

PER4–06

The Hollows Unveiled

A One-Round D&D LIVING GREYHAWK[®]
Perrenland Regional Adventure

Version 1.0

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An ancient artefact, The Sturgenblood Totem, has led you to the very place of its unmaking – the legendary Hollows Of Mordaine. Here, at The Spire Of Thrax, must the totem be placed so that no clan may hold dominion over any other. But will the temptation to keep it be too great? Or will its destruction unleash an even greater horror on the Concatenated Cantons of Perrenland? This scenario is the third and final part in The Hollows series, which began with The Wyvern's Claw and continued in The Yeti's Tooth. For an average party level (APL) of 4 to 12.

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, and Peter Adkison.

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Introduction

This is an RPGA® Network scenario for the Dungeons & Dragons® game. A four-hour time block has been allocated for each round of this scenario. The rest of the time is spent in preparation before game play, and scoring after the game. The following guidelines are here to help you with both the preparation and voting segment of the game. Read this page carefully so that you know and can communicate to your players the special aspects of playing an RPGA scenario.

Preparation

First you should print this scenario. This scenario was created to support double-sided printing, but printing it single sided will work as well. There is enough room along the inside margin to bind the adventure, if you desire.

Read this entire adventure at least once before you run your game. Be sure to familiarize yourself with any special rules, spells, or equipment presented in the adventure. It may help to highlight particularly important passages.

When you run an RPGA D&D adventure we assume that you have access to the following books: the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. We also assume that you have a set of dice (at least one d4, d6, d8, d10, d12, and d20), some scrap paper, a pencil, an RPGA scoring packet, and your sense of fun. It is also a good idea to have a way to track movement during combat. This can be as simple as a pad of graph paper and a pencil, as handy as a vinyl grid map and chits, or as elaborate as resin dungeon walls and miniatures.

Instruct the players either to prepare their characters now, or wait until you read the introduction, depending on the requirements of the scenario as described in the introduction.

Keep in mind that you must have at least three players (not counting the DM), for the game session to be a sanctioned RPGA event. As well, you cannot have more than six players participating in the game.

Once you are ready to play, it is handy to instruct each player to place a nametag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players (and the DM) to keep track of who is playing which character.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying. That said, you as the DM can bar the use of even core rulebooks during certain times of play. For example, the players are not free to consult the *Dungeon Master's Guide* when confronted with a trap or hazard, or the *Monster Manual* when confronted with a monster.

Some of the text in this scenario is written so that you may present it as written to the players, while other text is

for your eyes only. Text for the players will be in gray boxes. It's strongly recommended that you paraphrase the player text instead of reading it aloud. Some of this text is general and must be adapted to the specific situation or to actions of the player characters.

Scoring

After the players have completed the scenario or the time allotted to run the scenario has run out, the players and DM score the game. Complete the RPGA scoring grid with names and RPGA numbers only, and the event information at the top. RPGA no longer uses voting for any reported results. Give the Scoring Packet to your event coordinator.

This is a LIVING GREYHAWK Adventure. As a LIVING adventure it is expected that players bring their own characters with them. If players do not have a LIVING GREYHAWK character generated, get a copy of the current LIVING GREYHAWK character generation guidelines, and a character sheet from your convention coordinator or the RPGA Web site, and then have any players without a character create one. Once all players have a LIVING GREYHAWK character, play can begin.

Along with the other materials that you are assumed to have in order to run a D&D game, it is also recommended that you have a copy of the LIVING GREYHAWK *Gazetteer*.

Living Greyhawk Levels of Play

Because players bring their own characters to LIVING GREYHAWK games, this adventure's challenges are proportioned to the average character level of the PCs participating in the adventure. To determine the Average Party Level (APL):

1. Determine the character level for each of the PCs participating in the adventure.
2. If PCs bring animals that have been trained for combat (most likely being war horses, dogs trained for war), other than those brought by virtue of a class ability (i.e. animal companions, familiars, paladin's mounts, etc) use the sidebar chart to determine the number of levels you add to the sum above. Add each character's animals separately. A single PC may only bring four or fewer animals of this type, and animals with different CRs are added separately.

	Mundane Animals Effect on APL	# of Animals			
		1	2	3	4
CR of Animal	1/4 & 1/6	0	0	0	1
	1/3 & 1/2	0	0	1	1
	1	1	1	2	3
	2	2	3	4	5
	3	3	4	5	6
	4	4	6	7	8
	5	5	7	8	9
	6	6	8	9	10
	7	7	9	10	11

3. Sum the results of 1 and 2, and divide by the number of characters playing in the adventure. Round to the nearest whole number.

4. If you are running a table of six PCs, add one to that average.

By following these four steps, you will have determined the APL. Throughout this adventure, APLs categorize the level of challenge the PCs will face. APLs are given in even-numbered increments. If the APL of your group falls on an odd number, ask them before the adventure begins whether they would like to play a harder or easier adventure. Based on their choice, use either the higher or the lower adjacent APL.

APL also affects the amount of experience you may gain at the end of the adventure. If your character is three character levels or more either higher or lower than the APL this adventure is being played at, that character will receive only half of the experience points awarded for the adventure. This simulates the fact that either your character was not as challenged as normal, or relied on help by higher-level characters to reach the objectives.

Note: LIVING GREYHAWK adventures are designed for APL 2 and higher. Three or four, or sometimes even five 1st-level characters may find difficulty with the challenges in a LIVING GREYHAWK adventure. If your group is APL 1 there are two things that you can do to help even the score.

1. Attempt to create a table of six 1st-level characters, or try to enlist higher-level characters to play at that table.
2. Advise characters to buy riding dogs to help protect them, and fight for them. All riding dogs are considered trained to attack. PCs who want their dogs to attack must succeed at a Handle Animal or Charisma check (DC 10). Failure indicates that the animal will not attack that round. This is a free action (spoken command) that may be attempted each round. If an animal loses half or more hp in a single round it flees, unless another check is successful.

Time Units and Upkeep

This is a standard one-round Regional adventure, set in Perrenland. Characters native to Perrenland pay one Time Unit per round, all others pay two Time Units per round. Adventurer's Standard Upkeep costs 12gp per Time Unit. Rich Upkeep costs 50gp per Time Unit (+1 to Charisma-based skill checks). Luxury Upkeep costs 100gp per Time Unit (+2 to Charisma-based skill checks).

Adventure Background

In the first part of this series, “The Wyvern’s Claw”, player characters (PCs) found a strange totem pole which they discovered was the fabled artifact called “The Sturgenblood Totem”. The totem was originally created by the Ur-Flan mages over two thousand years ago so that they could enslave the early tribes of Perrenland and use the people of the land as thralls. But the totem was disassembled by an invading Oeridian clan (the Roodbergs). The pieces of the totem were scattered all over Perrenland. Now that the totem has been re-discovered, and all the pieces of it reassembled, it will only be a matter of time before this evil artifact once again falls into the wrong hands.

To prevent this, the PCs have decided to take the totem to the place of its supposed unmaking – The Hollows Of Mordaine – an ancient underground fortress perched upon the highest peak of the mighty Clatspur Ranges. Only deep within The Hollows, at the Spire Of Thrax, can the totem be destroyed once and for all – thus preventing any one clan from ruling over all the others.

Adventure Summary

This adventure begins swiftly, with the PCs arriving at the entrance to The Hollows Of Mordaine with the Sturgenblood Totem in their possession. They have done this by following the map enclosed within the totem. Also accompanying them is the Female Clan Visitor from The Yeti’s Tooth (name varies).

During the **Introduction**, the PCs realise that they have travelled very high into the mountains and have arrived at the legendary *Hollows Of Mordaine*. After a brief Search, the PCs discover an overgrown altar with a hole in the middle of it. The hole is a keyhole. When the totem is placed upright in the hole and turned clockwise, a large opening appears in the ground. The PCs must then descend 2,000 feet into The Hollows. At the bottom of the shaft are four stone portals, each with writing in elvish, dwarven, and uncommon above the doorways: “The Spire Of Thrax”, “The Dark Dormitory” (drow), “The Chosen Repose” (driders), “The Tunnels Of The Masters” (beholders). Most PCs will go through the portal which says “The Spire Of Thrax”, but if they go through any of the others, there is description in the scenario of what they find (apart from lost time).

In **Encounter One**, the PCs arrive at The Spire Of Thrax. The Spire is a huge stalagmite which reaches up to *nearly* meet a stalactite coming downwards to greet it. The gap in between the two is just enough to slot in the Sturgenblood Totem. The PCs also see an altar with a lever (much like the one up on top). When the PCs place the totem in the “slot” between the limestone formations,

it glows brightly, and summons the ghost of Orlac Sturgenblood – its dark elf creator. Orlac gives the PCs a choice: pull the lever on the altar and destroy the totem (though doing so will awaken those who the Ur-Flan put to sleep within The Hollows); or come and embrace the glowing totem and receive the power of the Ur-Flan mages of old (this effectively means complete domination of the “embracer’s” clan over all other clans).

If the PCs opt to pull the lever and destroy the totem, it vibrates – causing an earthquake which ripples right throughout the Clatspur ranges! The quake collapses parts of the cavern which the PCs are in, effectively blocking the path they took into the complex. There is, however, a secret door in the room which the PCs can find. This door is a “back route” out of the complex (but not without its dangers!). As the beholders in the complex have now been awoken, then an *anti-magic field* immediately goes up! This is because at least one beholder eye is always facing down (or up) towards the PCs – thus activating its *anti-magic cone*. As a result, spellcasting and use of magic items may be affected from this point on (this is explained more fully in the body of the text). The anti-magic effect will last until Encounter Six.

If any PC (or NPC) chooses to rush forward and embrace the totem (and they are not held back), then the totem glows to the point where everybody in the room is temporarily blinded and rendered unconscious. When they awaken, they see the “embracer” has transformed into a “mighty beast” of powerful dimensions. The “beast” asks PCs allied to their own clan to join it and become masters of all Perrenland. The “beast” then attempts to destroy all other PCs (ie. a major battle ensues). If the PCs win the battle, then the scenario is over. If the “beast” wins, then the scenario is over (and this will have major ramifications via the Critical Events Summary).

Those PCs who destroy the totem, find that they must now traverse a series winding tunnels and caverns in order to escape without being eaten by the waking inhabitants of The Hollows (mostly drow, driders, and beholders!). In **Encounter Two**, the PCs arrive at a cavern which might have once been an ancient temple, dedicated to a dark dwarven deity. Now it is in ruins. Here, they must overcome a nasty denizen which has taken up permanent residence.

In **Encounter Three**, the PCs come across a dangerous passageway. It appears to have once been a guard-post dedicated to a dark elf deity. Stretching from wall to wall are thick strands of some kind of “black web”. If any of the web is touched (in way, shape, or form) then a Trap is triggered. To avoid the Trap, each PC must slowly walk over and under each strand of web without touching one of them! The *anti-magic field* may also

momentarily lift at this stage (giving PCs a chance to heal up).

In **Encounter Four**, the PCs enter a large cavern which has many passageways heading off from it (all but one leading downwards into The Hollows). This is an ancient “back door guard post” – a place where battles could be staged should the rear door of The Hollows ever be breached (even though it is secret). Here, the PCs must battle the “guardian of the back door” who appears unannounced through a secret door. Once done, the PCs will hopefully go through the only passageway heading upwards. If they do not, they will be sacrificed to a really nasty drow goddess ...

In **Encounter Five**, the PCs enter a large cavern (but find themselves up on a high ledge). As they overlook the cavern, they see a huge battle raging below. The battle is between a group of drow and some driders. Both sides seem angry and frustrated that their spells and supernatural abilities have been suppressed (thus forcing them to fight in a more “barbaric” way). The objective here is for the PCs to sneak past without the combatants seeing them. Even if seen, the most the PCs will get are a few arrows shot at them (as most parties will run quickly through to the other side). Those PCs who enter the battle will find themselves attacked (by both sides) without mercy. This encounter is not factored into the total ELs of this scenario due to the fact that PCs are encouraged to *avoid* danger here at all costs.

In **Encounter Six**, the PCs come across a cavern with holes on both the floor and ceiling. The holes are evenly dispersed across the passage. Of course, this passage is one of many “intersections” which link the beholder cells in this complex. When the first PC enters, he/she may alert the beholders. This causes them to close their central eyes and go on the alert. Thus, the *anti-magic field* once again goes off momentarily.

As the PCs start to cross the cavern (and they are nearly about to exit), then some guardian beholder/s and/or gauths arrive as close to the main group of PCs as possible ... and attack.

In the **Conclusion**, the PCs exit The Hollows via the “back door”. As they crest a rise, they see that the earthquake set off by destroying the totem has (in turn) caused Mount Hellspaar to finally erupt in all her fury. This is a very bad portent, and the smoke, dust, and ash from the volcano is plunging Traft and Clatspurgen cantons into a nightmare world where the sun is blocked, and darkness is the norm! Yes, this is a holocaust of major proportions; and even if the PCs unleashed “the beast”, this event still occurs. Now, all bets are off, and things as we know them will never be the same again ...

Finally, PCs are each rewarded by their various clans for destroying the totem. The reward is a selection of

treasure (items and gold) from the various clan “war chests”. Those PCs who did not destroy the totem (but destroyed “the beast”) also receive treasure. Those PCs who are all slain by the beast (or escape from it – thus unleashing it) get nothing in the way of treasure from this adventure.

A Note To DMs

Please do not be alarmed if the ELs in Encounters 2 to 5 of this scenario appear to be higher than the creature's CRs (or do not match the EL calculation guide in the DMG). When the *anti magic field* goes up, the PCs are in much more danger than they normally would be, due to the fact that they will have more difficulty than usual using any magic to protect or heal themselves. So, in most cases, we have matched a lower level denizen or trap with a higher EL (so that PCs do not die *too* quickly). The main goal of Encounters 2 to 5 is to scare the heck out of (normally) overconfident PCs, and force them in some instances to use brawn over brain.

Introduction

Before you begin, it is important that you (the DM) ascertain which Perrenland clan each player belongs to. Write them down on a separate piece of paper, then decide which clan is represented by the most players. This will be the clan that sends along the NPC **Visitor** (who was first introduced in the scenario **The Yeti's Tooth**). If no clan is in the majority, then The Visitor will come from the clan whose PC has the highest charisma (at the table). If all PCs are Ootlanders, then The Visitor will come from the Roodberg Clan.

- The Hüssens/Morganroods/Rosridgers send an NPC female Visitor called **Kalinda Krull**.
- The Weisspeers/Vestmeers/Vossers send an NPC female Visitor called **Hestie Huffrada**.
- The Roodbergs/Oostmeers/Vuurzwards send an NPC female Visitor called **Vlutilda Yodel**.

Her vital statistics can be found by turning to *Appendix I*. For those who notice (or care), you will see that her stats are a little different to Yeti's Tooth. This is due to the switch from 3.0 to 3.5 Edition D&D. The Visitor should be played at all times by the DM. Up until the scene where the totem can be destroyed she is pleasant and helpful. When she tries to run forward and claim the totem for herself, the PCs will (hopefully) stop her. Thwarted, she will be downright nasty to the party and refuse to aid them as they escape the complex. Most parties will turn her over as a traitor to her clan at the end

of the scenario. Some PCs may even kill her (but to do that, they'll have to fight her).

When you've sorted out which Visitor is with the party, read or paraphrase the following (inserting the appropriate *Visitor Name* and *Clan Name* where indicated):

It is now time for the Sturgenblood Totem to be destroyed, and that means following the map within the totem – the one which unveils the hidden location of the long lost Hollows Of Mordaine.

At this point, give **Player Handout #1** to the players. It is a summary of what they have learnt so far about the totem. Give them a moment to read, then continue:

There is little doubt that the totem should be taken as quickly as possible to The Spire Of Thrax, located deep within The Hollows, and destroyed. Only then, will no single clan be able to force its rulership over all the others. How any of you feel individually about this notion, is between you and your god.

DM's Note: You now need to find out which two PCs are actually *carrying* the totem (or are responsible for it if the party have some other means of transporting it). The Visitor will *not* carry the totem, and carts will not reach the inaccessible areas if the High Peaks of the Clatspurs. Then continue:

At daybreak, your party leaves Niederschlauss and heads up into the mighty Clatspur Ranges. Waiting for you at the Peacekeeper Camp is someone you may or may not remember. It is [insert Visitor Name here] from the [insert Clan Name here]. As agreed previously, this experienced clans-woman will travel with you to The Hollows – in order to ensure that the totem is actually destroyed once and for all, and report back as such to her clansfolk.

After heading South for an hour, a faint trail leads off to the left (not very far from where the trail turned right to go to Mount Hellspaar). This narrow (and overgrown) trail is difficult to traverse. Sharp rocks hurt your feet, and the steep climb makes your legs tired and your backs weary. After another five hours, it is clear that the trail has taken you all to the highest peak of the Clatspur Ranges. Then, it is time to rest, as the map inside the totem says that the fabled entrance to The Hollows is not far ahead and may be best encountered when you are all rested and fresh.

After setting watch, and experiencing an uneventful night (for once), you know it will not be long before you (at last) set eyes on a complex once

though lost, then rumored to have never existed: The Hollows Of Mordaine!

It is now the morning of the next day. The DM should now allow party members to make any special preparations before they arrive at The Hollows. This includes allowing spellcasters to ensure they have chosen appropriate spells, etc. Then continue:

It is mid-morning before you finally reach the desired destination on the map. It is a scoured clearing and, at its centre, a large egg-shaped flat black rock is set into the ground - some 80 feet across in diameter. Upon the rock is drawn, in faded white paint, a huge singular eye. Below the eye is painted a scowling frown which resembles a closed mouth. This drawing covers the entire surface of the rock. A shabby forest filled with bracken and scrub surrounds the clearing on all sides.

An investigation of "the black rock" (Search DC 12) will reveal the "mouth" on the rock to actually be a "crack" – which, if opened, could lead the way inside The Hollows. No wrenching, no magic, no nothing can pry open this crack. The only thing that will open it up is if the party finds the "hidden altar".

It may also be that a PC might do a *detect alignment* on the rock (or the altar). If they do, then they *ping* "evil". The strength is low (due to the fact that the evil is currently "asleep" far below).

The Hidden Altar

If the PCs say they are searching the forest (or scrub) surrounding the clearing, then they will hopefully find The Hidden Altar (Search DC 12). The altar *cannot* be seen from above the scrub (should any PC or creature fly up and attempt to Spot). If the PCs still haven't thought to search the forest by midday, get them to notice that the midday sun is reflecting off something white over in the scrub (Spot DC 12). Once they have searched and found the altar, read or paraphrase:

Within the forest, about 60 feet west of the clearing and covered in dense scrub, you find a very old marble altar. On each of the four sides are etched some ghastly symbols:

A broken crossbow bolt on a shield;

A Knowledge Religion check DC 15 reveals this to be the symbol of Laduguer, god of the dark dwarves (or duergar). Dwarven PCs get a +4 circumstance bonus to recognise this symbol.

A thin, dark-skinned elven female hand wearing silver rings;

A Knowledge Religion check DC 26 reveals this to be the symbol of Kiaransali, one of the lesser known goddesses of the drow.

A black equilateral triangle, pointed down, with an inverted Y within it.

A Knowledge Religion check DC 21 reveals this to be the symbol of the Elder Elemental Eye (an aspect of Tharizdun).

An egg-shaped symbol with an eye in the centre.

A Knowledge Religion check DC 33 reveals this to be the symbol of the Great Mother, the goddess of beholders.

On top of the altar there is a hole, about 1.9 feet in diameter. The hole goes down about 6 feet inside the altar.

The hole is, in fact, a “keyhole”. By placing the Sturgenblood Totem upright in the hole (and yes, it fits snugly), and turning the totem clockwise (to the right), the entrance into The Hollows opens up. PCs who take too long (ie. more than 3 minutes) to figure this out will eventually be helped by The Visitor. If the PCs do not figure this puzzle out on their own, then deduct a third of the Story Award XP given as a bonus to each player at the end of this scenario.

The totem can be removed from the altar by turning it back the other way, then pulling it out. The party then has 5 minutes (game time) to put it in the Elevator Altar (see below) in order to activate the elevator going down into The Hollows. If they don't do this, the mouth closes again, and the rock entrance must be re-activated.

The Entrance

Once the totem is in place (and has been turned clockwise), read the following:

As the totem is turned, a booming series of deep crashes fill the air around the clearing. Beneath the rock, it sounds as if a hundred locks of prehistoric size are all unlocking! Then, gradually, the crack of the “mouth” begins to open up! As it widens, the “mouth” transforms from being shaped like a frown – into one resembling a hideous grin! On the top and bottom of the “mouth” are twenty large metallic teeth; whilst out of the opening rises a large tongue-shaped

mechanical platform – big enough to hold about a dozen humanoids. On the platform is set another altar – exactly like the one found in the bushes earlier on.

Upon investigation, the PCs will discover the following:

- The opened “mouth” is 60 feet across, and 30 feet wide.
- The metallic teeth are very sharp (if anyone tries to touch them). The material out of which the teeth are made appears to be foreign. They cannot be removed.
- The “tongue-platform” will comfortably fit all party members, the NPC Visitor, and any familiars and animal companions.
- The “hollow” out of which the platform has risen is cloaked in natural darkness. If the PCs have the means to find out, they will discover that the “hollow” goes down into the earth about 2,000 feet. This downward journey takes 20 minutes via the elevator.
- Down below, the elevator stops at the bottom of a series of four huge stone portals, which lead to four giant tunnel complexes. If a lone PC (or flying familiar) decides to explore the tunnels by flight or teleport, allow the action (but make such an action appear very scary to the player). If they continue, the PC or animal will become “disoriented and lost”, losing contact with the others until all of the party arrive down in the chamber below. This should put a frown of worry on the player's face for a short time ...
- The platform can be moved downward by placing the Sturgenblood Totem in the “slot” on the altar and turning clockwise.
- The platform is mechanical in nature, but the mechanics of this contraption are too strange and unearthly for any PC to truly comprehend how it may have been made. In truth, it is a giant mechanical forklift operated by magic. It was brought here from some other place by the beholders when they first built The Hollows (in league with the Drow and the Duergar Dwarves).

The Chamber Below

When the PCs figure out how to get down, the “tongue-platform” lowers the companions into the bottom chamber of The Hollow. As soon as a PC strikes a light source (or has a similar way of seeing in darkness) then, describe what they see:

At the bottom of the shaft are four huge stone portals, each with writing in elvish, dwarven, and uncommon above the doorways. There are large tunnels going in the four directions of the compass, leading outwards from this chamber.

Hopefully, somebody in the party can read one of these languages. If not, then The Visitor will decipher the language for the PCs. If this happens, then deduct a third of the Story Award XP given as a bonus to each player at the end of this scenario.

The words read: "The Spire Of Thrax" (West), "The Dark Dormitory" (North), "The Chosen Repose" (West), "The Tunnels Of The Masters" (South).

For the DM's knowledge, "The Dark Dormitory" is where the Drow are currently suspended in permanent, magical sleep. "The Chosen Repose" is where the Driders sleep, and "The Tunnels Of The Masters" is where the beholders currently sleep. Hopefully, the PCs will realise that their destination is "The Spire Of Thrax". It is here, the legend says, that the Sturgenblood Totem can be destroyed once and for all.

If any PC/s investigate any of the other tunnels, *pull them aside secretly* and read the following:

Drow Tunnels

As you investigate this tunnel complex, it soon becomes apparent that you are slowly descending hundreds of feet further below the earth. The air becomes stifling, and you eventually come to pockets of cavern complexes filled with bubble-like shells made up of some kind of sticky substance which you are not familiar with. Inside each of the hundreds of sticky shells, are dark-skinned, pointy-eared humanoids with long white hair. They are asleep, but they have looks of anguish on their faces (as if they were put to sleep involuntarily). There are also dozens of singular "eyes" engraved in the cavern walls which give you the creepy feeling of being "watched". You also feel that at any moment, these bubbles could "burst", and you might be surrounded by hundreds – perhaps thousands – of these evil-looking dark elves! Staying longer, or interfering, might surely mean your untimely demise. Do you return immediately to the original chamber?

Any PC/s who opt to "explore further" (and not return) now become separated from the rest of the party. Return the focus to any PCs left back in the original chamber.

Driders Tunnels

As you investigate this tunnel complex, it soon becomes apparent that you are slowly descending hundreds of feet further below the earth. The air becomes stifling, and you eventually come to pockets of cavern complexes filled with bubble-like shells made up of some kind of sticky substance which you are not familiar with. Inside each of the hundreds of sticky shells, is a dark-skinned creature with white hair which appears to be half elf and half monstrous spider! They are asleep, but they have looks of anguish on their faces (as if they were put to sleep involuntarily). There are also dozens of singular "eyes" engraved in the cavern walls which give you the creepy feeling of being "watched". You also feel that at any moment, these bubbles could "burst", and you might be surrounded by hundreds – perhaps thousands – of these evil-looking creatures! Staying longer, or interfering, might surely mean your untimely demise. Do you return immediately to the original chamber?

Any PC/s who opt to "explore further" (and not return) now become separated from the rest of the party. Return the focus to any PCs left back in the original chamber.

Beholder Tunnels

As you investigate this tunnel complex, it soon becomes apparent that you are slowly descending hundreds of feet further below the earth. The air becomes stifling, and you eventually come to pockets of cavern complexes filled with bubble-like shells made up of some kind of sticky substance which you are not familiar with. Above and below you, there are holes in the floor and ceiling – all leading to other tunnels, with more holes, and more tunnels within tunnels. Inside each of the hundreds of sticky shells, is a large bulbous creature with one big eye! Some of them have five eyes on top of stalks protruding from their heads – but most have ten eyes on stalks. They are all asleep, and they have looks of contentment on their faces (as if they went to sleep voluntarily). There are also dozens of singular "eyes" engraved in the cavern walls which give you the creepy feeling of being "watched". You also feel that at any moment, these bubbles could "burst", and you might be surrounded by hundreds – perhaps thousands – of these evil-looking creatures! Staying longer, or interfering, might surely mean your untimely demise. Do you return immediately to the original chamber?

Any PC/s who opt to "explore further" (and not return) now become separated from the rest of the party. Return the focus to any PCs left back in the original chamber.

If *no* PCs return (gods forbid), then The Visitor will take the totem to the Spire Of Thrax. There, she will embrace the totem and become a demon who will attempt to rule over her own clan and later, if successful, all the other clans as well. As the demon escapes The Hollows, it destroys the Altars up top. This causes the denizens below to awake! Upon awaking, those PCs who continued to investigate, are surrounded by hundreds of evil creatures (take your pick). Because the beholder *anti-magic fields* immediately go up, then no magic will now work down in The Hollows – which means no escape (ie. *teleport*) for those PCs trapped deep below. Ouch. Dead heroes. Bye bye. The End.

As soon as any (hopefully all) PCs decide to explore “The Spire Of Thrax”, make sure they take the Totem with them (INT check if necessary, DC 10) and go directly to **Encounter One**.

Encounter One

As you investigate the tunnel complex which leads to the “Spire Of Thrax”, it soon becomes apparent that this descending stone path is slowly spiraling hundreds and hundreds of feet below the surface of the earth. The air soon becomes stifling, but the tunnel eventually leads to an airy cavern which is enormous in breadth, height and depth.

DMs Note: For mapping purposes, this cavern is extremely large and is 100 feet from floor to ceiling (see **DM Map Of Encounter One**). The floor of this room is very very slippery. Any PC who tries to move faster than Normal Rate must make a Balance check DC 10 or fall over prone. When the PCs enter from the middle of the eastern wall, and are at least 45 feet from the stalagmites, read this:

The floor, wall, and ceiling of this cavern is made of smooth, black, polished onyx – so much so that you can all see your reflections in it from where you are standing. In the very centre of the cavern is a stalagmite some 20 feet in diameter, rising up from the floor some 30 feet, then tapering off into a thinner point. Reaching down to greet it from the ceiling is a more magnificent sight: a huge stalactite, also 20 feet wide, and also tapering off into a point. The gap between the two points is only about 7 feet...

Next to this behemoth is another stalagmite. It rises off the ground about 10 feet, but then ends abruptly in a 5ft wide natural platform of sorts (much like a “barstool”).

DM's Note: Anybody doing *detect magic* in here will strongly detect **Evocation** and **Transformation** magics –

particularly emanating from the stalagmites. If you are using miniatures, let players place them on the battle mat now. Ensure that The Visitor is always at the *rear* of the party – but out on her own (ready for her possible betrayal in a moment ...).

When any PC gets to within 25 feet of the stalagmites, read:

From here, you can see that some handholds designed to enable climbing have been cut into the stalagmite which reaches up to nearly touch the downward stalactite ...

When any PC (or the Totem) comes to within 20 feet of the stalagmites, read:

Suddenly, a thundering BOOM and a bright flashing light engulfs the room! As it dies away, a ghostly figure materialises – now standing atop the stalagmite which first appeared much like a barstool. The transparent figure is that of a wizardly, but elderly, dark-skinned humanoid with pointed ears and long white hair. He does not appear particularly threatening, but he speaks and says: “I am the maker and the destroyer! Speak my full name, and I will know that which you have come for!”

The PCs must say his name aloud: “Orlac Sturgenblood”. The answer can be found in **Player Handout #1**. If no PC says this within one minute (real time), then The Visitor will say Orlac's name in order to progress the scene (though you should deduct a third of the Story Award XP given as a bonus to each player at the end of this scenario).

When Orlac's full name has been spoken, he will continue speaking. If any PC tries to interact with him, it soon becomes clear that his “ghost” is some kind of *major image* (*dispel magic* DC 31) which has been triggered by the PCs (or the Totem) approaching the stalagmite. If any PC *does* succeed in dispelling the illusion, then the totem *cannot* be destroyed and the scenario is, unfortunately, over. Otherwise, Orlac speaks ...

“If you have found this place, and this chamber, then you have found my totem and unlocked the map. And if you have come here, then you have only one of two things in mind. Either you wish to embrace the totem and use the ancient magics to, once again, rule all the clans of The Land; or you wish to destroy the totem forever and, in doing so, awaken my ancestors and their nemeses who have slept so soundly for a millennia ...”

Now, ascertain which PCs are the keepers of The Totem, and focus primarily on them:

Suddenly, you both feel a wave of energy wash over you, though it does not appear to harm you. It is only then, that you notice that you no longer possess the Sturgenblood Totem ...

Now speak to the entire party ...

Looking towards the centre of the cavern, it is now clear that the totem has suddenly been transported to the 7ft gap between the stalagmite and the stalactite described earlier! It is hovering, and spinning slowly around in mid-air, glowing bright blue, and faintly humming! Then, on the far western side of the northern wall, an alcove opens and an altar swings outwards from a secret passage! On top of the altar is a lever, but before anyone can investigate further, Orlac speaks again ...

"Now you have a choice: Climb up and embrace the totem and your destiny; or pull the lever on the altar and destroy my creation forever! You have 30 seconds to decide ..."

Roll for initiative.

Make sure that you include The Visitor in the count. The Visitor will have the highest initiative count (regardless) and delay her action until either a PC starts to move towards the lever on the altar, or a PC starts to move and embrace the totem (gods forbid), or it gets to the end of the round and nobody has done anything (ie. the PCs are arguing about what to do).

If A PC Starts To Move Towards The Altar :

As soon as a PC starts to move towards the altar (remember the slippery floor!), The Visitor (who has held her action) makes a move. She will only do this, however, if no PC has moved to embrace the totem, yet. Read the following:

As soon as you move towards the altar, [insert Visitor's Name here] screams out: "STOP! I cannot see this thing destroyed! I would rather witness all the clans subjugated by me and the [insert her Clan], than see the creatures of the Underworld return to plague the surface once again!"

She then turns to [insert a PC name here who belongs to her Clan]. "Help me! Do not forsake your Clan! This destiny can be shared..."

And with that, she starts to move towards the totem, her arms outstretched ... ready to embrace its power!

This round, The Visitor will move at Normal Rate to the base of the stalagmite and get ready to Climb as her move action next round. When she moves, she will try to avoid being hit as an AoO by a trigger-happy PC, but that may not be possible. If she gets hit (and dies), good riddance (she's about to commit an evil act). Paladins will instantly *ping* if that is any philosophical help.

PCs may now try to stop her if they wish (as they act on their initiative count). They may grapple her, subdue her, or kill her. She will struggle and try to escape their grasp, but will not fight or cast spells. She will only try to move (and climb) ever forwards to embrace the totem. So, in Round 1 she will move. In Round 2 she will climb. In Round 3 she will embrace the totem if she has not yet been held back or stopped. If she succeeds, go to the section entitled *Embracing The Totem*.

Of course, in the meantime, a PC might pull the lever on the altar before she gets to the totem. If that happens, go to the section entitled *Destroying The Totem*.

If A PC Tries To Embrace The Totem :

Gods forbid. Remind the PC that to embrace the totem will be considered an Evil Act. Ask the PC if he/she wishes to continue and commit an Evil Act. If the PC rethinks and stops, then The Visitor will still try if she has the opportunity. She may even heckle the PC if she can!

If the PC continues to try and embrace the totem, then play it all out. Let other PCs try to stop the player (or accept it, or aid the player). The Visitor will *not* aid the player, except she may try to *stop* him/her if they do not belong to her Clan. Then, she might try herself ...

If the PC actually succeeds in embracing the totem, go directly to the section entitled *Embracing The Totem*.

If The PCs Have Done Nothing By The End Of The First Round :

Then The Visitor will scream out and make her move. Rephrase the section above where she speaks, then moves forward and tries to climb and hug the totem.

At The End Of Round Three :

If (for some reason) nobody has embraced the totem or got to the altar to pull the lever by the end of Round 3, then Orlac waves his hand and says:

"It seems you cannot make a choice, so I will make it for you. My ancestors have slept for too long, and my totem has outlived its usefulness. Let it be gone ..."

And with that, the lever moves of its own accord...

Go directly to the section entitled *Destroying The Totem*.

Embracing The Totem

If such an event should come to pass then read the following:

As soon as [insert Name here] reaches the top of the stalagmite, [he/she] calls the name of [his/her] Clan and embraces the totem. Instantly, another thundering BOOM resonates through the cavern, and a blinding light shoots out from the totem – causing everybody in the cavern to become nauseated, dizzy, and possibly unconscious ...

The Fortitude Save is DC 30 (or fall unconscious). Don't tell the players what the DC is. Just make them save. Every PC must save except the person who embraced the totem. If a PC makes the save, then they witness the terrible transformation of The Embracer. As DM, we leave this for you to describe as imaginatively as possible

Once everyone is unconscious, ask the player who took the totem to hand you his/her character sheet (if it was a PC). This PC has transformed into a demon and is now under the control of the DM – permanently.

Read the following:

As the thundering dies away, and the blinding light subsides, each of you appear to regain your senses, and stand on your feet. Then you notice what has transpired ...

Orlac Sturgenblood has gone, the stalagmites are smashed to pieces, and in their place stands a demon so terrible, you shudder ...

It speaks: "I am transformed! Once I was [insert Name of embracer]. Now I am Pok-Rak-Narg – guardian of the totem – ruler of all the Clans of The Land! Those who wish to join me, stand aside. Those who wish to fight me, start praying ..."

Roll for initiative.

If The Visitor is still herself, then she realises what a mistake it was to want to embrace the totem! She will try help the party for as long as she can (using her spells) before *teleporting* out if she looks like dying. This is why the EL of the encounters below are higher than normal. It is not likely that The Visitor will ever get to embrace the totem, but if a PC decided to try (and used every trick they had) this scenario might be possible.

Important Note: The ELs below are NOT calculated into the overall total for this adventure. If this encounter DOES occur, then the adventure is OVER.

APL 4 (EL 7)

🐉 **Demon, Succubus (1):** hp 33. See *Monster Manual 3.5 Edition*, p.47. If the PCs defeat this creature, they each get 210xp plus a possible 135xp Story Award, but the scenario is now over. Go directly to the **Pre-Conclusion** below, and paraphrase accordingly.

APL 6 (EL 9)

🐉 **Demon, Vrock (1):** hp 115. See *Monster Manual 3.5 Edition*, p.48. If the PCs defeat this creature, they each get 270xp plus a possible 180xp Story Award, but the scenario is now over. Go directly to the **Pre-Conclusion** below, and paraphrase accordingly.

APL 8 (EL 11)

🐉 **Demon, Retriever (1):** hp 135. See *Monster Manual 3.5 Edition*, p.46. If the PCs defeat this creature, they each get 360xp plus a possible 225xp Story Award, but the scenario is now over. Go directly to the **Pre-Conclusion** below, and paraphrase accordingly.

APL 10 (EL 13)

🐉 **Demon, Glabrezu (1):** hp 174. See *Monster Manual 3.5 Edition*, p.43. If the PCs defeat this creature, they each get 390xp plus a possible 270xp Story Award, but the scenario is now over. Go directly to the **Pre-Conclusion** below, and paraphrase accordingly.

APL 12 (EL 15)

🐉 **Demon, Nalfeshnee (1):** hp 216. This demon has more hit points than normal, so presents itself as one EL higher. See *Monster Manual 3.5 Edition*, p.44. If the PCs defeat this creature, they each get 450xp plus a possible 315xp Story Award, but the scenario is now over. Go directly to the **Pre-Conclusion** below, and paraphrase accordingly.

Development: It is quite possible that the encounter above could lead to the dead of all party members, but it does not have to be that way. Once the demon has toyed with the PCs and knocked each PC to zero or lower hit points, he/she *teleports* away (if it looks likely that the PCs will not defeat him/her).

Read the following:

Suddenly, with a roar, the demon grins and says: "I've played with you all long enough! It is now time for me to go about my business ..."

And with a brief incantation, the demon disappears in a haze of smoke. Fortunately, the stale air in this complex causes all wounds to stop bleeding, and anybody below zero finds themselves stabilized. After

a while, everybody's wounds heal well enough for you all to limp shamefully out of the complex.

Pre-Conclusion

Without the totem, you eventually discover an ancient ladder which runs up the side of The Hollow. It was obviously concealed by a secret door until the totem was embraced. It is this ladder that leads you back to the top of the complex and the outside world.

Now go to the **Conclusion** which is found at the end of this scenario. You will need to add-lib some bits of this to suit the different ending. Even if the totem is embraced, Mount Hellspaar still erupts. Regardless, the scenario is now over for these players.

THE END

Destroying The Totem

As soon as the lever on the Altar is pulled, read the following:

As the lever is thrown, another thundering BOOM resonates through the cavern, and a blinding light shoots out from the totem – causing everybody in the cavern to become nauseated, dizzy, and possibly unconscious ...

The Fortitude Save is DC 30 (or fall unconscious). Don't tell the players what the DC is. Just make them save. If a PC makes the save, then they witness the destruction of the totem and the Spire Of Thrax. As DM, we leave this for you to describe as imaginatively as possible ...

Switch Back Now To Any PC Left Behind In The Other Tunnels ...

Now switch the action back to any PC who decided to stay in the drow, drider, or beholder tunnels. Read the following to any of those players:

Without warning, a strange wave of energy washes over you, and you realise that the creatures inside the sticky bubbles are starting to twitch and slowly awaken! Then you start to feel nauseated, dizzy, and ...

These PCs need to make Fort Saves (DC 45) or fall unconscious. Don't tell the players what the DC is. Just make them save. Let them think they have a chance. As they go unconscious, the energy wave magically teleports these PCs to the Spire Of Thrax (to rejoin their comrades). This is the last bit of magic to occur before the

beholders fully awake and switch on their *anti magic fields*.

Now Continue Reading To Everyone ...

Read this after the totem is destroyed, and all PCs are together in the Spire Of Thrax (or what's now left of it):

As the thundering dies away, and the blinding light subsides, each of you appear to regain your senses, and stand on your feet. You are still in [or now find yourself in] the Spire Of Thrax, but then you notice what has transpired:

The vision of Orlac Sturgenblood has disappeared, and the stalagmites (along with the totem) have shattered into thousands of tiny pieces – never to be reassembled. You also notice something else: the door through which you entered The Spire Of Thrax has collapsed and sealed you all inside the great cavern! There is a distinct smell of sulphur in the air, and you feel the temperature has decidedly risen. Very soon, you will all suffocate from this gas if you do not find another way out ... quickly!

DM's Note: The sulphurous smell and rise in temperature has come about as a result of the totem being destroyed and setting off the eruption of Mount Hellspaar. The eruption is far enough away not to kill the PCs outright, but any PC who makes a Knowledge Nature (DC 10) or INT check (DC 14) will figure out what has occurred (and realise that this is not a good place to stay for too long a time). The drow, driders, and beholders are underdark creatures and are, as such, much more tolerant of sulphur and underground heat, than are "topworlders".

From this moment on, the beholders have awoken and are starting to traverse and re-explore their tunnels ... searching for the intruders who woke them up! Their tunnels run above and below the tunnels and caverns the PCs find themselves in now – thus they are always within 150 feet of the PCs, and at least one of them has an eye facing constantly in the PC's direction.

This means that the PCs are now encased in a deminished *anti-magic field* until further notice (see below). Whilst the PCs will not meet a beholder until the end, these creatures are always close enough for PCs to *sense motive* (DC 10) and "feel" the presence of something evil floating and hovering just beyond the walls, floors, and ceilings of the places they are in ... looking for intruders ... seeking out fresh food ...

A *Listen* check DC 10 will also detect spooky, intermittent "humming" coming from above and below the PCs). HUUUUUM ... ZOOOOM ... HUUUUUM ... ZOOOOM ...

THE ANTI-MAGIC FIELD

The diminished *anti-magic field* means that all *magic*, *spell-like abilities*, or *supernatural abilities* on the PCs, or around the PCs (incl. those attached to Familiars and/or Animal Companions) *may* now be *affected* (or suppressed). Because the beholders do not know exactly where the intruders are, they cannot focus their anti-magic effectively. This means that the following special variant conditions apply until Encounter Six:

- Any summoned creatures now immediately “wink out”. A spellcaster may try to summon them again, but will now need to make a Spellcraft check DC 15+Spell Level to overcome the interference from the *anti-magic field*.
- Spellcasters, as well as those casting spells from scrolls, must now make a Spellcraft check DC 15+Spell Level in order to successfully cast their spell. This check is to overcome the special conditions set up by the anti-magic in this place. Note that such use still uses up the spell slot or scroll (whether it succeeds or fails)
- Spells involving *teleportation* (such as *dimension door* and *teleport*) do not appear to work at all (no matter how hard anyone tries).
- Magic Items with charges or uses (like wands or potions) now have a 50% chance of failure whenever they are used. Note that such use still uses up an item or charge (whether it succeeds or fails).
- Magic Items which give a benefit whilst worn (like magic armor, rings, helms) or carried (like magic weapons) now do not work at all (until Encounter 6). Magic weapons and armor will still give masterwork benefits as per the Equipment statistics in the *Player's Handbook*. The just won't be magic until further notice.
- The DM should become familiar with the rules surrounding *anti-magic fields* from the Appendix of the DMG before proceeding – keeping in mind that this is a special variant of the rule due to the unusual conditions the PCs find themselves in.

The PCs may not know that an *anti-magic field* has just gone into effect. Maybe a *light* spell that was in effect just “winked out”? Maybe a PC who was *invisible* just “appeared”. Maybe the PCs won't realise their predicament until they go to try and use a spell or a magic item for the first time – and nothing happens. A Spellcraft or Knowledge Arcana check DC 12 (if they become suspicious) will let the PCs determine that they are surrounded by an *anti-magic field*. But a further check (DC 12) will also let them determine that some special conditions seem to exist and that some spells may still be cast (and some items used). This is when the DM

should relay the information above (as PCs try to experience it). An INT check (DC 12) reveals that the anti-magic appears to be radiating from behind the walls ... perhaps, even *tunnels behind the walls ...??*

What About The Visitor?

If given the chance, she spits verbal venom at the PCs, and will try to put a *spell* on any PC who hurt her or held her from before; or escape by *teleporting* out ... all to no avail. Ha ha. Most PCs will tie her up and drag her along (only to turn her over to her own clan as a betrayer of the law). No Clan actually *wanted* rulership, really – they all just wanted the totem destroyed. If questioned, it seems The Visitor was acting on her own greedy accord. Some PCs will kill her. Let them. She's a cow. If they don't tie her up, she will betray them to creatures and cause as much trouble as she can. As DM, you may even want to “sacrifice” her to the beholder in Encounter 6 (at this point she will radiate “evil”) Your call. Whatever makes the PCs cheer and go: good riddance!

Escaping From The Spire Of Thrax

By taking 10 on a Search check, the PCs will eventually discover a Secret Door in the centre of the West wall of the cavern. It pivots, and they see a 10ft wide tunnel which appears to slowly wind its way upwards. It looks like as good an exit as any ... for now.

What If PCs Try To Rest Up (or Sleep) Whilst Escaping This Complex?

Then you need to inform them that the air in these tunnels is becoming increasingly sulphurous (and poisonous). Moving from pocket to pocket keeps the PCs safe, but settling anywhere for more than 30 minutes might cause poison damage and, worse, death. It appears imperative that the PCs get out of this entire complex as fast as possible! That said, any time the PCs try to “rest” (ie. sleep in order to regain spells, hit points, etc), then they first start to choke (hint). If they persist, they must make Fortitude saves for every hour of rest as if affected by Burnt Othur Fumes (DMG p.297) – Inhaled DC 18 (1 Con/3d6 Con). The PCs will also experience the occasional small earth tremor (caused by the exploding volcano), and visibly see pockets of larva seeping through (and down) corridor walls, etc.

Encounter Two

After a light source has been established, read or paraphrase the following once the PCs decide to exit The Spire Of Thrax:

The narrow tunnel you now find yourselves in winds slowly upwards, though clearly not as sharply or

directly as the tunnel which originally brought you to The Spire Of Thrax. After about an hour, the tunnel levels off and you come to a ledge overlooking a large underground cavern. The walls of the cavern are decorated in pictographs which detail the daily lives of some strange, dark skinned dwarves. The pictographs are covered in more recent graffiti, whilst some of the pictures have been partly erased. You then realise that much of the cavern has been flooded. Only a single, wicked-looking black altar rises up out of the murky water in the centre of the cavern - about 60 feet from where you currently stand. On the side of the altar (closest to you) there is a round, metal wheel jutting out from the altar. It appears as if it is meant to be turned. There are no visible exits in the cavern.

DM's Note: The DM should now refer to the **DM's Map Of Encounter Two** found in the Appendix of this adventure.

If anyone asks – the Anti-Magic Field is still in effect!

Somehow, the PCs have to turn the wheel on the side of the altar in order to open the grates in the floor of this cavern. Doing this will allow the water to dissipate. It will also do two other things:

- Open up a secret door in the ceiling - 70 feet above the altar. This is the EXIT from this room. It can be reached by PCs using a rope and grappling hook to hoist themselves up. Above the hole is a room with a tunnel exiting off from it. The tunnel appears to continue winding slowly upwards ...
- Give the starving denizen of this complex a chance to feed on the PCs and escape from here (it got trapped by flooding as it stopped to take a nap in the corner).

Turning The Wheel

PCs can turn the wheel by swimming over to the altar and turning the wheel themselves (Swim check DC 10). The wheel has rusted from the water and requires a Strength check DC 13 to turn (clockwise). Or, the PCs can try to hook the wheel with a lasso and grappling hook (Ranged Touch Attack Vs. AC 14). Because this is an awkward way to turn the wheel, pulling on the lasso will require a Strength check DC 16 in order to open it up (as above). As soon as the wheel is turned, read the following:

Upon turning the wheel, you hear the sound of grates being opened up beneath you, and then notice that the water is slowly draining away. As it subsides, the make-up of this chamber becomes more visible. From

the ledge, you see a set of 10ft stone steps going down into what appears to be an old temple dedicated to a dark, demented aspect of Moradin. On the floor of the cavern are six large grates (which now are open). There are also dozens of old, rusted working tools scattered about. There are also some stone pews surrounding the black altar, which rises 10 feet above ground-level (and can be reached by sets of stone steps leading up on either side). You also notice that a square hole (5ft x 5ft) has opened up in the ceiling – about 70 feet above the altar.

Now that the water has drained away, the denizen of the cave will start to smell food. If someone is already at the altar, roll initiative. Or, as soon as someone steps into the chamber, roll for initiative. Remember, because of the bracken and old rubbish scattered across the floor of this chamber, all movement within it must be only ever at Normal Rate. Charging is also impossible due to this effect.

Creature:

The creature will crawl, scurry, or walk from Area 6 on the Map Of Encounter Two. Even if it can burrow (like the Ankheg), it will not. This is because it has been weakened by starvation.

APL 4 (EL 4)

➤ **Ankheg (1):** hp 20. See *Monster Manual 3.5 Edition*, p.14. This ankheg has less hit points than normal due to its weakened state.

APL 6 (EL 6)

➤ **Huge Monstrous Spider (1):** hp 40. See *Monster Manual 3.5 Edition*, p.289. This huge spider has less hit points than normal due to its weakened state.

APL 8 (EL 8)

➤ **Umbler Hulk (1):** hp 60. See *Monster Manual 3.5 Edition*, p.248. This umber hulk has less hit points than normal due to its weakened state. It also cannot use its *confusing gaze* due to the *anti-magic field*.

APL 10 (EL 10)

➤ **Behir (1):** hp 80. See *Monster Manual 3.5 Edition*, p.25. This creature has less hit points than normal due to its weakened state. It also cannot use its *breath weapon* due to the *anti-magic field*.

APL 12 (EL 12)

➤ **Stone Giant (1):** hp 100. See *Monster Manual 3.5 Edition*, p.124. This creature has less hit points than normal due to its weakened state.

Tactics: The cave denizen is just hungry and will try to eat whoever it can as fast as possible. The PCs can gain a tactical advantage over the creature by congregating on the steps of the altar and hitting it from above (+2 to hit). This will help make up for the lack of PCs being able to use magic in this encounter!

Development: After the fight, the PCs can stand on the altar and throw a grappling hook up into the hole in the ceiling (Ranged Touch Attack Versus AC 13), then a Use Rope check (DC 12) to secure it. *The DM should make the Rope Use check a secret roll.* The PCs will feel the hook “grab”, then try to climb. If they failed the check, the hook will unlatch at some point, causing the *first PC* who climbs to come crashing down (taking different damage at different APL's):

- **APL 4:** Hook unlatches at 10ft doing 1d6 fall damage.
- **APL 6:** Hook unlatches at 20ft doing 2d6 fall damage.
- **APL 8:** Hook unlatches at 30ft doing 3d6 fall damage.
- **APL 10:** Hook unlatches at 50ft doing 5d6 fall damage.
- **APL 12:** Hook unlatches at 60ft doing 6d6 fall damage.

Once the first PC is up top, he/she can make the rope more secure (no more rolls necessary).

What If No PC Has A Rope Or Grappling Hook?

A Search check (DC 10) on the floor of the cavern will uncover a wet, frizzled rope and an old rusted grappling hook. The PCs can use this gear, but the Use Rope will now be DC 18 in order to get up through the hole without the hook slipping.

Encounter Three

When the PCs continue onwards, read the following:

The tunnel you now find yourselves in still twists slowly upwards. After about thirty minutes, you come across a section of tunnel which appears to have once served as a guard post (as there is a short, stumpy stalagmite in the centre of the passage which might have once served as a stool). There are, however, two interesting facts about this passage:

First, the entire passage (all 50 feet from where you're standing) is covered in thick strands of some kind of black web. The web stretches from one side of the passage to the other, and goes (mostly) diagonally – but not always exclusively. Second, the guard who

used to inhabit this passage must have been a devout worshipper of some kind of spider goddess, because he or she has painted crude pictures on the walls which depict humans and elves being sacrificed to a creature which is half-woman and half-spider. Surrounding the victims are hundreds of white-haired, dark humanoids – some of whom appear to be laughing, whilst others are bowing down before the monstrosity as she bites the heads off her victims and swallows them whole!

DM's Note: A Knowledge (Religion) check DC 21 will recognise the spider woman to be a drow goddess called Kiaransali. The passage has been deserted for a long long time, it seems (Survival check DC 12) and the guard which once might have sat here may have got his last wish (which was to be devoured by the goddess himself! Now all that remains are some strange webs which were put in place of the guard after he was sacrificed (ie. The drow either got efficient, or ran out of guards ...).

If anyone asks – the Anti-Magic Field is still in effect!

The web across the passage is immune to fire (and other forms of destruction, including cutting). If a PC tries to shoot at the web from a distance, then it is AC 15 for this purpose only. If any of the web is touched (in way, shape, or form) then a Trap is triggered. To avoid the Trap, each PC must slowly step over and under each strand of web without touching one of them! At each rise in APL, there are more strands of web. It takes 2 rounds to cross through the passage at APL 2-4; or 3 rounds at APL 6-8; or 4 rounds at APL 10-12. Each PC (including The Visitor and any animal companions) must make two (APL 2-4), three (APL 6-8), or four (APL 10-12) DEX checks in order to avoid touching the web and setting off the trap. PCs with 5 or more ranks in Balance get to add +2 to their check listed below :

APL 4 : 2 checks (Dexterity check DC 6)

APL 6 : 3 checks (Dexterity check DC 7)

APL 8 : 3 checks (Dexterity check DC 8)

APL 10 : 4 checks (Dexterity check DC 9)

APL 12 : 4 checks (Dexterity check DC 10)

APL 4 to 12 (EL 2)

↗ **Spear Trap (1 spear):** CR 1; mechanical; location trigger, automatic reset; Atk +8 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20; Note: 200ft max range.

Development: In this trap, the spear will shoot out from the wall and attempt to strike the PC which accidentally touches (read brushes) a strand of web. The trap operates

not only by touch, but by the heat given off by a living creature in close proximity to it. Therefore, simply using a roft spear to jab the web and set off the trap ahead of you will not work. Note that once the trap is disabled (ie. using the skill Disable trap), no more spears will fly out. It will, however, reset whenever it is activated.

If a PC tries to Disable this trap, and fails, then the trap goes off and shoots **two** spears at the unfortunate disabler. A disable attempt can only be attempted *once* per PC with ranks in that skill.

After The Web Passage : DM's Option

If every PC (or a majority of them) has lost more than half their hit points after Encounters Two and Three (and you may need to monitor this in a subtle way), then play the option below. If you do, then deduct **one third** of the Story Award XP given as a bonus to each player at the end of this scenario.

OPTION :

The Anti-Magic Field Completely Goes Down (Temporarily)

Once all the PCs have reached the other side of the webbed tunnel, get anyone who can to make Knowledge (Spellcraft), Knowledge (Arcana), or INT checks (DC 8) to notice that the *anti-magic field* has momentarily dissipated!

This lasts for 2 rounds ONLY. Then it turns back on again! Allow each player around the table to do one action each (three times around the table). Most PCs will use the opportunity to *heal* themselves (or others)!

After this, the *anti magic field* suddenly comes back on again! All magic currently up and operating winks out again! Healing already done is not affected.

DM's Note: The reason why it winked out temporarily is because many beholders heard the arguing break out in the drider and drow tunnels (see Encounter 4), and they went to investigate. Then they realised they were leaving other tunnels unguarded, so they returned to patrolling as before.

What Happens If A PC Uses This As An Opportunity To Teleport Or Dimension Door Out Of The Complex?

You should remind any PC trying to *Dimension Door* that the party is thousands of feet below ground in very hostile territory. Casting such a spell could be extremely dangerous (more so due to the unknown nature of the destination). If he/she continues on this course, then take that PC aside and inform him/her that he/she has gone directly into a tunnel with seven (7) beholders (see *Monster Manual 3.5 Edition* for statistics). They will immediately put up their *anti-magic fields* and attack the

PC with their bites. This will most probably result in the death of that PC (and anyone else silly enough to go with him/her).

If any PC/s use *teleport* to get out, then good luck to them. They get out. If the entire party *teleports* out, then the adventure is over. Paraphrase the Conclusion accordingly. The PCs get whatever experience is owing to them up to the point at which they teleported out.

If she can, The Visitor will try to escape any bonds/grapples at this point and *teleport* herself out of the complex. The party will really need to be on top of her to prevent her from using this opportunity.

Encounter Four

Once each PC has made it through the web-tunnel, continue ...

The tunnel you just passed through was most probably a deserted guard post, for it is not long before your party comes across a huge chamber with several large stalagmite "stools" (exactly like the one in the web-passage, only bigger). There is, however, only one exit ... another passageway sloping back down in the same direction from which you've just come. This chamber is also filled with ghastly, painted murals – most of which depict gruesome decapitations, mutilations, and violations of the most terrible kind. If, by any chance, you are now responsible for releasing these cruel creatures (once again) upon the surface of Perrenland, then you are not going to be particularly popular ...

The DM should now refer to the **DM's Map Of Encounter Four** in the Appendix.

Note that the passageway sloping down is NOT the right direction for the players to go. If they START to get very close to this passage (or begin to go down it), read:

This passageway appears to be sloping sharply downwards, and back in the direction from which you have come. Ahead in this tunnel, perhaps fathoms below, you hear the terrible echoes of gibberish, gurgling, and screaming!

Those PCs who can speak Drow or Undercommon will hear it is hundreds of Drow and Driders arguing and on the verge of battle!

If you were to continue onwards, you would surely arrive at some kind of brewing conflict that does not necessarily involve yourselves ... yet.

Those PCs with a Wisdom score of 6 or more realise that this is probably NOT the best path to take ... meaning that there must be a secret door leading to an upward path, to be found back in the large cavern with the stalagmite stools! If any PCs continue on down the drow tunnel, eventually they will come to the bottom of the path and enter a cave with an over-abundance drow and driders. Read:

Your curiosity appears to have gotten the better of you, even though you were warned to go back. After about 20 minutes descent, you come to a huge cavern where about 150 drow stand off in an argument against about 40 driders. Your arrival sets them all into a battle frenzy which sees them quickly overwhelm you and destroy your putrid little bodies. You are now dead. This is the end of the scenario for you.

Regardless, as soon as PCs start searching for a secret door (back in the cavern), the secret door opens! In steps a large, nasty creature ... one who has come to see what all the noise from below is all about! The creature will attack the PCs immediately! Roll for initiative!

If anyone asks – the Anti-Magic Field is still in effect!

APL 4 (EL 6)

🐉 Bugbear Ftr1 (1): hp 30. See Appendix I.

APL 6 (EL 8)

🐉 Bugbear Ftr3: hp 40. See Appendix I.

APL 8 (EL 9)

🐉 Bugbear Ftr5: hp 56. See Appendix I.

APL 10 (EL 11)

🐉 Bugbear Ftr7: hp 73. See Appendix I.

APL 12 (EL 13)

🐉 Bugbear Ftr9: hp 88. See Appendix I.

Tactics: This creature has no tactics other than to squash the intruders. It will lash out at any nearest PC.

Treasure:

APL 4 – loot (23 gp).

APL 6 – loot (30 gp).

APL 8 – loot (115 gp).

APL 10 – loot (265 gp).

APL 12 – loot (1,515 gp).

Encounter Five

After the PCs have defeated the creature, and they go through the secret door, read:

After passing through the secret door, you continue along a narrow (5ft wide) tunnel which appears to be increasingly winding upwards. You soon realise that this tunnel (and possibly others) were built as back door escape routes should the complex be attacked from the front. After another hour, you arrive at an opening in the tunnel ahead. The opening leads onto a ledge which is 5ft wide and 70 feet long. On the right side of the ledge is a 60ft cave rock face going straight up. On the left side of the ledge is a 150 foot drop going down into a dimly-lit cavern below. At each 20ft interval along the ledge, scalding steam appears to be shooting and hissing out of what appear to be large vents coming out from the right-hand wall. Above the 60ft vent (about 30 feet up on the wall), there is a round wheel that looks as if it might be linked to the steam vents. At the other end of the ledge is an open portal which leads to another upward-moving tunnel.

Suddenly, however, the cavern below becomes filled with hundreds of creatures – all of them fighting and battling each other in the most chaotic of ways. About half of them appear to be elves with long white hair and very dark skin. Most of them appear to be fighting hand-to-hand with black rapiers, but others are shooting their opposition with jet-black hand crossbows! The opposing enemy appears to be some kind of creature which is half-large spider, half dark-elf. These creatures appear happy to bite the heads off opposing dark-elves, or use short bows (all black) to pierce their foes. The battle rages below, and does not look like letting up soon, as both sides appear evenly matched ...

If anyone asks – the *anti-magic field* is still in effect!

An INT check DC 5 will determine that whilst the steam shooting out onto the ledge is very hot and is most probably the result of the volcanic activity guessed at earlier. It also currently gives the party concealment from the drow and driders fighting below. Therefore, it is simply a matter of getting across to the other side (at normal speed due to the precarious nature of the ledge) without being seen by the enemies below. It is not the intention of this scenario for the PCs to interact (or fight) the drow or driders. The aim is for the PCs just to cross the ledge and continue on upwards as quickly as possible.

Steam Vents: Dimensions: 5ft x 5ft. Each vent is centered at Medium-size chest height along the wall. Going through *each* of the steam vents can cause some

damage (and there are **three of them** along the ledge which PCs must pass through). Passing through *each* vent does damage to the PC according to the APL (Fortitude Save DC X for half damage):

APL 4: 2hp heat damage per vent (Fort DC 6)

APL 6: 4hp heat damage per vent (Fort DC 8)

APL 8: 6hp heat damage per vent (Fort DC 10)

APL 10: 8hp heat damage per vent (Fort DC 14)

APL 12: 10hp heat damage per vent (Fort DC 16)

Climbing up and around the steam vents using rope/pitons, etc (thus avoiding them) would be *too time consuming* (given the state of clean air in this complex). Remind PCs of this if they try to circumnavigate the vents in that way. It is also *not possible* to block the vents in any way, shape, or form. The steam pushes out at such a rate, that it is only possible to pass *through* the steam, not prevent its course for any length of time.

Turning The Wheel

It is possible that a PC might go through the vents, then climb up the wall above the last vent (Climb DC 20) and turn the wheel (Anti-Clockwise) in order to shut off the steam. Doing this will protect the party from the steam damage, but it will now make them vulnerable to attack from the drow and driders below (who will instantly see the PC hanging off the wheel and turning it – which is a full round action).

If this happens, roll for initiative!

The driders and drow can't get up to the PCs, and surely no PC will want to go down amongst 150 drow and 40 driders. Only 1 drow/APL and 1 drider/APL will attack the PCs (with ranged weapons) as they cross the ledge to the other side. These drow (and driders) are situated at the rear of their respective battle groups (so do not provoke AoO from their opposing side). This battle is *not* counted in the total EL of this adventure, as it really should not happen for most parties. The drow who attack the PCs are lowly peons. Most of the battle is being fought by highly skilled drow with obvious levels in fighter classes.

ALL APLs

☛ **Drow (1 per APL/150):** hp 4. See Monster Manual 3.5 Edition, p.102.

☛ **Driders (1 per APL/40):** hp 45. See Monster Manual 3.5 Edition, p.89.

Development: Any party of PCs who tries to fight some or all the drow and driders can have a shot at it. As DM, you can go all the way if that's what the PCs want to do.

Encounter Six

Once all the PCs get to the other side of the ledge, continue reading:

After navigating the ledge and the steam, you leave the battle behind you. Perhaps, you think, they will destroy each other – thereby never reaching the surface? One can only wonder.

After what seems to be another two hours, you eventually feel the air becoming cleaner, clearer, and warmer. Then, you feel a gentle breeze blow soft against your cheeks. But such serenity is quickly interrupted as you see what is before you in the tunnel...

The tunnel stops at what appears to be a 3ft x 3ft hole which seems to have been "punched" through the tunnel wall. It is big enough for a medium or smaller creature to squeeze through, but only head-first. Looking through the hole, you see it opens out into what appears to be an 80 ft x 80ft wide intersection.

The tunnel you have been following continues on the other side of the cavern, but there are many holes (every 10 feet) haphazardly scattered across the floor and ceiling of this room. The 7ft wide holes in the ground appear to go directly down into the complex; whilst the 7ft wide holes in the roof appear to shoot straight up into darkness, or go elsewhere (ie. run parallel to tunnels) in the complex. Who, or what, might travel with ease in such vertically designed shafts is beyond comprehension. To make matters worse, that "humming and zooming" sound which you heard earlier is quite pronounced in this intersection ... and it's coming from within all the holes ...

A Knowledge (Dungeoneering) check DC 15, or an INT check DC 20 will reveal that the only creatures who might travel along such tunnels would be **beholders** ...

The DM should now refer to **DM's Map Of Encounter Six**.

If anyone asks – the Anti-Magic Field is still in effect ... for now ...

An INT check DC 10 will reveal that the "hole" in the wall is not big enough for a beholder to get through. That is why the PCs have not encountered any of these dread creatures – yet. As each PC tries to squeeze through the hole, get each one to make a Dexterity check DC 16 to avoid touching the sides of the hole. As soon as someone fails (don't tell them the DC and if they all pass then the last person fails regardless), read the following:

As you slide carefully through the hole, you try to be as quiet as you can. But just as you think you're through, you dislodge a broken piece of stone from the wall. It falls away and bounces across the floor of the cavern – then goes over the edge and into one of the black holes! You hear it rattle, ping, and pop as it noisily falls down into the guts of the complex ...

Then, suddenly, the humming and zooming sound abruptly stops! It seems you have caught someone (or something's) attention ...

The beholders are now on intruder alert. Paranoid in the extreme, they have all shut their centre eyes, and are readying for combat with their eye stalks. This, of course, has caused the *anti-magic field* to disperse! A Spellcraft check, Knowledge (Arcana) DC 8 will allow PCs to determine they now have their magic back – completely!

The PCs can only traverse the floor with the holes at *normal or double speed* (running is impossible due to the holes). Getting through the hole in the wall costs 10 feet of movement. After that, the cavern is pretty easy to traverse, but will become more difficult once the PCs start to fight the appearing beholder (ie. trying to maneuver to flank, etc). Most PCs will get two rounds worth of moves + standard actions before the gauth or beholder appears. This will give them time to heal up, or cast protective spells on themselves. PCs may also opt to *ready* a spell (ie, I *lightning bolt* the first thing that comes through a hole, etc).

As this is the BIG CLIMAX of this module (and the series!), then the DM should play this as cinematically and as scary as possible. Let the PCs cross the battle mat (with their figurines). At a time when the PCs are spread out (and most vulnerable), have the beholder appear (and attack)! If they try to escape on foot without fighting it, then it follows them! If the PCs somehow escape without killing the beholder(s) (ie. by using *dimension door* or *teleport*), then they will escape – but not receive experience for the beholder encounter.

On another note, the *anti-magic cone* will not materialize again once a *gauth* appears. They do not exude a cone, and there are no ordinary beholders present at that time.

DM's Note: Finally, it is probably a good idea to roll the *type* of eyestalk attack the beholder makes in front of the (possibly) affected player(s). Make all your rolls as open as possible – that way the players will dislike the evil beholder (and not you, the DM) for getting hit by that *disintegrate* ray.

APL 4 (EL 6)

➤ **Beholder Gauth (1):** hp 45. See *Monster Manual 3.5 Edition*, p.26.

APL 6 (EL 8)

➤ **Beholder Gauth (2):** hp 35 each. See *Monster Manual 3.5 Edition*, p.26. They have less hit points due to their time in stasis.

APL 8 (EL 11)

➤ **Beholder, Injured (1):** hp 73. See *Appendix I*.

APL 10 (EL 13)

➤ **Beholder, Weakened (1):** hp 73. See *Monster Manual 3.5 Edition*, p.27. This beholder has all of its faculties, but it has less hit points from being in suspended stasis for so long.

APL 12 (EL 15)

➤ **Beholders (2):** hp 73 each. See *Monster Manual 3.5 Edition*, p.27. These beholders have all of their faculties, but they have less hit points from being in suspended stasis for so long.

General Tactics:

Gauths : Stunning Gaze (free action) on most dangerous looking PC + attack with 2 stalks; Bite attack any stunned PC/s.

Beholders : Use eye stalks as much as possible; Bite into any prone PC/s (when *anti-magic* is up).

Development: Any PC checking out the tunnels after the battle will realise that many of the holes lead to tunnels which run parallel (top and bottom) to the tunnel they have been travelling in. This is how they have constantly been affected by an *anti-magic field* throughout this adventure (because the beholders have been zipping along the tunnels, and one has always had its cone facing within 150 feet of the PC's direction – but in a parallel tunnel).

After this, the PCs clearly feel fresh air, and realise that the exit is close at hand!

Conclusion

Read or paraphrase when ready to conclude:

Exhausted and depleted, you eventually crawl out of a well hidden exit to The Hollows, via what appears to be a "back door". As you clamber slowly down the mountain, you come at last to an outlook post used by the Peacekeepers Of The Pass. From this high position, you realise that an earthquake has occurred as a result of what you have done! This has (in turn) caused Mount Hellspar to finally erupt in all her fury. Always a very bad portent, the smoke, dust, and ash from the volcano is plunging the Sepia Uplands,

Traft and Clatspurgen cantons into a nightmare world where the sun is blanketed, and darkness creeps across the land. This is a holocaust of major proportions. Things as you know them will never be the same again. There will be grim days ahead, indeed.

So, avoiding larva, soot, and ash, you scrape your way back to your individual Clans. There, you are each rewarded by your various leaders for destroying the totem [beast]. The reward is a selection of treasure (items and gold) from the various Clan “war chests”. This, however, is not enough to soften the guilt you bear – knowing what you have, at last, unleashed (again) on an unsuspecting world.

The End

DM's Note: Those PCs who did not destroy the totem (but destroyed “the beast”) also receive treasure. Those PCs who are all slain by the beast (or escape from it – thus unleashing it) get nothing in the way of treasure from this adventure.

Treasure:

See **Treasure Summary : Conclusion** for a list of available treasure.

Experience Point Summary

To award experience for this adventure, add up the values for the objectives accomplished. Then assign the experience award. Award the total value (objectives plus role-playing) to each character.

Introduction

None.

Encounter One

NOTE: The PCs *only* get this XP if they fight and defeat the demon (ie. the totem gets embraced).

APL 4 210 xp; APL 6 270 xp;

APL 8 330 xp; APL 10 390 xp; APL 12 450 xp.

Encounter Two

Defeat the creature in the cavern

APL 4 120 xp; APL 6 180 xp;

APL 8 240 xp; APL 10 300 xp; APL 12 360 xp.

Encounter Three

Discover and disable the Spear Trap

APL 4 60 xp; APL 6 60 xp;

APL 8 60 xp; APL 10 60 xp; APL 12 60 xp.

Encounter Four

Defeat the creature guardian

APL 4 180 xp; APL 6 240 xp;

APL 8 270 xp; APL 10 330 xp; APL 12 360 xp.

Encounter Five

None.

Encounter Six

Defeat the beholder

APL 4 180 xp; APL 6 240 xp;

APL 8 330 xp; APL 10 390 xp; APL 12 450 xp.

Story Award

APL 4 135 xp; APL 6 180 xp;

APL 8 225xp; APL 10 270 xp; APL 12 315 xp.

Total possible experience:

This total does not include Encounter One (which is calculated differently – see main text).

APL 4 675 xp; APL 6 900 xp;

APL 8 1,125xp; APL 10 1,350 xp; APL 12 1,575 xp.

Treasure Summary

During an adventure, characters encounter treasure, usually finding it in the possession of their foes. Every encounter that features treasure has a “treasure” section within the encounter description, giving information about the loot, coins, and magic items that make up the encounter's treasure.

The loot total is the number of gold pieces each character gains if the foes are plundered of all their earthly possessions. Looting the bodies takes at least 10 minutes per every 5 enemies, and if the characters cannot take the time to loot the bodies, they do not gain this gold. If you feel it is reasonable that characters can go back to loot the bodies, and those bodies are there (i.e., not carted off by dungeon scavengers, removed from the scene by the local watch, and so on), characters may return to retrieve loot. If the characters do not loot the body, the gold piece value for the loot is subtracted from the encounter totals given below.

The coin total is the number of gold pieces each character gains if they take the coin available. A normal adventuring party can usually gather this wealth in a round or so. If for some reason, they pass up this treasure, the coin total is subtracted from the encounter totals given below.

Next, the magic items are listed. Magic item treasure is the hardest to adjudicate, because they are varied and because characters may want to use them during the

adventure. Many times characters must cast *identify*, *analyze dweomer* or similar spell to determine what the item does and how to activate it. Other times they may attempt to use the item blindly. If the magic item is consumable (a potion, scroll, magic bolts, etc.) and the item is used before the end of the adventure, its total is subtracted from the adventure totals below.

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate. Because this is a Regional scenario, characters may spend additional Time Units to practice professions or create items immediately after the adventure so this total may be modified by other circumstances.

L = Looted gear from enemy; C = Coin, Gems, Jewelry, and other valuables; M = Magic Items.

Encounter Four

APL 4 – loot (23 gp).

APL 6 – loot (30 gp).

APL 8 – loot (115 gp).

APL 10 – loot (265 gp).

APL 12 – loot (1,515 gp).

Conclusion

APL 4 - loot(0 gp), coin-(225 gp), *Wand Of Charm Person* (63gp); *Amulet Of Mighty Fists +1* (500gp).

APL 6 - loot(0 gp), coin-(225 gp), *Ring Of Magic Fang* (500gp); *Circlet Of Blasting, Minor* (540gp); *Gloves Of Swimming And Climbing* (521gp).

APL 8 - loot(0 gp), coin-(0 gp), *Ring Of Lockpicking* (641gp); *Steadfast Boots* (500gp); *Ioun Stone, Pink Rhomboid* (666gp).

APL 10 - loot(0 gp), coin-(975 gp), *Belt Of Endurance* (833gp); *Glove Of Storing* (834gp).

APL 12 - loot(0 gp), coin-(975 gp), *Necklace Of The Maudrauding Beast – Raging Bear* (950gp); *Mask Of Lies* (1,416gp); *Belt, Monk's* (1,083gp).

Total Possible Treasure

APL 4: M: 650 gp - Total: 650 gp

APL 6: M: 900 gp - Total: 900 gp

APL 8: M: 1,300 gp - Total: 1,300 gp

APL 10: M: 2,300 gp - Total: 2,300 gp

APL 12: M: 3,300 gp - Total: 3,300 gp

Special

None.

Items for the Adventure Record

APL 4-6

☛ Your heroic effort gains you regional access (at standard prices) to any *one item (you choose)* of Adventuring Gear from Table 2-1 on p.22 of the Arms And Equipment Guide (up to an individual item value of 80gp). You can also gain regional access (at standard prices) to purchase any *one* piece of Clothing from Table 2-2 on p.29 of the Arms And Equipment Guide. These can only be bought following a Regional scenario set in Perrenland.

Items Chosen: _____

APL 8-10

☛ Same as APL 4-6 plus you gain regional access (at standard prices) to any *one type* of Alchemical Item (you choose) up to a value of 50gp from Table 2-5 on p.32 of the Arms And Equipment Guide. These can only be bought following a Regional scenario set in Perrenland.

Items Chosen: _____

APL 12

☛ Same as APL 4-10 plus you gain access to *any one of the following* weapon upgrades (you choose) from the *Complete Warrior* handbook: Blood Seeking, Exit Wound, and Explosive. These upgrades can only be done following a Regional scenario set in Perrenland. You may only upgrade one item in this manner with one of the above enhancements. You must pay the cost difference between the old and new item. Write "used" across this text when redeemed.

Upgrade Chosen: _____

Item Access

APL 4

Wand Of Charm Person (Adventure, DMG)

Amulet Of Mighty Fists +1 (Adventure, DMG)

APL 6 (As per APL 4 plus):

Ring Of Magic Fang (Adventure, A&E)

Circlet Of Blasting, Minor (Adventure, DMG)

Gloves Of Swimming And Climbing (Adventure, DMG)

APL 8 (As per APL 4 and 6 plus):

Ring Of Lockpicking (Adventure, A&E)

Steadfast Boots (Adventure, A&E)

Ioun Stone, Pink Rhomboid (Adventure, DMG)

APL 10 (As per APL 4, 6 and 8 plus):

Belt Of Endurance (Adventure, A&E)

Glove Of Storing (Adventure, DMG)

APL 12 (As per APL 4, 6, 8 and 10 plus):

Necklace Of The Marauding Beast – Raging Bear
(Adventure, A&E)

Mask Of Lies (Adventure, A&E)

Belt, Monk's (Adventure, DMG)

Appendix I : NPC And Creature Statistics

Introduction

☛ **The Visitor:** Female Human Sor10/Rog4: Medium Humanoid ; HD 10d4+10(Sorcerer) , 4d6+4(Rogue) ; hp 54; Init +4; Spd 30; AC 18(Flatfooted:14, Touch:14); BA/G +8/+12; Atk +8/+3 base melee, +12/7 base ranged; Full Attk +8/+3 (1d6, Rapier); +12/+7 (1d8, Crossbow, light); AL CN; SV Fort +7, Ref +11, Will +10; STR 10, DEX 18, CON 12, INT 11, WIS 11, CHA 18.

Skills and Feats: Bluff +23, Concentration +18, Disguise +21, Hide +4, Intimidate +8, Move Silently +11, Spellcraft +17; Armor Proficiency: light, Combat Casting, Great Fortitude, Iron Will, Leadership, Persuasive, Simple Weapon Proficiency, Stealthy.

Spells Known (Sor 6/7/7/7/6/3): 0 – Acid Splash, Daze, Detect Magic, Disrupt Undead, Flare, Ghost Sound, Light, Ray of Frost, Resistance; 1st – Burning Hands, Cause Fear, Charm Person, Comprehend Languages, Disguise Self; 2nd – Alter Self, Cat's Grace, Darkvision, Eagle's Splendor; 3rd – Dispel Magic, Hold Person, Slow; 4th – Geas, Lesser; Polymorph; 5th – Teleport.

Possessions: Weapons: Crossbow, light (35 gp); Rapier (20 gp). Armor: Chain shirt (100 gp).

Familiar: Spotty, Male Animal, Owl : CR 1/4; Tiny Animal ; HD 14d8 (Animal) ; hp 27; Init + 3; Spd 10, Fly, Average 40; AC 20; Atk + 7 base melee, + 13 base ranged; +7 (1d2-3, Claws); SQ: Low-light Vision (Ex); AL LG; SV Fort + 4, Ref + 10, Will + 10; STR 4, DEX 17, CON 10, INT 10, WIS 14, CHA 4.
Skills: Bluff +23, Concentration +18, Disguise +21, Hide +11, Intimidate +8, Listen +14, Move Silently +17, Spot +10. Feats: Weapon Finesse.

Encounter Four

APL 4

☛ **Bugbear Ftr1:** Medium Humanoid ; HD 3d8+3(Humanoid) , 1d10+1(Fighter) ; hp 30; Init +5; Spd 20; AC 17(Flatfooted:16, Touch:11); BA/G +5/+7; Attk +5 (1d8+2, Flail); Full Attk +5 (1d8+2, Flail); SQ: Darkvision (Ex): 60 ft., Scent (Ex), Subtype: Goblinoid;

AL CE; SV Fort +6, Ref +2, Will +1; STR 15, DEX 12, CON 13, INT 10, WIS 10, CHA 9.

Skills and Feats: Hide +0, Listen +2, Move Silently +3, Spot +1; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Improved Initiative, Toughness, Shield Proficiency, Simple Weapon Proficiency, Weapon Focus: Greatclub.

Possessions: Weapons: Flail (8 gp); Armor: Hide (15 gp).

APL 6

☛ **Bugbear Ftr3:** Medium Humanoid; HD 3d8+3(Humanoid), 3d10+3(Fighter) ; hp 40; Init +5; Spd 20; AC 19 (Flatfooted:18, Touch:11); BA/G: +7/+9; Atk +7 (1d8+2, Flail); Full Atk +7 (1d8+2, Flail); SQ: Darkvision (Ex): 60 ft., Scent (Ex), Subtype: Goblinoid; AL CE; SV Fort +7, Ref +3, Will +2; STR 15, DEX 12, CON 13, INT 10, WIS 10, CHA 9.

Skills and Feats: Hide -2, Listen +2, Move Silently +0, Spot +2; Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Reflexes, Improved Initiative, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Track.

Possessions: Weapons: Flail (8 gp). Armor: Hide (15 gp). Shields: Shield, heavy wooden (7 gp).

APL 8

Bugbear Ftr5: Medium Humanoid; HD 3d8+3(Humanoid) , 5d10+5(Fighter) ; hp 56; Init +5; Spd 30; AC 20 (Flatfooted:19, Touch:11); BA/G: +10/+13; Atk +10 (1d8+3, Flail); Full Atk +10/+5 (1d8+3, Flail); SQ: Darkvision (Ex): 60 ft., Scent (Ex), Subtype: Goblinoid; AL CE; SV Fort +8, Ref +3, Will +2; STR 16, DEX 12, CON 13, INT 10, WIS 10, CHA 9.

Skills and Feats: Hide -1, Listen +2, Move Silently +1, Spot +2. Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Reflexes, Improved Initiative, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Toughness.

Possessions: Weapons: Flail (8 gp). Armor: Chain shirt (100 gp). Shields: Shield, heavy wooden (7 gp).

APL 10

🐛 **Bugbear Ftr7:** Medium Humanoid; HD 3d8+3(Humanoid) , 7d10+7(Fighter) ; hp 73; Init +5; Spd 20; AC 22 (Flatfooted:21, Touch:11); BA/G +12/+16; Atk +13 (1d8+3, Flail); Full Atk +13/+8 (1d8+3, Flail); SQ: Darkvision (Ex): 60 ft., Scent (Ex), Subtype: Goblinoid; AL CE; SV Fort +9, Ref +4, Will +3; STR 17, DEX 12, CON 13, INT 10, WIS 10, CHA 9.

Skills and Feats: Hide -5, Listen +2, Move Silently -3, Spot +2. Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Reflexes, Improved Initiative, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Track, Weapon Focus: Flail.

Possessions: Weapons: Flail (8 gp). Armor: Banded mail (250 gp). Shields: Shield, heavy wooden (7 gp).

APL 12

🐛 **Bugbear Ftr9:** Medium Humanoid; HD 3d8+3(Humanoid) , 9d10+9(Fighter) ; hp 88; Init +5; Spd 20; AC 24(Flatfooted:23, Touch:11); BA/G +15/+19; Atk +16 (1d8+4, Flail); Full Atk +16/+11/+6 (1d8+4, Flail); SQ: Darkvision (Ex): 60 ft., Scent (Ex), Subtype: Goblinoid; AL CE; SV Fort +10, Ref +5, Will +4; STR 19, DEX 12, CON 13, INT 10, WIS 10, CHA 9.

Skills and Feats: Hide -5, Listen +2, Move Silently -3, Spot +2. Armor Proficiency: heavy, Armor Proficiency: light, Armor Proficiency: medium, Combat Reflexes, Improved Initiative, Power Attack, Shield Proficiency, Simple Weapon Proficiency, Toughness, Track, Weapon Focus: Flail.

Possessions: Weapons: Flail (8 gp). Armor: Full plate (1,500 gp). Shields: Shield, heavy wooden (7 gp).

Encounter Six

APL 8

👁 **Beholder, Injured:** CR 13; Large Aberration ; HD 11d8+44 (Aberration); hp73; Init +6; Spd 5, Fly, Good 20; AC 26;(Flatfooted:24,Touch:11); BA/G +8/+12; Atk +8 (2d4, Bite); SA: Eye Rays (Su) +9 ranged touch x 8; SQ: All-Around Vision (Ex), Antimagic Cone (Su), Darkvision (Ex): 60 ft., Flight (Ex); ALLE; SV Fort +9, Ref +5, Will +11; STR 10, DEX 14, CON 18, INT 17, WIS 15, CHA 15.

Skills and Feats: Hide +12, Knowledge (Arcana) +17, Listen +18, Search +21, Spot +22; Alertness, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will.

Description: The beholder is the stuff of nightmares. This creature, also called the "sphere of many eyes" or "eye tyrant," is known among adventurers as a deadly adversary.

A beholder is a 6-foot-wide orb dominated by a central eye and a large, toothy maw. Ten smaller eyes on stalks sprout from the top of the orb.

Beholders speak their own language and the Common tongue.

Combat: Beholders often attack without provocation. Though not powerful physically, they often plow right into groups of opponents to use as many of their eyes as they can. When closing with an enemy, a beholder tries to cause as much disruption and confusion as possible.

This particular beholder has 3 damaged eye stalks, and this has also been reflected in it having less Hit Points than normal.

Special Attacks: Eye Rays (Su):

Each eye's effect resembles a spell cast by a 13th-level sorcerer but follows the rules for a ray (see Aiming a Spell, page 148 in the Player's Handbook). **All rays have a range of 150 feet and a save DC of 17.**

Charm Person: See *Monster Manual* p.26-27.

Charm Monster: See *Monster Manual* p.26-27.

Sleep: See *Monster Manual* p.26-27.

Flesh to Stone (Damaged): Not currently working.

Disintegrate (Damaged**):** Not currently working.

Fear: See *Monster Manual* p.26-27.

Slow: See *Monster Manual* p.26-27.

Inflict Moderate Wounds: See *Monster Manual* p.26-27.

Finger of Death (Damaged**):** Not currently working.

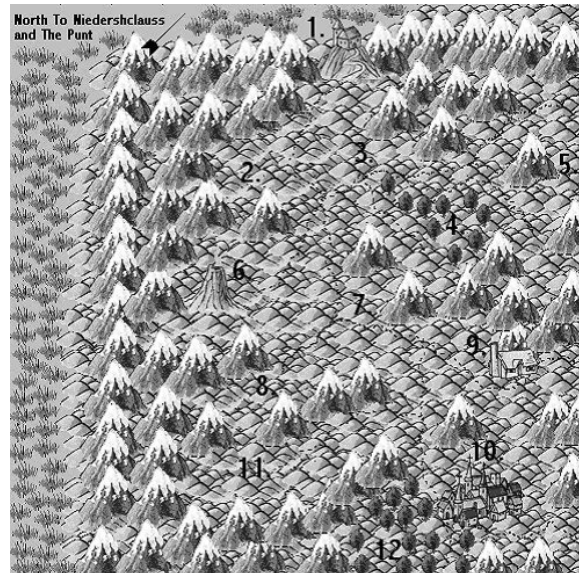
Telekinesis: See *Monster Manual* p.26-27.

Special Qualities: All-Around Vision (Ex): Beholders are exceptionally alert and circumspect. Their many eyes give them a +4 racial bonus to Spot and Search checks, and they can't be flanked.

Antimagic Cone (Su): A beholder's central eye continually produces a 150-foot antimagic cone extending straight ahead from the creature's front. This functions just like antimagic field cast by a 13th-level sorcerer. All magical and supernatural powers and effects within the cone are suppressed - even the beholder's own eye rays. Once each round, during its turn, the beholder decides which way it will face, and whether the antimagic cone is active or not (the beholder deactivates the cone by shutting its central eye). Note that a beholder can bite only creatures to its front.

Flight (Ex): A beholder's body is naturally buoyant. This buoyancy allows it to fly as the spell, as a free action, at a speed of 20 feet. This buoyancy also grants it a permanent feather fall effect with personal range.

DM Aid I : A Map Of The Northern Clatspurs and The Hollows



Map Key

See the 593 CY Scenario, “The Yeti’s Tooth”, for more information regarding these locations.

1. Peacekeeper Pass/Peacekeeper Camp. They are militia traditionally commissioned to guard the Northern Clatspurs for over 1,500 years.

2. Abandoned Human Mines.

3. Abandoned Dwarven Mine/Stronghold.

4. The High Woods, Evil Druid’s Grove, and the Gnomish Encampment.

5. The High Peaks (The Location of The Hollows Of Mordaine). At 10,000 feet, these mountains are some of the highest in the Clatspur Ranges.

6. Mount Hellspar Volcano. It is rumored that this volcano is rumbling again, and might “blow” sometime in the near future.

7. Tinkerholm. Tinkerholm is a gnomish settlement of some 2,300 gnomes.

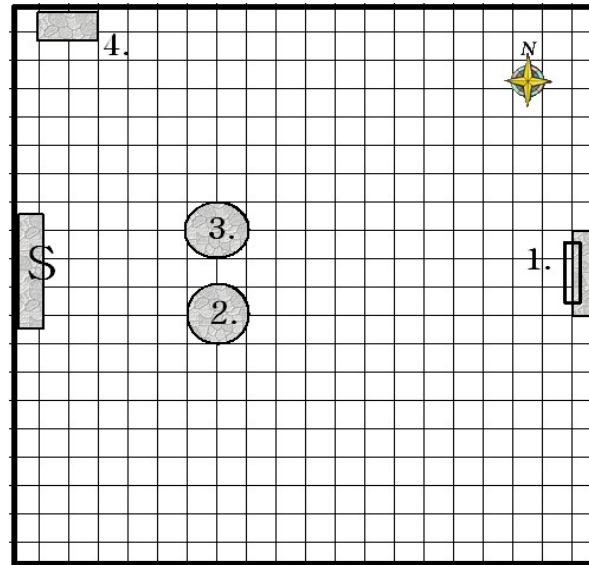
8. Gnomish Ore Mines. A bustling, hustling network of mines all run by gnomes who live in Tinkerholm.

9. Fort Eleanfrau. This is the primary training ground and living quarters for the Peacekeepers Of The Pass.

10. The Mountain Township Of Liesenbrau. This town of 2,500 people sits at nearly 8,000 feet above Lake Quag.

11. Clan Foehammer (Dwarven Stronghold). This is where the dwarves from the stronghold at #3 (above) came when they abandoned the old mines. The dwarves of this stronghold don’t like humans in particular, and many of them have evil intent.

DM Aid II : A Map Of Encounter One : The Spire Of Thrax



#1 : This is the tunnel entrance through which the PCs first enter the Spire Of Thrax

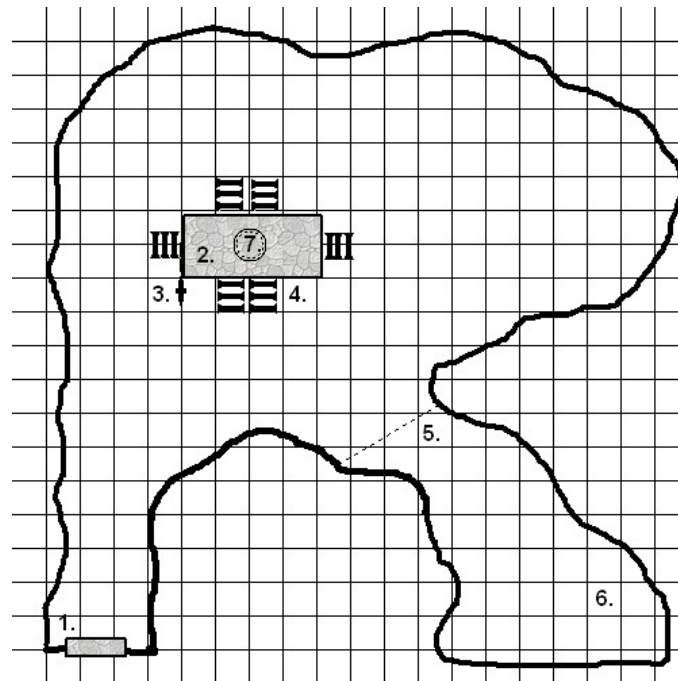
#2 : This is the primary Spire which has a stalagmite and a stalactite. The totem “beams” here after Orlac Sturgenblood appears and speaks to the PCs.

#3 : This is the secondary Spire. Orlac Sturgenblood appears standing on top of this stunted stalagmite.

#4 : This is the altar which swings out from the wall. There is a lever on top of it which must be pulled for the totem to be destroyed.

S : This secret door only opens up after the totem is destroyed (and it is actually found by the PCs).

DM Aid III : A Map Of Encounter Two



#1 : Entrance from which PCs enter cavern.

#2 : The altar dedicated to Moradin.

#3 : The wheel which must be turned in order to release the water from the cavern.

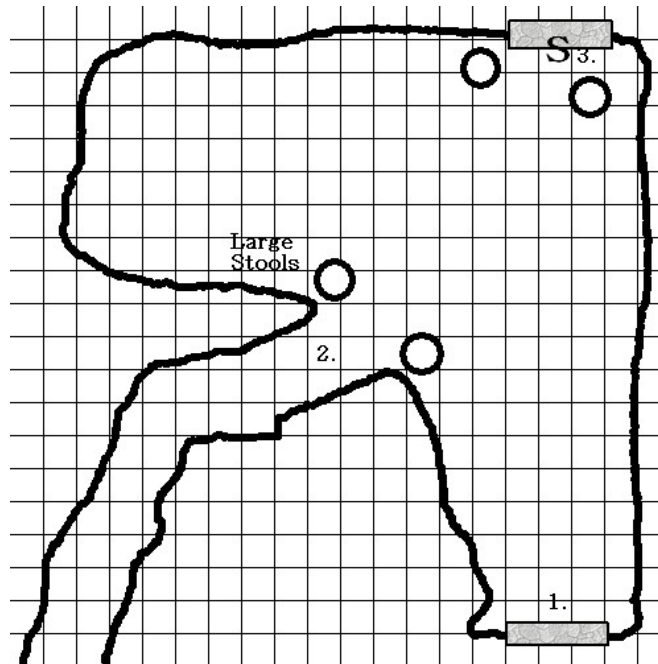
#4 : Steps leading up to the altar. Note: These do not become visible until the water has been drained away. PCs can stand on these steps and gain advantages to hit attacking creatures below.

#5 : This is the start of the raised up part of the cavern. It is not flooded. This is where the creature gets trapped.

#6 : This is the start position of the creature which has been trapped in the cavern.

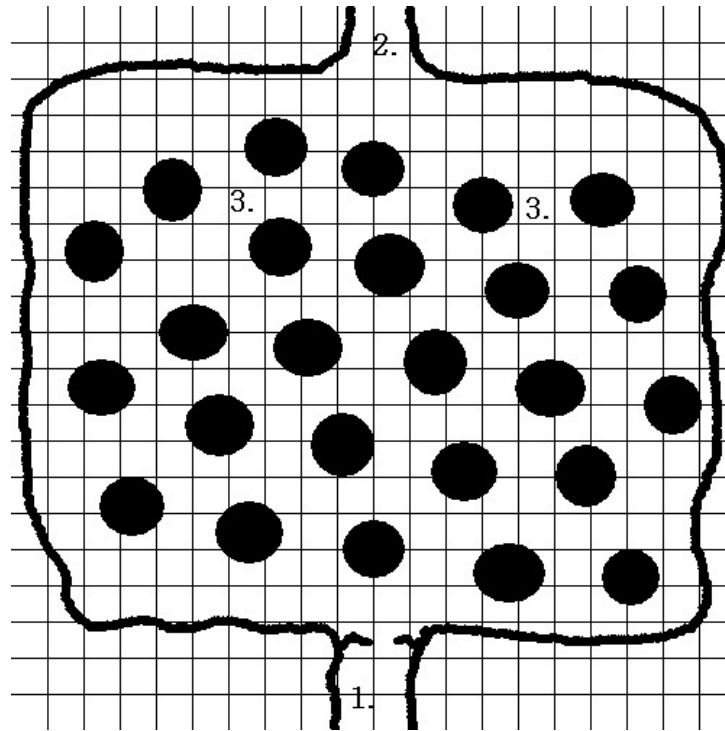
#7 : This is the portal in the ceiling above the altar, which must be opened so that PCs can exit this room.

DM Aid IV : A Map Of Encounter Four



- #1 : This is the tunnel entrance through which the PCs enter this cavern.
- #2 : This is the "false tunnel" which leads the PCs to their doom (unless they turn back).
- #3 : This is the secret door which opens up and has a monster come barreling through it.

DM Aid V : A Map Of Encounter Six



#1 : Players enter here. Note that they have to dive head-first through the narrow hole in the wall in order to get into this chamber.

#2 : Players exit here.

#3 : Most obvious general area which the beholder will appear in at some point and attack (depending on which way the PCs have crossed this cavern). Remember that the round black objects on the map are holes through which beholders travel. They are on both the floor and ceiling of this complex (and match accordingly).

Player Handout #1 : Background To The Totem And The Hollows Quest

The Sturgenblood Totem was rediscovered two years ago (after being disassembled and missing for nearly two millennia). It was found by a group of adventurers in the possession of an archaeologist who had been killed for no reason other than greed on the road to Traft City in Perrenland. The totem is 6.8 feet long, and 1.8 feet wide. It takes two people to carry it. In the same wooden box as the totem was a scroll. It read:

In ages past, in dreams of olde,
In Ranges vast and caverns cold;
The Ur-Flan mages made their plans,
To scour the Oerth and rule the Clans.
One totem did they make to bring
A charm to force all living things,
To bow before their dark foul god
In Dagovach where demons trod.
One part the shrunken 'dusa kept,
One part the basilisk once wept;
One wyvern's claw (from Dagovach),
One yeti's tooth from Alderbrac.
Then, to The Hollows, did they go
Where all was lost, as wise men know!

The medusa hair mentioned in the scroll was already attached to the totem (as was the basilisk eye). The scroll led the adventurers to the Lost City Of Dagovach (near Niederschlauss) where they found the third part of the totem – the Wyvern's Claw. They inserted it into the totem. On another quest, the adventurers travelled deep beneath Mount Hellspaar volcano (in the Northern Clatspurs), to the Cave Of Alderbrac, in order to find the last missing part: The Yeti's Tooth. Upon inserting the tooth, the totem opened up to reveal a map. This map leads you (once again) into the Clatspur Ranges – up onto the very highest peaks. Only here will you find the legendary Hollows Of Mordaine, and the Spire Of Thrax: the one place where the totem can be destroyed forever.

For, if it is not destroyed, its lure will be too great, and its power will split asunder all the clans of Perrenland ... until only one remains, whilst all the others lie in waste.

The Story Of The Totem (Revisited)

Two thousand years ago, the great sorcerers of the Clans Of The Land (early Perrenland) captured and dismantled the powerful Sturgenblood totem-pole. The totem, for decades, had been used by the last ancestors of the Ur-Flannae to keep rule over The Land and prevent the clans from becoming owners of The Land in their own right. How they did this has been mostly lost to antiquity. All we know is that the final Battle For The Rights Of Clans took place high in the Clatspurs at a secret location known as Die Hurlere Mordaine (The Hollows of Mordaine). The last of the Ur-Flan were entombed forever, and the Sturgenblood Totem was dismantled – it's parts thrown into different places around Perrenland so that it would never be reassembled.

It is said that should the totem ever be reassembled, it might lead those who wield it to once again control The Clans and destroy the identity so highly valued by those who live in modern Perrenland. Of course, should the totem ever be reassembled, those brave enough must travel to The Hollows Of Mordaine to finish the task which should have been completed two thousand years ago ... to absolutely, once and for all, destroy the totem in the Spire Of Thrax which lies deep in the heart of The Hollows.

It was here that the totem was forged by a drow known as Orlac Sturgenblood, and it is only here that it's unforging can ultimately be achieved. When the Battle Of The Clans took place two thousands years ago, the Spire Of Thrax was too heavily guarded, and the best outcome was to disassemble the totem and scatter it to the winds.

Today, it is said, the Hollows are in ruins and the once great drow city has dwindled in influence and in power. Only today might adventurers have a chance of destroying the totem at last – thus preventing those who would seek power over the clans from seizing it's grasp.

The totem itself has four parts which must be placed in the totem in order. The first part is the hair of a medusa who comes from the Lair Of Worms (located somewhere in the Motley Wood). The second part is the eye of a Basilisk located in the Valley Of Corridors in the Sepia Uplands. The third part is the Wyvern's Claw (said to be located in the heart of the ruined city of Dagovach – south of Niederschlauss). The fourth part is the tooth of a yeti – located in the Cave Of Alderbrac in Mount Hellspaar (Northern Clatspurs).

Once each piece has been properly placed, the totem opens up to reveal a map showing the location of The Hollows Of Mordaine (rumored to be somewhere high in The Clatspurs). The map also reveals the location of the Spire Of Thrax – though in ancient times this place was said to be impossible to reach. Today, such a quest may be possible – if somewhat dangerous.

The Hollows Of Mordaine was (for a millennium) the seat of power held by the Mordaine Drow. Over the last two thousand years, it is rumored that the chambers of the drow were infiltrated by a nearby dwarven clan when the dwarves' mining tunnels collided with those of the Underdark. Slowly, but surely, the dwarves battled and defeated the Mordaine Drow, thus pushing them deeper into the Underdark. Where the hold of this dwarven clan lies is also a mystery, and the current status of both the drow and the dwarves is unknown.

One thing is certain : the Sturgenblood Totem is a dangerous item in the hands of those who might know how to wield it's power. It must never be allowed to fall into the wrong hands, and should the opportunity ever come, this artifact must be reassembled and, once again, taken to the Hollows Of Mordaine ...and completely destroyed!

The Hollows Unveiled

Critical Events Summary

This critical events summary should be filled out after every game table of "The Hollows Unveiled" which is played between August 1st, 2004 and October 5th, 2004. The results should be forwarded to :

Bruce Paris paris@hn.ozemail.com.au

1. Did The Visitor embrace the totem (thus turning into a demon, etc.)? YES NO

2. Did a PC embrace the totem (thus turning into a demon and being retired from play)?

YES NO

If the answer was YES to Question 2, can you please fill out the details below ...

PLAYER NAME : _____

CHARACTER NAME : _____

CHARACTER RACE/CLASS/LEVEL : _____

CLAN WHICH THE CHARACTER BELONGED TO : _____

ANY OTHER PHILOSOPHICAL DETAILS YOU MIGHT WANT TO PROVIDE (ie. THE REASON WHY THE PC MIGHT HAVE CHOSEN THIS OPTION, etc)

3. Did any of the drow or driders see/notice the PCs during Encounter 6? YES NO

If the answer was YES to Question 3, which Perrenland Clan Colours might have stood out as being more prevalent amongst the party members in the group? Choose only ONE.

Thanks. We hope you enjoyed DMing this game, and that your players enjoyed The Hollows series overall.

The Perrenland Triad