills and Feats:* Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track[B], Weapon Focus (bite).

***Smite Good (Su):*** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Skills:** *Wolves have a +4 racial bonus on Survival checks when tracking by scent.

## Area 6-17 — The Landing (EL 5)

*The steps here wind slowly down to stop on a narrow landing. From the landing you can see that as you descend down into the next level of the dungeon, a great amount of filth has become encrusted in the corners of the stairwell and substantial fungal growth blooms from the muck and mire.*

Hidden among the various blooming fungi are a shrieker and a violet fungus. The shrieker screeches out if any light source comes with in 10 feet of it, while the violet fungus flails away at any living beings that comes within striking range. Any disturbance of the muck causes the centipedes to engage as well.

**Treasure:** Hidden in the filth (DC 18 Search check) is a ruby encrusted, masterwork silver flute (worth 680 gp) left behind by a long dead

bard.

**Shrieker:** CR 1; Medium Plant; HD 2d8+2; hp 11; Init -5; Spd 0 ft.; AC 8, touch 5, flat-footed 8 (-5 Dex, +3 natural); Base Atk +1; Grp -4; Atk/Full Atk -; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref -, Will +4; Str -, Dex -, Con 13, Int -, Wis 2, Cha 1.

**Shriek (Ex):** Movement or a light source within 10 feet of a shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it. Some creatures that live near shriekers come to learn that the fungus's noise means there is food nearby.

**Violet Fungus:** CR 3; Medium Plant; HD 2d8+6; hp 15; Init -1; Spd 10 ft.; AC 13, touch 9, flat-footed 13 (-1 Dex, +4 natural); Base Atk +1; Grp +3; Atk +3 melee (1d6+2 plus poison, tentacle); Full Atk +3 melee (1d6+2 plus poison, tentacle); Space/Reach 5 ft./10 ft.; SA Poison; SQ Low-light vision, plant traits; AL N; SV Fort +6, Ref -1, Will +0; Str 14, Dex 8, Con 16, Int -, Wis 11, Cha 9.

**Poison (Ex):** Injury, Fortitude DC 14, initial and secondary damage 1d4 Str and 1d4 Con. The save DC is Constitution-based.

**Huge Monstrous Centipedes (2):** CR 1; Huge Vermin; HD 6d8+6; hp 33 each; Init +2; Spd 40 ft., climb 40 ft.; AC 16, touch 10, flat-footed 14 (-2 size, +2 Dex, +6 natural); Base Atk +4; Grp +15; Atk/Full Atk +5 melee (2d6+4 plus poison, bite); Space/Reach 15 ft./10 ft.; SA Poison; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +6, Ref +4, Will +2; Str 17, Dex 15, Con 12, Int -, Wis 10, Cha 2.

*Skills and Feats:* Climb +11, Hide +2, Spot +4.

## Area 6-18 — The Foul Smell (EL 6)

*This long barren room contains little but a foul smell, something a bit like moldy old cabbage.*

Some of the flagstones in this chamber are loose; a DC 25 Search check turns them up. Underneath one is the moldering corpse of an unidentifiable humanoid. A substantial crop of yellow mold now grows out of the body. All within 10 feet of the mold must make a DC 15 Fortitude save when it is disturbed or lose 1d6 points of Constitution. A second DC 15 Fortitude save is required one minute later to avoid an additional loss of 2d6 Constitution. Four knuckle-sized rubies worth 350gp each lie under another loose flagstone.

## Area 6-19 — False Room (EL 6)

*This small iron door is wedged tightly into its frame.*

Once a rich burial vault, this room has been radically converted by the devious derro. The whole room is a trap. The door requires a DC 22 Strength check to pull free (no amount of pushing breaks it inwards). As soon as the door is pulled open, the room's entire contents (a huge pile of stone) rolls forward into the 10 foot by 10 foot area in front of the door.

The room has no contents other than loose rubble.

**Crushing Room Trap:** CR 6; mechanical; proximity trigger, no reset; Atk +20 melee (8d6, crushing stones); multiple targets (all targets in 10 foot by 10 foot area); Search DC 14; Disable Device DC 16.

## Area 6-20 — Chamber of Shrouds (EL 6)

*This oddly-shaped chamber has a short antechamber to the northwest that leads into a broad area lying to the southeast. A rancid odor permeates the place, smelling of unnatural alchemical fluids. Against the southwest wall lies a large heap of what appear to be cast off rags, all of them soaked in a black oily liquid.*

A mummy lies among the rags. Her wrappings have been treated with an alchemical substance that provides fire resistance 10. The rags are similarly treated and they do not burn.

**Treasure:** The liquid soaked rags have enough of the fire resistant fluid in them that a full dose of *oil of fire resistance (10)* could be squeezed out of them.

**Mummy:** CR 5; Medium Undead; HD 8d12+3; hp 65; Init +0; Spd 20 ft.; AC 20, touch 10, flat-footed 20 (+10 natural); Base Atk +4; Grp +11; Atk/Full Atk +11 melee (1d6+10 plus mummy rot, slam); SA Despair, mummy rot; SQ Damage reduction 5/–, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +4, Ref +2, Will +8; Str 24, Dex 10, Con -, Int 6, Wis 14, Cha 15.

*Skills and Feats:* Hide +7, Listen +8, Move Silently +7, Spot +8; Alertness, Great Fortitude, Toughness.

**Despair (Su):** At the mere sight of a mummy, the viewer must succeed on a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

**Mummy Rot (Su):** Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

*Languages:* Common.

## Area 6-21 — Foul Cavern (EL 7)

*An unnatural chill hangs in the air here, causing the hair on the back of your arms to raise and a cold sweat to drip down your brow.*

Long ago this spectre managed to trap and murder King Funk II (see Level 7). It still lingers on in this place while its murderous spawn has gone on to haunt the next level of the dungeon.

**Spectre:** CR 7; Medium Undead (Incorporeal); HD 7d12; hp 50; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 15, touch 15, flat-footed 13 (+3 Dex, +2 deflection); Base Atk +3; Grp -; Atk/Full Atk +6 melee (1d8 plus energy drain, incorporeal touch); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

*Skills and Feats:* Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative.

**Energy Drain (Su):** Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Sunlight Powerlessness (Ex):** Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

## Area 6-22 — The Petrified Nest (EL 5)

*The entryway of this oblong chamber is filled with loose rubble. Many of the pieces of rock are of strange shape, reminding you of lost limbs, skulls and loose body parts.*

A mated pair of cockatrices live in this corner of the dungeon. They defend their nest vigorously.

**Treasure**: Within the nest are two cockatrice eggs. One of them is already dead inside (not an uncommon fate among the dwindling race of cockatrice) but the other could be sold to be raised as a pet or guardian.

**Cockatrice (2):** CR 3; Small Magical Beast; HD 5d10; hp 22, 29; Init +3; Spd 20 ft., fly 60 ft. (poor); AC 14, touch 14, flat-footed 11 (+1 size, +3 Dex); Base Atk +5; Grp -1; Atk/Full Atk +9 melee (1d4-2 plus petrification, bite); SA Petrification; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +4, Ref +7, Will +2; Str 6, Dex 17, Con 11, Int 2, Wis 13, Cha 9.

*Skills and Feats:* Listen +7, Spot +7; Alertness, Dodge, Weapon Finesse[B].

**Petrification (Su):** Creatures hit by a cockatrice's bite attack must succeed on a DC 12 Fortitude save or instantly turn to stone. The save DC is Constitution-based. Cockatrices have immunity to the petrification ability of other cockatrices, but other petrification attacks affect them normally.

## Area 6-23 — Locked Vault (EL 5)

*The thick iron door to this chamber is locked, barred and stuck shut.*

A DC 30 Open Lock check is required to spring this door open. Inside is a huge load of coins. The trap is triggered if any of the coins are lifted off the floor in any way, the current weight load in the room keeps the trap from triggering; if the room becomes lighter for any reason, the entire chamber and the 5 foot by 10 foot area just outside in the corridor is filled with the darts from the trap.

**Treasure**: 8000 cp, 2100 sp and 3000 gp.

**Fusillade of Darts Trap**: CR 5; mechanical; location trigger, manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in 10 foot by 10 foot area); Search DC 19; Disable Device DC 25.

Blackmoor Castle
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# Level 7

**Table 7-1: Wandering Monster Encounters**

| | |
|---|---|
| 2 | Reanimator & 6 Skeletons |
| 3 | Shadow Mastiff |
| 4 | 20 Skeletons |
| 5 | 2 Wraiths |
| 6 | 4 Shadows |
| 7 | Spectre (illusion) |
| 8 | 2 Shadows & 2 Wights |
| 9 | 4 Wights |
| 10 | Wraith & 2 Shadows |
| 11 | Ghast & 5 Ghouls |
| 12 | Wraith & 12 Skeletons |

Reanimator: hp 35; see Appendix A Monsters of the Dungeons of Castle Blackmoor.
Skeleton: hp 6 each; see *MM* pages 225-227.
Shadow Mastiff: hp 30; see *MM* pages 222.
Wraith: hp 32 each; see *MM* pages 257-258.
Shadow: hp 19 each; see *MM* pages 221-222.
Wight: hp 26 each; see *MM* pages 255.
Ghast: hp 30; see *MM* pages 118-119.
Ghoul: hp 13 each; see *MM* pages 118-119.

**Table 7-2: Encounter Index**

| Area | Page | Type | Description | EL |
|---|---|---|---|---|
| 7-1 | 95 | C | Soul-Bolstered Spectre | 7 |
| 7-2 | 97 | T | Fire Pit | 12 |
| 7-3 | 97 | C/T | 4 Derro | 8 |
| 7-4 | 99 | C | 2 Wraiths | 7 |
| 7-5 | 99 | C | Soul-Bolstered Spectre | 7+ |
| 7-6 | 100 | P | Shattered Soul Pillar | - |
| 7-7 | 100 | C | 2 Trolls | 7 |
| 7-8 | 101 | T | Insanity Mist Trap | 8 |
| 7-9 | 101 | C | Succubus | 7 |
| 7-10 | 102 | C | 4 Werewolves | 7 |
| 7-11 | 102 | C | Chimera | 7 |
| 7-12 | 103 | C | Werewolf, 18 Goblins | 7 |
| 7-13 | 103 | C | Advanced Vargouilles | 6 |
| 7-14 | 104 | P | None Shall Pass | 1 |
| 7-15 | 104 | C | Huge Fire Elemental | 7 |
| 7-16 | 105 | T | Fire Chimney | 12 |
| 7-17 | 105 | C | Soul-Bolstered Spectre | 7+ |
| 7-18 | 106 | C | Soul-Bolstered Spectre, 2 Shadows | 8+ |
| 7-19 | 106 | C | Ghast, 5 Ghouls | 7 |
| 7-20 | 107 | C | Hill Giant Skeleton | 6 |
| 7-21 | 107 | C/T | Vampire Spawn, Mind Numbing Trap | 7 |
| 7-22 | 108 | T | Crushing Wall Trap | 10 |
| 7-23 | 108 | C | Vampire Level 6 Orc Fighter, 2 Vampire Spawn | 9 |

## Area 7-1 — Audience Chamber (EL 7)

*This broad chamber contains several steps that lead up to a raised area in the back. Within the raised are, the moldering remnants of what might have been a pair of bright curtains lie in piles on the floor. Metal hooks, still hammered into the ceiling, now dangle only a few thin threads and tatters.*

Within this area is one of the shattered soul fragments of the great Orc King Funk II. He haunts this level, bound to the shattered pillar in Area 7-6. Areas 7-5, 7-17 and 7-18 contain the other fragments of his soul, manifest as spectres. Once this area was his private audience chamber and he is still greatly attached to the place.

The spectre here watches the party patiently from within the walls (its eyes just barely extended past the wall) of the chamber in order to get an idea of which foe is likely most vulnerable to its deadly touch. When the group is not paying close attention, it leaves the wall and assaults its chosen prey. Little ceases its relentless attacks, as it has no fear of death, only a great urge to consume the souls of the living. While the spectre pursues the party beyond its room, it does not willingly enter the line of sight of any of the other spectres on this level, or with the shattered pillar in Area 7-4.

Each of the four spectres (found in Areas 7-1, 7-5, 7-17 and 7-18) starts out as Soul-Bolstered spectres (they gain two additional levels of turn resistance). However, as the individual spectres are slain, their soul-essence redistributes to the others. When a spectre is slain (and the appro-

priate precautions have not been taken, as listed below) a great wailing sounds as the soul of the incorporeal undead creature is shattered. The soul is visible (if translucent and incorporeal). On the round following death it divides into a number of pieces equal to the number of remaining spectres and then flies off through the dungeon at a tremendous pace, letting out a bloodcurdling shriek. A DC 12 Spellcraft check identifies this process as a necromantic, spell-like effect that is involved in the creation of undead. If this is the first spectre to be slain, the rest of the spectres become soul-heartened. If two have been slain the others become soul-strengthened. If all but one are slain, the last is soul-fortified. The unnatural aura surrounding the heartened, strengthened and fortified spectres is noticeably more potent than the normal aura surrounding a spectre. Any who look upon it can make out a diffuse aura that clings to the main soul-form. Those who defeated soul-bolstered spectres in melee recognize the familiar shape of their recent kills with a DC 12 Spot check. This should be enough to make them suspicious that whatever it was that they slew did not dissipate, and instead bolstered the strength of their enemies.

If a spectre is slain within the radius of a *magic circle against evil*, or if it is slain in a *consecrated* area, the released spirit is not able to escape to bolster the other spectres. In addition, a spirit is not able to enter a spectre that has had a *protection from evil* spell cast upon it. In any of these cases, the freed spirit catapults about for a second and then dissipates into a pale green mist, letting loose a final painful shriek as it dies. In addition, an empty *magic jar* may be used to bind the spectre essences, although if the spirit is ever freed from the jar it immediately makes its way to return to the other spectres.

**Soul-Bolstered Spectre:** CR 7; Medium Undead (Incorporeal); HD 7d12; hp 45; Init +7; Spd fly 40 ft. (perfect); AC 15, touch 13, flat-footed 12 (+3 Dex, +2 deflection); Base Atk +3; Grp -; Atk/Full Atk +6 melee (1d8 plus energy drain, incorporeal touch); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +4 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

*Skills and Feats:* Hide +13, Intimidate +12, Knowledge (religion) +12, Listen +14, Search +12, Spot +14, Survival (+4 following tracks); Alertness, Blind-Fight, Improved Initiative.

**Energy Drain (Su):** Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Sunlight Powerlessness (Ex):** Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

If any of the other spectres on this level have been slain, see the stat blocs below.

**Soul-Heartened Spectre:** CR 8; Medium Undead (Incorporeal); HD 9d12; hp 58; Init +7; Spd fly 40 ft. (perfect); AC 15, touch 13, flat-footed 12 (+3 Dex, +2 deflection); Base Atk +4; Grp -; Atk/Full Atk +8 melee (1d8 plus energy drain, incorporeal touch); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +4 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +3, Ref +6, Will +8; Str-, Dex 17, Con -, Int 14, Wis 14, Cha 15.

*Skills and Feats:* Hide +15, Intimidate +14, Knowledge (religion) +14, Listen +16, Search +14, Spot +16, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative, Weapon Focus (touch).

**Soul-Strengthened Spectre:** CR 9; Medium Undead (Incorporeal); HD 11d12; hp 71; Init +7; Spd fly 40 ft. (perfect); AC 15, touch 13, flat-footed 12 (+3 Dex, +2 deflection); Base Atk +5; Grp -; Atk/Full Atk +9 melee (1d8 plus energy drain, in-

corporeal touch); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +4 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +3, Ref +6, Will +9; Str —, Dex 17, Con —, Int 14, Wis 14, Cha 15.

*Skills and Feats:* Hide +17, Intimidate +16, Knowledge (religion) +16, Listen +18, Search +16, Spot +18, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative, Weapon Focus (touch).

**Soul-Fortified Spectre:** CR 10; Medium Undead (Incorporeal); HD 13d12; hp 84; Init +7; Spd fly 40 ft. (perfect); AC 16, touch 14, flat-footed 12 (+4 Dex, +2 deflection); Base Atk +6; Grp -; Atk/Full Atk +11 melee (1d8 plus energy drain, incorporeal touch); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +4 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +4, Ref +7, Will +10; Str -, Dex 18, Con -, Int 14, Wis 14, Cha 15.

*Skills and Feats:* Hide +19, Intimidate +18, Knowledge (religion) +18, Listen +20, Search +18, Spot +20, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved Initiative, Weapon Focus (touch).

## Area 7-2 — Fire Pit (EL 12)

*This room looks into a great flaming pit. Thick, black, foul-smelling smoke wafts into the chamber stinging your eyes and obscuring your vision. The whole chamber is stiflingly hot as vast quantities of hot gasses rise out of the flaming pit.*

The fire pit here is identical in effect to the flaming chimney in Area 6-13.

## Area 7-3 — Dwarven Dig (EL 8)

*The sound of rhythmic pounding meets your ears as you approach this long narrow part of the dungeon. As you close, in addition to the pounding, more subtle and quieter noises, yet no less rhythmic meet your ears. A horrendous cacophony of whirs, clicks, bangs and whistles emanates from within the chamber. Several small humanoids are hard at work manipulating a tremendous machine. It belches steam and smoke, as it grates relentlessly at the wall of the dungeon. One of its longer attachments seems to lead directly into the wall where another great flame chimney spews ash and hot gas into the chamber.*

A group of derro has begun mining in the dungeon here. They are using a heavily modified stolen dwarven steam machine to do the work. It is very unstable, and requires the concerted attention of at least 3 of the 4 derro in order to continue working normally. Two fire chimneys (see Area 6-13) sit in this chamber.

The derro are loath to turn their attention away from the machine. If the party assaults them, they leave one operating the machine. However, the derro are sadistic and violently insane. If things turn against them, the last one alive actively sabotages the machine in order to cause an explosion.

Each round that there are less than 4 derro working on the machine, you must roll 1d6 to see

if the contraption has any dangerous effects. The derro are never struck by thwaps of sproings, as they are well aware of what parts of the machine to avoid standing in front of.

If the machine is struck or damaged add +1 to the roll for each strike against it that round. If a derro strikes the machine in an attempt to sabotage it add +2 to the roll. Each derro working to stabilize the machine provides a -1 to the roll. Derro who are attacked while working on the machine must make a Concentration check at DC 15 in order to provide this bonus. A character with substantial skill in clockwork may make a DC 20 Craft (clockwork) check in order to manipulate the machine in such a way as to provide the same bonus as the derro provide. A DC 25 Craft (clockwork) check shuts the machine down without incident. The derro assaults any character trying to manipulate or shut down the machine relentlessly. If a character is struck while trying to manipulate the machine, they must make a DC 15 Concentration check or they automatically fail their Craft (clockwork) check.

**Table 7-3: Derro Machine Malfunction**

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|---|---|
| 2 or less | No effect. |
| 3 | Thwap: The machine makes a single ranged attack (+10 attack bonus, 1d6+1 bludgeoning damage) against a random character within the room. |
| 4 | Sproing: The machine makes a single ranged attack (+12 attack bonus, 2d6+2 piercing damage) against a random character within the room. |
| 5 | Gas Vent: The machine vents hot sulphurous gasses into the room. Treat this as a *stinking cloud* (DC 16 Fortitude save resists). |
| 6 or more | Explosion: The machine explodes doing 4d6 fire and 4d6 slashing damage to everyone in the chamber. A Reflex save at DC 16 reduces this damage by half. Make no further rolls for the machine. |

**Treasure**: A huge pile of rock slag can be found at the base of the machine. Each character that makes a DC 16 Search check turns up 1d4 valuable gems in among the slag. Each gem found is worth 3d6 gp. Repeated searches are made at +5 DC to the difficulty. There are a total of 46 gems.

**Derro (4):** CR 3; Small Monstrous Humanoid; HD 3d8+3; hp 20; Init +6; Spd 20 ft.; AC 19, touch 13, flat-footed 17 (+1 size, +2 Dex, +2 natural, +3 armor, +1 shield); Base Atk +3; Grp -1; Atk/Full Atk +4 melee (1d4/19-20, short sword) or +6 ranged (1d6 plus poison/19-20, reperating light crossbow); SA: Poison use, sneak attack +1d6, spell-like abilities; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +2, Ref +5, Will +6; Str 11, Dex 13, Con 13, Int 10, Wis 5*, Cha 16*.

*Skills and Feats:* Bluff +5, Diplomacy +4, Hide +10, Listen +1, Move Silently +8; Blind-Fight, Improved Initiative.

**Madness (Ex):** Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to *confusion* and *insanity* effects. A derro cannot be restored to sanity by any means short of a *miracle* or *wish* spell.

*The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.

**Poison Use (Ex):** Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.

**Sneak Attack (Ex):** Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.

**Spell-Like Abilities:** At will—*darkness, ghost sound;* 1/day— *daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.

**Vulnerability to Sunlight (Ex):** A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.

*Languages:* Derro, Goblin.

*Possessions:* studded leather armor, buckler shield, short sword, repeating light crossbow, 10 bolts, 4 doses Medium monstrous spider venom.

## Area 7-4 — Chamber of Lost Souls

*A smooth panel slides back to reveal a small dead-end chamber containing no obvious entryways or exits.*

Both of the entries into this chamber are well-concealed secret doors. DC 25 Search checks are required to identify each portal. The noise in Area 7-3 can be heard with a DC 20 Listen check.

**Wraiths (2):** CR 5; Medium Undead (Incorporeal); HD 5d12; hp 32 each; Init +7; Spd fly 60 ft. (good); AC 15, touch 15, flat-footed 12 (+3 Dex, +2 deflection); Base Atk +2; Grp -; Atk/Full Atk +5 melee (1d4 plus Constitution drain, incorporeal touch); SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 15.

*Skills and Feats:* Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks; Alertness[B], Blind-Fight, Combat Reflexes, Improved Initiative[B].

**Constitution Drain (Su):** Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Daylight Powerlessness (Ex):** Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

**Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

## Area 7-5 — Spectral Shadows (EL 7)

*Dark shadows flicker and quiver across the walls here. This small, long chamber is lit by an unnatural and undetectable light source. At the back of the room sits a small steel bound oak chest.*

Another of the Orc King Funk II's spirit haunts this place which once acted as a store room for the treasures he was given in tribute from other orc tribes. Most of the treasures are long since gone, but one of the defenses he had prepared here still remains. A powerful *permanent image* creates the image of a dozen shadows beginning to leave the walls to attack those who enter here.

The spectre waits within the chest, attacking only if it is opened.

**Treasure**: Within the chest is a sack containing 540 gp and a *wand of acid arrow* (caster level 5, 15 charges) and a curious helmet hammered out of a blue tinged metal.

**Blue, the Watchful Helm**: *helm of telepathy*; AL LE; Int 27, Wis 1, Cha 10; telepathy 120 ft. (no speech, sight or hearing); Ego 18.

*Lesser Powers*: *minor image* 1/day, 10 ranks of Knowledge (history), *major image* 1/day.

*Greater Powers:* continuous *detect scrying*, continuous *misdirection (alignment seems LN).*

*Personality*: Once, the watchful helm was a potent magical artifact used by a guardian at the gates of castle Blackmoor in order to discern the motivations of those who wished to enter the castle. Stalwart and honest, the helm was a loyal companion whose advice was always to be trusted and whose motives were pure. Unfortunately, prolonged contact with the magical rock found

within the Blackmoor dungeon so warped the senses of the helm that the thought forms of all of the dungeons inhabitants have been flooding its poor mind for decades. It is now completely and irrecoverably evil, having fallen under the sway of Unulukullukus (the advanced aboleth mage on level 19). The helm uses its telepathic ability to contact any mage or sorcerer who enters the chamber, begging to be freed from the confines of the chest. Once it is worn, it continuous misdirects and misleads the wearer in an attempt to lead to them to Unulukullukus. It uses its powers of illusion against the wielder if it has the chance. It is tricky and wickedly intelligent. In addition it knows the location and thoughts of almost all of the beasts within Blackmoor dungeon. Once a character has placed the helm upon their head, it continues to feed them snippets and bits of information from the other beasts in the dungeon with the intent of leading them ever deeper into the dungeon, eventually to meet with its master Unulukullukus.

**Soul-Bolstered Spectre:** hp 45; see Area 7-1.

## Area 7-6 — Shattered Stone

*In the center of this small trapezoidal chamber are the remnants of a tall pillar of black glistening stone. Shattered shards of stone lie scattered throughout the space. The entire area hums with a disturbing vibration that chills the skin and raises the hair on your arms.*

The creature that has become the four spectres trapped in the corners of this level of the dungeon was once bound within this stone. Now that the stone is shattered, the various pieces of its life essence fly free throughout bolstering the spectres. Some of the shards are sharp enough to be used as improvised daggers (-1 to hit penalty). If these weapons are used to strike any of the spectres, they are not subject to the miss chance for being incorporeal. A spectre slain by such a dagger thrust has its soul reabsorbed into the stone; its death does not bolster, hearten or fortify the other spectres.

**Treasure:** Three of the shards of shattered stone may be used as spell foci, but only for specialists in necromancy. Two of them are strong enough to act as novice foci, while the third more perfect spindle shaped shard can be used as an initiates focus. Both the shards the pillar radiate a faint aura of necromancy.

## Area 7-7 — Troll Ambush (EL 7)

*A large amount of rubble has fallen from the ceiling and walls, making the entry into the chamber extremely difficult.*

A pair of trolls lurks in this chamber, waiting to grab a hold of any who try to climb into it. They wait just inside so that they can grab and grapple any who try to climb over the rubble. The door to Area 7-8 is well hidden and locked. A DC 25 Search check is needed to find it and a DC 25 Open Lock check is needed to get the door open.

A DC 5 Climb check is needed to mount the pile of rubble and enter the room. Characters climbing lose Dexterity bonus to their AC. The trolls attack any foe they see climbing. They gain a +8 circumstance bonus to their Hide checks, as they have taken time to hide well among the rubble.

**Troll (2):** CR 5; Large Giant; HD 6d8+36; hp 60, 70; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14 (-1 size, +2 Dex, +5 natural); Base Atk +4; Grp +14; Atk +9 melee (1d6+6, claw); Full Atk +9 melee (1d6+6, 2 claws) and +4 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA Rend; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

*Skills and Feats:* Listen +5, Spot +6; Alertness, Iron Will, Track

**Rend (Ex):** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes.

The creature can reattach the severed member instantly by holding it to the stump.

*Languages:* Giant.

## Area 7-8 — Secret Treasure Room (EL 8)

*Within this tiny room there are only two features: A rickety old metal ladder leads up into the ceiling, and a large ironbound chest.*

The insanity mist trap is triggered if anyone touches the chest. The ladder leads up to the trap door beneath the altar in Area 4-4.

**Treasure:** A substantial horde was hidden away in this burial chamber. Within a great locked (DC 30) iron bound chest lies 750 gp, 4 clear crystal gems worth 300 gp each, a carved jade statuette in the shape of a frog headed humanoid worth 600 gp and a gauntlet of rust. In addition the emerald gemstone (worth 5600 gp) used to disable one of the golems in Area 19-1 is found here. It radiates faint abjuration magic.

***Insanity Mist Vapor* Trap:** CR 8; mechanical; location trigger; repair reset; gas; never miss; onset delay (10 minutes); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis, 2d6 Wis); multiple targets (all targets in treasure room); Search DC 25, Disable Device DC 20.

## Area 7-9 — Mistress of the Depths (EL 7)

*This oddly-shaped chamber has been decked out in a luxurious fashion. Bronze fixtures hold a set of extravagant lanterns that cast stark shadows across the room. A long low brass couch upholstered with tough black leather-like material lies against the north wall. In the alcove at the south end of the chamber a large, winged, hulking figure wreathed in flame clasps onto the neck of a svelte female figure raising her a foot off the ground.*

A DC 20 Knowledge (the planes) check identifies the figure assaulting the female figure as a balor. His image is the result of a programmed illusion (Will save DC 21) of the balor Azak found on Level 20. It lasts 20 rounds maximum. The female figure is a succubus, who waits here in here chamber for adventurers, hoping to lure them down into the deeper levels of the dungeon. She has taken the appearance of a fair Cumasti female.

If the party engages the balor, he laughs heartily and teleports away in a puff of sulphur and brimstone (all a part of the illusion). If the party hesitates, he casts insults at them, claiming they are weak and feeble, and that he should take their most comely female member as his next concubine, as this one is unruly and difficult. He then claims that he has more important things to do than to suck the life out of minor mortals, and disappears via *teleport*.

Shasrhaka claims to be an adventurer who delved too deep into the dungeon, and was taken by the balor Azak to be his plaything. She weeps and thanks the party profusely for driving him away. She claims to be a sorceress, and offers to use her talents to aid the party if they let her accompany them, preferably to the surface. If she gains their trust as soon as they are engaged with a difficult battle, she uses *charm monster* on one of the (female) player characters. If this succeeds, she uses her female minion to protect here while she initiates advances on one of the other player characters. She attempts to land a kiss and drain the life out of whoever looks weak willed. She uses *detect thoughts* in order to get an idea of who this might be.

**Shasrhaka, Succubus:** CR 7; Medium Outsider (Chaotic, Extraplanar, Evil); HD 6d8+66; hp 33; Init +1; Spd 30 ft., fly 50 ft. (average); AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural); Base Atk +6; Grp +17; Atk +7 melee (1d6+1, claw); Full Atk +7 melee (1d6+1, 2 claws); SA Energy drain, spell-like abilities, *summon demon*; SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues; AL CE; SV Fort +6, Ref +6, Will +7; Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26.

*Skills and Feats:* Bluff +19, Concentration +10,

Diplomacy +12, Disguise +17* (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (any one) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings); Dodge, Mobility, Persuasive.

**Energy Drain (Su):** A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will save to negate the effect of the *suggestion*. The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

**Spell-Like Abilities:** At will—*charm monster* (DC 22), *detect good, detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

***Summon Demon* (Sp):** Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

**Tongues (Su):** A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

**Skills:** Succubi have a +8 racial bonus on Listen and Spot checks.

*While using her *polymorph* ability, a succubus gains a +10 circumstance bonus on Disguise checks.

*Languages:* Any (per *tongues*).

## Area 7-10 — Howling Den (EL 7)

*A strong smell of the urine of a carnivorous beast meets your nostrils and you venture towards this area. Before the entrance to this chamber stands a great stack of bones.*

This pack of werewolves once ruled the 6th level, but they were displaced by the barghests. Now they cower in this corner of the dungeon. They have recently managed to raise a baby chimera (see Area 7-11) that they hope to use to raid the 6th level and regain some of their territory.

The werewolves rest in Cumasti form, and may be mistaken for normal elves when they are met. They claim to be a party of adventurers who are trapped in this dungeon due to an ancient curse placed upon them by a great beast who lives not far away. If the party falls for this, they are led to Area 7-11, as soon as the chimera attacks, the werewolves will shift to hybrid form and attack.

**Treasure**: These werewolves jealously guard a set of small bone statuettes. The small figures are carved in the shape of Cumasti children playing with traditional Cumasti toys.

**Werewolves (4):** hp 15, 17, 25, 30; see *MM* pages 170-179.

## Area 7-11 — Younglings' Den (EL7)

*If you believed that the smell could not get any worse, you were wrong. An acrid odor, which reeks like predators urine completely, soaks through the air here, causing you to recoil. The patter of soft paws upon hard stone floor greets your ears just as the stench threatens to overwhelm you.*

A young chimera has been raised by the werewolves in Area 7-10. It is always hungry and comes if called from Area 7-10 or 7-12.

**Chimera:** CR 7; Large Magical Beast; HD 9d10+27; hp 70; Init +1; Spd 30 ft., fly 50 ft. (poor); AC 19, touch 10, flat-footed 18 (-1 size, +1 Dex, +9 natural); Base Atk +9; Grp +17; Atk +12 melee (2d6+4, bite); Full Atk +12 melee (2d6+4, bite) and +12 melee (1d8+4, bite) and +12 (1d8+4, gore) and +10 (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA Breath weapon; SQ Darkvision 60 ft., low-light vision, scent; AL CE; SV Fort +9, Ref +7, Will +6; Str 19, Dex 13, Con 17, Int 4, Wis 13, Cha 10.

*Skills and Feats:* Hide +1, Listen +9, Spot +9; Alertness, Hover, Iron Will, Multiattack.

**Breath Weapon (Su):** The chimera's breath, a 20-foot cone of gas (acid), is usable once every 1d4 rounds, deals 3d8 points of damage, and allows a DC 17 Reflex save for half damage. The save DC is Constitution-based.

## Area 7-12 — The Larder (EL 7)

*Chaos and confusion ring through the air as dozens of creatures continually shout and holler. Their sharp voices seem to be in constant conflict with one another over a dozen minor issues, none of which can be resolved before another problem breaks out.*

The werewolves from Area 7-10 use this area as a holding point for their prey. Right now, they have 2 warring factions of goblins (abducted from Level 4 of the dungeon) that they have cleverly played against one another. The two groups each think that they are in charge, and are the jailors of the others. Periodically the werewolves come to carry one off for food, explaining to whichever group they draw their meal from that the morale must be improved and the individual has been removed for educational purposes. Both groups rise to mount a response to any invasion of the room.

The two goblin factions (consisting of 9 goblins each) are not allied and do not aid one another in combat. Instead they actively attempt to prevent goblins from the opposing faction from leaving the chamber.

**Werewolf:** hp 23; see *MM* pages 170-179.

**Goblin Warrior1 (18):** CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 5 each; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13; Base Atk +1; Grp -3; Atk/Full Atk +2 melee (1d6, morningstar) or +4 ranged (1d4, javelin); SQ darkvision 60 ft.; AL NE; SV Fort +3, Ref +2, Will -1; Str 11, Dex 14, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +6, Listen +2, Move Silently +6, Ride +7, Spot +2; Alertness.

*Languages:* Goblin.

*Possessions:* Leather armor, morningstar, javelin.

## Area 7-13 — Chamber of Suitors (EL 6)

*A sturdy rack of longspears stands within an alcove in the northern wall of this large chamber. Numerous decapitated male heads, mostly orcs, sit atop the spears. Blood and gore drizzle down to create a great slippery puddle on the floor.*

The heads on the spears belong to some of the male orcs who were foolish enough to approach Nergoil with an offer of what passes among the orcs as "marriage." She leaves their heads out here as warning to others. Three of the heads have been transformed into vargouilles. The secret door leading into Area 7-8 is difficult to find; a DC 25 Search check is required to find it.

The Vargouilles lie still with their eyes closed, resting atop the longspears until a foe comes within 5 feet. They then rise, shriek and assault a single foe. The floor before the spears is slippery and a DC 12 Balance check is required to make a move greater than a 5-foot step. Failure by more

than 5 indicates the character falls prone. Flying creatures (like the vargouilles) are unaffected.

**Treasure:** Hanging from the heads of several of the suitors are various gifts that were brought to Nergoil. There is a silver encrusted drinking horn worth 180 gp, a pearl necklace worth 220 gp and a golden *ring of the ram*.

**Advanced Vargouilles (3):** CR 3; Small Outsider (Evil, Extraplanar); HD 3d8+3; hp 15, 17, 20; Init +1; Spd fly 30 ft. (good); AC 12, touch 11, flat-footed 11 (+1 size, +1 Dex); Base Atk +5; Grp +1; Atk/Full Atk +6 melee (1d4 plus poison, bite); SA shriek (DC 13), kiss (DC 16), poison (DC 13); SQ darkvision 60 ft.; AL NE; SV Fort +4, Ref +4, Will +4; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

*Skills and Feats:* Hide +11, Intimidate +5, Listen +7, Move Silently +7, Spot +7; Weapon Finesse, Weapon Focus (bite).

**Shriek (Su):** Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 feet (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

**Kiss (Su):** A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a *daylight* spell can delay death, but to reverse the transformation requires *remove disease*. The save DC is Constitution-based and includes a +4 racial bonus.

**Poison (Ex):** Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A *neutralize poison* or *heal* spell removes the effect, while *delay poison* allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

## Area 7-14 — None Shall Pass (EL 1)

*A great iron-shod door lies set into the floor of this chamber. Written across the center of the door on a large inset iron plate is the phrase "None Shall Pass!"*

A secret door (DC 20 Search check to detect) lies on the northern edge of this room leading into Area 7-15.

This portal appears locked, barred and magically sealed. The door, however, is actually a powerful enchantment. In order to pass safely through it, you must be invisible. As soon as you turn invisible, the door itself disappears, yet the metal plaque hangs in the air with only the word "Pass" on it. *Dispel magic*, *knock* and other such spells have no effect upon the portal. The stairs lead down to Area 8-8.

## Area 7-15 — Scorched Chamber (EL 7)

*Smoke and flame billow out of this tiny square chamber, in the center of the nondescript room is a great conflagration.*

A fire elemental has been bound here; it has been unable to return to the great furnace from which it was spawned and truly hates the cold that it feels all around it. If the door is opened, it rushes forward towards Area 7-16 and leaps into the fire

pit. Any who are between it and its objective are savagely assaulted.

**Huge Fire Elemental:** CR 3; Huge Elemental (Fire, Extraplanar); HD 16d8+64; hp 136; Init +11; Spd 60 ft.; AC 19, touch 15, flat-footed 12 (+1 size, +1 Dex); Base Atk +12; Grp +24; Atk +17 melee (2d8+4 plus 2d8 fire, slam); Full Atk +17 melee (12d8+4 plus 2d8 fire, slam); SA Burn; SQ Damage reduction 5/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +9, Ref +17, Will +7; Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11.

*Skills and Feats:* Listen +11, Spot +12; Alertness, Combat Reflexes, Dodge, Improved Initiative[B], Iron Will, Mobility, Spring Attack, Weapon Finesse[B].

**Burn (Ex):** A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a huge fire elemental's slam attack also must succeed on a DC 22 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

## Area 7-16 — Flaming Chimney (EL 12)

This area is identical to the flaming chimney in Area 6-13.

## Area 7-17 — Chamber of Wailing Souls (EL 7)

*A horrible wailing cry fills this chamber. The mournful atmosphere here is so strong it causes shivers and chills. The solid stone walls here seem to weep with a steady flow of tears.*

All who enter this chamber must make a DC 18 Will save or become shaken. Within it lurks another fragment of the soul of the great Orc King Funk II. Once, he and his favored prince used this chamber as an out of the way place in which to formulate their plans. It was here that he was murdered, and the sadness that he felt at his death is now tangibly attached to the walls of the chamber.

The spectre here immediately assaults those who enter without provocation or premeditation.

**Soul-Bolstered Spectre:** hp 45; see Area 7-1.

## Area 7-18 — Musty Chamber (EL 8)

*This musty chamber has a dank smell that reminds you of a cross between old boots and rotting compost. Moldering in the corner is a single corpse that is so old that it cannot alone be responsible for the smell.*

This was once a guard post where the great Orc King Funk II posted a pair of his elite orc guards to protect him from harm. When he was slain, they took their own lives in order to avoid the retaliation against their failure to protect him. Now they are trapped here as shadows, serving him in death as they did in life.

The shadows engage any who approach this place, seeking to absorb attacks and provide flanking opportunities for the spectre.

**Soul-Bolstered Spectre:** hp 45; see Area 7-1.

**Shadow (2):** CR 3; Medium Undead (Incorporeal); HD 3d12; hp 19; Init +2; Spd fly 40 ft.; AC 13, touch 13, flat-footed 11 (+2 Dex, +1 deflection); Base Atk +1; Grp -; Atk/Full Atk +3 melee (1d6 Str, incorporeal touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str -, Dex 14, Con -, Int 6, Wis 12, Cha 13.

*Skills and Feats:* Hide +8*, Listen +7, Search +4, Spot +7; Alertness, Dodge.

**Strength Damage (Su):** The touch of a shadow deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect.

**Create Spawn (Su):** Any humanoid reduced to Strength 0 by a shadow becomes a shadow under the control of its killer within 1d4 rounds.

**Skills:** Shadows have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus on Search checks. *A shadow gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a –4 penalty on Hide checks.

## Area 7-19 — Corpse Mound (EL 7)

*A huge stinking pile of corpses dominates this room. Severed body parts including eyeballs, fingers and whole heads lie heaped against the far wall. Many of them appear to have been gnawed upon. The stench is overpowering.*

This whole area stinks like a ghast. All within the chamber must make a DC 17 Fortitude save or become sickened for 1d6+4 minutes.

The ghast and ghouls leap forth from among the body parts. While they wait, they gain a +8 bonus to their Hide checks for having such good cover.

**Treasure:** Those searching in amongst the filth will find the following treasures with the appropriate search roll.

DC 15: Masterwork Sickle

DC 19: *Wand of silent image* (caster level 3, 22 charges)

DC 24: Garnet encrusted ring worth 85 gp

DC 29: *Bag of Tricks: (Grey-Type II)*

Anyone who comes in contact with the corpse pile must make a DC 13 Fortitude save or contact the shakes disease (1d8 Dex).

In addition, anyone searching through the bones notices that many of them have been crushed and mangled as if a huge weight was used to compress them. Most of the bones are shattered and splintered in ways that could have

come about if a gigantic rock wall was used to compress them. A DC 20 Heal check identifies that many of the bones belonged to goblins.

**Ghast:** CR 3; Medium Undead; HD 4d12+3; hp 30; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural); Base Atk +2; Grp +5; Atk +5 melee (1d8+3 plus paralysis, bite); Full Atk +5 melee (1d8+3 plus paralysis) and +3 melee (1d4+1 plus paralysis, 2 claws); SA Ghoul fever, paralyis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con -, Int 13, Wis 14, Cha 16.

*Skills and Feats:* Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness.

**Ghoul (5):** CR 1; Medium Undead; HD 2d12; hp 13 each; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural); Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis) and +0 melee (1d3 plus paralysis, 2 claws); SA Ghoul fever, paralyis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con -, Int 13, Wis 14, Cha 12.

*Skills and Feats:* Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

## Area 7-20 — Hall of Bones (EL 6)

*Stairs leading down into the darkness end in a great pile of jumbled bones. Skulls, femurs, clavicles and jaws all lie together in a tangled mess.*

If the mass of bones is disturbed, it assembles itself into a huge bone colossus the size of a hill giant skeleton. The skeleton attacks relentlessly. The entry to Area 7-21 is well hidden; a DC 20 Search check is required to find the portal.

**Treasure:** One of the leg bones hidden in the great pile is engraved with curious markings and functions as a *+1 shocking burst bone club*. It is discovered with a DC 22 Search check.

**Hill Giant Skeleton:** CR 6; Large Undead; HD 12d12; hp 60; Init +4; Spd 40 ft.; AC 11, touch 9, flat-footed 11 (-1 size, +2 natural); Base Atk +6; Grp +17; Atk +13 melee (2d8+10, greatclub); Full Atk +13/+8 melee (2d8+10, greatclub); Space/Reach 10 ft./10 ft.; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +4, Ref +4, Will +6; Str 25, Dex 10, Con -, Int -, Wis 10, Cha 1.

*Skills and Feats:* Improved Initiative.

## Area 7-21 — Coffin Chamber (EL 7)

*Baroque lanterns formed from long twisted metal coils hang from the ceiling in four places here. They shed a pale and flickering light from slowly smoldering candles that leave long trails of blood red wax. Long rusty iron spikes extend up from the floor along the edge of the east and west walls. In the center of the chamber is a large slab, atop of which lies a solid stone sarcophagus inscribed with rude markings.*

The light emanating from the lanterns is a *programmed illusion*. It exterminates itself as soon as any touch the sarcophagus radiating a *darkness* spell instead. The writings on the sarcophagus are in orcish. They describe the rise to power of a female who "lives past life itself". Inside the sarcophagus lies the old wooden coffin in which Nergoil recuperates and regains her strength. Within the coffin, she has one of her female orc vampire spawn lie in wait, in order to trick those who would assault her lair into believing they have slain her. The trap is centered on the coffin. It is set to be triggered if the coffin is opened without a specific switch being thrown from with.

**Mind Numbing Trap:** CR 6; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10ft. by 10 ft. area); never misses; onset delay (2 rounds); poison (DC 16 Fortitude save resists, 1d3 Wis/1d6 Wis drain). Search DC 25; Disable Device DC 18.

**Vampire Spawn:** CR 4; Medium Undead; HD 4d12+3; hp 33; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); Base Atk +2; Grp +5; Atk/Full Atk +5 melee (1d6+4 plus energy drain, slam); SA Blood drain, domination, energy drain; SQ +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous

form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL CE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14.

*Skills and Feats:* Bluff +6, Climb +8, Craft or Profession (any one) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11; Alertness[B], Improved Initiative[B], Lightning Reflexes[B], Skill Focus (selected Craft or Profession skill), Toughness.

**Blood Drain (Ex):** A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit pints.

**Domination (Su):** A vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 5thlevel caster. The ability has a range of 30 feet. The save DC is Charisma-based.

**Energy Drain (Su):** Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hit points.

**Fast Healing (Ex):** A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

**Gaseous Form (Su):** As a standard action, a vampire spawn can assume *gaseous form* at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spider Climb (Ex):** A vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

*Languages:* Common.

## Area 7-22 — Crush, Crush, Crush (EL 10)

*This chamber is in the shape of a small pentacle. As you look in you see numerous small bone fragments scattered across the floor. All of the walls are smeared with a dark substance that is difficult to discern from this distance. As the chamber door opens, a white powder blows into the corridor as you raise a bit of wind. The small chamber has no obvious exits.*

A DC 12 Spot check identifies the white powder as crushed bone dust. A DC 18 Spot check (made from outside the room) identifies the black smears on the walls as old dried blood.

Two secret doors exist in this room, one to the north (DC 20 Search check to detect) and one to the southwest (DC 25 Search check to detect). Both of the doors are locked with flimsy locks (DC 20 Open Lock checks). The trap is triggered in the following manner: any pressure on the floor in the center of the room causes the east door to slam shut. It locks tightly when the trap is triggered (DC 30 Open Lock check to spring open).

**East Stone Wall**: 4 in. thick; hardness 8; hp 70; break DC 30; Climb DC 22.

**Southwest Stone Wall**: 4 in. thick; hardness 8; hp 70; break DC 30; Climb DC 22.

**North Stone Wall**: 4 in. thick; hardness 8; hp 70; break DC 30; Climb DC 22.

**Crushing Wall Trap:** CR 10; Mechanical; location trigger; automatic reset; no attack roll required (12d6, crush); onset delay 2 rounds; Search DC 20; Disable Device DC 25.

## Area 7-23 — Nergoil's Resting Place (EL 9)

*In stark contrast to the rest of this dungeon level, this area is both impeccably clean and strikingly well decorated. A beautiful silver candelabra stands at the back of the chamber resting on a low table covered with embroidered cloth. Upon a side table sit a set of beautiful goblets and a fine crystal decanter. Against the southern wall hangs a great brass sheet on which the image of a broad squat orc dressed in regal attire has been etched.*

Nergoil and her two most trusted lieutenants dwell in this opulent chamber. If Neagar escaped Area 6-14 she is here with her sister. Long since bored with the petty politics of the dungeons above, she spends her time berating her lieutenants for their constant failure and lamenting the death of Munded, the one suitor who she thought truly worthy of her. His corpse lies on the floor here, relatively well preserved. He was slain by one of her minions and she lacks the magical power to raise him as her undead consort. If she has the opportunity to bargain, she tries to negotiate for his life or undeath (she prefers undeath) rather than simply slaughtering those who invade her sanctuary.

Nergoil knows well the layout of this floor of the dungeon, as well as all dungeon levels above here. She does not hesitate to disappear into gaseous form to recover her strength. She quite enjoys confrontations with adventuring parties as it gives her an excuse to get out and about in the dungeon. She prefers to lead into the arms of waiting undead and set traps if she can. While fighting, she is as likely to make wise cracks about the party's inability to catch her as she is to engage them in serious melee. If she manages to separate the party, she immediately moves in and attempts to *dominate* any who are foolish enough to chase after her alone. She then places the dominated individual in a precarious position, hoping to entice others to intercede, and when they do, she has the dominated individual assault them relentlessly. Nothing quite tickles her fancy quite like seeing friends tear one another's throats out for her amusement.

**Treasure:** Nergoil has collected quite a few interesting trinkets in her day; most of them are used throughout the room to give the place a nice ambiance. The most valuable items included a silver candelabra worth 35 gp, a set of 6 bronze goblets worth 25 gp each, a brass etching or an orc king worth 210 gp and a clear crystal decanter worth 450 gp. In addition a small bronze key that fits the lock to the chest in Area 6-8 lies with her hoard. The true prize here however is hidden in a false-bottomed compartment within the chest (DC 28 Search check to notice). Within the compartment lies a great fist sized sapphire worth 4600 gp. It radiates abjuration magic, and can be used in Area 19-1 to deactivate one of the greater stone golems there.

**Nergoil, Female Vampire Orc Fighter6:** CR 8; Medium Undead (Augmented Humanoid); HD 6d12; hp 42; Init +8; Spd 40 ft.; AC 24, touch 14, flat-footed 20 (+4 Dex, +6 natural, +4 armor); Base Atk +6; Grp +13; Atk +14 melee (1d6+9 plus energy drain, slam); Full Atk +14/+9 melee (1d6+9 plus energy drain, 2 slams); SA Blood drain, children of the night, dominate, create spawn, en-

ergy drain; SQ Alternate form, damage reduction 10/silver, darkvision 60 ft., fast healing 5, gaseous form, light sensitivity, resist cold 10, resist electricity 10, spider climb, turn resistance +4; AL CE; SV Fort +5, Ref +6, Will +4; Str 24, Dex 18, Con -, Int 13, Wis 14, Cha 17.

*Skills and Feats:* Bluff +11, Hide +12, Intimidate +12, Jump +21, Listen +10, Move Silently +12, Sense Motive +10, Spot +10; Alertness, Combat Reflexes, Dodge, Expertise, Improved Feint, Improved Initiative, Lightning Reflexes, Mobility, Spring Attack, Weapon Focus (slam), Weapon Specialization (slam), Whirlwind Attack.

***Blood Drain (Ex):*** A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

***Children of the Night (Su):*** Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

***Dominate (Su):*** A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

***Create Spawn (Su):*** A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

***Energy Drain (Su):*** Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

*Alternate Form (Su):* A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

*Damage Reduction (Su):* A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

*Fast Healing (Ex):* A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

*Gaseous Form (Su):* As a standard action, a

vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

*Resistances (Ex):* A vampire has resistance to cold 10 and electricity 10.

*Spider Climb (Ex):* A vampire can climb sheer surfaces as though with a *spider climb* spell.

*Possessions:* masterwork chain shirt, *boots of striding and springing*.

**Vampire Spawn (2):** CR 4; Medium Undead; HD 4d12+3; hp 31, 37; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); Base Atk +2; Grp +5; Atk/Full Atk +5 melee (1d6+4 plus energy drain, slam); SA Blood drain, domination, energy drain; SQ +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL CE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con -, Int 13, Wis 13, Cha 14.

*Skills and Feats:* Bluff +6, Climb +8, Craft or Profession (any one) +4, Diplomacy +4, Hide +10, Jump +8, Listen +11, Move Silently +10, Search +8, Sense Motive +11, Spot +11; Alertness[B], Improved Initiative[B], Lightning Reflexes[B], Skill Focus (selected Craft or Profession skill), Toughness.

**Blood Drain (Ex):** A vampire spawn can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round. On each such successful drain attack, the vampire spawn gains 5 temporary hit pints.

**Domination (Su):** A vampire spawn can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must take a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a DC 14 Will save or fall instantly under the vampire's influence as though by a *dominate person* spell from a 5thlevel caster. The ability has a range of 30 feet. The save DC is Charisma-based.

**Energy Drain (Su):** Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hit points.

**Fast Healing (Ex):** A vampire spawn heals 2 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Once at rest in its coffin, it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

**Gaseous Form (Su):** As a standard action, a vampire spawn can assume *gaseous form* at will as the spell (caster level 6th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spider Climb (Ex):** A vampire spawn can climb sheer surfaces as though with a *spider climb* spell.

*Languages:* Common.

Blackmoor Castle

# LEVEL 8

# Level 8

**Table 8-1: Wandering Monster Encounters**

| | |
|---|---|
| 2 | 3 Goblin Wereboars Rogue2 |
| 3 | 2 Gargantuan Monstrous Centipedes |
| 4 | 1 Beastman Barbarian6 & 1 Beastman Barbarian2/Fighter4 |
| 5 | 7 Magma Mephit |
| 6 | 7 Fire Mephit |
| 7 | 10 Goblin Warrior3 |
| 8 | 2 Goblin Rogue4 & 2 Goblin Adept6 |
| 9 | 7 Steam Mephit |
| 10-12 | Roll on Level 9 Table |

Goblin Wereboars Rogue2: hp 46 each; see Area 8-36.
Gargantuan Monstrous Centipede: hp 81 each; see Area 8-33.
Beastman Barbarian6: hp 72 each; see Area 8-27.
Beastman Barbarian2/Fighter4: hp 75 each; see Area 8-27.
Magma Mephit: hp 13 each; see *MM* page 183.
Fire Mephit, hp 13 each; see *MM* page 182.
Goblin Warrior3: hp 23 each; see Area 8-30.
Goblin Rogue4: hp 24 each; see Area 8-30.
Goblin Adept6: hp 36 each; see Area 8-29.
Steam Mephit: hp 13 each; see *MM* page 184.

**Table 8-2: Encounter Index**

| Area | Page | Type | Descriptions | EL |
|---|---|---|---|---|
| 8-1 | 114 | - | Long Forgotten | - |
| 8-2 | 114 | - | Just Old Blood | - |
| 8-3 | 114 | - | Splintered Wood | - |
| 8-4 | 114 | - | The Fire Pits | - |
| 8-5 | 114 | - | Portal #2 | - |
| 8-6 | 114 | - | Portal #1 & #2 | - |
| 8-7 | 114 | - | Treasure Room | - |
| 8-8 | 114 | - | Stairs (up) | - |
| 8-9 | 115 | - | Burnt | - |
| 8-10 | 115 | - | More Then Just Webs | - |
| 8-11 | 115 | - | Portal #1 | - |
| 8-12 | 115 | - | Bathroom | - |
| 8-13 | 116 | - | Just Dust | - |
| 8-14 | 116 | - | Evil Temple | - |
| 8-15 | 116 | - | Ahhh, Rats! | - |
| 8-16 | 116 | - | Treasure Room | - |
| 8-17 | 116 | - | Double Locked Door Room | - |
| 8-18 | 117 | - | Storage Area | - |
| 8-19 | 117 | - | Trash Area | - |
| 8-20 | 117 | - | Cooking Area | - |
| 8-21 | 117 | - | Dead Goblin | - |
| 8-22 | 117 | - | Dead Adventurer | - |
| 8-23 | 117 | - | Goblins' Bronze Working Room | - |
| 8-24 | 118 | - | Secret Triangle Room | - |
| 8-25 | 118 | T | Spiked Blocks from Ceiling | 6 |
| 8-26 | 119 | - | Storage Room | - |
| 8-27 | 119 | C | 3 Beastmen | 9 |
| 8-28 | 120 | C | 2 Barghests & 1 Advanced Greater Barghest | 8 |
| 8-29 | 122 | C | 4 Goblin War3, 2 Goblin Adpt6 & 1 Goblin Adpt9 | 9 |
| 8-30 | 123 | C | 7 Goblin War3 & 1 Goblin Rog4 | 7 |
| 8-31 | 124 | C | 2 Beastmen Ftr8 | 10 |
| 8-32 | 124 | - | Women & Children | - |
| 8-33 | 125 | C | 2 Gargantuan Monstrous Centipedes | 8 |
| 8-34 | 125 | - | Women & Children | - |
| 8-35 | 125 | C | 9 Goblins & 1 Goblin Wiz5 | 6 |
| 8-36 | 136 | C | 1 Troll Dire Wereboar & 2 Goblin Wereboars | 10 |
| 8-37 | 128 | - | Spiraling Downward | - |
| 8-38 | 128 | T | Built-to-Collapse Wall | 6 |
| 8-39 | 128 | - | Descent Downward | - |
| 8-40 | 129 | - | Hidden Secret | - |
| 8-41 | 129 | - | Going Down? | - |
| 8-42 | 129 | - | Dusty Stairs | - |
| 8-43 | 129 | R/C | Greater Fire Elemental | 9 |
| 8-44 | 130 | - | Goblin's Hideout | - |
| 8-45 | 130 | - | Stairs (down) | - |
| 8-46 | 130 | - | Up and Down | - |

## Area 8-1 — Long Forgotten

*A thick stale air lingers within this room.*

Nothing of interest lies within this long forgotten room.

## Area 8-2 — Just Old Blood

*Several hundred droplets of coagulated blood lie upon the ground undisturbed.*

Many years ago, a group of bloody adventurers traveled into this area before resting and healing their wounds.

## Area 8-3 — Splintered Wood

*Several pieces of splintered wood lie about this otherwise empty room.*

Nothing of interest lies within this room.

## Area 8-4 — The Fire Pits

*This intensely warm area is surrounded by the deep underground earth or the scolding fire pits.*

The only way to reach this area, without the use of magic, is through the fire pits. Nothing of interest lies within this long forgotten room.

## Area 8-5 — Portal #2

*In the middle of this room is a small elevated jet-black circular area. Along the sides of the room against the walls are three slightly scored leather sacks.*

Anyone stepping into the circular area is teleported to Area 8-6.

The three leather sacks contain a total of 138 gp, 489 sp and 1310 cp.

## Area 8-6 — Portal #1 & #2

*Along the long walls of this room are two small elevated jet-black circular areas.*

Anyone stepping into the circular area on the northeastern wall is teleported to Area 8-11, while anyone stepping into the circular area on the southwestern wall is teleported to Area 8-5.

## Area 8-7 — Treasure Room

*Resting in the back of this room is a large furnace that contains a blistering fire. A sparkling glimmer shines from within the red-hot flames.*

Resting inside of the fiery furnace are six rubies, worth 500 gp each, plus *an elemental gem (fire)*. Anyone reaching inside the furnace takes 2d6 points of fire damage. Fred is angered, and attacks, if anyone save those with the *Blessing of Fire*, attempts to take his treasure.

## Area 8-8 — Grimy Stairs

*These dirt-covered grimy stairs descend into a large spacious underground area.*

The goblins and beastmen are aware of these stairs, but avoid using them, as they fear the orcs that reside on the three levels above. However, the exit to this area is closely watched by the beastmen in Area 8-8.

There are two other sets of stairs that lead to this level of the dungeon. These stairs are located in Areas 8-42 and 8-31.

## Area 8-9 — Burnt

*The walls, ceiling and floor of this room are covered in soot and show that some type of fire that must have raged fiercely here.*

Anyone trying to determine the cause of the soot and burn marks on the walls, ceiling and floor can determine with a successful DC 15 Spellcraft check that it was not caused by magical fire.

## Area 8-10 — More Then Just Webs

*This rectangular room is covered in numerous small webs.*

This room is the lair to hundreds of spiders that feast upon other insects and even small rodents that happen to stumble into the sticky webs. Anyone who decides to enter the room after first clearing the webs must make a DC 10 Reflex save or be stuck in the webs. It requires a DC 15 Strength check to remove oneself from the webs, but other ways, such as burning or cutting the webs, can be used. Anyone stuck in the webs for three rounds are suddenly bitten by several spiders, suffering one point of damage per round until they are freed from the webs. Anyone bitten does not need to fear the threat of poison as either the spider does not have it, their fangs are too little to penetrate the skin or the poison is too weak to have any negative effect on the bitten individual.

Anyone examining the ceiling that makes a successful DC 20 Search check locates a secret trap door that leads to a small crawl space. Within this crawl space is a small thin male halfling curled up into a ball as if trying to hide. A successful DC 15 Heal check reveals that the halfling likely died of malnutrition. A successful DC 5 Search check reveals that the halfling is tightly holding a ring in his hands. The gold band, called the *Ring of the ComeBack Inn*, is woven with tiny circlets the form in the front with the carved crest of House Andahar representing both the honor and dignity of the Kingdom of Blackmoor. The wearer of this ring may come and go freely bypassing magical front doorway of The ComeBack Inn. They may also find free room and board within The ComeBack Inn so long as they are wearing the band. This ring continues to work so long as the wearer upholds the tradition and legacy of the heroes of Blackmoor but may be recalled or deactivated by the one who has granted it.

## Area 8-11 — Portal #1

*In the back of this room is a small elevated jet-black circular area.*

Anyone stepping into the circular area is teleported to Area 8-6.

## Area 8-12 — Bathroom

*This small room reeks of urine and dung.*

This filthy room is used by the goblins as a bathroom. Etched into the walls, in goblin, are silly and childish sayings and sayings plus numerous obscene words and phrases.

## Area 8-13 — Just Dust

*This room is filled with a thick layer of dust.*

Nothing lies in this small square room save the dust.

## Area 8-14 — Evil Temple

*An eerie darkness fills this room, which contains the heads or skulls of approximately two dozen, now deceased, humanoids. Spattered blood covers the walls and dried blood covers much of the floor. At the back of the room is a small altar to some obviously malicious and evil god.*

The only door (hardness 5, hp 10, Break DC 18, Open Lock DC 20) into this room is locked but not trapped.

The three adepts in Area 8-29 use this small room to pray and make sacrifices to their evil god. Their sacrifices include taking a living individual and slowly decapitating them with a dull knife while collecting their dripping blood into a ceremonial bronze jug. If any goblin of the tribe is believed to be cursed or ill-fated, they are brought here and some of the collected blood is poured upon them to "cleanse" their body. In extreme cases, they will drink a cup of it to "cleanse" their souls.

Anyone looking at the skulls that makes a successful DC 15 Heal check can tell that they include skulls from humans (Thonian and High Thonian), elfves, half-orcs and orcs.

A successful DC 10 Search check of the altar reveals a poorly-hidden secret compartment that holds a ceremonial bronze jug that has blood residue inside of it, six bloodstained bronze cups, a dull bronze dagger, two pairs of masterwork bronze manacles, a *phylactery of faithfulness* and a glass vial containing a *potion of tongues*.

## Area 8-15 — Ahhh, Rats!

*A slew of rats run chaotically and freely about the room as if in search of something.*

The rats are of no danger to anyone who enters this room, as they immediately attempt to flee heading for one of the many rat holes that have been dug into this room.

Any groups opening the door to this room before defeating the lycanthropes in Area 8-36 will encounter the three creatures in five rounds if they still linger here after that time.

## Area 8-16 — Were's Treasure?

*Littering this room are numerous well-cleaned bones that cover much of the floor.*

The bones come from the bodies of the werecreatures' meals and range from small to large humanoid creatures. If the bones are inspected, a DC 15 Heal check indicates that all the meat on the bones was picked clean by tooth and claw. Anyone looking through the bones that makes a successful DC 15 Search check finds a *phylactery of faithfulness*, a *robe of bones* and a pair of *slippers of spider climb*.

## Area 8-17 — Double Locked Doors

*This room is empty save several pieces of gravel and areas of soil and dust.*

Both thick timbered doors (hardness 5, hp 20, Break DC 23, Open Lock DC 30) into this room are locked. The goblins wanted to ensure that the lycanthropes in Area 8-36 did not come through this door and cause havoc in their community, so these doors were modified for the tribe's protection.

## Area 8-18 — Storage Area

*An assortment of bronze weapons, armor made of leather, small wooden shields and other general supplies litter this room.*

The timbered door (hardness 5, hp 20, Break DC 18, Open Lock DC 20) to this room is locked.

Located within this room are three small bronze morningstars, seven small bronze short swords, two small bronze daggers, eleven small bronze-tipped javelins, one small wooden club, three small suits of musty leather armor, a small rusty chain shirt, two small buckler shields, an empty backpack, five winter blankets, three bronze fishhooks, an empty belt pouch, fifty feet of hempen rope, seven empty sacks, a bronze shovel, seven waterskins, a whetstone, two flasks of alchemist's fire and three smokesticks.

## Area 8-19 — Trash Area

*This hallway dead ends at a mammoth trash pile consisting of scraps of food, bones, broken bronze pots, shattered bronze weapons and other debris.*

This area is used by the goblins to hold their filthy trash. Nothing of value can be found by searching through it, save for the nauseating smell of the filth and rubbish.

## Area 8-20 — Cooking Area

*A large earth and rock fire pit covers much of this area. A faint streak of smoke enters a tiny hole in the ceiling while several pieces of wood still glow from heat.*

This area is used to cook the meats to be eaten by the goblin tribe and their beastmen guards. The area is somewhat soot-covered, but some of the tiny chimney keeping the smoke to a minimum.

## Area 8-21 — Dead Goblin

*Inside this room is a small humanoid who lies face down. A pool of dried blood covers a portion of the floor and has partially soaked its clothes. A loud buzzing of flies, buzzes loudly and looms above the body..*

The wood door (hardness 5, hp 10, Break DC 18, Open Lock DC 20) to this room is locked.

The small humanoid is a dead goblin who was killed when he was discovered to be stealing food and drink from the tribe. He was badly beaten and thrown in this room. The key to the room was then discarded so no one had the urge to free him. He soon died and his body has now been here for several years being consumed a number of insects and vermin.

## Area 8-22 — Dead Adventurer

*Just inside the door to this room is a medium-sized human curled up in a ball-like position.*

The medium-sized human is a dead human (Thonian) adventurer who accidentally ran into the monstrous centipedes in Area 8-33 unprepared. He was bitten several times before escaping. He was badly hurt and poisoned, but nonetheless he managed to make it to this room where he promptly died.

## Area 8-23 — The Bronze Room

*Hundreds of rocks have been carefully placed to form a fire pit in the back portion of this blackened room. A wisp of smoke still rises from the fire pit. Dozens of bronze weapons, beaker pottery, clay moulds, animal dung, wood and various other supplies and materials lie against the side walls.*

The thick timbered door (hardness 5, hp 20, Break DC 23, Open Lock DC 25) to this room is locked.

The goblins use this room to fire not only thin pots, also known as beaker pottery, but bronze weapons and armor.

To make the clay impression molds, the goblins press a wooden model of the desired item into clay twice and then line the insides up and press them together. To overcome the difficulty of the two sides staying together during firing, they surround the mold with a clay jacket with a high grog and animal dung content. This reduces the shrinkage and prevents cracking.

To cast bronze weapons, which are done through the handle, the two impressions are reinforced with sticks before being pressed together and the clay jacket applied. The clay molds need to be fired and the bronze poured when the mold is near firing temperature. Weapons made in this way have riveted handles, so all the casting length was in the narrow blades.

Dozens of bronze short swords, morningstars and pots of various size can be found here.

## Area 8-24 — Forgotten Treasure

*Located in this hidden triangular room are three ligneous chests with small iron handles on each end and two wooden barrels.*

This well-hidden room contains numerous long-forgotten treasures.

Each of the finely crafted ligneous chests (hardness 5, hp 20, Break DC 23, Open Lock DC 40) are masterfully locked but not trapped. The first (or left) chest contains two masterwork cold, iron short swords, a *+1 dagger*, a *wand of magic missile* (9th-level caster), three glass vials enclosed with a *potion of barkskin +5*, a *potion of shield of faith +5*, a *potion of cat's grace*, a ceramic vial filled with *oil of magic vestment +5*, and a deep red silk pouch with a red tinted vial enclosed with an *elixir of love*. The second (or center) chest is filled with various coins. A total of 100 pp, 500 gp, 1000 sp and 5000 cp can be found within the chest. The third (or right) chest holds numerous gems, jewels and even a fine painting. A total of 6 azurite (worth 10 gp each), 4 hematite (worth 10 gp each), 10 malachite (worth 10 gp each), 10 citrine (worth 50 gp each), 3 jasper (worth 50 gp each), 2 iolite (worth 50 gp each), 2 zircon (worth 50 gp each), 4 bloodstone (worth 50 gp each), 2 tourmaline (worth 100 gp each), 2 alexandrite (worth 500 gp each), 2 emeralds (worth 1000 gp each) and 2 jacinth (worth 5000 gp each) gems can be found within the chest.

Also, located within the this chest is a jeweled gold crown and jeweled electrum ring (both worth 5000 gp), a embroidered and bejeweled glove (worth 2500 gp) and an ancient masterpiece painting (worth 2000 gp) of a handsome Thonian man with dark skin and black hair with the air of nobility. This painting is of the deceased and notorious sadist now known as the "Bloody Duke," whose ghost can be found on Level 11 of the dungeon. He spent the duchy into poverty to build a tremendous dungeon in which he imprisoned all who opposed his rule.

Of the two wooden barrels, one contains fine vintage red wine, while the other holds high quality stout ale.

## Area 8-25 — Falling Blocks (EL 6)

*This room is completely empty, save for a solid layer of dust and several small pebbles.*

The ten foot by ten foot location just inside the room in front of the eastern door is trapped. If the trap is set off, numerous spiked blocks fall from the ceiling onto the heads of those in the area of effect. This crude trap was crafted by a now-deceased goblin rogue to help protect the goblin tribe who reside here.

This room is avoided by all but the dumbest goblins, as they have been repetitively told of the potential danger that lies above.

**Spiked Blocks from Ceiling:** CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10 ft. by 10 ft. area); Search DC 24; Disable Device DC 24.

## Area 8-26 — Storage Room

*A copious number of wooden crates, cages, barrels, kegs, and sacks fill this room.*

The thin timbered door (hardness 5, hp 10, Break DC 18, Open Lock DC 20) to this room is locked.

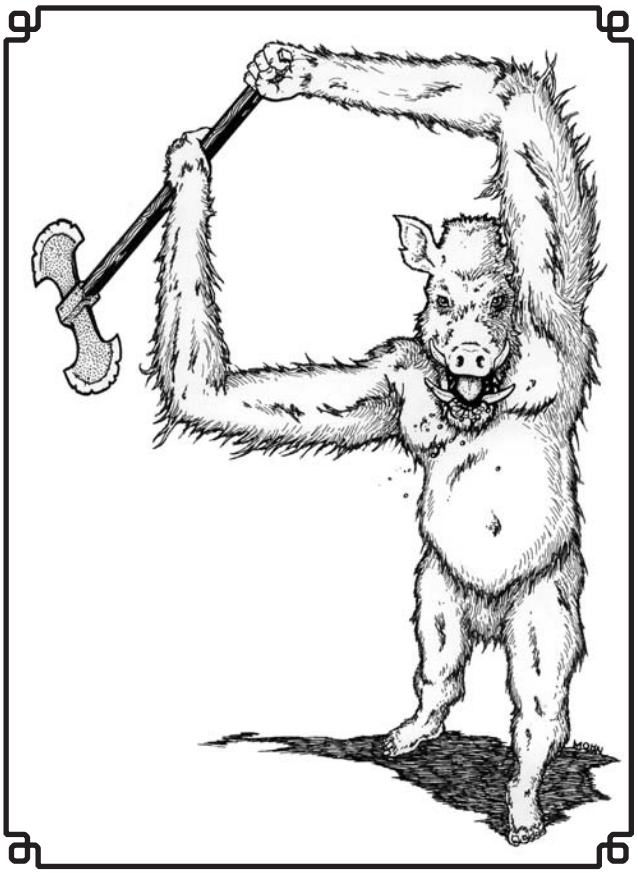
In this area are 13 crates, four filled with loaves of moldy bread, two containing salted pork, two including several blocks of white and yellow cheese slightly covered with a blue mold, one half-full of oranges, one stuffed with over-ripe bananas, and three being empty, five cages, three each crapped full with rats and two packed with chickens, fourteen barrels, two containing pork and brine, two nearly full of grog, two with an extremely watered down ale, one with cheap red wine, one with bonnyclabber, five with water and an empty one, seven kegs, two stuffed with flour, two full with corn meal, one half full with salt, one a quarter full of sugar and one containing various living insects, such as large flies and cockroaches and seven sacks, three holding dates, two containing figs, one packed with raisins, and one including apricots.

## Area 8-27 — Beastly Berserkers (EL 9)

*Three savage bipedal creatures with exceptionally long arms and long black hair stand on guard in this sizeable area. Two of the creatures have heads that resemble that of a boar, while thethird has the head of an ape.*

The three beastmen are currently standing guard, one stands in the west side of the room, another on the south side of the room and the last one, the multi-classed barbarian/fighter, on the east side of the room. An extra careful eye is kept on the only exit to Area 8-8.

Upon noticing any intruders, the three beastmen all begin to rage and charge into combat while using the power attack feat to their maximum ability (6 points). They attempt to focus on a single adversary, hoping to put the final killing



blow on them before moving to the next opponent. If possible, they endeavor to use their long arms, which provide them with reach and flanking to their advantage. Also, they try to alert the goblins residing in Area 8-30 to the presence of trespassers for possible additional assistance in combat.

The goblins have always treated them well, giving them a plentiful amount of food and drink, and in return the beastmen have loyally guarded them.

**Male Beastman Barbarian6 (2):** CR 6; Medium Monstrous Humanoid (Beastman); HD 6d12+24; hp 72 each; Init +3; Spd 40 ft.; AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural); Base Atk +6/+1; Grp +13; Atk +15 melee (1d12+9/x3, greataxe); Full Atk +15/+10 melee (1d12+9/x3 greataxe); Space/Reach 5 ft./10 ft.; SA rage 2/day, spittle; SQ darkvision 60 ft., fast movement, illiteracy, improved uncanny dodge, long arms, trap sense +2, uncanny dodge; AL NE; SV Fort +9, Ref +5, Will +3; Str 24, Dex 16, Con 18, Int 12, Wis 13, Cha 10.

*Skills and Feats:* Hide +18, Intimidate +5, Jump +9, Listen +12, Move Silently +18, Spot +12, Survival +3; Alertness[B], Power Attack, Stealthy, Weapon Focus (greataxe).

**Spittle (Ex):** A beastman can spit a stream of jet-black mucus out to a distance of 25 feet once per minute as a standard action that provokes attacks of opportunity. To hit with the spittle, the beastman must make a successful ranged touch attack against the target. The spittle blinds the target for 1d4 rounds (DC 17 Reflex save negates). The save DC is Constitution-based.

**Long Arms (Ex):** Beastmen have incredibly long arms. This grants them a much longer reach than other humanoids of the same size, as indicated above.

*Languages:* Beastial, Goblin.

*Possessions:* Masterwork bronze greataxe. (Note all weapons made with metal are bronze, which do –1 damage.)

**Male Beastman Barbarian2/Fighter4**: CR 6; Medium Monstrous Humanoid (Beastman); HD 2d12+4d10+36; hp 75; Init +1; Spd 40 ft.; AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); Base Atk +6/+1; Grp +13; Atk +15 melee (1d12+11/x3, greataxe); Full Atk +15/10 melee (1d12+11/x3, greataxe); Space/Reach 5 ft./10 ft.; SA rage 1/day, spittle; SQ darkvision 60 ft., fast movement, long arms, uncanny dodge; AL NE; SV Fort +13, Ref +2, Will +0; Str 24, Dex 13, Con 22, Int 12, Wis 8, Cha 6.

*Skills and Feats:* Climb +19, Craft (stonemasonry) +3, Craft (trapmaking) +3, Craft (weaponsmithing) +3, Hide +5, Intimidate +0, Jump +19, Listen +1, Move Silently +5, Spot +1, Survival +3, Swim +8; Alertness[B], Cleave, Combat Reflexes, Great Cleave, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

**Spittle (Ex):** A beastman can spit a stream of jet-black mucus out to a distance of 25 feet once per minute as a standard action that provokes attacks of opportunity. To hit with the spittle, the beastman must make a successful ranged touch attack against the target. The spittle blinds the target for 1d4 rounds (DC 19 Reflex save negates). The save DC is Constitution-based.

**Long Arms (Ex):** Beastmen have incredibly long arms. This grants them a much longer reach than other humanoids of the same size, as indicated above.

*Languages:* Beastial, Orc.

*Possessions:* Masterwork bronze greataxe. (Note all weapons made with metal are bronze, which do –1 damage.)

## Area 8-28 — Guarded by Fire (EL 8)

*This particularly warm room has three exits, two of which are blocked by fire pits. Standing in the middle of the room, as if searching for something, is an eight foot tall goblin and two six foot tall goblins. Each is unarmored but wields a nasty-looking bronze greatsword.*

The three "goblin" creatures are actually barghests, with the larger one being a greater barghest. All three are in goblin form. They start combat by using their *crushing despair* and *charm monster* spell-like abilities, then moving into melee with their greatswords. If both their spell-like abilities and melee weapons prove ineffective, the three attempt to use their *dimension door* spell-like ability to escape to Area 8-6, where they will regroup. They are aware of the portals in Areas 8-5, 8-6 and 8-11, and will use these to their advantage, if necessary.

They attempt to focus their melee attacks on one foe while spreading their spell-like abilities around, choosing to concentrate on fighter-types first with. If a humanoid opponent is slain, one of the barghests attempts to feed upon the corpse, devouring both flesh and life force. This feeding is a full-round action.

If any barghest is reduced to less then one-third of their total hit points, it attempts to use its *dimension door* spell-like ability to escape to Area 8-6.

The barghests are scouts and investigators for the Goblin King Nadgrittrid, who is unaware of their true nature. Instead, Nadgrittrid believes these three "goblins" were merely blessed from powers unknown.

**Barghest (2):** CR 4; Medium Outsider (Evil, Extraplanar, Lawful, Shapechanger); HD 6d8+6; hp 41 each; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural); Base Atk +6; Grp +9; Atk +10 melee (2d6+3/19-20, greatsword) or +8 ranged (1d6+2, javelin); Full Atk +10/+5 melee (2d6+3/19-20, greatsword) or +8/+3 ranged

(1d6+2, javelin); SA spell-like abilities, feed; SQ change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.

*Skills and Feats:* Bluff +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +11*, Intimidate +13, Jump +12, Listen +11, Move Silently +10, Search +11, Sense Motive +11, Spot +11, Survival +11 (+13 following tracks); Combat Reflexes, Improved Initiative, Track.

**Spell-Like Abilities:** At will—*blink, levitate, misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door.* Caster level equals the barghest's HD. The save DCs are Charisma-based.

**Feed (Su):** When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish, miracle,* or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

**Change Shape (Su):** A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

**Skills:** *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

*Languages:* Goblin, Infernal, Worg.

*Possessions:* Masterwork bronze greatsword, 2 bronze-tipped javelins, silk pouch filled with 5 gp and a bloodstone gem (worth 25 gp). (Note all weapons made with metal are bronze, which do –1 damage.)

**Advanced Greater Barghest:** CR 6; Large Outsider (Evil, Extraplanar, Lawful, Shapechanger); HD 11d8+44; hp 99; Init +6; Spd 40 ft.; AC 22, touch 11, flat-footed 20 (-1 size, +2 Dex, +11 natural); Base Atk +11; Grp +20; Atk +17 melee (2d6+8/19-20, greatsword) or +12 ranged (1d6+5, javelin); Full Atk +17/+12/+7 melee (2d6+8/19-20, greatsword) or +12/+7 ranged (1d6+5, javelin); Space/Reach 10 ft./10 ft.; SA spell-like abilities, feed; SQ change shape, damage reduction 10/magic, darkvision 60 ft., scent; AL LE; SV Fort +10, Ref +9, Will +11; Str 22, Dex 15, Con 18, Int 18, Wis 18, Cha 18.

*Skills and Feats:* Bluff +18, Climb +19, Concentration +17, Diplomacy +10, Disguise +4 (+6 acting), Hide +12*, Intimidate +20, Jump +23, Listen +18, Move Silently +16, Sense Motive +18, Spot +18, Survival +16 (+18 following tracks), Tumble +18; Combat Casting, Combat Reflexes, Improved Initiative, Track.

**Spell-Like Abilities:** At will—*blink, invisibility sphere, levitate, misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door, mass bull's strength, mass enlarge.* Caster level equals the barghest's HD. The save DCs are Charisma-based.

**Feed (Su):** When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish, miracle,* or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally.

The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through feeding immediately becomes a greater barghest upon completion of the act.

**Change Shape (Su):** A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, a barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

**Skills:** *A barghest in wolf form gains a +4 circumstance bonus on Hide checks.

*Languages:* Goblin, Infernal, Worg.

*Possessions:* Masterwork bronze greatsword, 2 bronze-tipped javelins, silk pouch filled with 9 gp, 10 sp and a bloodstone gem (worth 50 gp). (Note all weapons made with metal are bronze, which do –1 damage.)

## Area 8-29 — Goblins Galore (EL 9)

*Three goblins wearing clerical vestments chant in a circle . Meanwhile, four other goblins wearing leather armor and sporting light shields, morningstars and javelins, look on in a protective manner.*

The goblins here are one of the guard posts for the tribe. The tribe's shaman, Grobizo, is leading two of the other faithful, in a spiritual chant, while the four warriors look on.

Grobizo like many of his ancestors, is a very hateful and evil creature. Instead of choosing the route of being a healer and protector of the tribe, this aging goblin selected the route of the conqueror using evocation spells whenever possible. He trains his two sons, Drykic and Moomar, who both hope to be the tribe's next shaman when their father passes on.

When pressed into combat, the four warriors attempt to provide a buffer between their foes and the three adepts. Drykic and Moomar first cast *web*, followed by *scorching ray*. Grobizo starts combat by casting *lightning bolt* or *scorching ray*, as appropriate. If these spells are exhausted or Grobizo feels that the goblins are in great danger, he uses his *bead of force* and/or his *wand of lightning bolt* to maximum effect.

**Male Goblin Warrior3 (4):** CR 1; Small Humanoid (Goblinoid); HD 3d8+6; hp 23 each; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 14 (+1 size, +3 Dex, +1 shield, +2 armor); Base Atk +3; Grp +0; Atk/Full Atk +6 melee (1d6, morningstar) or +7 ranged (1d4, javelin); SQ darkvision 60 ft.; AL NE; SV Fort +5, Ref +4, Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Hide +6, Listen +5, Move Silently +6, Ride +7, Spot +5; Alertness, Weapon Focus (morningstar).

*Languages:* Goblin.

*Possessions:* Leather armor, light bronze shield (treat as light steel shield), bronze morningstar, bronze-tipped javelins. (Note all weapons made with metal are bronze, which do –1 damage.)

**Drykic, Moomar, Male Goblin Adept6 (2)**: CR 4; Small Humanoid (Goblinoid); HD 6d6+12; hp 36 each; Init +3; Spd 30 ft.; AC 16, touch 14, flat-footed 13 (+1 size, +3 Dex, +2 armor); Base Atk +3; Grp +0; Atk/Full Atk +5 melee (1d6, morningstar); SQ darkvision 60 ft.; AL NE; SV Fort +8, Ref +7, Will +10; Str 12, Dex 16, Con 14, Int 10, Wis 16, Cha 10.

*Skills and Feats:* Craft (pottery) +4, Heal +8, Hide +7, Knowledge (arcana) +2, Knowledge (religion) +2, Move Silently +7, Ride +7, Spellcraft +5; Great Fortitude, Iron Will, Lightning Reflexes.

*Languages:* Goblin.

*Adept Spells Prepared* (3/3/2; save DC 13 + spell level): 0—*create water, cure minor wounds, guidance;* 1st—*bless, cure light wounds, obscuring mist*; 2nd—*scorching ray, web*.

*Possessions:* Clerical vestments, leather armor, bronze morningstar, *potion of cure light wounds*, bronze holy symbol, rat familiar. (Note all weapons made with metal are bronze, which do –1 damage.)

**Grobizo, Male Goblin Adept9:** CR 7; Small Humanoid (Goblinoid); HD 9d6+18; hp 54; Init +1; Spd 30 ft.; AC 14, touch 12, flat-footed 13 (+1 size, +1 Dex, +2 armor); Base Atk +4; Grp +0; Atk/Full Atk +5 melee (1d6-2, morningstar); SQ

darkvision 60 ft.; AL NE; SV Fort +5, Ref +4, Will +12; Str 8, Dex 12, Con 14, Int 12, Wis 18, Cha 12.

*Skills and Feats:* Craft (pottery) +6, Heal +9, Hide +5, Knowledge (arcana) +6, Knowledge (religion) +13, Move Silently +5, Profession (herbalist) +8, Ride +5, Spellcraft +8; Greater Spell Focus (evocation), Iron Will, Spell Focus (evocation), Weapon Focus (ray).

*Languages:* Common, Goblin.

*Adept Spells Prepared* (3/4/3/2; save DC 14 + spell level, evocation DC 16 + spell level): 0—*cure minor wounds, detect magic, read magic;* 1st—*burning hands, command, protection from good*; 2nd—*mirror image, scorching ray, scorching ray*; 3rd—*lightning bolt, lightning bolt*.

*Possessions:* Clerical vestments, masterwork leather armor, bronze morningstar, *wand of lightning bolt* (10 charges; 10th-level caster), *bead of force*, bronze holy symbol, large bronze key (to Area 8-14). (Note all weapons made with metal are bronze, which do –1 damage.)

## Area 8-30 — Goblins In Abundance (EL 7)

*This area has a triangular pillar in the middle with several dozen wooden barrels scattered around the floor. Hiding behind the empty wooden barrels, some of which are stacked on top of each other, are eight goblins. They watch from hiding until discovered or the best opportunity to strike occurs. The goblin warriors do not react until Grealthy commands them to do so, as they have a slight fear of this well-known (at least within the tribe) goblin.*

Grealthy earned his title ("the Sneak") several years ago. The story is that Grealthy eyed the treasure that a fearless and plucky goblin warrior, named Grogrick, had showed off his loot to confirm his victory over a band of adventurers. Grogrick did not like the intense stare that Grealthy was putting on his treasure. So the warrior taunted the slim Grealthy that if he wanted the treasure so bad, he should try to take it from him. Grealthy replied that if he wanted it, he would have taken it. The pugilist turned his attention away from the agile young goblin to showcase more of his new treasure, only to find it was missing. This caused the warrior to lose his temper and begin shouting words not meant for the young. Grealthy then held out a pouch filled with gold coins and asked if this was what Grogrick was looking for. Grogrick, knowing the quick goblin must have stolen it from him, charged the Grealthy, but he was ready for him. A well-placed dagger jab through the goblin warrior's heart finished the argument. From that point forward, only the bravest of goblins even dared think about crossing Grealthy the Sneak.

Once combat starts, the goblin warriors thrown one of their javelins and then race into melee. If Grealthy is killed, they immediately attempt to flee.

Grealthy the Sneak waits until he can sneak attack an opponent or is discovered. Once combat is in progress, he tumbles about trying to flank his opponent and land a deadly sneak attack with his magical rapier.

If the beastmen in Area 8-27 call for aid, the goblins do not assist; instead they stay well-hidden behind the barrels so they can gain the advantage in the fight.

**Male Goblin Warrior3 (7):** CR 1; Small Humanoid (Goblinoid); HD 3d8+6; hp 23 each; Init +3; Spd 30 ft.; AC 17, touch 14, flat-footed 14 (+1 size, +3 Dex, +1 shield, +2 armor); Base Atk +3; Grp +0; Atk/Full Atk +6 melee (1d6, morningstar) or +7 ranged (1d4, javelin); SQ darkvision 60 ft.; AL NE; SV Fort +5, Ref +4, Will +1; Str 12, Dex 16, Con 14, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Hide +6, Listen +5, Move Silently +6, Ride +7, Spot +5; Alertness, Weapon Focus (morningstar).

*Languages:* Goblin.

*Possessions:* Leather armor, light bronze shield (treat as light steel shield), bronze morningstar, 2 bronze-tipped javelins. (Note all weapons made with metal are bronze, which do –1 damage.)

**Grealthy the Sneak, Male Goblin Rogue4: CR** 4; Small Humanoid (Goblinoid); HD 4d6+8; hp 24; Init +4; Spd 30 ft.; AC 18, touch 15, flat-footed 14 (+1 size, +4 Dex, +3 armor); Base Atk +3; Grp -1; Atk/Full Atk +9 melee (1d4+1/15-20,

rapier) or +8 ranged (1d6/19-20, light crossbow); SA sneak attack +2d6; SQ darkvision 60 ft., evasion, trap sense +1, trapfinding, uncanny dodge; AL NE; SV Fort +3, Ref +8, Will +2; Str 10, Dex 18, Con 14, Int 13, Wis 12, Cha 6.

*Skills and Feats:* Appraise +3, Balance +6, Bluff +5, Diplomacy +0, Disguise –2 (+0 act in character), Hide +15, Intimidate +0, Jump +2, Listen +8, Move Silently +15, Open Lock +8, Ride +8, Search +8, Sleight of Hand +15, Spot +8, Tumble +11, Use Rope +6; Debt Hands, Weapon Finesse.

*Languages:* Common, Goblin.

*Possessions:* Masterwork bronze-studded leather armor, *+1 keen steel rapier*, light crossbow, 20 bronze-tipped bolts, masterwork thieves' tools, 2 gp, 10 sp, *potion of jump*. (Note all weapons made with metal are bronze, which do –1 damage.)

## Area 8-31 — Beastly Guards (EL 10)

*Two six foot tall beastly, bipedal creatures with long, coarse red hair, yellow-gold eyes, long arms and the heads of bison stand guard near the stairs located in this area. Both creatures wield bronze greataxes.*

The two beastmen are keeping watch over the stairs here that lead up to Level 7. Once they notice anyone enter the room or reach the bottom of the stairs, the move into melee. They infrequently use the benefits of the power attack feat, instead trying to ensure that they hit their opponent. They attempt to focus on a single adversary, hoping to outright kill them before moving to their next foe. If possible, they make an effort to use their long arms, which provide them with reach, and flank to their advantage. Also, they try to alert the goblins dwelling in Area 8-29 to the presence of invaders for possible additional support in the fight.

The goblins have always treated them well, giving them a lavish amount of food and drink, and in return the beastmen have loyally guarded them.

**Male Beastman Fighter8 (2):** CR 8; Medium Monstrous Humanoid (Beastman); HD 8d10+48; hp 96 each; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural); Base Atk +8/+3; Grp +16; Atk +18 melee (1d12+13/19-20/x3, greataxe); Full Atk +18/13 melee (1d12+13/x3, greataxe); Space/Reach 5 ft./10 ft.; SA spittle; SQ darkvision 60 ft., long arms; AL NE; SV Fort +12, Ref +3, Will +1; Str 26, Dex 12, Con 22, Int 12, Wis 8, Cha 6.

*Skills and Feats:* Climb +9, Hide +5, Intimidate -1, Jump +11, Listen +4, Move Silently +5, Spot +4; Alertness[B], Blind-Fight, Cleave, Combat Reflexes, Great Cleave, Improved Critical (greataxe), Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

**Spittle (Ex):** A beastman can spit a stream of jet-black mucus out to a distance of 25 feet once per minute as a standard action that provokes attacks of opportunity. To hit with the spittle, the beastman must make a successful ranged touch attack against the target. The spittle blinds the target for 1d4 rounds (DC 20 Reflex save negates). The save DC is Constitution-based.

**Long Arms (Ex):** Beastmen have incredibly long arms. This grants them a much longer reach than other humanoids of the same size, as indicated above.

*Languages:* Beastial, Goblin.

*Possessions:* Masterwork bronze greataxe. (Note all weapons made with metal are bronze, which do –1 damage.)

## Area 8-32 — The Aging Women

*Resting with their backs to the walls are about two dozen elderly goblin women. They slowly tend to an assortment of tedious and mind-numbing tasks.*

The male goblins treat the elderly women slightly better then the other goblin women in Area 8-34. If attacked or questioned, they attempt to flee, screaming for help in goblin.

Nothing of value or interest can be found here.

## Area 8-33 — Hungry Vermin (EL 8)

*Thousands of cockroaches, some as long as 2 in., scurry about the room as if attempting to flee a predator. Behind them are two worm-like arthropods that have a flattened body composed of segments, each bearing a pair of jointed appendages. Noticing larger prey, they start to slowly move towards you.*

The two monstrous centipedes move to bite and hopefully devour their new prey. They attack the nearest opponent, keeping focused on them, until either they or their challenger have been defeated.

The goblins of Levels 8 and 9 are aware of these two creatures and stay clear of them. Disloyal goblins or problematic slaves are sometimes released near the centipedes' lair with the hope that will be dealt with quickly and feeding the creatures' hungry appetite, at least for a short period of time.

If the innards of the monstrous centipedes are cut open and probed after being defeated, investigators can discover with a successful DC 20 Search check a ring of improved swimming along with an assortment of coins (2 pp, 4 gp, 7 sp, 30 cp).

**Gargantuan Monstrous Centripede:** CR 6; Gargantuan Vermin; HD 12d8+12; hp 81 each; Init +2; Spd 40 ft., climb 40 ft.; AC 18, touch 8, flat-footed 16 (-4 size, +2 Dex, +10 natural); Base Atk +9; Grp +27; Atk/Full Atk melee +11 (2d8+9 plus poison, bite); SA poison; SQ darkvision, vermin traits; AL N; SV Fort +9, Ref +6, Will +4; Str 23, Dex 15, Con 12, Int -, Wis 10, Cha 2.

*Skills and Feats:* Climb +14, Hide -2, Spot +4.

**Poison (Ex):** Injury, Fortitude DC 17, initial and secondary damage 1d8 Dex. The save DC is Constitution based.

**Skills:** Monstrous centipedes have a +4 racial bonus on Spot checks, and a +8 racial bonus on Climb and Hide checks. They can use either their Strength or Dexterity modifier for Climb checks, whichever is higher. Monstrous scorpions can take 10 on Climb checks, even if threatened or distracted.

## Area 8-34 — Women and Children

*Covering the floor like discarded rubbish are at least eight dozen goblin women and children. Many of the children are currently running around playing what appears to be tag, while the women labor on a variety of tasks including preparing stew in bronze pots, removing the feathers from headless chickens and roasting large cockroaches.*

The goblin women and children are treated rather poorly by the male goblins. The women perform many of the menial duties of the tribe including cooking and tending to the young, while the male goblins handle hunting and guarding plus several other minor tasks.

If any of the goblin women and children are attacked or questioned, they attempt to flee, screaming for help in goblin.

Nothing of value can be found here save a few very gross and disguising meals.

## Area 8-35 — Elevated Goblins (EL 6)

*This wide hallway has several passageways leading into it. 10 small square wooden platforms have been securely erected against the walls of this room. On each of the platforms stands a small humanoid with a flat face, broad nose, pointed ears, wide mouth and small, sharp fangs. Nine of them sport leather armor and wield small longbows, while the tenth wears mustard-yellow robes and a putrid green cloak.*

The ceiling in this area is 30 feet high. While the square wooden platforms, which are 5 feet long and wide, are 25 feet up. The platforms have been attached to the stone walls, making them very sturdy. A 50 foot rope (listed as part of each of the goblins' equipment) is attached to the platform in such a way that it resembles an upside down U. This allows for two sections of the rope to hang from the platform to the ground.

Gizzo first started to hone his skills as a wizard as a child when his father, Gerbadidmick, returned with a bag filled with loot from an elven adventurer that he had personally smashed to death with his morningstar. Within the loot was a spellbook that his father tossed aside as he had no use for such things. Reading through the many pages of the book, Gizzo quickly learned to perform some minor magic. After several years of practice and with the death of his father, Gizzo has been elevated to one of the goblins assigned to watch over the simple guards in this area.

In combat, the goblin archers fire arrows at any intruders. If they run out of arrows, they drop their longbows on the platform and toss their single javelin at the nearest opponent. At this point, they climb down the knotted rope and enter into melee. If any opponent starts to climb up any of the ropes, all the goblins immediately turn their attention to that individual, hoping to kill her before she reaches the platform.

Gizzo starts the combat by casting *slow* on as many opponents as possible. Next, he casts *haste* on five of the goblin archers. He then retrieves his scroll of *wall of fire* and reads the magic from the paper. For the next three rounds, he casts all three of his second level spells on himself. At this point, he starts to panic. If the opportunity presents itself, he will climb down the knotted rope and flee, calling for help.

**Male Goblin Warrior1 (9):** CR 1/3; Small Humanoid (Goblinoid); HD 1d8+1; hp 7 each; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 armor); Base Atk +1; Grp -3; Atk/Full Atk +5 ranged (1d4-1/x3, longbow) or +2 melee (1d6, morningstar); SQ darkvision 60 ft.; AL NE; SV Fort +3, Ref +2, Will -1; Str 11, Dex 14, Con 12, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Hide +6, Listen +2, Move Silently +6, Ride +7, Spot +2; Alertness.

*Languages:* Goblin.

*Possessions:* Leather armor, bronze morningstar, longbow, 20 bronze-tipped masterwork arrows, bronze-tipped javelin, 50 foot knotted hempen rope. (Note all weapons made with metal are bronze, which do –1 damage.)

**Gizzo, Male Goblin Wizard5:** CR 5; Small Humanoid (Goblinoid); HD 5d4+10; hp 23; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11 (+1 size, +3 Dex); Base Atk +2; Grp -4; Atk/Full Atk +2 melee (1d3-3/19-20, dagger); SQ darkvision 60 ft.; AL NE; SV Fort +6, Ref +5, Will +6; Str 6, Dex 16, Con 14, Int 18, Wis 12, Cha 9.

*Skills and Feats:* Craft (pottery) +9, Craft (weaponsmithing) +9, Decipher Script +6, Hide +7, Knowledge (arcana) +9, Knowledge (architecture and engineering) +7, Knowledge (dungeoneering) +9, Knowledge (history) +6, Knowledge (local) +6, Move Silently +7, Profession (fisher) +6, Ride +7, Spellcraft +14, Survival +1 (+3 underground); Extend Spell[B], Greater Spell Focus (transmutation), Scribe Scroll[B], Spell Focus (transmutation).

*Languages:* Beastial, Common, Giant, Goblin, Orc.

*Wizard Spells Prepared* (4/4/3/2; save DC 14 + spell level, transmutation DC 16 + spell level): 0—*breeze*, mending, message, read magic;* 1st—*enlarge person, expeditious retreat, jump, magic weapon*; 2nd—*bear's endurance, cat's grace, fox's cunning*; 3rd—*haste, slow*.

*Spellbook:* 0—*acid splash, arcane mark, breeze*, dancing lights, daze, detect magic, detect poison, disrupt undead, elemental globe*, flare, ghost sound, light, mage hand, mending, message, open/close, prestidigitation, puff*, ray of dirt*, ray of dust*, ray of frost, read magic, resistance, shrapnel*, touch of fatigue*; 1st—*animate rope, enlarge person, expeditious retreat, feather fall, jump, magic dagger, magic weapon, reduce person*; 2nd—*bear's endurance, cat's grace, fox's cunning, rope trick*; 3rd—*haste, slow*.

* See *Dave Arneson's Blackmoor*.

*Possessions: cloak of resistance +1*, masterwork bronze dagger, 50-foot knotted silk rope, *scroll of wall of fire* (7th-level caster), robes, spellbook, rat familiar. (Note all weapons made with metal are bronze, which do –1 damage.)

## Area 8-36 — Where's the Weres? (EL 10)

*Three humanoid forms lurk in this room. Two of them are small and stocky, both covered in short, stiff fur with boar-like tusks. The third figure is thin, large and covered in short, bristly fur. It has long, ungainly*

*legs and arms, the latter of which have sharp claws. Its head is pig-like, with jutting tusks and small, angry red eyes*

Lurking on this level for many years have been several types of lycanthropes. Currently, only a dire wereboar and two wereboars remain. The troll was born with the cursed infliction, while the two goblins were affected when they received wounds.

The goblins and beastmen are aware of the werecreatures, but attempt to keep their distance from them. However, every year, goblin boys whose time it is to become men are tested by running into the room, grabbing a few hairs off any of the creatures and racing back to the safety of their tribe. Those who are unsuccessful are usually eaten but sometimes they are lucky and the creatures' bellies are full, so they live for at least another day.

All three werecreatures here prefer to stay in their hybrid form and only change to another form if forced to. When confronted in combat, they two goblin wereboars attempt to flank a single foe, while the troll dire wereboar focuses on his own opponent.

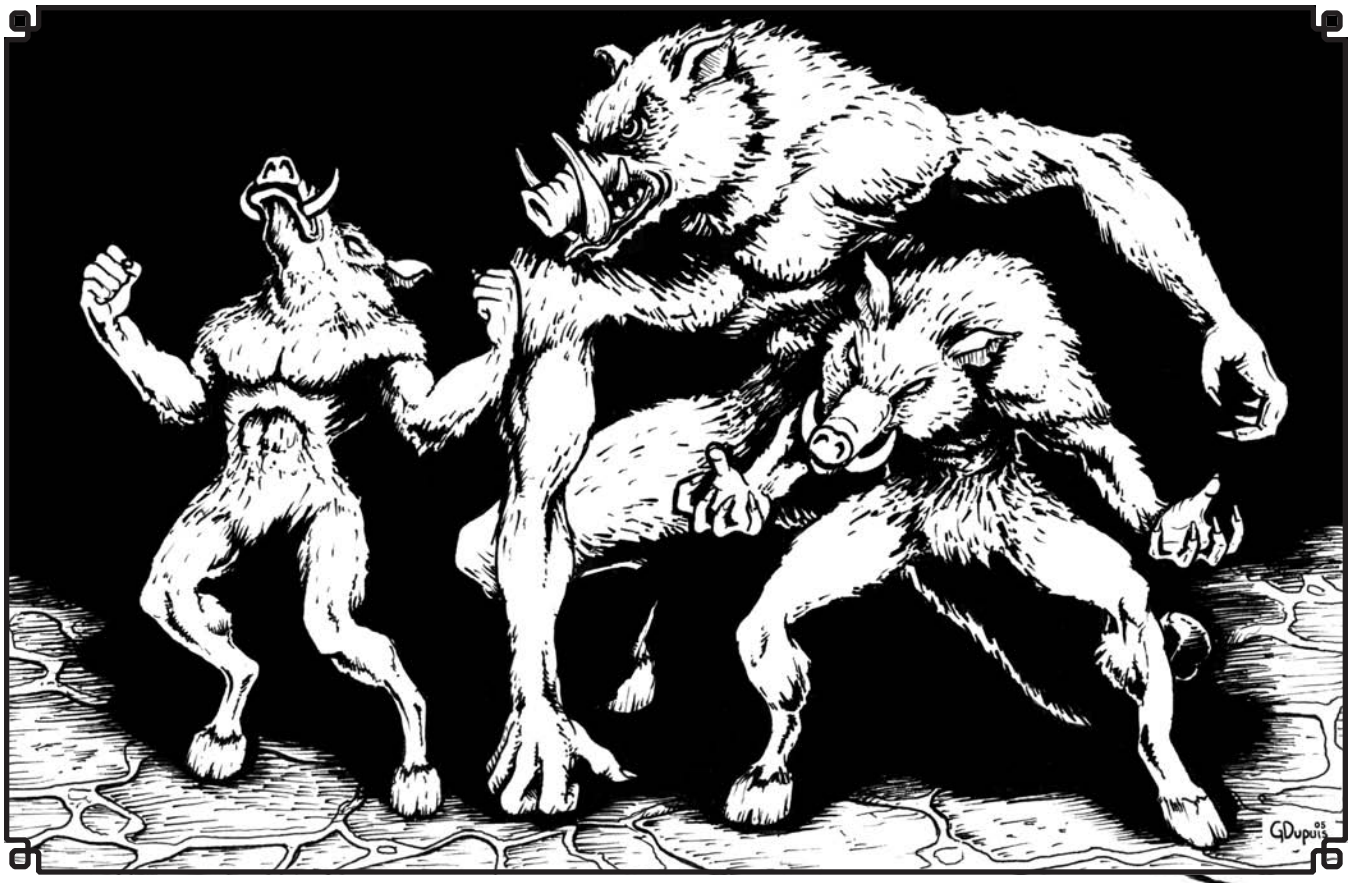
**Goblin Wereboars Rogue2 (Hybrid Form) (2):** CR 5; Small Humanoid (Shapechanger); HD 2d8+4 plus 3d8+18; hp 46 each; Init +4; Spd 30 ft.; AC 23, touch 15, flat-footed 19 (+1 size, +4 Dex, +8 natural); Base Atk +3; Grp +1; Atk +5 melee (1d3+2, claw) or +7 ranged (1d4+1, javelin); Full Atk +5 melee (1d3+2, 2 claws) and +0 melee (1d4+1, bite) or +7 ranged (1d4+1, javelin); SA curse of lycanthropy, sneak attack +1d6; SQ alternate form, boar empathy, damage reduction 5/silver, darkvision 60 ft., evasion, ferocity, low-light vision, scent, trapfinding; AL NE; SV Fort +8, Ref +10, Will +3; Str 14, Dex 18, Con 20, Int 12, Wis 14, Cha 8.

*Skills and Feats:* Balance +9, Climb +7, Escape Artist +9, Hide +11, Jump +8, Listen +10, Move Silently +9, Search +6, Spot +10; Alertness, Stealthy, Toughness.

**Alternate Form (Su):** A wereboar can assume the form of a boar or a boar-humanoid hybrid.

**Boar Empathy (Ex):** Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks against boars and dire boars.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by the wereboar's gore attack in animal or hybrid form must succeed on a DC 15



Fortitude save or contract lycanthropy.

**Ferocity (Ex):** A wereboar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

*Languages:* Common, Giant, Goblin.

*Possessions:* 2 bronze-tipped javelins. (Note all weapons made with metal are bronze, which do –1 damage.)

**Troll Dire Wereboar (Hybrid Form):** CR 9; Large Giant (Shapechanger); HD 6d8+36 plus 7d8+63; hp 152; Init +2; Spd 30 ft.; AC 18, touch 11, flat-footed 16 (-1 size, +2 Dex, +7 natural); Base Atk +9; Grp +27; Atk +22 melee (1d6+14, claw); Full Atk +22 melee (1d6+14, 2 claws) and +17 melee (1d8+7, gore); Space/Reach 10 ft./10 ft.; SA curse of lycanthropy, rend 2d6+21; SQ alternate form, boar empathy, damage reduction 10/silver, darkvision 90 ft., ferocity, low-light vision, regeneration 5, scent; AL CE; SV Fort +19, Ref +9, Will +12; Str 39, Dex 14, Con 29, Int 6, Wis 11, Cha 6.

*Skills and Feats:* Listen +6, Spot +14; Alertness, Endurance, Iron Will, Track.

**Alternate Form (Su):** A dire wereboar can assume a bipedal hybrid form or the form of a dire boar.

**Boar Empathy (Ex):** Communicate with boars and dire boars, and +4 racial bonus on Charisma-based checks against boars and dire boars.

**Curse of Lycanthropy (Su):** Any humanoid or giant hit by a dire wereboar's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

**Ferocity (Ex):** A dire wereboar is such a tenacious combatant that it continues to fight without penalty even while disabled or dying.

*Languages:* Giant.

*Possessions: Ring of major resistance (fire).*

## Area 8-37 — Spiraling Downward

*Spiraling downward, these stairs lead deeper into the underground world of Castle Blackmoor.*

The goblins on this level use these spiral stairs to reach the level below, where they fish and ensure that the needs of their king, who resides in Area 9-17, are satisfied.

These stairs lead to Area 9-54. There are two other sets of stairs that lead to the next level of the dungeon. These stairs are located in Areas 8-39 and 8-41.

## Area 8-38 — Collapsing Wall (EL 6)

*Small pieces of rock and earth line the three 20 foot high and wide hallways leading into this three-way intersection.*

The 20 foot by 20 foot location where all three intersections meet is trapped. If the trap is set off, the wall collapses down upon the heads of those within the area of effect. This crude trap was crafted by a now-deceased goblin rogue to help protect the goblin tribe who reside here.

All three hallways are avoided by the goblins, as they all know about the danger that lies here.

**Built-to-Collapse Wall:** CR 6; mechanical; proximity trigger; no rest; Atk +20 melee (8d6, stone blocks); multiple targets (all targets in a 20 ft. by 20 ft. area); Search DC 15; Disable Device DC 20.

## Area 8-39 — Descent

*This set of stone stairs descends farther into the underworld of Blackmoor.*

Only the goblin warriors use these stairs to reach the level below, save for the occasional curious goblin children.

These stairs lead to Area 9-51. There are two other sets of stairs that lead to the next level of the dungeon. These stairs are located in Areas 8-37 and 8-41.

## Area 8-40 — Hidden Secret

*This dustless hallway contains several rusty and broken swords of various metals.*

Half a dozen small, well-worn, corroded and shattered longswords (four bronze and two steel) lay scattered on the floor.

While this area might seem uninteresting, a secret hidden crawl space about eight feet off the ground can be located with a successful DC 30 Search check. The crawl space is so small crawling through it on one's hands and knees is required to travel through it to Area 8-24.

## Area 8-41 — Going Down?

*This is a set of well-used spiral downward slopping stairs.*

The goblins on this level use these spiral stairs to reach the level below, where they bury their dead kings, hold slaves and discard their trash.

These stairs lead to Area 9-52. There are two other sets of stairs that lead to the next level of the dungeon. These stairs are located in Areas 8-37 and 8-39.

## Area 8-42 — Dusty Stairs

*These dusty stairs descend into the darkness of the dungeon.*

The goblins and beastmen on Levels 8 and 9 are aware of these stairs, but avoid them altogether, as they fear the orcs that reside on the three levels above.

There are two other sets of stairs that lead to this level of the dungeon. These stairs are located in Areas 8-8 and 8-31.

## Area 8-43 — "Fred" (EL 9)

*An intense heat fills this room, which has caused the walls to blacken and piles of soot and ash to cover the entire floor. Standing in the dead center of the room is a mass of ambulatory flame that seems to flicker and spark from a central, humanoid-shaped inferno.*

The greater fire elemental, which has adapted the name Fred, is a bit loquacious. It only speaks Ignan, which sounds like the cracking and hissing of a great bonfire. This alerts the goblins and beastmen on this level to a new presence from above.

Fred has been in the dungeons of Castle Blackmoor since the first torch was lit within the dungeons.

Fred greets all those who enter its den except those that have the *Blessing of Water, Wood* or *Earth*. These later folks, as are those who attack the elemental, are met with speedy and agile fiery slams that often set many materials aflame. The numerous piles of soot and ash are considered difficult terrain. (See the *PHB* page 148 for details.)

Those who speak to Fred in Ignan can learn that a number of "undersized trolls" (goblins) and "long armed beasties" (beastmen) reside on this level and that a number of fire, magma and steam mephits handle various errands for him. If given a gift made out of fire, and an elemental blessing has not already been received, Fred grants the gift-giver with the *Blessing of Fire*, which grants *endure elements (fire)* while they remain on Levels Five through Eleven.

The only door in this room leads to his treasure room.

**Greater Fire Elemental:** CR 9; Huge Elemental (Fire, Extraplanar); HD 21d8+84; hp 189; Init +12; Spd 60 ft.; AC 24, touch 16, flat-footed 16 (-2 size, +8 Dex, +8 natural); Base Atk +15; Grp +28; Atk melee +22 (2d8+5 plus 2d8 fire, slam); Full Atk melee +22 (2d8+5 plus 2d8 fire, slam); Space/Reach 15 ft./15 ft.; SA burn; SQ Damage reduction 10/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +11, Ref +20, Will +9; Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11.

*Skills and Feats:* Listen +14, Spot +14; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Iron Will, Mobility, Spring Attack,

Weapon Finesse[B], Weapon Focus (slam)

**Burn (Ex):** A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a DC 24 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

*Languages:* Ignan.

## Area 8-44 — Goblins' Hideout

*This hidden room is rather bare, save for several large piles of chicken feathers and two wooden barrels.*

The secret door to this room is unlocked and not trapped. However, finding the door requires a DC 20 Search check.

This room is used by the goblins when they feel there is a necessity to hide and survive rather then fight and die to save their tribe. The room has not been used in the last few years.

The two wooden barrels contain drinking water.

## Area 8-45 — Stairs (Down)

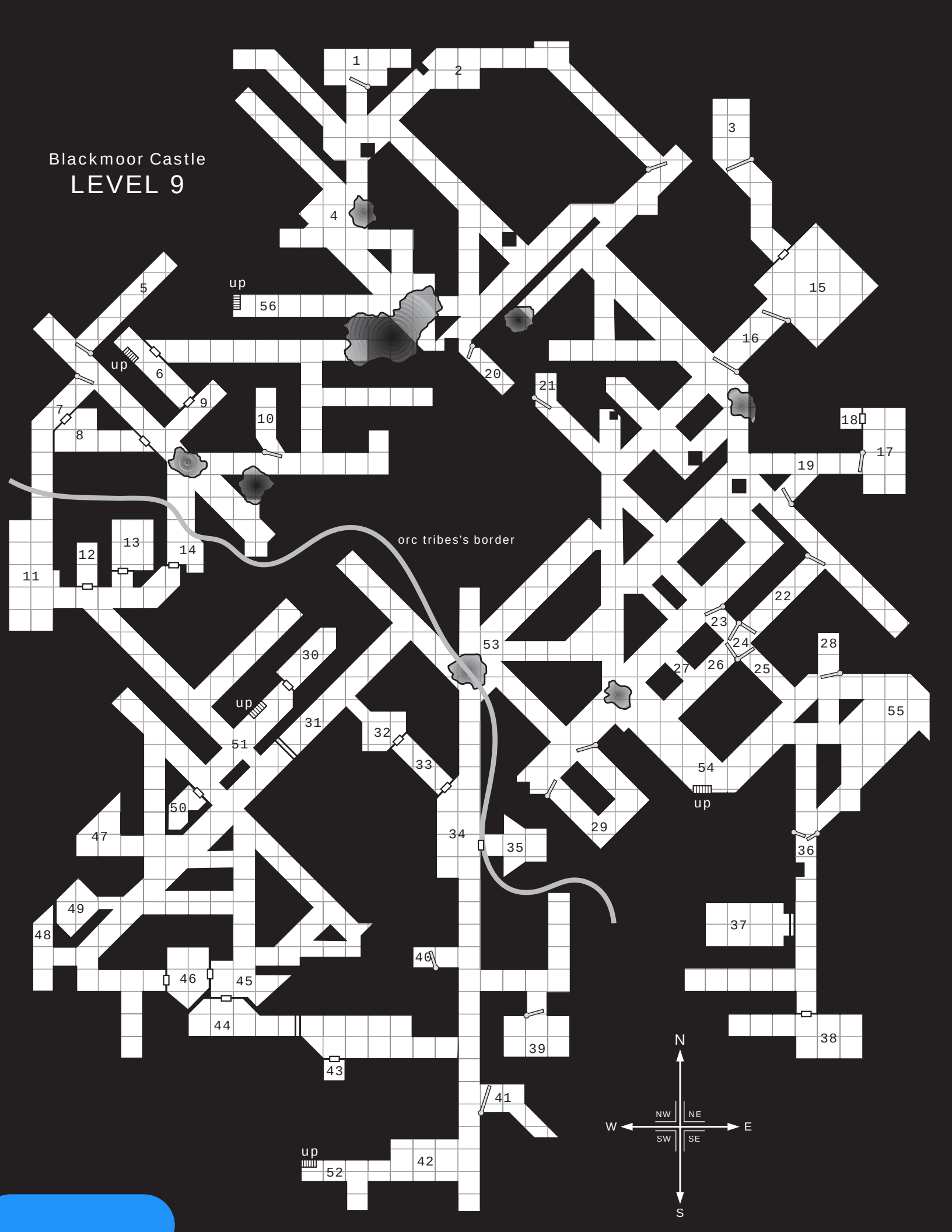
*These stairs leading downward creak with the slightest bit of pressure applied to them.*

While the creaking of the stairs might lead some folks that they are trapped or in a state of disrepair, neither is the case.

## Area 8-46 — Up and Down?

*The stairs here continue to lead farther up or down..*

These stairs merely lead deeper or higher into the dungeons of Castle Blackmoor.


Blackmoor Castle
LEVEL 9
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# Level 9

**Table 9-1: Wandering Monster Encounters**

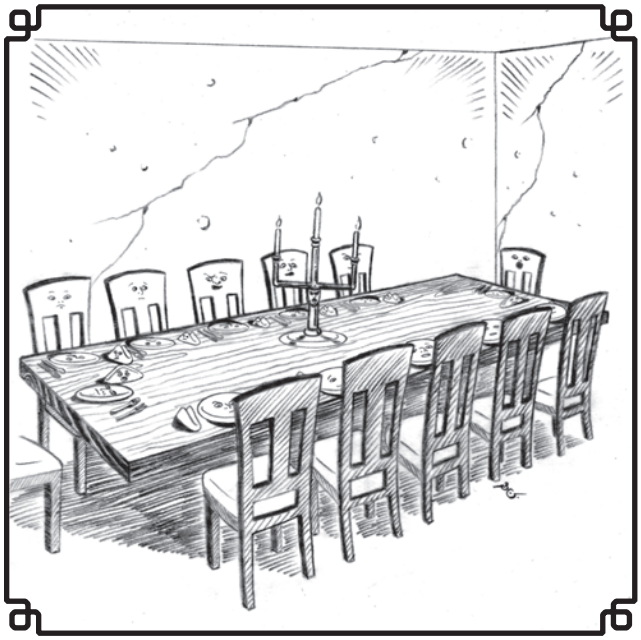
| | |
|---|---|
| 2 | 20 Dire Rats |
| 3 | 40 Rats |
| 4 | 2 Beastmen Barbarian6 & 1 Beastman Barbarian2/Fighter4 |
| 5 | 7 Dust Mephit |
| 6 | 7 Air Mephit |
| 7 | 1 Minor Priest of Id Cleric5 & 3 Northern Id Guards Fighter5 |
| 8 | 3 Goblins Fighter6 |
| 9 | 7 Ice Mephit |
| 10 | 2 Barghests & 1 Advanced Greater Barghest |
| 11-12 | Roll on Level 10 Table |

Dire Rats: 5 hp each; see *MM* page 64
Rats: hp 1 each; see *MM* page 278
Beastmen Barbarian6: hp 72 each & 1 Beastman Barbarian2/Fighter4: hp 75; see Area 8-27
Dust Mephit: hp 13 each; see *MM* page 181
Air Mephit: hp 13 each; see *MM* page 181
Minor Priest of Id Cleric5: hp 38 & 3 Northern Id Guards Fighter5: hp 49 each; See Areas 9-36 & 9-38
Goblins Fighter6: hp 54 each; See Area 9-19
Ice Mephit: hp 13 each; see *MM* pages 182-183
Barghest & 1 Advanced Greater Barghest; see Area 8-28

**Table 9-2: Encounter Index**

| Area | Page | Type | Descriptions | EL |
|---|---|---|---|---|
| 9-1 | 133 | R | Helping Hand | - |
| 9-2 | 133 | - | Get the Point | - |
| 9-3 | 133 | - | Crushed | - |
| 9-4 | 134 | - | Kitchen | - |
| 9-5 | 134 | C | Medusa Rog2 | 9 |
| 9-6 | 135 | - | Simply Stairs | - |
| 9-7 | 135 | - | Flowing Sounds | - |
| 9-8 | 135 | - | Barred | - |
| 9-9 | 135 | - | Just Dust and Debris | - |
| 9-10 | 135 | - | Empty | - |
| 9-11 | 135 | - | Unknown Edge | - |
| 9-12 | 136 | - | Goblin Slaves - Male | - |
| 9-13 | 136 | - | Moisture | - |
| 9-14 | 136 | - | Underground River | - |
| 9-15 | 136 | R/C | Greater Air Elemental | 9 |
| 9-16 | 138 | - | Breezy Hall | - |
| 9-17 | 138 | C | Goblin King Nadgrittrid, Body Guard and Sage | 11 |
| 9-18 | 140 | - | Treasure Room | - |
| 9-19 | 141 | C | 4 Goblin Ftr6 | 10 |
| 9-20 | 141 | - | Trap door down | - |
| 9-21 | 141 | - | Bathroom | - |
| 9-22 | 142 | - | Locked Door | - |
| 9-23 | 142 | - | Locked Door | - |
| 9-24 | 142 | - | Statue | - |
| 9-25 | 142 | - | Locked Door | - |
| 9-26 | 142 | - | Locked Door | - |
| 9-27 | 142 | - | Bent Coins | - |
| 9-28 | 143 | - | Bathroom | - |
| 9-29 | 143 | C | Assassin Vine | 9 |
| 9-30 | 143 | - | Goblin Slaves - Female | - |
| 9-31 | 144 | - | Locked Double Doors | - |
| 9-32 | 144 | - | Fire Pit | - |
| 9-33 | 144 | - | Small Glimmer | - |
| 9-34 | 1144 | T | Pit Trap | 7 |
| 9-35 | 144 | - | Dead Man's Resort | - |
| 9-36 | 145 | C | Id Guards: 4 Human (Thonian) Ftr5 | 9 |
| 9-37 | 146 | C | Priestess of Id: Human (Thonian) Clr9 | 11 |
| 9-38 | 147 | C | 2 Minor Priests of Id (2): Human (Thonian) Clr5 & Priest of Id (1): Human (Thonian) Clr9 | 10 |
| 9-39 | 148 | T | Water-Filled Room | 7 |
| 9-40 | 148 | - | Just a Statue | - |
| 9-41 | 148 | - | Bones of the Dead | - |
| 9-42 | 148 | - | Is It Here? | - |
| 9-43 | 148 | - | Dead Man Hanging | - |
| 9-44 | 149 | T | Poisoned Arrow Trap | 7 |
| 9-45 | 149 | - | Nothing but Dust | - |
| 9-46 | 149 | - | Just a Few Scattered Coins | - |
| 9-47 | 149 | - | Burial Grounds #1 | - |
| 9-48 | 149 | - | Burial Grounds #2 | - |
| 9-49 | 149 | - | Burial Grounds #3 | - |
| 9-50 | 149 | - | Just Junk | - |
| 9-51 | 150 | - | Goblin Stairs | - |

| Area | Page | Type | Descriptions | EL |
|---|---|---|---|---|
| 9-52 | 150 | - | Unused Stairs | - |
| 9-53 | 150 | - | Fishing Hole | - |
| 9-54 | 150 | - | Up They Go | - |
| 9-55 | 150 | - | Id Supplies | - |
| 9-56 | 150 | - | Going Up? | - |



## Area 9-1 — Helping Hand

*In the middle of this unlit dining room is a fine long mahogany table, which appears to have been masterfully set for a grand dinner for twelve. Suddenly, a flicker of light comes from the candelabrum in the center of the table as a voice rings out, "How may we assist you?"*

The voice comes from the candelabrum itself. It along with all the other objects located in this room are animated objects, created by the now deceased minions of the "Bloody Duke." The other objects include (but are not limited to) the plates, silverware, glasses, table, chairs and even the napkins.

Each animated object has a distinct personality, much like people do, that match their form. For example, the knives tend to make cutting comments, while the forks have a propensity to jab one with their words.

If asked, they are able to rely that they are the servants of the Duke but have not seen him for quite some time. None-the-less, they stand ready to assist him when called upon.

The animated objects do not attack unless assaulted themselves. (Statistics for animated objects can be found in the *MM* page 13-14.)

## Area 9-2 — Get the Point

*Lying in the center of this room is a suit of rusting chain mail and three finely crafted arrows.*

The chain mail is no longer of value having rusted beyond use years ago. The three arrows are *+3 distance yew arrows*. (A yew arrow is designed from a lighter wood than that of a typical arrow and is capable of traveling much farther distances. The use of a yew arrow increases the range of a bow by 50 feet. See *Dave Arneson's Blackmoor* page 106 for additional details.)

## Area 9-3 — Crushed

*The walls in this barren room seem to show some wear, likely from a strong wind.*

Crushing into the earthen ceiling of this room is a dead goblin in ruined leather armor. Anyone who specially states they are looking at the ceiling or makes a successful DC 10 Spot check notices this fact.

The foolish goblin tried several years ago to sneak into Aaron's chamber and steal several of the lapis lazuli. While he was successful in grabbing them, he also caught the attention of the greater air elemental. The goblin tried to run away but Aaron quickly and easily caught up with the small humanoid and slammed him into the ceiling with such a force that the goblin was imbedded into it. Since that day, no goblin dares even think about crossing the greater air elemental.

## Area 9-4 — Kitchen

*Three cooking pits fill this vicinity along with numerous rusty pans.*

This area was once used by the servants of the "Bloody Duke" as a place to prepare meals. With the death of the "Bloody Duke," who is now a ghost that resides on Level 10 of the dungeons, and his minions, servants and followers, this area has fallen into disrepair.

## Areas 9-5 — Damsel in Disguise (EL 9)

*Resting in the back of this long darkened dead end hallway is a beautiful elven woman. Her face is somewhat difficult to see in the shadows but her thin slender body seems to have been hand crafted by the gods themselves. The elven woman wears leather armor underneath a partially torn white robe that has several crimson streaks of blood upon it. A fine golden hair comb accents her lovely blonde hair. She carries an iron short sword, a short bow and a quiver of arrows.*

The elven woman introduces herself as Polinyra Pyltari, an elven adventurer who has been trapped within the dungeons of Castle Blackmoor for the past year now.

The truth of the matter is that the "elven" woman is a skilled medusa named Medrowica Dusa. She uses her skills and *hat of disguise* to trick her prey into drawing closer before attempting to use her petrifying gaze to turn them to stone. It requires a DC 32 Spot check to notice that she is not as she first appears or states to be.

To survive the last few dozen years, Medrowica Dusa has often entered the lairs of those who have inhabited this level and the one above in disguise taking whatever she needed. She knows that the goblins and followers of Id reside on this level and more goblins on the level above. She readily provides this information in an attempt to gain the trust of any adventurers she might encounter.

She has been careful to leave few items about, such as statues, that might give her true identity away. The one exception lies within Area 9-40, when a brave goblin attempted to slay her about a dozen years ago when he discovered her lies and deceit.

If asked to join a group of adventurers, she agrees, while asking to borrow a few magical items to assist her. She waits to attack when the group is currently occupied by a challenging combat or during the dead of night when many of the adventurers are resting.

**"Polinyra Pyltari" – Medrowica Dusa, Female Medusa Rogue2:** CR 9; Medium Monstrous Humanoid; HD 6d8+6 plus 2d6+2; hp 51; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17 (+2 Dex, +3 natural, +4 armor); Base Atk +7; Grp +7; Atk +10 melee (1d6+1/19-20, short sword) or +10 ranged (1d6+1/x3, shortbow); Full Atk +10/+5 melee (1d6+1/19-20, short sword) and +4 melee (1d4 plus poison, snakes) or +10/+5 ranged (1d6+1/x3, shortbow); SA Petrifying gaze, poison, sneak attack +1d6; SQ Darkvision 60 ft., evasion, trapfinding; AL LE; SV Fort +8, Ref +6, Will +4; Str 10, Dex 15, Con 12, Int 12, Wis 13, Cha 16.

*Skills and Feats:* Balance +4, Bluff +12, Diplomacy +7, Disguise +12 (+14 acting), Intimidate +7, Jump +2, Move Silently +10, Spot +10, Tumble +8; Point Blank Shot, Precise Shot, Weapon Finesse.

**Petrifying Gaze (Su):** Turn to stone permanently, 30 feet, Fortitude DC 17 negates. The save DC is Charisma-based.

**Poison (Ex):** Injury, Fortitude DC 15, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

*Languages:* Common, Goblin.

*Possessions: +2 leather armor, +1 cold iron short sword, +1 shortbow,* 20 arrows, *hat of disguise,* 4 pp, 8 gp, 20 sp, two emeralds (worth 200 gp each) and a silver necklace (worth 100 gp).

## Area 9-6 — Simply Stairs

*A simple set of stairs led up from this room.*

The wooden door (hardness 5, hp 10, Break DC 18, Open Lock DC 20) to this room is locked. Within this room is a set of stairs going up.

## Area 9-7 — Flowing Sounds

*The soft sounds of a flowing river can be heard from this hallway.*

Crossing the southern portion of this hallway is an underground freshwater river that flows eastward towards Area 9-14, then Areas 9-53 and 9-35.

A successful DC 15 Spot check reveals that a number of scaleless fish with whiskerlike barbels extending from the upper jaw move about the river. A successful DC 10 Knowledge (nature) check lets one know that the fish are catfish, also known as bullheads or mud cats.

Anyone entering the water must make a DC 10 Swim check or start to be slowly pulled at a rate of 10 feet per round down (east) the river. Swimming up stream requires a DC 15 Swim check. Anyone who is pulled past Area 9-35 is eventually swept into Blackmoor Bay.

## Area 9-8 — Barred

*The doors leading into this room appear to have been battered but managed to hold up to whatever attacks were given to them.*

The wooden doors (hardness 5, hp 20, Break DC 23, Open Lock DC 20) to this room are locked and barred. Lying dead in the center of the room is a bloody elf (Cumasti). A successful DC 15 Heal check reveals that the male elf was killed by numerous deep slashing wounds. The elf's possessions include a suit of badly damaged masterwork leather armor, a *cursed –2 elven longblade*, a silver dagger, a splintered masterwork composite longbow (+2 Str bonus), 3 fire arrows, 3 storm arrows, a small brown leather pouch containing a pinch of *dust of illusion*, a *potion of neutralize poison* in a ceramic vial, a flask of *unguent of timelessness*, a *scroll of agile movement*, a *scroll of detect animals or plants*, a *scroll of detect poison*, a *scroll of detect snares and pits*, a leather backpack, a sunrod, a flask of acid, 39 gp, 354 sp and 60 cp. (See *Dave Arneson's Blackmoor* page 106 and the *Wizards' Cabal* for additional details on a variety of these items.)

## Area 9-9 — Just Dust and Debris

*This hallway contains nothing but dust and some minor debris.*

Nothing of interest or value is located here.

## Areas 9-10 — Empty

*Nothing save a rank smell lies within this hallway.*

Nothing of interest or value is located here.

## Area 9-11 — Unknown Edge

*A magical darkness fills much of this room.*

The magical darkness extends for an undetermined length.

Crossing the northern hallway into this room is an underground freshwater river that flows eastward towards Area 9-14, then Areas 9-53 and 9-35.

A successful DC 15 Spot check reveals that a number of scaleless fish with whiskerlike barbels extending from the upper jaw move about the river. A successful DC 10 Knowledge (nature) check lets one know that the fish are catfish, also known as bullheads or mud cats.

Anyone entering the water must make a DC 10 Swim check or start to be slowly pulled at a

rate of 10 feet per round down (east) the river. Swimming up stream requires a DC 15 Swim check. Anyone who is pulled past Area 9-35 is eventually swept into Blackmoor Bay.

## Area 9-12 — Goblin Slaves - Male

*Lying in strange positions on the floor are two humanoid forms. They stir slightly as the door is opened peering to see what horror might be coming for them now.*

The thick wooden door (hardness 5, hp 20, Break DC 23, Open Lock DC 25) to this room is locked. A thin, frail male elf (cumasti) and a short, lean docrae are bound with rope around the wrists and ankles. Both have been severely beaten by the goblins and have the marks on their back to prove it. The frequent and painful whippings have taken a great toll not only on their bodies but their minds. Unfortunately, they are unable to remember much of anything including their own names.

Their only wish is to escape future torment at the hands of the goblins. They have no possessions and can provide no real assistance.

## Area 9-13 — Moisture

*A think layer of moisture, almost like a morning fog, blankets this room.*

The warped wooden door is unlocked but requires a DC 13 Strength check to open as its slightly odd shape has caused the door to become stuck. The room is devoid of anything save the high humidity here.

## Area 9-14 — Underground River

*A five-foot wide river, flowing from the western wall to the eastern wall, cuts through this hallway.*

A successful DC 15 Spot check reveals that a number of scaleless fish with whiskerlike barbels extending from the upper jaw move about the underground freshwater river. A successful DC 10 Knowledge (nature) check lets one know that the fish are catfish, also known as bullheads or mud cats.

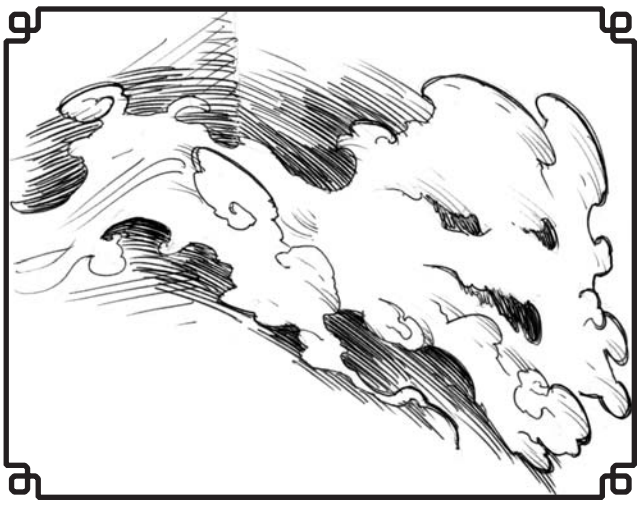
Anyone entering the water must make a DC 10 Swim check or start to be slowly pulled at a rate of 10 feet per round down (east) the river. Swimming up stream requires a DC 15 Swim check. Anyone who is pulled past Area 9-35 is eventually swept into Blackmoor Bay.

## Area 9-15 — "Aaron" (EL 9)

*A swift breeze blows in this square room, which has caused numerous piles of dirt and debris to form. Flying on the northern corner of the room is an amorphous, shifting cloud surrounded by fast-moving currents of air. Three darker bits of twirling vapor seem to be its two eyes and mouth.*

The greater air elemental, which has adapted the name Aaron, is exceptionally talkative. It only speaks Auran, which sounds like the gale force winds of a powerful hurricane. This alerts all other creatures on this level of a new presence from above.

Aaron has been in the dungeons of Castle Blackmoor since the first breath of air was breathed into them.



Aaron greets all those who enter its den except those that have the *Blessing of Earth*, *Water* or *Metal*. These later folks, as are those who attack the elemental, are met with swift, airy slams that attempt to crush them into bits of dust to be swept away in the wind. The numerous piles of dirt and debris are considered difficult terrain. (See the *PHB* page 148 for details.)

Those who speak to Aaron in Auran can learn that a number of "ugly gnomes" (goblins) and "madmen" (Priests of Id) reside on this level and that a number of air, dust and ice mephits handle various errands for him. If given a gift made out of air, and an elemental blessing has not already been received, Aaron grants the gift-giver with the *Blessing of Air*, which grants endure elements (air) while they remain on Levels Six through Twelve.

Whirling about the room on a constant wind are six lapis lazuli, worth 500 gp each plus an *elemental gem (air)*. Aaron is angered, and attacks, if anyone save those with the *Blessing of Air*, attempts to take his treasure.

**Aaron – Greater Air Elemental:** CR 9; Huge Elemental (Air, Extraplanar); HD 21d8+84; hp 189; Init +14; Spd 100 ft. (perfect); AC 26, touch 18, flat-footed 16 (-2 size, +10 Dex, +8 natural); Base Atk +15; Grp +28; Atk +23 melee (2d8+5, slam); Full Atk +23 melee (2d8+5, 2 slams); SA Air mastery, whirlwind; SQ Damage reduction 10/–, darkvision 60 ft., elemental traits; AL N; SV Fort +11, Ref +22, Will +9; Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11.

*Skills and Feats:* Listen +14, Spot +14; Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative [B], Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse[B].

**Air Mastery (Ex):** Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

**Whirlwind (Su):** The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects varies with the elemental's size (see the table). The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment,

while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

*Languages:* Auran.

## Area 9-16 — Breezy Hall

*This hallway is exceptionally breezy and the walls show many years of constant wear.*

Those who listen at either door into this hallway can, with a successful DC 5 Listen check here the wind blowing in this hallway.

Those who traverse this hallway must make a DC 10 Balance check each round or be knocked prone to the floor from the heavy winds.

## Area 9-17 — The Goblin King (EL 11)

*Sitting upon an oak throne decorated in bronze is a portly, crapulent, edacious goblin with a thin bronze crown resting lopsided upon his balding head. The aging goblin, with eyes that glow an eerie blue, wears oversized clothes and an outdated lavender cloak over his studded leather armor. A fine silver short sword lies within arms reach of the goblin chief at the base of his throne.*

*Three moderately attractive young goblin women stand around the goblin chief holding various faience with factitious smiles upon their face. Two carefully hold, with both hands, glazed jugs filled with some type of liquid. The third stands directly next to the plump goblin resting on the throne cautiously holding a plate loaded with large flies almost an inch long. At his whim, the cubby goblin snatches one of the over-sized flies off the plate. He then brings it only inches away from his face as he eyes it intently. He then pulls the wings of the insect, discarding them on the ground, while he opens his grotesque mouth and tosses the wingless fly inside. Finally, he chews upon his snack, smacking his lips as he does so.*

*Besides the goblin king and his three young serving wenches, two other goblins linger about the room; a tall muscular goblin in breastplate armor wielding a fine bronze morningstar and a small goblin in rust colored clothes with a crimson clock who walks about with a hirple.*

The solid oak door (hardness 5, hp 20, Break DC 23, Open Lock DC 25) to this room is locked. Within this room is the chamber of the goblin king Nadgrittrid.

The goblin king Nadgrittrid is a jackleg and a fanfaronade; and while he is incompetent, boastful and has a tubby belly, he is still a capable fighter who leads his tribe by intimidation. He rewards any goblin who finds or locates a magical item for him with praise, good food (such as large flies) and coins. He does this as he has fallen to the mental domination of the Egg of Coot. He has already managed to store away several magical items in Area 9-18.

When combat starts, Nadgrittrid grabs his magical silver longsword and raises into melee combat. He uses the defended ability of his sword for his Armor Class hoping to be a hard target to hit.

Grittridfrat is the son of the goblin king Nadgrittrid. While Nadgrittrid leads by intimidation and charisma, Grittridfrat's future leadership will be through his abilities as a well-trained warrior. He trusts his father blindly and has a decent amount of Jenesaisquoi, despite being a weak and fragile goblin who is unable to resort to physical combat.

When combat begins, Grittridfrat charges into combat attending to strike at those who are less defended or armored. If he finds that they are easy targets, he starts to power attack them hoping to drop them quickly moving onto the next less defended or armored opponent.

Jenesaisquoi is a sorcerer who has lived a

troubled life. In his earlier years, he injured his leg causing him to walk with a limp or hobble. (In game mechanics, he moves at half speed.) Next, he suffers from paragraphia, a mental disorder in which the sufferer writes words or letters other than those intended. Thus, he is unable to successfully scribe any scrolls or write anything down that can be understood. Despite these situations, Jenesaisquoi is a trusted advisor to King Nadgrittrid. If it were not for Jenesaisquoi's advice and counsel, the goblin tribe would have suffered greatly due to Nadgrittrid's incompetence. Additionally, he has crafted several of the tribe's magical armor, shields and weapons. He is tremendously loyal to Nadgrittrid.

When combat ensues, Jenesaisquoi casts either evocation spells to damage the most possible opponents or *enlarge person*, first on Nadgrittrid and then Grittridfrat.

**Jenesaisquoi, Male Goblin Sorcerer6:** CR 6; Small Humanoid (Goblinoid); HD 6d4+6; hp 23; Init +0; Spd 15 ft.; AC 11, touch 11, flat-footed 11 (+1 size); Base Atk +3; Grp -2; Atk/Full Atk +2 melee (1d3-2/19-20, dagger); SQ Darkvision 60 ft.; AL NE; SV Fort +4, Ref +2, Will +7; Str 8, Dex 10, Con 14, Int 13, Wis 14, Cha 20.

*Skills and Feats:* Bluff +10, Craft (armorsmithing) +2, Craft (weaponsmithing) +2, Diplomacy +7, Disguise +5 (+7 in character), Hide +4, Intimidate +7, Knowledge (arcana) +3, Move Silently +4, Ride +4, Spellcraft +13; Craft Magic Arms and Armor, Scribe Scroll, Skill Focus (spellcraft).

*Languages:* Common, Goblin.

*Sorcerer Spells Known* (6/8/6/4; caster level 6; save DC 15 + spell level): 0—*detect magic, flare, mage hand, mending, message, open/close, ray of frost;* 1st—*burning hands, enlarge person, magic missile, magic weapon*; 2nd— *flaming sphere, scorching ray*; 3rd—*fireball*.

*Possessions:* bronze dagger, *clock of charisma* +4, 2 pp, 7 gp, 5 sp and two small rubies (worth 100 gp each). (Note all weapons made with metal are bronze, which do –1 damage.)

**Grittridfrat, Male Goblin Fighter6:** CR 6; Small Humanoid (Goblinoid); HD 6d10+15; hp 56; Init +3; Spd 20 ft.; AC 21, touch 14, flat-footed 18 (+1 size, +3 Dex, +1 shield, +6 armor); Base Atk +6/+1; Grp +4; Atk +11 melee (1d6+3, morningstar) or +9 melee (1d3+1/19-20, dagger) or +10 ranged (1d4+1, javelin); Full Atk +11/+6 melee (1d6+3, morningstar), +9/+4 melee (1d3+1/19-20, dagger)

or +10/+5 melee (1d4+1, javelin); SQ darkvision 60 ft.; AL NE; SV Fort +9, Ref +5, Will +2; Str 14, Dex 16, Con 15, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Climb +6, Hide +4, Intimidate +7, Jump +4, Move Silently +4, Ride +7, Swim -2; Athletic, Blind-Fight, Great Fortitude, Power Attack, Toughness, Weapon Focus (morningstar), Weapon Specialization (morningstar).

*Languages:* Common, Goblin.

*Possessions: +1 breastplate armor*, masterwork light bronze metal shield, *+1 bane (animals) morningstar*, bronze dagger, 3 bronze-tipped javelins, *javelin of lightning*, 6 pp, 3 gp, 5 sp and two small agates (worth 10 gp each). (Note all weapons made with metal are bronze, which do –1 damage.)

**Nadgrittrid - Goblin King - Thrall of Coot, Male Goblin Rogue2/Fighter6:** CR 10; Small Abberation (Goblinoid); HD 2d6+9 plus 6d10+18; hp 74; Init +2; Spd 30 ft.; AC 22, touch 13, flat-footed 20 (+1 size, +2 Dex, +2 natural, +2 shield, +5 armor); Base Atk +7; Grp +5; Atk +13 melee (1d6+5/19-20, longsword) or +10 melee (1d3+1/19-20, dagger); Full Atk +13/+8 melee (1d6+5/19-20, longsword) or +10/+5 melee (1d3+1/19-20, dagger); SA magical puissance, sneak attack +1d6; SQ darkvision 60 ft., evasion, fast healing 1, immunities, mage sight, resilient, trapfinding; AL LE; SV Fort +8, Ref +6, Will +4; Str 14, Dex 10, Con 16, Int 14, Wis 8, Cha 10.

*Skills and Feats:* Bluff +5, Diplomacy +7, Disguise +4 (+6 in character), Gather Information +5, Hide +4, Intimidate +13, Move Silently +4, Ride +4, Use Magic Device +13; Blind-Fight, Diehard, Endurance, Great Fortitude, Iron Will[B], Point Blank Shot, Toughness[B], Weapon Focus (short sword), Weapon Specialization (short sword).

**Magical Puissance (Ex):** A thrall of Coot casts all spells and uses all spell-like abilities at +2 caster level.

**Mage's Sight (Sp):** The thrall's eyes glow an eerie blue and allow it to see magical emanations from all objects and creatures. This ability continually duplicates the *detect magic* spell. This ability aids the thrall in retrieving magic items for the Egg of Coot.

**Fast Healing (Ex):** A thrall heals 1 point of damage each round as long as it has more than 1 hit point. If reduced to 1 hit point, it attempts to flee to the Island of Coot. It must reach the Island of Coot within 1 week or be utterly destroyed. Once it is allowed to rest on the Island of Coot, the thrall gains 1 hit point after 1 hour and then resumes healing at the rate of 1 hit point per round.

**Resilient (Ex):** The Egg of Coot's domination toughens the creature's vital areas. A thrall takes 1d6 less damage from a successful sneak attack and takes one-half the additional damage normally dealt by a critical hit.

**Immunities (Ex):** A thrall of Coot is immune to mind affecting effects, poison, charm and sleep effects, paralysis, and stunning.

*Languages:* Beastial, Common, Giant, Goblin, Orc.

*Possessions: +2 studded leather armor, +1 arrow deflection darkwood light shield, +2 defending silver longsword*, riveted bronze dagger, *cloak of the goblin king (clock of resistance +3* that grants a +4 circumstance bonus on all Charisma checks towards goblinoids), 9 pp, 8 gp, 20 sp and two rubies (worth 500 gp each) and 10 bronze keys (to Areas 8-17, 8-18, 8-23, 8-26, 9-12, 9-17, 9-18, 9-19, 9-30 & 9-43) on a large bronze ring. (Note all weapons made with metal are bronze, which do –1 damage.)

## Area 9-18 — The Goblins' Horde

*Three chests of varying material rest towards the back left-hand side of this undersized room. Jammed in the back right-hand side of the room are four crates, five barrels and a bulky sack.*

The thick bronze door (hardness 8, hp 30, Break DC 23, Open Lock DC 30) is locked. Much of King Nadgrittrid's and his tribe's treasure lies here. All the magical treasure is being held here until it can be given to the Egg of Coot.

Of the four crates: one contains apples and pears; one is half-filled with semi-fresh beard; while the other two are empty. Of the five barrels: one contains a decent red wine; one is two-

thirds filled with an average quality ale; one is full of water; one is filled with saveloy, a highly seasoned smoked pork sausage; and one is empty. The bulky sack is crammed full of dried dates.

Each of the three wooden chests is locked but not trapped. The first chest (hardness 5, hp 10, Break DC 23, Open Lock DC 20) is made of wood and contains 1,000 sp. The second chest (hardness 5, hp 10, Break DC 23, Open Lock DC 25) is made of wood and contains a thick cloth sack that holds three leather pouches filled with coins (10 pp, 100 gp, 100 bronze pieces (bp)) and a small purse with four gems worth 50 gp each. The coins within the pouches are divided by type (platinum, gold, and bronze). (Note a bronze piece is equal to a copper piece.)

The third chest (hardness 8, hp 15, Break DC 23, Open Lock DC 30) is made of mainly of bronze and contains a *bag of holding (type I)*. Inside the bag of holding are a *bead of force*, a *brooch of shielding*, a *potion of jump* and a *gem of seeing (40 charges left)*.

## Area 9-19 — The Goblin King's Guards (EL 10)

*Standing guard over this area are four malicious-looking goblins in grungy bronze chain mail shirts. Each carries a light wooden shield, a nasty-looking bronze morningstar and several bronze-tipped javelins.*

Both the single door (hardness 5, hp 10, Break DC 18, Open Lock DC 20) to the west and the double door (hardness 5, hp 15, Break DC 18, Open Lock DC 25) to the southwest are locked.

Two guards watch over the western hallway, while the other two guards keep an eye on the southwestern hallway. They focus on one opponent first ensuring to deliver the final killing blow, even if an opponent is prone, before moving onto their next foe. If captured, the diglot goblin guards say nothing knowing that to do so will result in their death at the hands of their king, Nadgrittrid.

**Goblin Guards, Male Goblin Fighter6 (4):** CR 6; Small Humanoid (Goblinoid); HD 6d10+12; hp 54 each; Init +7; Spd 30 ft.; AC 19, touch 14, flat-footed 16 (+1 size, +3 Dex, +1 shield, +4 armor); Base Atk +6/+1; Grp +4; Atk +11 melee (1d6+3, morningstar) or +9 melee (1d3+1/19-20, dagger) or +10 ranged (1d4+1, javelin); Full Atk +11/+6 melee (1d6+3, morningstar), or+9/+4 melee (1d3+1/19-20, dagger) or +10/+5 ranged (1d4+1, javelin); SQ Darkvision 60 ft.; AL NE; SV Fort +7, Ref +5, Will +2; Str 14, Dex 16, Con 15, Int 10, Wis 10, Cha 8.

*Skills and Feats:* Climb +1, Hide +5, Jump +1, Listen +6, Move Silently +5, Ride +7, Spot +9; Alertness, Dodge, Improved Initiative, Mobility, Skill Focus (spot), Weapon Focus (morningstar), Weapon Specialization (morningstar).

*Languages:* Common, Goblin.

*Possessions:* Bronze chain shirt, light wooden shield, masterwork bronze morningstar, bronze dagger, 4 bronze-tipped javelins. (Note all weapons made with metal are bronze, which do –1 damage.)

## Area 9-20 — Trap Door Down

*Dirt, rocks and rubble litter this narrow area.*

The area to the north, northwest and west of this area has collapsed slightly but this area luckily remains open. However, the ceiling now looms only five feet above causing any larger creatures to crouch or crawl through the trapdoor that is located in this area. The trapdoor just outside the door to this room leads to a set of solid, stone stairs that descend to Area 10-32. This is the sole entrance from Level 9 to the mizmaze known as Level 10.

## Area 9-21 — Goblin's Bathroom

*The dreadful smell of urine and dung linger heavily within this small room.*

The goblins on this level use this small, out of the way, room as a bathroom. Written on the walls in

goblin and blood are obscene words and phrases. A successful DC 20 Search check on the dung will net not only a stinky mess but also a *stone of good luck*.

## Areas 9-22, 9-23, 9-25 & 9-26 — Locked Door

*This hallway ends at a sizable wooden door with a pair of intricately carved brass door-knobs that resemble tiny bald heads.*

The thick wooden door (hardness 5, hp 20, Break DC 23, Open Lock DC 25) is locked and guards Area 9-24.

## Area 9-24 — Statue

*In the middle of this four-doored room is a circular altar on which stands a stone statue. The statue is about nine feet tall and resembles a strong, muscular orc wielding a falchion. The fierce countenance of battle is upon the almost god-like figure's face as the eyes are squinted, the pig-like nose raised and the tusks protruding out as if to take a bite. Lying at the feet of the statue are a number of trinkets and other trifles.*

This area was once used by the orcs who resided here many years ago as a place to worship before an upcoming battle. The statue represents one of their war gods. It has been crafted in such a way that its eyes are always seemingly watching those in this area.

Lying at the feet of the statue are a masterwork falchion, a *hand of the mage*, a matrass filled with a *potion of jump*, a ceramic flask containing *oil of darkness*, three glass flasks of unholy water, a broken wand with blood droplets on it, an empty bronze mug, a clay jorum filled glutinous elven blood, a silver goblet (worth 25 gp) filled with cheap ale, two moldy pieces of bread, a moldy chuck of yellow cheese, several teeth and bones, a gold signet ring from a High Thonian noble household, an empty scroll case, a crushed silver holy symbol of Ordana, three badly decomposing headless chickens, a blood covered swine, a decapitated head of an elven (Cumasti) woman, 270 sp, 6300 cp, three small bloodstones (worth 20 gp each), a fulvous pouch filled with diamond dust (worth 250 gp), vial of black ink, a *quill of dictation* and a scorched wizard's spellbook with the following spells still intact: *acid splash, ray of frost, burning hands, chill touch, shocking grasp, acid arrow, flaming sphere, scorching ray, elemental globe, elemental bolt, lesser elemental orb, elemental ball, greater elemental orb, heat wave* and *greater heat wave*. (See *Dave Arneson's Blackmoor* pages 79, 87-89, 168-170 and the *Wizards' Cabal* for additional information.)

## Area 9-27 — Bent Coins

*Four bent copper coins lie about the ground in this area.*

The bent coins are discarded treasures that were originally laid upon the statue's feet in Area 9-24.

## Area 9-28 — Id Bathroom

*A horrific smell of urine and ordure pours forth from this small undersized room upon opening the thin wooden door.*

This room is used by the insane priests of Id as a bathroom. Written on the walls, in common, with some type of black rock, perhaps coal, is following creed of the Egg of Coot:

"MIGHT IS RIGHT. MIGHT IS RIGHT. DON'T GIVE A SUCKER AN EVEN BREAK. WINNING IS EVERYTHING. GET WHAT YOU WANT BY HOOK OR BY CROOK, BUT GET IT. THE ENDS ALWAYS JUSTIFY THE MEANS USED TO ACHIEVE IT. THE MEEK MAY INHERIT BLACKMOOR BUT THAT MEANS THE STRONGEST WILL RULE EVERYTHING."

## Area 9-29 — Vines of Death

*This warm area supports a thriving colony of mushrooms, mold, yeasts and other fungi.*

Hidden among the fungi, in the southern most portion of the area, is a gargantuan assassin vine, which oddly looks a little like seaweed. Anyone who makes a successful DC 20 Spot notices the plant before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of a Spot check to notice the plant. Additionally, dwarves can use stonecunning to notice the plant too.

When any creature moves within the assassin vine's reach, it quickly strikes out hoping to grab and full the victim towards it.

A DC 25 Search check of the area reveals a number of bones from both small and medium-sized creatures, numerous rusted and broken weapons and armor, a small cloth pouch (filled with 1 pp, 3 gp, 20 sp), plus a *+1 bane (plants) short sword*.

**Advanced Assassin Vine:** CR 9; Gargantuan Plant; HD 20d8+140; hp 225; Init -1; Spd 5 ft.; AC 18, touch 5, flat-footed 18 (-4 size, -1 Dex, +13 natural); Base Atk +15; Grp +40; Atk/Full Atk +24 melee (2d6+19, slam); Space/Reach 20 ft./20ft. (30 ft. with vine); SA Constrict 2d6+19, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N; SV Fort +19, Ref +5, Will +7; Str 36, Dex 8, Con 24, Int -, Wis 13, Cha 9.

**Constrict (Ex):** An assassin vine deals 1d6+7 points of damage with a successful grapple check.

**Entangle (Su):** An assassin vine can animate plants within 30 feet of itself as a free action (Ref DC 13 partial).

The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

**Improved Grab (Ex):** To use this ability, an assassin vine must hit with its slam attack.

It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

**Blindsight (Ex):** Assassin vines have no visual organs but can ascertain all foes within 30 feet using sound, scent, and vibration.

**Camouflage (Ex):** Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

## Area 9-30 — Goblin Slaves - Female

*Huddled together in the back of this dark and filthy room are several lean medium-sized humanoid figures. They cringe upon the site of you.*

The thick wooden door (hardness 5, hp 20, Break DC 23, Open Lock DC 25) to this room is locked. Five female humans (thonain) of varying age are being held captive here by the goblins. Each of them wears clothes that are thinning from a long period of use.

If calmed down, which requires a successful DC 10 Diplomacy check, the five women willingly note that they all were once wives of merchants who were accompanying their husbands on a trip from their homes to the city of Blackmoor. Unfortunately, they never made it and instead were captured and knocked unconscious by a band of goblins. When they awoke, they were in this room and have been since. They have not seen their husbands since the goblins' attack on their respective merchant caravans. Each of them believes that their husbands have since been killed and have no hope in ever seeing them again.

Their only wish is to escape this dark place and return home. They have no possessions and can provide no real assistance.

## Area 9-31 — Locked Double Doors

*A set of large double wooden doors, with intricate carvings of demonic and devilish faces stands before you. They seem to give off an aura of resistance.*

The thick wooden double doors (hardness 5, hp 30, Break DC 23, Open Lock DC 30) in this hallway are locked. They serve no real useful purpose for any of the creatures on this level.

## Area 9-32 — Fire Pit

*The walls and ceiling of this area are covered with black soot. In the middle of the room lies a small burnt out fire pit. Littered about the room are numerous fish bones, three broken or cracked fishing rods, several feet of fine fishing line and thirteen damaged or rusted fishing hooks.*

Both the goblins and insane priests of Id occasionally use this room to cook fish caught in Area 9-53.

## Area 9-33 — Small Glimmer

*Several small glimmers shine through the dense dust of this otherwise empty rectangular room.*

The glimmers in this room are caused by three bent bronze coins that were tossed in here many years ago. Nothing else of note lies here.

## Area 9-34 — Pit Trap (EL 7)

*This room is mainly covered with a thin layer of dust. However, on the eastern side of the room, the dust appears to have been disturbed in some manner.*

Both wooden doors to this room are unlocked. The southern wooden door has a big red X drawn upon it in blood. This is a warning to all the goblins on Levels 8 and 9 that this area should be avoided.

On the northern portion of this area is a poisoned spiked pit trap.

**Poisoned Spiked Pit Trap:** CR 7: mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. Deep (6d6, fall); pit spikes (Atk +14 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (sassone leaf residue, DC 16 Fortitude save resists, 2d12 damage/1d6 Con); Search DC 24; Disable DC 24.

## Area 9-35 — Dead Man's Resort

*In this well hidden area, you see a small-sized skeletal figure resting against a sizeable rock with a fishing pole still resting in its hands.*

The skeletal figure was once a goblin, who while fishing in the hole located in Area 9-53 clumsily fell into the water. The underground river started to take him downstream (south and east) but he managed to see this clandestine area and pulled himself out of the water into it with his fishing

pole still in hand. From that point forward, the goblin was trapped but managed to survive for a period of time on the water and fish from the subterranean river.

If the fishing pole is searched, it can be learned that a fishing line still runs into the water and holds a rusty fishing hook. A successful DC 10 Search of the skeletal figure reveals that he wears a ring (*ring of clumsiness*) with feather patterns all around its edge. A successful DC 20 Search of the area uncovers a glass bottle with a cork (*bottle of air*) and a pair of lightweight gloves (*gloves of swimming and climbing*) hidden under some small rocks on the eastern portion of the area.

## Area 9-36 — Guards of Id (EL 9)

*Four Thonian men wearing chain mail shirts and strange silver amulets stand guard in this area.*

The men are cultists of Id, a strange and mysterious deity, with unknown origins. It is believed that the worshipping of Id started shortly before the year 500, but when the forces of Blackmoor mounted a pre-emptive surprise attack on the Temple of Id, it was destroyed leaving only a few individuals, who luckily survived the attack and managed to remain hidden, left to keep the religion of Id alive. Recently, there has been a tremendous increase in interest and followers of Id. Several of these followers have found a secret way into the ninth dungeon level of Castle Blackmoor. These followers now reside here attempting to increase their power so they can strike at the City of Blackmoor and claim it for their own in the name of Id. Additionally, they are trapped, as the secret way into the dungeon no longer exists and previous attempts to traverse above Level 8 have proved problematic. Thus, the followers of Id reside here waiting for the right moment to strike.

Two of the guards stand near the northern doors, while the other two stand guard at the southern doors.

If the two northern guards, who occasionally peek through small holes in the doors notice anyone searching about or looting their food stock in Area 9-55, they quickly throw open the doors and rush into attack. Otherwise, they wait to attack from surprise once the doors are opened by the adventuring invaders aided by the southern guards.

The northern guards head straight into melee combat, while the southern guards attempt to attack from a distance with their longbows, first using their white arrows, which increase the critical range from 20 to 19-20.

**Northern Id Guards, Male Human (Thonian) Fighter5 (2):** CR 5; Medium Humanoid (Human); HD 5d10+15; hp 49 each; Init +5; Spd 30 ft.; AC 17, touch 11, flat-footed 16 (+1 Dex, +2 shield, +4 armor); Base Atk +5; Grp +8; Atk/Full Atk +11 melee (1d8+5/x3, warhammer) or +8 melee (1d4+3/19-20, dagger); AL LE; SV Fort +7, Ref +2, Will +2; Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 12.

*Skills and Feats:* Diplomacy +5, Listen +10, Spot +10; Alertness, Improved Initiative, Skill Focus (listen), Skill Focus (spot), Weapon Focus (warhammer), Weapon Specialization (warhammer).

*Languages:* Common.

*Possessions:* Chain shirt, heavy steel shield, dagger, *+2 warhammer*, silver holy symbol of Id, 3 gp

**Southern Id Guards, Male Human (Thonian) Fighter5 (2):** CR 5; Medium Humanoid (Human); HD 5d10+10; hp 45 each; Init +4; Spd 30 ft.; AC 17, touch 13, flat-footed 14 (+3 Dex, +4 armor); Base Atk +5; Grp +5; Atk/Full Atk +10 ranged (1d8+2/x3, longbow) or +5 melee (1d8/19-20, longsword) or +5 melee (1d4/19-20, dagger); AL LE; SV Fort +6, Ref +7, Will +3; Str 10, Dex 18, Con 14, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Craft (fletcher) +8, Diplomacy +4, Profession (cook) +6; Lightning Reflexes, Precise Shot, Point Blank Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow).

*Languages:* Common.

*Possessions:* Chain shirt, longsword, dagger, *+2 longbow*, 20 white arrows*, 3 fire arrows*, 3 storm arrows*, 20 arrows, silver holy symbol of Id, 3 gp.

* See *Dave Arneson's Blackmoor*.

## Area 9-37 — Leader of Id (EL 11)

*A provisional bed rests here along with several makeshift timber shelves, a round wooden table and four chairs. Upon the table and at various spots throughout the room are tall red candles that give off a wisp of smoke that has the scent of cinnamon.*

*Sitting at the wooden table enjoying a glass of red wine is a female Thonian in her mid-twenties. She sports a nice chain mail shirt and the same strange silver amulet you previously saw.*

Upon seeing uninvited guests, Dicrototha dramatically stands up send her chair across the room and the five-foot diameter table on its side. The table provides cover for her, as long as she stands behind it. Afterwards, Dicrototha casts evocation spells that prove to be the most damaging to the group as a whole. Additionally, she calls for aid from the priests of Id in Area 9-38. If they have not already been defeated, they arrive three rounds later assisting Dicrototha as best possible.

**Dicrototha - Priestess of Id – Thrall of Coot, Female Human (Thonian) Cleric9:** CR 9; Medium Abberation (Human); HD 9d8+21; hp 71; Init +5; Spd 30 ft.; AC 17, touch 10, flat-footed 17 (+2 natural, +5 armor); Base Atk +6/+1; Grp +6; Atk +7 melee (1d8/x3, warhammer); Full Atk +7/+2 melee (1d8/x3, warhammer); SA magical puissance; SQ fast healing 1, immunities, mage's sight, resilient; AL LE; SV Fort +10, Ref +4, Will +14; Str 10, Dex 10, Con 14, Int 16, Wis 22, Cha 10.

*Skills and Feats:* Bluff +12, Concentration +18, Diplomacy +8, Disguise +0 (+2 act in character), Intimidate +2, Knowledge (arcane) +12, Knowledge (religion) +8, Spellcraft +18, Use Magic Device +9; Combat Casting, Great Fortitude, Improved Initiative, Iron Will[B], Greater Spell Focus (evocation), Spell Focus (evocation), Toughness[B].

**Magical Puissance (Ex):** A thrall of Coot casts all spells and uses all spell-like abilities at +2 caster level.

**Mage's Sight (Sp):** The thrall's eyes glow an eerie blue and allow it to see magical emanations from all objects and creatures. This ability continually duplicates the *detect magic* spell. This ability aids the thrall in retrieving magic items for the Egg of Coot.

**Fast Healing (Ex):** A thrall heals 1 point of damage each round as long as it has more than 1 hit point. If reduced to 1 hit point, it attempts to flee to the Island of Coot. It must reach the Island of Coot within 1 week or be utterly destroyed. Once it is allowed to rest on the Island of Coot, the thrall gains 1 hit point after 1 hour and then resumes healing at the rate of 1 hit point per round.

**Resilient (Ex):** The Egg of Coot's domination toughens the creature's vital areas. A thrall takes 1d6 less damage from a successful sneak attack and takes one-half the additional damage normally dealt by a critical hit.

**Immunities (Ex):** A thrall of Coot is immune to mind affecting effects, poison, charm and sleep effects, paralysis, and stunning.

*Cleric Spells Prepared* (6/6+1/6+1/4+1/3+1/2+1; caster level 11; save DC 16 + spell level, evocation DC 18 +spell level): 0—*cure minor wounds, detect magic, detect magic, detect magic, detect magic, detect poison;* 1st— *bane, cure light wounds, disguise self*, doom, protection from good, sanctuary, shield of faith*; 2nd—*bear's endurance, cure moderate wounds, invisibility*, owl's wisdom, sound burst, sound burst, sound burst*; 3rd— *dispel magic*, protection from energy, searing light, searing light, searing light*; 4th—*confusion*, elemental summons I[†], summon monster IV, tongues*; 5th—*elemental summons II[†], flame strike, spell resistance**.

*Domain Spell. *Domains*: Magic (Use magic items as wizard of one-half level); Trickery (Bluff, Disguise and Hide are class skills).

*Languages:* Common, Elven.

*Possessions: +1 medium fortification chain mail shirt*, masterwork warhammer, *periapt of wisdom +4*, *wand of light* (20 charges), silver holy symbol of Id, 2 pp, 9 gp, 10 sp, 1 diamond (worth 1,000 gp).

[†] See *Dave Arneson's Blackmoor*.

## Area 9-38 — Cultists of Id (EL 10)

*Four crude bunk beds, a large round pine table and eight chairs fill this room. Three human man stand in a circle with bowed heads, as if in meditation or prayer. Each of them wears a chain mail shirt and the same strange silver amulet you previously saw.*

Once noticing any intruders, one of the minor priests rushes into melee combat, while the other first casts prayer followed by bless. Merk attempts to cast several preparatory spells, such as righteous might, divine power, bull's strength, etc., before entering into melee.

**Merk - Priest of Id, Male Human (Thonian) Cleric9:** CR 9; Medium Humanoid (Human); HD 9d8+18; hp 68; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14 (+4 armor); Base Atk +6/+1; Grp +7; Atk +9 melee (1d8+2/x3, warhammer); Full Atk +9/+4 melee (1d8+2/x3, warhammer); AL LE; SV Fort +8, Ref +3, Will +10; Str 12, Dex 10, Con 14, Int 12, Wis 18, Cha 14.

*Skills and Feats:* Bluff +14, Concentration +19, Diplomacy +4, Disguise +2 (+4 act in character), Intimidate +4, Knowledge (history) +7, Knowledge (religion) +7, Profession (brewer) +9, Spellcraft +8; Combat Casting, Extra Turning, Improved Turning, Skill Focus (concentration), Weapon Focus (warhammer).

*Cleric Spells Prepared* (6/5+1/5+1/4+1/3+1/1+1; caster level 9; save DC 14 + spell level): 0—*cure minor wounds, detect magic, detect poison, guidance, resistance, virtue;* 1st— *bane, cure light wounds, disguise self*, divine favor, protection from good, shield of faith*; 2nd—*bear's endurance, bull's strength, cure moderate wounds, invisibility*, owl's wisdom, sound burst*; 3rd— *dispel magic*, magic vestment, protection from energy, searing light, searing light*; 4th—*confusion*, divine power, poison, summon monster IV*; 5th—*righteous might, spell resistance**.

*Domain Spell. *Domains*: Magic (Use magic items as wizard of one-half level); Trickery (Bluff, Disguise and Hide are class skills).

*Languages:* Common, Goblin, Orc.

*Possessions:* chain mail shirt, *+1 bane (high thonians) warhammer*, silver holy symbol of Id, 1 pp, 4 gp, 10 sp, 1 sapphire (worth 100 gp).

**Minor Priest of Id, Male Human (Thonian) Cleric5 (2):** CR 5; Medium Humanoid (Human); HD 5d8+10; hp 38 each; Init +0; Spd 30 ft.; AC 14, touch 10, flat-footed 14 (+4 armor); Base Atk +3; Grp +5; Atk/Full Atk +6 melee (1d8+2/x3, warhammer); AL LE; SV Fort +8, Ref +1, Will +9; Str 14, Dex 10, Con 14, Int 12, Wis 16, Cha 14.

*Skills and Feats:* Diplomacy +7, Heal +9, Knowledge (history) +6, Knowledge (religion) +6, Profession (farmer) +8, Profession (fisher) +5, Spellcraft +3; Great Fortitude, Iron Will, Weapon Focus (warhammer).

*Cleric Spells Prepared* (5/4+1/3+1/2+1; caster level 5; save DC 13 + spell level): 0—*create water, cure minor wounds, detect magic, detect poison, purify food and drink;* 1st— *bless, cure light wounds, disguise self*, endure elements, magic weapon*; 2nd—*cure moderate wounds, delay poison, invisibility*, sound burst*; 3rd—*create food and water, dispel magic*, prayer*.

*Domain Spell. *Domains*: Magic (Use magic items as wizard of one-half level); Trickery (Bluff, Disguise and Hide are class skills).

*Languages:* Common, Goblin, Orc.

*Possessions:* chain mail shirt, masterwork warhammer, silver holy symbol of Id, 1 pp, 4 gp, 10 sp.

## Area 9-39 — Water World (EL 7)

*In the back of this moisture-thick room is a small closed wooden chest.*

The thick wooden door to this room is initially unlocked. The wooden chest is closed but also unlocked. However, treasures are not to be gained from within the chest, but rather the trigger to a potentially deadly trap. Once the lid to the chest is opened, the only door (hardness 5, hp 30, Break DC 23, Open Lock DC 30) into this room slams shut and locks. At this point, water starts to quickly pour into the room. After three rounds, the room completely fills with water.

**Water-Filled Room:** CR 7; mechanical; location trigger; manual reset; multiple targets in a 40 ft. by 60 ft. room); never miss onset delay (3 rounds); water; Search DC 24; Disable Device DC 25.

## Area 9-40 — Just a Statue

*Lying in this room is a well-worn granite statue of a goblin in an action pose with a pointed left finger, a right hand clenched around a wicked-looking morningstar and a wicked grin on its face. At the base of the statue is a small dead goblin.*

This statue was once a living goblin. However, he ran into the medusa in Area 9-6 a dozen years ago. The last twelve years has worn down the statue quite a bit.

The dead goblin lying at the foot of the now statuesque goblin was killed in Area 9-44 by the wyvern poison arrow trap. He was double dared to run across the room, touch the far wall and run back. Unfortunately for the green goblin, he fell dead to the trap. At this point, the other two goblins who dared him pulled his body out and dumped it here.

## Area 9-41 — Bones of the Dead

*The bones and skulls of the dead pour forth in an almost deafening manner from this room.*

The goblins have stored the bones and skulls of defeated adventurers and enslaved merchants, both of who have been eaten, in this room for several generations. The room is now quite full and opening the wooden door, which swings outward, brings down a seemingly avalanche of these remains in an extremely loud way. Anyone within twenty feet of the door must make a DC 15 Fortitude Save or be deafened for 1 minute.

## Area 9-42 — Is It Here?

*A thin swirling mist lies within this area.*

Are those who venture here where they believe they are? Perhaps, they are places that lie beyond the scope of the maps of the dungeons of Castle Blackoor.

## Area 9-43 — Dead Man Hanging

*Hanging from a rope noose in the center of the room are the severely decayed remains of a medium-sized human. Flies buzz about the room, centralized mainly on the corpse. A splintered chair lies on its side in the far right corner.*

The timber door (hardness 5, hp 10, Break DC 18, Open Lock DC 20) is locked. The remains are that of a male human adventurer who was captured a year ago. He proved problematic so the goblins cruelly beat him as he was hung to death. From time to time, a small group of female goblins from Level 8 are sent to this room to collect flies for King Nadgrittrid, who considers wingless flies to be a delicacy.

## Area 9-44 — Poisoned Arrow Trap (EL 7)

*This room is mainly covered with a thin layer of dust. However, on the eastern side of the room, the dust appears to have been disturbed in some manner.*

Both wooden doors to this room are unlocked. The eastern wooden door has a big red X drawn upon it in blood. This is a warning to all the goblins on Levels 8 and 9 that this area should be avoided.

Ten feet into this room is a trigger to a wyvern poison arrow trap. There are sixteen poisoned arrows left before the trap needs to be manually reset. The disturbed dust was caused by a goblin who was double dared to run across the room, touch the far wall and run back. Unfortunately for the naïve goblin, he fell dead to the trap. At this point, the other two goblins who dared him pulled his body out and left it at the base of the statue in Area 9-40 to rot.

**Wyvern Poison Arrow Trap:** CR 7: mechanical; proximity trigger; manual reset; Atk +18 ranged (1d6/x3 plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con), Search 24; Disable Device 24.

## Area 9-45 — Nothing but Dust

*The floor of this area is thick with dust.*

This area has been altogether avoided by anyone for several years now.

## Area 9-46 — Just a Few Scattered Coins

*Lying in this tremendously dusty room are a few scattered coins.*

Nothing lies here but a thick layer of dust and a few coins (1 pp, 3 gp, 4 sp, 10 cp).

## Area 9-47 — Burial Grounds #1

*Located within this room are half a dozen bronze coffins of small size.*

Each of the bronze coffins contain the remains of one of the former kings of the goblin tribe. This was the first room constructed to hold the past kings' remains.

## Area 9-48 — Burial Grounds #2

*Crammed into this room are a dozen bronze coffins of small size.*

Each of the bronze coffins contain the remains of one of the former kings of the goblin tribe that reside on Levels 8 and 9. This is the second room constructed to hold the past kings' remains.

## Area 9-49 — Burial Grounds #3

*Within this diamond shaped room is a single small-sized bronze coffin.*

This single bronze coffin contains the corpse of Nadgrittrid's dead father, the previous king of the goblins. This room is always holds the last previous king. When Nadgrittrid dies, his father's remains will be moved elsewhere and Nadgrittrid's corpse will rest here until the next king passes on.

## Area 9-50 — Just Junk

*Littering this room are piles of junk, including broken bones, several skulls, rusty or shattered bronze short swords, morningstars, and javelins, shredded leather armor, splintered wooden shields, scraps of moldy food and various other debris.*

Anyone successfully obtaining a DC 20 Search check while looking through the piles of junk finds a skeletal hand with a thin gold ring (*ring of protection +1*) upon it.

## Area 9-51 — Goblin Stairs

*The grimy, but dust-free stairs go down to deep parts of the dungeon.*

These stairs are used by the goblins above to reach the area behind the locked double doors, especially Area 9-16, which holds several slaves. The stairs lead to Area 8-30.

There are two other sets of stairs that lead down to this level of the dungeon. These stairs are located in Areas 9-1 and 9-24.

## Area 9-52 — Unused Stairs

*The dusty stairs go down to deeper parts of the dungeon.*

The goblins from Level 8 are aware of these stairs, but generally avoid them, as a few of their numbers have fallen to the traps in Areas 9-39, 9-44 and 9-34. The stairs lead to Area 8-39.

There are two other sets of stairs that lead down to this level of the dungeon. These stairs are located in Areas 9-51 and 9-54.

## Area 9-53 — Fishing Hole

*Several hallways merge into this area that contains a hole in the ground about twenty feet in diameter. Several fishing poles lie haphazardly about the area.*

The hole in this area leads to an underground freshwater river just ten feet below. A successful DC 15 Spot check reveals that a number of scaleless fish with whiskerlike barbels extending from the upper jaw move about the river near the open hole. A successful DC 10 Knowledge (nature) check lets one know that the fish are catfish, also known as bullheads or mud cats.

Anyone entering the water must make a DC 10 Swim check or start to be slowly pulled at a rate of 10 feet per round down (south) the river. Swimming up stream requires a DC 15 Swim check. Anyone who is pulled past Area 9-35 is eventually swept into Blackmoor Bay.

## Area 9-54 — Up They Go

*These stone stairs lead up.*

These stairs lead to Area 8-37.

## Area 9-55 — Id Supplies

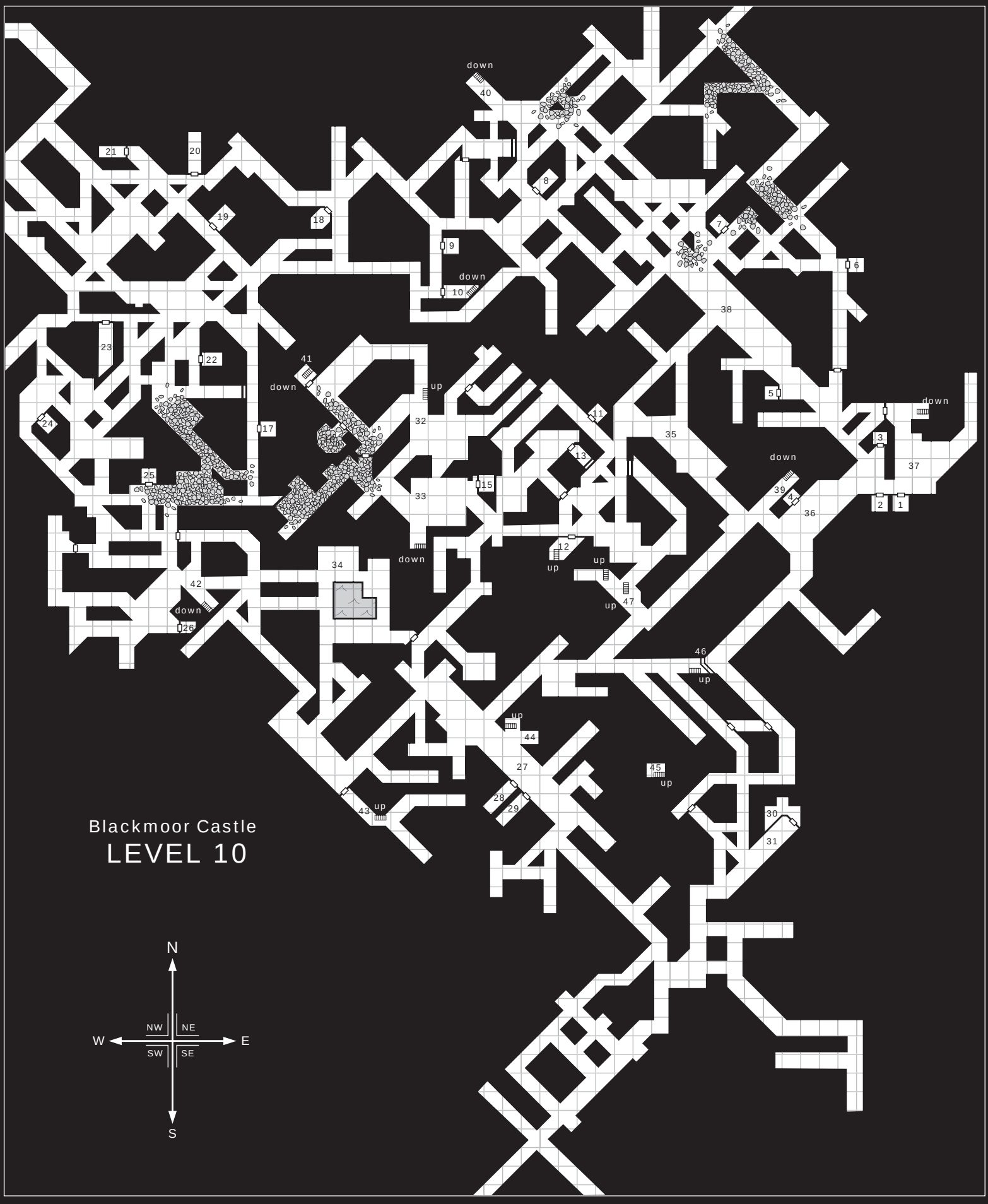
*On the eastern portion of this room are numerous wooden crates, cages, barrels, kegs, and sacks.*

In this area are nine crates, three filled with loaves of bread, one including several small wheels of cheese, one containing red apples, one half full of green apples, one with pears, and two being empty; five cages, three each containing a swine or pig and two packed with chickens; fifteen barrels, four containing pork and brine, three with thick ale, two with fine red wine, one with an average white wine, one with verjuice, six with water and an empty one; six kegs, two stuffed with flour, two full with corn meal, one half full with sugar and one a quarter full of salt; and eleven sacks, three holding figs, three containing dates, two filled with banana chips, one packed with raisins, one cramped with blueberries, and one including apricots.

## Area 9-56 — Going Up?

*A set of stone stairs with numerous cracks and breaks lead upward to levels above.*

With each passing step those who traverse these steps may believe the stairs are going to crumble below their feet. However, despite their fears this simply is not the case.


Blackmoor Castle
LEVEL 10
N
W
E
S
NW
NE
SW
SE
down
up

# Level 10

**Table 10-1: Wandering Monster Encounters**

| | |
|---|---|
| 2 | 2 Orc Fighter8 |
| 3 | 3 Ogre Barbarian4 |
| 4 | 3 Balebourne Orc Fighter6 |
| 5 | 7 Ooze Mephit |
| 6 | 7 Earth Mephit |
| 7 | 5 Orc Warrior5 & 1 Orc Rogue7 |
| 8 | 7 Water Mephit |
| 9 | 7 Salt Mephit |
| 10 | 50 Rats |
| 11 | 20 Dire Rats |
| 12 | 2 Orc Fighter8 |

Orc Fighter8: hp 84 each, see Area 10-31.
Ogre Barbarian4: hp 86 each, see *MM* pages 198-200.
Balebourne Orc Fighter6: hp 59 each, see Area 10-8.
Ooze Mephit: hp 19 each, see *MM* pages 183-184.
Earth Mephit: hp 19 each, see *MM* page 182.
Orc Warrior5: hp 41 each, See Areas 10-38 & 10-36.
Orc Rogue7: hp 37, see Areas 10-38 & 10-36.
Water Mephit: hp 19 each, see *MM* page 185.
Salt Mephit: hp 19 each, see *MM* page 184.
Rat: hp 1 each, see *MM* page 278.
Dire Rat: 5 hp each, see *MM* page 64.

**Table 10-2: Encounter Index**

| Area | Page | Type | Descriptions | EL |
|---|---|---|---|---|
| 10-1 | 153 | - | Orc Food Stock | - |
| 10-2 | 153 | - | Orc Drink Stock | - |
| 10-3 | 153 | - | Bathroom | - |
| 10-4 | 153 | - | Orc Weapon Stock | - |
| 10-5 | 153 | - | Orc Supplies | - |
| 10-6 | 153 | - | Magical Stash | - |
| 10-7 | 154 | - | Orc Slaves | - |
| 10-8 | 154 | C | Balebourne Orcs | 12 |
| 10-9 | 156 | C | Funk the Third (Thrall of Coot) | 12 |
| 10-10 | 157 | T | Deathblade Wall Scythe | 8 |
| 10-11 | 157 | - | Dead Goblins | - |
| 10-12 | 157 | - | Dead Trolls | - |
| 10-13 | 157 | - | Empty | - |
| 10-14 | 157 | - | Where Did It Go? | - |
| 10-15 | 157 | - | Earl's Treasure | - |
| 10-16 | 158 | - | Buried Treasure | - |
| 10-17 | 158 | - | Dead Giants | - |
| 10-18 | 158 | C | Advanced Greater Vampiric Rose Bush | 10 |
| 10-19 | 159 | - | Plants | - |
| 10-20 | 159 | - | Flora | - |
| 10-21 | 159 | - | Dead Orcs | - |
| 10-22 | 159 | - | Wall Hanging | - |
| 10-23 | 159 | - | Swept Clean | - |
| 10-24 | 159 | - | Bugs | - |
| 10-25 | 160 | - | Empty Clear | - |
| 10-26 | 160 | - | Creepy-crawlies | - |
| 10-27 | 160 | C | 7 Ogres & 1 Ogre Brb8 | 12 |
| 10-28 | 161 | - | Giant Stock #1 | - |
| 10-29 | 161 | - | Giant Stock #2 | - |
| 10-30 | 161 | - | Orchian Way | - |
| 10-31 | 161 | C | 2 Orc Ftr8 | 10 |
| 10-32 | 162 | - | Orcish Women and Children | - |
| 10-33 | 162 | R/C | Greater Earth Elemental | 9 |
| 10-34 | 163 | R/C | Greater Water Elemental | 9 |
| 10-35 | 164 | C | 12 Orcs & 1 Orc Sor7 | 8 |
| 10-36 | 165 | C | 13 Orcs & 1 Orc Rog7 | 9 |
| 10-37 | 166 | - | | - |
| 10-38 | 166 | C | 7 Orc War5, 1 Orc Adpt5 & 1 Orc Adpt9 | 11 |
| 10-39 | 167 | - | False Stairs - Down | - |
| 10-40 | 167 | - | False Stairs - Down | - |
| 10-41 | 167 | - | False Stairs - Down | - |
| 10-42 | 167 | - | False Stairs - Down | - |
| 10-43 | 168 | - | False Stairs - Up | - |
| 10-44 | 168 | - | False Stairs - Up | - |
| 10-45 | 168 | - | False Stairs - Up | - |
| 10-46 | 168 | - | False Stairs - Up | - |
| 10-47 | 168 | - | Two False Stairs - Up | - |

## Area 10-1 — Orc Food Stock

*This small room is filled with many wooden crates, oak kegs, coarse cloth sacks and a large wheel of milky-white cheese.*

The wooden door (hardness 5, hp 10, Break DC 18, Open Lock DC 20) to this room is locked. In this room, besides the wheel of cheese, are ten crates: five containing salted meat, three filled with loaves of bread, one with red apples and one with green apples, three sacks of corn meal, and two kegs, one containing flour and the other sugar.

## Area 10-2 — Orc Drink Stock

*This small room is filled with numerous wooden barrels.*

The wooden door (hardness 5, hp 10, Break DC 18, Open Lock DC 20) to this room is locked. In this room are thirteen barrels; four with watered down ale, two with a cheap red wine, one with verjuice, one with rum, and five with water.

## Area 10-3 — Bathroom

*This undersized room reeks of urine and excrement.*

This room is used by the orcs as a bathroom. Etched into the walls, in orcish, are obscene words and phrases plus the following creed of the Egg of Coot:

"MIGHT IS RIGHT. MIGHT IS RIGHT. DON'T GIVE A SUCKER AN EVEN BREAK. WINNING IS EVERYTHING. GET WHAT YOU WANT BY HOOK OR BY CROOK, BUT GET IT. THE ENDS ALWAYS JUSTIFY THE MEANS USED TO ACHIEVE IT. THE MEEK MAY INHERIT BLACKMOOR BUT THAT MEANS THE STRONGEST WILL RULE EVERYTHING."

## Area 10-4 — Orc Weapon Stock

*Carelessly thrown about this small room are a variety of weapons and armor.*

The wooden door (hardness 5, hp 10, Break DC 18, Open Lock DC 20) to this room is locked. Looking through the mess here results in the discovery of three suits of studded leather armor, a badly dented suit of banded armor, a heavy steel shield, two falchions, a masterwork orc double axe, a cracked masterwork falchion, twelve javelins, two bronze short swords and five whetstones.

## Area 10-5 — Orc Supplies

*Various general supplies and clothing litter this little room.*

The wooden door (hardness 5, hp 10, Break DC 18, Open Lock DC 20) to this room is locked. In this room are seven robes, two belts, three pairs of hard boots, five blankets, a crowbar, a pile of firewood, an empty flask, three pitons, a portable ram, three 50-foot long hempen ropes, seven empty sacks, a sledge, two shovels, eight unfilled waterskins and three ceramic vials holding a single magical potion each (*cure serious wounds*, *lesser restoration*, and *shield of faith* +4).

## Area 10-6 — Magical Stash

*This tiny room contains only a small wooden desk, which lies in the back left corner with several items resting upon it.*

The thick wooden door (hardness 5, hp 20, Break DC 18, Open Lock DC 25) to this room is locked. In this room are several magical items that have been recovered from defeated adventurers in the past 15 years. Funk the Third hid these enchanted treasures away from his tribe with the hopes of bringing them to the Egg of Coot when the opportunity arose. The magical items include a *+1 distance dwarven slug bow** (accompanied with a dozen metal slugs), a *vial of silversheen*, an *arcane*

*scroll of combat precognition** (5th-level caster), an *arcane scroll of heat wave** (3rd-level caster), an *arcane scroll of wolf's sight** (5th-level caster), an *arcane scroll of beaver's bite* (5th-level caster)†, and a *divine scroll of waft** (1st-level caster).

*See *Dave Arneson's Blackmoor.*

†See *Dave Arneson's Player's Guide to Blackmoor*.

Only Funk the Third knows what lies within this room. All other orcs within his tribe believe that locked behind the door is a powerful devilish or demonic creature.

## Area 10-7 — Orc Slaves

*An effluvium pours out of this cramped room as the bronze door is opened. Several fleshy humanoid bodies lie against the dark walls amidst an assortment of bones. A few of the bodies twitch slightly as if there may still be life within them.*

*In the back of the room lies a pilliewinkles, a torture device, consisting of a board with holes into which the fingers are pressed and fastened with peg.*

The thick bronze door (hardness 8, hp 30, Break DC 23, Open Lock DC 25) to this room is locked. In this room are seven humanoid bodies all dressed in ragtag clothing. Three belong to the living, while the other four has passed on. The three living persons here are a stout male dwarf named Grundy Granitesmiter, a muscular male docrae named Kimble Krodphelder and a beautiful blonde female human (high Thonian) named Paige Pallister.

The four dead persons here are a slender male elf (Cumasti) named Ynna Woodwalker, a burly male half-orc named Crumbler Smosher, a chunky wild female human (Thonian) named Gretta Teatarry and a plump male human (Thonian) named Creamdid Sourpid.

Grundy, Kimble and Paige note that they were once adventurers who ventured into the dungeons of Castle Blackmoor to seek fame and fortune. Their enslavement by the orcs has changed all of that and they merely wish to return to the family and friends. They have no possessions and can provide no real assistance.

## Area 10-8 — Balebourne Orcs (EL 12)

*Two orcs with a slightly red tinge to both their hair and skin, bearing grungy dappled gray scale mail armor, sit at a mahogany table on the right side of the room. They drink from large metal mugs. A strange exotic sword rests next to both of them against their chairs. Meanwhile, a third orc dressed in mere carmine robes adorned with tiny multi-colored gemstones sits on a timbered chair in the back right corner scribing something in black ink on a piece of bleached manila parchment.*

*On the left side of the room lie three makeshift beds and a single 3 foot tall shelf that holds several valueless bric-a-bracs.*

The three balebourne orcs work together as a small group to loyally guard Funk the Third. Currently, they are resting, having been given leave by their master.

Ogrotimur the wizard, does have a second motive;being a Thrall of the Egg of Coot, his goal is to create or find magical items for the mysterious entity.

The two balebourne orc fighters enter into melee when first possible, while Ogrotimur casts enchantment spells to maximum effect, taking preference on effecting fighter-types first.

**Male Balebourne Orc Fighter6 (2):** CR 7; Medium Humanoid (Orc); HD 6d10+18; hp 59 each; Init +2; Spd 20 ft.; AC 16, touch 12, flat-footed 14 (+2 Dex, +4 armor); Base Atk +6/+1; Grp +10; Atk +15 melee (1d10+9/19-20, katana); Full Atk +15/+10 melee (1d12+9/19-20, katana); SA spell-like abilities; SQ darkvision 60 ft., light sensitivity, SR 17; AL LE; SV Fort +9, Ref +4, Will +3; Str 18, Dex 14, Con 16, Int 13, Wis 12, Cha 9.

*Skills and Feats:* Concentration +7, Jump +1, Listen +7, Spellcraft +2, Spot +7; Alertness, Combat Expertise, Exotic Weapon Proficiency (katana), Improved Disarm, Quick Draw, Weapon Focus (katana), Weapon Specialization (katana).

*Spell-Like Abilities:* At will—*darkness*; 1/day—*burning hands*, *change self*, *charm person*, and *sleep*. Caster level 2nd (save DC 9 + spell level). The save DC is Charisma-based.

**Light Sensitivity (Ex)**: Like normal orcs, balebourne orcs suffer a –1 penalty on attack rolls in bright sunlight or within the radius of a daylight spell. To use a spell-like ability in these conditions, a balebourne orc must succeed a DC 15 Concentration check.

*Languages:* Draconic, Giant, Orc.

*Possessions:* Scale mail armor, masterwork katana, 5 sp.

**Ogrotimur, Male Balebourne Orc Thrall of Coot Wizard8 (Enchanter):** CR 11; Medium Aberration (Orc); HD 8d4+22; hp 41; Init +0; Spd 30 ft.; AC 12, touch 10, flat-footed 12 (+2 natural); Base Atk +4; Grp +6; Atk/Full Atk +7 melee (1d4+2/19-20, dagger); SA spell-like abilities, magical puissance; SQ darkvision 60 ft., fast healing 1, immunities, light sensitivity, mage's sight, resilient, SR 19; AL NE; SV Fort +4, Ref +2, Will +8; Str 14, Dex 10, Con 14, Int 28, Wis 10, Cha 6.

*Skills and Feats:* Concentration +17, Craft (leatherworking) +11, Decipher Script +20 (+22 decipher spells on scrolls), Gather Information +0, Knowledge (arcana) +28, Knowledge (dungeoneering) +20, Knowledge (local) +20, Spellcraft +30 (+32 enchantment), Survival +0 (+2 underground), Use Magic Device +11 (+15 using scrolls); Combat Casting, Greater Spell Focus (enchantment), Iron Will[B], Scribe Scroll[B], Spell Focus (enchantment), Toughness[B].

*Wizard Spells Prepared* (5/8/6/6/5; caster level 10, save DC 19 + spell level, enchantment DC 21 + spell level): 0—*daze*, *distract*†, *mending*, *ray of dirt**, *read magic;* 1st—*charm person*, *comprehend languages*, *endure elements*, *enlarge person*, *enlarge person*, *hypnotism*, *sleep*, *unseen servant*; 2nd—*daze monster*, *daze monster*, *false life*, *glitterdust*, *hideous laughter*, *touch of idiocy*; 3rd—*deep slumber*, *dispel magic*, *fly*, *hold person*, *suggestion*, *suggestion*; 4th—*charm monster*, *confusion*, *confusion*, *crushing despair*, *lesser geas*.

*Spellbook:* 0—*acid splash*, *arcane mark*, *breeze**, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *elemental globe**, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of dirt**, *read magic*, *resistance*, *touch of fatigue*; 1st—*alarm*, *charm person*, *comprehend languages*, *detect secret door*, *endure elements*, *enlarge person*, *hypnotism*, *identify*, *sleep*, *unseen servant*; 2nd—*daze monster*, *false life*, *glitterdust*, *hideous laughter*, *touch of idiocy*; 3rd—*deep slumber*, *dispel magic*, *fly*, *hold person*, *suggestion*; 4th—*charm monster*, *confusion*, *crushing despair*, *lesser geas*.

*Spell-Like Abilities:* At will—*darkness*; 1/day—*burning hands*, *change self*, *charm person*, and *sleep*. Caster level 4th (save DC 8 + spell level). The save DC is Charisma-based.

**Magical Puissance (Ex):** A thrall of Coot casts all spells and uses all spell-like abilities at +2 caster level.

**Mage's Sight (Sp):** The thrall's eyes glow an eerie blue and allow it to see magical emanations from all objects and creatures. This ability continually duplicates the *detect magic* spell. This ability aids the thrall in retrieving magic items for the Egg of Coot.

**Fast Healing (Ex):** A thrall heals 1 point of damage each round as long as it has more than 1 hit point. If reduced to 1 hit point, it attempts to flee to the Island of Coot. It must reach the Island of Coot within 1 week or be utterly destroyed. Once it is allowed to rest on the Island of Coot, the thrall gains 1 hit point after 1 hour and then resumes healing at the rate of 1 hit point per round.

**Resilient (Ex):** The Egg of Coot's domination toughens the creature's vital areas. A thrall takes 1d6 less damage from a successful sneak attack and takes one-half the additional damage normally dealt by a critical hit.

**Immunities (Ex):** A thrall of Coot is immune to mind affecting effects, poison, charm and sleep effects, paralysis, and stunning.

*Languages:* Abyssal, Common, Draconic, Giant, Goblin, Infernal, Orc.

*Possessions:* Masterwork dagger, 2 daggers, *headband of intellect +2*, *wand of ray of dirt* (47 charges), spellbook, inkpen, vial of black ink, vial of red ink, 10 sheets of parchment, 3 scroll cases, toad familiar, 9 gp.

* See *Dave Arneson's Blackmoor*.

† See *Wizards' Cabal*.

## Area 10-9 — Funk the Third (EL 12)

*A broad-shouldered orc sits behind a large ligneous wooden desk in a solid wooden chair, pouring over several aged tomes, manuscripts and enchiridions. He wears well-maintained breastplate armor with spikes and painted streaks of burgundy. A sparkling greataxe rests at his feet. Behind him is a large straw bed big enough for a giant, several wooden shelves with an assortment of insignificant knickknacks and a sturdy iron chest.*

Funk the Third is the leader of the orcs on the 10th dungeon level. He is the youngest and only male child of King Funk the Second. He has three sisters who now rule several of the upper levels of Castle Blackmoor (more specifically Levels 5, 6 and 7). When he was a young child, he, along with the rest of the orcs, were driven to this level of the dungeon. He has remained here since, he main reason being that he is unwilling to cross his three sisters; he almost fears them. But, of course, he never leads onto this fact with his tribe, and instead informs them that they are waiting for the right time to march up through the dungeons and overtake the city of Blackmoor.

Funk the Third has deep doubts about his ability as a leader and as a warrior, a fact that he keeps hidden to himself. He privately spends hours pouring over various written material, gained from adventurers of the dungeons, in order to gain insight as to how to improve in these areas and locate information about any powerful magical items. He does the latter as he has fallen to the mental domination of the Egg of Coot. He has already managed to secret away several magical items, which he hid in the chest located in this room or in Area 10-6.

Funk the Third has a deep hatred for the Great Svenny due to his grandfather, Funk the First, having been slain by the famous adventurer.

He attacks anyone who enters the room without his permission. He has a powerful suit of breastplate armor that has had magical defending spikes attached to it. Once combat ensues, he uses the magic bonus of the armor spikes to fully aid his AC. If reduced to less then half his total hit points, he full power attacks in an attempt to quickly strike down his foes so that he may survive.

The locked iron chest (hardness 1, hp 30, Break DC 23, Open Lock DC 30) in this room *holds a hand of the mage, horn of fog, rope of climbing, stone of alarm*, and a leather sack containing four silk pouches filled with coins (20 pp, 22 gp, 27 sp, 30 cp) and a small purse with three gems worth 100 gp each. The coins within the pouches are divided by type (platinum, gold, silver and copper).

**Funk the Third, Male Orc Thrall of Coot Fighter 10:** CR 12; Medium Aberration (Orc); HD 10d10+33; hp 100; Init +3; Spd 20 ft.; AC 25, touch 12, flat-footed 23 (+2 Dex, +2 natural, +1 deflection, +10 armor); Base Atk +10/+5; Grp +14; Atk +17 melee (1d12+9/19-20/x3, greataxe) or +12 ranged (1d6+4, javelin); Full Atk +17/+12 melee (1d12+9/19-20/x3, greataxe) or +12/+7 ranged (1d6+4, javelin); SA magical puissance; SQ darkvision 60 ft., fast healing 1, immunities, light sensitivity, mage's sight, resilient; AL NE; SV Fort +10, Ref +5, Will +5; Str 18, Dex 14, Con 16, Int 14, Wis 10, Cha 8.

*Skills and Feats:* Climb +15, Jump +15; Blind-Fight, Cleave, Dodge, Great Cleave, Greater Weapon Focus (greataxe), Improved Critical (greataxe), Improved Initiative, Iron Will[B], Power Attack, Toughness[B], Weapon Focus (greataxe), Weapon Specialization (greataxe).

**Magical Puissance (Ex):** A thrall of Coot casts all spells and uses all spell-like abilities at +2 caster level.

**Mage's Sight (Sp):** The thrall's eyes glow an eerie blue and allow it to see magical emanations from all objects and creatures. This ability continually duplicates the *detect magic* spell. This ability aids the thrall in retrieving magic items for the Egg of Coot.

**Fast Healing (Ex):** A thrall heals 1 point of damage each round as long as it has more than 1 hit point. If reduced to 1 hit point, it attempts to flee to the Island of Coot. It must reach the Island of Coot within 1 week or be utterly destroyed. Once it is allowed to rest on the Island of Coot, the thrall gains 1 hit point after 1 hour and then resumes healing at the rate of 1 hit point per

round.

**Resilient (Ex):** The Egg of Coot's domination toughens the creature's vital areas. A thrall takes 1d6 less damage from a successful sneak attack and takes one-half the additional damage normally dealt by a critical hit.

**Immunities (Ex):** A thrall of Coot is immune to mind affecting effects, poison, charm and sleep effects, paralysis, and stunning.

*Languages:* Common, Giant, Goblin, Orc.

*Possessions*: *Armor of Funk the Third (+5 breastplate armor with +2 defending armor spikes)*, *ring of protection +1*, *+1 greataxe*, 2 javelins, golden signet ring (worth 100 gp), *potion of cure serious wounds*, ring of keys (to Areas 10-1, 10-2, 10-4, 10-5, 10-6 & 10-7 plus the chest in Area 10-9).

## Area 10-10 — Poisoned Blade (EL 8)

*In the back of this room lies a set of stairs, carved from the earth itself, leading down. The floor is covered with a thick layer of undisturbed dust.*

The trap in this room is located just before the stairs leading down to Area 11-1.

**Deathblade Wall Scythe:** CR 8; mechanical; touch trigger; manual reset; Atk +18 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 24.

## Area 10-11 — Dead Goblins

*Thirteen dead goblins lie scattered about the room amongst several pools of dried crimson blood.*

The goblins were slaughtered by a group of adventurers who easily defeated them. All of the goblins' possessions have been looted and now all that remains within this room are the dead bodies.

## Area 10-12: Dead Troll

*Lying on the stairs leading up in the back of this room is a scorched and seared troll. The walls of this room are covered in black soot.*

The troll was killed by several adventurers who used both magical and mundane fire to defeat it. They took all his possessions, so nothing else here remains save for the stairs that lead upward but only for a short while before they suddenly dead end into a solid stone wall.

## Area 10-13 — Empty

*This room is covered in a fine layer of dust.*

Save the dust, this room is completely empty.

## Area 10-14 — Where Did It Go?

*How you found this area, not even you know. So just how did you find this room?*

Does this room really exist? Or is it just part of your imagination?

## Area 10-15 — Earl's Treasure

*This small room is half fraught with dirt that sparkles in various points.*

This is the treasure room of Earl, the greater earth elemental. Earl is most unpleased, and attacks if anyone, save those with the *Blessing of Earth*, attempts to take any of the gems that reside here. A successful DC 15 Search check reveals that six brownish topazes, worth 500 gp each, lie hidden within the dirt along with an *elemental gem (earth)*.

## Area 10-16 — Buried Treasure

*This room is filled with long ago fallen rubble and debris.*

To enter this room, one must dig out all the rubble in front of it. This takes one hour per five-by-five square foot section.

Buried within this room are the crushed remains of two human (Thonian) men. Much of their possessions, such as their weapons and armor, have been crushed and destroyed from the vast amount of fallen rubble and debris. However, anyone making a successful DC 25 Search check can find the following the several long-forgotten treasures: a *scroll of burst*, a *ring of improved climbing* and a wizard's spellbook that includes the following spells: *bear's endurance*, *bull's strength*, *cat's grace*, *coyote's dirge*, *dolphin's leap*, *eagle's splendor*, *fox's cunning*, *hawk's eye*, *mustang's speed*, *otter's claw*, *owl's wisdom*, *raven's glide*, *snake's strike*. (See *Dave Arneson's Blackmoor* pages 79, 84, 87, 90-95 and *Wizards' Cabal* for additional information.)

## Area 10-17 — Dead Giant

*Lying face down in the middle of the room is a smelly hill giant with a long head. The creature wears moldy hide armor and a brummagem, cucumiform wooden club lies within his tightened grip. Numerous deep black bruises cover the creature's body.*

The giant is a dolichocephal, a person with a long head, and was much dumpier then rest of his clan. He was killed several years ago by an assembly of adventurers who clubbed the giant to death. All of his possessions, save his worthless club and moldy hide armor, have been looted.

## Area 10-18 — Vampiric Rose Bush (EL 10)

*This room is filled with a large lovely white rose bush. A wondrous flowery aroma fills the air of this beautiful and peaceful place.*

The white rose bushes are not as they seem. Instead of the beautiful flowers they appear to be, they are in fact a deadly creature known as a vampiric rose bush. This particular specimen is the largest variety around, having been well fed and generally unopposed for many years.

The semi-intelligent advanced greater vampiric rose bush lies in wait in disguise until potential prey comes within its reach. At this point, the plant viciously strikes out in an attempt to grab its opponent and drain the victim dry of all blood. It continues to attack until all blood has been drained, but seldom chases prey to do so.

Since the vampiric rose bush looks like a normal rose bush when at rest, it takes a DC 36 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant.

**Advanced Greater Vampiric Rose Bush:** CR 10; Large Plant; HD 18d8+108; hp 189; Init +4; Spd 10 ft.; AC 18, touch 9, flat-footed 18 (-1 size, +9 natural); Base Atk +13; Grp +31; Atk/Full Atk +19 melee (1d8+9, slam); SA blood drain (1d6), improved grab; SQ blindsight 60 ft., camouflage, damage reduction 10/silver, immunity to electricity, low-light vision, plant traits; AL N; SV Fort +19, Ref +6, Will +8; Str 22, Dex 10, Con 22, Int

1, Wis 14, Cha 22. (New creature with additional information below.)

*Skills and Feats:* Disguise +19, Listen +4, Spot +12; Alertness, Great Fortitude, Improved Initiative, Toughness, Weapon Focus (slam).

**Blood Drain (Ex):** A greater vampiric rose bush drains blood, dealing 1d6 points of Constitution damage in any round when it begins its turn with a grabbled opponent. As it deals Constitution damage, the flowers turn from the color of white to a blood red. Once it has dealt twice its hit dice in Constitution damage, the flowers complete their transition from white to blood red and it gains an additional attack per round for the next 10 minutes per hit die of the greater vampiric rose. This additional attack can be gained every time twice its hit dice in Constitution damage is dealt, so that multiple additional attacks can be gained.

**Improved Grab (Ex):** To use this ability, a greater vampiric rose bush must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Greater ampiric rose bushes have a +8 racial bonus on grapple checks (already figured into the statistics above). If it wins the grapple check, it establishes a hold and can start to blood drain its opponent.

**Blindsight (Ex):** Greater ampiric rose bushes have no visual organs but can ascertain all foes within 60 feet using sound, scent, and vibration.

**Camouflage (Ex):** Since a greater vampiric rose bush looks like a normal plant when at rest, it takes a DC 36 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant.

## Area 10-19 — Plants

*Various plants have engulfed this room.*

A wide variety of underground plants have grown to the point of nearly filling this entire room. Nothing else of value or interest lies here.

## Area 10-20 — Flora

*A wide range of motley flora fills this room.*

Besides the colorful flora within this room, nothing of value or interest lies here.

## Area 10-21 — Dead Orcs

*Lumped into a pile in the back of this room are two dozen orcs. A swarm of flies buzz madly about the corpses.*

The orcs were killed, looted and piled up here by a group of adventurers several years ago.

## Area 10-22 — Wall Hanging

*Attached to the back wall of this room is a deep purple arras with golden tassels.*

The arras can be removed in 1 minute's time. It weighs 20 pounds and is worth 100 gp. Nothing else of interest or value lies within this room.

## Area 10-23 — Swept Clean

*This rather clean room contains a single besom and several small piles of dirt and dust.*

The broom is made out of dried twigs tied around a stick and was used to clean this room. It has not been used for several years.

## Area 10-24 — Bugs

*Several hundred tiny bugs crawl aimlessly about the room searching for even a crumb of food.*

Nothing but bugs here.

## Area 10-25 — Empty Clear

*This room is empty save for several pieces of fallen rubble and debris.*

To enter this room, one must dig out all the rubble in front of it. This takes half an hour to complete.

## Area 10-26 — Creepy-crawlies

*This room is filled with countless creepy-crawlies.*

Nothing but creepy-crawlies and insects here.

## Area 10-27 — Little Giants (EL 12)

*This long, wide hallway is filled with numerous piles of bones of various sizes. A pungent stench lingers in the stale air. Several hulking forms with dull brown skin and raggedy furs move leisurely about the room, grunting.*

There are two male ogres walking unhurriedly about the room. The other five ogres, three females and two males, along with their leader Crunch, are resting in the various side passages towards the southeastern portion of this area. Once combat ensues, the resting ogres quickly grab their weapons and move to engage the intruders.

The ogre band is made of guards loyal to the orc leader of this dungeon level, Funk the Third. No amount of diplomacy, intimidation or bribery will get these ogres to give up any useful information, as they are fed well and treated in high regard by the orcs on this level of the dungeon.

**Ogres (7):** CR 3; Large Giant; HD 4d8+11; hp 33 each; Init -1; Spd 30 ft.; AC 16, touch 8, flat-footed 16 (-1 size, -1 Dex, +5 natural, +3 armor); Base Atk +3; Grp +12; Atk/Full Atk +8 melee (2d8+7, greatclub) or +1 ranged (1d8+5, javelin); Space/Reach 10 ft./10 ft.; SQ darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

*Skills and Feats:* Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

*Languages:* Giant.

*Possessions:* large hide armor, large greatclub, 2 javelins, sack filled with small trinkets

**Crunch, Male Ogre Cleric8:** CR 11; Large Giant; HD 4d8+19 plus 8d8+32; hp 110; Init +1; Spd 30 ft.; AC 18, touch 10, flat-footed 17 (-1 size, +1 Dex, +5 natural, +3 armor); Base Atk +9/+4; Grp +21; Atk +19 melee (2d8+14, greatclub) or +9 ranged (1d6+8, javelin); Full Atk +19/+14 melee (2d8+14, greatclub) or +9/+4 ranged (1d6+8, javelin); Space/Reach 10 ft./10 ft.; SQ darkvision 60 ft., low-light vision; AL CE; SV Fort +16, Ref +4, Will +11; Str 26, Dex 12, Con 18, Int 8, Wis 14, Cha 8.

*Skills and Feats:* Climb +10, Intimidate +5; Combat Reflexes, Great Fortitude, Iron Will, Power Attack, Toughness, Weapon Focus (greataxe)[B].

*Languages:* Common, Giant.

*Cleric Spells Prepared* (6/5+1/4+1/3+1/2+1; save DC 12 + spell level): 0—*create water, cure minor wounds, detect magic, detect poison, mending, purify food and drink;* 1st—*bless, comprehend languages, cure light wounds, doom, endure elements, magic weapon**; 2nd—*bear's endurance, bull's strength**, *cure moderate wounds, delay poison, make whole*; 3rd—*create food and water, magic circle against good, magic vestment**, *prayer*; 4th—*divine power**, *neutralize poison, tongues*.

*Domain Spell. *Domains*: Strength (Feat of Strength); War (Weapon Focus (greatclub)).

*Possessions:* masterwork large hide armor, +2 *large greatclub*, 2 javelins, steel holy symbol, sack filled with small trinkets, 90 gp, small ruby (worth 100 gp), 2 bronze keys (to Areas 10-28 & 10-29).

## Area 10-28 — Giant Stock #1

*This long, narrow room is filled with several crates, barrels and sacks.*

The wooden door (hardness 5, hp 15, Break DC 18, Open Lock DC 20) to this room is locked. In this room are three crates, two containing apples and pears and a third stuffed with hard bread, ten barrels with three filled with ale, three filled with water and four filled with pork and brine, and two sacks filled with an assortment of dried fruit, including dates and prunes.

## Area 10-29 — Giant Stock #2

*This long, narrow room is filled with a half-full weapons rack and a long stone table, covered with various shabby hides.*

The wooden door (hardness 5, hp 15, Break DC 18, Open Lock DC 20) to this room is locked. The weapons rack in this room contains twelve large javelins and five large greatclubs. The stone table, which is partially cracked at the far end, contains three suits of hide armor along with numerous pieces of badly cut hides from a variety of humanoids (humans, elves, etc.) and animals (wolves, dogs, etc.).

## Area 10-30 — Orchian Way

*The stairs go out for seemingly miles, deeper and deeper into the ground below. Finally, they end at an unknown level in an oddly shaped room with a single door.*

Once a player character leaves the stairs, they can no longer see them and they are unable to return to them to traverse back to Level 1. Their only escape at this point in time is to press further into the dungeon in hopes of returning to Castle Blackmoor and the world above.

## Area 10-31 — Orc Games (EL 10)

Standing just outside the room containing the Orchian Way and slightly down the hallway are two orc guards whose attentions are not on their duties. They feel their labor is unnecessary here, as adventurers rarely (about yearly) come this way, and they quickly grew bored. They started to play an orcish game, even betting a few coins, called "flinch or squeal." Basically, the two players of the game each take turns hitting each other until one flinches and/or squeals. The other player is then the winner. Stratra is accusing Gronk of flinching, which Gronk staunchly denies. The truth is that Stratra is attempting to cozen Gronk out of his gold.

A successful Listen check (DC 10) allows a player character to hear the two orcs arguing over the matter through the door. Due to current distraction, the two orcs receive a –5 penalty to both Listen and Spot checks to notice the approach of any player characters.

**Gronk and Stratra, Male Orc Fighter8 (2):** CR 8; Medium Humanoid (orc); HD 8d10+32; hp 86 each (currently both have 10 nonlethal damage); Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18 (+1 Dex, +8 armor); Base Atk +8/+3; Grp +13; Atk +16 melee (1d12+9/x3, greataxe) or +9 ranged (1d6+5, javelin); Full Atk +16/+11 melee (1d12+9/x3, greataxe) or +9/+4 ranged (1d6+5, javelin); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +10, Ref +3, Will +2; Str 20, Dex 12, Con 18, Int 8, Wis 10, Cha 8.

*Skills and Feats:* Climb +0, Jump +0, Listen +7, Spot +7; Alertness, Endurance, Greater Weapon Focus (greataxe), Improved Bull Rush, Power Attack, Toughness, Weapon Focus (greataxe), Weapon Specialization (greataxe).

*Languages:* Common, Giant, Goblin.

*Possessions: +2 banded mail armor*, masterwork greataxe, 2 javelins, 5 gp.

## Area 10-32 — Trap Door to Stairs

*The trapdoor leads to a set of stone stairs that descend into the dimness.*

This is the sole entrance from Level 9 to the maze known as Level 10. Other stairs lead to this level from a variety of ways including and most notably the Orchian Way.

## Area 10-33 — "Earl" (EL 9)

*The floor of this rectangular room is littered with earth and stone. Standing in an alcove on the southern wall is a huge bipedal creature made of rock and earth with pieces that roughly stick out from it.*

The greater earth elemental, which has adapted the name Earl, is rather talkative, at least for his kind. It only speaks Terran, which sounds like a loud, deep echo reverberating from a deep cave. This alerts all other creatures on this level of a new presence from above.

Earl has been in the dungeons of Castle Blackmoor for as long as it or anyone else can remember; it simply has always been.

Earl greets all those who enter its den except those who have the *Blessing of Air*, *Wood* or *Fire*. These later folks, as are those who attack the elemental, are met with pounding slams that attempt to pulverize them into a fine dust. The earth and stone lying upon on the floor is considered difficult terrain. (See *PHB* page 148 for details.)

Those who speak to Earl in Terran can learn that a number of "pig-men" (orcs) and "small giants" (ogres) reside on this level and that a number of earth and salt mephits handle various errands for him. If given a gift made out of earth or stone, and an elemental blessing has not already been received, Earl grants the gift-giver with the *Blessing of Earth*, which grants *endure elements (earth)* while they remain on Levels 7 through 13.

**Earl, Greater Earth Elemental:** CR 9; Huge Elemental (Earth, Extraplanar); HD 21d8+105; hp

205; Init -1; Spd 30 ft.; AC 20, touch 7, flat-footed 20 (-2 size, -1 Dex, +13 natural); Base Atk +15; Grp +33; Atk +23 melee (2d10+10, slam); Full Atk +23 melee (2d10+10, 2 slams); Space/Reach 15 ft./15 ft.; SA Earth mastery, push; SQ Damage reduction 10/–, darkvision 60 ft., earth glide, elemental traits; AL N; SV Fort +17, Ref +14, Will +9; Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11.

*Skills and Feats:* Listen +14, Spot +14; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack.

**Earth Mastery (Ex):** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

**Push (Ex):** An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

**Earth Glide (Ex):** An earth elemental can glide through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

*Languages:* Terran.

## Area 10-34 — "Walter" (EL 9)

*A slow drip of water delicately drops into a fountain with a diameter of ten feet, located near the center of this oddly-shaped room. A layer of sparkling clean water of about one foot lies upon the floor. Standing in the back of the room is a huge bipedal creature, with resemblances to a whirlpool, in the mists of cascading waves of water.*

The greater water elemental, which has adapted the name Walter, is rather garrulous. It only speaks Aquan, which sounds like the crashing of a gargantuan wave on a craggy beach. This sends an unintentional warning to all other creatures on this level that a new presence has entered this area.

Walter has been in the dungeons of Castle Blackmoor since they were first created. It does not remember how it got here, just that it has been here since the beginning.

Walter welcomes all those who enter its home except those that have the *Blessing of Fire*, *Air* or *Metal*. These later folks, as are those who attack the elemental, are met with pounding slams that attempt to mash them into pulp. The one-foot layer of water residing on the floor is considered difficult terrain. (See *PHB* page 148 for details.)

Those who speak to Walter in Aquan can learn that a number of "piggies" (orcs) and "hunched giants" (ogres) reside on this level and that a number of water and ooze mephits handle various errands for him. If given a gift made out of water, and an elemental blessing has not already been received, Walter grants the gift-giver with the *Blessing of Water*, which grants *endure elements (water)* while they remain on Levels 7 through 13.

On the bottom of the fountain lie six light greenish blue aquamarines, worth 500 gp each plus an elemental gem (water). Walter is angered and attacks if anyone—save those with the *Blessing of Water*—attempts to take his treasure.

**Walter, Greater Water Elemental:** CR 9; Huge Elemental (Water, Extraplanar); HD 21d8+105; hp 205; Init +5; Spd 30 ft., swim 120 ft.; AC 22, touch 13, flat-footed 17 (-2 size, +5 Dex, +9 natural); Base Atk +15; Grp +31; Atk +21 melee (2d10+8, slam); Full Atk +21 melee (2d10+8, 2 slams); Space/Reach 15 ft./15 ft.; SA; Water mastery, drench, vortex; SQ Damage reduction 10/–, darkvision 60 ft., elemental traits; AL N; SV Fort +17, Ref +14, Will +9; Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11.

*Skills and Feats:* Listen +14, Spot +14; Alertness,

Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack.

**Water Mastery (Ex):** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

**Drench (Ex):** The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

**Vortex (Su):** The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 10 rounds. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex and may be swept up by it. An affected creature must succeed on a DC 28 Reflex save when it comes into contact with the vortex or take 2d8 points of damage. It must also succeed on a second DC 28 Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

*Languages:* Aquan.

## Area 10-35 — Orc Guard Post #1 (EL 8)

*Stacked about this room are numerous oak barrels, kegs and crates with a dozen orcs brashly standing on the higher ground. The orcs wear aubergine-colored studded leather armor and carry falchions and javelins. Behind all of this, as if in a small fort of some type, stands a thin orc in simple beige robes.*

This orcish guard point has been set up mainly as a buffer to the two other guard posts organized by Funk the Third.

The orc warriors attack once they notice any opposing force. The warriors maintain their higher ground position and first throw a javelin at the nearest opponent with the hope that their opponents will engage them in melee combat, where they will have an advantage. If, after two rounds, this has not occurred, the orcs jump down from their higher position and move into melee on ground level. If captured, they say nothing as they are totally loyal to their leaders.

Artofuce is a unique orc within Funk the Third's tribe. When just a young boy, he discovered he had some magical ability. He kept it hidden from all others, fearing he would be killed, until prying eyes learned of his secret. The response was not as Artofuce expected. Instead of being killed, he was encouraged to further his magical power for the good of the tribe. In combat, he stays behind the orc warriors and the carefully arranged barrels, kegs and crates, casting whatever spell he believes will best aid him and his compatriots.

**Male Orcs (12):** CR 1/2; Medium Humanoid (Orc); HD 1d8+1; hp 7 each; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+3 armor); Base Atk +1; Grp +4; Atk/Full Atk +4 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Listen +1, Spot +1; Alertness.

*Languages:* Orc.

*Possessions:* Studded leather armor, falchion, 2 javelins.

**Artofuce, Male Orc Sorcerer7: CR** 7; Medium Humanoid (orc); HD 7d4+10; hp 29; Init +0; Spd 30 ft.; AC 11, touch 10, flat-footed 11 (+1 armor); Base Atk +3; Grp +5; Atk/Full Atk +5 melee (1d12+9, dagger); SQ darkvision 60 ft., low-light vision; AL CE; SV Fort +3, Ref +2, Will +6; Str 14, Dex 11, Con 12, Int 10, Wis 12, Cha 16.

*Skills and Feats:* Concentration +15, Spellcraft +10; Combat Casting, Greater Spell Focus (evocation), Spell Focus (evocation).

*Languages:* Common, Orc.

*Sorcerer Spells Known* (6/7/7/5; save DC 14 + spell level, evocation DC 16 + spell level): 0—*acid splash, detect magic, puff*, ray of dirt*, ray of dust*, ray of frost, shrapnel;* 1st—*elemental bolt, expeditious retreat, lesser elemental orb, magic missile, unseen servant*; 2nd—*flaming sphere, scorching ray, shatter*; 3rd—*elemental ball, fireball*.

* See *Dave Arneson's Blackmoor*.

*Possessions: braces of armor +1*, dagger, *gloves of arrow snaring*, toad familiar.

## Area 10-36 — Orc Guard Post #2 (EL 9)

*Assembled here are half a dozen piles of earth and rock. At least a dozen medium sized humanoids with gray skin, coarse inky hair, lupine ears and cerise eyes attempt to conceal and mask their existence here. . However, their constant peeking over the debris and loud whispering has easily given you advance working of their presence.*

This orcish guard point has been setup to guard the woman and children of the tribe. While these unfortunate souls are badly mistreated by the male orcs, the leaders do not underestimate their importance to the survival of the tribe and thus the reason for these guards.

The orc warriors attack once they notice any opposing force. They first attempt to throw a javelin at the nearest opponent and then charge into melee combat, if possible. If captured, they say nothing as they are totally loyal to their leaders.

Snatterat is a sly, sneaky and daring, but often unwise, orc of smallish size. What he lacks in size and power he makes up for in confidence and grace. He wears a nice ruby red silk petasus and magical ebony studded leather armor, both of which he claimed off a defeated opponent several years ago.

**Male Orcs (13):** CR 1/2; Medium Humanoid (Orc); HD 1d8+1; hp 7 each; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+3 armor); Base Atk +1; Grp +4; Atk/Full Atk +4 melee (2d4+4/18-20, falchion) or +1 ranged (1d6+3, javelin); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +3,

Ref +0, Will -2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

*Skills and Feats:* Listen +1, Spot +1; Alertness.

*Languages:* Orc.

*Possessions:* Studded leather armor, falchion, 2 javelins.

**Snatterat, Male Orc Rogue7:** CR 7; Medium Humanoid (orc); HD 7d6+7; hp 37; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15 (+3 Dex, +5 armor); Base Atk +5; Grp +7; Atk/Full Atk +8 melee (1d6+2/19-20, short sword) or +9 (1d6/x3, short bow); SA sneak attack +4d6; SQ darkvision 60 ft., evasion, improved uncanny dodge, light sensitivity, trap sense +2, trapfinding, uncanny dodge; AL CE; SV Fort +4, Ref +8, Will +1; Str 14, Dex 16, Con 12, Int 13, Wis 8, Cha 10.

*Skills and Feats:* Balance +6, Bluff +10, Climb +3 (+5 involving climbing ropes), Diplomacy +5, Disguise +1 (+3 to act in character), Escape Artist +8 (+10 involving ropes), Gather Information +3, Hide +18, Intimidate +3, Jump +9, Knowledge (local) +6, Listen +7, Move Silently +18, Sense Motive +4, Sleight of Hand +6, Spot +9, Tumble +15, Use Rope +8 (+10 involving bindings); Combat Expertise, Improved Feint, Improved Initiative.

*Languages:* Common, Giant, Goblin, Orc.

*Possessions: +2 slick, silent moves studded leather armor*, masterwork short sword, short bow, 20 masterwork arrows, masterwork thieves' tools, 1 pp, 4 gp, 10 sp, two small quartz rocks (worth 10 gp each), silk petasus (worth 10 gp).

## Area 10-37 — Orcish Women and Children

*Scattered about, like litter, are several dozen orcish women and children. Many of the women are currently working with their backs resting against the grungy, unkempt walls here on a variety of tasks, such as preparing a dull gray gruel, cooking rats on a stick, preparing some type of stew and washing their young.*

The orcish women and children are treated only marginally better then slaves, the latter which are eaten after their usefulness is done. The women perform all the necessary duties for the orc tribe, save guard and hunt. They do so in fear of being slain or tortured. If attacked or questioned, they attempt to flee, screaming for help in orcish.

A set of stairs lies on the northern portion of this area. The stairs lead down to an underground grotto that has several types of plants and fungus naturally growing within it. Additionally, a number of small rodents can be seen here with a successful Spot check (DC 10). These rodents are sometimes caught and cooked as part of an orcish specialty stew.

Nothing of value can be found here save a few very grotesque and vulgar meals.

## Area 10-38 — Orc Guard Post #3 (EL 11)

*An ennead of low-browed medium-sized humanoids with pig-like faces and pointed tusks linger in this room with their cerise eyes looking about.*

*All nine of the creatures wear aubergine-colored studded leather armor. Seven brandish falchions and javelins but the two wield a heavy flail and javelins and bear holy symbols to some obviously evil being.*

This orcish guard point has been setup to guard Funk the Third, captured slaves and—unknown to them— several magical items.

The orc warriors attack once they notice any opposing force. They first attempt to throw a javelin at the nearest opponent and then charge into melee combat. If captured, they say nothing as they are totally loyal to their leaders.

Acumen is an aging orc and the head shaman of Funk the Third's tribe. For an orc, he is rather peaceful and prefers to aid the injured, sick and diseased along with the woman and children of the tribe. He has been a faithful follower of the male Funks for many years. He was driven to this level of the dungeon over thirty years ago. He has remained here since due to his loyalty to Funk the Third. In combat, he attempts to cast spells that will aid his side, such as *bless*, and

heal the wounded. If captured, he will reveal that the orcs here are "trapped." They cannot further downward into the lower levels of the dungeon nor can they proceed upward due to the goblins and insane priests on the two levels above them plus Funk the Third's three sisters on the three levels above that. He suggests the best route for any adventurer is to swiftly, but cautiously, leave the dungeons of Castle Blackmoor never returning or numerous untold horrors will be blissfully waiting for them.

Akimar is Acumen's pupil and the future head shaman of Funk the Third's tribe. While he has learned much, his goals are far from those of Acumen. Akimar seeks power and even control over the entire tribe. However, he knows that the time for a revolt is not at the present, so he bids his time and continues to follow the tutelage of the head shaman, Acumen. In combat, he tends to creep backwards, letting the orc warriors handle the situation, while he heals them. However, once Acumen is killed, he eagerly dashes into combat trying to show the other orcs what type of leader he is. If captured, he attempts to trade information, or lies, for his safe release.

**Male Orc Warrior5 (7):** CR 4; Medium Humanoid (Orc); HD 5d8+15; hp 41 each; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13 (+1 Dex, +3 armor); Base Atk +5; Grp +9; Atk/Full Atk +9 melee (2d4+6/18-20, falchion) or +6 ranged (1d6+4, javelin); SQ darkvision 60 ft., light sensitivity; AL CE; SV Fort +7, Ref +2, Will +1; Str 19, Dex 12, Con 16, Int 8, Wis 10, Cha 8.

*Skills and Feats:* Listen +6, Spot +6; Alertness, Power Attack.

*Languages:* Common, Orc.

*Possessions:* Studded leather armor, falchion, 2 javelins, 9 sp, 10 cp.

**Akimar, Male Orc Adept5: CR** 4; Medium Humanoid (Orc); HD 5d6+10; hp 30; Init +1; Spd 30 ft.; AC 14, touch 11, flat-footed 13 (+1 Dex, +3 armor); Base Atk +2; Grp +5; Atk/Full Atk +6 melee (1d10+4, heavy flail) or +3 ranged (1d6+3, javelin); SQ darkvision 60 ft., low-light vision; AL CE; SV Fort +3, Ref +2, Will +6; Str 16, Dex 12, Con 14, Int 10, Wis 14, Cha 8.

*Skills and Feats:* Bluff +9, Concentration +4, Intimidate +1, Knowledge (religion) +5, Spellcraft +5; Persuasive, Skill Focus (bluff).

*Languages:* Common, Orc.

*Adept Spells Prepared* (3/3/1; save DC 12 + spell level): 0—*create water, cure minor wounds, purify food and water;* 1st—*burning hands, cure light wounds, sleep*; 2nd—*cure moderate wounds*.

*Possessions:* studded leather armor, masterwork heavy flail, 2 javelins, *ring of mind shielding*, *potion of eagle's splendor*, wooden holy symbol, snake familiar, 2 gp, 5 sp.

**Acumen, Male Orc Adept9:** CR 8; Medium Humanoid (Orc); HD 8d6+16; hp 48; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13 (+3 armor); Base Atk +4; Grp +6; Atk/Full Atk +7 melee (1d10+4, heavy flail) or +4 (1d6+2, javelin); SQ darkvision 60 ft., low-light vision; AL NE; SV Fort +7, Ref +5, Will +10; Str 14, Dex 10, Con 14, Int 12, Wis 14, Cha 12.

*Skills and Feats:* Heal +16, Knowledge (religion) +13, Spellcraft +13, Survival +4; Eschew Materials, Great Fortitude, Iron Will, Self-Sufficient.

*Languages:* Common, Giant, Orc.

*Adept Spells Prepared* (3/4/3/1; save DC 12 + spell level): 0—*create water, cure minor wounds, purify food and water;* 1st—*bless, comprehend languages, cure light wounds, detect good*; 2nd—*cure moderate wounds, darkness, delay poison*; 3rd—*remove disease*.

*Possessions:* studded leather armor, *+1 bane (giants) heavy flail*, 3 javelins, *ring of sustenance*, *potion of bear's endurance*, silver holy symbol, weasel familiar, 4 gp, 15 sp.

## Areas 10-39, 10-40, 10-41 & 10-42 — False Stairs - Down

*A set of stone stairs lead downward.*

The stairs lead downward but only for a short while before they suddenly dead-end into a solid stone wall.

## Areas 10-43, 10-44, 10-45 & 10-46 — False Stairs - Up

*A set of stone stairs lead upward.*

The stairs lead upward but only for a short while before they suddenly dead-end into a solid stone wall.

## Areas 10-47 — Two False Stairs - Up

*Two sets of stone stairs lead upward.*

Both sets of stone stairs lead upward but only for a short while before they suddenly dead-end into a solid stone wall.

## New Creatures

### Vampiric Rose Bush

A vampiric rose bush is a semi-mobile plant that feasts upon the blood of other creatures. It resembles a rose bush with white flowers. It can move about, but usually stays put unless it needs to seek prey in a new vicinity.

*Combat*

A vampire rose bush uses simple tactics:

It lies still until prey comes within reach, then attacks with its thorny slam.

**Blood Drain (Ex):** A vampiric rose bush drains blood, dealing 1d4 (or 1d6 for greater versions) points of Constitution damage in any round when it begins its turn with a grabbled opponent. As it deals Constitution damage, the flowers turn from the color of white to a blood red. Once it has dealt twice its hit dice in Constitution damage, the flowers complete their transition from white to blood red and it gains an additional attack per round for the next 10 minutes per hit die of the vampiric rose. This additional attack can be gained every time twice its hit dice in Constitution damage is dealt, so that multiple additional attacks can be gained.

**Improved Grab (Ex):** To use this ability, a vampiric rose bush must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Vampiric rose bushes have a +8 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry). If it wins the grapple check, it establishes a hold and can start to blood drain its opponent.

**Blindsight (Ex):** Vampiric rose bushes have no visual organs but can ascertain all foes within 60 feet using sound, scent, and vibration.

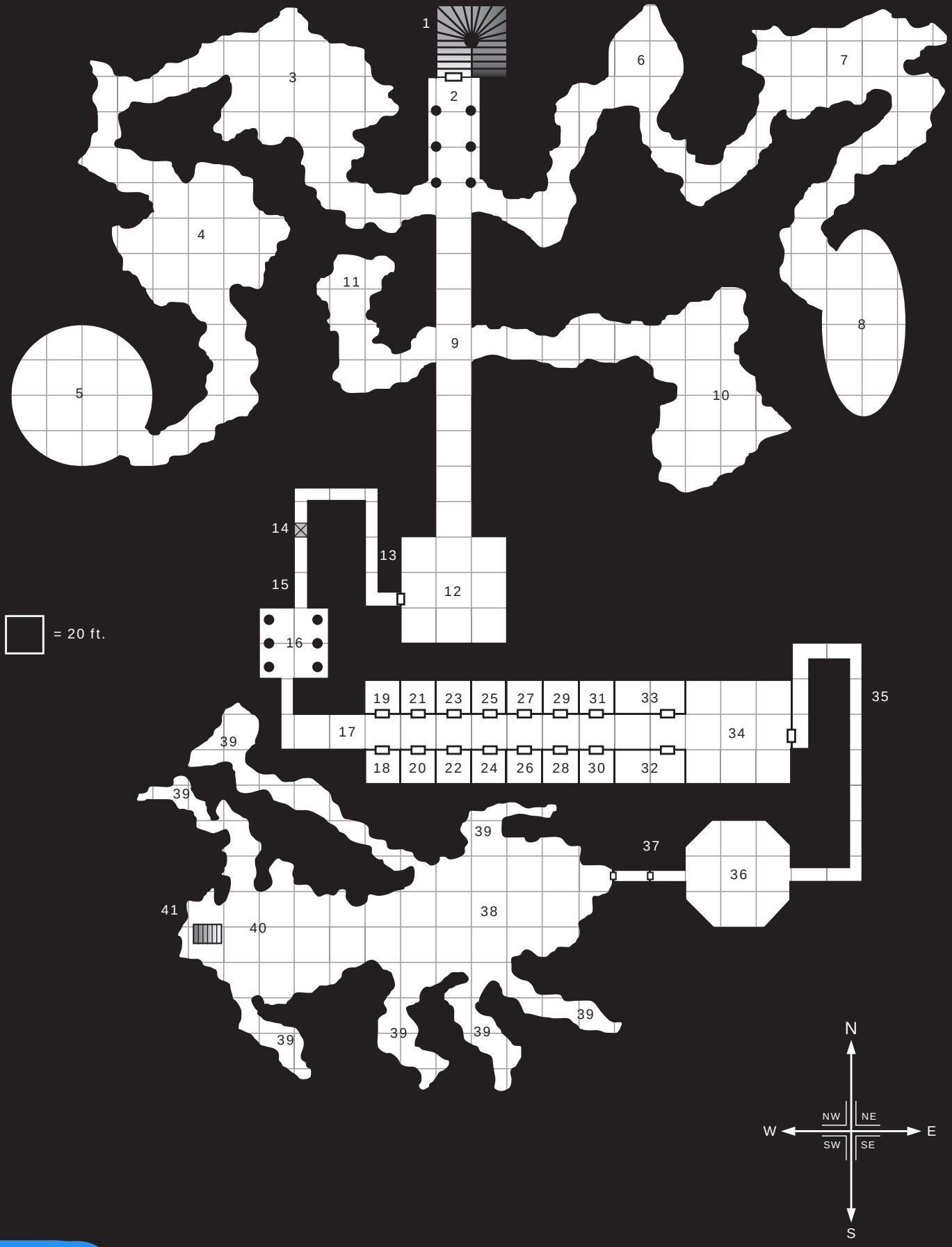
**Camouflage (Ex):** Since a vampiric rose bush looks like a normal plant when at rest, it takes a DC 20+skill level in Disguise (DC 28 for a vampiric rose and DC 36 for a greater vampiric rose bush) Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant.

**Table 10-3: Vampiric Rose Bush Statistics**

| | Vampiric Rose Bush | Greater Vampiric Rose Bush |
|---|---|---|
| | **Medium Plant** | **Large Plant** |
| **Hit Dice:** | 5d8+20 (43 hp) | 12d8+75 (129 hp) |
| **Initiative:** | +5 | +4 |
| **Speed:** | 10 ft. (2 squares) | 10 ft. (2 squares) |
| **Armor Class:** | 18 (+1 Dex, +7 natural), touch 11, flat-footed 17 | 18 (-1 size, +9 natural), touch 9, flat-footed 18 |
| **Base Attack/ Grapple:** | +3/+13 | +9/+27 |
| **Attack:** | Slam +6 melee (1d6+3) | Slam +15 melee (1d8+9) |
| **Full Attack:** | Slam +6 melee (1d6+3) | Slam +15 melee (1d8+9) |
| **Space/Reach:** | 5 ft./5 ft. | 10 ft./10 ft. |
| **Special Attacks:** | Blood drain (1d4), improved grab | Blood drain (1d6), improved grab |
| **Special Qualities:** | Blindsight 60 ft., camouflage, damage reduction 5/silver, immunity to electricity, low-light vision, plant traits | Blindsight 60 ft., camouflage, damage reduction 10/silver, immunity to electricity, low-light vision, plant traits |
| **Saves:** | Fort +8, Ref +2, Will +3 | Fort +16, Ref +4, Will +6 |
| **Abilities:** | Str 14, Dex 12, Con 18, Int 1, Wis 14, Cha 18 | Str 22, Dex 10, Con 22, Int 1, Wis 14, Cha 22 |
| **Skills:** | Disguise +8, Spot +6 | Disguise +16, Listen +4, Spot +9 |
| **Feats:** | Improved Initiative, Weapon Focus (slam) | Alertness, Great Fortitude, Improved Initiative, Toughness, Weapon Focus (slam) |
| **Environment:** | Any temperate land and underground | Any temperate land and underground |
| **Organization:** | Solitary or patch (2-4) | Solitary or patch (2-4) |
| **Challenge Rating:** | 5 | 8 |
| **Treasure:** | 1/10 coins; 50% goods; 50% items | 1/10 coins; 50% goods; 50% items |
| **Alignment:** | Always neutral | Always neutral |
| **Advancement:** | 6–11 HD (Medium) | 13–18 HD (Large) |
| **Level Adjustment:** | - | - |

Blackmoor Castle

# LEVEL 11



# Level 11

**Table 11-1: Wandering Monster Encounters**

| | |
|---|---|
| 2 | Gelatinous Cube |
| 3 | Gray Ooze |
| 4 | Ochre Jelly |
| 5 | 7 Alloy Mephits |
| 6 | 7 Steel Mephits |
| 7 | Elder Black Pudding |
| 8 | 7 Wood Mephits |
| 9 | 7 Bark Mephits |
| 10 | Black Pudding |
| 1: | 60 Rats |
| 12 | 20 Dire Rats |

Gelatinous Cube: hp 54, see *MM* page 201-202.
Gray Ooze: hp 31, see *MM* page 202.
Ochre Jelly: hp 69, see *MM* page 202-203.
Alloy Mephit: hp 19 each, new creature from Elemental Plane of Metal, see below.
Steel Mephit: hp 19 each, see *Dave Arneson's Blackmoor* page 199.
Elder Black Pudding: hp 290, see *MM* page 201.
Wood Mephit: hp 13 each, see *Dave Arneson's Blackmoor* page 199-200.
Bark Mephit: hp 13 each, new creature from Elemental Plane of Wood, see below.
Black Pudding: 115 hp, see *MM* page 201.
Rat: hp 1 each, see *MM* page 278.
Dire Rat: 5 hp each, see *MM* page 64.

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| 11-5 | 174 | - | Metal World | - |
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| 11-7 | 175 | - | Wood's Treasure Room | - |
| 11-8 | 175 | - | Underground Forest | - |
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## Area 11-1 — Pointed Puzzle (EL 8)

*Heading down the earthen stairs that spiral deeper and deeper into the underworld of Blackmoor, you abruptly stop at a small level spot about 5 feet in width and length that is covered in broken glass. A large iron door with small markings or pictures painted on it lies across the small area from the stairs.*

The large, thick iron door (hardness 10, hp 60, Break DC 28, Open Lock DC 25) is locked and trapped. The broken glass does not harm anyone walking across it that wears any type of footwear. The glass is treated as caltrops for individuals who are barefoot.

A *magic mouth* spell that has been made permanent with a *permanency* spell has been cast in this area with the command of, "Speak only when a humanoid figure steps on the last step of the staircase or you hear the crushing of glass." See *PHB* page 251 for details on the *magic mouth* spell.

When triggered, the *magic mouth* spell imbues the iron door with an enchanted mouth that suddenly appears and states, the following:

***"To pass unharmed, you must figure out my rebus and state the answer as you touch me."***

The riddle, which is the small markings, can be found on the door. The markings are a dot (*speck*) followed by pictures of a *tack* and a *yule* book and the letter *r*. The answer to the rebus is *spectacular*. Once the door is touched and the solution to the riddle (*spectacular*) is spoken, the multiple *acid arrow* trap is disarmed and the door becomes unlocked for one minute.

***Acid Arrow* Trap:** CR 8; magic device; visual trigger (*alarm*); automatic reset; multiple traps (two simultaneous *acid arrow* traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*acid arrow*; 18th wizard, 2d4 acid damage for 7 rounds each); Search DC 27; Disable Device DC 27.

## Area 11-2 — Hallway

*Behind the riddled iron door is an exquisitely tunneled hallway about 25 feet in width with several large circular columns that aid in supporting the ceiling that looms approximately 20 feet overhead. The tunnel extends for about 60 feet before coming to a four-way intersection.*

Spot and Listen checks should be made at this point in time, to increase the sense that someone or something is watching anyone who dare enter this level of the dungeon.

## Area 11-3 — "Matt" (EL 9)

*The walls of this room are rough and jagged with small flakes of various metals, such as copper and silver, protruding outward from them. The floor is concealed by a layer of rock and earth with several small flecks of metal, like those found in the walls, mixed within. Standing in the middle of the room lazily gazing about is a huge bipedal creature seemingly made out of a variety of metals. The glint of gold, silver and copper dances off of the creature's sharp bladed body.*

The greater metal elemental, which has adapted the name Matt, is a bit loquacious. It only speaks Ferrosian, which sounds like the innumerable blades scraping and clanging against one another. This alerts the "Bloody Duke" found in Area 11-36 to the presence of new creatures on this level.

Matt has been in the grounds that are now the dungeons of Castle Blackmoor even before construction began here.

Matt greets all those who enter its burrow except those that have the *Blessing of Wood, Water* or *Air*. These later folks, as are those who attack the elemental, are met with sharp, quick and powerful slams or a cylinder bladewind. The piles of rock, earth and metal scraps in this area are considered difficult terrain. (See *PHB* page 148 for details.)

Those who speak to Matt in Ferrosian can learn that it has seen very few creatures since the dungeons were created but can remember that a number of small bearded miners ("dwarfs") once worked here to expand and extract vast amount of metal here. It also notes that a number of steel and alloy mephits handle various errands for him. If given a gift made out of metal, and an elemental blessing has not already been received, Matt grants the gift-giver with the *Blessing of Metal*, which grants *endure elements* (metal) while they remain on Levels Eight through Fourteen.

**Matt, Greater Metal Elemental:** CR 9; Huge Elemental (Metal, Extraplanar); HD 21d8+105; hp 205; Init +9; Spd 40 ft.; AC 25, touch 13, flat-footed 20 (-2 size, +5 Dex, +14 natural); Base Atk +15; Grp +31; Atk +22 melee (2d10+8/19-20, slam); Full Atk +22 melee (2d10+8/19-20, 2 slams); Space/Reach 15 ft./15 ft.; SA bladewind; SQ elemental traits, rust vulnerability, turn metal; AL N; SV Fort +17, Ref +12, Will +7; Str 26, Dex 20, Con 20, Int 6, Wis 11, Cha 11.

*Skills and Feats:* Listen +12, Spot +12; Cleave, Great Cleave, Improved Critical (slam), Improved Initiative, Overwhelming Critical (slam)*, Power Attack, Weapon Focus (slam).

**Epic Feat*

**Bladewind (Su):** The elemental can transform itself into a bladewind once every 10 minutes and remain in that form for up to 10 rounds. In this form, the elemental can move along the ground at double its normal speed. The bladewind is a 5-ft.-wide cylinder of curved metal shards that spin incredibly fast. The cylinder is as tall as the elemental; the elemental controls the exact height, but it must be at least 10 feet . The elemental's movement while in bladewind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the bladewind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind ( and may be lifted by the blades. An affected creature must succeed on a DC 28 Reflex save when it comes into contact with the bladewind or take 2d8 points of damage. It must also succeed on a second DC 28 Reflex save or be picked up bodily and held suspended by the blades, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the bladewind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based, and all damage is slashing. Creatures trapped in the bladewind cannot move except to go where the elemental carries them or to escape the bladewind. Creatures caught in the bladewind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the bladewind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the bladewind at one time as will fit inside the bladewind's volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the bladewind happens to be. An elemental in bladewind form cannot make slam attacks and does not threaten the area around it.

**Rust Vulnerability (Ex):** A metal elemental is fully susceptible to rust attacks, such as that of a rust monster or a rusting grasp spell.

**Turn Metal (Ex):** A metal elemental gains a +1 deflection bonus per HD to AC when attacked by a metal weapon (maximum +10).

*Languages:* Ferrosian.

## Area 11-4 — Metal's Treasure

*The natural walls in this area are coarse and bumpy. Tiny chips of precious metal sparkle on the ground. A path on the far side of the room leads deeper into the earth.*

This is the treasure room of Matt, the greater metal elemental. A successful DC 15 Search check reveals that six obsidian gemstones, worth 500 gp each, have been stuck into the natural walls of this room along with an *elemental gem (metal)*. Matt is most unpleased, and attacks, if anyone, save those with the *Blessing of Metal*, attempts to take any of the gems that reside here.

## Area 11-5 — Metal World

*This roughly circular doom-like area is about 80 feet in diameter. Millions of sparkles cover the black doom making it resemble the night sky. In the middle of the room is a dark colored menhir.*

Anyone taking time to actively mine the various metals (gold, silver, cooper) here can gain 10 gp with a successfully DC 10 Profession (miner) check or 5 gp without such a check per full hour spent here up to one hundred hours.

## Area 11-6 — "Woody" (EL 9)

*Several small trees grow within this oval shaped room. Their roots cover the floor. In the center of the room, seemingly tending to one of the trees, is a large bipedal creature with legs that resemble tree trunks, arms that bear a resemblance to branches and hair consisting of green leaves.*

The greater wood elemental, which has adapted the name Woody, is rather talkative but quite slow at doing so. It only speaks Sylvan, which sounds like the cracking and creaking of enormous ancient timbers. This alerts the "Bloody Duke" found in Area 11-36 to the presence of new creatures on this level.

Woody has lived within the underground tunnels that are now the dungeons of Castle Blackmoor for as long as it can remember.

Woody greets all those who enter its warren except those that have the *Blessing of Metal, Fire* or *Earth*. These later folks, as are those who attack the elemental, are met with strong, forceful slams. The various roots on the ground in this area are considered difficult terrain. (See *PHB* page 148 for details.)

Those who speak to Woody in Sylvan can learn that it seldom sees other living creatures but if given time for thought, it can remember a number of tiny bearded men with picks once worked here to expand and extract vast amount of metal here. (Woody, of course, finds this fact to be quite repulsive.) It also notes that a number of wood and bark mephits handle various errands for him. If given a gift made out of wood, and an elemental blessing has not already been received, Woody grants the gift-giver with the *Blessing of Wood*, which grants *endure elements (wood)* while they remain on Levels Eight through Fourteen.

**Woody, Greater Wood Elemental:** CR 9; Huge Elemental (Wood, Extraplanar); HD 21d8+125; hp 219; Init +3; Spd 20 ft.; AC 21, touch 7, flat-footed 21 (-2 size, -1 Dex, +14 natural); Base Atk +15; Grp +33; Atk +23 melee (2d10+10/19-20, slam); Full Atk +23 melee (2d10+10/19-20, 2 slams); Space/Reach 15 ft./15 ft.; SA *deeproot*, *entangle* (DC 21),

thornvine; SQ elemental traits, turn wood; AL N; SV Fort +17, Ref +6, Will +8; Str 30, Dex 8, Con 21, Int 10, Wis 13, Cha 11.

*Skills and Feats:* Listen +25, Spot +25; Cleave, Epic Toughness*, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Sunder.

**Epic Feat*

**Deeproot (Sp):** A Huge or larger wood elemental can send tendrils deep into the ground (even hard rock), granting it an additional +4 natural armor bonus to AC. While in a deeprooted state, the wood elemental cannot move but can summon treants at will. The treants are one size category smaller than the elemental. This ability works like the summon monster spells, save that summoned treants remain for 24 hours or until the wood elemental lifts its deeproots or is dismissed or destroyed. While deeprooted, the wood elemental also gains the ability to completely douse fires by touch. This ability works like the *quench* spell, except that the range is touch.

**Entangle (Sp):** A Huge wood elemental can use *entangle* (DC 21) as a spell-like ability 21 times per day. This ability is identical to the spell as cast by a druid of a level equal to the elemental's hit dice.

**Thornvine (Su):** The elemental can transform itself into a thornvine once every 10 minutes and remain in that form for up to 10 rounds. In this form, the elemental can move along the ground at double its regular speed. The thornvine is a tangle of sharp, thorn-covered vines that snake and move with an unnatural awareness. The thornvine is equal to the size of an elemental space attribute. The elemental's movement while in thornvine form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the thornvine if it touches or enters the thornvine, or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental might take damage when caught in the thornvine and may be lifted by the brambles. An affected creature must succeed on a DC 30 Reflex save when it comes into contact with the thornvine or take 2d6 points of damage. It must also succeed on a second DC 30 Reflex save or be picked up bodily and held suspended by the vines, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the thornvine. The creature still takes damage but can leave if the save is successful. The save DC is Strength based, and all damage is piercing. Creatures trapped in the thornvine cannot move except to go where the elemental carries them or to escape the thornvine. Creatures caught in the thornvine can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the thornvine take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the thornvine at one time as will fit inside the thornvine's volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the thornvine happens to be. An elemental in thornvine form cannot make slam attacks and does not threaten the area around it.

**Turn Wood (Ex):** A wood elemental gains a +2 deflection bonus per HD to AC when attacked by weapons that deal bludgeoning damage (maximum +20).

*Languages:* Sylvan.

## Area 11-7 — Wood's Treasure

*Residing in this room are a dozen trees about 10 feet in height. They have the appearance as if they are trying to touch the ceiling that looms over 40 feet above. A corridor on the opposite side of this space heads farther into the underground world.*

This is the treasure room of Woody, the greater wood elemental. Located in the branches of several trees within this room are six amber gemstones, worth 500 gp each, plus an *elemental gem (wood)*. Woody is angered, and attacks, if anyone save those with the *Blessing of Wood*, attempts to take his treasure.

## Area 11-8 — Wood World

*This vast oval-like area is nearly 100 feet in length and 50 feet in width. The ceiling hangs about 50 feet above with seven aging trees nearly as tall.*

The seven trees located here have been cared for by Woody, the greater wood elemental, for hundreds of years. They are Woody's best friends he deals with anyone threatening them with by strong, forceful slams.

## Area 11-9 — Long Slim Slimy One (EL 12)

*The center tunnel is a 20 foot wide and high hallway that was seemingly mined many ages ago. Down the hallway, about 60 feet, are two large rough holes in either side of the walls.*

Anyone moving past the large gaping hole is attacked by a purple worm that is waiting 45 feet away for any potential prey that travels down this passageway. In the first round of combat, it charges in, attempting to bite the nearest individual and establish a hold upon them. If successful and the hold is maintained until the next round, it attempts to swallow its prey whole. Meanwhile, it uses its poisonous stinger on its tail to quickly disable other opponents.

When the purple worm is reduced to 20 or fewer hit points, it attempts to withdraw to its lair and away from danger.

If killed and the creature's gizzards are searched, a successful DC 15 Search check reveals six gemstones, each worth 500 gp. The six gemstones are a ruby, a lapis lazuli, a brownish topaz, a light greenish blue aquamarine, an obsidian gemstone and an amber gemstone.

**Purple Worm:** CR 12; Gargantuan Magical Beast; HD 16d10+112; hp 204; Init -2; Spd 20 ft., burrow 20 ft., swim 10 ft.; AC 19, touch 4, flat-footed 19 (-4 size, -2 Dex, +15 natural); Base Atk +16; Grp +40; Atk +25 melee (2d8+12, bite); Full Atk +25 melee (2d8+12, bite) and +20 melee (2d6+6 plus poison, sting); Space/Reach 20 ft./15 ft.; SA improved grab, swallow whole, poison; SQ tremorsense 60 ft.; AL N; SV Fort +17, Ref +8, Will +4; Str 35, Dex 6, Con 25, Int 1, Wis 8, Cha 8.

*Skills and Feats:* Listen +18, Swim +20; Awesome Blow, Cleave, Improved Bull Rush, Power Attack, Weapon Focus (bite), Weapon Focus (sting).

**Improved Grab (Ex):** To use this ability, a purple worm must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the foe the following round.

**Poison (Ex):** Injury, Fortitude DC 25, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

**Swallow Whole (Ex):** A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 2d8+12 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 17). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan worm's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

## Area 11-10 — Lair of the Worm

*Several large piles of soft rock lie within this carved out tunnel.*

The soft rocks are not what they first appear to be. Rather, these "rocks" are large piles of dung passed from the purple worm encountered in Area 11-9. If the castings are rummage through, anyone making a successful DC 25 Search check finds a lump of unrefined ore worth 100 gp.

## Area 11-11 — Worm Food

*Lying dead on the ground are several small carcasses of some type of burrowing animal.*

Investigation of the burrowing animals reveals that they are gophers that have been dead for some time and now are food for a multitude of

maggots and worms. The gophers that lived here burrowed several small holes in the walls and ground. Examination of these holes reveals nothing.

## Area 11-12 — Billions of Beetles

*Seemingly billions of small beetles inhabit this room. There are so many of these small vermin that it is difficult to see the walls, ceiling or floor.*

The beetles are no harm to anyone who enters, but might potentially be of some assistance. Anyone actively watching the beetles and makes a DC 25 Spot check, notices that a number of beetles crawl under the right wall towards the back of the room. An investigation, with a successful DC 20 Search check, reveals that the beetles are crawling under a secret door.

## Area 11-13 — Tight Squeeze

*The hallway beyond the secret door starts off being 5 foot wide before it makes a ninety degree turn. At this point, the tunnel is a mere two and a half feet wide.*

All small and medium creatures who wish to press onward are required to squeeze through this hallway. Any large or larger creatures are unable to go on. Without the aid of some type of magic, such as *teleport*, *dimension door*, or *passwall*, these latter creatures might simply have to be left behind.

## Area 11-14 — Triple "Ouch" Trap (EL 10)

*This hallway, while narrow, is twice as wide as the previous one.*

A 10 foot wide and long poisoned spiked pit trap lies in this area, as noted on the map. This trap was built many years ago by those in the employ of the "Bloody Duke." A hidden lock bypass resides on the opposite side on the left wall.

**Poisoned Spiked Pit Trap:** CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 20, Open Lock 30); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 24; Disable Device DC 28.

## Area 11-15 — Look at the Pretty Lights (EL 8)

*The hallway continues forth with a room up ahead.*

Once anyone crosses over the trapped area without saying the password ("pretty lights"), they trigger this trap.

***Prismatic Spray* Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (prismatic spray, 13th level wizard), DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32.

## Area 11-16 — Don't Touch! (EL 8)

*This room contains six stone sarcophagi that stand perfectly upright as if reaching for the rocky ceiling. Each of the stone sarcophagi has been finely craved with a picture of a man nobly standing with a slight grin upon his face.*

The six stone sarcophagi (hardness 8, hp 45) are hollow and filled about two-thirds with dirty, unsanitary water. They have been crafted in such a way that they cannot be opened, save for breaking them apart, which requires overcoming their hardness and total hit points. Additionally,

a *greater teleport* trap has been placed upon each of the six stone sarcophaguses. Thus, anyone touching, or merely grazing one of the six stone sarcophaguses must successfully make a DC 20 Will save or be teleported inside the water-filled hallow sarcophagus. At this point, the individual is trapped underwater within the sarcophagus. A person can hold their breath for a number of rounds equal to twice their Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding their breath. Each round, the DC increases by 1. When they finally fail the Constitution, they begin to down. In the first round, they fall unconscious (0 hp). In the following round, they drop to –1 hit points and are dying. In the third round, they drown.

***Greater Teleport* Trap:** CR 8; magic device; touch trigger (*alarm*); automatic reset; spell effect (*greater teleport*, 13th level wizard, DC 20 Will save to avoid); Search DC 32; Disable Device DC 32.

## Area 11-17 — Hall of Torture (EL 11)

*This saturnine and gloomy hallway has 14 solid iron doors, seven on both the right and left walls, along with a passageway on the opposite side that extends farther into the eerie darkness of this iniquity place. The ceiling looms 20 feet overhead. Each of the doors has a number scribbled on it in chalk from one to 14 starting with the first door on the right side following by the first door on the left side and so on. Resting above each of the 14 doors is a magnificently carved gargoyle. Each of the stone gargoyles has a differing stance and facial expression. Whatever their position or appearance, each seems to be watching your every move.*

This hall is known as the Hall of Torture by the "Bloody Duke," his now deceased minions and the many individuals that have been sadistically tortured and/or killed here.

Each of the solid iron doors leads to one of the torture rooms as noted in Areas 11-18 through 11-31.

The gargoyles on the second, fourth and sixth set of doors on each side of this hallway are actually living monstrous humanoids. They stay frozen, using their *freeze* ability, until the best possible situation presents itself to attack those who are brave enough to enter this hallway. Anyone making a successful DC 20 Spot check notices that the gargoyles are really alive.

In combat, the six gargoyles swoop into melee, landing on the group so they can use all four of their attacks without having to deal with their limited flying maneuverability. They focus on one opponent, making sure to take the time to kill foes who drop to ensure they do not rise again. The gargoyles are malicious predators that have a fondness for inflicting pain.

**Advanced Gargoyle (6):** CR 6; Large Monstrous Humanoid (Earth); HD 7d8+42; hp 74 each; Init +1; Spd 40 ft., fly 60 ft. (average); AC 16, touch 10, flat-footed 16 (-1 size, +1 Dex, +6 natural); Base Atk +7; Grp +17; Atk +13 melee (1d6+6, claw); Full Atk +13 melee (1d6+6, 2 claws) and +10 melee (1d8+3, bite) and +10 melee (1d8+3, gore); Space/Reach 10 ft./10 ft.; SQ damage reduction 10/magic, darkvision 60 ft., *freeze*; AL CE; SV Fort +8, Ref +6, Will +5; Str 23, Dex 12, Con 22, Int 6, Wis 11, Cha 7.

*Skills and Feats:* Hide +10, Listen +4, Spot +7; Multiattack, Toughness, Weapon Focus (claw).

**Freeze (Ex):** A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

**Skills:** Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

*Languages:* Common, Terran.

*Possessions:* Bloodstone (worth 25 gp).

## Area 11-18 — Torture Room #1: Chain Whip

*Located in this room are six sets of rope that hang tightly from the ceiling. Each set of rope ends in a small noose about the size of one's wrists. Along the back wall of the room is a mahogany table with a dozen whips.*

The solid iron door (hardness 10, hp 60, Break DC 28, Open Lock DC 30) to this room is locked.

This room was once used as a whipping room. Those to be tortured were bound by the ropes hanging from the ceiling. Then the whip, a durable wooden handle carved with indentations for a better grasp and three metal chains of seven links each, was used upon the victim until the desired information was received or preferred amount of pain delivered. Each of the links were forged with flat, sharp edges in order to more swiftly remove the flesh from the victim's back.

## Area 11-19 — Torture Room #2: Barrel Pillory

*Within this room are three barrel pillories. Two appear to be empty, while a third contains a human man with his head protruding from the top of barrel. An extreme pallor covers his face, which has a number of flies buzzing around it.*

The solid iron door (hardness 10, hp 60, Break DC 28, Open Lock DC 30) to this room is locked.

This room was once used to keep those individuals who had been fitted into a barrel pillory, a wooden barrel put over the entire body. The victim had his head sticking out from the hole on the top. The current deceased victim, a Thonian man, was forced to kneel in his own excrement and left here until he starved to death.

## Area 11-20 — Torture Room #3: Rack

*Inside this room are two torture devices known simply as the rack.*

The solid iron door (hardness 10, hp 60, Break DC 28, Open Lock DC 30) to this room is locked.

The two racks within this room were used to stretch individuals in a painful manner until they begged for mercy. However, sometimes their ultimate fate was worse then that pain received in this horrid place.

## Area 11-21 — Torture Room #4: Gibbet

*Hanging from the ceiling of this room is an iron gibbet with a tarred male halfling inside. An open barrel of dried tar rests in the far left corner. Several drops of tar lie randomly about the room.*

The solid iron door (hardness 10, hp 60, Break DC 28, Open Lock DC 30) to this room is locked.

The gibbet is a hanging cage that has a humanoid form but without arms. The male halfling inside the one located here was left to die by starvation. Once dead, he was covered in tar for preservation purposes.

## Area 11-22 — Torture Room #5: Revolving Drum

*Situated within this room is an agonizing device known as the revolving drum.*

The solid iron door (hardness 10, hp 60, Break DC 28, Open Lock DC 30) to this room is locked.

Those who received the cruelty of this device were locked into the machine, face down with the head through the upper wooden post and the legs tightly strapped to the other side. The spiked drum was then slowly rotated while weights were stacked upon their backs until they were disemboweled.

## Area 11-23 — Torture Room #6: Iron Collar

*Three iron collars hang from the ceiling of this room. Under the rings are several droplets of dried blood.*

The solid iron door (hardness 10, hp 60, Break DC 28, Open Lock DC 30) to this room is locked.

The iron collar is a metal ring that was placed around the victim's neck and the screw tightened until the metal teeth were just below the chin. The victim was then hoisted into the air just high enough that their toes brushed lightly across the ground while the teeth of the iron collar bit into their chin and neck.

## Area 11-24 — Torture Room #7: Thumbscrew

*Located within this room are four oak chairs that are pushed back from the rectangular oak table in the middle. Ropes rest on each of the four chairs, while four thumbscrews lie upon the table. A dozen or so mangled and bloody fingers lie about the floor.*

The solid iron door (hardness 10, hp 60, Break DC 28, Open Lock DC 30) to this room is locked.

Within this room, individuals to be tortured were sat in one of the four chairs and securely tied up. Then one of their fingers were selected and placed within the thumbscrew, a device that consisted of two flat iron pieces separated by one or more screws.

## Area 11-25 — Torture Room #8: Foot Press

*Two timbered chairs rest in the back corners of this room with ropes resting upon them. In the middle of the room is a rectangular timbered table that holds two foot presses. A single disfigured and gory foot lies near one of the chairs.*

The solid iron door (hardness 10, hp 60, Break DC 28, Open Lock DC 30) to this room is locked.

Within this room, individuals to be tortured were sat in one of the two chairs and securely tied up. Then one of their feet were positioned within the foot presses, a device with a jagged, grooved iron plate and an iron bar attached to a long screw. When the screw was twisted, the bar crushed the foot into a mangled mush.

## Area 11-26 — Torture Room #9: Knee Splitter

*A large wooden chair has been pressed up against the back wall of this room with a wooden oval table that rests several feet in front it. A knee splitter rests upon the table. The floor beneath the chair contains several small pools of dried blood.*

The solid iron door (hardness 10, hp 60, Break DC 28, Open Lock DC 30) to this room is locked.

Those to receive this torture, individuals were sat and firmly tied up within the chair. Their knees and sometimes elbows were placed between the iron teeth while the screws were tightened. Once done, the joint of the victim was permanently destroyed.

## Area 11-27 — Torture Room #10: Ladder Rack

*A single ladder rack lies within this area.*

The solid iron door (hardness 10, hp 60, Break DC 28, Open Lock DC 30) to this room is locked.

Individuals who went through the painful process of this device had their wrists tied to the one of the rungs and their feet to the bottom cylinder. With each turn, the victim was stretched further and further until the shoulders were dislocated.

## Area 11-28 — Torture Room #11: Head Crusher

*Contained within this room is a single chair pressed partially under a table. Just in front of the chair lies a head crusher.*

The solid iron door (hardness 10, hp 60, Break DC 28, Open Lock DC 30) to this room is locked.

The head of victims to this device were placed under the cap and the chin above the bottom bar. At this point, the top screw was slowly turned, compressing the skull.

## Area 11-29 — Torture Room #12: Wheel

*A shattered wheel and a cracked pole lie within this room.*

The solid iron door (hardness 10, hp 60, Break DC 28, Open Lock DC 30) to this room is locked.

The wheel, which had iron edges, was once used to run over the limbs of those to be painfully killed. Once many of the victim's bones were broken, their limbs were placed within the spokes. The wheel was then positioned horizontally on a pole leaving the victim to die a slow, excruciating death.

## Area 11-30 — Torture Room #13: Guillotine

*A classic guillotine, used to decollate its victims, rests squarely in the center of this unlocked room. A wicker basket with the head of a human inside of it rests just in front of the instrument of execution.*

The solid iron door to this room is unlocked unlike the other thirteen torture rooms.

The human head within the wicker basket is rumored to belong to the "Bloody Duke." It has been said that after several decades of sadistic torture upon others, thirteen individuals managed

to capture and execute him within this very room on the 13th day of the month. Due to these facts, the "Bloody Duke," whose ghost can be found in Area 11-36, has developed triskaidekaphobia, a morbid fear of the number 13. Under no circumstance will his ghost willingly enter this room.

## Area 11-31 — Torture Room #14: Iron Maiden

*Within this room is a medium-sized metal capsule of sorts.*

The solid iron door (hardness 10, hp 60, Break DC 28, Open Lock DC 30) to this room is locked.

The capsule is actually a torture room called the iron maiden. It has two doors that accessed an interior studded with spikes. Additionally, a trap door on the bottom of the torture room exists which opens to allow the remains of those who died within to fall into a large pit underneath.

Within the pit are eleven bodies of various races that have nothing more then mere tatters of clothing.

## Area 11-32 — The Enslaved

*Five battered, bruised and beaten human Thonian men, wearing mere rags, lie about the room with manacles around their wrists and fetters around their ankles. Four of them appear to have deceased a short time ago, while the fifth appears to only be half-dead. The glint of hope has eroded from his eyes and been replaced with the look of acceptance of defeat.*

This room is guarded by a locked thick iron door (hardness 10, hp 60, Break DC 28, Open Lock DC 30).

The five men are adventurers who came to this part of the dungeon when the front gates were opened by the elves a year ago. Each of them confronted the "Bloody Duke," some working together, but lost. But instead of being killed outright or brought into an undead life, they were thrown into this room for future use. Since that time, four of the men have died, but one, Takkmione Bradish, a Thonian ranger, has managed to survive due to his one single possession of value: a *clear spindle ioun stone*. If freed, Takkmione gives his liberators the stone and starts to make his way back to the surface. He does not weave a jeremiad about his past experiences, rather preferring to put the entire matter behind him. He has a great odium towards the "Bloody Duke" and Castle Blackmoor. His only goal is to go as far way as possible from this dreary place even if it means his own death in the attempt.

## Area 11-33 — The Cutting Room

*Situated within this room are three tables. Each of them holds a number of hacksaws, cutting knives and large sewing needles along with a variety of body parts ranging from sawed off legs and arms to decapitated heads.*

This room is used to construct the flesh golems that are then put into service in Area 11-34.

## Area 11-34 — Useful Parts (EL 11)

*Guarding this room are four automations that look as though they were constructed by design and artifice from a grisly assortment of decaying human body parts, stitched and bolted together into a form taller than a living human. It smells faintly of freshly dug earth and dead flesh.*

The four automations are flesh golems that attack anyone, save the "Bloody Duke," who dares enter this room.

*They mindlessly attack the nearest creature and fight to their destruction.*

**Flesh Golems (4):** CR 7; Large Construct; HD 9d10+30; hp 90; Init -1; Spd 30 ft.; AC 18, touch 8, flat-footed 18 (-1 size, -1 Dex, +10 natural); Base Atk +6; Grp +15; Atk +10 melee (2d8+5, slam); Full Atk +10 melee (2d8+5, 2 slams); SA berserk; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1.

**Berserk (Ex):** When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

**Immunity to Magic (Ex):** A flesh golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals cold or fire damage slows a flesh golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any *slow* effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a *lightning bolt* heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem golem gets no saving throw against attacks that deal electricity damage.

## Area 11-35 — A Simply Hallway

*This hallway turns to the left before turning three times to the right.*

Numerous small piles of rock and debris line the floor. Any attempt to make a Move Silently check does so with a –5 penalty in this area.

As the last corner is rounded, a DC 5 Listen check alerts individuals to a loud cry for help coming from the next room.

## Area 11-36 — The "Bloody Duke" (EL 14)

*Lying face down in the middle of the room is a tall Thonian man with a fine suit of gem-adorned banded mail armor, a well-crafted longsword and a splendid shortsword. A 10 foot wide tunnel on the opposite side of the room leads farther onward.*

The cries for assistance continue until someone draws nearer (within 30 feet). At this point, the "Bloody Duke" reveals himself but in a deceitful manner. He starts to look about, asking questions such as, "What has happened to me?" "What is my body doing on the floor there?" and "Can you please check to see what is wrong with me?" As he does so, the now undead "Bloody Duke" slowly moves towards the adventurers.

Observant persons will notice that the "Bloody Duke" and the body laying on the ground, while both Thonain men, have several differences, such as armor, clothing, weapons and even their height.

When anyone is within 5 feet of the "Bloody Duke" or when attacked, the malapert ghost reveals his horrific appearance: that of a beheaded Thonian man. The ghostly image of blood begins to slowly trickle down the "Bloody Duke's" neck onto his stylish clothing. After this point, the "Bloody Duke" attempts to either stay within 5 feet of a single opponent so he can make two incorporeal touch attacks upon them in one round. He may attempt instead to make a Bluff check to feint in combat as a move action, thus allowing him to make a single sneak attack against its foe.

As the combat continues, the "Bloody Duke" babbles madly in an orotund voice about his inability to be killed and lionizes himself as the grand creator of the dungeons of Castle

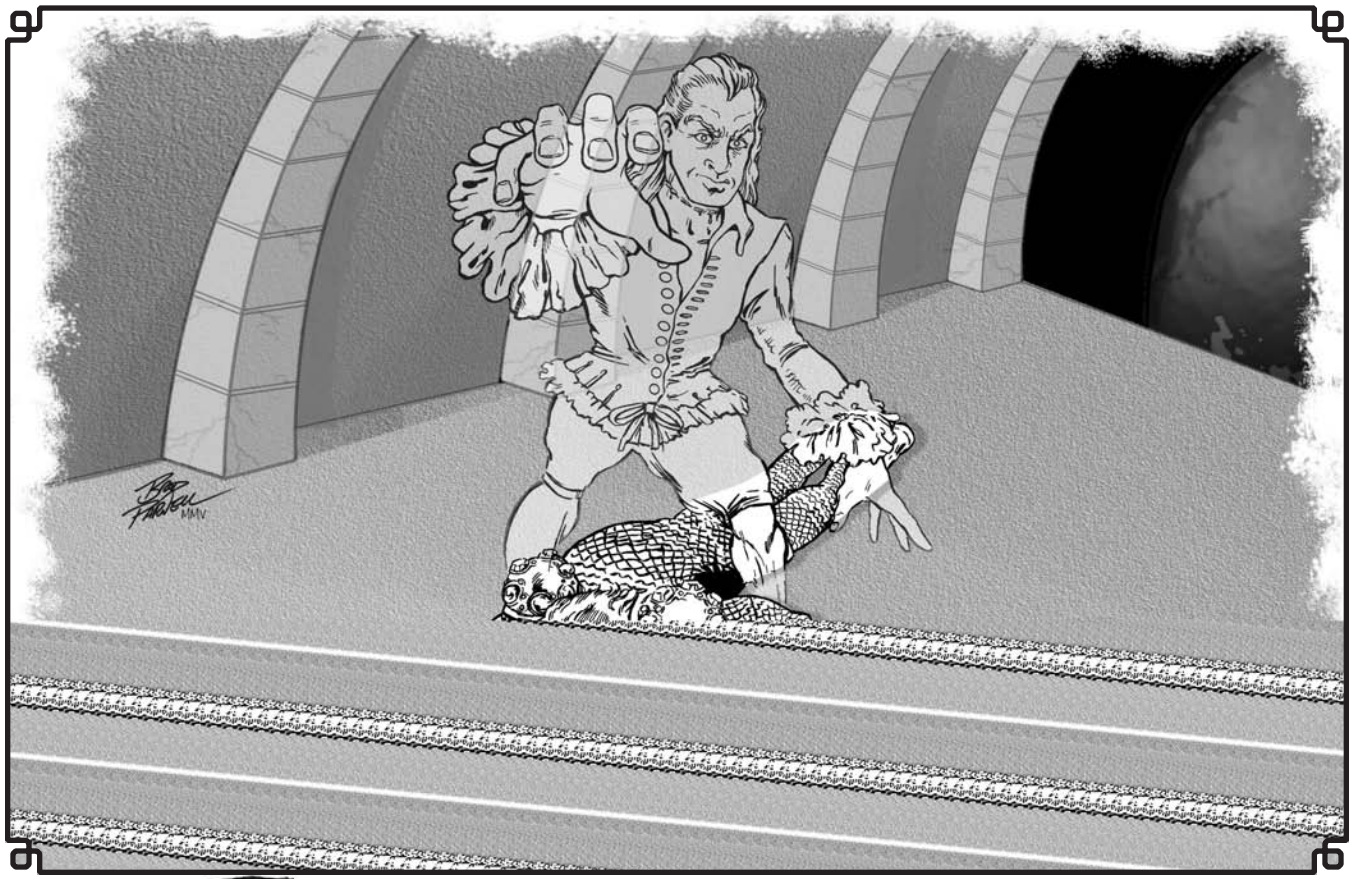
Blackmoor in a fanfaronade manner. Additionally, the area is considered to be under the effects of a *desecrate* spell and an *unhallow* spell. (Modifiers for these two spells have not been included in the stat blocks below). One interesting item of note is that the human head within the wicker basket in Area 11-30, the 13th torture room, is rumored to belong to the "Bloody Duke." It has been said that after several decades of sadistic torture upon others, 13 individuals managed to capture and execute him on the 13th day of the month. Due to these facts, the "Bloody Duke" has developed triskaidekaphobia, a morbid fear of the number thirteen.

Once the "Bloody Duke" is defeated, the three possessions left on the decomposing Thonian man can be taken. These three possessions are: *banded mail of luck*, a *flame tongue* and a *luck blade (with 0 wishes).*

**The "Bloody Duke" Male Ghost Human (Thonian) Rogue12:** CR 14; Medium Undead (Augmented Humanoid) (Incorporeal); HD 12d12; hp 108; Init +8; Spd fly 30 ft. (perfect); AC 19, touch 19, flat-footed 15 (+4 Dex, +5 deflection); Base Atk +9/+4; Grp +9; Atk +13 melee (1d6 plus 1d4 points of damage to any one ability, incorporeal touch) or +9 against ethereal foes (1d6 plus 1d4 points of damage to any one ability, incorporeal touch); Full Atk +13/+8 melee (1d6 plus 1d4 points of damage to any one ability, incorporeal touch) or +9/+4 against ethereal foes (1d6 plus 1d4 points of damage to any one ability, incorporeal touch); SA corrupting touch, draining touch, horrific appearance, manifestation, sneak attack +6d6; SQ darkvision 60 ft., evasion, improved evasion, improved uncanny dodge, incorporeal traits, rejuvenation, trapfinding, trap sense +4, +4 turn resistance, uncanny dodge, undead traits; AL CE; SV Fort +4, Ref +12, Will +5; Str 11, Dex 18, Con —, Int 13, Wis 12, Cha 20. (See *MM* pages 116-118 for additional details.)

*Skills and Feats:* Bluff +25, Diplomacy +22, Disguise +20, Gather Information +20, Hide +12, Intimidate +22, Knowledge (dungeoneering) +8, Knowledge (local) +16, Listen +24, Perform +4, Search +9, Sense Motive +18, Spot +24; Combat Expertise, Improved Feint, Improved Initiative, Negotiator, Persuasive, Skill Focus (bluff).

**Corrupting Touch (Su):** A ghost that hits a living target with its incorporeal touch attack deals



1d6 points of damage. Against ethereal opponents, it adds its Strength modifier to attack and damage rolls. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Draining Touch (Su):** A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

**Horrific Appearance (Su):** Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

**Manifestation (Su):** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Rejuvenation (Su):** In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

**Turn Resistance (Ex):** A ghost has +4 turn resistance.

*Languages:* Common, Elven.

## Area 11-37 — Riddled Releases (EL 11)

*The hallway abruptly ends at a set of double iron doors with some markings upon them.*

The first set of double iron doors (hardness 10, hp 90, Break DC 28, Open Lock DC 40) has the following carved upon them: "I C U R Y Y 4" before a picture of a hymn book. The answer to this rebus, which must be given while touching one of the doors is "I see you are two wise for him." Once the answer is given, the iron doors unlock and open. Anyone touching either of the doors before supplying the correct answer to the rebus sets off the trap.

Upon opening the door, those who enter see another set of double iron doors, a shovel, a pile of black coal and an empty grate. Carved upon this set of double iron doors is "If the B m t put: If it b." The correct answer, which must be stated upon touching either of the doors, is "If the grate be empty, put coal on. If it be full, stop." Once the answer is given, the trap noted below is deactivated but the grate must be filled with coal for this set of doors to unlock.

***Forcecage* and *Summon Monster IX* Trap:** CR 11; magic device; proximity trigger (*alarm*); automatic reset; multiple traps (one *forcecage* trap and one *summon monster IX* that summons barbed devil); spell effect (*forcecage*, 17th-level wizard), spell effect (*summon monster IX*, 17th-level wizard, barbed devil); Search DC 34; Disable Device DC 34.

Note: This trap is really one CR 8 trap that creates a *forcecage* and a CR 10 trap that summons barbed devil in the same area. If both succeed, the barbed devil appears inside the *forcecage*. These effects are independent of each other.

**Barded Devil (Hamatula):** CR 11; Medium Outsider (Evil, Extraplanar, Lawful); HD 12d8+72; hp 126; Init +6; Spd 30 ft.; AC 29, touch 16, flat-footed 23 (+6 Dex, +13 natural); Base Atk +12; Grp +22; Atk +18 melee (2d8+6 plus fear, claw); Full Atk +18 melee (2d8+6 plus fear, 2 claws); SA fear, improved grab, impale 3d8+9, *summon devil*; SQ Barbed defense, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, spell-like abilities, telepathy 100 ft.; AL LE; SV Fort +14, Ref +14, Will +12; Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18.

*Skills and Feats:* Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (any one) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks); Alertness, Cleave, Improved Grapple, Iron Will, Power Attack.

**Fear (Su):** A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by *fear* (caster level 9th).

Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

**Impale (Ex):** A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

**Improved Grab (Ex):** To use this ability, a barbed devil must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on its barbed body.

***Summon Devil* (Sp):** Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

**Barbed Defense (Su):** Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way.

**Spell-Like Abilities:** At will—*greater teleport* (self plus 50 pounds of objects only), *hold person* (DC 16), *major image* (DC 17), *scorching ray* (2 rays only). 1/day—*order's wrath* (DC 18), *unholy blight* (DC 18). Caster level 12th. The save DCs are Charisma-based.

## Area 11-38 — Trapped Miners

*Resting behind the now open second set of double iron doors is a huge cavernous area. Several side tunnels branch off from main area. Gazing about the area with picks and other miner's equipment in hand are two dozen dwarfs wearing torn and soot-covered clothing.*

The dwarves are the last of their clan. Hundreds of years ago they were imprisoned by the "Bloody Duke" and forced to mine the valuable treasures in this area to further fund the creation of this very dungeon. With the two rebuses being answered, they are now free. They are unsure of what they should do next, but strongly prefer not to assist anyone who wishes to delve deeper into the dungeons.

**Dwarf (24):** CR 1/2; Medium Humanoid (Dwarf); HD 1d8+2; hp 8 each; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk/Full Atk +2 melee (1d6+1/x4, heavy pick); SA dwarf traits; SQ darkvision 60 ft., dwarf traits; AL LG; SV Fort +4, Ref +0, Will -1; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

*Skills and Feats:* Appraise +2, Craft (black-

smithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe).

*Languages:* Common, Dwarf.

*Possessions:* heavy pick.

## Area 11-39 — The Miner's Tunnels

*This is one of the many tunnels that the dwarven miners dug in search of buried treasures, such as gems and precious metals.*

All the valuable buried treasures have been long since unearthed and removed, having been fearfully given to the "Bloody Duke".

## Area 11-40 — Friend or Fiend?

*At the far end of this cavern is a creature about 12 feet tall cloaked in fire. Great scales cover its body like armor. As it smiles, it reveals its large fangs that drip with a hissing venom, while it spreads it bat-like wings and cracks its whip-like tail. It then begins to speak, "You have freed me from his prison that has held me for far to long. I am thankful for this and due to this fact you shall not feel my wrath. However, if we ever meet again, I can assure you that I will not be so generous next time."*

The pit fiend has been trapped within this area for many hundreds of years. Growing tired and restless of being confined, it swore that those who freed it would escape its wrath in payment but only once.

If anyone wishes to fight the pit fiend allow them to do so; otherwise, it *greater teleports* itself far away from the dungeons of Castle Blackmoor.

**Pit Fiend:** CR 20; Large Outsider (Evil, Extraplanar, Lawful); HD 18d8+144; hp 254; Init +12; Spd 40 ft., fly 60 ft. (average); AC 40, touch 17, flat-footed 32 (-1 size, +8 Dex, +23 natural); Base Atk +18; Grp +35; Atk +30 melee (2d8+13, claw); Full Atk +30 melee (2d8+13, 2 claws) and +28 (2d6+6, wings) and +28 melee (4d6+6 plus poison plus disease, bite) and +28 melee (2d8+6, tail slap); Space/Reach 10 ft./10 ft.; SA constrict 2d8+16, fear aura, improved grab, spell-like abilities, *summon devil*; SQ damage reduction 15/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 32, telepathy 100 ft.; AL LE; SV Fort +19, Ref +19, Will +21; Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha 26.

*Skills and Feats:* Balance +10, Bluff +29, Climb +34, Concentration +29, Diplomacy +10, Disguise +29 (+31 acting), Hide +25, Intimidate +31, Jump +40, Knowledge (arcana) +29, Knowledge (nature) +10, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +29, Move Silently +29, Search +29, Spellcraft +31, Spot +29, Survival +8 (+10 on other planes, +10 when tracking), Tumble +31; Cleave, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken Spell-Like Ability (*fireball*).

**Constrict (Ex):** A pit fiend deals 2d8+26 points of damage with a successful grapple check.

**Disease (Su):** A creature struck by a pit fiend's bite attack must succeed on a DC 27 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based.

**Fear Aura (Su):** A pit fiend can radiate a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 27 Will save or be affected as though by a *fear* spell (caster level 18th). A creature that successfully saves cannot be affected again by the same pit fiend's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

**Improved Grab (Ex):** To use this ability, a pit fiend must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

**Poison (Ex):** Injury, Fortitude DC 27, initial damage 1d6 Con, secondary damage death. The save DC is Constitution-based.

**Spell-Like Abilities:** At will—*blasphemy*

(DC 25), *create undead, fireball* (DC 21), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *invisibility, magic circle against good, mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun, unholy aura* (DC 26); 1/day—*meteor swarm* (DC 27). Caster level 18th. The save DCs are Charisma-based.

Once per year a pit fiend can use *wish* as the spell (caster level 20th).

***Summon Devil* (Sp):** Twice per day a pit fiend can automatically summon 2 lemures, bone devils, or bearded devils, or 1 erinyes, horned devil, or ice devil. This ability is the equivalent of an 8th-level spell.

**Regeneration (Ex):** A pit fiend takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

*Languages:* Infernal, Celestial, Draconic.

## Area 11-41 — A Thousand and One Stairs

*A thousand and one steps lead to the dungeon level below.*

This is the only path to reach the 12th level of the dungeon from this level.

## New Creatures

### Mephit (Alloy and Bark)

See *MM* for a general description of mephitis and their common abilities.

### Alloy Mephit

Alloy mephits come from the Elemental Plane of Metal.

Alloy mephits are somewhat moody, often changing their minds. These creatures appear to be small, winged humanoids entirely of several different metals. Female alloy mephits are usually a silver-like color, while male alloy mephits are usually bronze-like or gold-like color. Their hair resembles extremely thin strips of metal. They stand about 4 feet tall and weigh about 80 pounds.

Alloy mephits speak Common and Ferrosian.

#### *Combat*

**Breath Weapon (Su):** 10 foot cone of metal shards, damage 1d4 bludgeoning, Reflex DC 13 half. Living creatures that fail their saves are tormented by bruised skin and battered eyes. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution based and includes a +1 racial bonus.

*Spell-Like Abilities:* Once per hour an alloy mephit can cast *shrapnel* (caster level 3rd; see *Dave Arneson's Blackmoor* page 93). Once per day, it can cast *metalskin*. This functions just like the *stoneskin* spell (caster level 6th), except that the alloy mephit's skin visibly hardens while the spell is active.

**Fast Healing (Ex):** An alloy mephit heals only if it is holding two different types of metal objects or is buried waist deep in several different metals (such as in a pile of gold and silver coins).

## Bark Mephit

Bark mephits come from the Elemental Plane of Wood.

Bark mephits have a somewhat rough personality. These creatures appear to be small, winged faeries with a bark-like skin and body. Female bark mephits are usually a light brown, while male bark mephits are usually a dark brown. Their hair resembles extremely fine strips of bark. They stand about 4 feet tall and weigh about 50 pounds.

Bark mephits speak Common and Sylvan.

### *Combat*

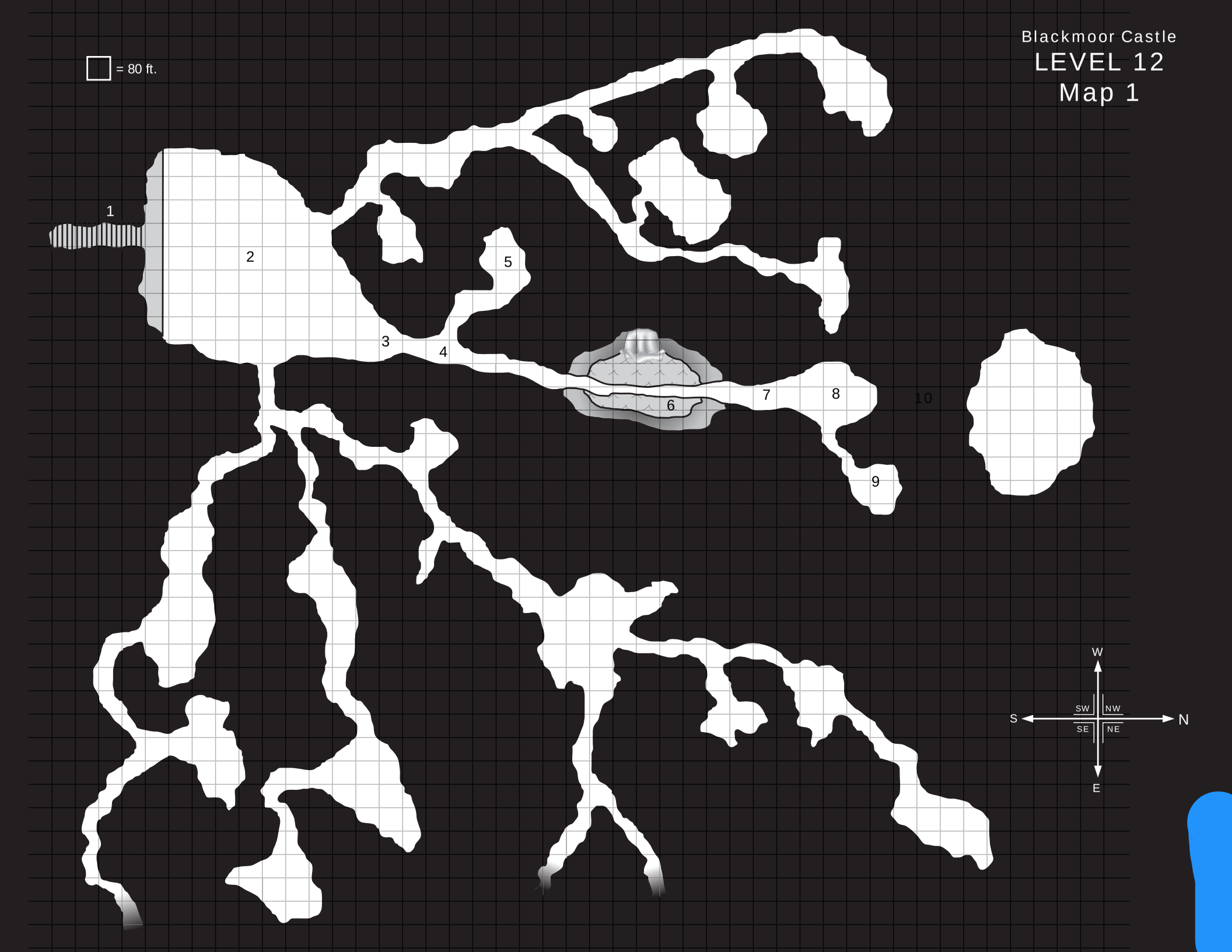
**Breath Weapon (Su):** 10 foot cone of bark shards, damage 1d4 piercing, Reflex DC 12 half. Living creatures that fail their saves are tormented by cut up skin and scratched eyes. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution based and includes a +1 racial bonus.

*Spell-Like Abilities:* Once per hour an alloy mephit can cast *barkskin* (caster level 3rd) on itself only. Once per day, it can cast *plant growth* (caster level 6th).

**Fast Healing (Ex):** A bark mephit heals only if it is touching the bark of a tree or a piece of tree bark.

**Table 11-3: Mephit Statistics**

| | Alloy Mephit | Bark Mephit |
|---|---|---|
| | **Small Outsider (Metal)** | **Small Outsider (Wood)** |
| **Hit Dice:** | 3d8+6 (19 hp) | 3d8 (13 hp) |
| **Initiative:** | –1 | +7 |
| **Speed:** | 30 ft. (6 squares), fly 40 ft. (clumsy) | 30 ft. (6 squares), fly 40 ft. (average) |
| **Armor Class:** | 18 (+1 size, –1 Dex, +8 natural), touch 10, flat-footed 19 | 20 (+1 size, +3 Dex, +6 natural), touch 14, flat-footed 17 |
| **Base Attack/ Grapple:** | +3/+2 | +3/–1 |
| **Attack:** | Claw +7 melee (1d3+3) | Claw +4 melee (1d3) |
| **Full Attack:** | 2 claws +7 melee (1d3+3) | 2 claws +4 melee (1d3) |
| **Space/Reach:** | 5 ft./5 ft. | 5 ft./5 ft. |
| **Special Attacks:** | Breath weapon, spell-like abilities, *summon mephit* | Breath weapon, spell-like abilities, *summon mephit* |
| **Special Qualities:** | Damage reduction 5/magic, darkvision 60 ft., immunity to metal, fast healing 2, vulnerability to wood | Damage reduction 5/magic, darkvision 60 ft., immunity to wood, fast healing 2, vulnerability to metal |
| **Saves:** | Fort +4, Ref +2, Will +3 | Fort +3, Ref +6, Will +3 |
| **Abilities:** | Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 15 | Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15 |
| **Skills:** | Bluff +8, Hide +9, Intimidate +8, Listen +6, Move Silently +5, Spot +6 | Bluff +8, Hide +13, Intimidate +8, Listen +6, Move Silently +9, Spot +6 |
| **Feats:** | Power Attack, Toughness | Dodge, Improved Initiative |
| **Environment:** | Any land and underground | Any land and underground |
| **Organization:** | Solitary, gang (2–4), or mob (5–12) | Solitary, gang (2–4), or mob (5–12) |
| **Challenge Rating:** | 3 | 3 |
| **Treasure:** | Standard | Standard |
| **Alignment:** | Usually neutral | Usually neutral |
| **Advancement:** | 4–6 HD (Small); 7–9 HD (Medium) | 4–6 HD (Small); 7–9 HD (Medium) |
| **Level Adjustment:** | +3 (cohort) | +3 (cohort) |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Blackmoor Castle
LEVEL 12
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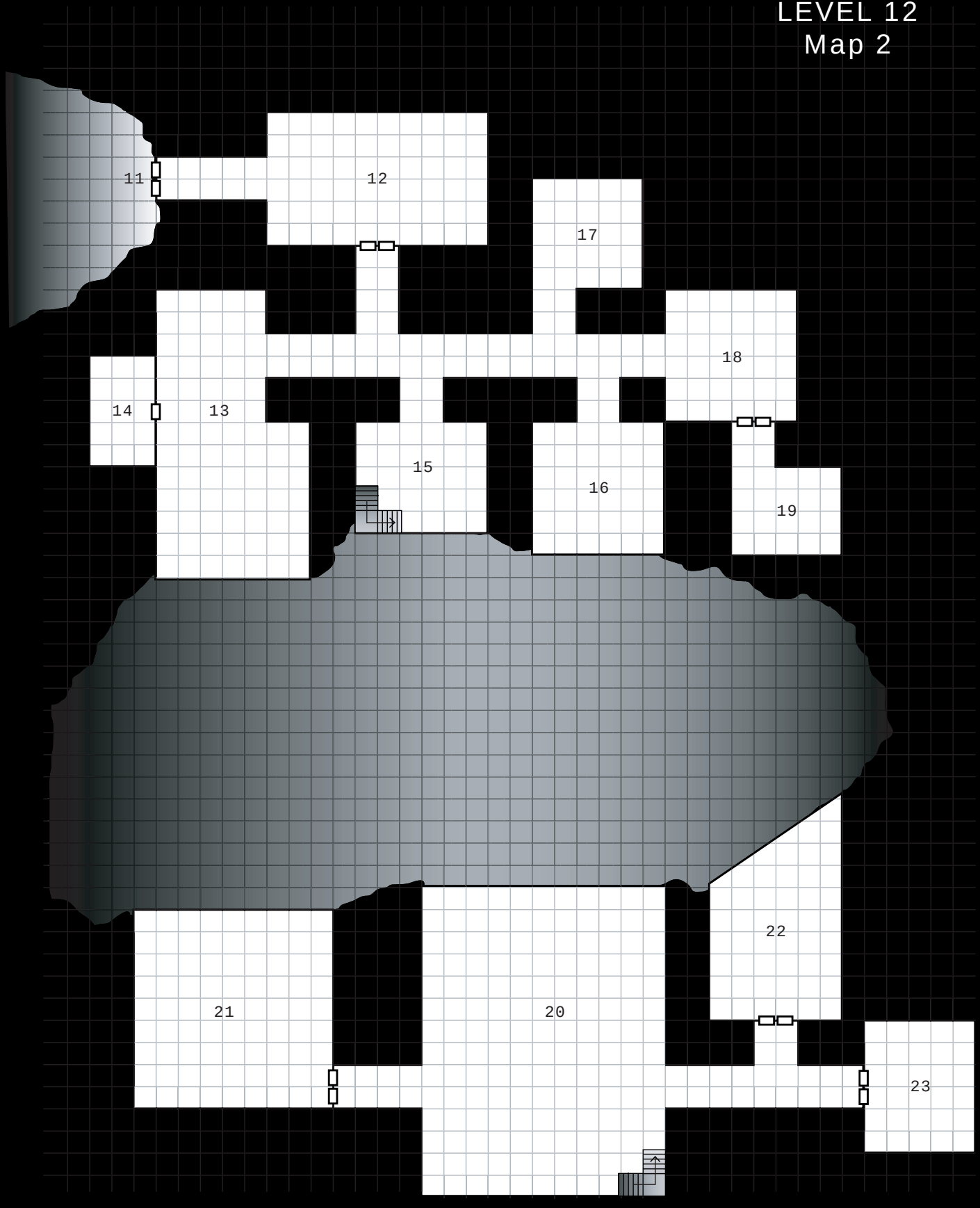
Blackmoor Castle

# LEVEL 12
## Map 2

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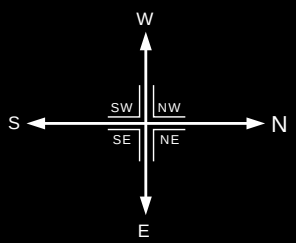


# Level 12

**Table 12-1: Wandering Monster Encounters**

| | |
|---|---|
| 2 | 2 Fire Giants |
| 3 | 4 Trolls |
| 4 | 1 Troll Hunter |
| 5 | 4 Hellhounds |
| 6 | 4 Minotaur |
| 7 | Purple Worm |
| 8 | 3 Spirit Nagas |
| 9 | 1 Roper |
| 10 | 4 Bodaks |
| 11-12 | Roll on Table 13-1 |

Fire Giant: hp 142 each; see *MM* pages 119-122.
Troll: hp 63; see *MM* pages 247-248.
Troll Hunter: hp 130; see *MM* pages 247-248.
Hellhound: hp 22 each; see *MM* pages 151-152.
Minotaur: hp 39 each; see *MM* pages 188-189.
Purple Worm: hp 200; see *MM* page 211.
Spirit Naga: hp 76 each; see *MM* pages 192-193.
Roper: hp 85; see *MM* pages 215-215.
Bodak: hp 58 each; see *MM* page 28.

**Table 12-2: Encounter Index**

| Area | Page | Type | Description | EL |
|---|---|---|---|---|
| 12-1 | 192 | - | Climb Down Ledge | - |
| 12-2 | 192 | - | Pyrohydra | 12 |
| 12-3 | 193 | T | Trip Wire Alarm | 4 |
| 12-4 | 194 | C | 5 Trolls | 9 |
| 12-5 | 194 | - | Geothermal Pool | - |
| 12-6 | 195 | - | Rumble Falls | - |
| 12-7 | 195 | C | 2 Fire Giants | 12 |
| 12-8 | 195 | C | 10 Hell Hounds | 9 |
| 12-9 | 196 | C | 1 Young Red Dragon | 7 |
| 12-10 | 197 | - | Giants' Lair | - |
| 12-11 | 200 | - | Door | - |
| 12-12 | 200 | C | 2 Fire Giants | 12 |
| 12-13 | 200 | - | Hall | - |
| 12-14 | 200 | - | Storage | - |
| 12-15 | 200 | C | 1 Fire Giant | 10 |
| 12-16 | 201 | - | Mess Hall | - |
| 12-17 | 201 | - | Storage | - |
| 12-18 | 201 | - | Storage | - |
| 12-19 | 201 | - | Storage | - |
| 12-20 | 201 | C | 10 Salamanders | 9 |
| 12-21 | 202 | - | Barracks | - |
| 12-22 | 202 | - | Barracks | - |
| 12-23 | 202 | - | Qu'Tangles's Quarters | - |

## Area 12-1 – Entrance to the Caverns

*The rocky tunnel descends at a steep angle. If it were not for the steps cut into the tunnel's floor, walking would be much harder. As you travel deeper into the depths, the air becomes cool and moist. The tunnel does not deviate and opens onto a large pitch-black chamber. The stairs end at a ledge, which is all that separates you from the dark depths.*

The ledge stands at the precept of a 200 foot drop, and by making a DC 16 Search check the characters discover a set of hand- and foot- holes carved into the rock face. The fire giants once used these to climb up to enter the upper levels. Though the holes are sized for fire giants, characters can use them to descend into the chamber. This requires a successful DC 25 Climb check, and failing the check has the player character falling to the bottom. Player characters not using the holds can use magical means, such as *fly* or *feather fall*, to assist them in their descent.

## Area 12-2 – The Mushroom Forest (EL 12)

*The first thing noticed upon reaching the floor of the chamber is the air is humid. The second thing noticed is that the chamber is filled with giant mushrooms. The mushrooms tower above you and their tops are not seen due the darkness of the chamber. The floor of the chamber is spongy and covered with moss. Bubbling out of a crack in the wall near the hand- and foot-holes is a spring that feeds a stream cutting through the forest.*

The mushrooms reach a height of 80 feet, and their stems are 8 feet in diameter. Player characters wanting to could Climb (DC 0) the mushrooms

easily do so. The mushrooms can support up to 300 pounds. Numerous monitor lizards, which the giants hunt for food, make their home among this forest. The mushroom forest is also home to an 11-headed Pyrohydra. The hydra lives near the middle of the chamber and makes her lair in a hollowed out mushroom. Her den is small, and the floor is covered with bones from her previous meals.

The hydra is vicious, and used to smaller prey. She uses the darkness of the chamber to her advantage and surprises the party as soon as they reach the center. Gaining the surprise, the hydra attacks all out and tries to overwhelm her opponent. If her prey is too tough, she attempts to retreat to her lair to recover from the battle.

**Treasure:** Scattered amongst the bones is 200 gp in loose coins, 3 pieces of amber valued at 80 gp each, and a *heavy mace +3*.

**Eleven Headed Pyrohydra;** CR 12; Huge Magical Beast (Fire); HD 11d10+58; hp 118; Init +1; Spd 20 ft.; AC 21, touch 9, flat-footed 20 (-2 size, +1 Dex, +12 natural); Base Atk +11; Grp +25; Atk/Full Atk +16 melee (1d10+6, 11 bites); Space/Reach 15 ft./10 ft.; SA breath weapon; SQ darkvision 60 ft., fast healing 21, low-light vision, scent, immunity to fire; AL N; SV Fort +12, Ref +8, Will +5; Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

*Skills and Feats:* Listen +9, Spot +9, Swim +14; Blind-Fight, Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite).

**Fast Healing (Ex):** Each round, a hydra heals damage equal to 10 + the number of its original heads.

**Breath Weapon (Ex):** Pyrohydras can breathe jets of fire 10 feet high, 10 feet wide, and 20 feet long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of fire damage per head. A successful Reflex save halves the damage. The save DC is 20.

**Immunity to Fire (Ex):** Because of the Pyrohydra's immunity to fire, fire attacks cannot prevent a pyrohydra's stump from growing new heads (but 5 points of cold damage does).

**Skills:** Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads. A hydra has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

**Feats:** A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

## Area 12-3 – A Warning (EL 4)

*The stream meanders through the mushroom forest and does not deviate from its course. It flows through the chamber and exits through a tunnel at the northern end.*

A tripwire crosses the mouth of the tunnel, and serves as an alarm for the trolls at Area 12-4. Player characters failing to find the tripwire and tripping it, alert the trolls who will be waiting for the intruders to arrive.

**Trip Wire Trap:** CR 2; mechanical; location trigger; no reset; Atk nil; Search DC 25; Disable Device DC 25. This trap causes no damage; it simply alerts the trolls guarding Area 12-4 enemies are coming.

## Area 12-4 – Guard Post (EL 9)

*This small smelly chamber is dark and warm. The floor is covered with refuse and small rocks, and meandering through this is the stream. Large stalactites drop down from the ceiling, making the chamber feel smaller than it is.*

This small chamber marks the edge of the fire giant's territory and is guarded by five trolls. Player characters who have tripped the wire at Area 12-3 find the chamber empty because the trolls are hiding in the shadows waiting to surprise the party. If the tripwire was found and not set off, the trolls are lounging in the middle of the chamber, and will be surprised by the party.

The trolls, if they have not gone to investigate the player characters at Area 12-3, hide in the shadows waiting for intruders to arrive. This gives them the advantage to surprise, and they spring from the shadows as soon as the player characters reach the middle.

**Treasure:** The trolls carry a total of 100 gp on them since the bulk of their wealth is found deeper in the caves (Area 14-14).

**Trolls (5):** CR 5; Large Giant; HD 6d8+36; hp 63 each; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14 (-1 size, +2 Dex, +5 natural); Base Atk +4; Grp +14; Atk +9 melee (1d6+6, claw); Full Atk +9 melee (1d6+6, 2 claws) and +4 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA rend; SQ darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

*Skills and Feats:* Listen +5, Spot +6; Alertness, Iron Will, Track.

**Rend (Ex):** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

*Languages:* Giant.

## Area 12-5 – The Boiling Pot

*The tunnel opens into a large chamber that is warm and moist. Taking up the majority of the chamber is a large pool of water. A small ledge circles the pool, and coming right to the top of the ledge is the water.*

The floor of this chamber slopes down ending at a ledge 2 feet in width circling the pool. The pool is 3 feet in depth, and the water is heated by a geothermal spring. This spring makes the water extremely hot, as well as warming the air in the chamber.

Player characters walking the ledge and failing a DC 20 Balance check, find themselves stepping off the ledge and falling into the pool. Since the pool is not deep, no damage from the fall is taken; in addition no threat of drowning exists. However, since the water is extremely hot, player characters take 1d6 points of damage per round they wade in it.

## Area 12-6 – Rumble Falls

*As you approach this large chamber, the sound of falling water echoes up from the tunnel. The tunnel eventually opens upon a large chamber. Connecting one side of the chamber to the other is a naturally made stone bridge arching through air. At the west end of the chamber a waterfall dumps a torrent of water into the inky blackness. The chamber is very cool, and wind circulates from the bottom to the top.*

The waterfall lying to the west is feed by a natural spring hidden higher up the wall. The chamber itself is 600 feet high, with the water dropping 300 feet where it crashes into the lake found at Level 14. Player characters possessing the ability of flight can reach Level 14 from here, if they wanted to fly down to the bottom. Though the bridge is only 60 feet in width it is sturdy enough to support the weight of the player characters.

## Area 12-7 – Guard Station (EL 12)

*The tunnel widens a little and the air thickens. The floor of the tunnel is covered with gravel and light is nonexistent.*

Standing guard at this point in the tunnel, are two fire giants hiding in alcoves carved into the tunnel's wall.

The giants wait for intruders, and upon seeing them, spring from their hiding spots surprising their enemies unless they are spotted first. The giants try to overwhelm their opponents, and if they are too powerful, attempt to flee and summon aid.

**Treasure:** The giants carry with them their bags, which contains, besides some mundane items, 1800 gp and 220 pp between them.

**Fire Giants (2):** CR 10; Large Giant; HD 15d8+75; hp 140 each; Init -1; Spd 30 ft.; AC 23, touch 8, flat-footed 23 (-1 size, -1 Dex, +8 natural, +7 armor); Base Atk +11; Grp +25; Atk +20 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +20/+15/+10 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, 2 slams) or +10 ranged (2d6+10 plus 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Climb +9, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

**Rock Throwing (Ex):** The range increment is 120 feet for a fire giant's thrown rocks. A Fire Giant's bag contains 1d4+1 rocks.

*Languages:* Giant.

*Possessions:* Large half-plate armor, large greatsword.

## Area 12-8 – The Kennel (EL 9)

*The tunnel opens into a large, warm chamber with a rubble-covered floor. Large boulders are spread across the floor, and the chamber's smoldering fires give off a think black smoke. Stalagmites and stalactites dot the center of the chamber and serve as columns that support the roof.*

This large chamber is warm and serves as the lair for King Jevorin's hellhound pack.

Roaming the chamber are ten hell hounds that attack any non-giant that approach.

**Hell Hounds (10):** CR 3; Medium Outsider (Evil, Extraplanar, Fire, Lawful); HD 4d8+4; hp 22 each; Init +5; Spd 40 ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural); Base Atk +4; Grp +5; Atk +5 melee (1d8+1 plus 1d6 fire, bite); Full Atk +5 melee (1d8+1 plus 1d6 fire, bite); SA breath weapon, fiery bite; SQ darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

*Skills and Feats:* Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7*; Improved Initiative, Run, Track.

**Breath Weapon (Su):** 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based.

**Fiery Bite (Su):** A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

**Skills:** Hell hounds have a +5 racial bonus on Hide and Move Silently checks. *They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

*Languages:* Infernal (only comprehension, they cannot speak).

## Area 12-9 – Flamehorn's Lair (EL 7)

*The winding tunnel leads to a small chamber dominated by a small pile, and small fires burn near the walls giving off a feeble light. Curled around this pile, a reptilian figure lays sleeping. The chamber is warm, and the floor crunches with the sound of bones. The chamber has a burnt odor.*

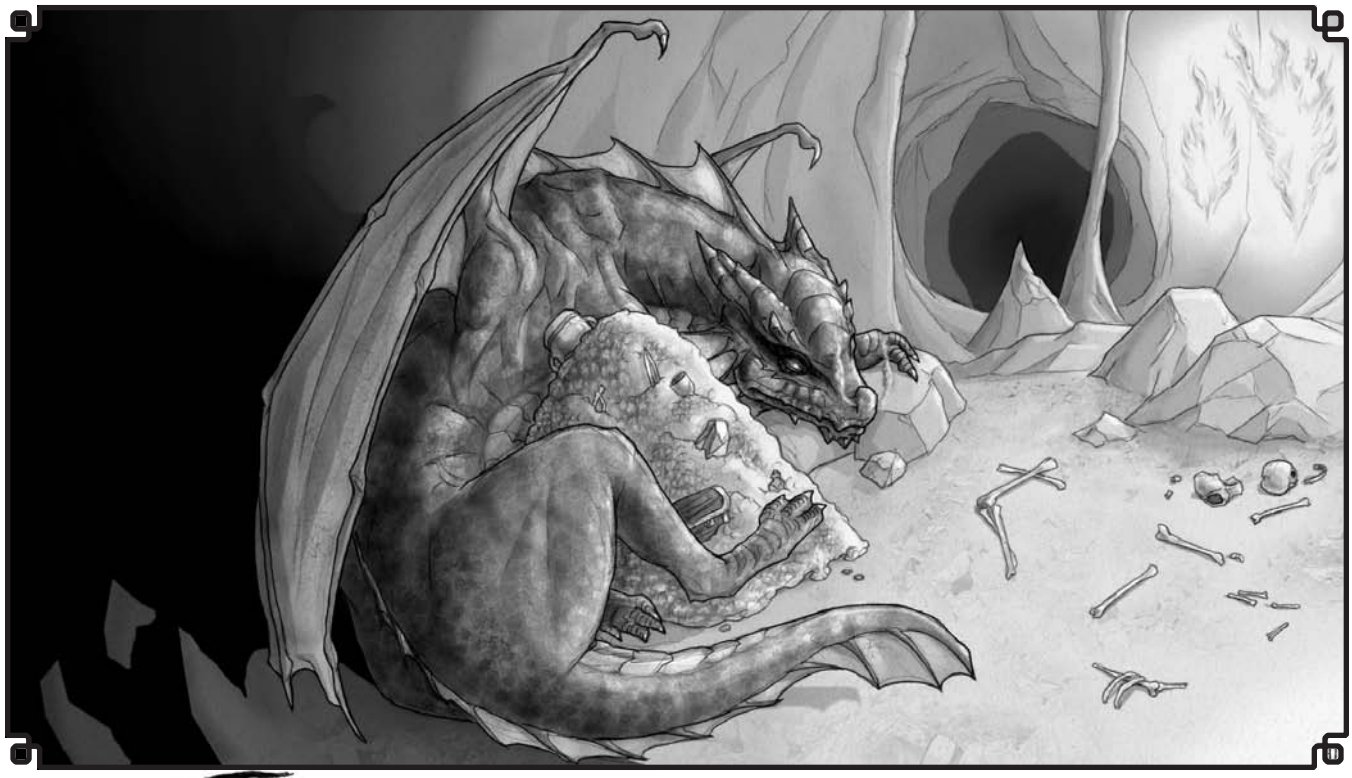
This chamber is the lair for Flamehorn, King Jevorin's pet young red dragon. The dragon is the giant's most prized possession and he dotes on it always. The fires that burn near the walls are natural. A small crack that leaks gas feeds the flames. The gas leak is strong enough to keep the flames burning, but weak enough not to feed too much gas so that it causes an explosion.

Though the dragon is sleeping, it awakes as soon the characters enter. Flamehorn is young, and has not learned how to fight intelligently. Since he has not had much experience with combat, his tactics are not developed.

**Treasure:** The growing treasure of Flamehorn contains 900 gp and 9 Bloodstones worth 30 gp each.

**Flamehorn, Young Red Dragon:** CR 7; Large Dragon (Fire); HD 13d12+39; hp 123; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 21, touch 9, flat-footed 21 (-1 Size, +12 natural); Base Atk +13; Grp +24; Atk +20 melee (2d6+7, bite); Full Atk +20 melee (2d6+7, bite) and +18 melee (1d8+3, 2 claws) and +18 melee (1d6+3, 2 wings) and +18 melee (1d8+10, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, spells; SQ immunity to fire, vulnerability to cold, immunities, blindsense 60 ft., keen senses; AL LE; SV Fort +11, Ref +8, Will +9; Str 25, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

*Skills and Feats:* Bluff +11, Concentration +13,



Diplomacy +11, Jump +15, Knowledge (Arcana) +7, Listen +17, Search +17, Sense Motive +12, Spot +17, Use Magic Device +10; Cleave, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite).

**Breath Weapon (Su):** A red dragon has one type of breath weapon, a 40' cone of fire that deals 6d10 damage, with a reflex save for half damage. The DC for the save is 19.

**Keen Senses (Ex):** A dragon sees four times as well as a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

**Blindsense (Ex):** Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

**Immunities (Ex):** All dragons have immunity to sleep and paralysis effects. Red Dragons are also immune to fire.

**Sorcerer Spells Known** (5/4; DC = 11 + spell level): 0 – *acid splash, ghost sound, read magic, touch of fatigue*; 1st – *entropic shield, true strike*.

*Languages:* Draconic, Common, Infernal

## Area 12-10 – The Giant's Lair

King Jevorin Hammerfire has a problem—a big problem. His territory is under attack, and the invaders have proven difficult to defeat. For the past few months King Jevorin has seen the arrival of Qu'Tangles and his warband The Burning Spike. This group of salamanders has taken over half of the giant's lair, and is preparing a final assault against the giants. This assault will lead to the annihilation of King Jevorin and his fire giants and see Qu'Tangles' The Burning Spike claiming the whole lair as theirs.

All was well until a few months ago when Qu'Tangles and The Burning Spike arrived. A rift opened within the pool, allowing the warband to cross over from the Plan of Fire to the Prime Material Plan. Tired of the constant fighting and looking for a place he could claim as his own, Qu'Tangles began building a powerbase for his plans of conquest. Seeing the giants' holding as the ideal spot for not only his forces but as a center for weapon and armor production, Qu'Tangles drew up his plans of conquest.

Locating his forces downstream from the giant's lair in a set of caverns, Qu'Tangles sent scouts out to spy on his enemies. Returning, they reported that the ideal location to stage an attack was at the forge area. It was here that the giants had channeled some of the lava to feed smelting furnaces. It was from these furnaces that the salamanders could sneak into the fortress and take their enemy by surprise. The attack was flawless and Qu'Tangles led his band into King Jevorin's lair and quickly pushed the giants across the bridge, where they are currently held up.

For the past four weeks the giants and salamanders have been at a stalemate. Though the giants have attempted to reclaim the entire lair, this has proven unsuccessful. Jevorin—not knowing the true nature of his enemy—feels that their numbers are low and that all is needed is one good push across the bridge leading to the giant's victory. To keep the enemy weak, King Jevorin has taken a siege mentally and feels that the siege has weakened the enemy. Sadly he has miscalculated. The salamanders have not only survived the siege, but have grown in numbers. Not only that, but they also have been productive. The lull in the fighting has seen the salamanders construct a tunnel underneath the lava pool directly into the giant's location. Qu'Tangles plan is simple—flood his enemies by coming up from below. Having the element of surprise on his side, and The Burning Spike's superior numbers over the dwindled numbers of the fire giants, will lead to an easy victory.

Unfortunately for the player characters, they are about to enter into this fray. The salamanders are ready to launch their attack. When the player characters arrive and set out to deal with the giants, they soon find themselves caught up in a fight between the two enemies.

## Running The Levels

*Levels 12 through 14 of Castle Blackmoor is a challenge to run due to a battle raging through the fire giant's lair while the players are trying to make their way through it. What follows is a run down of the events taking place as soon as the player characters reach this area. This timeline is provided to help the judge organize the flow of events.*

**0-minutes**

*As soon as the players reach Area 12-11, Qu'Tangles orders his salamanders to enter the tunnel.*

**10-minutes**

*Qu'Tangles casts passwall, which opens a hole in the floor of Area 14-1.*

**11-minutes**

*The salamanders attack, surprising the hellhounds who begin barking.*

**12-minutes**

*One of Jevorin's lieutenants come from Area 14-2 to see what the noise is. The guards from Area 14-3 are also investigating.*

**13-minutes**

*The salamanders begin spreading through the giant's liar to overwhelm them quickly. The lieutenant sounds the alarm, which mobilizes the Jevorin and the rest of his lieutenants in Area 14-2, the remaining guard in Area 14-3, as well as the guards and hellhounds in Area 13-1.*

**14-minutes**

*Jevorin and his lieutenants arrive at Area 14-1, as do the guard from Area 14-3 and the guards and hellhound from Area 13-1. They begin fighting with the salamanders. Meanwhile salamanders continue flooding into the room from the tunnel. Salamanders begin traveling up the stairs as well as spreading out on Level 14. Giants on Level 12 and Level 13 begin moving, while the salamanders at Area 13-13 cross the bridge to storm at Area 13-1.*

**15-minutes**

*The remaining salamanders flood into Area 14-1 and begin clashing with the giants. Meanwhile the noble salamanders begin summoning fire elementals.*

**16-minutes**

*The salamanders that crossed the bridge burst through the doors into Area 13-1. Qu'Tangles enters into combat with Jevorin. Salamanders are found on all levels of the fire giant's lair and fighting is widespread.*

*The player characters, if careful, can avoid the majority of the fighting if they stay out of the areas of heavy combat. While the giants are busy fighting, player characters attempting to sneak through the areas with fighting need to make a DC 20 Hide check / Failure means they are spotted and get caught in the fighting. Once in the fight, player characters attempting to fight their way out need to make a successful Strength check. Player characters fighting their way out do not make effective attacks, and suffer a -1 to all attack rolls.*

*Combat continues for sixty minutes, and when the time is up, the salamanders are victorious. Though the majority of the giants have been dealt with, the salamanders are still on edge. Not wanting to waste time, Qu'Tangles orders his soldiers to spread out between the giant's lair and search for survivors. There will be six search parties of five salamanders (four regulars lead by one noble) spreading out among the three floors and player characters can hide from them making a successful DC 20 Hide check. Player characters failing the check have a chance to be spotted by one of the patrols, opposed DC 15 Spot check , and if they do they sound an alarm. This brings two search parties to the scene in three rounds. The combat draws the attention of the other salamanders, and that of Qu'Tangles, who arrives personally in eight rounds to see what the problem is. If they encounter any salamander after the battle, the player characters notice that some are hurt, and as a result listed hit points should be reduced by 50%.*

*The first thing the player characters notice upon entering the giant's area is the oppressive heat and poor air circulation. Since the complex is built around a lava pool, the natural occurring heat and fumes accumulate heavily here. Because of this, player characters must make a Fortitude save every 10 minutes (see DMG page 303 for details) to deal with the heat. Though the corridors and chambers are smoky and the fumes are bad, the air is breathable for the most part and no penalties are assessed.*

*The corridors of the giant's lair are 30 feet high and 20 feet wide. The walls and floor are smooth and no visible tool marks noticeable. Flecks of minerals and obsidian are embedded in the walls and floors, which reflects light. The giants have placed lanterns with continual flame cast in them, which are found every 60 feet in wall sconces.*

## Area 12-11 – The Door

*The end of the chamber two large doors, framed by burning torches, stand. The doors open outward and are currently ajar.*

**Stone Double Doors:** 8 in. thick; hardness 10; hp 100; Break DC 28; Open Lock DC 28.

## Area 12-12 – Entry Hall (EL 12)

*Once through the double doors, a short corridor leads into a rectangular chamber. A set of double doors lie in the middle of the eastern wall, and standing slumped against the wall are two fire giants.*

The fire giants are supposed to be standing guard, but since no trouble ever comes through the door, the two have decided to take a nap. Because of their napping, the characters are able to gain surprise on them

The giants think all their opponents are weaker then them, and because of this they tend to take their opponents lightly. In combat they try to over power their opponents, and their honor is such, that they hate calling for help. If the battle goes badly for them, one will try to escape and get help.

**Treasure:** Each giant carries a bag containing their personal wealth. Besides some mundane items the bags hold a total of 6000 sp, 120 pp, 3 fire opals worth 400 gp each, and 2 obsidian pieces worth 20 gp each.

**Fire Giants (2):** CR 10; Large Giant; HD 15d8+75; hp 140 each; Init -1; Spd 30 ft.; AC 23, touch 8, flat-footed 23 (-1 size, -1 Dex, +8 natural, +7 armor); Base Atk +11; Grp +25; Atk +20 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +20/+15/+10 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, 2 slams) or +10 ranged (2d6+10 + 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Climb +9, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

**Rock Throwing (Ex):** The range increment is 120 feet for a fire giant's thrown rocks. A Fire Giant's bag contains 1d4+1 rocks.

*Languages:* Giant.

*Possessions:* Large half-plate armor, large greatsword.

## Area 12-13 – Hall

*This large chamber is filled with large rock slabs serving as tables. Smaller rock slabs serving as benches stand next to the tables. The tables line the center of the hall, and run in two parallel lines. Standing at the east end of the hall is a large obsidian throne.*

The throne is not ornate and is carved out of a giant piece of obsidian. The throne has very chunky features, and though the amount of obsidian would bring much value, no easy way to move it appears.

## Area 12-14 – Storage

*This small chamber is filled with extra benches and smaller tables. On the east wall, numerous drinking horns hang from iron hooks.*

**Treasure:** The twenty horns are decorated with copper bands and obsidian flecks. A DC 12 Appraise check reveals that the horns are worth 20 gp each. The horns are sized for a fire giant, and though small by their standards can hold five gallons of liquid.

## Area 12-15 – Stair Chamber (EL 10)

*This small chamber has a set of stairs in the southeast corner descending down to the next level. The east wall has slits carved into it allowing the giants to look out into the chamber beyond. An eerie red glow shines through the slits. Standing at one is a fire*

*giant. His back is to you as he peers intently into the chamber beyond.*

The fire giant standing guard near the slits is watching the bridge below to see if the salamanders make any attempt to cross it. At the first sign of movement, he sounds the alarm that alerts the giants their enemy is attacking.

**Treasure:** The giant has a bag containing his personal wealth, and besides some mundane items, holds a total of 1000 gp.

**Fire Giant:** CR 10; Large Giant; HD 15d8+75; hp 142 each; Init -1; Spd 30 ft.; AC 23, touch 8, flat-footed 23 (-1 size, -1 Dex, +8 natural, +7 half-plate armor); Base Atk +11; Grp +25; Atk +20 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 + 2d6 fire, rock); Full Atk +20/+15/+10 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, 2 slams) or +10 ranged (2d6+10 plus 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Climb +9, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

**Rock Throwing (Ex):** The range increment is 120 feet for a fire giant's thrown rocks. A Fire Giant's bag contains 1d4+1 rocks.

*Languages:* Giant.

*Possessions:* Large half-plate armor, large greatsword.

## Area 12-16 – Mess Hall

*This chamber has two large tables filling the middle of the room, and running east to west. The tables are covered with various plates, cutlery, and scraps of food. Near the east wall, a fire pit roasts a hunk of undistinguishable meat. The meat is on a spit that is being rotated by an intriguing set of gears and counter weights.*

This room is nothing more than a food preparation area.

## Area 12-17, 12-18 & 12-19 – Storage

*This small room is filled with chests, crates and kegs. The room is an unorganized mess, and it looks as if no thought was given to organization of the gear thrown here.*

These three rooms are devoted to storage and numerous bits of equipments, kegs of ale, and other goods can be found here.

## Area 12-20 – Barracks (EL 9)

*This large room looks to at one time have been a workroom. Bins filled with tools line the west wall, while the bulk of the room has twenty chests scattered across the floor. In the northwest corner of the room, a staircase descends down to the next level. The room is devoid of decoration, and the only light comes through the narrow windows carved in the west wall.*

This large room once served as the workroom for King Jevorin's slaves, and it is from here that many good were produced. With the arrival of the salamanders it has been converted into a barracks, and twenty flamebrothers make it their own.

Presently ten flamebrothers prepare here for the upcoming battle. The salamanders are on edge and ready for a fight.

The salamanders are quick to fight and feel that they can handle anything. Such is their arrogance that they will not call for help.

**Treasure:** The chests are locked requiring a DC 15 Open Locks check to open. The chests contain the personal effects of the salamanders, along with a total 2800 gp.

**Flamebrother Salamanders (10):** CR 3; Small Outsider (Fire); HD 4d8+8; hp 26 each; Init +1; Spd 20 ft.; AC 19, touch 12, flat-footed 18 (+1 size, +1 Dex, +7 natural); Base Atk +4; Grp +1; Atk +6 melee (1d6+1 plus 1d6 fire/x3, spear); Full Atk +6

melee (1d6+1 plus 1d6 fire/x3, spear) and +4 melee (1d4 plus 1d6 fire, tail slap); SA constrict, heat, improved grab; SQ darkvision 60 ft., immunity to fire, vulnerability to cold; AL LE; SV Fort +6, Ref +5, Will +6; Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

*Skills and Feats:* Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11; Alertness, Multiattack.

**Constrict (Ex):** A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check.

**Heat (Ex):** A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

**Improved Grab (Ex):** To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

*Languages:* Ignan.

*Possessions:* spear.

## Area 12-21 & 12-22 – Barracks

*This small chamber is nearly empty. The only decoration is twenty small iron chests spaced out along the floor. Lying next to each chest is a small mat. The west wall has narrow windows carved into the wall, and the glow from the lava dimly illuminates the room.*

These smaller workrooms have been converted into barracks, and each room comfortably sleeps twenty average salamanders. Currently the rooms are empty because the salamanders are waiting in Area 14-8 to flood the giant's lair.

**Treasure:** Between the two rooms there are 40 locked iron chests, requiring a DC 12 Open Locks check to open, and besides holding personal effects, holds a total of 8,000 gp in loose coin.

## Area 12-23 – Qu'Tangles's Quarters

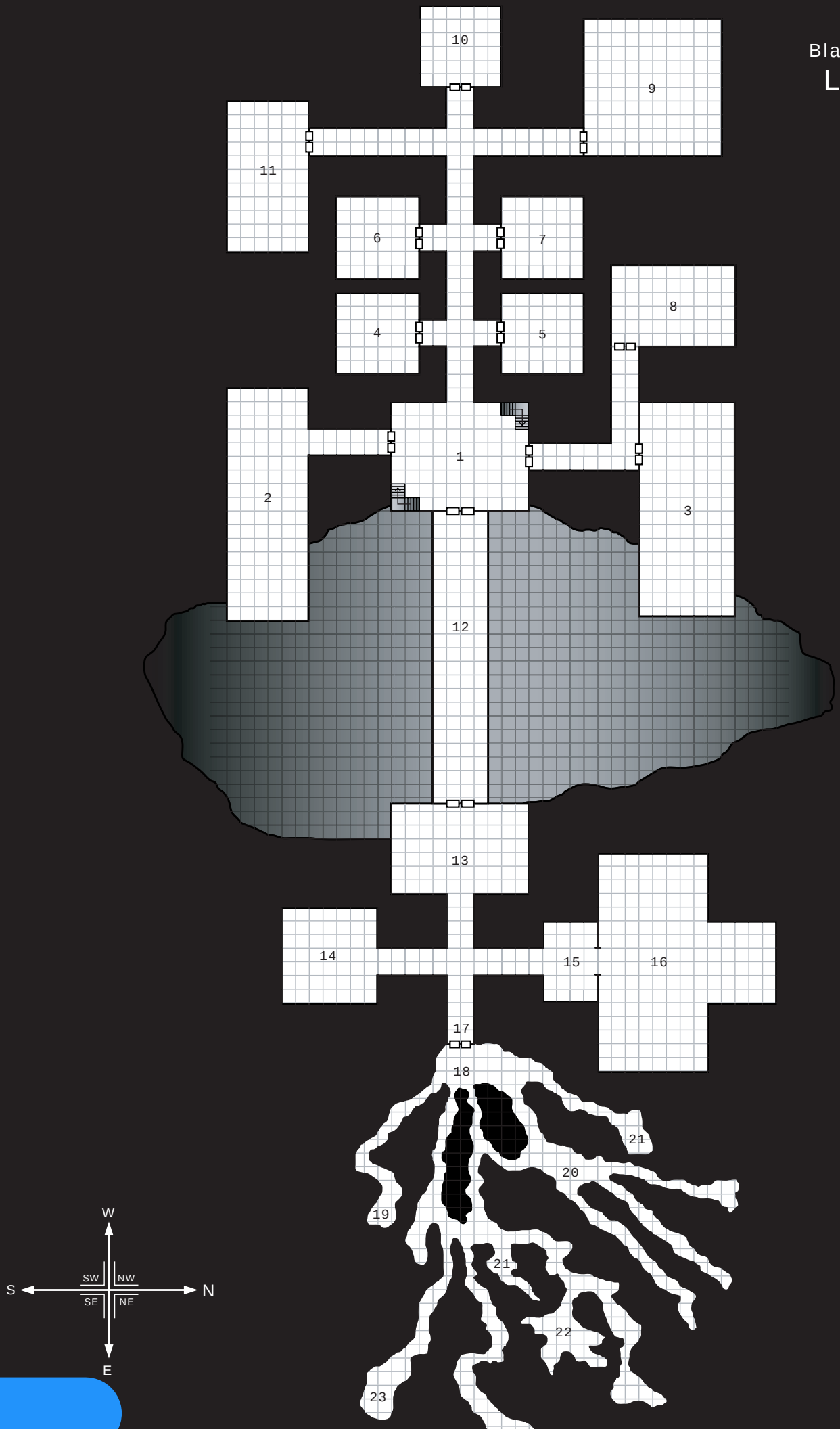
*This small chamber is Spartan in its decor. A large rock slab takes up the middle of the room, and scattered across the top of it are numerous stone tablets. Three large iron chests line the east wall, and a large sleeping mat lies along the north wall. Windows, cut into the west wall, let in the glow from the lava beyond.*

This room has been converted into Qu'Tangles's private quarters. The stone tablets on the table are written in Infernal and deal with Qu'Tangles's battle plan. Player characters able to read Infernal learn of the plan, as well as the tunnel leading into the giants' lair.

**Treasure:** The chests are locked, requiring a DC 18 Open Locks check to open. They contain a total of 2000 gp and 10 red spinals worth 1200 gp each.

Blackmoor Castle

# LEVEL 13



# Level 13

**Table 13-1: Wandering Monster Encounters**
(This table is used when the player characters enter 13-18)

| | |
|---|---|
| 2-5 | 10 Firez Mephits |
| 6-9 | Huge Elder Fire Elemental |
| 10 | Huge Fire Elemental & 5 Fire Mephits |

Fire Mephit: hp 20 each; see *MM* page 182.
Huge Elder Fire Elemental: hp 201; see *MM* page 98.
Huge Fire Elemental: hp 120; see *MM* page 98.

**Table 13-2: Encounter Index**

| Area | Page | Type | Description | EL |
|---|---|---|---|---|
| 13-1 | 204 | C | 3 Fire Giants<br>1 Hell Hound | 13 |
| 13-2 | 205 | C | 1 Fire Giant Cleric3<br>4 Fire Giants | 15 |
| 13-3 | 206 | C | 10 Fire Giants | 16 |
| 13-4 | 207 | C | 4 Fire Giant | 14 |
| 13-5 | 207 | C | 4 Fire Giant | 14 |
| 13-6 | 207 | C | 4 Fire Giant | 14 |
| 13-7 | 207 | C | 4 Fire Giant | 14 |
| 13-8 | 207 | C | 4 Ettins | 10 |
| 13-9 | 207 | C | 2 Ettins | 8 |
| 13-10 | 208 | C | 2 Fire Giants | 12 |
| 13-11 | 206 | C | 8 Fire Giants | 16 |
| 13-12 | 208 | - | Bridge Over Lava | - |
| 13-13 | 209 | C | 20 Adv. Salamanders | 12 |
| 13-14 | 209 | C | Barracks | - |
| 13-15 | 209 | - | Empty Barracks | - |
| 13-16 | 209 | - | Empty Barracks | - |
| 13-17 | 210 | - | Entrance to Mines | - |
| 13-18 | 210 | - | The Mines | - |
| 13-19 | 211 | - | Block Passage | - |
| 13-20 | 211 | C | 20 Carrion Crawlers | 12 |
| 13-21 | 211 | - | Gas Chamber | - |
| 13-22 | 212 | C | 9 Carrion Crawlers | 10 |
| 13-23 | 212 | - | Reflecting Chamber | - |

## Area 13-1 – Guard Post (EL 13)

*The stairs descend from the level above and deposits you into a rectangular chamber. Two bared double doors stand in the middle of the east wall. A descending staircase lies in the northwest corner. Arrow slits are carved into the east wall, and two fire giants are standing guard looking through them, while a fire giant sits on a stool in the southwest corner. Sitting next to the giant is a hellhound gnawing on a bone.*

Three fire giants and a hellhound guard this chamber at all times, with one of the giants standing in front of an arrow slot near the east wall watching for signs of an salamander attack. They are on edge because any minute the salamanders could cross the bridge and storm through the doors.

The four attack all out and attempt to overwhelm their enemy. The hellhound goes after the nearest threat, and attempts to bite the opponent as fast as possible.

**Large barred stone double doors:** 8 in. thick; hardness 8; hp 60; Break DC 28; Open Lock DC 28.

**Treasure:** Each giant carries a bag containing their personal wealth. Besides some mundane items a total of 3200 gp is found in the bags.

**Fire Giants (3):** CR 10; Large Giant; HD 15d8+75; hp 170, 161, 152; Init -1; Spd 30 ft.; AC 23, touch 8, flat-footed 23 (-1 size, -1 Dex, +8 natural, +7 armor); Base Atk +11; Grp +25; Atk +20 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +20/+15/+10 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, 2 slams) or +10 ranged (2d6+10 plus 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Climb +9, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

**Rock Throwing (Ex):** The range increment is 120 feet for a fire giant's thrown rocks. A Fire Giant's bag contains 1d4+1 rocks.

*Languages:* Giant.

*Possessions:* Large half-plate armor, large greatsword.

**Hell Hound:** CR 3; Medium Outsider (Evil, Extraplanar, Fire, Lawful); HD 4d8+4; hp 30 each; Init +5; Spd 40 ft.; AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural); Base Atk +4; Grp +5; Atk +5 melee (1d8+1 plus 1d6 fire, bite); Full Atk +5 melee (1d8+1 plus 1d6 fire, bite); SA breath weapon, fiery bite; SQ darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

*Skills and Feats:* Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7*; Improved Initiative, Run, Track.

**Breath Weapon (Su):** 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based.

**Fiery Bite (Su):** A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

**Skills:** Hell hounds have a +5 racial bonus on Hide and Move Silently checks. *They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

*Languages:* Infernal (only comprehension, they cannot speak)

## Area 13-2 – Shrine to Zugzul (EL 15)

*The first thing you notice is the lack of an east wall. It is open, and you can see the lava chamber and feel the heat pouring through it. A large obsidian slab serving as an altar lies in front of the west wall. Standing behind the altar is a female fire giant, while standing at the opposite side facing her are four other fire giants. Their heads are bowed and they are chanting.*

This large chamber is a shrine to Zugzul, and the giants are busy performing a ceremony asking him for strength and guidance during their current dilemma. The five are in deep mediation, and do not notice the player characters as they enter. This gives the player characters the chance to surprise the giants. The giants attempt to protect Sharmez, who in turn stands behind them and use her magic to attack the party. Sharmez does not know the meaning of the word finesse and tries to use the most devastating spell she can, so she can deal with the enemy quickly. She begins the combat casting *bane*, and then follows this up with *lesser elemental orb*. To protect herself from the player characters she casts both *protection from good* and *shield of faith*. Seeing player characters who are wounded causes her to cast *death knell* on them, hoping to put them out of the fight.

**Fire Giants (4):** CR 10; Large Giant; HD 15d8+75; hp 153 each; Init -1; Spd 30 ft.; AC 23, touch 8, flat-footed 23 (-1 size, -1 Dex, +8 natural, +7 armor); Base Atk +11; Grp +25; Atk +20 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +20/+15/+10 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, 2 slams) or +10

ranged (2d6+10 + 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Climb +9, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

**Rock Throwing (Ex):** The range increment is 120 feet for a fire giant's thrown rocks. A Fire Giant's bag contains 1d4+1 rocks.

*Languages:* Giant.

*Possessions:* Large half-plate armor, large greatsword.

**Sharmez, Female Fire Giant Cleric3:** CR 13; Large Giant; HD 15d8+3d8+93; hp 183; Init -1; Spd 40 ft.; AC 16, touch 8, flat-footed 16 (-1 size, -1 dex, +8 natural); Base Atk +13/+8/+3; Grp +27; Atk +25 melee (2d6+12/x3, *+2 battleaxe*) or +23 melee (1d4+10, slam) or +12 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +25/+20/+15 melee (2d6+12/x3, *+2 battleaxe*) or +23 melee (1d4+10, 2 slams) or +12 ranged (2d6+10 plus 2d6 fire, rock); SA rebuke undead, rock catching, rock throwing; SQ immunity to fire, vulnerability to cold; AL CE; SV Fort +17, Ref +5, Will +12; Str 30, Dex 8, Con 20, Int 10, Wis 14, Cha 10.

*Skills and Feats:* Appraise +2, Climb +12, Concentration +6, Diplomacy +3, Disguise +2, Forgery +2, Intimidate +15, Jump +14, Knowledge (religion) +3, Listen +4, Spot +9, Swim +12, Use Magic Device +4; Ability Focus, Alertness, Athletic, Combat Casting, Deceitful, Empower Spell, Iron Will, Toughness.

**Rock Throwing (Ex):** The range increment is 120 feet for a fire giant's thrown rocks. A Fire Giant's bag contains 1d4+1 rocks.

*Cleric Spells Known:* (4/4/3; save DC 12 + spell level): 0—*guidance, inflict minor wounds, resistance, virtue*; 1st—*bane, inflict light wounds, protection from good, shield of faith*; 2nd—*aid, death knell, elemental orb, lesser*.

*Languages:* Giant.

*Possessions: +2 large battle axe*.

## Area 13-3 & 13-11 – Fire Giant Barracks (EL 16 & EL 16)

*This large room has two rows of large cots. The room is devoid of much decoration, and other than the cots, little of interest is found here. The room is hot and stuffy, and loud snores come from some of the cots.*

Each chamber contains quarters for fifteen fire giants, and between both chambers a total of thirty fire giants live here. Eighteen fire giants are found in the two rooms (**ten** in Area 13-3 and **eight** in Area 13-11). The giants are sound asleep, and player characters have an easy time sneaking into and out of the rooms (Move Silently DC 12).

**Treasure:** Found in each room is each giant's bag containing their personal wealth. Besides some mundane items a total of 9000 gp is found between all them.

**Fire Giants:** CR 10; Large Giant; HD 15d8+75; hp 130 each; Init -1; Spd 30 ft.; AC 23, touch 8, flat-

footed 23 (-1 size, -1 Dex, +8 natural, +7 armor); Base Atk +11; Grp +25; Atk +20 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +20/+15/+10 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, 2 slams) or +10 ranged (2d6+10 plus 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Climb +9, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

**Rock Throwing (Ex):** The range increment is 120 feet for a fire giant's thrown rocks. A Fire Giant's bag contains 1d4+1 rocks.

*Languages:* Giant.

*Possessions:* Large half-plate armor, large greatsword.

## Area 13-4, 13-5, 13-6 & 13-7 – Lieutenant Quarters (EL 14)

*A large bed, table and sitting chairs fill this room. Compared to the other rooms in the lair, this room is comfortable and looks as if the occupants are better off than the other fire giants. The decorations are well crafted, and the stonework has copper and gold platting that makes them shimmer. Mosaic tile covers the floor depicting flames.*

These four chambers serve as barracks for Jevorin's lieutenants and spouses. Each room has a female fire giant sitting while their husbands perform their duties for Jevorin.

**Fire Giants (4):** CR 10; Large Giant; HD 15d8+75; hp 128 each; Init -1; Spd 30 ft.; AC 23, touch 8, flat-footed 23 (-1 size, -1 Dex, +8 natural, +7 half-plate armor); Base Atk +11; Grp +25; Atk +20 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +20/+15/+10 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, 2 slams) or +10 ranged (2d6+10 + 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Climb +9, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

**Rock Throwing (Ex):** The range increment is 120 feet for a fire giant's thrown rocks. A Fire Giant's bag contains 1d4+1 rocks.

*Languages:* Giant..

*Possessions:* Large half-plate armor, large greatsword.

## Area 13-8 & 13-9 – Ettin Lairs (EL 10 & EL 8)

*Upon entering this room, the first thing noticed is the smell. The rooms stink of unwashed bodies and waste. The floors are covered with refuse, bits of bones and moldy furs.*

Before the salamanders' arrival, these two chambers served as the lairs for the giants' ettins. After the first attack their numbers were reduced greatly and now only six live here. **Four** ettins are found in Area 13-8, while **two** ettins are found in Area 13-9. The furs serve as sleeping mats for the ettins and have no value due to their state.

**Treasure:** Scattered on the ground and hidden among the refuse, bones, and furs in both rooms, the player characters find a total of 20,000 cp, 7000 gp, a *potion of bull's strength*, and a *ring of swimming*.

**Ettins:** CR 6; Large Giant; HD 10d8+20; hp 90, 75, 63, 81 / 50, 50; Init +3; Spd 30 ft.; AC 18, touch 8, flat-footed 18 (-1 size, -1 Dex, +7 natural, +3 armor); Base Atk +7; Grp +17; Atk +12 melee (2d6+6, morningstar) or +5 ranged (1d8+6, javelin); Full Atk +12/+7 melee (2d6+6, morningstar) and +12/+7 (2d6+6, morningstar) or +5/+5 ranged (1d8+6, 2 javelins); Space/Reach 10 ft./10 ft.; SQ low-light vision, superior two-weapon fighting;

AL CE; SV Fort +9, Ref +2, Will +5; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

*Skills and Feats:* Listen +10, Search +1, Spot +10; Alertness, Improved Initiative, Iron Will, Power Attack.

**Superior Two-Weapon Fighting (Ex):** An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

**Skills:** An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

*Languages:* Pidgin of Orc, Goblin, and Giant. (Creatures that can speak any of these languages must succeed on a DC 15 Intelligence check to communicate with an ettin. Check once for each bit of information: If the other creature speaks two of these languages, the DC is 10, and for someone who speaks all three, the DC is 5.)

*Possessions:* Large morningstar, 4 large javelins.

## Area 13-10 – Guard Post (EL 12)

*Evenly-spaced iron grates are imbedded into the floor of this room. The grates are sturdy enough to walk on and allow a person to look down into the room below. The room is cramped, even more so because of the two giants standing guard here.*

This large chamber is a guard post, and lies directly above Area 14-7, which is the gateway to the cave complex of Level 14. In case of invasion, the grates allow for the pouring of hot oil and tar on invaders below. There are two giants on duty here at all times, making sure no invaders breach the doors below.

The giants attack any invader coming through the doors, and though they are looking down to the room below, their presence is enough to surprise anyone.

**Treasure:** Each giant carries a bag containing their personal wealth, and besides some mundane items hold a total of 2600 gp.

**Fire Giants (2):** CR 10; Large Giant; HD 15d8+75; hp 180, 154; Init -1; Spd 30 ft.; AC 23, touch 8, flat-footed 23 (-1 size, -1 Dex, +8 natural, +7 armor); Base Atk +11; Grp +25; Atk +20 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +20/+15/+10 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, 2 slams) or +10 ranged (2d6+10 plus 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Climb +9, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

**Rock Throwing (Ex):** The range increment is 120 feet for a fire giant's thrown rocks. A Fire Giant's bag contains 1d4+1 rocks.

*Languages:* Giant.

*Possessions:* Large half-plate armor, large greatsword.

## Area 13-12 – The Bridge

*The first thing you notice in this chamber is the heat. The second thing you notice is the bridge connecting the east end of the lair to the west end. The bridge has no rails but looks very sturdy. The bridge spans the distance between both sides of the lair, and arcs over a pool of bubbling lava. The chamber is washed in a red-orange light and the heat is intense.*

The bridge is 80 feet wide and arches over the center of the lava pool reaching the maximum height of 100 feet The chamber is extremely hot, and player characters must make a Fortitude save every ten minutes (DC 15, +1 for each previous check) or take 1d4 points of nonlethal damage they are in this chamber. Though the heat is bad, the air is worse and player characters must make Fortitude save every round (DC 15, +1 for each previous check) or spend that round coughing and choking. A character choking for 2 straight rounds take 1d6 points non-lethal damage.

## Area 13-13 – Guard Post (EL 12)

*This large room is devoid of decoration. Cut into the western wall are narrow windows, which provides the only light source for the room. The window flanks a set of large stone double doors. A staircase lies in the south-east corner that descends to the next level.*

When Jevorin had control of the lair, this chamber served as staging area and it was from here new slaves were brought to work the mines and forges. When the salamanders took charge, it was quickly converted into a guard post and now serves as a staging ground for the upcoming battle. Currently twenty flamebrothers prepare for their part of the battle.

**Barred Stone Double Doors:** 6 in. thick; hardness 8; hp 60; Break DC 28; Open Lock DC 28.

**Flamebrother Salamanders (20):** CR 4; Small Outsider (Fire); HD 6d8+12; hp 48 each; Init +1; Spd 20 ft.; AC 19, touch 12, flat-footed 18 (+1 size, +1 Dex, +7 natural); Base Atk +6; Grp +3; Atk +8 melee (1d6+1 plus 1d6 fire/x3, spear); Full Atk +8 melee (1d6+1 plus 1d6 fire/x3, spear) and +5 melee (1d4 plus 1d6 fire, tail slap); SA constrict, heat, improved grab; SQ darkvision 60 ft., immunity to fire, vulnerability to cold; AL LE; SV Fort +7, Ref +6, Will +7; Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

*Skills and Feats:* Craft (blacksmithing) +10, Hide +15, Listen +16, Move Silently +10, Spot +12; Alertness, Multiattack, Weapon Focus (Spear).

**Constrict (Ex):** A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check.

**Heat (Ex):** A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

**Improved Grab (Ex):** To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

*Languages:* Ignan
*Possessions:* spear.

## Area 13-14 – Barracks

*This small room is stuffy and warm. Empty racks line the south wall, and other than four chests, nothing of interest is in this room.*

This chamber has been converted into a barracks and this is where the noble salamanders rest when they are not working. There are four sleeping areas for the four nobles serving as Qu'Tangles's lieutenants. Currently they are waiting with the rest of the forces one level down.

**Treasure:** Three locked iron chests (Open Locks DC 20) line the south wall, and contain the personal effects of the lieutenants. Chest 1, once open, contains 3840 gp, *oil of magic weapon* (1 dose left), *oil of darkness*, *potion of shield of faith +2*, and a *ring of sustenance* (currently being worn). Chest 2 contains 420 pp, *wand of cure moderate wounds* (10 charges), and an *amulet of health +4* (currently being worn). Chest 3 contains 2500 gp and 6 emeralds worth 600 gp each. Chest 4 contains 3000 gp.

## Area 13-15 & 13-16 – Barracks

*This large room is bare except for forty chests scattered throughout. The room is devoid of decorations and its size is immense.*

When the fire giants controlled this area, this room served as a slave pen and a guardroom. From here, guards would watch over the slaves and make sure no one got out of hand. When The Burning Spike took control, the slaves were killed and the area converted into barracks for salamanders. The two rooms house a total of forty average salamanders call this place home. Scattered throughout the rooms are forty locked chests (DC 12 Open Locks) containing the personal effects of the salamanders. There are sleeping accommodations scattered throughout the well-ordered chambers.

**Treasure:** Searching all the chests in the room turns up a total of 144,000 cp, 13,000 gp, 10 peridots worth 50 gp each, 20 red garnets worth 100 gp each, and 5 large pink diamonds worth 1000 gp each.

## Area 13-17 – Entrance to the Mines

*At the end of the hall are two massive double iron doors. The doors are barred by a large wooden beam, and like the doors are massive in size.*

The doors open to the mines beyond. Since the salamanders' arrival, the mines have not been worked, nor have they been assessed for their potential. Slaves were working in the mines when the salamanders arrived and were left to fend for themselves. To lift the timber requires strength of a fire giant, or two strong player characters working together. The doors swing easily, and can be opened with a Strength check.

**Locked iron doors:** 4 in. thick; hardness 10; hp 100; Break DC 28; Open Lock DC 28.

## Area 13-18 – The Mines

*This large chamber is dark and a burnt smell hangs thickly in the air, while the floor is covered with rubble, gravel, and broken tools. The chamber is silent.*

This large chamber served as the staging area for the workers, and from here, they would enter one of the tunnels to work the mines. When the salamanders attacked, miners were still working. After gaining control of the area, the salamanders released fire elementals and smoke mephitis into the mines to deal with the slaves.

There is a 50% chance each time the player characters enter one of the numbered areas in the mine that they encounter a fire elemental or a pack of mephitis. Consult the following table to determine what they encounter roll a d10 and consult the table below.

**Table 13-3: Encounter Table for 13-18**

| Roll | Result |
|---|---|
| 1-4 | 10 Fire Mephits. |
| 5-8 | Elder Fire Elemental. |
| 9 | Huge Fire Elemental & Fire Mephits. |
| 10 | Nothing |

**Fire Mephit:** CR 3; Small Outsider (Extraplanar, Fire); HD 3d8; hp 13 each; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15 (+1 size, +1 Dex, +4 natural); Base Atk +3; Grp -1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4 fire, 2 claws); Space/Reach; SA breath weapon, spell-like abilities, summon mephit; SQ damage reduction 5/magic, darkvision 60 ft., immunity to fire, fast healing 2, vulnerability to cold; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

*Skills and Feats:* Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

**Breath Weapon (Su):** 15-foot cone, damage 1d8 fire, Reflex half DC 12. The save DC is Constitution-based and includes a +1 racial adjustment.

**Fast Healing:** A fire mephit heals only if it is touching a flame at least as large as a torch.

*Spell-like abilities:* 1/hour—*scorching ray* as the spell, Caster Level 3; 1/day—*heat metal* (DC 14) Caster level 6th. The save DC is Charisma-based.

*Languages:* Common, Ignan.

**Elder Fire Elemental:** CR 11; Huge Elemental (Extraplanar, Fire); HD 24d8+96; hp 104; Init +13; Spd 60 ft.; AC 25, touch 17, flat-footed 16 (-2 size, +9 Dex, +8 natural); Base Atk +18; Grp +32; Atk +26 melee (2d8+6 plus 2d8 fire, slam); Full Atk +26/+26 melee (2d8+6 plus 2d8 fire, 2 slams); Space/Reach 15 ft./15 ft.; SA burn; SQ damage reduction 10/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +14, Ref +23, Will +10; Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11.

*Skills and Feats:* Listen +28, Spot +29; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Great Fortitude, Iron Will, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam).

**Burn (Ex):** A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC is 26, and is

Constitution-based. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

*Languages:* Ignan.

**Huge Fire Elemental:** CR 7; Huge Elemental (Extraplanar, Fire); HD 16d8+64; hp 136; Init +11; Spd 60 ft.; AC 19 touch 15, flat-footed 12 (-2 size, +7 Dex, +4 natural); Base Atk +12 Grp +24; Atk +17 melee (2d8+4 plus 2d8 fire, slam); Full Atk +17 melee (2d8+4 plus 2d8 fire, 2 slams); Space/Reach 15 ft./15 ft.; SA burn; SQ damage reduction 5/-, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +9, Ref +17, Will +7; Str 18, Dex 25, Con 18, Int 6, Wis 11, Cha 11.

*Skills and Feats:* Listen +11, Spot +12; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Finesse.

**Burn (Ex):** A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a Reflex save or catch on fire. The flame burns for 1d4 rounds. The save DC is 22, and is constitution based. A burning creature can take a move action to put out the flame. Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

*Languages:* Ignan.

## Area 13-19 – Blocked Passage

*The passage twists and turns leading you to a dead end. The tunnel has collapsed, and whatever lies beyond is unknown.*

This tunnel once connected to the rest of the cave complex of Level 13. The tunnel collapsed a few years ago, blocking the giant's area off from the rest of Level 13. Player characters spending time excavating the rubble could reach the rest of the cave complex of Level 13.

## Area 13-20 – Feast on the Dead (EL 12)

*This large chamber has three tunnels leading to other sections of the mines. Scattered across the floor of the chamber are the decomposing remains of dwarves and orcs. Sounds of scurrying and hissing can be heard among the remains.*

Feasting on the remains are twenty carrion crawlers who have grown fat from their ample food supply. The bodies, besides looking to have suffered from the rigors of captivity, also show signs of a struggle. A successful DC 15 Spot check has the player character notice that the dwarves, though outnumbered, fought the orcs who were trying to overwhelm them.

**Carrion Crawlers (20):** CR 4; Large Aberration; HD 3d8+6; hp 22 each; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15 (-1 size, +2 Dex, +6 natural); Base Atk +2; Grp +8; Atk +3 melee (paralysis, tentacle); Full Atk +3 melee (paralysis, 8 tentacles) and -2 melee (1d4+1, bite); Space/Reach 10 ft./5 ft.; SA paralysis; SQ darkvision 60 ft., scent; AL N; SV Fort +3, Ref +3, Will +5; Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6.

*Skills and Feats:* Climb +12, Listen +6, Spot +6; Alertness, Combat Reflexes, Track.

**Paralysis (Ex):** Those hit by a carrion crawler's tentacle attack must succeed on a DC 13 Fortitude save or be paralyzed for 2d4 rounds. The save DC is constitution based.

**Skills:** Carrion Crawlers have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

## Area 13-21 – Gas Chamber

*As you walk down this tunnel, you notice that the floor slopes down, and though the angle is steep, the footing is good. The air in this section of the mine does not smell charred, but an odor is noticeable. The further you travel, the tunnel leads you to a large chamber, and here the strange odor*

*is thicker. Covering the floor of the chamber are remains of decomposing orcs and dwarves, who are dressed in rags and their manacles are still around the wrist and ankles. Stranger still are the 12 dead carrion crawlers scattered among the remains of the slaves.*

The tunnel leading down to this chamber slopes 35-degrees. As for the strange smell, it is from a poisonous gas that has escaped through an exposed gas leak. The gas has had three weeks to fill the chamber and most of the tunnel leading into it. Player characters must make a DC 20 Fortitude save for each round they are in the vicinity of the gas. Failing the save, the player character takes 1d4 points of Constitution damage, which can be regained after a month's rest.

## Area 13-22 – Charred Remains (EL 10)

*The tunnels opens into a small chamber, and a pile of charred bodies covers the floor. Chattering comes from the bodies, and you can see slithering shapes among them as well.*

Charred bones and bodies cover the floor of this chamber. Feasting on the remains are nine carrion crawlers. Player characters examining the remains and making DC 15 Survival (+1 for dwarves and rangers) notice the remains are a mix of orc, dwarf and goblin. A closer inspection of the bodies, DC 18 Spot check, reveals melted iron around the ankles, and necks, which is all that remains of the shackles.

**Carrion Crawlers (9):** CR 4; Large Aberration; HD 3d8+6; hp 24 each; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15 (-1 size, +2 Dex, +6 natural); Base Atk +2; Grp +8; Atk +3 melee (paralysis, tentacle); Full Atk +3 melee (paralysis, 8 tentacles) and -2 melee (1d4+1, bite); Space/Reach 10 ft./5 ft.; SA paralysis; SQ darkvision 60 ft., scent; AL N; SV Fort +3, Ref +3, Will +5; Str 14, Dex 15, Con 14, Int 1, Wis 15, Cha 6.

*Skills and Feats:* Climb +12, Listen +6, Spot +6; Alertness, Combat Reflexes, Track.

**Paralysis (Ex):** Those hit by a carrion crawler's tentacle attack must succeed on a DC 13 Fortitude save or be paralyzed for 2d4 rounds. The save DC is constitution based.

**Skills:** Carrion Crawlers have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

## Area 13-23 – Reflecting Chamber

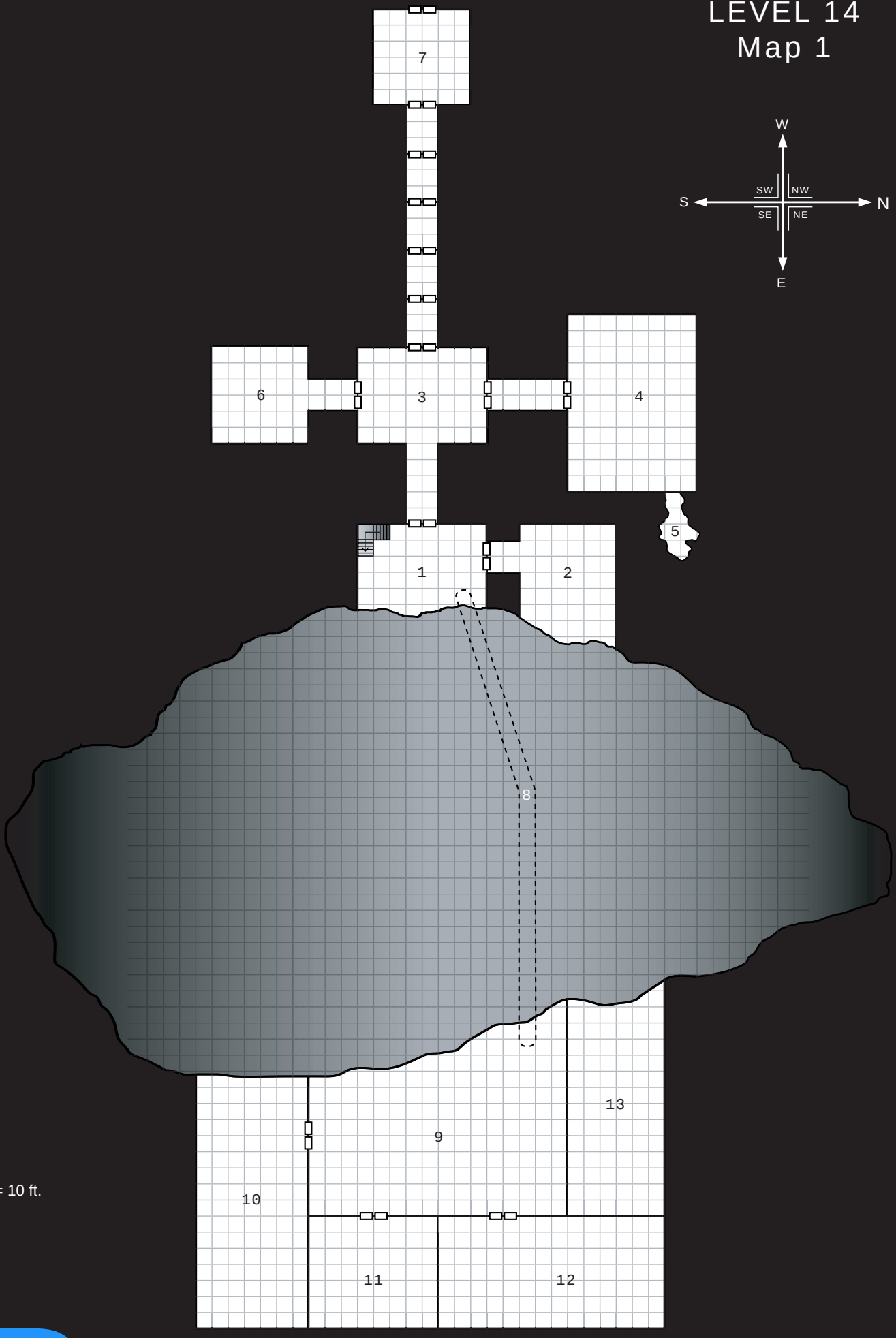
*This large chamber has crystals imbedded into the walls and ceilings. Large crystal deposits stud the floor as well.*

Player characters bringing a source of light with them into the mines have it reflect off the walls and ceilings of this passage. The reason for this is due to the large deposit of gemstones that dot the enter length of the cavern. With a successful DC 20 Appraise check, the player character recognizes the 100 gemstones as being bloodstones, each worth 100 gp.

Blackmoor Castle

# LEVEL 14
# Map 1

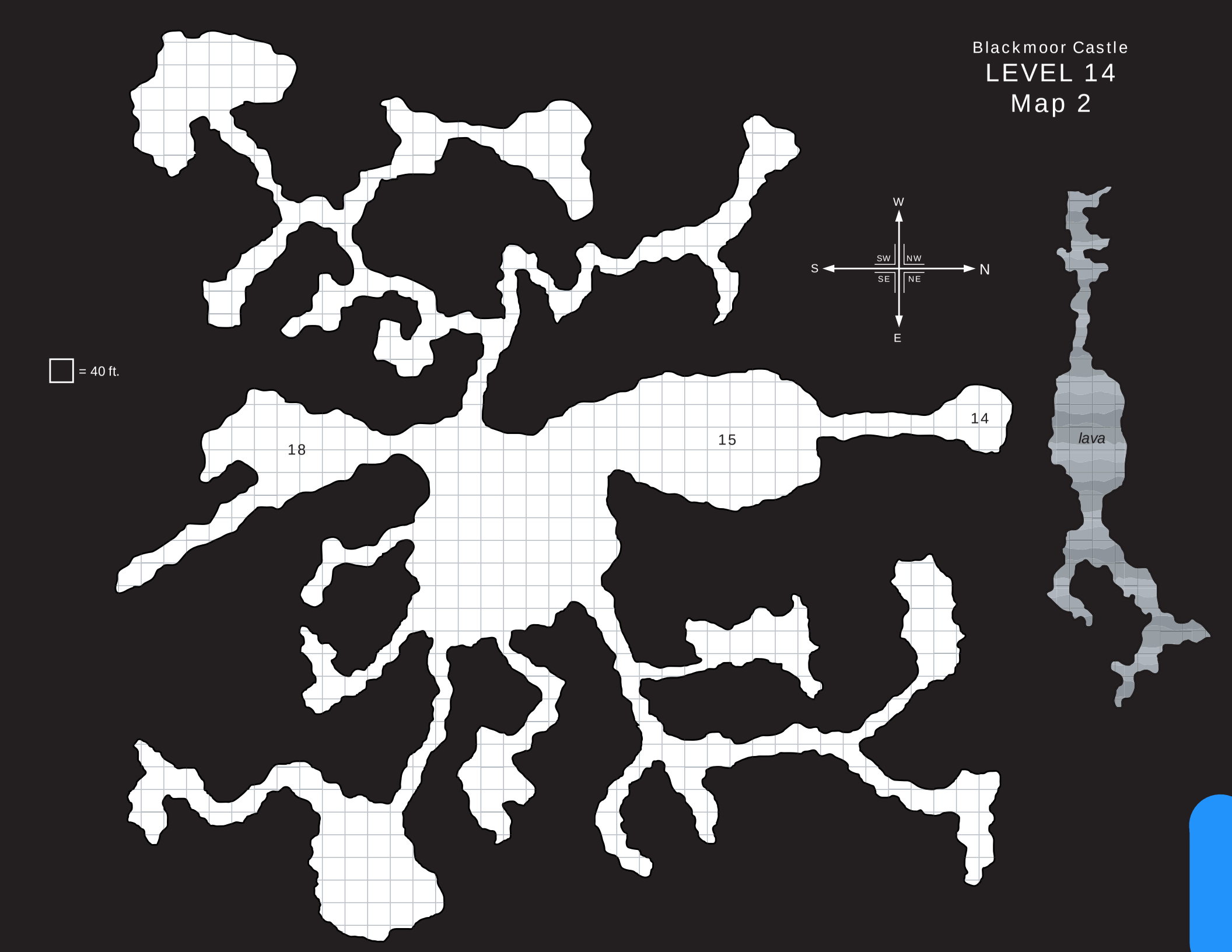



= 10 ft.

Blackmoor Castle

# LEVEL 14
## Map 2



# Level 14

**Table 14-1: Wandering Monster Encounters**

| | |
|---|---|
| 2 | 1 Trumpet Archon |
| 3 | 1 Nalfeshnee |
| 4 | 5 Monitor Lizards |
| 5 | 4 Stone Golems |
| 6 | 12 Troglodytes |
| 7 | 4 Barbed Devils |
| 8 | 4 Fire Giants |
| 9 | 2 Abyssal Greater Basilisks |
| 10 | 20 Kobolds |
| 11-12 | Roll on Table 15-1 |

Trumpet Archon: hp 126; see *MM* pages 18-19.
Nalfeshnee: hp 175; see *MM* pages 45-46.
Monitor Lizards: hp 22 each; see *MM* page 275.
Stone Golems: hp 107 each; see *MM* pages 136-137.
Troglodyte: hp 13 each; see *MM* pages 246-247.
Barbed Devil: hp 126 each; see *MM* page 51.
Fire Giant: hp 142 each; see *MM* pages 121-122.
Abyssal Greater Basilisk: hp 189 each; see *MM* pages 23-24.
Kobold: hp 4 each; see *MM* pages 161-162.

**Table 14-2: Encounter Index**

| Area | Page | Type | Description | EL |
|---|---|---|---|---|
| 14-1 | 215 | C | 4 Adv. Hell Hounds | 10 |
| 14-2 | 216 | C | 1 Fire Giant Warrior5<br>4 Fire Giants | 14 |
| 14-3 | 217 | C | 2 Fire Giants | 12 |
| 14-4 | 217 | - | Jevorin's Quarters | - |
| 14-5 | 217 | - | Treasure Chamber | - |
| 14-6 | 218 | - | Well | - |
| 14-7 | 218 | C | 2 Fire Giants | 12 |
| 14-8 | 218 | C | Nob. Salamander Ftr12<br>4 Noble Salamanders<br>20 Avg. Salamanders<br>30 Flamebrothers | special |
| 14-9 | 221 | C | 30 Flamebrothers | special |
| 14-10 | 221 | - | Barracks | - |
| 14-11 | 221 | - | Weapon Locker | - |
| 14-12 | 221 | - | Barracks | - |
| 14-13 | 221 | - | Barracks | - |
| 14-14 | 222 | C | 10 Trolls | 11 |
| 14-15 | 222 | - | The Lake | - |
| 14-16 | 223 | C | 74 Troglodytes | 20 |
| 14-17 | 224 | - | Drop | - |

## Area 14-1 – Private Hall (EL 10)

*The stairs descend and lead you to a small hall. Two large rock slabs, fill the middle of the room, and run in a north to south. Benches line one side of the slabs and face east. Standing in the middle of the east wall is a large ornate obsidian throne. Iron grates line the east wall, aglow due to the lava found on the other side.*

This chamber is a larger private hall where King Jevorin entertains important guests, meets with his lieutenants, or holds court with his giants.

Unknown to the giants, the northeast section of the room is soon to disappear and allow the salamanders hiding in the tunnel below to enter the section. Lounging in the room are Jevorin's four favorite large hellhounds who attack anyone entering the room.

**Advanced Hell Hounds (4):** CR 6; Large Outsider (Evil, Extraplanar, Fire, Lawful); HD 9d8+36; hp 80 each; Init +5; Spd 40 ft.; AC 16, touch 9, flat-footed 16 (-1 size, +7 natural); Base Atk +9; Grp +18; Atk +14 melee (3d6+5 plus 1d6 fire, bite); Full Atk +14 melee (3d6+5 plus 1d6 fire, bite); SA breath weapon, fiery bite; SQ darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +10, Ref +6, Will +6; Str 21, Dex 11, Con 18, Int 6, Wis 10, Cha 6.

*Skills and Feats:* Hide +19, Jump +17, Listen +12, Move Silently +16, Spot +9, Survival +11*; Improved Initiative, Improved Natural Attack, Power Attack, Run, Track

**Breath Weapon (Su):** 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 16 half. The save DC is Constitution-based.

**Fiery Bite (Su):** A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

**Skills:** Hell hounds have a +5 racial bonus on

Hide and Move Silently checks. *They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

*Languages:* Infernal (only comprehension, they cannot speak)

## Area 14-2 – Sitting Room (EL 14)

*This large chamber is hot and stuffy. Taking up most of the room is a large obsidian slab, surrounded by stone chairs. Resting on this table is a large keg, and drinking from it are five fire giants deep in conversation.*

Sitting around the table is King Jevorin, and his four lieutenants who are discussing their plans to deal with the salamanders. The keg is filled with a strong fermented wine that is made from mushrooms.

**Jevorin, Male Fire Giant Warrior5:** CR 13; Large Giant; HD 15d8+5d8+100; hp 205; Init +3; Spd 40 ft.; AC 27, touch 8, flat-footed 27 (-1 size, -1 Dex, +11 natural, +8 armor); Base Atk +16; Grp +30; Atk +26 melee (3d6+16/19-20, *+1 greatsword*) or +25 melee (1d4+10, slam) or +15 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +26/+21/+16 melee (3d6+16/19-20, *+1 greatsword*) or +25 melee (1d4+10, 2 slams) or +15 ranged (2d6+10 plus 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA rock catching, rock throwing; SQ immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +18, Ref +5, Will +10; Str 31, Dex 8, Con 20, Int 11, Wis 14, Cha 10.

*Skills and Feats:* Appraise +3, Climb +17, Diplomacy +2, Intimidate +18, Jump +15, Search +1, Spot +9; Blind-Fight, Cleave, Improved Critical (greatsword), Improved Initiative, Iron Will, Power Attack, Weapon Focus (greatsword).

**Rock Throwing (Ex):** The range increment is 120 feet for a fire giant's thrown rocks. A Fire Giant's bag contains 1d4+1 rocks.

*Languages:* Giant.

*Possessions: +1 large half-plate armor, +1 large greatsword, amulet of natural armor +3,*

**Treasure:** All but Jevorin carry their bag with them containing their personal wealth. Besides some mundane items, the bags hold a total of 6000 gp and 100 pp.

**Jevorin's Lieutenants, Fire Giants (4):** CR 10; Large Giant; HD 15d8+75; hp 170 each; Init -1; Spd 30 ft.; AC 23, touch 8, flat-footed 23 (-1 size, -1 Dex, +8 natural, +7 half-plate armor); Base Atk +11; Grp +25; Atk +21 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +21/+16/+11 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, 2 slams) or +10 ranged (2d6+10 plus 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Climb +9, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack

**Rock Throwing (Ex):** The range increment is 120 feet for a fire giant's thrown rocks. A Fire Giant's bag contains 1d4+1 rocks.

*Languages:* Giant.

*Possessions:* Large half-plate armor, masterwork large greatsword.

## Area 14-3 – Antechamber (EL 12)

*This small antechamber has double doors in the north, south and west doors. Standing guard near the door to the north are two fire giants.*

The fire giants stand their vigil near the doors to the north, which is where Jevorin's private chamber lies. The giants protect this door with their life, and they are the last line of defense.

**Treasure:** The giants carry bags containing their personal wealth. Besides holding some mundane items a total of 3000 gp and 8 bloodstones worth 30 gp each are found among the three of them.

**Fire Giants (2):** CR 10; Large Giant; HD 15d8+75; hp 150 each; Init -1; Spd 30 ft.; AC 23, touch 8, flat-footed 23 (-1 size, -1 Dex, +8 natural, +7 armor); Base Atk +11; Grp +25; Atk +20 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +20/+15/+10 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, 2 slams) or +10 ranged (2d6+10 plus 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Climb +9, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

**Rock Throwing (Ex):** The range increment is 120 feet for a fire giant's thrown rocks. A Fire Giant's bag contains 1d4+1 rocks.

*Languages:* Giant.

*Possessions:* Large half-plate armor, large greatsword.

## Area 14-4 – Jevorin's Quarters

*This large chamber is decorated richly and gold and copper accent everything. A small fire pit has been carved out of the rock and lies in the northwest corner, while two large iron chests lie in the northeast corner. A large bed stands in the southwest corner of the room, and is covered with numerous furs, all showing signs of bad care.*

This chamber is the private quarters for Jevorin and is off limits to all but his lieutenants. The chest is locked (DC 18 Open Locks) contains nothing of value except for clothing and personal effects.

## Area 14-5 – Treasure Chamber

*The floor of this roughly excavated chamber floor is covered with loose coin and gems.*

Hidden behind a secret door (DC 30 Spot check) is a roughly excavated room containing the bulk of Jevorin's wealth. Found in this chamber is 1900 gp, 150 pp, and 6 alexandrite worth 600 gp each.

## Area 14-6 – Well

*This large chamber is cool—cooler than the rest of the giants' lair. In the center of the floor is a large hole. Resting next to this hole is an iron bucket with a chain attached to it.*

The hole is a well, and drops 100 feet where it opens into an underground stream.

## Area 14-7 – Gatehouse (EL 12)

*Large iron doors break up the long hallway. The doors open inward, and swing easily on their hinges.*

The doors are locked, but not barred.

**Iron Doors:** 4 in. thick; hardness 8; hp 80; Break DC 28; Open Lock DC 28.

*Making your way through the doors, you enter a small chamber. Another set of doors stand in the middle of the west wall. A large beam bars these doors that measure nearly 30 feet in height and span nearly 20 feet in width. Standing in front of these doors are two fire giants.*

The doors remain locked at all times, and are only opened when the giants go out among the Level 14 cave complex. This chamber serves as the gatehouse for the keep, and two fire giants stand guard here. The beam takes two fire giants to lift, and once removed, allows the doors to open inward, revealing the chambers beyond. The ceiling rises 40 feet, and spaced evenly are iron grates, allowing the guards in Area 13-10 to peer down.

Player characters that are strong enough can lift the bar, and gain access to the rest of level 14. Lifting the bar requires DC 31 Strength check , but it could be chopped (100 hp) if the player characters have time.

**Stone double doors:** 8 in. thick; hardness 10; hp 120; Break DC 28; Open Lock DC 28.

**Fire Giants (2):** CR 10; Large Giant; HD 15d8+75; hp 150, 140; Init -1; Spd 30 ft.; AC 23, touch 8, flat-footed 23 (-1 size, -1 Dex, +8 natural, +7 armor); Base Atk +11; Grp +25; Atk +20 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +20/+15/+10 melee (3d6+15/19-20, greatsword) or +20 melee (1d4+10, 2 slams) or +10 ranged (2d6+10 plus 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA rock throwing; SQ immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

*Skills and Feats:* Climb +9, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

**Rock Throwing (Ex):** The range increment is 120 feet for a fire giant's thrown rocks. A Fire Giant's bag contains 1d4+1 rocks.

*Languages:* Giant.

*Possessions:* Large half-plate armor, large greatsword.

## Area 14-8 – Secret Tunnel (EL special)

*This tunnel is smooth and very hot. It drops down at a steep angle, where it suddenly levels out and then angles sharply upward.*

In the northwestern corner of Area 14-1, and two feet below the surface is the tunnel the salamanders have been constructing. The tunnel circles around the lava and angles down to a depth of 100 feet; from there it angles up 100 feet where it opens into Area 14-1.

The tunnel was excavated with the aid of fire elementals and is currently filled with the soldiers of The Burning Spike warband. The salamanders are waiting for their leader Qu'Tangles to open a passage through the stone allowing the warband easy entry into their enemy's area. There are four noble salamanders here, as well as 20 average salamanders, and 30 flamebrothers filling the tunnel waiting to come through the opening Qu'Tangles creates.

**Qu'Tangles, Male Noble Salamander Fighter12:** CR 22; Large Outsider (Extraplanar, Fire); HD 15d8+12d10+81; hp 217; Init +6; Spd 20 ft.; AC 19, touch 11, flat-footed 17 (-1 size, +2 Dex, +8 natural); Base Atk +27/+22/+17/+12; Grp +38; Atk +38 melee (2d6+15 plus 1d8 fire/19-20/x3, *+3 longspear*); Full Atk +38/+33/+28/+23 melee (2d6+15 plus 1d8 fire/19-20/x3, *+3 longspear*) and +32 melee (2d8+3 plus 1d8 fire, tail slap); Space/Reach 10 ft./10 ft. (20 ft. with tail or longspear); SA constrict, damage reduction, heat, immunity to fire, improved grab, vulnerability to cold; SQ darkvision 60 ft.; AL LE; SV Fort +20, Ref +15, Will +16; Str 24, Dex 14, Con 16, Int 16, Wis 16, Cha 14.

*Skills and Feats:* Appraise +12, Balance +10, Craft (armorsmithing) +9, Craft (blacksmithing) +15, Craft (weaponsmithing) +11, Diplomacy +22, Escape Artist +15, Gather Information +17, Intimidate +13, Knowledge (the planes) +8, Listen +23, Literacy +2, Move Silently +20, Search +9, Sense Motive +11, Speak Languages +1, Spot +8, Use Magic Device +4; Agile, Alertness, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Improved Critical (longspear), Improved Feint, Improved Initiative, Mobility, Multiattack, Power Attack, Spring Attack, Weapon Focus (longspear), Weapon Specialization (longspear), Whirlwind Attack.

**Constrict (Ex):** A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are at least two sizes smaller than it.

**Heat (Ex):** A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

**Improved Grab (Ex):** To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Spell-Like Abilities:** 3/day—*burning hands* (DC 13), *fireball* (DC 15), *flaming sphere* (DC 14), *wall of fire* (DC 16); 1/day—*dispel magic*, *summon monster VII* (Huge fire elemental). Caster level 15th. The save DCs are Charisma-based.

**Skills**: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

**Feats:** Salamanders have the multiattack feat even though they do not have the requisite three natural weapons.

*Languages:* Common, Ignan

*Possessions: +3 longspear*, *ring of spell storing* (*passwall*, level 9), *ring of evasion*, *necklace of fireball type V*.

**Noble Salamanders (4):** CR 10; Large Outsider (Extraplanar, Fire); HD 15d8+45; hp 148, 132, 125, 100; Init +1; Spd 20 ft.; AC 18, touch 10, flat-footed 17 (-1 size, +1 Dex, +8 natural); Base Atk +15; Grp +25; Atk +23 melee (2d6+9 plus 1d8 fire/x3, *+3 longspear*); Full Atk +23/+18/+13 melee (2d6+9 plus 1d8 fire/x3, *+3 longspear*) and +18 melee (2d8+3 plus 1d8 fire, tail slap); Space/Reach 10 ft./10 ft. (20 ft. with tail or longspear); SA constrict, heat, improved grab, spell-like abilities; SQ damage reduction 15/magic, darkvision 60 ft., immunity to fire, vulnerability to cold.; AL LE; SV Fort +12, Ref +11, Will +10; Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15.

*Skills and Feats:* Bluff +19, Craft (blacksmithing) +25, Diplomacy +4, Hide +15, Intimidate +4, Listen +13, Move Silently +17, Spot +13; Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Skill Focus (Craft [blacksmithing]).

**Constrict (Ex):** A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are at least two sizes smaller than it.

**Heat (Ex):** A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

**Improved Grab (Ex):** To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Spell-Like Abilities:** 3/day—*burning hands* (DC 13), *fireball* (DC 15), *flaming sphere* (DC 14), *wall of fire* (DC 16); 1/day—*dispel magic*, *summon monster VII* (Huge fire elemental). Caster level 15th. The save DCs are Charisma-based.

**Skills**: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

**Feats:** Salamanders have the multiattack feat even though they do not have the requisite three natural weapons.

*Languages:* Common, Ignan

*Possessions: +3 longspear*.

**Average Salamanders (20):** CR 6; Medium Outsider (Extraplanar, Fire); HD 9d8+18; hp 50 each; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural); Base Atk +9; Grp +11; Atk +11 melee (1d8+3 plus 1d6 fire/x3, spear); Full Atk +11/+6 melee (1d8+3 plus 1d6 fire/x3, spear) and +9 melee (2d6+1 plus 1d6 fire, tail slap); Space/Reach 5 ft./5 ft. (10 ft. with tail); SA constrict, heat, improved grab; SQ damage reduction 10/magic, darkvision 60 ft., immunity to fire, vulnerability to cold; AL LE; SV Fort +8, Ref +7, Will +8; Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

*Skills and Feats:* Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Listen +8, Move Silently +11,Search +12, Spot +8; Alertness, Multiattack, Power Attack.

**Constrict (Ex):** A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are at least two sizes smaller than it.

**Heat (Ex):** A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

**Improved Grab (Ex):** To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Skills**: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

**Feats:** Salamanders have the multiattack feat even though they do not have the requisite three natural weapons.

*Languages:* Ignan

*Possessions:* spear.

**Flamebrother Salamanders (30):** CR 3; Small Outsider (Fire); HD 4d8+8; hp 24 each; Init +1; Spd 20 ft.; AC 19, touch 12, flat-footed 18 (+1 size, +1 Dex, +7 natural); Base Atk +4; Grp +1; Atk +6 melee (1d6+1 plus 1d6 fire/x3, spear); Full Atk +6 melee (1d6+1 plus 1d6 fire/x3, spear) and +4 melee (1d4 plus 1d6 fire, tail slap); SA constrict, heat, improved grab; SQ darkvision 60 ft., immunity to fire, vulnerability to cold; AL LE; SV Fort +6, Ref +5, Will +6; Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

*Skills and Feats:* Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11; Alertness, Multiattack.

**Constrict (Ex):** A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check.

**Heat (Ex):** A salamander generates so much heat that its mere touch deals additional fire dam-

age. Salamanders' metallic weapons also conduct this heat.

**Improved Grab (Ex):** To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

*Languages:* Ignan

*Possessions:* spear.

## Area 14-9 – Staging Area (EL special)

*This large chamber is filled with forges and furnaces. The furnaces glow and are heated from the lava found in the chamber. The room is packed with salamanders that are entering the tunnel opening that opens on the floor of the northwest corner.*

When the giants had control this was the forge and smelting operation worked by the slaves. Now in the control of the salamanders the place has become a hive of activity and salamanders have worked around the clock crafting weapons and armor in their preparation for the battle with the fire giants.

For the first time in two weeks the forges have grown quiet, and the area serves as the main staging ground for the salamander's military action against the giants. Currently 30 Flamebrothers wait to file into the tunnel and enter the battle during the second wave of fighting.

**Flamebrother Salamanders (30):** CR 3; Small Outsider (Fire); HD 4d8+8; hp 24 each; Init +1; Spd 20 ft.; AC 19, touch 12, flat-footed 18 (+1 size, +1 Dex, +7 natural); Base Atk +4; Grp +1; Atk +6 melee (1d6+1 plus 1d6 fire/x3, spear); Full Atk +6 melee (1d6+1 plus 1d6 fire/x3, spear) and +4 melee (1d4 plus 1d6 fire, tail slap); SA constrict, heat, improved grab; SQ darkvision 60 ft., immunity to fire, vulnerability to cold; AL LE; SV Fort +6, Ref +5, Will +6; Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

*Skills and Feats:* Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11; Alertness, Multiattack.

**Constrict (Ex):** A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check.

**Heat (Ex):** A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

**Improved Grab (Ex):** To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

*Languages:* Ignan

*Possessions:* spear.

## Area 14-10, 14-12 & 14-13 – Barracks

*This chamber looks to have been a workroom of some kind. Tables have been stacked against one wall to clear the floor. Scattered across the floor are iron chests and sleeping mats.*

These three chambers are the barracks for the flamebrothers and between these three rooms over 60 salamanders are housed.

**Treasure:** Each salamander has a locked chest (DC 12) contains personal effects, and a total of 10,000 cp, 5000 gp, 100 gems of various type worth no more than 50 gp each if all the chests are opened and searched.

## Area 14-11 – Weapon Locker

*This small room looks to at one time been filled with weapons and armor. The weapon racks that fill the middle of the room stand empty, and the pegs that line the wall are empty as well.*

The salamanders have converted this room into a weapons locker, and currently the weapons have been handed out to the soldiers.

## Area 14-14 – The Dump (EL 11)

*As you walk through the doors leading to the cave your nose is assaulted by a foul smell. Causing this stench is the pile of trash and refuse fill the cave. The floor is spongy and slick with the trash piled here. Sounds of chattering and rustling come from the piles, as well as what sounds like low growls.*

This small chamber marks the end of the giant's territory, and also serves as a dump for waste. Found among the piles of waste are and 10 trolls serving as guards for the giants, as well as a colony of rats.

The trolls hide among the waste and pounce on their victims once they reach the center.

**Treasure:** Scattered among the trash is 400 gp in loose coin, a gold statue of a horned creature missing a horn (250 gp value) and a broken silver hand mirror (40 gp value).

**Trolls (10):** CR 5; Large Giant; HD 6d8+36; hp 70 each; Init +2; Spd 30 ft.; AC 16, touch 11, flat-footed 14 (-1 size, +2 Dex, +5 natural); Base Atk +4; Grp +14; Atk +9 melee (1d6+6, claw); Full Atk +9 melee (1d6+6, 2 claws) and +4 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA rend; SQ darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

*Skills and Feats:* Listen +5, Spot +6; Alertness, Iron Will, Track.

**Rend (Ex):** If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

**Regeneration (Ex):** Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

*Languages:* Giant.

## Area 14-15 – The Lake

*As you approach the chamber, the sound of falling water grows louder. Entering the chamber, mist hits your and your ears are filled with the sound of rushing water. The chamber is large, but its height is unknown. The floor of the chamber is covered with large water slick boulders, choked with patches of mold.*

*The waterfall originating on Level 12 empties into this large chamber, creating a lake that bisects the chamber.*

*Filling the middle of the chamber is a large underground lake feed by the waterfall emptying into it from the west. The water is cold and fresh, and a shallow ledge spans from the shoreline leading into the lake. The ledge is only a foot underwater, and you can easily walk in the water.*

Once the player characters have traveled 20 feet, the ledge suddenly drops off and the water depth is 100 feet. A DC 20 Reflex save is needed or the player characters lose their balance and fall into the water. Falling into the water, or walking in it, attracts the attention of the troglodyte sentry that stands guard at the southern tunnel's mouth. Seeing the player characters arrive, he runs to alert the tribe in Area 14-16. The lake itself is teeming with fish that have adjusted to life without light. The fish serve as a source of food for the giants, and though they look monstrous, pose no threat to the player characters.

The south bank of the lake is littered with sharp gravel. This gravel covers the steep slope that leads from the water's edge to the tunnel found at the top of the slope. The chamber slopes up at a 40-degree angle leading to a tunnel heading south. The slope is covered in loose sharp gravel, making it difficult to get proper footing.

Player characters need to make a DC 15 Balance check every round. Failing the check by more than five results in the player character losing her footing and falling, taking 1d6 points of damage. Furthermore, any player character that slides down the slope, takes 1d8 points of damage as they slide to the bottom. Player characters can stop themselves from sliding by making a DC 15Strength check which stops the slide, but does not prevent damage.

## Area 14-16 – Lair of the Troglodytes (EL 20)

*This large chamber is still and quiet and it almost feels like it is deserted. Stalactites and stalagmites form large rocky columns, making the chamber feel close and confining.*

This large chamber is home to a band of sixty troglodytes led by Ugeter the Mighty. The troglodytes make their lair in a warren of caves near the northern end of the chamber. Found in these caves are twelve females and their egg clutches. Also found here is the band's shaman, Borzeq, as well as ten monitor lizards.

Guarding the north entrance leading into the chamber are five troglodytes, and one monitor lizard that pounce on invaders. If the invaders prove to be too difficult, they summon aid in the fighting.

**Treasure:** Found in the warrens is the band's wealth consisting of 300 sp.

**Troglodyte (60):** CR 1; Medium Humanoid (Reptilian); HD 2d8+4; hp 15; Init -1; Spd 30 ft.; AC 15, touch 9, flat-footed 15 (-1 Dex, +6 natural); Base Atk +1; Grp +1; Atk +1 melee (1d6, club) or +1 melee (1d4, claw) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d6, club) and -1 melee (1d4, claw) and -1 melee (1d4, bite); or +1 melee (1d4, 2 claws) and -1 melee (1d4, bite) or +1 ranged (1d6, javelin); SA stench; SQ darkvision 90 ft.; AL CE; SV Fort +5, Ref -1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

*Skills and Feats*: Hide +5, Listen +3; Multiattack, Weapon Focus (javelin)

**Stench (Ex):** When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

**Skills:** The skin of a troglodyte changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. *In rocky or underground settings, this bonus improves to +8.

*Languages:* Draconic.

**Ugeter the Mighty, Male Troglodyte Barbarian2/Fighter5:** CR 8; Medium Humanoid (Reptilian); HD 2d8+2d12+5d10+45; hp 102; Init +5; Spd 30 ft.; AC 27, touch 13, flat-footed 27 (+1 Dex, +6 natural, +8 armor, +2 deflection); Base Atk +8; Grp +13; Atk +16 melee (2d6+11/17-20, *+2 greatsword*) or +10 ranged (1d8+5/x3, *+1 mighty composite longbow [+4]*); Full Atk +16/+11 melee (2d6+11/17-20, *+2 greatsword*) or +10/+5 ranged (1d8+5/x3, *+1 mighty composite longbow [+4]*); SA stench, rage 1/day; SQ darkvision 90 ft., uncanny dodge; AL CE; SV Fort +15, Ref +2, Will +1; Str 20, Dex 12, Con 20, Int 10, Wis 10, Cha 8.

*Skills and Feats*: Climb +2, Hide +7, Jump +9, Listen +7, Swim +6; Blind-Fight, Cleave, Power Attack, Improved Critical (greatsword), Improved Initiative, Weapon Focus (greatsword), Weapon Specialization (greatsword).

**Stench (Ex):** When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 16 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

**Skills:** The skin of a troglodyte changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. *In rocky or underground settings, this bonus improves to +8.

*Languages:* Draconic

*Possessions: +2 greatsword, +3 breastplate, gauntlets of ogre power, amulet of health +2, +1 mighty*

*composite longbow [+4]*, 20 arrows

**Borzeq the Shaman, Male Troglodyte Cleric7 (Hella):** CR 8; Medium Humanoid (Reptilian); HD 2d8+7d8+36; hp 84; Init +4; Spd 20 ft.; AC 27, touch 11, flat-footed 27 (+6 natural, +10 armor, +1 deflection); Base Atk +6; Grp +7; Atk +8 melee (1d8+2/x3, *+1 longspear*) or +7 ranged (1d8+1/19-20, *+1 light crossbow*); Full Atk +8/+3 melee (1d8+2/x3, *+1 longspear*) or +7 ranged (1d8+1/19-20, *+1 light crossbow*); SA stench, spells, rebuke undead, spontaneous inflict; SQ darkvision 90 ft.; AL CE; SV Fort +13, Ref +3, Will +11; Str 12, Dex 10, Con 18, Int 10, Wis 20, Cha 10.

*Skills and Feats*: Concentration +19, Hide +4, Listen +10, Swim +6; Improved Initiative, Skill Focus (Concentration), Spell Focus (Necromancy), Greater Spell Focus (Necromancy).

**Stench (Ex):** When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 feet of a troglodyte must succeed on a DC 16 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

**Skills:** The skin of a troglodyte changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. *In rocky or underground settings, this bonus improves to +8.

*Languages:* Draconic

*Cleric Spells Prepared (6/6/4/3/2,* DC = 15 (17 for Necromancy) + spell level); 0 – *guidance (2), light, resistance (2), virtue*; 1st – *bane, bless, doom (2), protection from good, sanctuary, inflict light wounds**; 2nd – *cure moderate wounds, resist energy, sound burst, spiritual weapon, death knell**; 3rd – *bestow curse, contagion, prayer, *contagion*; 4th – *cure critical wounds, poison, inflict critical wounds**

**Domain Spells.* Domains: Death (Death Touch – melee touch attack for 7d6 damage. If the total at least equals the targets current hit points, it dies), Destruction (You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.)

*Possessions: +1 longspear, +2 full plate, periapt of wisdom +2, +1 light crossbow*, 20 bolts

**Monitor Lizard:** CR 2; Medium Animal; HD 3d8+9; hp 22; Init +2; Spd 30 ft., swim 30 ft.; AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural); Base Atk +2; Grp +5; Atk/Full Atk +5 melee (1d8+4, bite);; SQ low-light vision; AL N; SV Fort +8, Ref +5, Will +2; Str 17, Dex 15, Con 17, Int 1, Wis 12, Cha 2.

*Skills and Feats:* Climb +7, Hide +6*, Listen +4, Move Silently +6, Spot +4, Swim +11; Alertness, Great Fortitude.

**Skills**: A monitor lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. Monitor lizards have a +4 racial bonus on Hide and Move Silently checks. *In forested or overgrown areas, the Hide bonus improves to +8.

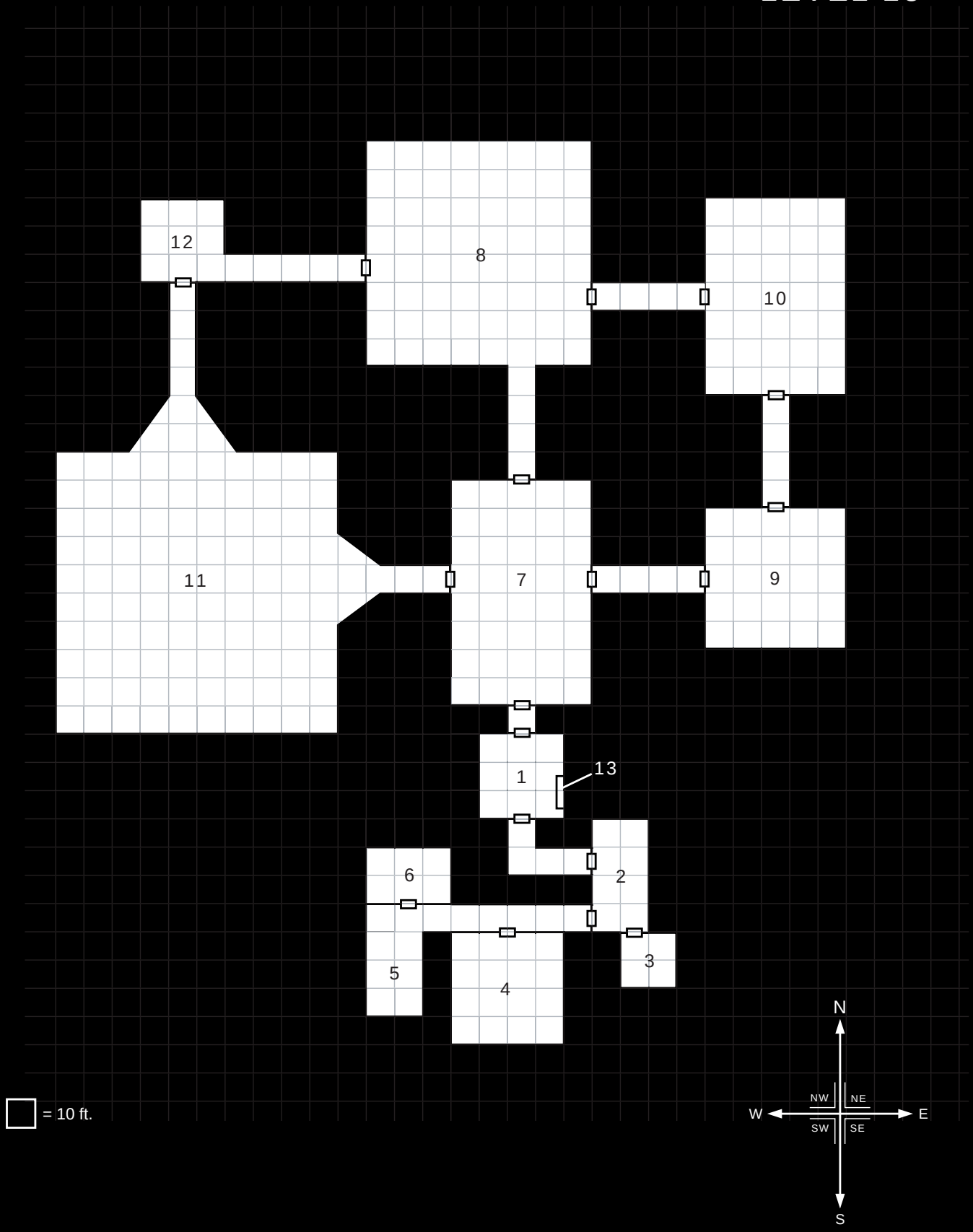
## Area 14-17 – A Straight Drop

*As you reach the end of the tunnel, the floor opens before you. The mouth of the tunnel is shrouded in shadows, and evil radiates from it. From here, there is no way to tell how deep the tunnel falls.*

This narrow shaft drops 200 feet down, and the walls offer adequate hand- and foot-holds for skilled player characters to Climb (DC 15). Player characters possessing magical means of flight (such as *fly*), or access to *feather fall*, can easily drop down this shaft, which takes them to the center of Level 15.

Blackmoor Castle

# LEVEL 15



# Level 15

**Table 15-1: Wandering Monster Encounters**

| | |
|---|---|
| 2 | Nothing |
| 3 | 3 Stone Golems |
| 4 | Swarm of Dire Rats |
| 5 | Dwarf Vampire Cleric9 |
| 6 | Greater Stone Golem |
| 7 | Dwarf Vampire Fighter9 |
| 8 | 3 Stone Golems |
| 9 | 3 Iron Golems |
| 10-12 | Roll on Table 16-1 |

Stone Golem: hp 107; see *MM* pages 136-137.
Dire Rat: hp 5 each; see *MM* page 64.
Dwarf Vampire Cleric9: hp 72; see Area 15-5.
Greater Stone Golem: hp 271; see *MM* pages 136-137.
Dwarf Vampire Fighter9: hp 81; see Area 15-5.
Iron Golem: hp 129; see *MM* pages 136-137.

**Table 15-2: Encounter Index**

| Area | Page | Type | Description | EL |
|---|---|---|---|---|
| 15-1 | 226 | T | 2 *Energy Drain* Traps | 10 |
| 15-2 | 227 | T | *Wail of the Banshee* Trap | 10 |
| 15-3 | 228 | T | Crushing Room | 10 |
| 15-4 | 228 | C | Ogre Vampire Barbarian11 | 16 |
| 15-5 | 230 | C | Tanndon - Dwarf Vampire Fighter9 Glerndon - Dwarf Vampire Cleric9 | 13 |
| 15-6 | 232 | - | Trash Pit | - |
| 15-7 | 232 | C | 4 Elder Metal Elementals | 15 |
| 15-8 | 233 | C/T | 1 Elder Wood Elemental & 7 Treants | 14 |
| 15-9 | 235 | C | Elder Fire Elemental | 13 |
| 15-10 | 236 | C/T | 3 Elder Water Elemental & *Energy Drain* Trap | 16 |
| 15-11 | 237 | C | 7 Elder Air Elemental | 17 |
| 15-12 | 239 | C | Sir Fang & Stone Golem | 22 |
| 15-13 | 240 | - | Exodus | - |

The rooms to the north are magically warded elemental rooms that represent the six elements: air, fire, metal, earth, water and wood. Each room is mirrored by its element's opposite, making the most direct path between opposites trapped. The corridors that connect the rooms east—west connect complimentary elements, and these are safe to travel through.

A strong elemental magical field surrounds each room. Spells from the element that opposes it do not work in this room. All other spells work normally.

## Area 15-1 — Fang's Office (EL 10)

*As you drop into the room below, you notice how clean it is as compared to the rest of the dungeon. Torches light a 30 feet by 30 feet study, complete with desk and bookshelves. A large statue rests against the east wall. Even with all of the brightness, the now-familiar evil foreboding weighs heavily.*

The player characters have fallen into the living quarters for the vampire Sir Fang. A fighter until turned, he has spent his unlife studying the school of illusions. The southern rooms are the living quarters for him and his minions.

The player characters land in his study, both the entrance and the exit to this level. A large oak rolltop desk sits against the west wall with bookshelves on either side. On the east wall stands a 15-foot high stone statue of an elven wizard. She wears flowing robes, slippers, and a thin circlet. On the pedestal beneath her feet are six identical keyholes.

This statue hides a magical door that can only open when six elemental keys are inserted. The statue emanates a strong enchantment aura. Without the keys, the magical field that surrounds it can only be bypassed by a *wish* or a *miracle* spell.

Doors are located on the north and south walls. The north door is made of iron, with an ornate stone gargoyle leering above it. The door is locked (DC 30 Open Locks to open) and trapped.

**Iron Door:** 2 in. thick; hardness 10; hp 60; Break DC 28 stuck, DC 28 locked.

***Energy Drain* Trap:** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

The walls are white stone and stretch 15 feet to the ceiling. The floor is swept clean white stone. The room is cold (55 degrees Fahrenheit) due to the marble.

The rolltop as well as the two desk drawers are closed. An oak chair sits neatly under the desk. It requires a DC 30 Open Lock check to open the rolltop. It is trapped with an *energy drain* trap.

**Rolltop Desk:** hardness 8; HP 5; break DC 20.

**Strong Wooden Door:** 2 in. thick; hardness 5; hp 20; Break DC 23 stuck, DC 25 locked.

**Treasure:** Inside the desk are several stacks of papers and envelopes, a bag of coins (100 pp, 46 gp), and a *potion of invisibility*. The papers have notations on them in six columns, containing numbers but nothing else written.

The desk drawers contains ink, parchment, sealing wax, three good locks, two quills, what looks like some finger bones, a *scroll of shadow walk*, three *scrolls of create undead*, and one *scroll of stone to flesh*, as well as a bag of gems worth 1000 gp (opals and emeralds).

The bookshelves hold books on magical theory and elemental theory written in Sylvan. Several (1d4+1) books are dedicated to each element. The books are not magical and are worth 7 gp each.

## Area 15-2 — Fang's Bedroom (EL 13)

The door to the south swings open to a hallway that extends for 20 feet and bends in a 90 degree angle to the left. At the end of the corridor sits a strong wooden door.

*You enter an elaborately decorated bedroom, 20 feet wide by 40 feet long. Tapestries hang on the stone walls and woven rugs are scattered along the stone floor. A large bed sits against the eastern wall alongside an oak wardrobe, a bookshelf full of histories and poetry, a chair and a lantern. On the western wall sit two elven statues, around 10 feet tall and resembling two maidens dancing.*

These statues animate into stone golems the moment anything is touched in the room. Beside the statues is a wooden door heading west.

A locked chest sits at the foot of the bed. The lock can be opened with a successful DC 30 Open Lock check. The moment the chest is opened, the stone golems attack. The golems carry nothing of value.

**Iron chest:** hardness 15; hp 10; break DC 20.

On the southern wall is a tapestry depicting a moon rising over a field littered with bodies and soaked in blood. Behind the tapestry is a secret door (DC 30 Search check discovers it) triggered by pressing a rock on the wall. It is trapped with a *wail of the banshee* trap. When successfully opened, the door slides down into the floor. It stays open for 10 rounds, after which it closes again. It takes 1 round to open or close fully.

**Treasure:** Inside the chest are five potions/elixirs *(fly, water breathing, water walk, gaseous form,* and *elixir of swimming)*.

**Stone Golems (2):** CR 11; Large Construct; HD 14d10+30; hp 107 each; Init -1; Spd 20 ft.; AC 26, touch 8, flat-footed 26 (-1 size, -1 Dex, +18 natural); Base Atk +10; Grp +23; Atk +18 melee (2d10+9, slam); Full Atk +18 melee (2d10+9, 2 slams); Space/Reach 10 ft./10 ft.; SA Slow; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

**Slow (Su):** A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

**Immunity to Magic (Ex):** A stone golem is im-

mune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

## Area 15-3 — Fang's Secret Closet (EL 10)

*The closet is small, only 10 feet by 10 feet with 10 foot ceilings, and completely dark. Against the southern wall sits a plain brown table with a small chest on it.*

The room is trapped by a trigger on the floor 5 feet into the room.

**Crushing Room:** CR 10; mechanical; location trigger; automatic reset; walls move together (16d6, crush); multiple targets (all targets in a 10 ft. by 10 ft. room); never miss; onset delay (2 rounds); Search DC 22; Disable Device DC 20.

**Small iron chest:** hardness 15; hp 7; break DC 18.

**Treasure:** Inside the chest is a brown pouch containing a *deck of illusions*.

## Area 15-4 — Minions' Room (EL 16):

Upon leaving the bedroom, the dungeon gets much fouler. The corridor isn't as well lit and the walls are grayish black instead of scrubbed white.

The corridor is 90 feet long. Along the southern wall sits a wooden door and one doorway; one wooden door is on the north wall. The door on the southern wall leads to Fang's minions' quarters, a large room 40 feet by 40 feet with 20 foot ceilings.

*You open the door to a sight you never thought you'd see. A surprised ogre towers above you, but its fangs look very much like daggers. It looks hungry.*

Gunge is one of Sir Fang's most prized minions, as it was somewhat difficult for a human vampire to turn an ogre. Although now an even more powerful undead, Gunge still has two thoughts when it comes to combat: smash, then eat.

The room has several cots and foul, blood-stained bedding. Dead rats litter the floor.

**Treasure:** Besides Grunge's possessions, there is nothing of value here.

**Gunge, Male Ogre Vampire, Barbarian11:** CR 16; Large Undead (Augmented Giant); HD 15d12; hp 120; Init +5; Spd 50 ft.; AC 24, touch 10, flat-footed 24 (-1 size, +1 Dex, +11 natural, +3 armor); Base Attack; +14 Grp +26; Atk +21 melee (1d10+8, large heavy mace) or +21 melee (1d8+8 plus energy drain, slam); Full Atk +21/+16/+11 melee (1d10+8/19-20, large heavy mace) or +21

melee (1d8+8 plus energy drain, 2 slams); Space/Reach 10 ft./10 ft.; SA blood drain, children of the night, create spawn, energy drain, dominate, greater rage, rage 3/day; SQ alternate form, damage reduction 2/-, 10/silver and magic, fast healing, fast movement, gaseous form, illiteracy, improved uncanny dodge, resistance to cold and electricity 10, spider climb, trap sense +3, +4 turn resistance, uncanny dodge; AL NE; SV Fort +11, Ref +7, Will +7; Str 26, Dex 13, Con -, Int 8, Wis 13, Cha 10.

*Skills and Feats:* Bluff +8, Climb + 15, Hide +14, Intimidate +7, Jump +18, Listen +23, Move Silently +9, Search +7, Sense Motive +9, Spot +22, Survival +4; Swim +15; Alertness, Athletic, Blind-Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack.

Special Attacks: Saves have a DC of 10 + 1/2 vampire's HD + vampire's Cha modifier unless noted otherwise (DC 14).

**Blood Drain (Ex):** A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

**Children of the Night (Su):** Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

**Create Spawn (Su):** A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

**Dominate (Su):** A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

**Energy Drain (Su):** Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

**Alternate Form (Su):** A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

**Damage Reduction (Su):** A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Fast Healing (Ex):** A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2

hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Gaseous Form (Su):** As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spider Climb (Ex)**: A vampire can climb sheer surfaces as though with a *spider climb* spell.

*Languages:* Giant.

*Possessions: +1 large leather armor, +2 large heavy mace*, sack containing 5 pounds of salt

## Area 15-5 Kitchen (EL 12):

*The doorway leads to a 20 foot by 30 foot kitchen with 15 foot ceilings. It has a cabinet filled entirely with spices. The kitchen smells of copper and death; bloodstains streak the walls and floor. Two vampire dwarves sit against the south wall, pulling rats out of a cage and feeding on them, tossing the corpses into a pile at their feet. The feed as if they hadn't eaten in days.*

The dwarves Tanndon and Glerndon scrabble to their feet and attack, but they move with a penalty of Dex -1 because of being so glutted on blood.

If they look to be losing, one tries to run to get Fang.

Tanndon attempts to turn any weakened characters into spawn if he has a chance. Glerndon stays in the back and cast spells to aid Tanndon and hinder the player characters. If forced, however, he wades into battle himself.

**Treasure:** The dwarves carry little of value besides their weapons. The blood kept in the wine cabinet is from an ancient wizard and is aged and preserved, worth 500 gp in vampire circles.

**Tanndon, Male Dwarven Vampire Fighter9:** CR 11; Medium Undead (Augmented Humanoid); HD 9d12; hp 81; Init +7; Spd 20 ft.; AC 23, touch 13, flat-footed 20 (+3 Dex, +6 natural, +4 armor); Base Attack +9; Grp +14; Atk +18 melee (1d10+11/17-20, bastard sword) or +14 melee (1d6+5 plus energy drain, slam); Full Atk +18/+13 melee (1d10+11/17-20, bastard sword) or +14 melee (1d6+5 plus energy drain, 2 slams); SA blood drain, children of the night, create spawn, energy drain, dominate; SQ alternate form, damage reduction 10/silver and magic, fast healing, gaseous form, resistance to cold and electricity 10, spider climb, +4 turn resistance; AL LE; SV Fort +6, Ref +8, Will +4; Str 20, Dex 17, Con -, Int 7, Wis 9, Cha 8.

*Skills and Feats:* Balance +3, Bluff +7, Climb + 8, Hide +11, Intimidate +2, Jump +6, Listen +9, Move Silently +11, Search +6, Sense Motive +7, Spot +9, Swim +7, Use Rope +3; Alertness, Blind Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Greater Weapon Focus (bastard sword), Improved Critical (bastard sword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

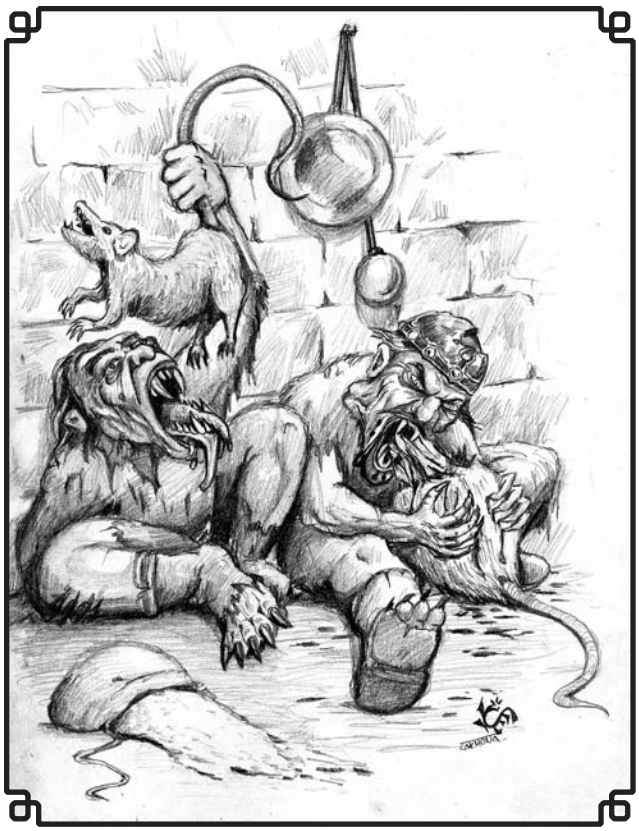
Special Attacks: Saves have a DC of 10 + 1/2 vampire's HD + vampire's Cha modifier unless noted otherwise (DC 13).

**Blood Drain (Ex):** A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

**Children of the Night (Su):** Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

**Create Spawn (Su):** A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the



vampire that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

**Dominate (Su):** A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

**Energy Drain (Su):** Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

**Alternate Form (Su):** A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

**Damage Reduction (Su)***:* A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

**Fast Healing (Ex):** A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Gaseous Form (Su):** As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

**Spider Climb (Ex):** A vampire can climb sheer surfaces as though with a *spider climb* spell.

*Languages:* Dwarven, Common.

*Possessions:* hide armor, +2 *bastard sword*.

**Glerndon, Male Dwarven Vampire Cleric 9:** CR 11; Medium Undead (Augmented Humanoid); HD 9d12; hp 72; Init +5; Spd 20 ft.; AC 21, touch 11, flat-footed 20 (+1 Dex, +6 natural, +4 armor); Base Attack +6; Grp +9; Atk +10 melee (1d8+4, heavy

mace) or +9 (1d6+3 plus energy drain, slam); Full Atk +10 melee (1d8+4, heavy mace) or +9 (1d6+3 plus energy drain, slam); SA blood drain, children of the night, create spawn, energy drain, dominate; SQ alternate form, damage reduction 10/silver and magic, fast healing, gaseous form, resistance to cold and electricity 10, spider climb, +4 turn resistance; AL LE; SV Fort +6, Ref +6, Will +10; Str 16, Dex 13, Con -, Int 14, Wis 18, Cha 18.

*Skills and Feats:* Balance +3, Bluff +12, Climb + 5, Concentration +6, Diplomacy +5, Heal +12, Hide +9, Intimidate +7, Listen +14, Move Silently +9, Search +10, Sense Motive +13, Spellcraft +11, Spot +14, Survival +5; Alertness, Augmented Conjuration, Combat Reflexes, Dodge, Greater Spell Focus (conjuration), Improved Initiative, Lightning Reflexes, Spell Focus (conjuration), Weapon Focus (heavy mace).

*Cleric Spells Prepared* (6/5/5/4/3/2; save DC 13 + spell level, conjuration DC 15 + spell level): 0—*detect magic, inflict minor wounds (x3), read magic, resistance;* 1st—*cause fear, deathwatch (2), inflict light wounds, protection from good;* 2nd—*darkness, death knell, desecrate, inflict moderate wounds, shield other;* 3rd—*animate dead, bestow curse, inflict serious wounds, magic circle against good;* 4th—*inflict critical wounds (x2), summon monster IV;* 5th—*inflict light wounds mass, symbol of pain.*

Special Attacks: Saves have a DC of 10 + 1/2 vampire's HD + vampire's Cha modifier unless noted otherwise (DC 18). [See above for details on all special attacks and qualities.]

*Languages:* Dwarven, Common, Giant, Undercommon

*Possessions:* hide armor, *+1 heavy mace*.

## Area 15-6 — Trash Pit

*The room on the north end of the corridor leads to the trash pit. Inside, the smell is nearly overwhelming; bodies of humans, elves, dwarves, rats, birds, and myriad other creatures are piled everywhere in the 20 x 30 room. The bodies are emaciated and look more mummified than rotting. They have been drained completely of their blood.*

Most of the bodies are garbed in leather or chain armor. With a DC 30 Search check , the player characters can find a coins and a sword Sir Fang ordered disposed of, but was unaware where his iron golem threw it away hidden under piles of bodies and bones.

Treasure: 800 gp and a *sunblade*.

## Area 15-7 — Metal Elemental Room (EL 15)

The trapped door to the north opens to a 10 feet by 10 foot hallway resembling a cell.

*Iron bars embedded in the stone walls stretch to the 20 foot ceilings and across the top. Although it seems very much like a cell, the door opposite the entrance to the room is an unlocked portcullis. As the portcullis thumps down behind you, massive creatures seemingly made of blades turn slowly to look at you. "Master, it has been a long time," one drones, but stops when it sees you. Another, whose hands are in the forge, stands to face you, bladed fingers glowing. The other two take notice and stop their smithing.*

**Portcullis, Iron:** 2 in. thick; hardness 10; hp 60; break DC 25 stuck, DC 25 locked; DC 1 to lift.

The door opens to a massive room 70 feet long and 50 feet deep. It is made entirely of steel; it seems to have been created out of one sheet. The steel is quite thin, about 2 in., and covers reinforced masonry walls. Embedded in the walls are swords, hilt-first. Longsword blades extend into the room every square foot, making the room feel dangerously cramped. Each blade should be treated as a longsword +4 for damage purposes. The ceiling stretches up 60 feet. Iron doors sit at the north, west and east. A massive 20 foot high forge sits in the middle of the room. Four elder metal elementals toil away at the forge.

The elementals are stupid creatures that do the will of Sir Fang. They do not attack until the player characters threaten them or attempt to inspect the forge.

*The Key:* The metal key is hidden in the fires of the forge, spelled so it is untouched by the heat.

It requires a DC 20 Search check to locate it. The magic fires of the forge do 2d6 points of damage per round.

If the player characters choose to speak with the elementals, they do not learn much besides that the elementals work for Master Fang and they forge metal for him. They don't know why.

The elementals are under a *geas*. If they are freed, they fly into a rage and attack any humanoids they can find.

**Treasure:** The elementals carry no treasure. If the player characters try to wrench a sword out of the wall, it loses its magic once broken.

The iron doors and the corridors west and east have no traps or locks on them. The iron door to the north is locked (DC 30 Open Lock check to open).

**Elder Metal Elementals (4):** CR 11; Huge Elemental (Metal, Extraplanar); HD 24d8+120; hp 228 each; Init +9; Spd 40 ft.; AC 27, touch 13, flat-footed 22 (-2 size, +5 Dex, +14 natural); Base Atk +18; Grp +35; Atk +26 melee (2d10+9/19-20, slam); Full Atk +26 melee (2d10+9/19-20, 2 slams); Space/Reach 15 ft./15 ft.; SA bladewind; SQ elemental traits, rust vulnerability, turn metal; AL N; SV Fort +19, Ref +13, Will +8; Str 28, Dex 21, Con 20, Int 6, Wis 11, Cha 11.

*Skills and Feats:* Listen +13, Spot +14; Cleave, Great Cleave, Devastating Critical (slam)*, Improved Critical (slam), Improved Initiative, Overwhelming Critical (slam)*, Power Attack, Weapon Focus (slam).

**Epic Feat*

**Bladewind (Su):** The elemental can transform itself into a bladewind once every 10 minutes and remain in that form for up to 10 rounds. In this form, the elemental can move along the ground at double its normal speed. The bladewind is a 5-ft.-wide cylinder of curved metal shards that spin incredibly fast. The cylinder is as tall as the elemental; the elemental controls the exact height, but it must be at least 10 feet . The elemental's movement while in bladewind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the bladewind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind ( and may be lifted by the blades. An affected creature must succeed on a DC 28 Reflex save when it comes into contact with the bladewind or take 2d8 points of damage. It must also succeed on a second DC 28 Reflex save or be picked up bodily and held suspended by the blades, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the bladewind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based, and all damage is slashing. Creatures trapped in the bladewind cannot move except to go where the elemental carries them or to escape the bladewind. Creatures caught in the bladewind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the bladewind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the bladewind at one time as will fit inside the bladewind's volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the bladewind happens to be. An elemental in bladewind form cannot make slam attacks and does not threaten the area around it.

**Rust Vulnerability (Ex):** A metal elemental is fully susceptible to rust attacks, such as that of a rust monster or a rusting grasp spell.

**Turn Metal (Ex):** A metal elemental gains a +1 deflection bonus per HD to AC when attacked by a metal weapon (maximum +10).

*Languages:* Ferrosian.

## Area 15-8 — Wood Elemental Room (EL 13)

The corridor between Areas 15-7 and 15-8 is trapped. Movement between opposite elements is dangerous.

The corridor is 10 feet wide and 40 feet long. The walls and floor gradually change from the same iron bars as the corridor before Area 15-7 to vine-wrapped bamboo stakes, then to vine-covered packed dirt walls. The ceiling is 20 feet high.

**Crushing Wall Trap:** CR 10; mechanical; location trigger; automatic reset; no attack roll required (18d6 crush); Search DC 20; Disable Device DC 25.

The strong wooden door is locked (DC 30 Open Lock check to open). It has delicate carvings of vines all over it, and the real vines from the walls nearly obscure it.

*At first it appears you have been teleported to a forest. The ceiling is out of your view, and trees occupy this area as far as you can see. You hear slight movements in front of you. Vines hang from the trees and brush your face.*

The magical forest is in a room that is 80 feet by 80 feet with a 100 foot ceiling. Two strong wooden doors are at the western and eastern ends. The floor is spongy moss, and the trees grow thickly around the player characters. Any fire they are carrying causes the vines and trees to shrink back.

About 50 feet in to the room, seven treants labor, caring for the forest. A bored-looking elder wood elemental watches them.

The wood elemental does not attack unless the player characters attack anything (including setting fire to the trees) or attempt to find the key.

If the player characters attempt to speak with the elemental with a DC 25 Diplomacy check, it speaks with them in Sylvan.

***"I'm just here to oversee them," the elemental waves a leafy hand at the laboring treants. One looks at you with pleading eyes."Fang forces them to work for him, he and I have a deal going. I help him, and he helps me.***

If the player characters attempt to remove the *geas* from the treants, the elemental attacks. Any free treants aid the player characters in the fight.

If freed, the treants thank the player characters and continue to tend the forest. They feel they have a duty to the trees, but they are designing the forest to their standards, not Fang's.

*The Key:* The wooden key hangs on a vine around the elemental's neck. The player characters can find it with a DC 20 Spot check.

**Treasure:** The elementals and the treants have no treasure.

The strong wooden doors and the corridors west and east have no traps or locks on them.

**Elder Wood Elemental:** CR 11; Huge Elemental (Wood, Extraplanar); HD 24d8+140; hp 248; Init +3; Spd 20 ft.; AC 23, touch 7, flat-footed 24 (-2 size, -1 Dex, +16 natural); Base Atk +18; Grp +37; Atk +27 melee (2d12+11/19-20, slam); Full Atk +27 melee (2d12+11/19-20, 2 slams); Space/Reach 15 ft./15 ft.; SA *deeproot*, *entangle* (DC 21), thornvine; SQ elemental traits, turn wood; AL N; SV Fort +19, Ref +7, Will +9; Str 32, Dex 8, Con 21, Int 10, Wis 13, Cha 11.

*Skills and Feats:* Listen +28, Spot +28; Cleave, Dire Charge*, Epic Toughness*, Great Cleave, Improved Critical (slam), Improved Initiative, Power Attack, Sunder.

**Epic Feat*

**Deeproot (Sp):** A Huge or larger wood elemental can send tendrils deep into the ground (even hard rock), granting it an additional +4 natural armor bonus to AC. While in a deeprooted state, the wood elemental cannot move but can summon treants at will. The treants are one size category smaller than the elemental. This ability works like the summon monster spells, save that summoned treants remain for 24 hours or until the wood elemental lifts its deeproots or is dismissed or destroyed. While deeprooted, the wood elemental also gains the ability to completely douse fires by touch. This ability works like the *quench* spell, except that the range is touch.

**Entangle (Sp):** A Huge wood elemental can use *entangle* (DC 23) as a spell-like ability 21 times per day. This ability is identical to the spell as cast by a druid of a level equal to the elemental's hit dice.

**Thornvine (Su):** The elemental can transform itself into a thornvine once every 10 minutes and remain in that form for up to 10 rounds. In this form, the elemental can move along the ground at double its regular speed. The thornvine is a tangle of sharp, thorn-covered vines that snake and move with an unnatural awareness. The thornvine is equal to the size of an elemental space attribute. The elemental's movement while in thornvine form does not provoke attacks of op-

portunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the thornvine if it touches or enters the thornvine, or if the elemental moves into or through the creature's space. Creatures one or more size categories smaller than the elemental might take damage when caught in the thornvine and may be lifted by the brambles. An affected creature must succeed on a DC 33 Reflex save when it comes into contact with the thornvine or take 2d6 points of damage. It must also succeed on a second DC 30 Reflex save or be picked up bodily and held suspended by the vines, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the thornvine. The creature still takes damage but can leave if the save is successful. The save DC is Strength based, and all damage is piercing. Creatures trapped in the thornvine cannot move except to go where the elemental carries them or to escape the thornvine. Creatures caught in the thornvine can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the thornvine take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the thornvine at one time as will fit inside the thornvine's volume. The elemental can eject any carried creatures whenever it wishes, depositing them wherever the thornvine happens to be. An elemental in thornvine form cannot make slam attacks and does not threaten the area around it.

**Turn Wood (Ex):** A wood elemental gains a +2 deflection bonus per HD to AC when attacked by weapons that deal bludgeoning damage (maximum +20).

*Languages:* Sylvan.

**Treants (7):** CR 8; Huge Plant; HD 7d8+35; hp 66 each; Init -1; Spd 30 ft.; AC 20, touch 7, flat-footed 20 (-2 size, -1 Dex, +13 natural); Base Atk +5; Grp +22; Atk +12 melee (2d6+9, slam); Full Atk +12 melee (2d6+9, 2 slams); Space/Reach 15 ft./15 ft.; SA Animate trees, double damage against objects, trample 2d6+13; SQ Damage reduction 10/slashing, low-light vision, plant traits, vulnerability to fire; AL NG; SV Fort +10, Ref +1, Will +7; Str 29, Dex 8, Con 21, Int 12, Wis 16, Cha 12.

*Skills and Feats:* Diplomacy +3, Hide –9*, Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 aboveground); Improved Sunder, Iron Will, Power Attack.

**Animate Trees (Sp):** A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

**Double Damage against Objects (Ex):** A treant or animated tree that makes a full attack against an object or structure deals double damage.

**Trample (Ex):** Reflex DC 22 half. The save DC is Strength-based. Skills: *Treants have a +16 racial bonus on Hide checks made in forested areas.

*Languages:* Common, Sylvan.

## Area 15-9 — Fire Elemental Room (EL 11)

*The 50 foot corridor to the east of the metal room is shiny black obsidian; the floor is stone with about an inch of ash covering it. As you leave the metal room and walk forward, the air temperature steadily increases. By the time they reach the iron portcullis, the air temperature is nearly unbearable. The moment the door raises, the heat blasts at you. The room is nothing but a sea of lava and flames; the 50 feet by 50 feet walls are dripping fire. From an island of magma, a 50 foot tall being of fire glares at you with black eyes and attacks.*

Player characters not protected take 1d4 points of damage from touching the hot door. The room does normal fire damage to anyone not protected against elements.

The elder fire elemental cannot be bargained with, it attacks and fights to the death, all the while chanting its loyalty to its master, Sir Fang. The flames of the room can be magically dampened, but not by water spells.

*The Key:* The key is made of pure flame and imbedded in the magma where the elemental is standing. It takes a DC 30 Spot check to find and a DC 25 Strength check to remove. The key does 1d2 damage per round to anyone touching it without protection.

**Treasure:** The elemental carries no treasure.

**Elder Fire Elemental:** CR 11; Huge Elemental (Fire, Extraplanar); HD 24d8+96; hp 228; Init +13; Spd 60 ft.; AC 25, touch 17, flat-footed 16 (-2 size, +9 Dex, +8 natural); Base Atk +18; Grp +32; Atk melee +26 (2d8+6 plus 2d8 fire, slam); Full Atk melee +26 (2d8+6 plus 2d8 fire, 2 slams); Space/Reach 15 ft./15 ft.; SA burn; SQ Damage reduction 10/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +14, Ref +23, Will +10; Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11.

*Skills and Feats:* Listen +28, Spot +29; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Great Fortitude, Iron Will, Mobility, Spring Attack, Weapon Finesse[B], Weapon Focus (slam).

**Burn (Ex):** A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a DC 26 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

*Languages:* Ignan.

## Area 15-10 — Water Elemental Room (EL 14)

The vine-covered corridors slowly turn into a damp cave with water dripping down rough stone walls. The door at the end is made from pure cascading water.

The corridor leading from Area 15-9 is 40 feet long and goes from searing hot obsidian to cool damp stone. This corridor is trapped with a crushing wall trap.

> *As soon as the door opens, water sloshes over your shoes, and you look out over an underground lake. The stone and ceiling are damp, and no dry place to walk exists. Across the lake you can see another door like the one you entered. The water moves due to unseen currents, and three small waves rush towards you.*

The room doesn't have a dry place to stand; the lake is 120 feet deep. The rough stone walls make out a room 50 feet by 70 feet and 30 foot high ceilings.

The three waves are three elder water elementals, heading to attack. They attempt to pull the player characters underneath to drown them during battle.

*The Key:* The water key is in a treasure chest that measures one cubic foot. It sits at the bottom of the lake. It is trapped with an *energy drain* trap.

***Energy Drain* Trap:** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain,* 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

**Treasure:** The elementals hold no treasure.

**Elder Water Elementals (3):** CR 11; Huge Elemental (Water, Extraplanar); HD 24d8+120; hp 228 each; Init +6; Spd 30 ft., swim 120 ft.; AC 23, touch 14, flat-footed 17 (-2 size, +6 Dex, +9 natural); Base Atk +18; Grp +35; Atk +25 melee (2d10+9/19-20, slam); Full Atk +25 melee (2d10+9/19-20, 2 slams); Space/Reach 15 ft./15 ft.; SA; Water mastery, drench, vortex; SQ Damage reduction 10/–, darkvision 60 ft., elemental traits; AL N; SV Fort +19, Ref +16, Will +10; Str 28, Dex 22, Con 21, Int 10, Wis 11, Cha 11.

*Skills and Feats:* Listen +29, Spot +29; Alertness, Cleave, Great Cleave, Improved Critical (slam), Improved Bull Rush, Improved Sunder, Iron

Will, Lightning Reflexes, Power Attack.

**Water Mastery (Ex):** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

**Drench (Ex):** The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of nonmagical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as *dispel magic* (caster level equals elemental's HD).

**Vortex (Su):** The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 10 rounds. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 feet wide at the top, and 10 feet or more tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in vortex form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the vortex if it touches or enters the vortex, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex and may be swept up by it. An affected creature must succeed on a DC 31 Reflex save when it comes into contact with the vortex or take 2d8 points of damage. It must also succeed on a second DC 28 Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The DC for saves against the vortex's effects varies with the elemental's size. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

*Languages:* Aquan.

## Area 15-11 — Air Elemental Room (EL 17)

The corridor from Area 15-7 starts out looking like the metal cage seen earlier, but then changes to widen cone-like (up as well as left to right) until the corridor comes to the cliff that marks the beginning of the Air Elemental Room. The wind is so strong that any non-magical sources of light, like torches, are extinguished unless they are protected against wind. If the player characters are walking blind, it takes a DC 20 Dexterity check to avoid the cliff.

The air room has a ceiling 150 feet from the

cliff and the bottom is 150 feet down. The floor is made from dust, rocks and gravel, which the elementals use in combat to create whirlwinds. Another passageway lies on the north wall.

*As the corridor widens, you feel a cool, foul breeze on your face. The wind gets stronger and you can tell that you are in a massive room. The wind is so strong that you have the feeling that you are outside. You hear what seems to be and you can barely make out the words, "Let us go, you have what you wanted, let us go..."*

Sir Fang has finally procured a *ring of elemental command: air*, with the help of seven air elementals who are held by a *geas*. They are commanded to protect the air elemental key. They cannot speak of the key, but they freely talk about Fang. He is obsessed with the elements and will not rest until he commands all six. Elves that have stood against his blasphemy have all fallen, some of them rising to become vampires by his side.

*The Key:* The air key is held within the body of one of the elementals. If freed from its *geas*, either by *remove curse* or Fang's death, it gives it freely. Otherwise it needs to be slain.

**Treasure:** There is no treasure in this room.

**Elder Air Elementals (7):** CR 11; Huge Elemental (Air, Extraplanar); HD 24d8+96; hp 204 each; Init +15; Spd 100 ft. (perfect); AC 27, touch 19, flat-footed 16 (-2 size, +11 Dex, +8 natural); Base Atk +18; Grp +32; Atk +27 melee (2d8+6, slam); Full Atk +27 melee (2d8+6, 2 slams); SA Air mastery, whirlwind; SQ Damage reduction 10/–, darkvision 60 ft., elemental traits; AL N; SV Fort +12, Ref +25, Will +10; Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 11.

*Skills and Feats:* Listen +29, Spot +29; Alertness, Blind-fight, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative[B], Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse[B].

**Air Mastery (Ex):** Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

**Whirlwind (Su):** The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects is DC 28. The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter

equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

*Languages:* Auran.

## Area 15-12 — Earth Elemental Room (EL 16)

The corridor between Areas 15-11 and 15-12 is 60 feet long, and is rough stone. The gravel floor gives way to larger and larger boulders. The corridor is trapped with a crushing wall trap.

The stone door is encrusted with jewels. If they are pried free (DC 25 Strength check), the gems are worth 300 gp.

**Stone Door:** 4 in. thick; hardness 8; hp 60; break DC 28 stuck, DC 28 locked.

*A foul humanoid hunches in the corner, chiseling away at a block of stone. He sculpts the hair of an elven statue. Another wizard is with him, concentrating on the statue. A faint glow surrounds her and she looks exhausted. Chains stretch from her wrists to Fang's belt.*

Unlike the other rooms, the earth elemental room is small. It is 30 feet by 30 feet with 30 foot ceilings. The room resembles a cave and is strewn with boulders and rough gems. A completed stone golem stands against the far wall. Sir Fang is hard at work.

Fang is working with a Westryn wizard who is clearly there against her will. They do not pay attention to the player characters unless they are directly interrupted by a search for the earth key or a fight with the stone golem, which will attack when the player characters find the key.

*The glow surrounding the wizard ceases and she falls to her knees, sobbing. "No more. I can't do this again. You said my family would be safe if I spent half a year down her helping you. That time is up, I can't do anymore."*

*Fang slowly rises to his feet and looks at you, irritation and anger clear on his face. He regards the fallen mage. "True. You have repaid your debt. Your family is safe." With that, he leaps at her and buries his teeth in her throat.*

The player characters have two rounds to act, either to save the wizard, search for the key, or run before Fang finishes with her and turns his focus to them. If they attack the vampire while he feeds, he stops feeding and attacks them. The wizard is too weakened by the attack and from focusing her strength on making the golem to help.

**Sir Fang, Male Thonian Vampire, Fighter9/Illusionist11:** CR 22; Medium Undead (Augmented Humanoid; HD 20d12; hp 150; Init +7; Spd. 30 ft.; AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural); Base Attack +14; Grp +20; Atk +24 melee (1d4+10/17-20, *dagger of venom*)

or +20 (1d6+6 plus energy drain, slam); Full Atk +24/+19/+14 melee (1d4+10/17-20, *dagger of venom*) or +20 (1d6+6 plus energy drain, 2 slams); SA blood drain, children of the night, create spawn, energy drain, dominate; SQ alternate form, damage reduction 10/silver and magic, fast healing, gaseous form, resistance to cold and electricity 10, spider climb, +4 turn resistance; AL LE; SV Fort +9, Ref +11, Will +14; Str 22, Dex 17, Con -, Int 20, Wis 14, Cha 13.

*Skills and Feats:* Bluff +11, Climb + 12, Concentration +14, Craft (alchemy) +7, Craft (stonemasonry) +17, Decipher Script +10, Diplomacy +7, Gather Information +9, Handle Animal +6, Intimidate +11, Jump +17, Knowledge (arcana) 13, Knowledge (the planes) +16, Ride +8, Search +14, Sense Motive +15, Spellcraft +19, Spot +13, Swim +10; Alertness, Blind Fight, Brew Potion, Cleave, Combat Expertise, Combat Reflexes, Craft Wondrous Item, Dodge, Extend Spell, Great Cleave, Improved Critical (dagger), Improved Initiative, Iron Will, Lightning Reflexes, Mounted Combat, Multiattack, Negotiator, Power Attack, Quicken Spell, Spell Mastery (*touch of fatigue*, *open/close*), Scribe Scroll.

*Wizard Spells Prepared* (5/7/6/6/5/4/2; save DC 14 + spell level): 0—*acid splash, daze, detect magic, ghost sound, message, touch of fatigue;* 1st—*cause fear, charm person, chill touch, color spray, comprehend languages, disguise self, silent image*; 2nd—*ghoul touch, invisibility, mirror image, misdirection, phantom trap, summon swarm;* 3rd—*fly, invisibility sphere, phantom steed, sleet storm, vampiric touch, water breathing;* 4th—*bestow curse, charm monster, geas, lesser, invisibility, greater, rainbow pattern;* 5th—*false vision, seeming, symbol of pain, teleport;* 6th—*control water, geas/quest.*

*Languages:* Common, Dwarven, Elven, Giant, Halfling.

*Possessions: ring of elemental control (air), +4 dagger of venom.*

Sir Fang uses stealth tactics to remove himself from battle and sneak up on the player characters. If he is injured, dire rats stream out of the walls to distract the player characters and aid him. If injured too badly, he *teleports* away if he can.

*The Key:* The earth elemental key is embedded in one of the boulders. It takes a DC 30 Spot check to discover it. The boulder can be smashed with a DC 28 Strength check. When the key is freed, the stone golem comes to life and attacks.

**Treasure:** Aside his other possessions, Sir Fang carries a pouch containing 100 pp.

**Stone Golems:** CR 11; Large Construct; HD 14d10+30; hp 107; Init -1; Spd 20 ft.; AC 26, touch 8, flat-footed 26 (-1 size, -1 Dex, +18 natural); Base Atk +10; Grp +23; Atk +18 melee (2d10+9, slam); Full Atk +18 melee (2d10+9, 2 slams); Space/Reach 10 ft./10 ft.; SA Slow; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

**Slow (Su):** A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

**Immunity to Magic (Ex):** A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

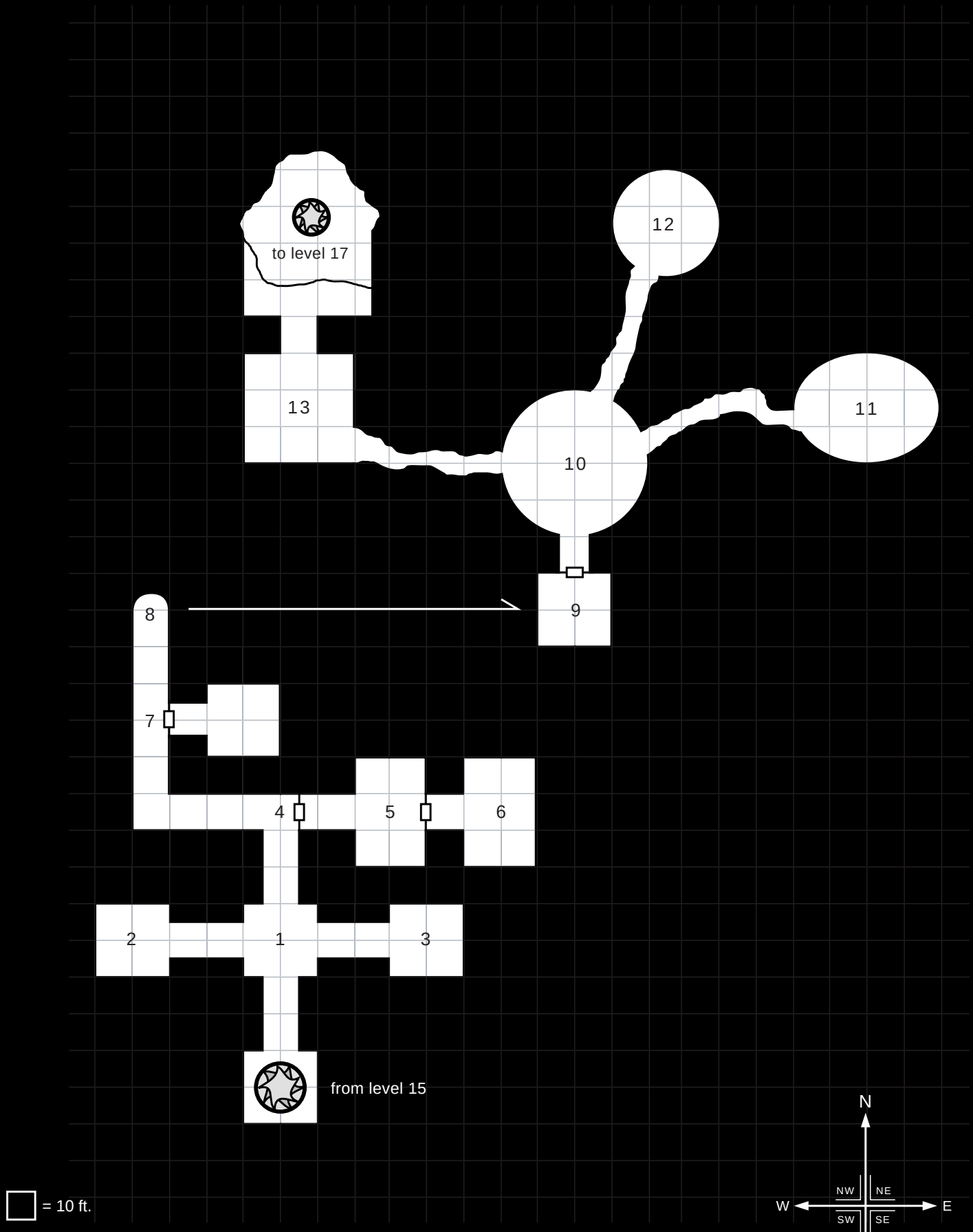
## Area 15-13 — Exodus

The keys fit into the statue's locks in the following order: wood, air, fire, metal, earth, water. The keyholes are identical. There is no penalty for putting them in the wrong order, but anyone making a DC 25 Knowledge (arcana) check (elves and wizards receive a +3 bonus to this check) knows the safe order in which the elements are listed.

*With the six keys in their locks, the statue slides aside silently, revealing the first few steps of a spiral staircase. You have no way of knowing how deep it goes. It is only 5 feet wide, allowing you to go down in a single file line. The air feels dense and fetid as you descend even deeper into the dungeon.*

Blackmoor Castle

# LEVEL 16



# Level 16

**Table 16-1: Wandering Monster Encounters**

| | |
|---|---|
| 2 | 10 Destrachans |
| 3 | 7 Greater Metal Elementals |
| 4 | Nalfenshee |
| 5 | 6 Young Adult Black Dragons |
| 6 | 4 Juvenile Red Dragons |
| 7 | 2 Greater Wood Elementals |
| 8 | 2 Young Adult Red Dragons |
| 9 | 3 Adult Black Dragons |
| 10-12 | Roll on Table 17-1 |

Destrachan: hp 60 each; see *MM* pages 49-50.
Greater Metal Elemental: hp 199 each; see *Dave Arneson's Blackmoor* pages 191-193.
Nalfenshee: hp 175; see *MM* pages 45-46.
Young Adult Black Dragon: hp 152 each; see *MM* pages 70-72.
Juvenile Red Dragon: hp 168 each; see *MM* pages 75-76.
Greater Wood Elemental: hp 219 each; see *Dave Arneson's Blackmoor* pages 191-193.
Young Adult Red Dragon: hp 218 each; see *MM* pages 75-76.
Adult Black Dragon: hp 199 each; see *MM* pages 70-72.

**Table 16-2: Encounter Index**

| Area | Page | Type | Description | EL |
|---|---|---|---|---|
| 16-1 | 242 | C/P | 3 Iron Golems | 16 |
| 16-2 | 243 | T | 4 *Maximized Blade Barrier* Traps | 14 |
| 16-3 | 243 | C | Horned Devil | 16 |
| 16-4 | 245 | T | Deadly Ballista Trap | 15 |
| 16-5 | 245 | C/T | 2 *Energy Drain* Traps, 8 Dark Nagas | 15 |
| 16-6 | 246 | C | 10 Spirit Nagas | 16 |
| 16-7 | 247 | C/P | Human Mage18 | 18 |
| 16-8 | 249 | P | Portal Puzzle | 14 |
| 16-9 | 249 | T | Lava Flood Trap | 17 |
| 16-10 | 249 | C | Mature Adult Red Dragon | 18 |
| 16-11 | 251 | C | 12 Young Red Dragons | 14 |
| 16-12 | 252 | C | 2 Young Adult Red Dragons | 15 |
| 16-13 | 253 | C | 4 Iron Golems | 17 |
| 16-14 | 254 | J | Lava Pit and Portal | 17 |

## Area 16-1 —Cavern Entrance (EL 16)

*As you descend into the next level of the dungeon, you note that the uneven stone here shows signs of extreme heat, with frequent blackened marks of indeterminate origin. The smell of sulfur permeates the area, but as you reach the bottom of the steps, the rocks give way to more well-crafted masonry. Straight ahead, you can see three huge humanoid statues of metal, standing vigil next to a massive door. Smaller passages also branch out to the east and west of the door.*

The three "statues" next to the door are, predictably enough, iron golems. The golems activate if anyone attempts to open the door by any means other than inserting the two proper keys, which can be found in the rooms to the left (Area 16-2) and the right (Area 16-3). A DC 15 Search check reveals that two keyholes are in the door, but not that these are the method for avoiding the golems. The door itself is protected by a force effect similar to a *wall of force*, and can only be destroyed by a *disintegrate* spell followed by normal damage. As such, it is likely the players will look to the nearby rooms for the keys.

Once triggered, the golems attack the person who attempted to open the door until they have been subdued, then move back into their positions near the door and deactivate unless other players continue attacking them.

**Iron Golem (3):** CR 13; Large Construct; HD 18d10+30; hp 129 each; Init -1; Spd 20 ft.; AC 30, touch 8, flat-footed 30 (-1 size, -1 Dex, +22 natural); Base Atk +12; Grp +28; Atk +23 melee (2d10+11, slam); Full Atk +23 melee (2d10+11, 2 slams); Space/Reach 10 ft./10 ft.; SA Breath weapon; SQ Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +6, Ref +5, Will +6; Str 33, Dex 9, Con -, Int -, Wis 11, Cha 1.

**Breath Weapon (Su):** 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19

negates. The save DC is Constitution-based.

**Immunity to Magic (Ex):** An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

## Area 16-2 — Chamber of Blades (EL 14)

*The path to the left ends in a large, open room. After a glance, it is clear that this is some kind of smithy; weapons line the walls, and several especially sharp ones lie on a table near the forge. In addition, a silver key is visible on a table near the weapons. The room itself seems abandoned, with no signs of life visible.*

Attempting to pick up any of the weapons in the room, magical or otherwise, triggers one of the four *maximized blade barrier* traps. Similarly, attempting to pick up the key also triggers one of the traps. This continues until all four traps have been expended; they require 10 minutes to rearm after each use. Picking up an object from outside the room with *telekinesis* or similar effects still triggers a trap, but can be used to safely avoid damage. A successful DC 31 Search check reveals the traps' location inside the burning forge itself, although it requires four separate Disable Device checks to deactivate them all.

**Treasure:** The only items of value in the room are the key to the next room and three magical weapons. The weapons are a *+3 flaming longsword*, a *+3 icy burst light mace*, and a *+4 keen dagger*.

***Maximized Blade Barrier* Trap (4):** CR 10; magical; touch trigger; automatic reset; Spell Effect (*blade barrier*, 17th level Cleric, 102 slashing damage, DC 19 Reflex save half damage); Search DC 31, Disable Device DC 31.

## Area 16-3 — Chamber of Horrors (EL 14)

*The path directly across from the forge leads to another open chamber. The room itself is unremarkable except for a large number of cages, mostly still intact. Only one cage – the largest – still holds a living creature. Barely kept at bay by bars of seemingly impossible strength, a 9 foot tall winged devil perpetually tears away at its prison without success.*

This area is used by the dragons that occupy the 16th and 17th floor to experiment on unusual creatures, and the Horned Devil is simply the most recent of these. The second key to the door in Area 16-1 is inside the werewolf's cage, and it can be seen from a distance with a successful DC 20 Spot check. The remaining cages are empty with the exception of two, which contain the corpses of a destrachan and a delver.

If the players step inside the room, the horned devil snaps to attention and watches the players carefully. If any player gets within reach of the cage, it attempts to attack. Picking the lock is simple work (DC 15 Open Locks) if one can get close enough to do so without being interrupted by the monster inside. Nothing is in place to stop the player characters from simply destroying the creature from range if they choose to do so, but the devil will use ranged spells and attacks to fight back if they choose to. Once the devil lord is destroyed or subdued, it's easy enough to pick up the key. The cages are a permanent fixture of the room and cannot be removed by any means; the bars are all but invulnerable to damage (hardness 40) and thus the reason the cornugon cannot escape.

**Horned Devil (Cornugon):** CR 16; Large Outsider (Evil, Extraplanar, Lawful); HD 15d8+105; hp 172; Init +7; Spd 20 ft., fly 50 ft. (average); AC 35, touch 16, flat-footed 28 (-1 size, +7 Dex, +19 natural); Base Attack +15; Grp +29; Atk +24 melee (2d6+10, claw) or +24 melee (2d6+10 plus infernal wound, tail); Full Atk +24 melee (2d6+10, 2 claws) and +22 melee (2d8+5, bite) and +24 melee (2d6+10 plus infernal wound, tail); Space/Reach 10 ft./10 ft. (20 ft. with spiked chain); SA Fear aura, infernal wound, spell-like abilities, stun, *summon devil*; SQ Damage reduction 10/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 28, telepathy 100 ft.; AL LE; SV Fort +16, Ref +16, Will +15; Str 31, Dex 25, Con 25, Int 14, Wis 18, Cha 22.

*Skills and Feats:* Bluff +24, Climb +28, Concentration +24, Diplomacy +10, Disguise +6 (+8 acting), Hide +21, Intimidate +26, Listen +22, Move Silently +23, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks); Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain).

**Spell-Like Abilities:** At will—*dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good, greater teleport* (self plus 50 pounds of objects only); *persistent image* (DC 21) 3/day—*fireball* (DC 19), *lightning bolt* (DC 19). Caster level 15th. The save DCs are Charisma-based.

**Fear Aura (Su):** A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 23 Will save or be affected as though by a *fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

**Stun (Su):** Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

**Infernal Wound (Su):** The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 24 Heal check, a *cure* spell, or a *heal* spell. However, a character attempting to cast a *cure* spell or a *heal* spell on a creature damaged by a horned devil's tail must succeed on a DC 24 caster level check, or the spell has no effect on the injured character. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

***Summon Devil* (Sp):** Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

**Regeneration (Ex):** A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

*Languages:* Infernal, Celestial, Draconic

## Area 16-4 — Sharp and Pointy (EL 15)

*Beyond the locked door lies a small, empty hallway. This hallway ends with a simple wooden door to the right and an open passageway to the left. The door seems to have some faded writing on it, but the letters are highly unusual. The open passageway leads to another long corridor, which seems to change in direction after about 30 feet.*

The door here leads to Area 16-5, while following the open path leads to Area 14-7. The writing on the door reads "Treasury" in draconic; this writing is simply to lure adventurers into a highly dangerous trapped area. Attempting to open the door or tampering with it in any way without the key (held by half-dragons in Area 17-13) triggers the deadly ballista trap, which fires a tremendous ballista bolt from the wall opposite the door one round after the trap is triggered.

A DC 32 successful Search check detects the trap on the door, and it can be disarmed any time before it actually fires with a successful DC 33 Disable Device check. Once the trap is disabled, the door can be unlocked (Open Lock DC 20) or broken easily.

**Deadly Ballista Trap:** CR 14; mechanical; location trigger; manual reset; Atk +24 melee (14d6, ballista bolt); multiple targets (up to two targets in a straight line); onset delay 1 round; Search DC 32, Disable Device DC 33.

## Area 16-5 — Slither, Slither (EL 15)

*As the door opens, you immediately notice several purple-scaled snake-like figures – and they seem to notice you as well. After a moment, you register the fact that these monstrous snakes have the heads of human women, and they don't look pleased to see you. Another doorway is clearly visible on the opposite side of the room.*

The eight nagas here, as well as those in the next room, are the most "tolerated" results of the experiments of the dragons that control this level. Their serpentine nature and natural magic makes the dragons respect these creatures enough to give them their own chambers to live in, although the level is intentionally designed to lead treasure-hungry adventurers here first to allow the dragons time to prepare their own defenses if possible. The nagas are aware of this, but have little power or desire to change the situation. The door on the opposite side of the room is unlocked and unguarded, and leads to Area 16-6.

The nagas here are experiments that have been trained to kill normal humanoid creatures (with a few notable exceptions), and thus are unwilling to parlay even though they understand the common tongue. Alert players can discover two hidden traps in the chamber before the naga have a chance to utilize them; both are *energy drain* traps, and they are located between the player character's door and the current location of the nagas. A DC 34 Search check finds the traps.

The nagas pepper the player characters with their ranged attack spells, starting with *lightning bolt* if the player characters line up in a way that allows them to potentially hit at least two targets with the spell. The nagas are aware of the presence of the traps, and attempt to use them to their advantage.

***Energy Drain* Trap (2)**: CR:10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th level wizard, 2d4 negative levels for 24 hours, DC:23 Fortitude save negates); Search DC 34; Disable Device DC 34.

**Dark Nagas (8):** CR 8; Large Aberration; HD 9d8+18; hp 58 each; Init +7; Spd 40 ft.; AC 14, touch 11, flat-footed 12 (-1 size, +2 Dex, +3 natural); Base Attack +6; Grp +12; Atk +7 melee (2d4+2 plus poison, sting); Full Atk +7 melee (2d4+2 plus poison, sting) and +2 melee (1d4+1, bite); Space/Reach 10 ft./5 ft.; SA Poison, spells; SQ Darkvision 60 ft., detect thoughts, guarded thoughts, immunity to poison, resistance to charm; AL LE; SV Fort +5, Ref +7, Will +8; Str 14, Dex 15, Con 14, Int 16, Wis 15, Cha 17.

*Skills and Feats:* Bluff +9, Concentration +13, Diplomacy +7, Disguise +5 (+7 acting), Intimidate

+5, Listen +11, Sense Motive +8, Spellcraft +12, Spot +11); Alertness, Combat Casting, Dodge, Eschew Materials[B], Lightning Reflexes.

**Poison (Ex):** Injury, Fortitude DC 16 or lapse into a nightmare-haunted sleep for 2d4 minutes. The save DC is Constitution-based.

**Spells:** Dark nagas cast spells as 7th-level sorcerers.

*Typical Sorcerer Spells Known* (6/7/7/5; save DC 13 + spell level): 0—*daze, detect magic, light, mage hand, open/close, ray of frost, read magic;* 1st—*expeditious retreat, magic missile, ray of enfeeblement, shield, silent image;* 2nd—*cat's grace, invisibility, scorching ray;* 3rd—*displacement, lightning bolt.*

**Resistance to *Charm*:** Dark nagas have a +2 racial bonus on saving throws against all *charm* effects (not included in the statistics block).

**Detect Thoughts (Su):** A dark naga can continuously use detect thoughts as the spell (caster level 9th; Will DC 15 negates). This ability is always active. The save DC is Charisma-based.

**Guarded Thoughts (Ex):** Dark nagas are immune to any form of mind reading.

*Languages:* Common, Infernal

## Area 16-6 — Darkness Beyond Twilight (EL 16)

*Behind the unlocked door, you find another, slightly larger chamber. Inside are several figures similar to those from the previous room, but with scales black as night with occasional bands of crimson. [If player characters took more than four rounds in the previous fight] The creatures seem prepared for your entrance, and spring to attack immediately. [If the player characters took less*

*than 4 rounds in the previous fight] The unusual creatures are moving around the room swiftly and beginning to cast spells, seemingly attempting to swiftly prepare defenses for your entrance.*

This chamber houses the more powerful Spirit Naga, ten in total. They guard a small pile of treasure, which is unconcealed in a pile on the back side of the room; the monsters know that the objects and coins are of value, but unlike normal nagas, these created ones have little concept of the actual power of magical items. This also serves as a food and water storage chamber for the level, as well as the floor below. Much of the food consumed by the creatures here is summoned by the dragons or Thasrin, the wizard in Area 16-8, below. The food stored here is mostly dried goods, as well as the choice remains of victims on from raiding parties on other parts of the dungeon.

If the party took long enough in the previous fight (more than 4 rounds), the nagas are prepared, having already cast *cat's grace, shield of faith, and displacement.* If this is the case, they immediately attack. If the nagas have not had enough time to prepare, half of them continue casting these preparation spells, and the other half attack.

**Treasures:** The treasure pile contains about 4,000 gp in coins and three magical items. The items are a *ring of protection +5*, a *rod of metamagic (maximize)*, and a pair of *boots of striding and springing*.

**Spirit Nagas (10):** CR 9; Large Aberration; HD 9d8+36; hp 76 each; Init +1; Spd 40 ft.; AC 16, touch 10, flat-footed 15 (-1 size, +1 Dex, +6 natural); Base Attack +6; Grp +14; Atk/Full Atk +9 melee (2d6+6 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Charming Gaze, poison, spells; SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +6, Will +9; Str 18, Dex 13, Con 18, Int 12, Wis 17, Cha 17.

*Skills and Feats:* Concentration +13, Listen +14, Spellcraft +10, Spot +14; Ability Focus (charming gaze), Alertness, Combat Casting, Eschew Materials[B], Lightning Reflexes.

**Charming Gaze (Su):** As *charm person*, 30 feet, Will DC 19 negates. The save DC is Charisma-based.

**Poison (Ex):** Injury, Fortitude DC 18, initial and secondary damage 1d8 Con. The save DC is Constitution-based.

**Spells:** Spirit nagas cast spells as 7th-level sorcerers, and can also cast spells from the cleric spell list and from the Chaos and Evil domains as arcane spells. The cleric spells and domain spells are considered arcane spells for a spirit naga, meaning that the creature does not need a divine focus to cast them.

*Typical Spells Known* (6/7/7/5; save DC 13 + spell level): 0—*cure minor wounds, daze, detect magic, mage hand, open/close, ray of frost, read magic;* 1st—*charm person, cure light wounds, divine favor, magic missile, shield of faith;* 2nd—*cat's grace, invisibility, summon swarm*; 3rd—*displacement, fireball.*

## Area 16-7 — Pyromancer (EL 18)

*After following the path across from the wooden door for about 30 feet, you reach another wall with an opening to the right. Straight ahea, you can see a statue of a black dragon at the far end of the hall. Nearer to your group, however, is an open doorway on the left side of the hall.*

**Development:** Thasrin, a human mage and servant to Chamber, observes the player characters under the effects of *improved invisibility* from near the altar. As a younger mage, Thasrin was bold enough to kill a young black dragon—one of the children of Dreadfang in the dungeon below—with powerful fire magic. The much more powerful dragon tracked Thasrin down after the demise of the child, crushed him in battle, and spared his life. The powerful black saw that the mage had an uncanny mastery of fire magic and could prove useful. Thasrin woke to found his broken bones mended, and gradually was accepted into Chamber's servitude. Since then, he has served Watchworks well, researching the unusual magical energies the dragons detected in Blackmoor Castle along with them. He is personally responsible for the construction of the Chamber of Fire (Area 17-4), and this has gained him the respect of the chromatic dragons here.

Now fully devoted to the deity that he believes spared his life, Thasrin serves as the guardian of the portal to the draconic chambers below.

If the player characters have not discovered him within two rounds, Thasrin retreats to his room (the room behind the open door) and casts defensive spells to prepare for battle. If subdued or *dominated* successfully, he can explain to the player characters that the statue is a teleporting device to the other section of the dungeon; he will not, however, tell them that it is trapped on the other side unless specifically asked. He also divulges his own background if asked, and explain that this is a sacred place dedicated to Chamber. He knows that the area has very unusual magical properties, and that the dragons have been experimenting here for a long time. He has never been below Level 17 personally, and though he suspects that the dragons found some sort of artifact below, he has not been given any details. Thasrin's room has a simple bed, food and water, and other basic human necessities, as well as a *crystal ball* and a small grayish stone key, which opens the door to Area 17-2 on the floor below.

If undetected, Thasrin retreats to his chamber and casts *haste*, *stoneskin*, *fire shield*, *minor globe of invulnerability*, *bear's endurance*, *cat's grace*, *shield*, and *protection from evil*. If he has time to cast these spells before the player characters find him, he casts a *gate* spell and attempts to summon a demon (judge's choice) before entering combat. He sends the demon to attack first, then begin casting *delayed blast fireballs* into the hallway if possible. If severely wounded (reduced to 30 hp or less) he attempts to cast *teleport without error* to escape to Area 17-4. He will not cast this defensively, so player characters next to him have a chance to interrupt his spellcasting with attacks of opportunity. If he successfully escapes, which is unlikely, he is in Area 17-4 and ready to attack the player characters when they enter the area along with the fire elementals there.

**Treasure:** Thasrin's equipment, *crystal ball* (on a table in Thasrin's quarters), small stone key.

**Thasrin Male Human Wizard18:** CR 18; Medium Humanoid (Human); HD 18d4+18; hp 65; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 18 (+3 Dex, +2 natural, +6 armor); Base Atk +10; Grp +10; Atk +11 melee (1d4+1/19-20, ) or +15 ranged (1d8/19-20, masterwork light crossbow); Full Atk +11/+6 melee (1d4+1/19-20, dagger) or +15/+10 ranged (1d8/19-20, masterwork light crossbow); AL NE; SV Fort +9, Ref +9, Will +12; Str 10, Dex 16, Con 13, Int 25, Wis 12, Cha 8.

*Skills and Feats:* Concentration +22, Craft (alchemy) +28, Spellcraft +28, Knowledge (arcana) +28, Knowledge (religion) +28, Knowledge (nobility and royalty) +28; Brew Potion, Combat Casting, Empower Spell, Great Fortitude, Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll[B], Silent Spell, Still Spell.

*Wizard Spells Prepared* (4/6/6/4/5/5/5/4/3/2; save DC 17 + spell level): 0—*daze, detect magic, flare, ray of frost*; 1st— *burning hands (2), protection against evil, color spray, identify, shield*; 2nd—*knock, flaming sphere, scorching ray, web, bear's endurance, cat's grace*; 3rd—*haste, slow, fireball (x2), lightning bolt*; 4th—*improved invisibility, minor globe of invulnerability, fire shield, enervation, stoneskin*; 5th—*cone of cold (2), teleport, summon monster V, quickened magic missile*; 6th—*chain lightning, transformation, disintegrate, maximized fireball*; 7th—*delayed blast fireball (2), teleport without error*; 8th—*summon monster VIII, empowered chain lightning, quickened ice storm*; 9th—*meteor swarm, gate.*

*Spellbook:* 0—*daze, detect magic, read magic, light flare, ray of frost*; 1st—*burning hands, summon monster I, mage armor, magic missile, protection against evil, color spray, identify, shield, sleep, charm person*; 2nd—*knock, flaming sphere, scorching ray, web, bear's endurance, cat's grace, blur, levitate*; 3rd—*haste, slow, fireball, blink, vampiric touch, lightning bolt*; 4th—*improved invisibility, minor globe of invulnerability, fire shield, ice storm, wall of ice, enervation, stoneskin*; 5th—*cone of cold, teleport, summon monster V, teleport*; 6th—*chain lightning, transformation, disintegrate, summon monster VI*; 7th—*delayed blast fireball, teleport without error, summon monster VII*; 8th—*summon monster VIII, protection from spells, power word: kill;* 9th—*meteor swarm, gate, wish, summon monster IX.*

*Possessions:* Common, Draconic, Infernal, Orcish.

*Possessions:* 44,000 gp, *bracers of armor +6*, *+1 dagger*, *headband of intellect +6*, *gloves of dexterity +2*, *amulet of natural armor +2*, masterwork light crossbow, 10 bolts, spellbook.

## Area 16-8 — Passing Time (EL 14)

*A closer look at the black dragon statue reveals one unusual quality; though massive, the creature lacks wings. They do not appear to be broken off; rather, there simply are no wings on the statue.*

The statue here represents the true dragon Chamber. The statue does in fact teleport the player characters to the next part of the dungeon (into Area 16-9, specifically), and can be activated by the keyword "Watchworks" – Chamber's more common name.

If the keyword "Watchworks" is spoken, the speaker is teleported to Area 16-9, and the trap in that room immediately activates. A successful DC 20 Knowledge (Religion) check tells the player characters that the statue represents Chamber; if the player character passes the check by more than 10 points (i.e. DC 30) they can also be told that Chamber is frequently called Watchworks. In addition, a small, common clock can be found in the creature's right shoulder – a final clue to the password.

## Area 16-9 — Cleansing by Fire (EL 17)

*After recovering from the sudden change in your surroundings, you note that you are in a small, square room of unusual metal. After only a few seconds, you are surprised to see several tubes pouring molten lava into the chamber! The room's single door is only about ten feet away.*

The red dragons use this chamber to purify themselves before entering the sacred halls of Chamber in the level below. The black dragons follow the same ritual, protecting themselves and their smaller children with fire resistance magic before using the statue of Chamber and entering this part of the area. The door and walls are magically reinforced, but the door's lock can be picked (Open Locks DC 35) to escape the chamber. The dragons also have a secret password to deactivate the trap in the room when necessary, which is "Supreme Intellect" in draconic. The door has a SR 30, and thus it resists most (but not all) *knock* and similar spells. Damage-dealing spells and attacks have no effect on the doors and walls.

Once any player enters the chamber, the trap triggers, beginning to fill the room with lava – a process that takes four rounds. Four rounds after the room is flooded, the lava drains from the room and the door unlocks. The player characters can either choose to try to find and disable the trap, or simply attempt to unlock the door to escape. Exiting the chamber leads into Area 16-10.

**Lava Flood Trap:** CR 17; mechanical; proximity trigger; automatic reset; no attack roll necessary (liquid); Search DC 31; Disable Device DC 31. Room floods in 4 rounds, dealing 18d6 fire damage per round once flooded, plus drowning effects (see *DMG*).

## Area 16-10 — Dragonfire (EL 18)

*The lava in the previous room was immensely hot, but the sight in front of you simmers with an unspeakable heat. A massive crimson dragon nests atop a pile of jewels, on a large island floating in a river of lava. The heat distorts your vision, making it difficult to see clearly, but two other visible paths lead out of the massive room. The dragon appears to be asleep—for now.*

The dragon, Sen'tranil (or "Searing Thought" in the common tongue) is among the most powerful servants of Chamber present in the dungeon. Master of this dungeon level, the Mature Adult Red Dragon is extremely intelligent, and well aware of the presence of the player characters. Sen'tranil feigns fear initially to determine the best way to attack the player characters. The dragon fights to the death, and is uninterested in speaking to the player characters, but insults them if they attempt to talk after attacking.

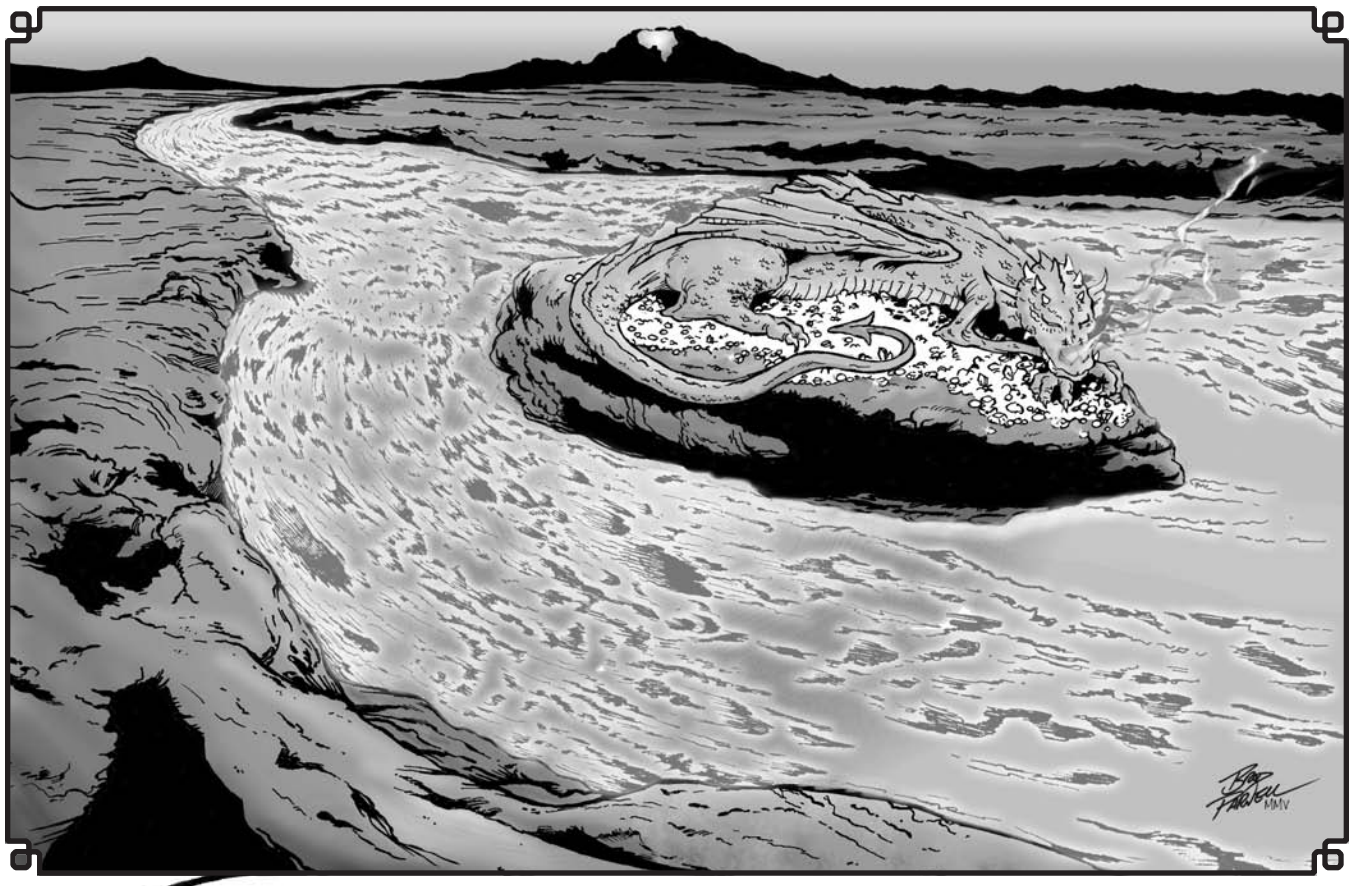
A 10 foot wide river of lava separates the party from the dragon, which can be crossed by any normal means. Falling into the lava deals 18d6

points of fire damage per round. Three other exits exist in the room: two visible, one hidden. The furthest left of the visible exits leads into a better sculpted stone area (Area 16-13). The other visible exit leads into another large draconic cavern (Area 16-12). Finally, the hidden passage (which can be found with a successful DC 34 Search check) leads to a hidden treasure chamber (Area 16-11).

Sen'Tranil feigns sleep until attacked, or he can identify the "weakest" looking member of the group, whichever happens first. When either of these occurs, the mighty dragon immediately unleashes his breath attack at his chosen target, not wanting to take any chances. If the adventurers survive, Sen'Tranil uses the lava river as a natural barrier to prevent the player characters from getting close, and pound them with ranged attack spells unless the player characters seem to be faring well at range. If the player characters seem to have the advantage at range, the dragon moves swiftly into melee with the least heavily armored player character, or any player character he can identify as a sorcerer or wizard. Clerics are next on the kill list after mages, followed other spellcasters, then by everyone else.

**Treasure:** The dragon's treasure pile contains several magical objects, as well as coins. The most important item is a magical gemstone shaped like a sahaugin, which can be used with three other gems to unlock a door later in the dungeon. The massive creature also guards a suit of *elven chain*, *+4 full plate armor +4*, a *+3 large steel shield*, a *+2 distance dagger of throwing*, and a *wand of restoration* (50 charges). In addition, about 20,000 gp worth of coins are in the pile, and an additional 12,000 gp worth of nonmagical gems.

**Sen'Tranil, Mature Adult Red Dragon:** CR 18; Huge Dragon; HD 25d12+150; hp 350; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 32, touch 8, flat-footed 32 (-2 size, +24 natural); Base Atk +25; Grp +44; Atk +35 melee (2d8+11, bite); Full Atk +35 melee (2d8+11, bite) and +33 melee (2d6+5, 2 claws) and +32 melee (1d8+5, 2 wings) and +32 melee (2d6+5, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA Breathe weapon (14d10, DC 28), crush (2d8+16, DC 24); SQ Blindsense 60 ft., darkvision 120 ft., DR 10/magic, frightful presence (DC 26), immunities, immunity to fire, keen senses, *locate object*, SR 23, vulnerability to cold; AL CE; SV Fort +20, Ref +14, Will +18; Str 33, Dex 10, Con 23, Int 18, Wis 19, Cha 18.



*Skills and Feats:* Appraise +32, Bluff +34, Concentration +34, Intimidate +34, Knowledge (select two) +32, Listen +34, Jump +35, Sense Motive +32, Spot +34; Alertness, Blind-Fight, Improved Initiative, Multiattack, Persuasive, Power Attack, Snatch, Weapon Focus (bite), Weapon Focus (claw).

*Sorcerer Spells Known* (6/7/7/7/5; 9th-level caster, save DC 14 + spell level): 0—*acid splash, detect magic, elemental globe (fire)*, flare, mage hand, message, read magic, resistance;* 1st—*burning hands, elemental bolt (fire)*, mage armor, magic missile, shield;* 2nd—*bull's strength, cat's grace, hummingbird's flight†, lion's pounce†;* 3rd—*dispel magic, fireball, protection from energy;* 4th—*fire shield, wall of fire*.

* See *Dave Arneson's Blackmoor*.

† See *Dave Arneson's Player's Guide to Blackmoor*.

**Breath Weapon (Su):** A young red dragon has one type of breath weapon, a 50-ft. cone of fire. Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice. Creatures caught in the area can attempt a DC 28 Reflex saves to take half damage.

**Crush (Ex):** This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

**Blindsense (Ex):** Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

**Frightful Presence (Ex):** A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 210 feet are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a DC 26 Will save remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

**Immunities (Ex):** All dragons have immunity to *sleep* and paralysis effects.

**Keen Senses (Ex):** A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

***Locate Object* (Sp):** A juvenile or older red dragon can use this ability as the spell of the same name, seven times per day.

*Languages:* Draconic, Abyssal, Common, Ignan, Metallic.

## Area 16-11 — Shiny Objects (EL 14)

*This smaller, hidden chamber holds a cache of gleaming items. Unfortunately, those items are currently being toyed with by children— red dragon children. Although clearly younger than the massive drake outside, these dragons are still no hatchlings, and likely adolescent in age. The dragons look at you in shock as you enter, but do not immediately attack.*

These dragons are the children of the young adult couple in Area 16-12. They are kept in the (relative) safety of the hidden chamber and allowed to play with some of the less valuable magical items. Unlike all other dragons here, they may be willing to talk if scared into it—after all, they are

younger dragons, and they know that Sen'Tranil is outside.

If the player characters simply talk to the dragons, they can leave unmolested. The dragons are scared, and though thoroughly evil, they have little desire to attack powerful adventurers without need. They will not, however, allow the player characters to take the magical items in the room unless subdued by force, knowing that they would likely be killed if they handed over such equipment. If the players offer to trade anything that *seems* extremely valuable for the magical items here, the dragons consider it depending on how strong of an argument the player characters present.

If attacked or forced to attack, the young dragons gang up on whoever is nearest and attack viciously, fighting without mercy.

**Treasure:** A *manual of bodily health +2*, a suit of *+3 fire resistance leather armor*, a *+3 dire flail*, a *+3 frost greataxe*, and 10,000 gp.

**Young Red Dragons (8):** CR 7; Large Dragon; HD 13d12+39; hp 123 each; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 21, touch 9, flat-footed 21 (-1 size, +12 natural); Base Atk +13; Grp +24; Atk +20 melee (2d6+7, bite); Full Atk +20 melee (2d6+7, bite) and +17 melee (1d8+3, 2 claws) and +17 melee (1d6+3, 2 wings) and +17 melee (1d8+3, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA Breathe weapon (6d10, DC 19); SQ Blindsense 60 ft., darkvision 120 ft., immunities, immunity to fire, keen senses, vulnerability to cold; AL CE; SV Fort +11, Ref +8, Will +9; Str 25, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

*Skills and Feats:* Appraise +17, Bluff +17, Concentration +19, Knowledge (select one) +17, Listen +19, Jump +19, Spot +19; Alertness, Blind-Fight, Improved Initiative, Multiattack, Weapon Focus (bite).

*Sorcerer Spells Known* (5/4; 1st-level caster, save DC 11 + spell level): 0—*detect magic, detect poison, prestidigitation, resistance;* 1st—*burning hands, shield*.

**Breath Weapon (Su):** A young red dragon has one type of breath weapon, a 40-ft. cone of fire. Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice. Creatures caught in the area can attempt a DC 19 Reflex saves to take half damage.

**Blindsense (Ex):** Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

**Immunities (Ex):** All dragons have immunity to *sleep* and paralysis effects.

**Keen Senses (Ex):** A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

*Languages:* Draconic, Metallic.

## Area 16-12 — Teamwork (EL 15)

*The large passageway leads into an open chamber comparable in size to the previous, but it's even more intimidating. Two large red dragons glare at your group from the opposite end of the room, and both immediately begin to raise their voices in the language of magic.*

Firestrike and Lavadance, a pair of recent mates and the parents of the dragons in Area 16-11, live in this large chamber. As young adults, they are unusually loyal for red dragons, and fight to defend each other, especially if they have reason to believe their children have already been attacked. The dragons refuse to speak to the player characters under any circumstances, and attack mercilessly with spells, breath, and deadly claws.

The dragons begin the battle by focusing their fire breath on the same target (if not the entire group). After this, the dragons attempt to attack the player characters in melee if possible, and focus on the same player.

**Treasure:** Most of the dragons' treasure is in the other room with the children, but they sleep on a comfortable pile of 18,000 gp, with a *+4 shock short sword* and a *+3 unholy mace* amidst the coins.

**Young Adult Red Dragons (2):** CR 13; Huge Dragon; HD 19d12+95; hp 218 each; Init +4; Spd 40 ft., fly 150 ft. (poor); AC 26, touch 8, flat-footed 26 (-2 size, +18 natural); Base Atk +19; Grp +37; Atk +28 melee (2d8+10, bite); Full Atk +28 melee (2d8+10, bite) and +25 melee (2d6+5, 2 claws) and +25 melee (1d8+5, 2 wings) and +25 melee (2d6+5, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA Breathe weapon (10d10, DC 24), crush (2d8+15, DC 24); SQ Blindsense 60 ft., darkvision 120 ft., DR 5/magic, frightful presence (DC 21), immunities, immunity to fire, keen senses, *locate object*, SR 19, vulnerability to cold; AL CE; SV Fort +16, Ref +11, Will +13; Str 31, Dex 10, Con 21, Int 14, Wis 15, Cha 14.

*Skills and Feats:* Appraise +24, Bluff +24, Concentration +27, Intimidate +24, Knowledge (select one) +24, Listen +26, Jump +28, Spot +26; Alertness, Blind-Fight, Hover, Improved Initiative, Multiattack, Weapon Focus (bite), Wingover.

*Sorcerer Spells Known* (6/7/5; 5th-level caster, save DC 12 + spell level): 0—*acid splash, dancing lights, detect magic, flare, mage hand, resistance;* 1st—*burning hands, mage armor, magic missile, shield;* 2nd—*bull's strength, cat's grace*.

**Breath Weapon (Su):** A young red dragon has one type of breath weapon, a 50-ft. cone of fire. Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice. Creatures caught in the area can attempt a DC 24 Reflex saves to take half damage.

**Crush (Ex):** This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

**Blindsense (Ex):** Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

**Frightful Presence (Ex):** A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 150 feet are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a DC 21 Will save remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

**Immunities (Ex):** All dragons have immunity to *sleep* and paralysis effects.

**Keen Senses (Ex):** A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

***Locate Object* (Sp):** A juvenile or older red dragon can use this ability as the spell of the same name, five times per day.

*Languages:* Draconic, Common, Metallic.

## Area 16-13 — Iron Fists (EL 17)

*The pathway leads into a sculpted stone corridor, which appears to have been carefully constructed by magical means. After about 20 yards, the hall ends in a small room with a single door, guarded by four familiar humanoid statues constructed from metal.*

The four iron golems here activate if the player characters do not state the password "Watchworks" before attempting to open the door. The door itself is unlocked; the dragons

rely on the golems to stop any potential intruders here.

Once triggered, the golems attack the person who attempted to open the door until they have been subdued, then move back into their positions near the door and deactivate unless other players continue attacking them.

**Iron Golem (4):** CR 13; Large Construct; HD 18d10+30; hp 129 each; Init -1; Spd 20 ft.; AC 30, touch 8, flat-footed 30 (-1 size, -1 Dex, +22 natural); Base Atk +12; Grp +28; Atk +23 melee (2d10+11, slam); Full Atk +23 melee (2d10+11, 2 slams); Space/Reach 10 ft./10 ft.; SA Breath weapon; SQ Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +6, Ref +5, Will +6; Str 33, Dex 9, Con -, Int -, Wis 11, Cha 1.

**Breath Weapon (Su):** 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

**Immunity to Magic (Ex):** An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the *slow* spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a *fireball* gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

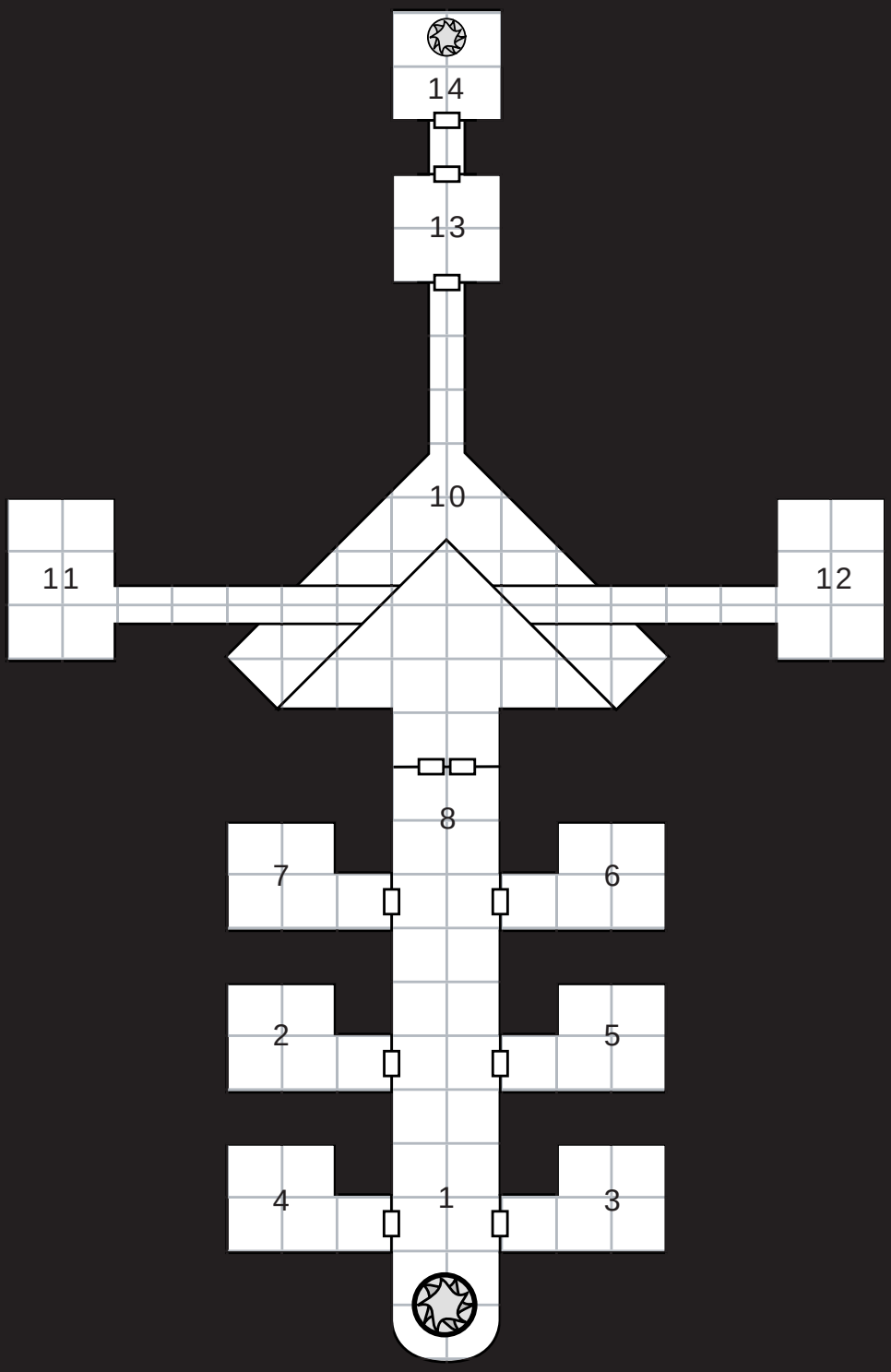
## Area 16-14 — Leap of Faith (EL 17)

*After passing through the door, you note that the ground level swiftly drops just a few feet ahead. Below, you can see a massive pool of lava, as well as a glowing red portal about 20 feet past the drop-off and directly in the middle of the lava lake. There are no ledges to climb on to get closer to the portal, or any indication where the portal itself might lead.*

The dragons use this room as one final measure to prevent non-dragons from reaching Chamber's Temple on the floor below. The portal here leads to Area 17-1, but the players may have difficulty reaching it. Simply jumping or using any standard magic works, but if the player somehow misses their mark and falls in the lava, they take 18d6 points of fire damage per round while submerged. No handholds exist to climb around the chamber, nor for a grappling hook or a similar tool to function.

Blackmoor Castle

# LEVEL 17

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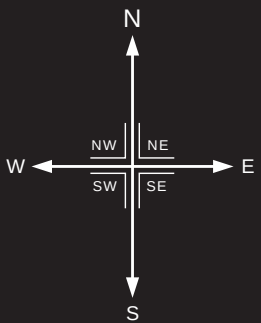


# Level 17

**Table 17-1: Wandering Monster Encounters**

| | |
|---|---|
| 2 | 4 Elder Water Elementals |
| 3 | 4 Elder Earth Elementals |
| 4 | 5 Elder Metal Elementals |
| 5 | 4 Adult Black Dragons |
| 6 | 2 Old Black Dragons |
| 7 | Elder Wood Elemental |
| 8 | 10 Juvenile Red Dragons |
| 9 | 3 Adult Red Dragons |
| 10-12 | Roll on Table 18-1 |

Elder Water Elemental, hp 228, see *MM* pages 98-101.
Elder Earth Elemental, hp 228, see *MM* pages 97-98.
Elder Metal Elemental, hp 228, see *Dave Arneson's Blackmoor* pages 191-193.
Adult Black Dragons, hp 199, see *MM* pages 70-72.
Old Black Dragons, hp 287, see *MM* pages 70-72.
Elder Wood Elemental, hp 248, see *Dave Arneson's Blackmoor* pages 194-196.
Juvenile Red Dragons, hp 168, see *MM* pages 76-78.
Adult Red Dragons, hp 253, see *MM* pages 76-78.

**Table 17-2: Encounter Index**

| Area | Page | Type | Description | EL |
|---|---|---|---|---|
| 17-1 | 256 | I | Choice of several doorways | 15 |
| 17-2 | 257 | J/C | 10 Delvers | 16 |
| 17-3 | 258 | T/C | 2 *Maximized Chain Lightning* Traps, 3 Elder Air Elementals | 15 |
| 17-4 | 259 | C | 5 Elder Fire Elementals | 16 |
| 17-5 | 260 | C | Aboleth Mage | 17 |
| 17-6 | 261 | J | Captured Eldrich Knight | 19 |
| 17-7 | 263 | C | 3 Elder Black Puddings | 15 |
| 17-8 | 264 | I | Locked Door | - |
| 17-9 | 264 | C | Very Old Black Dragon | 18 |
| 17-10 | 265 | I/T | Dead Silver Dragon and Altar | 15 |
| 17-11 | 266 | C | 8 Young Adult Black Dragons | 15 |
| 17-12 | 267 | C | 4 Mature Adult Black Dragons | 18 |
| 17-13 | 268 | C | 2 Half-Dragons | 20 |
| 17-14 | 270 | - | Stairway/Safe Room | - |

## Area 17-1 — Halls of the Scale (EL 15)

*Upon entering the portal, a wave of heat washes over you. As you reorient yourself, you realize you are in a completely different area. A long hallway of carefully carved stone leads into the distance. The only uneven surface here is the floor itself, which slants upward and downward at awkward angles, forming small hills every few paces. Toward the end of the hall, you can see a large, intricate door. Several smaller doors of different colors and materials line the hall: six in total.*

This area is the entrance of the Temple of Chamber, as well as the labs where they study. Each of the six side rooms is devoted to one of the six elements; earth, air, fire, water, wood, and metal. The doorway at the end of the hall represents Area 17-8; refer to that section if the player characters choose to investigate it. The six doorways here are trapped and can be deadly if the player characters attempt to open them out of sequence. The second door on the left is the "Earth" elemental door, and the first door the player characters have access to, provided they retrieved the stone key from Thasrin's room. The doors can be opened without the proper key, but prove considerably more dangerous if the players attempt to do so. The traps on the doors are only triggered if the doors are not opened with the key. Any attempt to force the door open with spells or attacks, or pick the lock on the door, triggers the trap. The doors are nearly indestructible to most forms of damage, but 60 points of damage from the opposing element will destroy any given door.

**Table 17-3: Elemental Doors**

| Door | Material | Location | Trap |
|---|---|---|---|
| Earth | Grey Stone | Middle Left (Area 17-2) | Maximized Greater Earth Orb Trap |
| Air | Barrier of solid wind | Bottom Right (Area 17-3) | Maximized Greater Air Orb Trap |
| Fire | Red-hot volcanic rock | Bottom Left (Area 17-4) | Maximized Greater Fire Orb Trap |
| Water | Ice | Middle Right (Area 17-5) | Maximized Greater Water Orb Trap |
| Metal | Silver | Top Right (Area 17-6) | Maximized Greater Metal Orb Trap |
| Wood | Oak | Top Left (Area 17-7) | Maximized Greater Wood Orb Trap |

***Maximized Greater Elemental Orb* Trap (6):** CR 10; magical; visual trigger (*true seeing*); multiple targets (first 3 targets within range); automatic reset; Atk +12 ranged touch; Spell Effect (*greater elemental orb*, 17th level Wizard, 9 orbs for 24 elemental damage each); Search DC 32, Disable Device DC 38.

## Area 17-2 — Chamber of Earth (EL 16)

*After opening the stone door, you see an unusual gathering of creatures inside the room. Almost two dozen huge, tear-drop shaped creatures covered in putrid slime tear away at the stone cavern behind the doors. The bizarre creatures seem to pay you little heed, focusing instead on burrowing a tunnel into the stone here, which seems to go many yards into the solid earth. An empty table and chair sit not far from the creatures, and a long, slender object sits on the table.*

This room is home to ten delvers, bizarre aberrations used by the dragons here in their attempt to find the source of the unusual magical energies that brought them here. Their success has been limited thus far, but the creatures work tirelessly, burning and clawing their way through the stone. The delvers completely ignore the adventurers if they choose not to attack, and allow the player characters to take the object on the table – a long key shaped like a lightning bolt – without a problem. The delvers fight as a group if any of them are attacked, but simply do not wish to be bothered.

The delvers attack half-heartedly if assaulted, having no real desire to fight the player characters. The delvers retreat further into their massive tunnel as they take damage. The player characters find that the massive chamber leads deep into the earth, but does not open up into the dungeon level below.

**Treasure:** A metal key shaped like a lightning bolt. This is used to open the Chamber of Air without triggering its trap. Since the door appears to be made of wind, the player characters simply need to place the key into any part of the "windy" door to open it, there is no actual keyhole.

**Delvers (10):** CR 9; Huge Aberration; HD 15d8+78; hp 145 each; Init +5; Spd 30 ft., burrow 10 ft.; AC 24, touch 9, flat-footed 23 (-2 size, +1 Dex, +15 natural); Base Atk +11; Grp +27; Atk +17 melee (1d6+8 plus 2d6 acid, slam); Full Atk +17 melee (1d6+8 plus 2d6 acid, 2 slams); Space/Reach 15 ft./15 ft.; SA Corrosive slime; SQ Darkvision 60 ft., immunity to acid, stone shape, tremorsense 60 ft.; AL N; SV Fort +12, Ref +6, Will +11; Str Str 27, Dex 13, Con 21, Int 14, Wis 14, Cha 12.

*Skills and Feats:* Knowledge (dungeoneering) +14, Knowledge (nature) +4, Listen +20, Move Silently +17, Spot +20, Survival +14 (+16 underground); Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Toughness.

**Corrosive Slime (Ex):** A delver produces a mucuslike slime that contains a highly corrosive substance. The slime is particularly effective against stone. A delver's mere touch deals 2d6 points of acid damage to organic creatures or objects. Against metallic creatures or objects, a delver's slime deals 4d8 points of damage, and against stony creatures (including earth elementals) or objects it deals 8d10 points of damage. A slam attack by a delver leaves a patch of slime that deals 2d6 points of damage on contact and

another 2d6 points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime. An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds on a DC 22 Reflex save. Weapons that strike a delver also dissolve immediately unless the wielder succeeds on a DC 22 Reflex save. A creature attacking a delver with natural weapons takes damage from its slime each time an attack hits unless the creature succeeds on a DC 22 Reflex save. These save DCs are Constitution-based.

**Stone Shape (Ex):** A delver can alter its slime to temporarily soften stone instead of dissolving it. Once every 10 minutes, a delver can soften and shape up to 25 cubic feet of stone, as a *stone shape* spell (caster level 15th).

*Languages:* Terran, Undercommon

## Area 17-3 — Chamber of Air (EL 15)

*As you open the door to the next room, it takes you a moment to register just how large the chamber is; it is in this same moment that you notice the three massive tornados inside the room, which seem to be moving swiftly toward you.*

This chamber is used for experimentation on air elemental creatures, and the three elder air elementals here are just the most recent of these. The elementals are enraged at their capture, and will lash out immediately at the player characters without realizing that they are not the ones that have kept the elementals bound here. The key to the next chamber, a blackened key of sharp obsidian, lies on the floor toward the back of the large room.

The elementals fight to the best of their ability, but if clearly being beaten, they are smart enough to retreat. The elementals know that two tiles in the room contain lightning-based traps that cannot not harm them, and trigger the traps themselves or attempt to force the player characters to trigger them if possible.

**Treasure:** An obsidian key, which opens the door to the Area 17-4 (Chamber of Fire), lies on the floor near the back of this chamber.

***Maximized Chain Lightning* Trap (2):** CR 10; magical; touch trigger; automatic reset; Spell Effect (*blade barrier,* 17th level Wizard, 102 electrical damage, DC 19 Reflex save half damage); Search DC 31, Disable Device DC 31.

**Elder Air Elementals (3):** CR 11; Huge Elemental (Air, Extraplanar); HD 24d8+96; hp 204 each; Init +15; Spd 100 ft. (perfect); AC 27, touch 19, flat-footed 16 (-2 size, +11 Dex, +8 natural); Base Atk +18; Grp +32; Atk +27 melee (2d8+6, slam); Full Atk +27 melee (2d8+6, 2 slams); Space/Reach 15 ft./15 ft.; SA Air mastery, whirlwind; SQ Damage reduction 10/–, darkvision 60 ft., elemental traits; AL N; SV Fort +12, Ref +25, Will +10; Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 11.

*Skills and Feats:* Listen +29, Spot +29; Alertness, Blind-fight, Cleave, Combat Reflexes, Flyby Attack, Improved Initiative[B], Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse[B].

**Air Mastery (Ex):** Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

**Whirlwind (Su):** The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 feet wide at the base, up to 30 feet wide at the top, and up to 50 feet tall, depending on the elemental's size. The elemental controls the exact height, but it must be at least 10 feet.

The elemental's movement while in whirlwind form does not provoke attacks of opportunity, even if the elemental enters the space another creature occupies. Another creature might be caught in the whirlwind if it touches or enters the whirlwind, or if the elemental moves into or through the creature's space.

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (see the table below for details) and may be lifted into the air. An affected creature must succeed on a Reflex save when it

comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The DC for saves against the whirlwind's effects is DC 28. The save DC is Strength based.

Creatures trapped in the whirlwind cannot move except to go where the elemental carries them or to escape the whirlwind.

Creatures caught in the whirlwind can otherwise act normally, but must succeed on a Concentration check (DC 15 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the whirlwind at one time as will fit inside the whirlwind's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell.

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

*Languages:* Auran.

## Area 17-4 — Chamber of Fire (EL 16)

*The door opens, leading into what appears to be some kind of chamber designed for spellcasting. Five massive elementals form a circle toward the center of the chamber and do not seem to notice your presence. Bookshelves line the walls, and several boxes line the right wall.*

This is Thasrin's study on this floor, where he works with the dragons on mastering the element of fire. The fire elementals here do not attack unless attacked or the player characters attempt to open the boxes on the side of the room, unless specifically ordered by Thasrin (if he survived the encounter with the player characters earlier, which is unlikely). Of the four boxes, the first box contains the key to the next room (Area 17-5: Chamber of Water), the second contains 10,000 gp, the third is empty, and the fourth contains a few magical items. None of the boxes are locked or trapped. The book shelves do not have any spellbooks or objects of value, simply historical books and research to keep Thasrin busy.

The fire elementals attack any player character that attacks them directly or opens the boxes in the room, but leaves all other player characters alone. If Thasrin is present here, he orders the elementals to attack immediately, and attacks from a distance with his spells.

**Treasure:** Icicle key, 10,000 gp, *pearl of the sirens*, *druid's vestments*, *brazier of commanding fire elementals*.

**Elder Fire Elemental (5):** CR 11; Huge Elemental (Fire, Extraplanar); HD 24d8+96; hp 228; Init +13; Spd 60 ft.; AC 25, touch 17, flat-footed 16 (-2 size, +9 Dex, +8 natural); Base Atk +18; Grp +32; Atk melee +26 (2d8+6 plus 2d8 fire, slam); Full Atk melee +26 (2d8+6 plus 2d8 fire, 2 slams); Space/Reach 15 ft./15 ft.; SA burn; SQ Damage reduction 10/–, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL N; SV Fort +14, Ref +23, Will +10; Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11.

*Skills and Feats:* Listen +28, Spot +29; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved

Initiative[B], Great Fortitude, Iron Will, Mobility, Spring Attack, Weapon Finesse[B], Weapon Focus (slam).

**Burn (Ex):** A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a DC 26 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

Creatures hitting a fire elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch on fire unless they succeed on a Reflex save.

*Languages:* Ignan.

## Area 17-5 — Chamber of Water (EL 17)

*Immediately inside the door is a slight decline, which leads into a massive pool of murky water. You can barely make out the form of something large moving under the surface, but it is difficult to identify.*

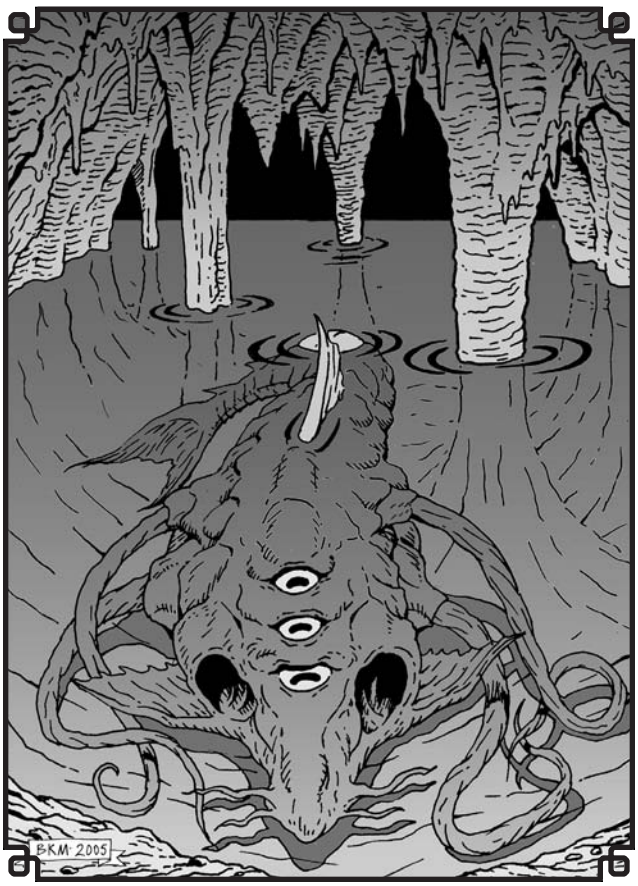
The Chamber of Water is the home to an aboleth mage, one of the craftiest creatures in service to the dragons. Dreadfang, the massive black dragon that runs most of the operations on this level, trained the creature in the use of wizardly magic after its creation, astounded the strange creature was capable of understanding him. While the aboleth is somewhat uncomfortable in the unclear water, it has learned to quickly adapt and use the water to its advantage. In spite of the color, the water here is safe to drink, and serves as the primary water supply for the floors controlled by the servants of chamber. The water supply slowly refills from cracks and fissures in the sides, although the ultimate source of the water is unknown.

The key to the next chamber (Area 17-6: Chamber of Metal) is at the very bottom of the pool, in the form of a miniature silvery bastard sword. A DC 30 Search check reveals the key at the bottom of the murky pool; this check becomes trivial if the player characters somehow purify the water or find a way to see through the murk.

The aboleth is loyal, and also quite evil, so it will do its best to kill the player characters if they attempt to enter the pool. Using the unclear water to its advantage, the aboleth tries to cast *displacement* as soon as the player characters enter to throw them off. After this, it prepares other defensive spells before entering combat. If severely wounded, the creature retreats as best as possible.

**Treasure:** A silver key shaped like a bastard sword.

**Aboleth Mage, 10th-level Wizard:** CR 17; Huge Aberration (Aquatic); HD 8d8+56 plus 10d4+70; hp 180; Init +7; Spd 10 ft., swim 60 ft.; AC 18, touch 11, flat-footed 15 (-2 size, +3 Dex, +7 natural); Base Atk +11; Grp +28; Atk +18 melee (1d6+9 plus slime, tentacle); Full Atk +18 melee (1d6+9 plus slime, tentacle); Space/Reach 15 ft./10 ft.; SA Enslave, psionics, slime, spells; SQ Aquatic subtype, darkvision 60 ft., mucus cloud, summon familiar; AL LE; SV Fort +15, Ref +10, Will +15; Str 28, Dex 16, Con 24, Int 20, Wis 16, Cha 14.



*Skills and Feats:* Bluff +13, Concentration +25, Decipher Script +15, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +4, Knowledge (arcana) +15, Knowledge (dungeoneering) +25, Knowledge (history) +15, Knowledge (the planes) +15, Listen +15, Search +10, Sense Motive +15, Spellcraft +20, Spot +17, Survival +3 (+5 following tracks, on other planes, and underground), Swim +8; Combat Casting, Empower Spell, Eschew Materials, Great Fortitude, Improved Initiative, Lightning Reflexes, Scribe Scroll, Spell Focus (illusion), Spell Focus (enchantment), Spell Penetration.

*Typical Wizard Spells Prepared* (4/6/5/4/4/3; save DC 15 + spell level): 0—*daze, detect magic* (2), *resistance*; 1st—*alarm, charm person, color spray, mage armor, magic missile* (2); 2nd—*blur, bull's strength, darkness, fox's cunning, see invisibilty;* 3rd—*dispel magic, displacement, fly, lightning bolt;* 4th—*greater invisibility, phantasmal killer, scrying, stoneskin;* 5th—*hold monster,* empowered *lightning bolt, wall of force.*

**Enslave (Su):** Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 16 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse,* and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

**Psionics (Sp):** At will—*hypnotic pattern* (DC 14), *illusory wall* (DC 16), *mirage arcana* (DC 17), *persistent image* (DC 17), *programmed image* (DC 18), *project image* (DC19), *veil* (DC 18). Effective caster level 16th. The save DCs are Charisma-based.

**Slime (Ex):** A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 21 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

**Mucus Cloud (Ex):** An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 21 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

**Skills:** An aboleth has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Languages:* Aboleth, Undercommon, Aquan.

## Area 17-6 — Chamber of Metal (EL 19)

*A pristine chamber of metal lies beyond the door, opening up into a large room with several barred rooms which are clearly some kind of jail cells. Only a single room appears presently occupied. Inside is a severely wounded human male, who appears to be in his mid-twenties. Upon seeing you, he immediately pushes himself to the back of the cell defensively, watching carefully. His short black hair and armor are matted with blood, but you can see an insignia of a golden sword on his breastplate.*

The wounded figure here is Variel, a knight of Paccun. He was captured when a group of the dragons ambushed him and his special mount, a silver dragon named Telanaria, several weeks before. He is badly hurt and has had little food to eat; in fact, he likely would have died if not for the *ring of sustanance* he still wears. The knight is unsure of why he and his companion were taken alive, but she was removed from his cell days ago,

and he fears she has been killed. He was stripped of his spellbook and holy sword, but his other possessions were left with him. Stubborn and extremely loyal, he has refused to even attempt to *teleport* to his safety without knowing what has happened to his mount, since he is not even sure of where he really is.

The wooden key to the next area lies on a table not far from the entrance to this room.

If any of the player characters clearly looks to be a paladin or priest of a good-aligned deity, he will immediately identify himself as a paladin and ask for assistance. He is far beyond the point of worrying about his pride, and will openly admit all details of his defeat at the hands of the dragons to the player characters. He is not sure where Telanaria was taken, nor does he know the location of his weapon and spellbook. He healed his initial wounds with his paladin abilities, but he is still hurt due to near-daily beatings from the dragons, and he's not sure why they have continued to keep him alive.

If asked to join the group and they seem trustworthy, Variel aids them in any way he can, provided they swear to help him find Telanaria. He is also willing to wait behind here if the player characters prefer.

If the player characters attack him, Variel fights back to the best of his ability, attempting to disarm any player character that is attacking him in melee to take their weapon. If by some miracle he manages to wound a player character severely, he grants them mercy if they ask for it. If asked to assist the player characters in battle, he requests that they loan him a weapon, since his was taken. If offered, he also memorizes spells from the spellbook of any wizard in the party, but he will not ask for this favor. If his weapon and spellbook are found and he is still with the group, he asks for them back.

**Treasures:** Wooden key that unlocks the door to Area 17-7 (Chamber of Wood)

***Veriel Male Human Paladin5/Wizard5/Eldrich Knight9:** CR 19; Medium Humanoid (Human); HD 5d10+5d4+9d6+54; hp 125; Init +5; Spd 30 ft.; AC 20, touch 11, flat-footed 19 (+1 Dex, +9 armor); Base Atk +16; Grp +22; Atk +25 melee (1d10+11/17-20, *Dawnseal*); Full Atk +25/+20/+15/+10 melee (1d10+8/17-20, *Dawnseal*); AL LG; SV Fort +19, Ref +10, Will +13; Str 16 (22), Dex 12, Con 13 (17), Int 22 (28), Wis 12, Cha 16 (20).

*Skills and Feats:* Climb +24, Concentration +22, Decipher Script +20, Diplomacy +23, Heal +20, Knowledge (arcana) +30, Knowledge (nobility and royalty) +22, Knowledge (religion) +30, Listen +13, Profession (blacksmith) +25, Ride +25, Search +13, Sense Motive +20, Spellcraft +30, Spot +13, Swim +15, Wilderness Lore +12; Alertness, Empower Spell, Improved Critical (bastard sword), Improved Initiative, Leadership, Maximize Spell, Mounted Combat, Quick Draw, Quicken Spell, Spell Mastery (*teleport without error, lightning bolt, invisibility, chain lightning, haste, shield)*, Weapon Focus (bastard sword).

*Wizard Spells Prepared* (4/7/6/6/6/5/3/2; save DC 19 + spell level): 0—*daze, detect magic, flare, ray of frost*; 1st—*burning hands, color spray, identify, magic missile (2), protection against evil, shield*; 2nd—*bear's endurance, cat's grace, flaming sphere, knock, scorching ray, web*; 3rd— *fireball, haste, lightning bolt (2), slow*; 4th—*fire shield, improved invisibility, maximized magic missile, minor globe of invulnerability, stoneskin, wall of ice*; 5th—*cone of cold (2), quickened magic missile, summon monster V, teleport;* 6th—*chain lightning, disintegrate, transformation*; 7th—*delayed blast fireball, teleport without error.*

*Paladin Spells Prepared* (1): 1st—*cure light wounds.*

*Spellbook:* 0—*daze, detect magic, light flare, ray of frost*; *read magic;* 1st—*animate rope, burning hands, charm person, color spray, enlarge, expeditious retreat, identify, mage armor, magic missile, protection against evil, shield, sleep;* 2nd—*bear's endurance, blur, cat's grace, flaming sphere, knock, levitate, scorching ray, web*; 3rd—*blink, fireball, haste, keen edge, lightning bolt, slow;* 4th—*dimensional anchor, fire shield, ice storm, improved invisibility, minor globe of invulnerability, stoneskin, wall of ice*; 5th– *cone of cold, dominate person, teleport;* 6th—*chain lightning, disintegrate, mass haste, summon monster VI, transformation*; 7th—*delayed blast fireball, plane shift, teleport without error.*

*Languages:* Common, Celestial, Dwarven, Elven, Gnome, Halfling.

*Possessions: +4 mithral breastplate, ring of sustenance, ring of evasion, cloak of charisma +4, girdle of giant strength +6, headband of intellect +6, amulet*

*of health +4*. Typically, he carries *Dawnseal*, an enchanted bastard sword (see encounter 17-12).

*Note that the statistics here represent his abilities with all his equipment and when fully rested Veriel currently only has 76 hit points left and his sword and spellbook are missing, and can be found in encounters 17-12 and 17-7 (respectively). The only spells he still has memorized are the six spells on his spell mastery list; he has one of each memorized right now.

## Area 17-7 — Chamber of Wood (EL 15)

*This room was once a well-sculpted chamber of wood, but terrible holes have been burned in the floor and sides. Three monstrous globs of black goo crawl around the room, and begin to move in your direction as the door opens.*

This was the chamber where the dragons experimented on the wood element, but their tests resulted in failure, creating three elder black puddings. These creatures have been locked inside ever since, and are extremely hungry. The creatures attack the player characters on sight. Rather than containing a key, this room holds a locked chest with a few items inside.

**Treasure:** Veriel's possession, including his spellbook, are here, as well as an *amulet of natural armor +5*, which does not belong to him.

**Elder Black Puddings (3):** CR 12; Gargantuan Ooze; HD 20d10+180; hp 290 each; Init -5; Spd 20 ft., climb 20 ft.; AC 1, touch 1, flat-footed 1 (-4 size, -5 Dex); Base Atk +15; Grp +35; Atk/Full Atk +19 melee (3d6+12 plus 3d6 acid, slam); Space/Reach 20 ft./20 ft.; SA Acid, constrict 2d8+12 plus 2d6 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL N; SV Fort +15, Ref +1, Will +1; Str 26, Dex 1, Con 28, Int -, Wis 1, Cha 1.

*Skills and Feats:* Climb +16.

**Acid (Ex):** The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

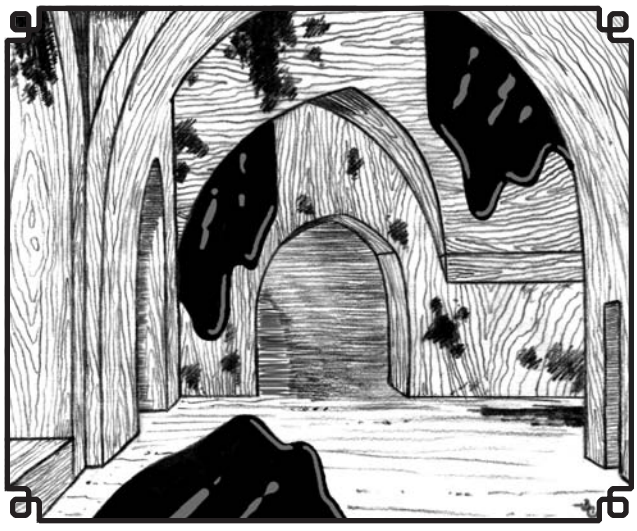
The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

**Constrict (Ex):** A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

**Improved Grab (Ex):** To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Split (Ex):** Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Skills:** A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.



## Area 17-8 — The Seal of Six (EL 15)

*The door at the end of the chamber is huge, and it has six keyholes, each of which clearly matches one of the doors in the room.*

This door leads into the chamber of Dreadfang, the leader of the dragons. Inserting all six of the proper keys unlocks the door. Beginning to unlock the door also alerts Dreadfang to the player characters presence immediately, and he begins preparing defensive spells if the player characters do not enter immediately after they unlock the door.

## Area 17-9 — Dreadfang (EL 18)

*A titanic open chamber of well-crafted stone lies beyond the door, and inside, you can clearly see the form of a massive dragon as dark as shadows. The dragon raises it's head high and stares at you for a moment as you enter, then speaks in a booming voice. "Mortals, I welcome you to the Temple of Chamber."*

The dragon spends a precious few moments speaking with the player characters before attacking. He knows just about everything that has been going on Levels 16 and 17, but only answers 1d4 questions before attacking. The dragon is haughty and considers itself nearly god-like, but it refuses to underestimate its opponents, knowing they have slain many powerful dragons to come so far. If asked who he serves, the dragon replies that he serves Chamber directly, and knows that he is following his God's will through Chamber's children. Dreadfang believes that the two half-dragons (Area 17-13) are here as a testament to his own glory, and is convinced that they are Chamber's actual children with another unidentified creature (which makes it tolerable that they are not full dragon).

If the player characters look around the chamber, they will find two other pathways on the sides of the room. The pathway to the left leads to Area 17-11, and the path to the right

leads to Area 17-12. In addition, this room overlooks a smaller chamber, where they can see a bloody altar below (Area 17-10). If the player characters approach the area with the altar, they see the slender body of a silver-haired humanoid female torn apart on the altar below. If Veriel is with the party, he immediately realizes that this is Telanaria in her human form, and jumps down to rush to the altar.

The massive dragon finishes its talk with a massive acidic breath attack. Afterward, the beast tries to attack with melee until its breath is ready again. If possible, Dreadfang prepares using spells as the player characters begin to open the door before the fight. Unlike many of the dragons, he fights to the death and completely without mercy.

**Dreadfang, Very Old Black Dragon:** CR 18; Huge Dragon; HD 28d12+168; hp 420; Init +4; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 35, touch 8, flat-footed 35 (-2 size, +27 natural); Base Atk +28; Grp +46; Atk +37 melee (2d8+10, bite); Full Atk +37 melee (2d8+10, bite) and +35 melee (2d6+5, 2 claws) and +34 melee (1d8+5, 2 wings) and +34 melee (2d6+5 tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA Breathe weapon (18d4, DC 30), *corrupt water*, crush (DC 23), spell-like abilities; SQ Blindsense, darkvision 120 ft., DR 15/magic, frightful presence (DC 27), immunities, immunity to acid, keen senses, water breathing; AL CE; SV Fort +22, Ref +16, Will +19; Str 31, Dex 10, Con 23, Int 16, Wis 17, Cha 16.

*Skills and Feats:* Concentration +37, Diplomacy +34, Hide +23, Listen +36, Move Silently +23, Spot +36, Swim +41; Alertness, Cleave, Flyby Attack, Hover, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bite), Weapon Focus (claw), Wingover.

*Sorcerer Spells Known* (6/7/7/7/4; 9th-level caster, save DC 13 + spell level): 0—*acid splash, detect magic, elemental globe (water)*, flare, mage hand, message, read magic, resistance;* 1st—*charm person, elemental bolt (water)*, mage armor, magic missile, shield;* 2nd—*bear's endurance, bull's strength, cat's grace, glitterdust;* 3rd—*dispel magic, elemental ball (water), slow;* 4th—*black tentacles, crushing despair* .

* See *Dave Arneson's Blackmoor*.

**Spell-Like Abilities:** 3/day—*darkness* (radius 50 feet), 1/day—*plant growth*.

**Breath Weapon (Su):** A black dragon has one type of breath weapon, a 80-ft. line of acid. Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice. Creatures caught in the area can attempt a DC 30 Reflex saves to take half damage.

***Corrupt Water* (Sp):** Once per day an adult or older black dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to that of the dragon's frightful presence) or become fouled. This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon's frightful presence.

**Crush (Ex):** This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

**Frightful Presence (Ex):** A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 270 feet are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a DC 30 remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

**Blindsense (Ex):** Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

**Immunities (Ex):** All dragons have immunity to *sleep* and paralysis effects.

**Keen Senses (Ex):** A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

**Water Breathing (Ex):** A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

*Languages:* Draconic, Metallic.

## Area 17-10 — Tarnished Silver (EL 15)

*This small room has only one thing of note: the battered form of a beautiful human girl, torn apart across a draconic altar.*

This altar, nearly identical in appearance to the statute in Area 16-8, is far more sinister in nature. The dragons use this altar to sacrifice their failed creations and captured enemies to Chamber,

hoping that he will provide them with insight into the mysterious powers they have detected in this place. Telenaria, a silver dragon, proved an ideal candidate for such a sacrifice, but numerous other bodies can be found nearby, most of which are unidentifiable now. A secret door is concealed behind the altar, and can be detected with a DC 30 Search check. This leads to Area 17-13. The secret door is locked (Open Locks DC 40), and can be opened with a *knock* spell, by destroying the altar, or sacrificing a fresh victim on the altar. The keyword "Dragonspawn" also opens the door, but only Dreadfang and the half-dragons know this password.

If Veriel is with the party, he lifts his companion's body off the altar. He weeps for her and ineffectually try to heal her wounds for several minutes unless the player characters interrupt him. After recovering from his initial sorrow, he attempts to destroy the altar (with *Dawnseal*, if possible) if the player characters do not stop him. A single successful strike with *Dawnseal* sunders the altar and opens the way to Area 17-13. If the player characters allow him to, he takes his leave with his companion's body at this time, using his *teleport without error* to take her to a temple where she might be revived. He gladly grants the player characters any of his possessions as thanks for their help. If the player characters choose to resurrect Telenaria, they have a joyful reunion, and Veriel may be willing to remain with the party for a time after teleporting Telanaria to safety (judge discretion).

**Telanaria, Young Adult Silver Dragon:** hp 199 (currently dead); see *MM* pages 86-89.

## Area 17-11 — Bacon And... (EL 15)

*The corridor leads to a smaller chamber where several smaller black dragons play in a pile of coins and gems. They appear oblivious to your presence thus far. In the far side of the room, you can see a cluster of what appear to be unhatched dragon eggs.*

The player characters have the element of surprise here. If the player characters choose to try to talk, the dragons simply attack as soon as they are alerted. The dragons here surrender if offered, but know nothing of value. The dragons know enough on fighting to try to focus on one enemy at a time, but that is about the extent of their strategy.

**Treasure:** Five unhatched black dragon eggs worth 7,500 gp each if sold to an interested spellcaster, 23,000 gp worth of coins and gems.

**Young Adult Black Dragons (8):** CR 9; Large Dragon; HD 16d12+48; hp 152 each; Init +0; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 24, touch 9, flat-footed 24 (-1 size, +15 natural); Base Atk +16; Grp +24; Atk +20 melee (2d6+4, bite); Full Atk +20 melee (2d6+4, bite) and +17 melee (1d8+2, 2 claws) and +17 melee (1d6+2, 2 wings) and +17 melee (1d8+2, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA Breathe weapon (10d4, DC 21), spell-like abilities; SQ Blindsense, darkvision 120 ft., DR 5/magic, frightful presence (DC 19), immunities, immunity to acid, keen senses, water breathing; AL CE; SV Fort +13, Ref +10, Will +11; Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

*Skills and Feats:* Concentration +22, Diplomacy +20, Hide +15, Listen +22, Move Silently +15, Spot +22, Swim +23; Alertness, Flyby Attack, Hover, Multiattack, Weapon Focus (bite), Wingover.

*Sorcerer Spells Known* (5/4; 1st-level caster, save DC 11 + spell level): 0—*arcane mark, detect magic, detect poison, resistance;* 1st—*ray of enfeeblement, shield*.

**Spell-Like Abilities:** 3/day—*darkness* (radius 50 feet).

**Breath Weapon (Su):** A black dragon has one type of breath weapon, a 80-ft. line of acid. Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice. Creatures caught in the area can attempt a DC 21 Reflex saves to take half damage.

**Frightful Presence (Ex):** A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 150 feet are subject to the effect if they have fewer HD

than the dragon. A potentially affected creature that succeeds on a DC 19 remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

**Blindsense (Ex):** Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

**Immunities (Ex):** All dragons have immunity to *sleep* and paralysis effects.

**Keen Senses (Ex):** A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

**Water Breathing (Ex):** A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

*Languages:* Draconic, Metallic.

## Area 17-12 — A Burning Sensation (EL 18)

*You can see the four massive figures of large black dragons in the distance long before you finish moving down the hall. They appear to be engaged in conversation in the draconic tongue, but may or may not be alert to your presence.*

This room is where the older dragons frequently meet; currently, four mature adult black dragons talk about their plans in the chamber. A player character who successfully makes a DC 39 Hide and Move Silently check can sneak up on the dragons and listen in on their conversation. If the player character can understand draconic, they understand that the dragons are planning to go back down to the next lower level – another "Temple" apparently occupied by hostile creatures – soon. They also are discussing when to sacrifice their last remaining prisoner, and when to obtain more.

Once the dragons are aware of the player characters presence, they begin to prepare defensive spells if the player characters have not yet approached. If the player characters are in range, they begin using their breath attacks two at a time, while the other two cast spells or attack in melee.

**Treasure:** *Dawnseal*, a mithril sunblade with special properties is held here. First, the weapon has the "holy" property, adding +2d6 points of positive energy damage against evil creatures. Second, it is considered permanently under the effects of the *bless weapon* spell. The weapon is considered sacred to the followers of Paccun, and Variel asks to use it if he is with the party when the find it. The weapon is currently thrust into the solid stone of the wall, since the dragons have been unsuccessfully trying to destroy it, and it requires a DC 21 Strength check to remove.

**Mature Adult Black Dragons (4):** CR 14; Huge Dragon; HD 22d12+110; hp 253 each; Init +0; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 29, touch 8, flat-footed 29 (-2 size, +21 natural); Base Atk +22; Grp +38; Atk +29 melee (2d8+8, bite); Full Atk +29 melee (2d8+8, bite) and +26 melee (2d6+4, 2 claws) and +26 melee (1d8+4, 2 wings) and +26 melee (2d6+4, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA Breathe weapon (14d4, DC 26), *corrupt water*, crush (DC 26), spell-like abilities; SQ Blindsense, darkvision 120 ft., DR 10/magic, frightful presence (DC 23), immunities, immunity to acid, keen senses, water breathing; AL CE; SV Fort +18, Ref +13, Will +15; Str 27, Dex 10, Con 21, Int 14, Wis 15, Cha 14.

*Skills and Feats:* Concentration +30, Diplomacy +27, Hide +17, Listen +29, Move Silently +17, Spot +29, Swim +33; Alertness, Cleave, Flyby Attack, Hover, Multiattack, Power Attack, Weapon Focus (bite), Wingover.

*Sorcerer Spells Known* (6/7/5; 5th-level caster, save DC 12 + spell level): 0—*acid splash, dancing lights, detect magic, flare, mage hand, resistance;* 1st—*mage armor, magic missile, ray of enfeeblement, shield;* 2nd—*bull's strength, cat's grace*.

**Spell-Like Abilities:** 3/day—*darkness* (radius 50 feet).

**Breath Weapon (Su):** A black dragon has one type of breath weapon, a 80-ft. line of acid. Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until

1d4 rounds later. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice. Creatures caught in the area can attempt a DC 26 Reflex saves to take half damage.

***Corrupt Water* (Sp):** Once per day an adult or older black dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to support animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC equal to that of the dragon's frightful presence) or become fouled. This ability is the equivalent of a 1st-level spell. Its range is equal to that of the dragon's frightful presence.

**Crush (Ex):** This special attack allows a flying or jumping dragon of at least Huge size to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

**Frightful Presence (Ex):** A young adult or older dragon can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 210 feet are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a DC 26 remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

**Blindsense (Ex):** Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

**Immunities (Ex):** All dragons have immunity to *sleep* and paralysis effects.

**Keen Senses (Ex):** A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

**Water Breathing (Ex):** A black dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

*Languages:* Draconic, Metallic.

## Area 17-13 — Blade of Darkness (EL 20)

*The door behind the altar leads to a long path, ending in a simple wooden door.*

When the player characters reach the wooden door, keep track of how much time they take before opening it. For every 30 seconds, the pair inside have spent one more round casting spells to prepare. This is the lair of two half-dragons, Setherin and Dentria, a brother and sister that claim to be the children of Chamber himself. While this is not actually the case, they are extremely powerful, and were fortunate enough to be the first servants of Chamber to get here. After pillaging part of the temple on the floors below, they found a black bastard sword—the symbol of Chamber—and are convinced it is somehow connected to the mysterious power they felt, if not the source. Since the time they have arrived, they have spent all their attention researching the area and the weapon itself, which Setherin now wields in battle. Setherin and Dentria appear to be a male and female human, respectively, with long clawed fingernails and black eyes, wings, and hair.

The room itself seems to be a relatively normal living chamber, with two beds, a pantry full of normal human food and drink, and a door leading to Area 17-14. The wall has a single mirror, and several other assorted normal human items can be found in the room.

Setherin wades into melee immediately after

the player characters enter, while Dentria supports him with healing and enhancement spells. She uses offensive spells as well, provided that Setherin is in good enough condition to survive another round or two of combat. If one of them is killed, the other attempts to surrender, and try to escape at the nearest opportunity. These two are evil to the core, and loyal to no one but each other, if even that.

**Treasure:** Setherin and Dentria's gear, as well as a magical gemstone shaped like a sahaugin, similar to the one found in Area 16-10.

**Setherin Male Half-Dragon Fighter7/ Blackguard10:** CR 19; Medium Dragon; HD 19d10+171; hp 311; Init +4; Spd 30 ft.; AC 24, touch 10, flat-footed 24 (+4 natural, +10 armor); Base Atk +17; Grp +27; Atk +28 melee (1d10+21/17-20, *Blackshard*); Full Atk +28/+23/+18/+13 melee (1d10+19/17-20, *Blackshard*); SA breath weapon, smite good 3/day, sneak attack +3d6; SQ acid immunity, aura of despair, aura of evil, dark blessing; AL NE; SV Fort +15, Ref +8, Will +8; Str 24 (30), Dex 10, Con 22 (28), Int 22 (28), Wis 14, Cha 16.

*Skills and Feats:* Climb +26, Concentration +12, Diplomacy +18, Hide +20, Jump +20, Knowledge (arcana) +30, Knowledge (nobility and royalty) +22, Knowledge (religion) +30, Listen +13, Move Silently +15, Ride +25, Search +13, Sense Motive +20, Spellcraft +14, Spot +13, Swim +20; Alertness, Cleave, Great Cleave, Improved Critical (bastard sword), Improved Initiative, Leadership, Power Attack, Quick Draw, Sunder, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

*Blackguard Spells Prepared* (4/3/2/1; save DC is 12 + spell level): 1st—*cause fear, doom, inflict light wounds (2);* 2nd—*bull's strength, cat's grace, death knell*; 3rd—*contagion, cure serious wounds*; 4th—*cure critical wounds.*

*Possessions: Blackshard, +5 full plate armor, girdle of giant strength +6, amulet of health +6.*

**Blackshard:** *+4 unholy frost bastard sword*; AL NE; Int 18, Wis 14, Cha 14; telepathy; Ego 23.

*Lesser Powers: darkness* 3/day, *invisibility purge* 3/day.

*Greater Powers: poison* (heightened to 4th) as a touch attack.

*Personality:* Blackshard has special purpose to seek out or create the perfect creature.

**Dentria Female Half-Dragon Cleric15:** CR 17; Medium Dragon; HD 15d8+45; hp 112; Init +3; Spd 30 ft.; AC 25, touch 9, flat-footed 25 (-1 Dex, +4 natural, +8 armor, +4 shield); Base Atk +11; Grp +16; Atk +19 melee (1d8+8, *+3 morningstar*); Full Atk +19/+14/+9 melee (1d8+8, *+3 morningstar*); SA breath weapon; SQ immune to acid; AL NE; SV Fort +12, Ref +5, Will +18; Str 21; Dex 8; Con 16; Int 19; Wis 22; Cha 14.

*Skills and Feats:* Concentration +22, Heal +20, Improved Initiative, Knowledge (arcana) +18, Knowledge (nobility and royalty) +22, Knowledge (religion) +24, Listen +17, Maximize Spell, Spellcraft +22; Brew Potion, Combat Casting, Empower Spell, Great Fortitude, Quicken Spell, Still Spell.

*Cleric Spells Prepared* (6/8/8/7/6/6/5/3/2; save DC 16 + spell level): 0— *create water, cure minor wounds, darkness, detect magic, detect poison, guidance*; 1st— *bless, calm dragon, cure light wounds,*

*doom, endure elements, inflict light wounds, random action, sanctuary* ;* 2nd*—bull's strength, bear's endurance, cat's grace, cure moderate wounds, enthrall, remove paralysis, resist energy**; 3rd*—remove blindness/deafness, remove curse, remove disease, slow dragon*, water breathing, wind walk*; 4th*—crushing despair*, cure critical wounds, empowered bear's endurance inflict critical wounds, lesser planar ally, summon monster IV*; 5th*—break enchantment, detect dragon*, flame strike, maximized bull's strength, slay living (2)*; 6th*—harm, heal (2), hold monster*, veil*; 7th*—geas/quest*, mass invisibility*, resurrection*; 8th*—binding*, fire storm.*

*Domain Spell. *Domains:* Dragon (turn dragon 1/day) and Obscuration (hide and listen are class skills).

*Possessions:* 30,000 gp, *+2 full plate, +2 heavy steel shield, ring of protection +1, +3 morningstar, iron golem manual*.

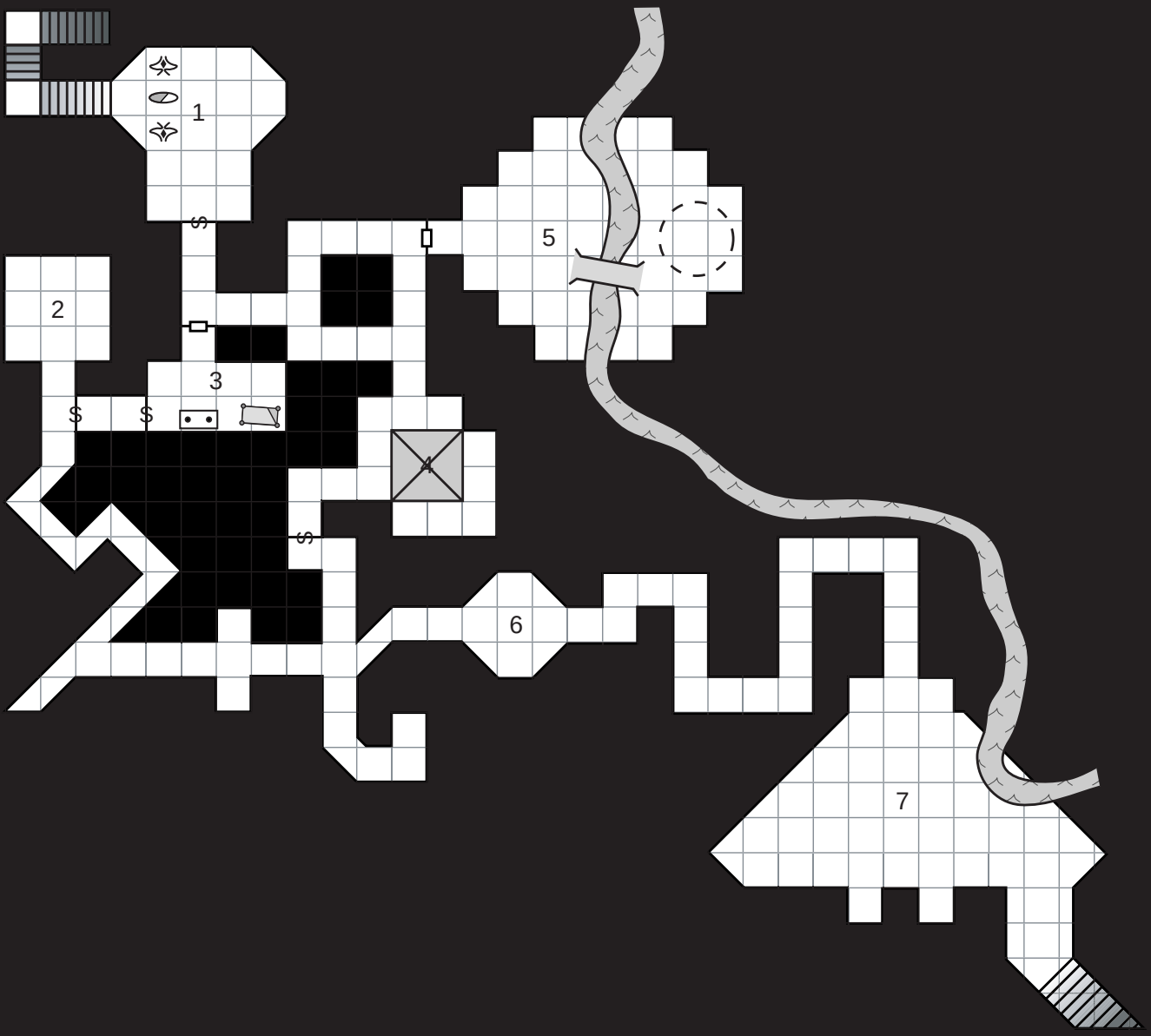
## Area 17-14 — Refuge

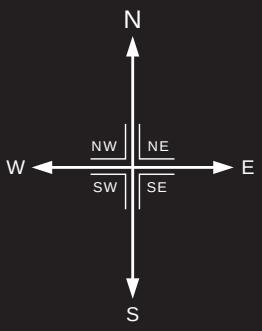
*Leaving the half-dragon's room takes you to another small, empty room with a stairway leading down. You can hear the sound of dripping water below.*

This is a relatively safe place to rest. The stairway down leads to Level 18 of the dungeon.

Blackmoor Castle

# LEVEL 18



# Level 18

**Table 18-1: Wandering Monster Encounters**

All wandering monsters on this level are illusions. Instead of rolling randomly for wandering monsters, encounters on this level are generated by the party's discussions. Make a note of any monsters or NPCs referred to by the party. If a wandering encounter is generated (on this level, due to the strict isolation of the area, wandering encounters occur at one-third the usual frequency) one of the creatures discussed by the party appears as the wandering encounter. The illusory foe is the best approximation that can be generated by the aboleths in Area 19-6. In general, a creature generated by a *shadow conjuration* is found underneath the *veil* that conceals their true form. For an even richer role-playing experience, replace the discussed creature with one of the NPCs mentioned by the party. The aboleths won't have any more information on the memory and history of the NPC than the players have mentioned so far on this level, so the illusory NPC have to do some quick talking to explain how they got down into Blackmoor Dungeon. The aboleths prefer explanations that have to do with demonic gates, abductions and sick experiments.

**Table 18-2: Encounter Index**

| Area | Page | Type | Description | EL |
|---|---|---|---|---|
| 18-1 | 272 | P | Layers of Illusions | 1 |
| 18-2 | 273 | P | The Truth | - |
| 18-3 | 274 | C | Hall of the Priestess | 19 |
| 18-4 | 275 | C | Chamber of Horrors | 18 |
| 18-5 | 276 | C | Hark, the Befuddled Angel Swings | 16 |
| 18-6 | 277 | T | *Phantasmal Killer* Trap | 7 |
| 18-7 | 278 | C | Skum of the Aboleth | 18 |

## Area 18-1 — Too Good to be True (EL 1)

*Beautiful, haunting music emanates from the bottom of this long spiral staircase. A warm glow emanates from the base of the stairs filling the passage with a dull ambient light. The steps here have been recently retiled. Each tile has been engraved with curious celestial markings and star-like patterns. On the edge of the stair is a thin but solid oak railing braced on spokes of twisted iron. A slight dampness fills the air as if there were moist earth and plants ahead.*

Examination of the tiles (DC 14 Knowledge (arcana) check) reveals that the patterns are glyphs representative of local areas within the celestial realms of law and goodness. A DC 20 Decipher Script check reveals the meaning of the symbols. "Beware, children of the light. Below this point, which we have protected as a sanctuary, there lies a point where a great lord of the demon folk has made incursions into our mortal realm. Beware, for his lies and deceit are never-ending." Around this message is inscribed a permanent *magic circle against evil*. A DC 20 Spellcraft check identifies that the script itself is a part of the magic circle; their protective essence is one in the same. All about the edge of the circle, there are weak traces of evil (detectable by *detect evil* or similar magic). However within the circle no evil is to be found.

Any player character with the Track feat may make a DC 18 Survival check to reveal that there has been very little traffic down along this stairway with one sole exception. There is a single set of broad, wet, mucky footprints that recently ascended the steps. The tracks stop at the circle, wander about the circle without entering it and then retreat back down the steps.

The entire ambiance here is the result of a *mirage arcana* cast by the aboleths that lie in wait in Area 19-7. In reality the passage is a simple unworked stone tunnel leading into an empty room. The area is presently under three layers of illusion, two cast by aboleths (from Area 19-7) and one (the deepest one) cast by the powerful aboleth mage Unulukullukus who is found in Area 19-8. The second layer of illusion is the same as

the first, except that the markings are demonic in nature rather than celestial. Underneath this illusion is a further illusion that is very similar to the first, yet without the music or the markings. Both the footprints and the magic circle are real. There is an *alarm* spell here that, if triggered by entry into the room, silently notifies Unulukullukus of the presence of the party.

#### A note concerning layered illusions.

Many of the creatures and objects on Levels 18 and 19 of Blackmoor dungeon have multiple illusions layered upon them. If a character succeeds on a Will save against a surface illusion, this does not automatically grant them a save against the deeper layers of illusions on a particular target. If a *dispel magic* or *greater dispel magic* is targeted on an area containing targets under the influence of multiple illusions, only one effect (at most) per target can be counteracted. If a *dispel magic* effect is targeted on single target, each effect gets a separate chance to resist the spell.

## Area 18-2 — The Truth (EL 18)

*A great hideous grinning face stares at you, scrutinizing you with a thousand horrid, misshapen eyes. Multiple distorted asymmetrical eyes, some on stalks, others set deeply into festering sockets all look towards you, and within each of these eyes you can see, dimly and uncertainly, the reflection of your own past lies. Every lie you have told, each mistruth you have perpetuated, every action you have taken while concealing another motivation, each false breath you have ever drawn is reflected in the sea of eyes swimming before you. They leer and stare. They inspect and observe. They witness and judge. They peer at you, into you, and through you.*

Long, long ago an ancient demon lord (of which no air-breathing creatures were yet aware) granted his most devout followers (the Sar-Aigu, founders and builders of Level 20 of the dungeon) a potent enchantment which would protect them

against the prying eyes of the priests who had cast them out. This spell, which still acts upon the powerful black rocks that make up Blackmoor dungeon, has horrible consequences for those who try and see deeper into the dungeon than they deserve to see. For this reasons, the use of the spell *true seeing* has a substantially distorted effect when cast within the dungeon.

Anyone using a *true seeing spell* within the Blackmoor dungeon sees the inside of Area 18-2 clearly (read above description) and suffers the following effects: they must make a Will save DC 10+the level of the dungeon they are on (or the level they are trying to perceive if they have managed to use some remote viewing technique). If they fail, they suffer 2d6 temporary Wisdom damage and must make a Fortitude save at the same DC or become stunned for a round and sickened for an hour. If they make the save they suffer 1d6 temporary Wisdom damage and must make a Fortitude save at a DC of 10+one half the level of the dungeon they are on, or they are stunned for one round. Any who do not look away from the hideous visage must save again each round they continue to gaze into the eyes of truth. Stunned characters may not avert their eyes and must save again until they mange to resist the stun effect. Allies may use another action to aid their saving throw or take other actions to disrupt the spell. Vigorous shaking can force

a Concentration check that might end the spell (although a character must use all the ranks they have in concentration to maintain the spell). A *dispel magic* spell might also end the effect if the caster of the spell can beat the one using *true seeing* with a caster level check. Those using items that grant true seeing are easily saved, as the object can be snatched away or covered by an ally.

## Area 18-3 — Hall of the Priestess (EL 18)

*Hauntingly beautiful flute music emanates from the back of this sparse, yet clean chamber. A small makeshift cot lies in the back right corner of the room and against the rear wall stands a small altar that has been constructed out of scrap materials. Elegant, elaborate sigils that glow with a pale blue light have been inscribed into each of the walls.*

Once a pure and good cleric of Baldin, Challa was enslaved long ago by the aboleths who live deeper in the dungeon. She has since descended deep into a nightmare of illusion and mental slavery. She has lived within the cruel world the aboleths have constructed for her so long that she has completely lost touch with the real world. She believes herself to be trapped in a deep, barren level of hell (the 127th based on her estimations). She summoned Toth (Area 18-5) with a *greater planar ally* spell in order to escape the place, unfortunately, he too fell prey to the aboleths' illusions and has now completely left her control and dwells in his own painful illusiory world, isolated from Challa. At present the aboleths play with her mind with a combination of *programmed images, veils,* and *mirage arcana* interspersed by occasional incidents of *dominate person.* They tricked her into believing that the slave collar she wears is a potent talisman that protects her against demonic incursions. When the party arrives, they trigger a *programmed image*, a strong smell of sulphur and brimstone emanates from the corridor through which they pass, and a number of minor demons (mostly dretch and babau) rush forward to assault Challa. This is enough to convince Challa that the party is on the side of the demons, and she uses area effect attacks against both the illusions and the party.

Challa normally starts out combat with a *mass steadfast charm* on the party in the hopes of turning a few of her enemies into pawns for her noble cause. After that, she protects herself with a *blade barrier* and uses a *flamestrike* to soften up the demon-worshipers who assault her. To those she enslaves with her charm, she reveals that their companions are in league with the multitude of demons that continually spring from the earth behind them. If the aboleths from Area 19-7 or Unulukullukus the aboleth mage from Area 19-8 have discerned the incursion of the party, they use a *projected image* wearing the guise of a solar (through the use of a *veil*) to continue to manipulate the appearance of the party in an attempt to turn them against themselves and to make Challa's accusations more plausible. The *veil* they cast over the party is subtle at first, with small horns barely discernable on the foreheads of one of the characters that have resisted the *charm*. Eventually, the *veil* spell transforms half the characters into demons (primarily Glabrezus, Nalfeshnees and Succubae) to make the impression to those who have been charmed that Challa's fears are very real, and that a major demonic force deeper in the dungeon has transmogrified their allies into corrupt demonic forms. If both Unulukullukus and the aboleths from Area 19-7 are aware of the party, then the aboleths cast *veil* on top of a second *veil* cast by Unulukullukus. In such a case, Unulukullukus makes the second illusion, cast beneath the top layer *veil* make the demonic characters actually appear to be devils hiding under an illusion which makes them appear as demons. Challa has already inscribed symbols on all the walls of her chamber as protective measures against demonic incursion. On the south wall (facing the main entryway through which the party will most likely enter) is a *symbol of weakness.* It is visible to any who enter the chamber. On the west wall is a *symbol of persuasion*, on the east wall is a *symbol of fear*. On the floor is inscribed a *symbol of pain,* while on the roof is inscribed a *symbol of insanity.* Against the north wall, visible only to those who turn away from Challa is a *symbol of stunning.* On the altar she has constructed at the back of the room is inscribed a *symbol of death.*

**Challa Female Thonian Cleric18;** CR 18; Medium Humanoid; HD 18d8+18; hp 99; Init +0; Spd 20 ft.; AC 24, touch 10, flat-footed 24 (+10 armor, +4 shield); Base Atk +13; Grp +14; Atk +14 melee (1d8+3, mace); Full Atk +14/+9/+4 melee (1d8+3, mace); AL NG; SV Fort +16, Ref +6, Will +11 (+7 vs. enchantment/illusion); Str 13, Dex 11, Con 12, Int 11, Wis 19, Cha 18.

*Skills and Feats:* Concentration + 25, Knowledge (religion) +21, Listen +6, Perform (flute) +9, Spellcraft +11, Spot +6; Alertness, Extend Spell, Die-Hard, Endurance, Greater Spell Focus (enchantment), Improved Unarmed Strike, Skill Focus (concentration), Spell Focus (enchantment).

*Cleric Spells Prepared* (6/6+1/6+1/6+1/6+1/5 +1/5+1/3+1/2+1; save DC 14 + spell level, 16+ spell level for enchantments): 0—*light (3), purify food and drink (3);* 1st—*bane, bless, charm person*, command, divine favor, remove fear, sanctuary;* 2nd—*lesser elemental orb, hold person* (x2), *shield of faith* (extended), *spiritual weapon* (x2), *suggestion *;* 3rd—*remove blindness/deafness, remove disease, remove curse, smite undead, tongues*, water walking, wind wall;* 4th—*dismissal, divine power, freedom of movement (2), giant vermin (2), holy smite*, magic vestment* (extended), *protection from energy* (extended); 5th—*break enchantment, command greater, dispel evil*, flamestrike (2);* 6th—*blade barrier, greater dispel magic, heal, suggestion, mass, righteous might* (extended), *spell resistance* (extended); 7th—*destruction, greater elemental orb, heroes feast* (extended), *holy word, repulsion, steadfast charm*;* 8th—*elemental summons V, fire storm, holy aura, mass charm monster* ;* 9th—*elemental summons VI, implosion, mass steadfast charm*.*

*Domains:* Esteem, Good.

*Possessions: +2 defending mace, +1 full-plate, +2 large steel shield, slave collar* (-4 penalty to Will saves, and an additional -4 penalty vs. enchantments and illusions, +4 Fortitude saves), masterwork flute.

Previously, Challa used a *miracle* to cast *contingency* tied to a *heal* spell set to go off if she falls below 10 hit points.

## Area 18-4 — Chamber of Horrors (EL 18)

*Painful groans and low, moans boom out of a deep pit in the center of this chamber. A great stone slab has been placed across the top of the pit, sealing within whatever is creating the horrid noises. The slab, however, has been shoved ajar approximately an inch at the southeast corner of the room. From the crack, a dark swirling mist continuously streams forth.*

Long ago, an unlucky war party of sahuagin was successful in following Sar-Aigu and his band to their lair on the black moors. Once they were slain, Sar-Aigu decided that he must trap their spirits lest their souls return to the ocean and tell the priests of the location of his band. Here they wait, as they have for thousands of years, never receiving the oblivion that they crave. The pit in which they dwell is under the influence of both an *unhallow* and a *desecrate* effect.

**Dread Wraith (12):** CR 11; Large Undead (Incorporeal); HD 16d12; hp 104 each; Init +13, Spd fly 60 ft. (good); AC 25, touch 25, flat-footed 16 (–1 size, +9 Dex, +7 deflection); Base Atk +8; Grapple -; Atk: +16 melee (2d6 plus 1d8 Constitution drain incorporeal touch); Full Atk: +16 melee (2d6 plus 1d8 Constitution drain incorporeal touch ); Space/Reach: 10 ft./10 ft.; SA Constitution drain, create spawn, SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; Fort +5, Ref +14, Will +14; Str -, Dex 28, Con -, Int 17, Wis 18, Cha 24.

*Skills and Feats:* Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

**Constitution Drain (Su):** Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Daylight Powerlessness (Ex):** Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

**Lifesense (Su):** A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast *deathwatch.*

**Unnatural Aura (Su)**: Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

*Languages:* Common, Infernal.

## Area 18-5 — Angelic Sanctuary (EL 16)

*Sound carries in this great hollow sounding chamber. The ceiling here is high, and the walls are far apart. In the center of the chamber is a tall stone bridge that spans a deep, black gurgling stream. The massive room is suffused with a dull, warm glow that provides a sense of comfort and security. This is, you feel, a very good place.*

When the planetar Toth was summoned to aid Challa, the aboleths were lying in wait with a terrible trap for the angel. As soon as he entered the material plane, a *magic circle against good* was used to snare him. As he searched about for its caster, Toth was nearly driven mad by the face of truth and has long since shut down his *true seeing* ability. Once the *true seeing* was down, the aboleths then began to plague him with illusory assailants. So long used to a vision that could not be obscured with illusion, Toth has never really questioned that which his senses tell him. Eventually a great wedge was driven between Challa and Toth, and even now Toth believes that Challa is a corrupt demonologist who only summoned him by accident while attempting to contact a balor named Otho. This is particularly sad, as when Toth first arrived on the material plane he was quite struck by Challa's beauty and wisdom, and thought of her a favored soul. For now, he is trapped within a magic circle against good, and constantly engaged in an endless battle against tremendous hordes of demons. He is under the belief that he alone is standing off a great demonic invasion, and that through his chance arrival here; he saves countless lives by preventing the demons (all illusions cast by the aboleths) from passing his watch post. As per Area 18-3, the party appears to Toth as if they were a rabid band of demons and their worshippers.

Toth engages at once, assuming the party is dangerous demon summoning fiends. He uses *mass charm monster* to try and turn a few of his enemy to his side, and then creates a *blade barrier* to give himself some breathing room. He then uses *power word stun* to give himself a chance to use *implosion* to take out enemy sorcerers or wizards. He strongly believes that he is on an evil outer plane where some of his abilities (*dispel evil* and *holy word* do not work and thus avoids the use of such abilities. He is still trapped within a *magic circle against good* and bound by a *dimensional anchor,* but can use his entire spell like and ranged abilities as he wishes. If he is freed from the circle, he continues his assault from the air.

**Angel, Planetar:** CR 16 Large Outsider (Angel, Extraplanar, Good); HD 14d8+70, HP 133; Init +8; Spd 30 ft. , fly 90 ft. (good); AC 32 (–1 size, +4 Dex, +19 natural), touch 13, flat-footed 28; Base Atk +14; Grapple +25; Atk +23 melee (3d6+13/19–20, *+3 greatsword*) or +20 melee (2d8+10, slam); Full Atk +23/+18/+13 melee (3d6+13/19–20, *+3 greatsword*) or +20 melee (2d8+10, slam); Space/Reach 10 ft./10 ft.; SA Spell-like abilities, spells; SQ Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, regeneration 10, resistance to electricity 10 and fire 10, spell resistance 30, tongues; Saves Fort +14 (+18 against poison), Ref +13, Will +15; Abilities Str 25, Dex 19, Con 20, Int 22, Wis 23, Cha 22.

*Skills and feats:* Concentration +22, Craft or Knowledge (any four) +23, Diplomacy +25, Escape Artist +21, Hide +17, Intimidate +23, Listen +23, Move Silently +21, Sense Motive +23, Search +23, Spot +23, Use Rope +4 (+6 with bindings); Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack.

**Cleric Spells Prepared** (6/7+1/7+1/6+1/6+1/5+1/5+1/3+1/2+1/1+1; save DC 16 + spell level): 0—*create water, detect magic, guidance, resistance* (2), *virtue;* 1st—*bless* (2), *cause fear, divine favor* (2), *entropic shield, inflict light wounds*, shield of faith;* 2nd—*aid*, align weapon, bear 's endurance, bull's strength* (2), *consecrate, eagle's splendor, hold person;* 3rd—*contagion*, daylight, invisibility purge, prayer* (2), *summon monster III, wind wall;* 4th— *death ward, dismissal, inflict critical wounds*, neutralize poison* (2), *summon monster IV;* 5th— *break enchantment, circle of doom*, dispel evil, mark of justice, plane shift, righteous might;* 6th—*banishment, greater dispel magic, harm*, heal, heroes' feast, mass cure moderate wounds;* 7th— *dictum, disintegrate*, holy word, regenerate;* 8th—*holy aura*, mass cure critical wounds, shield of law*; 9th—*implosion, summon monster IX (good)*.*

*Domain spell. Domains: Destruction and Good.

**Spell-Like Abilities:** At will—*continual flame, dispel magic, holy smite* (DC 20), *invisibility* (self only), *lesser restoration* (DC 18), *remove curse* (DC 19), *remove disease* (DC 19), *remove fear* (DC 17), *speak with dead* (DC 19); 3/day—*blade barrier* (DC 22), *flame strike* (DC 21), *polymorph* (self only), *power word stun, raise dead, waves of fatigue*; 1/day—*earthquake* (DC 24), *greater restoration* (DC 23), *mass charm monster* (DC 24), *waves of exhaustion*. Caster level 17th. The save DCs are Charisma-based.

The following abilities are always active on the planetar's person, as the spells (caster level 17th): *detect evil, detect snares and pits, discern lies* (DC 20), and *see invisibility*. They can be dispelled, but the planetar can reactivate them as a free action. Toth has turned off his true seeing ability that a planetar would normally always have active.

**Regeneration:** A planetar takes damage from evil-aligned weapons and from spells and effects with the evil descriptor.

## Area 18-6 — Nebulous Chamber (EL 7)

*The world swirls about uncontrollably; vertigo takes you as your senses cease to provide any meaningful input. Up becomes down, down loses meaning, every sideways is the same while straightforward is nowhere at all. Lost in your own head, you cannot perceive any useful information and thus dwell only in memory, your last solid redoubt in this nebulous, chaotic, unreal place.*

Anyone who uses a spell of the teleportation subschool in the conjuration school in order to move deeper into Blackmoor dungeon suffers a horrible fate if they try to go beyond Level 11. Spells of this nature (including *dimension door, teleport, greater teleport, teleportation circle*) that move the character up or horizontally work as intended. Teleportation in any direction on the top seven levels of the dungeon is likewise unaffected. If any such spells are used allow the character a spot check at DC 10 to notice a deep, unnatural, extra dimensional pit looming beneath them. A DC 16 Spellcraft check warns them that downward travel might be extremely dangerous, and that the destination of such a movement will almost certainly be seriously distorted. Spells that teleport objects are similarly affected (*instant summons, teleport object*) and several objects called by such spells lie undetected on the floor in Area 18-6.

Characters are considered both blind and deaf while in this chamber. *Blindsense* and *tremor sense* are also ineffective here (they perceive only noise). One round after arrival in this place (which is actually a barren 10 by 10 solid stone chamber) the character begins to be haunted by their oldest fears. The *phantasmal killer* trap discharges every third round. During the intervening two rounds, the images surrounding the characters flicker between horrible phantasms from the characters past that assault them, and delicious memories of pleasure that entice them. Exit from the chamber can be gained in one of two manners. The use of any spell from the teleport subschool of the conjuration school returns the character to the spot where they stood before they arrived

here regardless of the distance and the normal effect of the spell. Such spells have a 25% spell failure chance due to the characters deafness. Alternatively, any character that makes a vested effort to move towards, focus on or otherwise favor the positive memory traces may move to Area 18-7 in a number of rounds equal to 5 - their Wisdom modifier (with a minimum of one round of travel).

**Treasure:** Lying on the floor here are several items which had been conjured to hand by various *instant summons* spells which never made it to the hands of their owners. While they are very difficult to find (as all in this chamber are blind and deaf), any character who wishes may Search the area with a -8 penalty. A DC 18 turns up one of the following items (roll 1d8).

| | |
|---|---|
| 1 | *potion of cure critical wounds* (caster level 9) |
| 2 | *potion of neutralize poison* (caster level 9) |
| 3 | *potion of water breathing* (caster level 9) |
| 4 | *scroll of break enchantment* (caster level 9) |
| 5 | *wand of dispel magic* (caster level 5) |
| 6 | *marvelous pigments* |
| 7 | *Bag of holding type I* (contains 20 iron spikes, a hammer, a sledgehammer, a crowbar, 150 feet of silk rope, a grappling hook and masterwork thieves tools) |
| 8 | **Xuulagus:** *+1 spell storing, bane [monstrous humanoids], short sword*; AL LN; Int 12, Wis 10, Cha 12; empathy; 30 ft. vision + hearing; Ego 6. |

*Lesser powers: zone of truth* 3/day

*Personality*: Xuulagus harbors a special hatred for chaotic monstrous humanoids and wishes them all to be destroyed. It is very particular about what kinds of spells it stores, and while it cannot effectively protest, it is able to uses its empathic communication ability to make it very clear to its wielder if it is full of a spell which it considers inappropriate. In general, Xuulagus greatly prefers spells from the school of abjuration. He has a *dispel magic* (caster level 15) stored at present.

***Phantasmal Killer* Trap:** CR 5; magic device; proximity trigger; automatic reset; spell effect *phantasmal killer,* 7th level wizard, DC 16 Will save for disbelief, DC 16 Fortitude save for partial effect); Search DC 29, Disable Device DC 29. This trap discharges every third round as long as the character remains within Area 18-6.

## Area 18-7 — Unreachable Landscape (EL 18)

*Before you is a crude vision, yet slowly becoming crisper. Colors become richer, lines of contrast strengthen and your sense of the reality of the thing slowly solidifies making the ideal into a tangible web of sensory impressions. As you continue to struggle, the coldness and hardness of floor begins to feel very real. You find that you lie upon a large stone slab in the center of a barren chamber. Behind you the stuff of nonsense swirls about, falling in upon itself and leaving less than nothing. Ahead you hear a steady dripping sound and the slosh and patter of wet, webbed feet striking stone.*

The skum who serve the aboleths in Area 19-6 come to this area to peer into the chaos that is Area 18-6. The appearance of a new individual escaping from the teleportation anchor always draws their attention. They are, of course, constantly hungry.

Expecting a disoriented and solitary foe, the skum rush forward in a wave hoping to quickly overwhelm their prey.

**Skum Warrior14 (6):** CR 13; Large Aberration (Aquatic); HD 14d8+28; hp 91 each; Init +2; Spd 20 ft., swim 40 ft.; AC 16, touch 10, flat-footed 16 (-1 size, +1 Dex, +6 natural); Base Atk +14; Grp +27; Atk +23 melee (3d6+9, bite); Full Atk +23/+18/+13 melee (3d6+9, bite) and +21 melee (1d4+4, 2 claws); SA rake 1d6+4; SQ darkvision 60 ft., amphibious; AL LE; SV Fort +11, Ref +6, Will +6; Str 28, Dex 12, Con 18, Int 10, Wis 10, Cha 6.

*Skills and Feats:* Hide +2, Jump +26, Listen +7,

Move Silently +6, Spot +7, Swim +36; Alertness, Iron Will, Multiattack, Weapon Focus (bite), Weapon Focus (claw).

**Rake (Ex):** Attack bonus +21 melee, damage 1d6+4. A skum also gains two rake attacks when it attacks while swimming.

**Skills:** *Skum have a +4 racial bonus on Hide, Listen, and Spot checks underwater.

A skum has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Blackmoor Castle

# LEVEL 19

# Level 19

**Table 19-1: Wandering Monster Encounters**

Any wandering monsters encountered on Level 19 are summoned creatures sent by Uzu-Kul. All such encounters are tailored to the limitations of the party. If you determine that a wandering encounter is appropriate (the normal chance given resting and noise and so on) determine first how much information Unulukullukus and Uzu-Kul have gathered on the party so far. Uzu-Kul then tries to summon some monsters that can particularly exploit any obvious limitations or weaknesses that the party has exhibited. He has access to *summon monster IX*, and if a wandering encounter occurs, it will be the three monsters that he believes have the best chance of harming the party and depleting its resources. The monsters chosen are based on information sent to him by Unulukullukus.

**Table 19-2: Encounter Index**

| Area | Page | Type | Description | EL |
|---|---|---|---|---|
| 19-1 | 281 | C/P | 4 Enhanced Greater Stone Golems | 20 |
| 19-2 | 282 | P | Great Frieze | - |
| 19-3 | 284 | C | 12 Stone Golems, 2 Elder Black Pudding | 19 |
| 19-4 | 286 | - | Safe Zone | - |
| 19-5 | 286 | T | *Greater Dispel Magic* Trap | 11 |
| 19-6 | 286 | C | 4 Advanced Aboleths | 18 |
| 19-7 | 287 | C | Advanced Aboleth Level 9 Mage | 20 |
| 19-8 | 289 | T/C | Advanced Naliseth, 20 Naliseth Spawn, Deep, Camouflaged, Razor Lined Chute Trap | 17 |
| 19-9 | 290 | C | Kraken Level 14 Sorcerer | 19 |

## Area 19-1 — Stone Guardians (EL 20)

*In the corners of this large chamber stand four great stone guardian statues. Each sits with its crooked, bowed legs crossed in a position of ease and repose while their great, gleaming gem-like eyes scan the room for movement. A dim sparkle glows within the eyes of each creature, implying a dull cunning or magical intellect lies within the great stony forms. The northeast statue has a broad squat head in which are set three full-lidded eyes. Its left hand reaches forward with a large stone effigy of a beautiful female human head in its grasp. The northwest statue has two distinct heads upon its broad shoulders. Each head is twisted into a grotesque and highly asymmetrical distortion of a humanoid face, yet the two distinct heads are a perfect mirror image of one another. Across the lap of this statue lies a long straight scepter. The southeast statue has one large head, on which is carved two distinct faces; one turned east, one turned west. Each of its hands grasps a large stone hammer. The southwest statue rests in the same position as the rest of its kind, yet it is distinct. The quality of the stone is a rougher cut, with long gleaming veins of mineral material streaking through its stony form. It has no head and no tool or object lies within its empty grasp. Smack dab in the center of the chests of each of the great statues smooth, even shaped, octagonal crevices have been carved.*

These four great guardians have been set to protect against incursion into the sanctuary created by Unulukullukus and his flock. They are set to assault any who try and pass through the threshold between Areas 19-1 and 19-3. If any creature steps beneath the arch at the south wall of 19-1, all four greater stone golems rise and attack. They become quiescent again when they perceive no living or moving things within their chamber.

Long ago, in order to provoke mortals to enter his sanctuary, Unulukullukus designed a simple test that precocious adventurers might use to bypass the guardians such that he might meet them himself. Fools unable to bypass the guardians were to be churned into meal by his mighty stone servants. Hidden throughout the dungeon of Blackmoor are four magical gemstones (found in Area 7-8, 7-12, 16-10 and 18-4) each of these gemstones corresponds to one of the four greater stone golems. Each of the gems is a semi-intelligent

magic item. The descriptions of the gemstones outline their basic properties and associations. If the crystal is placed within the slot in the appropriate golems chest, the guardian is deactivated until the crystal is removed. Clues surrounding the appropriate associations between the 4 gems and the correct golems on which to use them are hidden throughout the dungeon. Any attempt to place the wrong gemstone in a golem causes all four golems to animate and assault whoever made such a grievous mistake. The four statues constructed by the servants of Unulukullukus are meant to represent the four primordial forces (neither the aboleths nor the Sar-Aigu would consider such forces gods, but sometime refer to them as powers. It is not normal for them to be personified; yet statues manifesting their virtues and substance are not uncommon.

**Table 19-3: Golem Deactivation Gemstones**

| Golem | Force | Nature | Color | Gem |
|---|---|---|---|---|
| Head in grasp | Sha | Emotion | Green | Emerald |
| Hammer in grasp | Zun | Action | Blue | Sapphire |
| Scepter in grasp | Ek | Power | Red | Ruby |
| Empty grasp | Oul | Primal | Clear | Diamond |

**Enhanced Greater Stone Golem (4):** CR 16; Huge Construct; HD 42d10+40; hp 271 each, Init -2; Spd 20 ft.; AC 27,touch 6, flat-footed 27 (-2 size, -2 Dex, +21 natural); Base Atk +31; Grapple +52; Atk +42 melee (4d8+13, Slam); Full Atk +42 melee (4d8+13, 2 slams); Space/Reach 15 ft./15 ft.; SA Slow; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +14, Ref +12, Will +14; Str 37, Dex 7, Con -, Int -, Wis 11, Cha 1.

**Slow (Su)**: A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 31 Will save to negate. The save DC is Constitution-based.

**Immunity to Magic (Ex):** A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Each of the golems is enhanced to possess a special power in addition to its regular abilities. If it uses its slow ability it may not use another ability that round.

**Mental Frailty (Su):** The golem of Sha can use *feeblemind* as a free action once per day. The range of this ability is 10 feet. Will save DC 33 negates.

**Expediency (Su):** The golem of Zun can use *haste* as a free action once per day. It lasts 7 rounds and effects all four golems, as long as they are within 120 feet of Zun.

**Dominance (Su):** The golem of Ek can use *dominate monster* as a free action once per day. The range of this ability is 10 feet. Will save DC 37 negates.

**Negation (Su):** The golem of Oul can use *greater dispel magic* as a free action once per day. The range of this ability is 10 feet. It acts at caster level 20.

## Area 19-2 — The Great Frieze

*This huge hall appears hollow, empty and ancient.*

The emptiness of this great chamber is an illusion. If the permanent *hallucinatory terrain* illusion is pierced, the true nature of the marvelous hall may be revealed. On each of three walls great friezes depict marvelous and terrible scenes from the mythology of the Sar-Aigu. The floor and ceiling are similarly decorated, acting together to depict a fourth scene in which the beings graven into the floor and those on the ceiling appear to compete over the space in the middle.

Against the left wall is a depiction meant to inspire a sense of Sha, the Sar-Aigu force associated with emotion. Scenes of mating and feeding seem to hold sway over the majority of the images. The Sar-Aigu are a cold-blooded race

of humanoid fish-like beings, and as such their sense of emotion is much more limited in range than the mammalian sensibilities of Thonians, Docrae, Cumasti and the like. Even the savage gatormen find the philosophy of the Sar-Aigu simple minded and crude, missing many of the more subtle aspects common to their reptilian minds. Several scenes on this wall depict mixed sex, mixed age groups of Sar-Aigu. These can be interpreted as family units of Sar-Aigu with a DC 18 Knowledge (nature) check.

The west wall is covered with scenes depicting Zun, the primary force behind both creation and destruction, work and war, in the terms of the Sar-Aigu. On this carving a visible representation of the peninsula upon which Blackmoor lies is clearly evident. Numerous creatures, of a particularly fishy, yet humanoid, nature are seen crawling out of the sea. Some of them heft great black rocks and lay them in place, creating a defensive emplacement upon the dark and misty peninsula.

The floor and ceiling show a number of creatures, some Sar-Aigu, some aboleths, some unnamable frog-like humanoids. They are clearly engaged in a struggle and the ceiling is losing. The beings on the floor are represented in impressive victorious postures, some hold weapons and one holds a long scepter. On the ceiling the creatures cower and scurry, some of them are depicted with spears piercing their bodies; they have clearly been defeated. A DC 22 Knowledge (nature) check provides the clue that as deep-sea creatures, the Sar-Aigu likely reverse the common notions of top and bottom associated with terrestrial animals. The bottom for them, is clearly the safer, better more powerful place to dwell. These images are meant to convey a sense of Ek, the force of domination.

On the back wall there is a simple carving of a calm sea. Jellyfish hang suspended in the fluid and numerous other sea creatures seem to flow effortlessly across the rock carving. This is the traditional depiction of the notion of Oul.

A number of Knowledge skill checks can be used to aid in the gathering of information about the gem placement puzzle in Area 19-1 and the frieze in Area 19-2. Bardic Lore can be used as a substitute for any of the rolls.

**Table 19-4: Knowledge Checks**

| Skill Check | DC | Information |
|---|---|---|
| Knowledge (religion) | 25 | The sahuagin believe in four primordial forces named Sha, Zun, Ek and Oul. These forces represent emotion, action, domination and existence. |
| Knowledge (arcana) | 20 | Gems have particular magical associations based on their cut, color and composition. |
| Knowledge (local) | 30 | Blackmoor may have been built by the sahuagin. |
| Appraise | 15 | Emeralds are associated with emotion. |
| or | 15 | Sapphires are associated with purpose. |
| Craft (stoneworking) | 15 | Rubies are associated with lordship. |
| (for each clue) | 15 | Diamonds are associated with magic. |

**Sha, the force of Emotion.** This fore is a feeling of a single emotion akin to a combination of lust, jealousy and possessiveness. Sha encompasses primarily the female sphere and is considered the weakest of the four forces. It is associated with the color green and the emerald.

**Zun, the force of Work and Action.** This force is manifest both through the creation of objects and the destruction of foes. Zun is the most masculine of the forces and is considered potent but the most severely unbalanced of all the forces. It is associated with the color blue and the sapphire.

**Ek, the force of Domination.** In the mindset of the Sar-Aigu, the concepts of enslavement and rulership are undifferentiated. All that matters is the appropriate relationship of the powerful to the powerless. The means of attainment is immaterial, the fact of domination is all that matters. Ek is sometimes thought of the combination of the motivational properties of Sha and the realization of effect of Zun. It is accepted as a potent force, which is well balanced, yet still subservient to Oul. It is associated with the color red and the ruby.

**Oul, the primordial force.** It is recognized among the Sar-Aigu as the manifestation of those properties of the external world that exist, cannot be changed and must be accepted and dwelt within. Primarily this force is associated with the tide, yet it also has a strong connection with the concept of time itself. Oul is the dark force, the mysterious force, that which is experienced yet never seen. It lacks for neither balance nor power, as it is that which just is. It is often considered the supreme force among the Sar-Aigu. Some heretics among the Sar-Aigu do not believe in Oul, as it is a completely transparent and invisible experience. Most of these cults are those who have never returned to the sea and lack direct experience of the tide. It is associated with transparency (no color) best represented by the diamond.

## Area 19-3 — The Reeking Pool (EL 19)

*This great chamber reeks of ancient must and even older mold. Thick layers of greenish slime coat many of the walls and huge patches of black tarry goo are streaked across the floor. In the back corner of the voluminous chamber a dozen, gibbering frog-like giants squat bow-legged about a filthy pool. They argue and pester one another as they splash long tentacled appendages into the murky waters of the fetid pool.*

The frog-like giants are actually stone golems, left here to guard against any incursion into this area. They are protected by means of a pair of *veil* spells (DC 25 Will to pierce each spell). Underneath the first layer of *veil* they are disguised as broad mouthed herzou demons. Their true appearance is as tremendous stone statues carved in the form of long legged frog-like humanoids with stout frames and great gaping mouths. Their bodies bear a striking resemblance to the statues in Area 19-1, yet above the torso they diverge significantly in that each has a broad lipped gaping mouth set in an excessively broad yet short dome of a skull. Huge crystals are inset into the stones to serve as eyes. The various oozes and slimes in the room are real. Seven patches of green slime (see *DMG*, page 76) are found in the chamber, in addition two elder black puddings lurk on the floor.

The pool itself is also under the influence of an illusion. Anyone closely investigating the pool and taking a good sniff may be granted a Will save (DC 19) against the *mirage arcana* masking the pools true nature. The fetid overtones and moldy stench just do not quite match the rich green appearance of the liquid. Underneath the first illusion however, a second, more potent illusion, lies. The pool shimmers with a pale golden light and a small beautifully carved fountain protrudes from the center of the small pond. The statuette is carved in the form of the avatar of the goddess Phellia. It takes the form of a beautiful woman with eight arms in the process of weaving a golden garment about herself. Her chest is cut out to reveal a glowing red ruby in the shape of a stylized heart beating in the center of the statues chest. The pool radiates an aura of magic (the result of a permanent *magic aura* and ). This second illusion covering the pond securely conceals its true nature, a puddle of sulphuric acid. Those drinking from the pond suffer 3d8+3 acid damage. Those touching the pond take 1d8+1 and those who wade in suffer 5d8+5 per round. The fountain is a *persistant image* (dc 25) created by Unulukullukus and has no substance.

**Treasure:** The 24 crystalline eyes of the stone golems are worth 250gp each.

**Enhanced Greater Stone Golem (12):** CR 11; Large Construct; HD 14d10+30; hp 107 each; Init -1; Spd 20 ft.; AC 26, touch 8, flat-footed 26 (-1 size, -1 Dex, +18 natural); Base Atk +10; Grapple +23; Atk +18 melee (2d10+9, Slam); Full Atk +18 melee (2d10+9, 2 slams); Space/Reach 10 ft./10 ft.; SA Slow; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con -, Int -, Wis 11, Cha 1.

**Slow (Su)**: A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

**Immunity to Magic (Ex):** A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as the *slow* spell) for 2d6 rounds, with no

saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

**Elder Black Pudding (2);** CR 12; Gargantuan Ooze; HD 20d10+180; hp 290 each; Init –5; Spd 20 ft. (4 squares), climb 20 ft.; AC 1, touch 1, flat-footed 1 (–4 size, –5 Dex); Base Attack +15; Grapple +35; Atk +19 melee (3d6+12 slam plus 3d6 acid); Full Atk +19 melee (3d6+12 slam plus 3d6 acid); Space/Reach 20 ft./20 ft.; SA Acid, constrict 2d8+12 plus 2d6 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL N; Fort +15, Ref +1, Will +1; Str 26, Dex 1, Con 28, Int —, Wis 1, Cha 1.

*Skills and Feats:* Climb +16.

**Acid (Ex)** The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 29 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 29 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

**Constrict (Ex)** A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

**Improved Grab (Ex)** To use this ability, a black pudding must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Split (Ex)** Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

**Skills** A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

## Area 19-4 — The Waking Light

*This chamber glows with a dull warm light that provides diffuse illumination. The place feels tranquil and calm, almost radiating a powerful good energy that dispels the chill, banishes the darkness and provides a welcome respite from the horrors above and below.*

Before the successful binding of Toth (Area 18-5), one of the angels summoned by Challa (from Area 18-3) broke through the illusory veil that is wrapped about Level 18 and made its way down to confront the foul puppet master Unulukullukus. It made it this far, before it was trapped and slain by many of Unulukullukus's minions. Before it departed this plane however, the creature left a great and wondrous gift to those others who would be so bold as to confront the hideous amphibious master in his lair. The angels' essence lives on here, providing great benefits for those who stay within the warmth of his embrace. The aura of the angel acts as a permanent *magic circle against evil* that additionally provides the benefits of both the *consecrate* and *hallow* spells. Within the circle, all saving throws made vs. illusions or enchantments are made at a +4 bonus. Every good creature within the circle is immune to all fear effects. A *commune* or a *contact other plane* spell cast in this location has a 100% chance of contacting Eloradim, a planetar living in the outer planes. He reveals the sad situation of Challa and give the party limited advice regarding Unulukullukus. He knows that Unulukullukus is a master of illusions and has powerful mind control powers. In addition he believes that he is not alone and that he reports to a still higher power (which is actually false).

## Area 19-5 — Cleansing Chamber (EL 11)

*The walls seem to close in around you in this tiny, low-ceiling room. After so many voluminous chambers, this small nook seems suspiciously out of place. The floor here has been inscribed with a series of runes that form a detailed woven circle around the edge of the room.*

This circular 20-foot radius room radiates a constant *greater dispel magic* effect (caster level 20). The circle encompasses the chamber. The dispel effect happens once per round, targeted in the center of the room.

***Greater Dispel Magic*** **Trap:** CR 11; magic device; proximity trigger; automatic reset; spell effect *greater dispel magic*, 20th level wizard); Search DC 32, Disable Device DC 35.

## Area 19-6 — The Collective (EL 18)

*As you enter this room, a sickening burst of sulphurous stench erupts and your surroundings immediately change. The walls twist and move about as if they were made of soft leather. Almost over as soon as it begins, you find yourself trapped in a small chamber with no obvious entryway or exit.*

Here lie a collective of advanced aboleths. They lurk in deep wet pits lodged into the stone dungeon floor. Each of the pits is connected to at least two of the others, and all can reach Area 19-7 in emergencies.

The four aboleths work to create a set of discordant illusions meant to cause the party to fight among itself. Each aboleth picks one or more creatures that enter the room and casts a series of illusions in order to fool those creatures into believing that the other members of the party are enemies. As soon as the illusions are in place, the aboleths work together to enslave the party, one at a time so that they have some pliable meat behind their illusions. The forms they prefer are demons (herzou), stone golems (appearance as per Area 19-3), great frog monsters (appearance as per Area 19-3) and fallen (black winged) planetars. They add in minor foes as distractions and create false walls in order to keep the party apart as long as possible. Once they have enslaved a character, they use them against the party as rapidly as possible, hoping to use them

up as a damage shield long enough to buy them time to enslave another member of the party. If forced into melee, the aboleths do not fight a losing battle. They immediately flee to Area 19-7 if things look bad for them.

**Advanced Aboleths (4):** CR 14; Huge Aberration; HD 16d8+80; hp 152 each; Init +1; Spd 10 ft., swim 60 ft.; AC 16, touch 9, flat-footed 15 (-2 size, +1 Dex, +7 natural); Base Atk +12; Grp +28; Atk +18 melee (1d6+8 plus slime, tentacle); Full Atk +18 melee (1d6+8 plus slime, 4 tentacles); SA enslave, psionics, slime; SQ aquatic, darkvision 60 ft., mucus cloud; AL LE; SV Fort +10, Ref +6, Will +15; Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 19.

*Skills and Feats:* Concentration +26, Knowledge (arcana) +23, Listen +16, Spot +16, Swim +8; Ability Focus (mirage arcana), Ability Focus (project image), Ability Focus (veil), Alertness, Combat Casting, Iron Will.

**Enslave (Su):** Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 18 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

**Psionics (Sp):** At will—*hypnotic pattern* *(DC 16), *illusory wall* *(DC 18), *mirage arcana* *(DC 19), *persistent image* *(DC 19), *programmed image* *(DC 20), *project image* *(DC 21), *veil* *(DC 20). Effective caster level 16th. The save DCs are Charisma-based. Please note that as charisma based psionics, these powers do not benefit from the turquoise greater arcane spell focus.

**Slime (Ex):** A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 21 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

**Mucus Cloud (Ex):** An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 21 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

## Area 19-7 — Lair of the Sunken Master (EL 20)

*A great glimmering crystal shard rises up out of calm waters that sit here quiet and still, covered by a thin greasy film. The walls of this rough, unworked chamber rise suddenly from the rocky floor and end in a pinnacle of a roof. Sharp crystal spires poke out from the floor and ceiling, glittering menacingly in the dim light.*

Here dwells Unulukullukus, a venerable aboleth who is wise in the ways of wizardry. He has dwelt here for almost as long as there has been a settlement in Blackmoor. Long ago, when the first Sar-Aigu came to the land, their first order of business was to create a spawning pool in which salt water (sahuagin) children might be spawned. After many failed experiments the Sar-Aigu had seen many eggs burst or spoil and fester or simply fail to hatch. They could not bring the sea to the land. Instead, the Sar-Aigu made use of the same alchemist who had given them a poultice with which they were able to breath on land for short period. By mixing this poultice with other grisly ingredients in the spawning pools, the Sar-Aigu were successful in hatching a group of eggs. The resulting 'children' bore little resemblance to the Sahuagin. The slick skinned amphibious beasts that were the result of the experiment became known as Aboleth, after the Sahuagin terms abo and lethus, meaning "without scaly skin". This

defect was only one of many changes that were worked upon the poor desperate creatures. These changes, however, managed to awaken a curious mental strength that is now found in most aboleths. Unulukullukus is one of the descendants of the original cohort of aboleths spawned here in pools within Blackmoor dungeon.

Everything in this room is real, except that it is all shifted out of position. Sometimes distortions are on the order of about a foot and a half to the left. In other case things are just off by a few inches to the right, or perhaps a yard too close or an inch too far. Everything in the chamber is extremely distorted by layers upon layers of illusion. Large rocks can be found blocking what appear to be clear paths. In other cases the floor itself gives way to open water just where it is expected to be most solid. Unseen crystal shards pose a constant hazard. This level of illusory terrain may result in characters falling in the water, misjudging the distance for spell and ranged attacks or otherwise making errors of distance and judgment. Any movement in this room (if the illusions are allowed to persist) results in stubbed toes, ended movement after just 5 feet or characters unable to avoid falling into the water. If a move action is attempted in this room, roll 1d6 once on Table 19-5 for each 5-feet of movement.

**Table 19-5: Movement in the Lair of the Sunken Master**

| | |
|---|---|
| 1 | No effect. Character moves 5 feet normally and may continue (if so, roll again). |
| 2 | Character stumbles forward. Move 10 feet in the desired direction and make a DC 15 Balance check or fall prone. |
| 3 | Obstacle encountered. No movement in that direction possible. |
| 4 | Sharp obstacle. No movement in that direction possible. Make a DC 18 Reflex save or take 2d6 slashing damage. |
| 5 | Deflecting obstacle. Roll a 1d8 (as per grenade miss direction) and move the character 5 feet in that direction. |
| 6 | In the drink. Make a DC 25 Balance check, or fall forward into Unulukullukus pond. Otherwise, no movement is possible. |

All melee attacks in this room are made at a -4 penalty, while all ranged attacks are made as if the opponent had full concealment (50% miss chance).

Unulukullukus is a careful ancient being who has taken great precautions against the possibility of his death. He has paid careful attention to the party's actions up to this point and should have a good idea of their strengths and weaknesses. He makes best use of his illusions to deflect attack while his minions (from Area 19-7) do the dirty work. If things get really bad, he uses *wall of stone* to inhibit the party while he flees to 19-9, and then either through the gate or out into the ocean.

**Unulukullukus, Male Advanced Aboleth Wizard9:** CR 23; Huge Aberration; HD 16d8+9d4+150; hp 246; Init +0; Spd 10 ft., swim 60 ft.; AC 21, touch 11, flat-footed 18 (-2 size, +3 Dex, +10 natural); Base Atk +16; Grp +33; Atk +23 melee (1d6+9 plus slime, tentacle); Full Atk +23 melee (1d6+9 plus slime, 4 tentacles); SA enslave, psionics, slime, spells; SQ aquatic, darkvision 60 ft., mucus cloud, summon familiar; AL LE; SV Fort +15, Ref +11, Will +21; Str 28, Dex 16, Con 24, Int 20, Wis 16, Cha 14.

*Skills and Feats:* Concentration +26, Knowledge (arcana) +23, Listen +16, Spot +16, Swim +8; Ability Focus (*mirage arcana*), Ability Focus (*project image*), Ability Focus (*veil*), Alertness, Attune Spell Focus, Greater Spell Focus (illusion), Iron Will, Spell Focus (enchantment), Spell Focus (illusion).

*Wizard Spells Prepared* (4/7/6/5/4/3; save DC 15 + spell level, 16 + spell level for enchantments, 19 + spell level for illusions): 0—*detect magic, light, mage hand, read magic*; 1st—*charm person, elemental globe, lesser (water) (x2), mage armor, magic aura*, shield;* 2nd—*eagle's splendor, glitterdust, obscure object, misdirection*, resist energy, whispering wind;* 3rd—*dispel magic* (2), *displacement*, major image*, nondetection;* 4th—*dimensional anchor, greater invisibility*, polymorph, shadow conjuration*;* 5th—*nightmare*, wall of stone*. *Specialist spell (illusion), banned evocation and necromancy.

**Enslave (Su):** Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 18 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved

creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

**Psionics (Sp):** At will—*hypnotic pattern* *(DC 16), *illusory wall* *(DC 18), *mirage arcana* *(DC 19), *persistent image* *(DC 19), *programmed image* *(DC 20), *project image* *(DC 21), *veil* *(DC 20). Effective caster level 16th. The save DCs are Charisma-based. Please note that as charisma based psionics, these powers do not benefit from the turquoise greater arcane spell focus.

**Slime (Ex):** A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 21 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

**Mucus Cloud (Ex):** An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 21 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

*Possessions: Ring of regeneration, rod of cancellation*, Turquoise Wizard's greater arcane spell focus (Illusion DC +2, caster level +2)

## Area 19-8 — The Long Way Down (EL 17)

*A crooked spiral staircase carved out of rough rock descends into the dark gloom. The steps are slick and wet, covered in some places by an uncomfortable slimy residue.*

Half way along this stairwell is a loose step that gives way to a dangerous, razor lined chute. Characters who fall through the trap hit a liquid bottom (and thus take only temporary damage from the fall). Unfortunately for them, a great mother Naliseth and many of her spawn lies in wait for them at the bottom of the pit.

**Deep Camouflaged Razor Lined Chute Trap:** CR 10; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60ft. deep (2d6 temporary damage fall); chute razors (Atk +14 melee, 1d4 razors per target, 2d8+8 damage each); Search DC 27; Disable Device DC 25.

**Naliseth Spawn (20):** CR 1; Medium Monstrous Humanoid (Aquatic); HD 1d8+2; hp 6 each; Init +0; Spd 20 ft., swim 30 ft.; AC 12, touch 10, flat footed 12 (+2 natural); Base Atk +1; Grapple +6; Atk/Full Atk +2 melee (1d4+1, slam); SA Slippery grasp; SQ Damage reduction 5/magic, immunity to poison, vulnerability to fire, vulnerability to *cure disease*; AL NE; Fort +4, Ref +2, Will +3; Str 13, Dex 10, Con 14, Int 6, Wis 12, Cha 5.

*Skills and Feats:* Hide +0*, Listen +2, Spot +2, Survival +3; Great Fortitude

**Slippery Grasp (Ex):** A naliseth spawn has a +4 racial bonus on grapple checks (included in the stats above).

**Amphibious (Ex):** Naliseth spawn can survive out of water for 10 minutes per point of Constitution (after that, refer to the drowning rules in the DMG)

**Immunity to Poison (Ex):** Naliseth spawn have viscous ichor in place of blood, making them immune to all poisons.

**Vulnerable to *Cure Disease* (Ex):** A *cure disease* spell removes the naliseth's curse and returns the spawn to its former form, albeit unconscious and with reduced memory of what occurred while

under the influence of the naliseth's blood. A *break enchantment* spell, combined with the actions of an expert healer (DC 22 Heal check or a *heal* or *regenerate* spell) produces the same result. If a *break enchantment* spell is cast without a healer's care, the curse is broken bu the victim's lungs are not healed. The victim begins to suffocate on the following round, regardless of whether or not he is in water. An *alter self* or *water breathing* spell can provide him with a way to breath again, but once such a spell expires, the victim begins to drown.

**Skills:** A naliseth spawn has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*While submerged in any natural aquatic environment, a naliseth spawn gains a +4 racial bonus on Hide checks.

**Advanced Naliseth:** CR 16 ; Gargantuan Aberration (Aquatic); HD 20d8+100; hp 190; Init -4; Spd 10 ft., swim 50 ft.; AC 25, touch 2, flat-footed 25 (-4 size, -4 Dex, +33 natural); Base Atk +15; Grp +39; Atk +26 melee (4d6+18, bite); Full Atk +26 melee (4d6+18, bite); SQ damage reduction 10/epic, immunity to poison, vulnerability to fire, blood of Naliseth; AL NE; SV Fort +13, Ref +2, Will +15; Str 35, Dex 2, Con 25, Int 6, Wis 12, Cha 8.

*Skills and Feats:* Hide -3, Swim +35; Cleave, Improved Natural Armor, Improved Natural Attack, Iron Will, Power Attack, Snatch, Weapon focus (bite).

## Area 19-9 — The Watcher (EL 19)

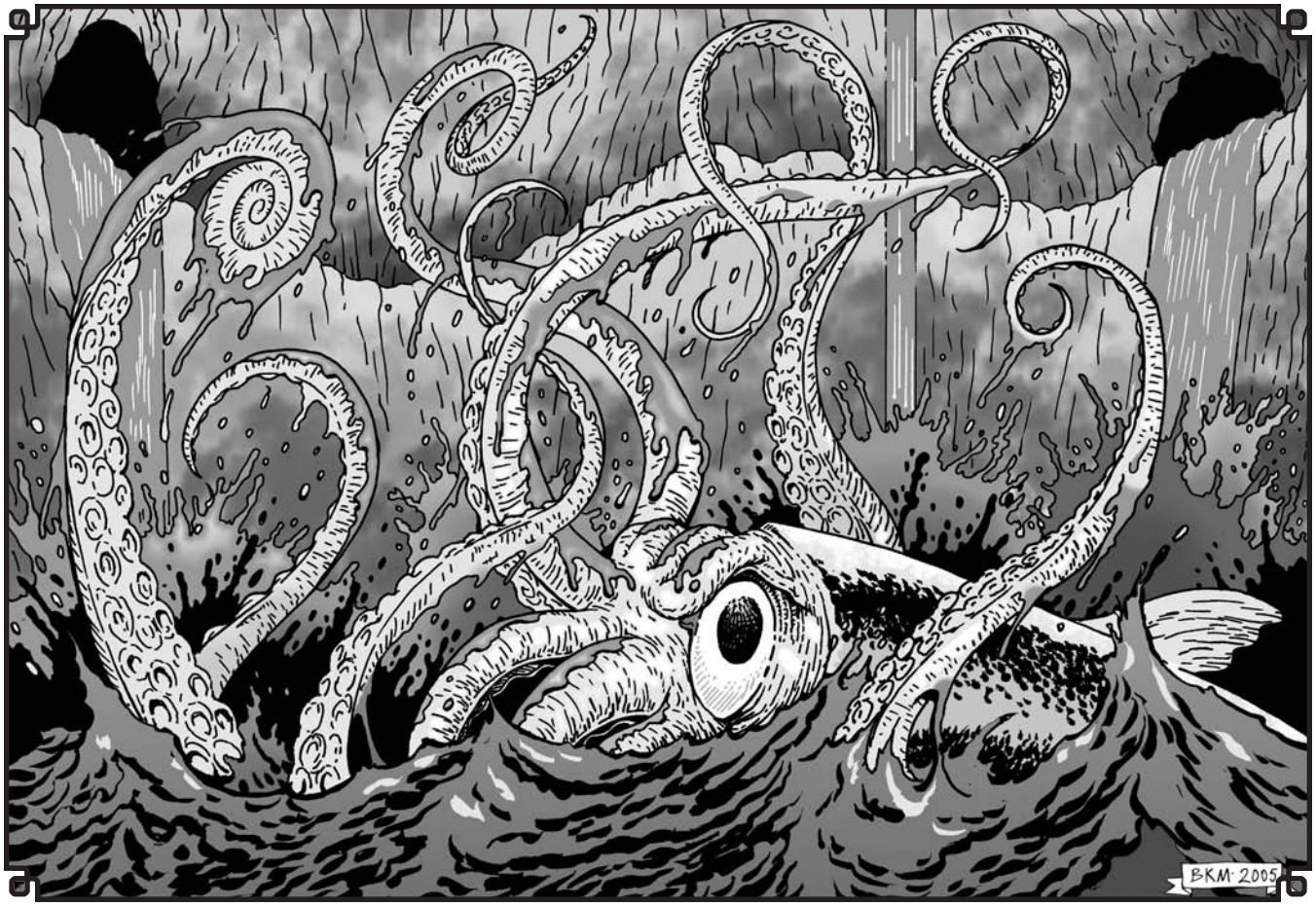
*While the scale of the dungeon on this level so far has been particularly large, nothing you have seen so far prepares you for the tremendous size of the chamber before you. A deep, loud roar echoes throughout this colossal cavern, reverberating from the walls, making it difficult to truly estimate the great size of the room. Waves crash against the walls as the water here, unlike that encountered so far, is anything but calm. From at least a half a dozen places in the room, large fonts of water, some rushing wildly, some trickling, some pouring forth at a measured pace all enter the nearly drowned chamber. Wild torrents of liquid spray out in all directions, limiting vision and dampening everything in the room. A great vortex of water swirls in the center as if a great pit in the bottom of the chamber were draining all the water out of room.*

The only access to Level 20 is down through the lair of the watcher. This area also provides access to the ocean. Deep within the waves around the vortex a bubbling, area churns, which acts as the gate to the 20th level. At the base of the vortex itself is a great pit that funnels water down into the ocean at the base of Blackmoor bay. Uzu-Kul, an ancient kraken with potent magical abilities, lies in wait here, both to prevent anything from coming up out of the ocean into the cavern and to bar all those who seek to pass through the sunken shrine and enter the 20th level of the dungeon.

**Uzu-Kul, Male Kraken Sorcerer14:** CR 23; Gargantuan Magical Beast (Aquatic); HD 20d10+14d4+180; hp 380; Init +4; Spd swim 20 ft.; AC 24, touch 6, flat-footed 24 (-4 size, +28 natural); Base Atk +27; Grp +51; Atk +35 Melee (2d8+12/19-20, tentacle); Full Atk +35 Melee (2d8+12/19-20, 2 tentacles) and +30 melee (1d6+6, 6 arms) and +30 melee (4d6+6, bite); SA Improved grab, constrict 2d8+12 or 1d6+6; SQ Darkvision 60 ft., ink cloud, jet, low-light vision, spell-like abilities; AL NE; SV Fort +21, Ref +12, Will +13; Str 34, Dex 10, Con 29, Int 21, Wis 20, Cha 23.

*Skills and Feats:* Concentration +35, Diplomacy +8, Hide +10, Intimidate +24, Knowledge (arcana) +22, Knowledge (geography) +17, Knowledge (nature) +16, Listen +37, Search +28, Sense Motive +24, Spellcraft +22, Spot +37, Survival +5, Swim +20, Use Magic Device +17; Alertness, Blind-fight, Expertise, Greater Spell Focus (conjuration), Improved Critical (tentacle), Improved Initiative, Improved Trip, Iron Will, Spell Focus (conjuration), Spell Penetration, Still Spell.

*Sorcerer Spells Known* (6/6/6/6/6/6/5/3; save DC 16 + spell level, 18+ spell level for conjurations *): 0—*acid splash, arcane mark, dancing lights, detect poi-*




*son, detect magic, light, mage hand, prestidigitation, read magic*; 1st—*erase, elemental orb, lesser (water) *, mage armor, ray of enfeeblement, shield;* 2nd—*blur, command undead, glitterdust *, levitate, mirror image;* 3rd—*arcane sight, dispel magic, haste, elemental Ball (water) *;* 4th—*greater invisibility, polymorph, scrying, stone shape;* 5th—*baleful polymorph, contact other plane, magic jar;* 6th—*disintegrate, greater dispel magic;* 7th—*plane shift *.*

**Improved Grab (Ex):** To use this ability, the kraken must hit with an arm or tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Constrict (Ex):** A kraken deals automatic arm or tentacle damage with a successful grapple check.

**Jet (Ex):** A kraken can jet backward once per round as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Ink Cloud (Ex):** A kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

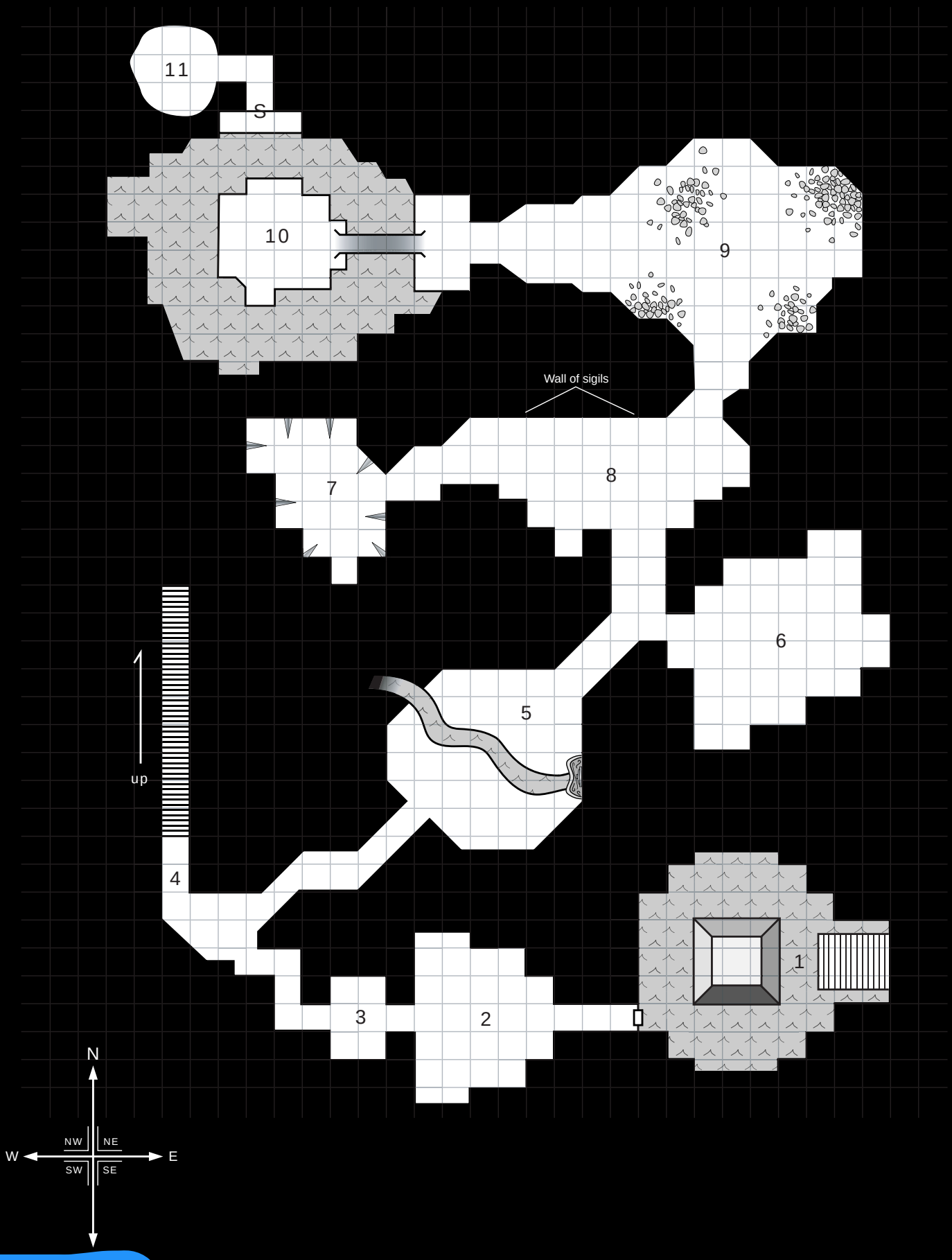
**Spell-Like Abilities:** 1/day—*control weather, control winds, dominate animal* (DC 19), *resist energy.* Caster level 9th. The save DC is Charisma-based.

**Skills:** A kraken has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Possessions:* Summoning Stone (acts as a rod or wondrous item which can cast *summon monster IX* 3 times a day), Planar Tuning Forks for the Prime Material Plane, the Elemental Plane of Water, and the 662nd level of Hell.

Blackmoor Castle

# LEVEL 20



# Level 20

**Table 20-1: Wandering Monster Encounters**

| | |
|---|---|
| 1 | 2 Marileth and 3 Nalfeshnee |
| 2 | 12 Glabrezu |
| 3 | 8 Nalfeshnee |
| 4 | Marileth, 10 Herzou and 2 Nalfeshnee |
| 5 | Marileth, 12 Vrock and 4 Nalfeshnee |
| 6 | Balor |

Balor: hp 290; see *MM* pages 40-41.
Glabrezu: hp 174 each; see *MM* pages 43-44.
Herzou: hp 138 each; see *MM* page 44.
Marileth: hp 216 each; see *MM* pages 44-45.
Nalfeshnee: hp 175 each; see *MM* pages 45-46.
Vrock: hp 115 each; see *MM* page 48.

Table 20-2: Encounter Index

| Area | Page | Type | Description | EL |
|---|---|---|---|---|
| 20-1 | 293 | - | Sunken shrine | - |
| 20-2 | 293 | C | 4 Sahuagin Ranger Ghosts | 20 |
| 20-3 | 296 | C | Brass gate | 18 |
| 20-4 | 296 | T/P | Long stairwell | - |
| 20-5 | 296 | T | Howling font | 20 |
| 20-6 | 297 | T | Gateway | 20 |
| 20-7 | 297 | C | The Maw | 21 |
| 20-8 | 298 | C | 2 Marileth | 19 |
| 20-9 | 299 | C | 2 Advanced Fiendish Invisible Stalkers | 18 |
| 20-10 | 300 | C | Balor | 20 |
| 20-11 | 302 | T | Sphere of Annihilation | 15 |

## Area 20-1 — Sunken Shrine of Sar-Aigu

*Curious sea creatures are encrusted atop elaborately carved reliefs upon all the walls here. Great lumps of mussels turn the walls into great rolling landscapes lush with life. Huge numbers of barnacles cling to every available surface here. Beneath this thick layer of shells and tentacles, a large shrine rises from the bottom of the room. Thin filamentous algae stretches up from the eroded stone blacks, giving the graven images on the altar a thick mat of striking greenish hair. Among the sea-life and the greenery, you can make out sculptures of the horned heads of demonic beings; their mouths open in horrible grimaces and howling cries.*

Once this place was the secret shrine of the Sar-Aigu. Long ago, however, their debts to a gang of demonic masters came due and they paid with their souls. Those who were still here when the demons came to collect their due now live on, experiencing a painful state of undeath in the next chamber. Their flayed hides make up the majority of the wall hangings in the rest of this dungeon. Now little beyond the abundant sea life that uses the once-sacred altar as nothing more than a surface upon which to affix their tendrils.

Investigation of the altar can provide abundant information on the rest of the level, but most importantly it details the history of the colonization of the Sar-Aigu. At first glance, the pictures can clearly be associated with the art in Area 19-2. Perhaps the same hand has been involved in the carving of the glyphs.

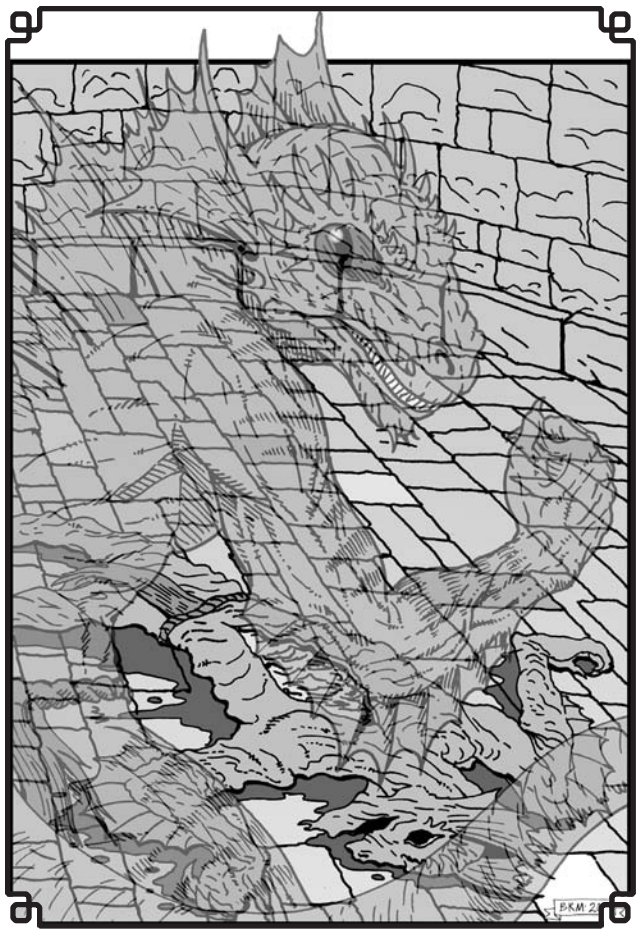
Careful inspection of the glyphs recognizes some landmarks among the curious engravings. A DC20 Knowledge (geography) check identifies what appears to be a map on the center of the carving. The map leads to the center of the Great Dismal Swamp, to the first spawning pool of the Sar-Aigu, where the Temple of the Frog was later built.

A DC 25 Decipher Script check identifies a single legible word in among the engravings, "Descuranadakata".

## Area 20-2 — Skins of the Flayed (EL 20)

*The smell here is overpowering. Hanging on the walls of this crowded chamber are the decaying skins of a group of scaly humanoid beings. The cool water from the shrine laps up against the floor here, but the environment is warm.*

Here the flayed skins of dead Sar-Aigu hunters hang as a lesson to others who would oppose the



power of the demons who rule beyond the brass gate. There is no other sign of the group of sahuagin who once ruled from this place. They have all fled, either into the Great Dismal Swamp, or deep into the depths of the ocean.

The ghosts linger here near their flayed skins. They only become aggressive to those who molest their remains.

**Sahuagin Ranger14 Ghosts (4):** CR 16; Medium Undead (Incorporeal); HD 16d12; hp 102 each; Init +3; Spd 30 ft., fly 30 ft. (perfect), swim 60 ft.; AC 16, touch 16, flat-footed 13 (+3 Dex, +3 deflection); Base Atk +16; Grp +18; Atk -; SA Blood frenzy, corrupting gaze, favored enemy [1-humanoid (aquatic), 2-humanoid (elf), 3-humand (reptilian)], horrific appearance, malevolence, manifestation, rake 1d4+1; SQ Blindsense 30 ft., darkvision 60 ft., evasion, freshwater sensitivity, light blindness, rejuvenation, speak with sharks, swift tracking, turn resistance +4, water dependent, wild empathy, woodland stride; AL LE; SV Fort +9, Ref +12, Will +6; Str 16, Dex 16, Con -, Int 14, Wis 15, Cha 18.

*Skills and Feats:* Handle Animal +4*, Hide +25*, Listen +24*, Move Silently + 25, Profession (hunter) +19*, Ride +22, Spot +24*, Survival +19*, Swim +20; Ability Focus (corrupting gaze), Ability Focus (horrific appearance), Ability Focus (malevolence), Blind-Fight, Camouflage, Dodge, Endurance[B], Great Fortitude, Greater Two-Weapon Fighting[B], Improved Two-Weapon Fighting[B], Multiattack, Track[B], Two-Weapon Fighting[B].

*Ranger Spells Prepared* (3/2/1; save DC 12 + spell level): 1st—*animal messenger, detect animals or plants, resist energy, summon nature's ally I;* 2nd—*protection from energy, speak with plants;* 3rd—*tree shape*.

**Blood Frenzy:** Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and takes a –2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily.

***Corrupting Gaze (Su):*** A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save or take 2d10 points of damage and 1d4 points of Charisma damage.

***Horrific Appearance (Su):*** Any living creature within 60 feet that views a ghost must succeed on a Fortitude save or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

***Malevolence (Su):*** Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a *magic jar* spell (caster level 10th or the ghost's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 15 + ghost's Cha modifier). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's

space. If the save fails, the ghost vanishes into the target's body.

***Manifestation (Su):*** Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

**Rake (Ex):** Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

**Blindsense (Ex):** A sahuagin can locate creatures underwater within a 30-foot radius. This ability works only when the sahuagin is underwater.

**Freshwater Sensitivity (Ex):** A sahuagin fully immersed in fresh water must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

**Light Blindness (Ex):** Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds sahuagin for round. On subsequent rounds, they are dazzled while operating in bright light.

***Rejuvenation (Su):*** In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

**Speak with Sharks (Ex):** Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.

**Water Dependent (Ex):** Sahuagin can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the *DMG*).

**Skills:** A sahuagin has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks.

*A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home.

*A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

*Languages*: Sahuagin, Common, Aquan.

## Area 20-3 — The Brass Gate (EL 18)

*A great brass gate, long encrusted with a thick gray-green patina blocks the way here. Behind the dull residue that has collected upon the surface, a glimmer of the alien nature of the gate is visible to all. The black beams that hold it up are shimmering stone that is impossibly dark.*

This area lies above a great crystal vein that lies at the center of the power of the Dungeons of Castle Blackmoor. The stone here is more than potently magical; it literally thrives and devours magic as a foodstuff. All spells cast on this level automatically fail unless the caster beats an SR 30 caster level check. In effect, all creatures on this level are granted a spell resistance of 30. Creatures that already possess spell resistance must have their own resistance overcome as well as that provided by the dungeon's magic. After an hour on the level, the body of a spellcaster begins to attune to the rock and he gains a temporary +1 bonus on all caster level checks. In time, he becomes filled with the dungeons power. After 30 hours, the transformation is complete, and the bonus stays constant at +30, growing no greater. After leaving the dungeon level, the power leaves the body rapidly, decreasing one point per round. Once the bonus is removed, the caster begins to feel a drain on his magical abilities, loosing one caster level of spell casting ability per point of power he had absorbed in the dungeon. In addition, he becomes immediately fatigued. If a character loses more caster levels than he has spell casting class levels, he becomes immediately exhausted. A character with no more effective class levels can no longer cast spells or use spell trigger items of any kind (unless he uses a use magic device check). This effect wears off at a rate of one point per day of rest. The fatigue or exhaustion effect cannot be removed until a character has gained back at least half of the spell casting levels that they lost.

This attunement effect is not obvious to those who first experience it. A DC 30 Spellcraft check, made only after a spell fails to effect an enemy, lets an arcane caster notice that their body is not attuned to the magical energies of the dungeon, thus their spells are being resisted. A DC 35 Spellcraft check while under the influence of a *detect magic* or *arcane sight* spell shows that the source of the magical inhibition is the rock itself, and thus cannot be removed or disrupted.

**The Brass Gate:** The gate cannot be scratched by normal weapons. It is locked tight, and only one thing will open it: A hand dripping with the fresh heart-blood of a murdered innocent is able to turn the handle easily and open the portal for whomever they wish. No magic short of a *wish* or *miracle* can influence the portal in any way. A *wish* allows the portal to crack open for a single round. A *miracle* holds it open for 2 rounds.

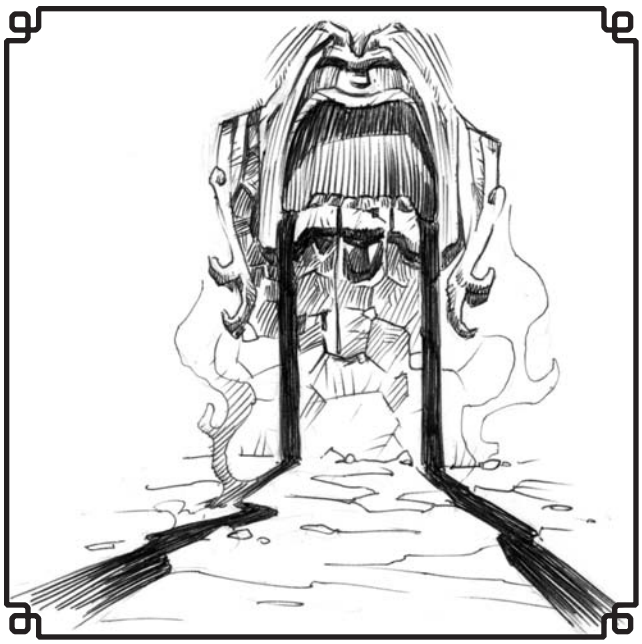
## Area 20-4 — The Long Stair

*A long corridor heads up, up, up and out of sight here. The corridor is bare and the steps contain no traces of any recent passage. A warm wind from the northeast carries a hint of brimstone and sulphur from up ahead.*

This enchanted stairway leads on and on forever, never coming to an end. No matter how long one travels down the corridor, all that one will ever find is the same bleak staircase. If, however, one pronounces the magic word "Descuranadakata", the stairs immediately shift position such that they now lead downwards. They end in a small out-of-the-way alcove on the 127th layer of the abyss.

## Area 20-5 — The Howling Font (EL 20)

*A great gaping black mouth is carved into the wall on the southeast wall of the chamber. Pouring forth from the mouth of this obscene fountain is a putrid stream of black acidic bile. The stream of liquid has etched a deep groove in the floor as it flows slowly and sluggishly towards the northwest.*



All within this chamber must make a DC 22 Fortitude save each round to avoid being nauseated by the vapors from the fountain. Even those who make the save are sickened. Each time the fountain is molested, it lets out a tremendous gurgling scream. This noise triggers the gate in Area 20-6; roll once on the wandering monster table to see what kind of fiends are spewed forth through the gate. They are drawn immediately to the noise in 20-5.

The fountain is the trapped form of an unruly demon, which has been bound within the stone as punishment for disobedience. It cannot move or attack, but it can speak, albeit with a painful and difficult to understand gurgling voice, as the flow of liquid from the base of its throat never ends. Normally it does little more than complain about its difficult predicament, and elaborate on how cruel Azak the balor is.

The liquid in the groove is a powerful acid that does 6d6 damage per round of submersion.

## Area 20-6 — Gateway to the Pit (EL 20)

*This large uneven chamber is covered with elaborate arcane glyphs all over the floor. The overall pattern is that of a spiral with a hexagon in its center. Along each of the spiral trails, however, glyphs and characters seem out of place, as if a second pattern to the material exists that is not as easily discerned as that of the spiral.*

This area is a gate through which demons from the abyss are summoned into this plane. The mouth of the fountain in Area 20-5 calls them forth. New arrivals here do not have the benefit of long attunement to the dungeons magic.

Any attempt to discern the meaning of the glyphs inflicts the reader with an empowered *feeblemind* spell (Will save DC 25).

## Area 20-7 — The Maw (EL 21)

*This area stinks with a potent smell of rotting meat mixed with bile and foul fruit. It is of uneven construction, with sharp jagged protrusions similar to stalactites extending from the walls, ceiling and floor alike. The floor itself appears soft and is pale pink.*

This is the maw of a great beast long ago bound beneath the dungeon and trapped partly in the

world of Blackmoor and partly in the abyss. Any who enter this chamber attracts its attention and it attempts to devour them. It has not yet truly manifested in this plane, and as such, it cannot be affected or damaged in any way. It cannot move, and takes no other action than biting those foolish enough to enter its maw.

**Great Maw:** CR 21; mechanical; location trigger; automatic reset; Atk +24 melee (30d6, bite); multiple targets (any who enter the room); Search DC 30, Disable Device DC N/A.

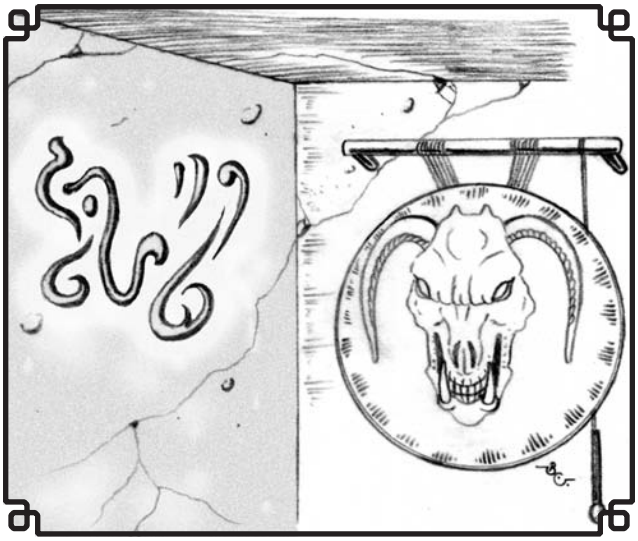
## Area 20-8 — Guardian Sigils (EL 19)

*Against the back wall of this room a large set of curious glyphs have been carved directly into the stone. They glow and swirl and slide together almost as if they were a pack of writhing snakes slithering overtop of one another. Against the east wall hangs a great brass gong engraved with face of a grotesque, screaming demonic being.*

Azak has posted two Marileth as guardians here. They, and their serpent pets, are bound to protect him and to alert him to any trouble. At present they are held within the swirling sigils. If any approach the sigils within 5 feet, or if any attempt to pass through to Area 20-9, they slide off the wall (as if they took a 5 foot step) and attack immediately. While in the wall, they cannot be harmed. A *dimensional anchor* cast on the wall itself prevents their arrival.

The two marileth approach from opposite sides of the chamber. They begin combat by placing a pair of *blade barriers* such that they divide their foes, and keep at least one enemy within a ring of blades, close enough for them to engage. While one engages immediately in melee, the other activates her *unholy aura.* Sending the giant snakes into distract enemy warriors, the marileth attempts to grapple and slay any lightly armored foes. If combat goes poorly, they attempt to strike the brass gong, alerting Azak to the presence of invaders.

**Treasure:** The brass gong is worth 6500 gp, but it is not likely to be bought by any of good



alignment. In addition, the marileth have been well armed by the plunder they have gathered from adventurers who have come deep into the Dungeons of Castle Blackmoor. One possesses an intelligent vicious, unholy longsword known as *Bloodthirst* and a *+1 shocking burst, ghost touch longsword*. The other wields a *+1 vorpal longsword* and a *Nine Lives Stealer*. In addition each possesses four masterwork cold iron longswords.

**Bloodthirst:** +1, vicious, unholy long sword; AL CE; Int 13, Wis 10, Cha 13; empathy, 60 ft. vision and hearing; Ego 12.

*Lesser Powers: Cause moderate wounds* on touch (as per spell storing) 3/day (2d8+3), *vampiric touch* on touch (as per spell storing) 1/day (3d6).

*Personality:* Bloodthirst is consumed by perverse desire to bathe in the blood of the beautiful. Once a powerful demon prince, bloodthirst had his vain soul bound into this crude, tarnished, brass blade. The blade itself appears cheap, crass and loud. It is bound with bright red wrappings about the pommel that clash garishly with the color of the blade. Set in its pommel is a great cracked garnet, worth only 12 gp. The blade appears used and mistreated. No amount of polishing will remove the bloodstains upon it; no amount of sharpening will make it appear well cared for. It holds a great jealous hatred towards all beautiful things, and urges the wielder to destroy all that is clean, pure or comely.

**Marilith (2):** CR 17; Large Outsider (Chaotic, Extraplanar, Evil); HD 16d8+144; hp 216 each; Init +4; Spd 40 ft; AC 29, touch 13, flat-footed 25 (-1 size, +4 Dex, +16 natural); Base Atk +16; Grp

+29; Atk +25 melee (2d6+9/19-20, longsword) or +24 melee (1d8+9, slam) or +24 melee (4d6+9, tail slap); Full Atk +25/+20/+15/+10 melee (2d6+9/19-20, primary longsword) and +25 melee (2d6+4/19-20, 5 longswords) and +22 melee (4d6+4, tail slap); or +24 melee (1d8+9, 6 slams) and +22 melee (4d6+4, tail slap); 10 ft./10 ft.; SA Constrict 4d6+13, improved grab, spell-like abilities, *summon demon*; SQ Damage reduction 10/good and cold iron, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 25, telepathy 100 ft.; AL CE; SV Fort +19, Ref +14, Will +14; Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24.

*Skills and Feats:* Bluff +26, Concentration +28, Diplomacy +30, Disguise +7 (+9 acting), Hide +19, Intimidate +28, Listen +31, Move Silently +23, Search +23, Sense Motive +23, Spellcraft +23 (+25 scrolls), Spot +31, Survival +4 (+6 following tracks), Use Magic Device +26 (+28 scrolls); Combat Expertise, Combat Reflexes, Multiattack, Multiweapon Fighting, Power Attack, Weapon Focus (longsword).

**Constrict (Ex):** A marilith deals 4d6+13 points of damage with a successful grapple check. The constricted creature must succeed on a DC 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

**Improved Grab (Ex):** To use this ability, a marilith must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

**Spell-Like Abilities:** At will—*align weapon, blade barrier* (DC 23), *magic weapon, project image* (DC 23), *polymorph, see invisibility, telekinesis* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 25). Caster level 16th. The save DCs are Charisma-based.

***Summon Demon* (Sp):** Once per day a marilith can attempt to summon 4d10 dretches, 1d4 hezrou, or one nalfeshnee with a 50% chance of success, or one glabrezu or another marilith with a 20% chance of success. This ability is the equivalent of a 5th-level spell.

**True Seeing (Su):** Mariliths continuously use this ability, as the spell (caster level 16th).

**Feats:** In combination with its natural abilities, a marilith's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

*Languages:* Abyssal, Celestial, and Draconic

*Possessions:* 4 masterwork cold iron longswords plus 2 special longswords (see above).

**Fiendish Giant Constrictor Snakes (12):** CR 7; Large Magical Beast (Extraplanar); HD 11d8+14, hp 63 each; Init +4; 20 ft. (4 squares), climb 20 ft., swim 20 ft.; AC 15 touch 11, flat-footed 12 (-2 size, +3 Dex, +4 natural); Base Atk +8; Grp +23; Atk /Full Atk +13 melee (1d8+10, bite); 15 ft./10 ft.; SA Constrict 1d8+10, improved grab, smite good; SQ Darkvision 60 ft., damage reduction 5/magic, resistance to cold and fire 10, scent SR 16; AL CE; SV Fort +8, Ref +10, Will +4; Str 25, Dex 17, Con 13, Int 3, Wis 12, Cha 2.

**Skills and Feats:** Balance +11, Climb +17, Hide +10, Listen +9, Spot +9, Swim +16; Alertness, Endurance, Skill Focus (Hide), Toughness.

***Smite Good (Su):*** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

## Area 20-9 — Cave-in (EL 18)

*This large, long chamber is full of loose rubble and broken stone. A strong scent of brimstone wafts in from a large looming portal on the west side of the great chamber.*

Long ago, Xuluxulotuxul and Luxutoluxulux were sent into the Blackmoor dungeon with the instructions to "travel the deepest part of the dungeon, find the most valuable treasure there, and return it to me." After a long and perilous quest, they decided that adventurers exploring the dungeons depths carried the most valuable treasures, and have since set up a post here, ready to ambush any who come through. Their motto, which they repeat incessantly is "kill them and take their stuff."

Xuluxulotuxul and Luxutoluxulux have been driven slowly mad over the many years they have spent in the depths of Blackmoor dungeon.

They attempt to deceive, torture and murder any who enter their small domain.

Xuluxulotuxul is completely mad and thoroughly evil. The *medallion of thought projection* therefore radiates a series of disturbing images, most of them having to do with the death of the party, and in some cases the rending limb from limb of an old Docrae wizard from Booh, known as Serephina. These thoughts are most disturbing, and all Concentration checks made within this chamber take a -4 circumstance penalty. Luxutoluxulux prefers to use summoned animals from his bag of tricks to harass interlopers. Due to long exposure to the effects of the dungeon, all creatures pulled from the bag are fiendish and dire. While his foes puzzle over attacks by random animals that seem to pop out of the air, Xuluxulotuxul begins assaulting them with his *wand of wonder*.

**Treasure:** Hidden among the fallen rocks is a huge cache of treasure. Xuluxulotuxul and Luxutoluxulux have been gleaning items from the corpses of adventurers for many years and they have come across a number of useful items. Among the rubble (requiring 4 separate DC 32 Search checks) one can find 4 hidden caches. The first contains a large number of gemstones. In the first cache one can find 6 citrines worth 400 gp each, 3 rubies worth 500 gp, 2 sapphires worth 850 gp each, a diamond worth 12000 gp and a crystal shard that acts as a supreme spell focus. In the second pile, one can find several pouches burgeoning full of coins totaling 68000 gp. The third cache conceals several books; one details the history of the settlement of Blackmoor during the age before the empire of Thonia arose, a *Tome of Leadership and Influence +3*, an *Iron Golem Manual* and a *Vacuous Grimoire.* The fourth cache contains but a single item, a *scarab of death*.

**Xuluxulotuxul and Luxutoluxulux, Fiendish Advanced Invisible Stalkers (2):** CR 14; Huge Elemental (Air, Extraplanar); HD 24d8+96; hp 199, 218; Init +9; Spd 30 ft., fly 30 ft.; AC 26, touch 19 or 14, flat-footed 20 (-2 size, +6 Dex, +7 or +12 natural, +5 or +0 deflection); Base Atk +18; Grp +34; Atk +27 melee (3d6+8, slam); Full Atk +27 melee (3d6+8, 2 slams); Space/Reach 15 ft./15 ft.; SA smite good; SQ damage reduction 10/magic, darkvision 60 ft., elemental traits, natural invisibility, improved tracking, resistance to cold and fire 10, SR 25; AL CE; SV Fort +11, Ref +19, Will +11; Str 26, Dex 23, Con 18, Int 14, Wis 15, Cha 15.

*Skills and Feats:* Listen +29, Move Silently +33, Spot +29, Survival +20; Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Weapon Focus (slam), Whirlwind Attack.

***Smite Good (Su):*** Once per day the creature can make a normal melee attack to deal extra damage equal to its HD total (maximum of +20) against a good foe.

**Natural Invisibility (Su):** This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

**Improved Tracking (Ex):** An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

*Languages:* Auran, Common (understand only)

*Possessions:* Xuluxulotuxul; *medallion of thought projection, ring of protection +5, rod of wonder*. Luxutoluxulux; *amulet of natural armor +5, ring of blinking, bag of tricks [tan].*

## Area 20-10 — Lake of Boiling Fire (EL 20)

*Ahead, the rough stone passage broadens to reveal a lake of burning fire. The stench of brimstone is strong here as the sulphurous fumes rise off the boiling lake and waft down the corridor. Emerging from within the lake is a sharp rock spire with a flat top. A narrow yet strong-looking rock bridge connects the passage to the stony island.*

An ancient Balor by the name of Azak rules this level of the Blackmoor dungeon from the rocky island in the midst of lake of boiling fire. Azak has dwelt on this level for so long that he is fully attuned to the magical disruption that inhibits spell casting here. He uses this to his great advantage and has no trouble subduing other demons when he summons them to his domain, as

they are unable to make full use of their magic for many hours after arrival. He rules the layer of the dungeon with an iron fist, tolerating no guff from his underlings and slaying or binding all who oppose him.

The same substance that oozes out to provide oil in Blackmoor's moat flows freely down here, and Azak keeps the whole thing in a constant state of conflagration. This entire chamber is choked with hot sulphurous smoke. Any spell requiring verbal components within Area 20-10 require a Concentration check at a DC of 10 + the spell level. The smoke provides full concealment for all within the room. The bridge, while sturdy, is quite narrow (5 feet). Any who fall down (from a trip or a bull rush) while on the bridge must make a DC 15 Balance check to avoid plummeting off the bridge into the lake of boiling fire. Within the lake characters take 18d6 fire damage each round. The free-flowing pitch clings to whatever it contacts and characters continue to take 6d6 damage a round for three rounds after exiting the lake. All Swim checks made within the pitch are at a -8 penalty due to the viscosity, smoke and flames.

If Azak has any warning of the approach of the party, he summons his bound servant Onuzuku, another balor, in preparation for combat. If the party has made any substantial noise in Areas 20-7, 20-8 or 20-9, give Onuzuku a Listen check to detect their presence.

Azak makes good use of his *telekinesis* power to throw any who attempt to cross the bridge into the boiling lake. If Onuzuku is present, the pair like to use *greater dispel magic* in conjunction with *firestorm* as a good one-two punch to strip away their opponents' defenses and then hit them with some serious damage. They then prefer to use *power word stun* simultaneously, in an attempt to incapacitate as many of their enemy as possible. Once a few members have been incapacitated, they like to use *dominate monster* on a weak-willed target to use him as a pawn against his allies. In addition, Azak maintains control of the sphere of annihilation in Area 20-11. His control roll is +32, allowing him to control the sphere on any roll but a 1 unless he is contested. If defeated but not yet slain, he threatens to destroy all the treasures in the adjacent chamber with the sphere.

**Azak, Balor:** CR 20; Large Outsider (Chaotic, Extraplanar, Evil); 20d8+200; 290 hp; Init +11; Spd 40 ft., fly 90 ft. (good); AC 39, touch 16, flat-footed 28 (-1 size, +7 Dex, +19 natural +4 deflection); Base Atk +20; Grp +26; Atk +2 bastard sword +34 melee (2d8+13/19-20 +2d6 vs arcane spellcasters); Full Atk +2 bastard sword +32/+27/+22/+17 melee (2d8+13/19-20 +2d6 vs arcane spellcasters) and +1 flaming whip +30/+25 melee (1d4+6 plus 1d6 fire plus entangle); or 2 slams +31 melee (1d10+12); Space/Reach 10 ft./10 ft. (20 ft. with +1 flaming whip); SA: Death throes, entangle, spell-like abilities, summon demon, vorpal sword; SQ: Damage reduction 15/cold iron and good, darkvision 60 ft., flaming body, immunity to electricity, fire, and poison, resistance to acid 10 and cold 10, spell resistance 28, telepathy 100 ft., true seeing; AL CE; SV Fort +22, Ref +19, Will +19; Str 35, Dex 25, Con 31, Int 24, Wis 24, Cha 26.

*Skills and Feats:* Bluff +31, Concentration +33, Diplomacy +35, Disguise +8 (+10 acting), Hide +26, Intimidate +33, Knowledge (any two) +30, Listen +38, Move Silently +30, Search +30, Sense Motive +30, Spellcraft +30 (+32 scrolls), Spot +38, Survival +7 (+9 following tracks), Use Magic Device +31 (+33 scrolls); Cleave, Improved Initiative, Improved Two-Weapon Fighting, Power Attack, Quicken Spell-Like Ability (*telekinesis*), Two-Weapon Fighting, Weapon Focus (longsword).

**Death Throes (Ex):**When killed, a balor explodes in a blinding flash of light that deals 100 points of damage to anything within 100 feet (Reflex DC 30 half ). This explosion automatically destroys any weapons the balor is holding. The save DC is Constitution-based.

**Entangle (Ex):** A balor's *+1 flaming whip* entangles foes much like an attack with a net. The whip has 20 hit points. The whip needs no folding. If it hits, the target and the balor immediately make opposed Strength checks; if the balor wins, it drags the target against its flaming body (see below). The target remains anchored against the balor's body until it escapes the whip.

*Spell-Like Abilities*: At will— *blasphemy* (DC 25), *dominate monster* (DC 27), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *insanity* (DC 25), *power word stun, telekinesis* (DC 23), *unholy aura* (DC 26); 1/day—*fire storm*

(DC 26), *implosion* (DC 27). Caster level 20th. The save DCs are Charisma-based.

**Vorpal Sword (Su):** Every balor carries a *+1 vorpal longsword* that looks like a flame or a bolt of lightning.

***Summon Demon* (Sp):** Once per day a balor can automatically summon 4d10 dretches, 1d4 hezrous, or one nalfeshnee, glabrezu, marilith, or balor. This ability is the equivalent of a 9th-level spell.

**Flaming Body (Su):** The body of a balor is wreathed in flame. Anyone grappling a balor takes 6d6 points of fire damage each round.

**True Seeing (Su):** Balors have a continuous true seeing ability, as the spell (caster level 20th).

*Languages:* Abyssal, Celestial, and Draconic

*Possessions:* Azak wears a *ring of protection +4* on one hand and a *ring of freedom of movement on* the other. Instead of a *+1 vorpal longsword*, Azak uses *Spellbane*, a powerful chaotic bastard sword. He is large enough to use it in one hand without needing a feat. He carries a *rod of absorption* in his belt; it only absorbs spells that manage to overcome the dungeon's spell resistance and Azak's innate spell resistance.

**Spellbane:** *+2 bane[arcane spellcasters] bastard sword*; AL CN; Int 10, Wis 17, Cha 17; empathy, 30 ft. vision and hearing; Ego 16.

*Lesser Powers:* +4 to saves vs. spells, *detect magic* at will, 10 ranks in Knowledge (arcana).

*Greater Powers: dispel magic* 3/day.

*Special Purpose:* slay arcane spellcasters.

*Dedicated Power: poison* on touch.

*Personality: Spellbane* is a loose cannon. It cannot be relied upon to give consistent advice, or to hold a solid opinion on much of anything. Constantly justifying its actions with curious arcane babble, only one thing is sure when it comes to *Spellbane*: arcane magic is too dangerous for mere mortals. Those who use it are treacherous and need to be subdued.

## Area 20-11 — Treasure Chamber (EL 15)

*This small symmetrical chamber glimmers and gleams with light reflected from a huge pile of gold and gems. A dense globe of complete blackness hovers above the treasure pile, casting a dark shadow over the hoard. No matter what light strikes its surface, it remains completely and utterly black.*

The secret door leading into this chamber is particularly well hidden; a DC 35 Search check reveals it. Opening the door triggers the *energy drain* trap.

**Treasure:** A *sphere of annihilation* hangs in the air over a great treasure hoard, gathered here by the balor Azak in order to lure worthy prey down into his lair. The horde contains 6 platinum bars worth 8000 gp each, 2600 gp, a pair of elaborate jade figurines in the shape of distorted humanoids with great bulging eyes and broad menacing grimaces (1200 gp each, but only to collectors) and the following items; a *darkskull*, a *rod of wonder*, the bastard sword known as *Spellbane* and a *flask of curses*.

***Energy Drain* Trap**: CR 15; magic device; location trigger; automatic reset; Atk +8 ranged touch; spell effect (empowered, maximized, *energy drain*, 17th level wizard, 12 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

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