

Calling of the Mines

A One-Round Dungeons & Dragons® Living Greyhawk™ Splintered Suns Metaregional Adventure

Version 1.0

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For years escaped Calling Mines convicts have fought against their former guards and everybody who got in their way. Now with their defeat an almost forgone conclusion, the authorities finally have the time and inclination to look beyond the obvious. They need people to go look under the stones... literally. A 1-round metaregional set in the Hollow Highlands in Ahlissa for character levels 4-15 (APL 6 to 14). Final part of the Broken Chain series and sequel to ESA7-04 *Head or Tails*.

Resources for this adventure [and the authors of those works] include *Complete Arcane* [R. Baker], *Complete Warrior* [A. Collins, D. Noonan, E. Stark], *Dungeonscape* [J. Buhlman, R. Burlew], *ESA7-04 Head or Tails* [Pieter Sleijpen], *Heroes of Horror* [J. Wyatt, A. Marmell, C.A. Suleiman], *Lords of Madness* [R. Baker, J. Jacobs, S. Winter], *Magic Item Compendium* [varies], *Manual of the Planes* [J. Grubb, B.R. Cordell, D. Noonan], *Monster Manual II* [varies], *Spell Compendium* [varies], and *TSS4-04 Crossfire* [Pieter Sleijpen].

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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This adventure retires from RPGA-sanctioned play on December 31, 2008.

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Players Read No Farther

If you are planning on playing this adventure, stop reading now. The rest of the information in this adventure is for the DM only. If you read farther than this section, you'll know too much about its challenges, which kills the fun. Also, if you're playing this adventure as part of an RPGA-sanctioned event, reading beyond this point makes you ineligible to do so.

Preparing for Play

To get the most out of this adventure, you need copies of the following D&D rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Refer to Appendix 1 for full information on NPCs and monsters. For your convenience, Appendix 1 is split by APL.

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll

also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure. Each PC may bring one animal, plus any creatures gained from class abilities to help in combat. (PCs can bring more creatures but they cannot help in combat). If you deem that the animal bestows a significant benefit in combat add the animal's CR to the level of the PC it is accompanying for calculating APL. (Animals gained from class abilities and one standard horse, warhorse, or riding dog for a PC with Mounted Combat do not affect APL).
2. Sum the results of step 1 and divide by the number of characters playing in the adventure. Round to the nearest whole number.
3. If you are running a table of six PCs, add one to that average.

Throughout this adventure, APLs categorize the level of challenge the PCs 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 and gold a PC can gain at the end of the adventure. A player character more than three levels higher than the APL at which the adventure is played cannot participate. If a player character is more than two levels away from the APL at which the adventure is played, he suffers a 50% penalty to the amount of gold and XP gained in the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

LIVING GREYHAWK adventures are designed for APL 2 and higher. Four or five 1st-level characters may find the challenge of an APL 2 adventure difficult. Suggest the following to these groups to help increase their chances of success:

1. Enlist a sixth player.
2. Advise characters to buy riding dogs to help protect them and fight for them.

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

TIME UNITS AND UPKEEP

This is a standard 1-round Splintered Suns metaregional adventure set in the Hollow Highlands. Characters native to the Splintered Suns metaregion pay 1 Time Units per round. All other characters pay 2 Time Units per round.

Adventurer's Standard Upkeep costs 12 gp per time unit. Rich Upkeep costs 50 gp per time unit. Luxury Upkeep costs 100 gp per time unit. Characters that fail to pay at least Standard Upkeep retain temporary ability damage until the next adventure, must buy new spell component pouches and healer's kits, and may suffer other in-game penalties (or possibly gain in-game benefits) as may be detailed in this adventure.

A character that does not pay for at least Standard Upkeep may avoid the above-described penalties by living off the wild. If the character possesses four or more ranks in Survival and succeeds on a DC 20 Survival check, he heals temporary ability damage as if he had Standard Upkeep, may refill spell component pouches and healer's kits, and may restock up to 20 arrows or bolts if the character has at least four ranks in Craft (bowmaking). PCs may Take 10 on this roll.

Chapters 1 and 5 of the LGCS present more information about lifestyle and upkeep.

PREPARATION FOR PLAY

ESA7-07 *Calling of the Mines* is the final part of the Broken Chains series that consists of the following adventures:

- TSS3-07 *The Prisoner*
- TSS4-04 *Crossfire*
- TSS5-05 *Midsummer Nightmare*
- ESA6-01 *Knife's Edge*
- ESA7-04 *Head or Tails*

For people to enjoy this adventure it is not necessary to have played or run any of the earlier parts. Knowing what happened in those adventures does add depth to this adventure. By playing or running this part a player cannot play the earlier parts anymore. Make sure your players are aware of this. For the actual adventure it is only important to check whether or not the PC played ESA6-01 and/or ESA7-04 since it has a minor impact on the Introduction. Also check whether a character has the **Touched by Darkness** item on the AR from ESA7-04 and note whether the character has been imprisoned at the Calling Mines – this has an impact on Encounter 3.

Before you start running the adventure see whether any PC is a prospecting (the player wants the character to join in the future) or full member of the Jade Mask, any member of the Contraband Cartels in Naerie (Iron Brand only in case of Naerie) or Sunndi or the Idee Vollunteers in Naerie. These are approached in secret during the Introduction for a side mission.

THE FAR REALM

Throughout the adventure there are various references to aberrations, otherworldly forces and a breach of the planar barriers. These are all references to the Far Realm, a plane of utter madness and so far beyond existence few people even know of it (of if it is even real). It is an anathema to the reality of the Flanaess and even the slightest touch drives people insane. It requires a DC 30 Knowledge (the planes) check to know of this plane unless characters have interacted with it in previous adventures or through their character class (most likely the alienist prestige class). Knowledge of this plane has no real bearing on the adventure except perhaps to make it even clearer that the aboleths' goals need to be opposed. More information can be found in the *Manual of the Planes* 211.

NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

ADVENTURE BACKGROUND

The Calling Mines have been a hotbed for trouble since its founding centuries ago. The presence of large amounts of silver mixed with the madness that inevitable besets anybody working in the mines is a recipe for disaster. The same riches also keeps drawing people to the region like moths to a flame. So it became a labor camp for criminals for few people cared about the occasional convict who went mad and/or missing – falling victim to the Calling of the Mines.

The most recent trouble was the prison rebellion in CY 594 that resulted in a few hundred prisoners escaping. A few of these prisoners left the area for greener pastures, but most strangely enough stuck around. These formed the basis of a group of rebels calling themselves the Hollow Highland Liberation Front. Their goal was to get rid of the Ahlissan soldiers and close the mines once and for all. In their eyes no sentient creature deserves to work under such conditions regardless of the crimes committed – or so they said. Locals with a grudge against Ahlissa joined them. At first the Hollow Highland clans and the church of Trithereon supported their lofty goals, but soon hatred, madness and the criminal hearts of those involved, showed it self. They quickly turned into vicious ordinary bandits preying on innocent merchants, farmers and even clansmen as well as Ahlissan soldiers.

To put an end to their reign of terror, the Ahlissan forces joined the Sunndians and together they hunted down these so-called rebels one band at a time. The Front attempted to drive a wedge between Ahlissa and Sunndi, but due to adventurers and the war in southern Sunndi these tactics eventually backfired. Without support of the Hollow Highland Clans, hunted by all, they were soon driven into a corner and eventually the last large band was caught and destroyed.

Throughout these battles the authorities started to realize there was something odd about these raiders. What kept them in the region despite the fact that things had become really hard? Why did the few wizards amongst them showed signs of dealings with powers from the Far Realm? How did they manage to ally with derro and nagas? How and why did many of their upper echelon showed minor physical changes that allowed them to live underground or even swim like a fish? These questions need answers, especially since madness seems to strike again at those living in and around the Calling Mines. Answers, that likely can be found in the deepest recesses of the Mines, answers that require brave adventurers who are not afraid of the dark.

Darkness Below

Unbeknownst to most, far below the Calling Mines there is a huge cavern with a large lake. The voices that only few can hear in the rest of the region fill the grotto with constant whispers. This phenomenon gave rise to the name of the lake: the Lake of Whispers. Where these voices are coming from is a mystery, let alone why the lake and caverns surrounding the place amplify the sound so much.

A long time ago these voices drew the attention of a small group of aboleths. There was nothing about this area in their ancient racial memories. As soon as they heard of it, they were drawn to the lake like moths to a flame. For centuries they examined the region, acquiring what little they needed from the surface world –mostly from those working in the Calling Mines. Over time they came closer and closer to solve the mystery (or so they believe), but when they finally were ready a band of miners entered their territory, and destroyed most of their work.

Furious, they started to act against the presence of the miners, at first by fermenting a rebellion, and later by assisting those who worked for the removal of Ahlissa from the region: the Hollow Highland Liberation Front. When even that technique failed, they decided to drop their usual caution and patience and act more directly to protect that which they consider rightfully theirs. Using their ancient magic and understanding of the Mines, they enhanced its madness inducing effects so that it even covered the surface. It worked and just before the PCs arrive at the mines most people went into a mad homicidal rage. Those that did not die were taken by the aboleths' minions to become slaves and test subjects. Now the aboleths are working on increasing the madness effects even more so that they can study the caverns in

peace forever. Their magics are tearing a hole in reality, an effect that might even threaten them, but in their madness induced fury they are not nearly as thoughtful and patient as normal.

What the aboleths did not count on was the arrival of a group of adventurers this soon.

ADVENTURE SUMMARY

ESA7-07 *Calling of the Mines* is a 1-round metaregional set in the northern parts of the Hollow Highlands in Ahlissa. It starts in the above ground region of the Mines, but it is mostly set in the Underoerth below the Mines. PCs who take their time to investigate have an easier time than those who rush in blindly, but it is not necessarily an investigative adventure.

Introduction: The Church of Zilchus approaches the PCs in Irongate. The church is looking into the mystery of the Calling Mines and they are searching for adventurers who are comfortable and able to explore the regions of the Underoerth.

Encounter 1 [Touch of Madness]: Shortly before or after arriving at the Mines they are ambushed by a small group of Ahlissan soldiers and workers clearly mad. When the PCs arrive at the Calling Mines it looks to be deserted. There are a few obvious signs of a struggle, but no corpses.

Encounter 2 [Investigation]: A little bit of investigating turns up tracks that lead into the Mines. Those who take the time to look around find other clues about the nature of the attackers and the madness that affected the locals.

Encounter 3 [Into the Deep]: The tracks take the PCs through the Mines even deeper underground. It is not a safe journey and madness gnaws at the PCs' sanity.

Encounter 4 [Lake of Whispers]: Eventually the tracks take the PCs to the banks of the Lake of Whispers and into it. Even those with the strongest will can now hear dark whispers echoing through the cavern. If they decide to rest at the banks or further away, the aboleths' slaves ambush them. If they decide to press on they find a complex built around a huge stalagmite, most of it lies below the surface, but a small part rises above the water.

Encounter 5 [Prisoners of the Mind]: The lower parts of the complex are the living quarters of the slaves of the aboleths. These are far from safe for the PCs, but it is here the PCs find those kidnapped from the Mines.

Encounter 6 [Masters of Thought]: The middle parts are used by the aboleths as their living quarters and their research areas. It is also the living area for their more loyal servants.

Encounter 7 [Gate of Madness]: In the upper parts of the complex the aboleths are busy with a ritual that has already opened a gate to another world. The breach is widening and unless the PCs stop the aboleths it becomes a full planar breach engulfing the Calling Mines and the surrounding surface area.

Conclusion: Once the gate is destroyed, and perhaps the surviving Ahlissans and prisoners rescued, the PCs are free to return to the land of the sun. They earn the gratitude of the Ahlissan and Sunndian authorities. Any rescued people are equally grateful. Regardless, it takes some time before the Calling Mines have recovered from this blow and the voices have been dampened, though not silenced.

If the PCs failed the Mines turn into a living nightmare: a danger to all those living nearby both for their physical and mental well-being.

Regardless of their success or failure, nobody leaves the Calling Mines with their sanity completely intact. The PCs are no exception.

INTRODUCTION

The Free City of Irongate is an independent metropolis on the eastern coast of the Azure Sea. Nicknamed the Fortress City, it guards the bottleneck between Ahlissa and Onnwal and it is one of the few good harbors in the region. It is here that the members of the Iron League come together to discuss politics and their enemies to spy upon them. There is always somebody looking for adventurers. Note that if you run this adventure in a time sensitive environment, such as at a convention, it is best to quickly skim through the introduction and to leave the role-playing for further into the adventure.

Irongate, also known as the Fortress City, is an impressive metropolis that has kept its enemies at bay for centuries. It is here that the rebellion against the tyrants of the Great Kingdom in the south started, and where those newly independent states formed the Iron League and it is here that the ideals of that alliance are still staunchly defended. Many an adventurer flocks to the city, hoping to find a job in the service of the many merchants and organizations that call the city home.

You are enjoying some free time in one of the many taverns in the city, when an Oeridian boy in the livery of the Church of Zilchus enters. The boy walks towards the barkeeper and they have a quick whispered conversation. The barkeeper nods, and then points in your direction.

The boy's name is Kalann, and he is a messenger in the service of the local Church of Zilchus. He is to deliver a message to particular adventurers or failing that to find up to six powerful adventurers interested in a dangerous but lucrative job. If a PC has played the previous adventures, and has favors with the Church of Zilchus as

well use the section for those who played the adventures before.

Kalann does not know anything about the job in question. All he knows is that master Havel is looking for adventurers for a meeting tomorrow during lunch. If Havel sent a personal message, Kalann does not know how he knew of the PCs presence in the inn. Kalann can also tell that master Havel is in charge of the mediators and that he is often asked by clients to arrange deals with mercenaries and adventurers. Kalann does not expect a tip, but he is certainly grateful if he gets one.

If the PC played ESA6-01 *Knife's Edge* and/or ESA7-04 *Head or Tails*:

The boy politely thanks the barkeeper before quickly walking over towards your table. "Greetings sir/madam, are you by any chance [PC's name]?"

If the PCs confirm their identity, the boy gives them a letter with the seal of the local Church of Zilchus. Give them Players' Handout 1. If they deny their identity, the boy sighs and starts walking away. If not stopped, he turns around after a few steps and returns to the PCs. Proceed as with the generic introduction.

If the PCs have one or more favors with the Church of Zilchus in Ahlissa or is a member of the Royal Merchant Guild:

The boy politely thanks the barkeeper before quickly walking over towards your table. "Greetings sir/madam, are you by any chance [PC's name]?"

If the PCs confirm their identity, the boy gives them a letter with the seal of the local Church of Zilchus. Give them Players' Handout 2. If they deny their identity, the boy sighs and starts walking away. If not stopped, he turns around after a few steps and returns to the PCs. Proceed as with the generic introduction.

Otherwise:

The boy politely thanks the barkeeper before quickly walking over towards your table. "Greetings sir/madam, are you by chance interested in a job for the Church of the Great Guildmaster?"

The Great Guildmaster is a nickname for Zilchus. If the PCs are interested, he gives them a letter with the seal of the local Church of Zilchus. Give them Players' Handout 3. If they show no interest, he approaches a few other adventurers in the tavern. If the PCs do not stop him before he leaves a few minutes later the adventure is likely over for those PCs.

Development: If the PCs accept the invitation, proceed with Meeting Havel below. If not, and they are prospecting or full members of the Jade Mask (see the Secret Meeting below), the Lady in Green still approaches them. She urges the PC to accept the mission. If they still refuse, the adventure is over.

MEETING HAVEL

The Crystal Goblet is an expensive luxurious restaurant in the temple district right across the main temple of Zilchus. It caters to the richer clientele of said temple as well as a meeting place for the senior members of the Church. Unless the PCs pay rich upkeep or more, a frowning servant meets them at the door. As soon as they mention Havel, he becomes very polite and apologetic. He quickly takes them to a private meeting room at the back of the restaurant.

The servant takes you to the back of the restaurant through a luxuriously furnished common room. He then leads you into an equally luxurious room with a thick carpet of floor and several comfortable looking couches and chairs around a low table. Three large glass windows provide plenty of sun and a clear view on a beautiful small walled garden and the city beyond. A large door opens into the garden, but it is closed. In a large cabinet you note several crystal goblets, crystal carafes filled with different colored liquids. The table right next to it is covered with several silver platters filled with bread, pies, pastries and a bowl of fruit.

As soon as you enter, a portly man in simple but elegant black and silver clothes rises from one of the chairs. The silver symbol of Zilchus around his neck is clearly visible for all to see. He has short curly brown hair with a retreating hairline on his forehead, a short beard and a broad nose. He takes a couple of steps towards you, offering his hand. "Welcome [PC's name], my name is Havel," he starts with a firm voice. "Please grab some food, a drink and take a seat. I have learned early that meetings are so much more mutual profitable when people are at ease."

Havel's handshake is firm. The carafes at the cabinet contain various types of wine, water, cider, and cold tea. If the PCs want ale, Havel immediately orders it. The food and drinks are of great quality. Havel waits for the PCs to settle down before coming to the point. Meanwhile he remains polite, showing interest in the PCs' welfare and past exploits. If the PCs have worked for the temple of Zilchus before he knows what happened during those events. He reveals little of himself except that he is the Master of Mediators and one of his tasks in this position is to arrange dealings with adventurers either with the temple of Zilchus or its faithful. In this case, he has been asked by the sister-church in Ahlissa to find adventurers. He was a bit surprised about the request as well, but he does not want to speculate about the reasons. If pressed though, he admits that it might have something to do with the increasing tension between the followers of the Scourge of Battle (another name for Hextor) and the Great Guildmaster (another name for Zilchus). Once ready, he proceeds.

"Now that everybody is settled down, let's start the meeting with a question for you all. What do you know of the Calling Mines and the problems with the raiders in the Hollow Highlands in the past few years?"

If the PCs answer with a negative, Havel can provide a short summary of the information provided in the Gathering Information section below. He doesn't know any of the details though. Otherwise he proceeds.

"The reason I am asking, is because the sister Church of Zilchus in Ahlissa asked us to hire a group of adventurers to do some digging in the Calling Mines. I am not talking about physical digging, although you never know for sure when the journey takes you underground. They are worried about a potential connection between these raiders and the evil aberrations that call the Underoerth home. The raiders might have been defeated, but if there was any organized support from below that needs to be known and stopped or else those raiders might return like a tax collector smelling a profit. Since all the problems seem to originate in the Calling Mines, it is expected that you start your investigations at the Mines, but I cannot say where it takes you from there. The Underoerth is a dangerous and vast place. So are you interested?"

Of course, Havel is willing to answer some questions:

- **What kind of proof is there for a connection between these raiders and Underoerth?** In the past the raiders allied with a derro (a mad dwarf-like creature), umber hulks (large beetle like ogres whose gaze causes people to lose their wits) and nagas (snake-like spellcasters). Some of their leaders also showed strange physical transformations that suggested a close association with aberrations. Finally, their wizards had a tendency to deal with the pseudonatural – creatures from a nightmare dimension.
- **Do you have information on any of the potential dangers?** My apologies, but I am a simple mediator. I could tell you everything about the taxes in Keoland or the prices of wheat in Ratik, but my knowledge on the Underoerth is really limited to what everybody knows. You might have more luck asking around in the city. Although I am sure the people at the Calling Mines also know more.
- **Do the Ahlissans know of our arrival?** I have the necessary traveling papers, but I would not expect too warm a welcome at the Mines. There is a conflict brewing between those who value trade and talks and those who value war and tyranny in Ahlissa.
- **How long will the investigation last?** That is difficult to say. If you work fast, probably a week or two.

- **Is there a time limit?** Not that I am aware of. The quicker you are though, the less likely it is that who or whatever is behind this is ready for you.
- **How do we get at the Mines?** However you want to, although if necessary I could rent you riding horses.
- **How much does it pay?** The Church of Zilchus pays you [50 x APL] gp and of course it is always a good thing to be on our good side. [A DC 25 Diplomacy check can increase the price to 100 gp x APL.]

Havel: Male human (Oeridian) cleric of Zilchus 7.

Appearance: Havel is a portly man with curly brown hair and a retreating hairline. He prefers elegant silver and black clothes.

Personality: Havel is a charming man who likes comfort and luxury. He has a good sense of humor, and is equally comfortable at a nobleman's gala or a fisherman's wedding.

Development: Once the PCs have nothing more to ask, they need to decide whether to take the job or not. Havel is willing to give them a couple of days to think about the offer, although he prefers a quick answer. Myrana, see the Secret Meeting below, certainly wants the PCs to accept. If they refuse the adventure is over. If they accept, Havel is delighted, and immediately arranges the necessary paperwork including the travel papers and the contract. In the meantime the PCs can buy additional supplies in Irongate, which has a gp limit of 100,000 gp. See Gathering Knowledge below for what the PCs might know or learn about the Calling Mines and the raiders.

The method of traveling to the Calling Mines is unimportant. Start with Encounter 1 once the PCs arrive at the Calling Mines. Nothing happens during the trip.

SECRET MEETING

Shortly after the meeting with master Havel, PCs who are prospecting or full members of the Jade Mask, the Contraband Cartels (including the Iron Brand) in Naerie or Sunndi or the Idee Volunteers in Naerie are contacted through a *message* spell. Take these players aside for a private discussion.

In the message the PC is asked to go to the Monument of the Banners (a monument commemorating the victory of the Iron League against the Great Kingdom in the Battle of the Banners) within the hour for a meeting with the Lady in Green. Only those invited should come. If the PCs take anybody else along, including other PCs, the meeting is off. Members of the Jade Mask are ordered to come, and the command includes the proper code words.

Read aloud or paraphrase the following when the PCs accept the invitation:

The Monument of the Banners is a large brass statue of three humans, a dwarf and an elf clustered in a group, all are soldiers and all have been in a fight.

Each of them carries a banner with the old heraldry of Onnwal, Irongate, the Iron Hills, Idee and the olves of Rieuwood. At their feet lie several trampled banners depicting the heraldry of several important houses and fiefdoms of the Great Kingdom. It is located at the center of a busy square, and it is a perfect spot for a short meeting. There is no sign of the Green Lady, but no doubt she will appear if her agents have made sure you are indeed alone.

The agents of the Jade Mask observing the square have a collective Spot modifier of APL+6. If the PCs are not alone, and the agents become aware of it, they do not approach the PCs. A member of the Jade Mask who is not obviously interacting with the other character gets the benefit of the doubt and is warned (as well as criticized on their lack of skill) through a *message* spell. He is ordered to come back at another time. Others do not get a second chance for a meeting. If the PC is alone the Lady in Green walks onto the square.

After a few minutes of waiting you note a beautiful young Oeridian woman with long curly brown hair in a green dress walking towards you. "Greetings," she starts with a soft albeit firm voice. "As you might know my name is Myrana Rinak. I take it you are aware that this meeting is secret and should not be discussed with anybody except those present and my superiors? Can I have your word on this?"

Some PCs might recognize Myrana since she has been used in previous adventures. Members of the Jade Mask know she is a liaison between the Jade Mask and adventurers. After the PCs have given their word, Myrana comes to the point. If they refuse to give the promise Myrana leaves, or she asks that specific PC to go. She wears a ring of mindshielding.

"It has come to my attention that you have been asked to investigate the Hollow Highland Liberation Front and their connection with the Calling Mines. I have a very simple task for you while you are there. The job does not endanger your main goals, which are of great interest to my superiors as well. All we ask is that while you are at the Mines you collect a package from an exchange spot and bring it back to me. If possible I also want to know what happened to our agent since all contact has been broken abruptly a few days ago. He might have been caught, so they might be aware of the exchange spot. Be careful. For you the package is more important than the agent, but if you are in a position to help him without endangering the main mission, please do so. Questions?"

Myrana wants to keep the meeting short and to the point. She wants to get the following across:

- The exchange point is behind the Dented Bar at the village in a secret compartment in the wall. The third

stone to the left of the backdoor, two stones from the bottom, can be removed.

- The package contains reports on recent events at the Calling Mines and its surroundings.
- She has no idea why the contact was broken, but people in the region have been acting increasingly erratic over the past few weeks (people seemed to lose their temper more often, others showed signs of paranoia, phobias, manias and other extreme behavior). She is worried something really bad happened and the PCs should be very careful.
- The PCs should not mention the mission to their companions, but they can warn them about the erratic behavior of those living at the Calling Mines.
- The reports should be delivered to the Queen's Halls in New Keep, Sunndi, or they should book a room in the Dusty Tome in Irongate where her agents initiate the contact.
- The missing agent is an Oeridian male who works as a servant at the Keep. The name he uses is Delzan. He is a tall thin man with brown hair and a sharp nose. If the PCs do seek contact with him, they should be careful. It wouldn't be the first time enemies of the Iron League would have used doppelgangers and similar methods to infiltrate the Jade Mask. Delzan's is not a high-ranking agent, so anything so complicated is unlikely to take place.
- There are several complicated passwords, but if Delzan is in trouble there is no point in using them.
- If the PCs are unable to help the agent, assuming he is in trouble, she does want a full report and all information possible on his fate so she can organize a rescue.
- If the PCs succeed at the job they earn the favor of her superiors as well as [10 x APL] gp.

Development: Members of the Jade Mask cannot refuse the mission. All others are free to refuse the mission as long as they keep the meeting to themselves. If they betray the trust of the Jade Mask and mention the mission to others, those PCs get the **High Risk** AR item. They do not have to tell Myrana whether they accept it at the moment and they can decide while at the Calling Mines. Regardless of their decision, if they start to gather information on the Mines proceed with Gathering Knowledge below. If they begin their journey to the Mines proceed to Encounter 1.

GATHERING KNOWLEDGE

It is likely the PCs want to check how much they know about the locations, organizations and people involved. Below follows a list of Knowledge and Gather Information checks and their DCs sorted by the subject.

Havel and Myrana

There is little to no special information on Havel or Myrana. Havel is indeed the Master of Mediators and he has a reputation as a levelheaded negotiator and fatherly

advisor to the acolytes of the temple. His family comes from Ahlissa and a few people whisper he still has warm relations with his family's homeland. Myrana is an attaché on the Sunndian embassy. She is well liked in the taverns and restaurants around the embassy. Apparently she knows how to organize a party and she has friends in the strangest circles.

The Hollow Highland Liberation Front

- A DC 15 Gather Information or Knowledge (local: the Splintered Suns) check reveals the basic information. The Hollow Highland Liberation Front is a big sounding name for what are ordinary thieves and cutthroats. The group consists of convicts escaped from the Calling Mines, deserters from the Ahlissan army and outcasts from the Hollow Highland Clans. Their goal is to get the "Ahlissans" out of the Hollow Highlands and put the Calling Mines out of business. They define the term "Ahlissan" really loosely and they obviously just want to take over the Mines for their own profit. They were supposedly defeated during a great battle recently.
- A DC 20 Gather Information or Knowledge (local: the Splintered Suns) reveals that until 2 years ago the clans of the Hollow Highlands supported the group, but during a meeting with the clan leaders, king Hazendel and an envoy of the overking they came to an agreement and signed a treaty. Since that time things went downhill for the raiders.
- A DC 25 Gather Information or Knowledge (local: the Splintered Suns) reveals that the raiders in their desperation turned to some dubious allies from the Underoerth. During a battle with a caravan with goods for the help of the Sunndians soldiers fought with shadow demons, land sharks and demonic snakes. During the final battle there were umber hulks fighting on their side.

The Calling Mines

A DC 15 Gather Information check or a Knowledge (geography), Knowledge (history) or Knowledge (local: the Splintered Suns) provides the basic information. Ex-convicts of these mines know this automatically.

- The Calling Mines are located in the northern parts of the Hollow Highlands.
- It are silver mines although tin and low value stones are found as well.
- The miners are mostly convicted criminals.
- Until some time ago the masters of Hexpools ruled the Mines, but there was a rebellion three years ago and the Masters became the scapegoats.
- People hear voices in the mines and eventually they go mad.

The following is known if the PCs succeed at a Gather Information or Knowledge (local: the Splintered Suns) check with the noted DC.

- DC 20: Some people whisper that these voices call out for people to follow them into the dark to receive a reward. Those who answered this call were never seen afterwards.
- DC 25: There are whispers the voices have become stronger, and now even people outside can hear them.

Generic Rumors

A DC 10 Gather Information check reveals the following rumors:

- A fleet of ships with an undead crew prowls the Solnor Ocean. They prey mostly on lone merchant vessels, but there are stories about raids on coastal villages all along the coast from as far south as the Lordship of the Isle and as far north as Ratik. There are talks about an alliance between Ahlissa, the Sea Barons, Ratik, the Solnor Compact and the Northern Kingdom to deal with the threat. Few people actually believe this due to the very strained relations between several of these countries.
- A major battle has been fought in Sunndi over the possession of Pitchfield. The battle was between the Wastrians, who were supported by a flight of dragons, an army of devils and a horde of undead. The arrival of aide from Ahlissa was somewhat conspicuous, and it looks a bit too much like a ploy to force Sunndi to join Ahlissa.
- King Hazendel of Sunndi stepped down in favor of somebody called Kestor – a human. People in Irongates are a bit worried about the impact this has on relations with Sunndi, but Kestor is known to be a supporter of the Iron League and a more active involvement with foreign politics. He was a driving force behind the support Onnwal gained from Sunndi against the Scarlet Brotherhood and the Naerie Treaty.
- Tension between the Hextorites and the Zilchites in Ahlissa is growing. A few people fear that the two sides might come to blows perhaps even leading to a civil war.
- The upstart ruler of the Northern Kingdom is amassing an army and the country might soon invade Ahlissa. Regardless of which side wins, it is very likely that a stronger enemy arises from it. It does not bode well for the Iron League.

1: TOUCH OF MADNESS

The trip to the Calling Mines is uneventful. With the destruction of the Hollow Highland Liberation Front the area has become fairly safe. While the aboleths and their minions have taken most inhabitants, a group managed to remain out of their grasp. Driven mad by the voices of the Calling Mines, they now consider everybody an enemy and that includes the PCs. They set up an ambush at the entrance of the region to deal with any intruders.

Before proceeding, determine the PCs marching order and any long duration spells they might have running during the trip. Once ready, read aloud or paraphrase the following:

The trip to the Calling Mines is a long and hard one over dusty roads, under a relentless sun. Once you reach the Hollow Highlands, the trail becomes rather treacherous at some points, winding along precipitous cliffs, steep, scree-strewn slopes and overgrown sinkholes dotting the surrounding countryside. The road shows signs of recent maintenance, but it is clear that decades of neglect are not easily repaired. Despite the fact that you are traveling to one of the richest silver mines in the region, you don't meet many people and the closer you get to the mines the more deserted the region becomes. There is an almost unnatural silence in the area.

When you finally arrive at the area near the mines, spotting the first overgrown mounds of mine spoil, you realize the pillars of smoke on the horizon are missing. Something appears to be amiss at the mines, but what...

The PCs are about 30 minutes riding from the Calling Mines. The last part of the road takes them through a rocky pass, an excellent point for an ambush, PCs realize this with a successful DC 20 Knowledge (geography) check. Allow the PCs to make any preparations they wish, preceding once they are on the move again. If the PCs use divinations to try and find out what is going on, use this encounter and Encounter 2 to help describe what the spells might reveal. See Troubleshooting below for information on what to do if the PCs select a different traveling route, which is certainly possible if they don't mind a bit of climbing or use magic.

The last part of the road towards the mines takes you through a rocky pass with steep slopes on either side of the road. The occasional loose rock and scree on the path suggests the slopes' surface is not particularly stable. On both sides of the road, grisly humanoid remains in various states of decay are displayed as some kind of grim warning. Most are crucified, a punishment only given to traitors and deserters. The victims seem to come from all walks of life from convict to soldier. All show signs of torture. The smell of rotting flesh hangs heavily in the air. The pass is deathly silent, except for the raucous cawing of the carrion crows irritated by your arrival, the buzzing of insects and the sound of your group traveling over the rocky road.

There are dozens of corpses along the road. Some PCs might remember the above scene from TSS4-04 Crossfire, but there are differences. A DC 10 Heal check shows that some victims died a gruesome death through torture and that they died before being put on the cross. Others were killed in fights or in a fire. There are signs that the

victims have been killed by cruel amateurs and not by a professional executioner. Virtually all died a couple of days ago at about the same time.

The PCs might expect undead, but these are simple corpses. There is a very real threat though in the form of a small group of now thoroughly insane survivors. These have laid an ambush, somehow being warned about the approach of people. They are hiding behind rocks about halfway down the pass directly behind a sharp bent about 40 feet away from the road on both sides. They are no experts on hiding, and they can be spotted with a DC 10 Spot check (not including the penalties for distance). If the PCs spotted the ambushers earlier through magic, they can approach the area from a different direction and ambush the insane soldiers instead of the other way round.

Terrain: The 20 ft. wide road with 5 feet on either side is the only flat area. The road is mostly of good quality except for a few patches of rubble, which is considered difficult terrain. There is no undergrowth worth mentioning.

Most of the slopes on both sides of the road are considered steep. Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Balance check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2×5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Tumble checks by 2.

A few parts are considered cliffs, although these are at the most 5 feet high. Climbing these requires a DC 15 Climb check, or a DC 20 Jump check (a running jump is impossible unless one has a special ability that allows a character to run uphill). Jumping down is possible, but the DC is 20 due to the steep slope.

Boulders: The boulders are 5 to 10 feet high, providing cover for those standing behind them. These can be climbed with a DC 15 Climb check.

Scree: A field of shifting gravel, scree doesn't affect speed, but it can be treacherous on a slope. The DC of Balance and Tumble checks increases by 2 if there's scree on the road and by 5 if there's scree on a steep slope. The DC of Move silently checks increases by 2 if the scree is on a slope of any kind.

Wooden crosses: A creature standing in the same square as a cross gains a +2 bonus to Armor Class and a +1 bonus on Reflex saves (these bonuses don't stack with cover bonuses from other sources). The presence of a cross doesn't otherwise affect a creature's fighting space, because it's assumed that the creature is using the cross to its advantage when it can. The trunk of a typical cross has AC 4, hardness 5, and 50 hp. It can be pushed down with a DC 20 Strength check.

Creatures: The Voices of the Calling Mines have been slowly eating at the sanity of those living at the Mines. Most became slaves to the aboleths, but in a few it led to an unchecked rage. In an orgy of violence these people started to kill one another. The aboleths stopped most of the violence when they attacked, but a few escaped and these are now prowling the now abandoned mines.

They are utterly insane, bloodthirsty and barely in control of themselves. They haven't bathed in days, their clothes are shredded and covered with blood and their wide-open bloodshot eyes are all clear signs of their madness. About 2/3rd of the group consist of miners, teamsters, and various commoners. The core of the group is a couple of elite Ahlissan soldiers under the leadership of Commander Noquann. The PCs might have met the commander in TSS4-04 *Crossfire* and/or ESA7-04 *Head or Tails*, but there is little left of that once proud man. His once cold face is twisted with a snarl and his rust-red plate mail is dented and dirty. His spiked gauntlets are drenched in blood, and his followers clearly fear him. The symbol of Hextor on his shield has been etched away and around his neck he wears the symbol of Erythnul, the Many (god of hate, malice and slaughter). The last member of the group is lieutenant Halkar, a once proud Oeridian warmage of the Ahlissan army.

All APLs

☛ **Insane Miners (10):** Male and female commoner 2; hp 8 each (armed with clubs, no armor).

APL 6 (EL 10)

☛ **Commander Noquann:** Male human cleric 6; hp 51; see Appendix 1.

☛ **Lieutenant Halkar:** Male human warmage 6; hp 38; see Appendix 1.

☛ **Insane Soldiers (4):** Male and female half-orc fighter 4; hp 44 each; see Appendix 1.

APL 8 (EL 12)

☛ **Commander Noquann:** Male human cleric 8; hp 67; see Appendix 1.

☛ **Lieutenant Halkar:** Male human warmage 8; hp 60; see Appendix 1.

☛ **Insane Soldiers (4):** Male and female half-orc fighter 6; hp 70 each; see Appendix 1.

APL 10 (EL 14)

☛ **Commander Noquann:** Male human cleric 10; hp 83; see Appendix 1.

☛ **Lieutenant Halkar:** Male human warmage 10; hp 76; see Appendix 1.

☛ **Insane Soldiers (4):** Male and female half-orc fighter 8; hp 92 each; see Appendix 1.

APL 12 (EL 16)

☛ **Commander Noquann:** Male human cleric 12; hp 111; see Appendix 1.

☛ **Lieutenant Halkar:** Male human warmage 12; hp 92; see Appendix 1.

☛ **Insane Soldiers (4):** Male and female half-orc fighter 10; hp 114 each; see Appendix 1.

APL 14 (EL 18)

☛ **Commander Noquann:** Male human cleric 14; hp 129; see Appendix 1.

☛ **Lieutenant Halkar:** Male human warmage 14; hp 108; see Appendix 1.

☛ **Insane Soldiers (4):** Male and female half-orc fighter 12; hp 136 each; see Appendix 1.

Tactics: The insane soldiers start by using their ranged attacks against the PCs, hoping the PCs are foolish enough to climb the slopes. They are not very patient and if nobody climbs up during the first round, all except Halkar move down. They lack coordination and focus on what they consider the opponent that is the most dangerous to them. Halkar stays up behind the cover of the boulders, cackling madly. He tries to avoid hurting his allies, but he does not really care that much about their welfare. So if there is a really tempting target that can only be hit by hitting an ally as well, so be it. Noquann has a bit more self-control. He starts the fight by triggering Divine Vigor, before closing in, favoring melee to ranged and spell combat (unless melee would be obviously stupid). Remember that he always uses Divine Power in melee until he is out of rebuke attempts.

Due to their insanity the Ahlissans fight to the death. The miners flee as soon as there is any serious opposition, which most likely is immediately. They do not surrender, and if cornered fight to their death as well.

Treasure: Refer to the treasure summary to determine what the PCs find here.

Detect magic results: +1 and +2 buckler (Faint Abjuration), +1 and +2 full plate (Faint Abjuration), +1 and +2 heavy wooden shield (Faint Abjuration), +1 longsword (Faint Evocation), +1 and +2 mithral breastplate (Faint Abjuration), armbands of might (Faint Transmutation), anklet of translocation (Faint Conjunction), boots of speed (Moderate Transmutation), brooch of shielding (Faint Abjuration), cloak of charisma +2 (Moderate Transmutation), cloak of resistance +1 and +2 (Faint Abjuration), gauntlets of ogre power (Faint Transmutation), gloves of dexterity (Moderate Transmutation), metamagic rod of extend (Strong, no school), periapt of wisdom +2 (Moderate Transmutation), potion of remove blindness/deafness (Faint Conjunction), ring of counter spells (Moderate Evocation), ring of protection +1 and +2 (Faint Abjuration), scroll of obscuring mist (Faint Conjunction), scroll of remove paralysis (Faint Conjunction), vest of resistance +2 and +3 (Faint Abjuration).

Development: The PCs are likely to realize something is amiss as soon as the fight starts. If the appearance of the Ahlissans does not betray the soldiers' insanity, their behavior during the fight should. The madness is

supernatural induced, but it can only be cured with a miracle or a wish. A calm emotions spell just suppresses their rage, not their bloodlust and madness. A DC 27 Spellcraft check is required to realize they are not under an insanity or similar effect, and hence that heal is not guaranteed to work. Otherwise the PCs can only learn this through trial and error.

Interrogating any surviving Ahlissans is difficult. Most of the time they are too enraged to even realize they are captured, trying to kill their captors regardless of the futility of it (but remember that ropes and manacles can be broken). Even if calmed enough with a DC 35 Diplomacy or DC 25 Intimidate check they still see and hear things that are not there and getting a sensible answer in between their mad ramblings requires patience and a good ear. At best the PCs hear (or a variation on it) that a group of monsters have taken possessions or replaced most of the inhabitants of the Mines and that these Ahlissans are the only sane people left (in their own eyes). They were in the minority though and had to flee. Luckily those possessed/replaced need to return to their master home in the water or risk dying.

Once the PCs proceed to the Mines, go to Encounter 2.

Troubleshooting: The encounter description assumes the PCs travel to the Calling Mines by road. If the PCs use magic and hence travel directly to the Mines, use Encounter 2 to adjust this encounter. The mad locals still home in on the PCs, and try to ambush them. The exact location and success depends on the PCs. A similar situation arises when the PCs avoid the pass and travel to the mines via a less direct route.

2: INVESTIGATION

Once the PCs leave the pass, or enter the valley through another method read aloud or paraphrase the following:

The road finally breaks out of the pass to reveal a fine view of the valley below. The vale of the Calling Mines is broad and strewn with steep mounds of spoil. A handful of dead trees stand scattered about the margins. The stench of smoke and brimstone wafts up from below although it is much less strong than one might expect. Across the valley, about 1 mile distant, stands a small walled village watched over by a very big keep, standing upwind of the many foundries further down the valley near an obvious man-made lake. Several aqueducts lead into the valley providing fresh water to the small hamlet below as well as to the lake. A number of roads run through the valley towards several yawning openings in the valley walls. It is eerily silent, and except for dust and weed moving in the wind you see no movement. There is no smoke coming from the foundries. Even from this distance you notice that a big part of the hamlet and keep are in ruins,

most likely destroyed by fire, smoke still rising from the smoldering ruins.

From here the PCs are free to investigate sites in the valley. A couple of specific points are detailed below under separate headers. A generic search of the valley reveals that a large group of people walked from the hamlet towards the foundries and the lake and from there into the Mines. More detailed information on this can be found below under the respective headers. There are also signs of minor struggles, as well as drag marks leading to the pass. These were made when the ravers dragged their victims to the pass for their gruesome display – see Encounter 1 for more details. Nothing special can be found at the various guard posts, the mounds and the older mine entrances.

THE HAMLET AND KEEP

The smell of smoke is strong near the still smoldering ruins of the hamlet and keep. What was once a walled vibrant mining village is now nothing more than a burned out shell. Some of the houses and streets are still relatively intact, but others have been reduced to heaps of soot-covered rubble. The keep appears to be in better condition, but scorch marks at the various windows and the blackened roofs show that this is likely an illusion. There is no sign of life, nor can you see any corpses. The whole place is covered in an eerie silence only broken by the rustling sound of the wind and the occasional crushing sound when buildings collapse.

A quick investigation of the ruins reveals that there has been a minor struggle, but no major battle. It is as if the inhabitants just left the village, leaving their cooking fires unattended, which then resulted in the blaze that caused the hamlet's destruction.

The fire started around 4 days ago. Characters with the Track feat who succeed in a DC 19 Survival check find tracks that suggest any corpses that have been in the hamlet have been removed, dragged out of the hamlet towards the entrance pass. If the PCs use a *detect magic* to search the ruins, they quickly find the secret cache with in it the journal of the Jade Mask and the magical vest around it. See below for more information.

PCs looking for the package of the Jade Mask find that the spot is more or less intact. Behind the loose stone they find a cracked leather-bound journal wrapped in a forest green *vest of escape*. The journal is locked with an *arcane lock* (CL 5). The heat of the fire has damaged the seal, and the PCs can open it without risk of discovery. It is written in Old Oeridian. In it they find a detailed report on events taking place at the Calling Mines including somewhat sensitive information. Near the end the reports become much less detailed and erratic. The writer complains about nightmares and an increase in strange outbursts of violence among the prisoners that seems to be spreading amongst the people at the surface as well. He speculates the Calling of the Mines is

increasing in strength and is now covering the surface as well. There is also a note on the fact that the cleric of Ulaa locked himself away in the shrine of Ulaa and people have not seen or spoken with him for days. The journal stops about 5 days before the PCs arrival at the Mines. In the last entry the writer notes down he does not trust his own senses anymore, and that it would be best to hide the journal now before it is too late so that the Jade Mask knows what went on at the Mines. It includes a request to deliver the journal at the authorities of Irongate or the Queen's Hall in New Keep, Sunndi. The finder can keep the vest as a reward.

The vaults at the keep where the silver and gems are kept are empty. Somebody or something took whatever was kept in there. A DC 19 Survival check reveals tracks of human sized humanoids with webbed clawed feet as well as those wearing boots. The webbed feet could have been made by among others sahuagin (DC 17 Knowledge (nature) – unlikely considering there is no sea nearby), kuo-toa (DC 17 Knowledge (nature), bullywugs (DC 15 Knowledge (local) – unlikely considering bullywugs do not have claws) or skum (DC 17 Knowledge (dungeoneering)).

Treasure: Given time the PCs could find all kinds of minor treasure, but it is all hidden under rubble and pocket change to adventurers. Even at the keep there is little to be found. The exception is the Jade Mask cache.

All APLs: Magic 433 gp; *vest of escape* (433 gp).

Detect magic result: *Vest of escape* (Faint Conjunction and Transmutation).

THE FOUNDRIES AND THE LAKE

The foundries and forges are all built at the banks of the lake. The area is dirty, covered with soot and the few plants that grow here are stunted and withered. The buildings themselves appear to be undamaged and empty. The lake directly next to the buildings consists of crystal clear water with a sandy bottom. The tracks of dozens of people at these banks and in the water are difficult to miss.

A quick investigation shows that virtually all tools are gone. A DC 15 Profession (mining, blacksmithing or a similar profession) or Knowledge (architecture and engineer) check reveals that all the equipment too big to be carried has been sabotaged and needs extensive repairs before it can be used again. Unlike the fire at the hamlet somebody with intimate knowledge of the equipment has done this. There are no signs of a struggle.

The tracks on the sandy banks are from dozens of medium sized humanoids wearing boots and shoes. There are no signs of a struggle here either. A character with the Track feat also realizes that the humanoids came from all over the valley, gathered at the banks as if waiting for something, then spread out of the valley, returning sometime later while carrying heavy loads, before finally collectively heading towards one of the mine entrances.

A DC 25 Search or Survival (with the Track feat) check at the beach shows the tracks of several medium sized humanoids with webbed clawed feet amongst the booted humanoids. If the check is past by 5 or more the PCs also find the impression of a huge fish-like creature in the lake near the foundries. There are no tracks of this creature leaving the water since the Kolleth used *overland flight* to get around. The aboleth used the lake as a HQ during the attack, and he left the region like the others through the Calling Mines. There is NO entrance inside the lake.

A DC 20 Search check at the foot of the dam near the outflow of the lake (which is at the opposite of the lake in relation to the above mentioned beach and foundries) reveals the corpse of a human in the clothes of the clergy of Zilchus. His skin looks strangely translucent and slimy. A DC 15 Heal check reveals the man died about 4 days ago due to blunt trauma to the chest – several of his ribs are shattered and his lung is pierced. He did not drown. The translucent skin appears to be the result of some kind of disease and causes the skin to look like that of a salamander, likely forcing the victim to stay in the water. A DC 28 Knowledge (dungeoneering) check immediately associates this effect with aboleths, providing the details of the aboleths' slime attacks as described in the *Monster Manual* 8.

In case the PCs use *Speak with Dead* on the corpse:

- His alignment is Lawful Neutral.
- His name is Gareth.
- He is a minor cleric of Zilchus.
- He remembers seeing several soldiers attacking others in the hamlet, but before he could react he lost consciousness somehow.
- He regained consciousness while standing at the bank of the lake, carrying a lot of the valuables of the temple of Zilchus while staring in the face of a huge fish-like tentacle monster. Overcome by panic he tried to run away, but the fish's tentacle slammed into his chest. He lost consciousness and died soon after. He cannot give a detailed description of the fish-monster since he never got a good look.

MINE ENTRANCES

There are several mine entrances in the valley slopes; all fortified both against outside and inside forces. A few appear to be abandoned, their entrances in ruins, sometimes even collapsed. Others are in working order, their sturdy wooden doors closed. The biggest of these entrances lies closest to the foundries and its doors are wide open.

The tracks of dozens of medium sized humanoids lead from the banks of the lake into the mines. There might have been non-human tracks hidden amongst the trail, but these have been erased by the other tracks. They lead deeper into the Mines, and are rather easy to follow despite the hard underground.

SHRINE OF ULAA

The Shrine of Ulaa is located in a cavern near the slave compound a couple of hundred feet from the foundries. The shrine is not clearly visible nor are their obvious signs pointing in the right direction. PCs who search the valley eventually run across it.

What at first appeared to be a natural cavern ends at two sturdy looking wooden doors. Carvings in the stone frame depict stylish glowing gems and miners at work with sharp corners. In the middle of the door there is a brass mountain with a red painted crystal in its heart glittering in your light.

The mountain is the holy symbol of Ulaa, the Stonewife (goddess of hills, mountains and gemstones). The PCs can recognize it with a DC 15 Knowledge (religion) check; followers of her recognize the symbol automatically. The sturdy door contains a good quality lock. It can be opened with a DC 30 Open Lock check, magic or brute force.

There is a small natural cavern behind the door. Opposite of the door stands a small unadorned stone altar that twinkles in the light of three flames dancing at the tips of stalactites. The ceiling glitters equally as if covered with dozens of tiny stars. The room is big enough for about 6 people to pray in silence and it is clearly not intended for large groups of people. To the left you spot a small wooden door that stands slightly ajar.

The shrine is intended for small private ceremonies. The clergy of Ulaa performed their rituals for large groups inside the mines or outside. The glittering effect is the result of specks of simple cheap rock crystals carefully placed on the altar and ceiling to generate maximum effect. There is nothing of interest in the room. Read aloud or paraphrase the following if the PCs look behind the open door:

The door leads into a spartanly furnished room. The floor is covered with wooden boards and the walls and ceiling are plastered with white chalk. To the left hangs a carpet depicting a stylish side-look on some kind of mountain kingdom and to the right is a large fireplace. Next to the fireplace stands a large open barrel. A bed has been carved inside the wall across the door, its green curtains are open and the blankets lie on a heap inside. Further than that there is a wooden closet, a small table and four chairs. Every open space of wall, ceiling and floor is covered with black runes that look like recent additions.

The markings have been made with charcoal from the fireplace. A DC 20 Knowledge (religion) or Knowledge (arcane) reveals that most are associated with wards against evil spirits and corruption. There are a few odd

runes in between which are the dwarf runes of large bodies of water/insanity/chaos (the symbol is the same, the meaning depending on the context), darkness and aberrations.

The closet contains several sets of dwarf clothing, including the outfit of a priest of Ulaa as well as cooking utensils and writing gear. There is nothing of real value. The barrel is filled with crystal clear drinking water. There is a piece of parchment on the table under a tin cup. The text is written in Dwarfish. Give Players' Handout 4 to the PCs if they can read Dwarfish.

A DC 20 Search check reveals that somebody had locked himself up in the room for a couple of days. Hidden in a small alcove behind the carpet there is also a small package. In it, the PCs find 6 *potions of swim* and an *arcane scroll of swim*.

Treasure:

All APLs: Magic: 163 gp; 6 *potions of swim* (25 gp each), *arcane scroll of swim* (13 gp).

Detect magic results: *Potion of swim* (Faint Transmutation), *scroll of swim* (Faint Transmutation).

THE USE OF MAGIC

Due to the ritual the Lake of Whispers and surrounding caves are considered to be on another plane for the purpose of spell casting.

Commune and similar spells: What happens at the mines is of interest to deities/entities of mining, hills, mountains, the Underoerth and the races with an interest in such. In addition since the enslaved soldiers and miners include followers of Heironeous, Hextor, Pelor and Zilchus they can answer questions as well. All others know little to nothing about what is going on. Use the information provided in this scenario to answer any questions, but remember that these should either be limited to yes, no, or short cryptic ones.

Discern location: The spell works as normal. If cast on coinmaster Zamasken or Barr of the Samryntar it reveals the following: "Gates of Madness, Lake of Whispers, the Flanaess, and partially on the Prime Material Plane."

Scry and similar spells: The Lake of Whispers is merging with another plane. Crossing the planar boundaries between the Flanaess and this madness-inducing realm is dangerous even if only done through divination spells. A character casting this spell needs to make a DC [15 + APL] Will save. If the caster fails the spell fails and the caster is confused for 1 round. In addition the caster is considered to have failed one save against the Voices as discussed below in Encounter 3. If the save was successful the spell functions as normal although the image is slightly warped and the caster has the sensation of hundreds of bugs crawling on his flesh. The target of the spell still gets a Will save as normal including a bonus for residing on another plane. See Encounter 5 to 7 on what the PCs might see.

DEVELOPMENT

Even a cursory investigation of the valley reveals that there have been a couple of isolated fights between the Ahlissans that seemed to spread. Before it could escalate something drew most of the inhabitants to the lake from where they all marched off into the Mines. The tracks of a couple of dozens of humans are easy to follow even for those not trained in tracking and even in the hard underground of the Underoerth. Proceed with Encounter 3 once the PCs follow the tracks and go underground.

If the PCs spend a little bit more time exploring the Vale they have a better idea of what they are facing. Astute PCs realize that they are likely to go underwater based on the fact that their opponents are aquatic. It is possible that the PCs do not have the magic to do so and that they want to go to the nearest city to buy the necessary supplies. While there is no clear time pressure, the PCs know that each day they waste, is one that keeps the people of the mines in the power of what ever attacked them. It also means that who or whatever did it is more likely to be prepared for an incursion since only a fool would believe that raiding a settlement of this size would not trigger some kind of retaliation. In practice the PCs have about 2 weeks before the ritual described in Encounter 7 is finished. This should be more than enough for them to travel to Hexpools (roughly 2 to 3 days away on horseback) and back. Hexpools has a gp limit of 40,000 gp.

In a similar method the PCs might try to contact local authorities. A *sending*, *dream* or similar spells are not effective enough for anything but the most basic communication since the first only allows a 25 word long message and the second is one-way only. If the authorities can answer the message, they thank the PCs, assuming they believe them, and ask them to proceed with the investigation. With more extensive communication, or in a face-to-face meeting, the authorities want more details, and likely decide to keep their distance from the Calling Mines for the time being until the PCs can provide more information. Since the PCs have been hired to investigate the Calling Mines already by the Ahlissans (and the Sunndians are aware of this) they do not offer more money.

3: INTO THE DEEP

As a xorn can burrow it is only 4 miles from the Calling Mines to the Whispering Lake, but for those bound to follow the twisting corridors and caverns it is a distance of 18 miles. Traveling speed in this difficult terrain is 1/4th normal, so characters with a movement of 30 ft. need 3 days while if their speed is 20 ft. it takes them slightly more than 4. The trip takes the PCs through three distinct areas: the Mines, the Underoerth and finally the Whispering Caverns. The Mines are 3 miles long, the Underoerth 12 and the Whispering Caverns the final 3. For descriptive purposes this section is divided in three parts.

Before the PCs go down into the mines, make sure you know their marching order, how much food they have with them and what spells are generally active. Foraging for food is possible, but the Survival check has a -5 penalty (note that water is not the problem: food is). Also determine what they do when setting up camp such as watch schedules, and precautions they might take. Allow them to change these when they come in a new part of the trip based on the descriptions below.

The tracks of the miners are easy to follow, and the convicts apparently joined the group quickly after the miners entered the mines. The aboleths did not spare their prisoners, and they returned to the lake about 1 day before the PCs arrived at the Mines. Along the track the PCs find evidence of two camps roughly one day traveling between each of them. Here they find evidence that some prisoners were apparently butchered and eaten. The predators of the Underoerth, who luckily for the PCs are now well fed, caught others. PCs, who come across tracks of chokers, hooked horrors, dark mantles and a purple worm, do not know this and should rightfully worry – the Underoerth is a dangerous place.

Calling of the Mines

The Calling Mines always have eaten at the sanity of those who spend a lot of time underground. Recent magical rituals by the aboleths have increased this effect and its nightmarish influence permeates the whole region. Above ground it only invades those who sleep or meditate, but down below it constantly assaults the traveler's defenses whether awake or asleep. It also has a much more obvious effect.

While underground the PCs must make a DC [10 + APL] Will save once every 12 hours. PCs who have been incarcerated in the Mines before have a -4 penalty on this save, as do those who have the **Touched by Darkness** AR item from ESA7-04 *Head or Tails*. Sleeping/meditating characters have a -2 penalty. These penalties stack. It is a mind-affecting compulsion insanity effect, and characters that are immune to such effects do not need to make the saving throw. A *protection from evil* or similar effect offers immunity as well. The effect does not cross planar boundaries, so traveling through the Shadow Plane or sleeping in a dimensional pocket as with *rope trick* also offer protection. Remember the limitations with planar piercing magic once in the Whisper Caverns (see below).

A character who succeeds at the saving throw only suffers minor head aches. Characters who fail constantly see movement in the corner of their eyes and hear whispers in the darkness which becomes more pronounced the more often they fail their save until after a failed 3rd save they finally hear actual voices and start seeing nightmarish things that are not there. These voices sound like the character's loved ones and they constantly berate and criticize the character. While this is mainly a role-playing effect, care should be taken not to overdo it since the game must remain fun for all and it should not distract too much from the adventure itself. A PC suffers a cumulative -1 penalty to all Wisdom checks

and Wisdom based skill checks for each failed saving throw (**not** to Will saving throws or Wisdom based spell casting effects). Regardless of how often the PC fails this save, the character suffers a -2 penalty on his future saves against any attack made by the aboleths. Recovering from this madness costs more time than the PCs have and is detailed in the Conclusion section. PCs who fail their save also gain the **Touched by Madness** AR item.

The Mines

The first part of the trip takes you through the Calling Mines. Except for its reputation it is not all that different from other mines. At first there are a couple of large areas and wide corridors to process the ore and debris and to house the convicts. Further along the corridors become smaller and rougher, but they are still clearly manmade with the ceiling supported by sturdy wooden beams and the floor still easy to traverse. By this time the air is stifled, and it is rather uncomfortable breathing. The corridors form a maze and it takes a dwarf to retain any sense of direction, but luckily the tracks of the miners are easy to follow.

The first part of the trip takes the PCs through the Calling Mines. These are the safest and easiest part of their journey. This part of the trip is 3 miles long. About half way the trip, the track leads into an abandoned part of the mines, which shows itself in the maintenance of the corridors. There are a few larger areas, mostly where two or more corridors cross each other, but nothing much bigger than a decent cabin. The aboleths avoided the truly unstable areas. They also were in too much of a hurry, neither did they consider being followed this soon, to consider collapsing the corridor behind them. At the end of the Mines, the track leads past an area that until recently had been blocked off by the miners. The corridor beyond goes on for about 100 feet before it ends in a natural cavern about 10 feet above the floor.

The Underoerth

The mining corridor you have been following for some time now opens up into a huge natural cavern. It is a 10 feet drop down to the uneven cavern floor. From your lofty position you see the rock formations glittering in the rich colors so common in caves, such as stalactites, stalagmites and curtains. The walls and floor are glistening with moist. Surprisingly the air becomes much fresher as well and you feel a shallow draft. The cavern is too big to see any exits. Rocks at the bottom of the entrance shows that it were miners that broke into this part of the Underoerth and not the creatures from below that dug their way into the Mines.

From here the tracks lead the PCs through the regular parts of the Underoerth, assuming there is such a thing as regular when dealing with the Underoerth. The terrain is difficult to traverse and as is normal in natural caverns

includes a lot of climbing, sliding and swimming. At least it is recognizable as normal caverns and the normal laws of reality apply (except for the constant assault on one's sanity). The aboleths stuck to the bigger caverns and things are much less cramped than in the mines. It is here the PCs run across tracks of the Underoerth predators and the camps of the miners as well as a survivor and a long abandoned camp (see below).

This part of the trip is 12 miles long until it slowly changes into the Whispering Caverns.

A Survivor

About 6 miles from the Mines let the PCs make a Listen check. The PC with the highest check hears a whimpering sound coming from a side corridor. If the PCs explore the cave they are jumped by a loudly screaming human armed with a rock. If they ignore the sound, the man attacks them from behind. Describe the man as a wild caveman out for their blood unless a PC takes his time to take a closer look at their attacker in which case they see a terrified desperate human armed with nothing but a rock. Let the PCs roll an initiative as if preparing for a fight. Killing or disabling the man is easy. It requires a DC 30 Diplomacy or Intimidate check to calm him down. If somehow restrained, or when he was knocked unconscious, it only takes a DC 15 Diplomacy check to befriend him.

The man's name is Durann, and he is a foreman in the mines. He managed to escape the aboleth and skums, and by a miracle he has not fallen victim to the cold and predators. Talking with him is difficult since he is affected by the Calling of the Mines, hearing voices and seeing people nobody else sees or hears. With some difficulties he can tell the PCs what happened at the mines, describing the skum in details, but he cannot remember the aboleth except as a commanding voice in his head. He begs the PCs to take him along: he must free his friends. He is under no magical compulsion except for the madness induced by the voices.

❖ **Durann:** Male human (Ahlissan) expert 3 (AL CN).

Appearance: Durann is a small stocky man with long wild brown hair and a beard of a couple of days. His brown eyes are bloodshot. He is malnourished and covered in bruises. He wears the clothes of a foreman, but they are in tatters.

Personality: Durann used to be a simple practical man only interested in doing his job and caring little about what happened outside his little circle of influence. Now he sees ghosts everywhere, most notably that of his wife who now constantly berates him for his lack of knowledge and interest in the world. He is tense, afraid and sticks to any strong looking person.

Calcified Camp

Just before the PCs get in the region of the Whispering Cavern they run across a strange site. In a side cavern they find a large abandoned camp. Most organic material is gone except for the sturdier equipment although even

that is beyond repair. The remains are calcified and hence several years old. A search of the camp shows that it was probably a camp for prospectors (due to the tools present), likely humans (size, design and quality). If the PCs have Durann with them, he becomes obsessed with the camp. He insists on exploring it to put the spirits on rest that haunt the camp in his eyes. He is convinced these are the remains of the missing expedition sent into the region ten years ago. Only one survivor returned at the time, utterly mad. He died only days later and warned about monsters from the deep. This was why the miners had closed the corridor leading into the Underoerth in the first place, and apparently they were right to do so.

If the PCs take their time to thoroughly search the camp (which takes about 4 hours) they find the calcified bones of humans under debris near the camp. Besides damage done by the rocks there are signs that they were killed with claws and javelins. Remnants of armor and weapons are recognizable as belonging to the Ahlissan army. A DC 15 Knowledge (history) or Profession (soldier) is needed to recognize that they are slightly outdated from around the time Xavener came to power.

The PCs also find a large shattered five by five feet obsidian slab with a strange purple rune engraved on it. A DC 30 Knowledge (arcane) check recognizes it as a rune used to focus conjuration magic through such as used in a summoning circle, although its size is much larger than expected and it looks somewhat wrong. Neither the stone nor the rune radiates any magic.

These are the remains of the prospectors who angered the aboleths so long ago ultimately leading to the problems of today.

The Whispering Caverns

The environment has been changing so gradually that it took you until now to realize there is something odd about these caverns. It all looks the same, but the darkness somehow seems darker and you can't help but notice that the natural rock formations remind you of the grotesque and vile. It is then that you realize you hear a faint whispering at the edge of your hearing, and judging from your companions so do they – a whispering real enough that even those not affected by the Calling of the Mines can hear it.

The third and final part of the trip takes the PCs through the Whispering Caverns. The magic of the aboleths has considerably weakened the planar boundaries causing the area to be warped.

The Whispering Caverns are partially extra-planar with somewhat unstable boundaries which affect magic. Spells and items that open a long duration conduit to another dimension, such as *rope trick* and a *bag of holding*, do not work. Magic items are just suppressed and function normally once a PC leaves the region. Spells that cross planar boundaries almost instantly, such as *blink*, *dimensional door* and *teleport*, function normally as long as the trip stays within the affected area. They fail if moving

into or out of the area. So *teleporting* from the Calling Mines to the Whispering Caverns is impossible, but from the banks of the Whispering Lake to the aboleths' stronghold work normally (except for the effects taking place in Encounter 7). Summoning works normally as well, although the summoned creatures look warped.

This part of the trip is 3 miles long before the corridor opens up at the banks of the Whispering Lake – proceed with Encounter 4.

4: LAKE OF WHISPERS

The tracks you have been following for the past few days have taken you into what appears to be an immense cavern. Ahead and above all you can see is darkness, broken by patches of a purple glow. Judging by how far away you see such globes the cavern must be immense.

The path itself goes down a dozen or feet before ending on a gray sandy beach at the banks of a large dark lake. Not a ripple breaks its surface. The whispering at the edge of your hearing has increased in volume to that of a normal conversation, but still you cannot make out what is said. It has a sinister edge and you seem to hear words like 'death', 'murder', 'hell' and such among the sea of unrecognizable whispers. On a wall nearby you note a large glyph glowing with a malignant purple glow about as bright as a candle. The glyph consists of a spiral the size of a heavy shield surrounding by several smaller glyphs.

The PCs have reached the banks of the Lake of Whispers. The lake is roughly 1 mile in diameter and 300 feet deep at its deepest point. The lake fills the cavern completely except for a couple of beaches like the one the PCs are on. Huge pillars and stalagmites form dozens of islands and provide the necessary support to the 100 feet high ceiling.

A DC 35 Knowledge (the planes) check recognizes the spiral symbol as being associated with the Far Realms. A DC 25 Knowledge (arcana) check is needed to recognize the smaller symbols as symbols associated with conjuration and abjuration magic – most likely used to draw upon the energy from another plane to protect the area. A *dispel magic* would only suppress the magic for a few rounds. Destroying the glyph requires a magical weapon, but if each purple glow is one symbol it would take days to destroy enough symbols to have any effect.

Contrary to what the PCs might expect, there is nothing waiting below the lake's dark surface. The water is crystal clear, and rather cold. The tracks of the miners lead directly to the shore and into the water. There are no signs that there might have been a boat. Apparently the miners went for a swim.

PCs who stare into the darkness for some time note a sudden flash of cold blue-white light in the distance. A strange soft crackling noise quickly follows its appearance almost like lightning and thunder. A couple

of minutes later it appears again, again with the crackling noise. It comes from some point about 3,000 feet away on the lake.

Development: The tracks the PCs have been following clearly go into the lake and beyond. The only clue where are the lights and sounds described above. Spells such as *locate creature* and *locate object* (assuming their range is long enough) confirm that at least some of the miners are in that direction. Otherwise the PCs can search the whole cavern, which takes a lot of time, until they finally go towards the light which is at the top of the aboleths' lair – see Encounter 7. There are no tracks of miners leaving the area, but the PCs do run across the tracks of skum and chuul. They might even run across a small party hunting the many blindfish of the lake. While these should not pose any threat to the PCs, they can serve as a source of information (see Guardians of the Lake below).

To catch up the PCs have to go into, onto or over the water as well. There is no boat, or anything that floats, unless the PCs took it with them. Without the aid of magic, the PCs need to swim. The water is clear and calm, and except for the cold, swimming it is relatively easy (a DC 10 Swim check). The cold poses a minor threat in that unless a swimmer is protected with an *endure elements* spell or better he needs to make a DC [15 + 1 per previous check] Fortitude save every 10 minutes or take 1d6 nonlethal damage and become fatigued. This nonlethal damage cannot be recovered until the character gets out of the water and warms up again. Once a character is rendered unconscious through the accumulation of nonlethal damage, the cold and exposure begins to deal lethal damage at the same rate.

Swimming can take the PCs to all three levels of the aboleths' lair depending on how they approach it, with the slave quarters below (Encounter 5), the living quarters of the aboleths and chuul in the middle (Encounter 6), and their laboratory at the top above the surface of the lake (Encounter 7). If a character can breath underwater it is possible to walk over the bottom of the lake. Doing so makes it difficult to orient and requires climbing up towards the aboleths' lair, but the PCs should ultimately succeed and arrive at the lower levels of the lair – see Encounter 5. If the PCs fly or walk over the lake's surface they are likely to arrive at the top level of the complex – see Encounter 7. Teleporting is possible except to the Gate of Madness and its direct surroundings – see Encounter 7 for more details.

Unless the PCs came unprepared (or lack the necessary spell casters) it is possible they need to rest to prepare spells that allow them to cross the lake. If they rest in the Caverns of Whispers, the aboleths' discover their presence. About 4 hours after the PCs have set up camp, a patrol is sent out to deal with the problem – see Guardians of the Lake below.

Note that if the PCs keep moving the aboleths do not become aware of their presence nearly as easily. Only when the PCs get near the complex do they run the risk of discovery. As long as the PCs take some basic

precautions they are not spotted before their arrival at the aboleths' lair. The aboleths are simply too engrossed in their research and their guardians have become somewhat slack as a result. Carrying a light source or making any loud noises though gives away the PCs instantly, although in that case the guardians wait just outside the complex, fearing it might be a distraction.

Troubleshooting: It is possible that the PCs lack the ability to breathe underwater. In that case the areas described in Encounter 5 and 6 cannot be reached. The PCs can still travel over the surface of the lake to the top-parts of the structure and deal with the ritual in Encounter 7. They get to save the mines for future generations, but the prisoners are lost. If they decide to return to the surface to get underwater supplies they might be fast enough, but they cannot spend more than 2 weeks between Encounter 2 and the actual assault on aboleths' complex as discussed in Encounter 2 and 7.

GUARDIANS OF THE LAKE

The guardians of the lake are the same creatures as in Encounter 6. The PCs either meet them here, or in Encounter 5, 6 or 7 depending on whether or not they trigger an alarm.

Note that if the PCs are hiding behind illusions the aboleths can still pin-point their location fairly accurately, allowing the guardians to find the PCs. If they are sleeping in a secure area such as a *Leomund's secure shelter* the guardians either return to their lair to await the PCs arrival there or try to enter (for example while under the effect of an *ethereal jaunt* or *blink* spell) and destroy it.

Terrain: The exact area in which this fight takes place depends greatly on the PCs actions.

If inside a cavern, remember that the floor of a natural cave is as uneven as the walls. It takes 2 squares of movement to enter a square with a natural stone floor, and the DC of Balance and Tumble checks increases by 5. Running and charging are impossible, except along paths, though there might be patches of smoother stone. The beach is not nearly as rough and it does not affect movement, but a DC 10 Balance check is required to run or charge across the beach. Failure means the character can still act, but can't run or charge in this round. Remember that the terrain equally affects the chuul and skum as the PCs.

Check the DMG for the rules on fighting underwater. The chuul and skum certainly favor this terrain above the caverns surrounding the lake or the rocky slopes of the roof of the aboleths' lair (see Encounter 7) even if there is little to hide behind.

Creatures: The aboleths are living a long way from their home city on a project in which they have little to no support. Still, they managed to take a small number of skum with them and over the decades they managed to expand their stock of slaves either by capturing local creatures or by breeding/creating new creatures.

The chuul and skum are their most loyal slaves, and they form their first layer of defense. At low APLs they are typical representatives of their races (see their *Monster Manual* entries), utterly loyal to their aboleth masters. At APL 10 and above the chuul have been improved by the aboleths, they became half-farspawn in the process. Except for two large tentacles sprouting from their shoulders they look normal at a first glance. On closer inspection minor disfigurations are hard to miss with a white glazy third eye on their front head being the most disconcerting.

APL 6 (EL 8)

- **Chuul:** hp 93; see *Monster Manual* 35.
- **Skum (4):** hp 11 each; see *Monster Manual* 228.

APL 8 (EL 10)

- **Chuul (2):** hp 93; see *Monster Manual* 35.
- **Skum (8):** hp 11 each; see *Monster Manual* 228.

APL 10 (EL 12)

- **Chuul Terrors (2):** half-farspawn chuul; hp 126 each; see Appendix 1.
- **Skum (8):** hp 11 each; see *Monster Manual* 228.

APL 12 (EL 14)

- **Chuul Terrors (2):** 15 HD huge half-farspawn chuul; hp 202 each; see Appendix 1.
- **Skum (8):** hp 11 each; see *Monster Manual* 228.

APL 14 (EL 16)

- **Chuul Terrors (2):** 23 HD half-farspawn chuul; hp 311 each; see Appendix 1.
- **Skum (8):** hp 11 each; see *Monster Manual* 228.

Tactics: At APL 6 and 8 the tactics of the guardians are relatively simple. The chuul try to hide, while the skum have orders to bait the PCs into striking distance of the chuul. Once that happens, they try to paralyze as many foes as possible, only resorting to killing opponents when they prove to be immune to the paralysis or grappling. The chuul focus on what ever is in front of them while the skum try to swarm anybody that remains in the back, resorting to grappling and disarming if a simple attack is not enough. At these APLs an individual skum should pose no threat, but they do not fear for their lives and do not forget that they can aid one another or the chuul.

At APL 10 and above the chuul have various spell-like abilities available to help them in the fight. If they are initiating combat they are under the effect of a *blur* spell. There are also likely to use *telekinesis* to get opponents, preferably spell casters and archers, closer to themselves or heavily armored opponents into the lake. If the PCs use ranged attacks against them, they also cast *blink* or *stinking cloud* – they are immune to its sickening effect and it offers concealment. They save their *true strike* ability against a difficult to hit opponent. At APL 12 and 14 they start any fight by casting *scintillating pattern*, likely

disabling 1 or 2 opponents (and favoring it above *implosion* which they only use when it is clear they are facing dangerous opponents). They also use (quickened) *ethereal jaunt* to get around the battlefield quickly or to increase the chances of success with an ambush, but remember that while it is a swift action to activate the ability, it still requires a standard action to dismiss the spell. In the end, despite their spell-like abilities, they favor physical combat and they are likely to forget to use it. They do NOT summon any creatures, more out of ease for the DM than anything.

The skum and chuul are fanatical loyal to the aboleths. The chuul fight to the death. The skum try to flee to warn their masters as soon as all the chuul are defeated. If the PCs fly away from melee, they dive below the water surface to seek cover, quickly retreating to their masters' lair. Remember though that there is no gravity in the ethereal plane and at APL 12 and 14 the chuul might opt to reappear above the flying opponents (treat as a bull's rush attempt) in an attempt to grab/push that opponent down into the lake as long as they are above a suitably deep part of the lake.

Treasure: None.

Development: If the fight took place directly outside the top layer of the complex near the aboleths in Encounter 7 the aboleths do not intervene during the fight. They trust their guards to be able to deal with it. Only when the fight is over without an immediate report on the outcome do they check the situation in person. If this happens the PCs have 1d4+1 round between this fight and an attack by the aboleths and golems from Encounter 7. Otherwise there are no direct repercussions.

If the PCs take 2d4 hours before getting within sight of the complex, the aboleths relocate the scrag and Halgru (see Encounter 5) to the midlevel, leaving the slaves under the guard of ordinary skum. The scrag do not leave the direct vicinity of the complex though and from this moment the PCs can more or less rest safely around the lake.

When the PCs manage to capture one of the guardians (or any other skum) alive it proves difficult to question them. The chuul only speak Undercommon, and the skum only Aquan and a smattering of Undercommon (just enough to coordinate offense/defense in a limited fashion with the Chuul). Furthermore, they have been completely dominated by the aboleths, fearing neither pain nor death. Without the aid of magic, the PCs need to resort to trickery (Bluff against the creatures' Sense Motive), which reveals only a few tidbits. At best the PCs learn the location of the aboleths' lair, get an inkling of what kind of creatures are there (except for the presence of the elder eidolon – these creatures don't know of their existence), that the slaves are in an air chamber in the lower levels of the complex where most of the skum live and that the masters are busy with some kind of magical ritual designed to

destroy their enemies. They do not grasp the concept of writing or maps and hence cannot draw one for the PCs.

Once the guardians are defeated, the PCs are free to approach the complex. If they do so into the lower levels proceed with Encounter 5. If they approach the mid levels proceed with Encounter 6. If they approach the top levels, which are partially above water, go to Encounter 7.

Troubleshooting: In the unlikely case the PCs are disabled, but not killed, or they surrender they are stripped of all their gear and brought towards the holding stocks – see Encounter 5. A Slight of Hands check opposed by the monsters Spot skill allows the PCs to hide small things such as holy symbols, spell component pouches and daggers. The guardians do not use *detect magic*, so the PCs can keep what appear to be ordinary clothing for the moment. During the trip or once at the holding cell they should have a chance to plan their escape. Any reasonable plan should succeed. Their equipment is kept in the vault in the mid levels – see Encounter 6. If they fail at their escape attempt, they are quickly killed since they are more trouble than they are worth.

5: PRISONERS OF THE MIND

The lower parts of the complex are the living quarters of the slaves of the aboleths. It is here the PCs find those kidnapped from the Mines. Unless noted otherwise these areas are underwater. Maps of the complex, including a side view can be found in the DM's Map section.

Outside Approach

Read out loud or paraphrase the following if the PCs approach the aboleth complex underwater:

In the dark gloom of the lake it is hard to miss the strange soft purple and yellow-green glow in the distance. In this sickly light you see a gigantic stalagmite rise from the impenetrable darkness up and out of the water. Carved out of the rock you see what at first glance looks like two, or is it one, gigantic leeches winding around the stalagmite. On a closer inspection it is a carving that forms the front of some kind of underwater complex. You note several round windows and the round doors are big enough to allow a fish the size of a whale entry. While the source of the light is from behind the windows, most are dark and the windows alone don't offer enough explanation for the amount of light that seems to have no point of origin.

The aboleth's complex is carved out of the rocks of a stalagmite into two distinct but internally connected sections. The outside front of each of these sections consists of a leech-like carving. When the PCs get closer they also note the many spirals, waved lines and similar geometrical patterns on the buildings, especially on and around the window and doorframes. There are four

entrances in each building. The lower two lead into the holding cells and living spaces of the slaves (Encounter 5) and the upper two lead into the living quarters of the aboleths and their research facilities (Encounter 6). Detailed descriptions can be found below and in Encounter 6.

Unless the inhabitants have reasons to expect an attack, several skum (see *Monster Manual* 228) are also freely swimming around the stalagmite. These are not particularly alert, having come to rely on their masters' skills. If these creatures spot any light or movement, they immediately flee into the building to warn those inside. Once warned, the guards wait inside, ready to deal with the intruders as soon as they arrive within the building. If the PCs manage to approach the building unseen, they might be able to surprise the guards in their rooms.

Generic Features

The corridors inside the complex are about 15 feet wide and high. These corridors are steeply slanted with the arrow on the map pointing down. Moving up costs two squares of movement (unless swimming) and those standing higher up gain the advantage for fighting on higher ground. The floor, walls and ceiling consist of smooth stone decorated with the same type of geometrical patterns and symbols as outside except that these are accentuated with mother-of-pearl, green, red and purple paint. There are traces of algae and slime along the walls, especially in the lower level, but in general the skums keep the place clean.

The round windows are made out of a strange somewhat murky white resin that is about as hard as glass, and make just as much noise when shattered. The doors are sliding doors, made out of stone and unless locked in place immediately close. Most of the doors are closed except the doors of area 6, 7, 8, 9 and 15. Only the outside doors and the doors of area 10, 11, 12 and 13 are locked.

There is a soft purple and yellow-green glow in the corridors that seems to become somewhat brighter by movement nearby. The light is considered to be shadowy. Since tiny water organisms generate it, there is no such light in area 3 and 8.

🗡️ **Walls:** 1 ft. thick stone; hardness 8; hp 90; Break DC 35; Climb DC 20.

🗡️ **Windows:** 2 in. resin; hardness 2; hp 10; Break DC 10.

🗡️ **Doors:** 4 in. thick stone; hardness 8; hp 60; Break DC 28; Open Lock DC 30.

1. Guard Rooms

There are 2 guard posts at each segment both in the lower and middle levels. There are always a couple of skum present here, although the chuul of area 9 and the scraggs of area 6 also have a clear view on their respective guard posts. These skum do not fight in case of trouble, but quickly retreat to alert stronger guardians in the region (most likely the scraggs and Halgru). There is no furniture

in the area or anything else to distinguish them from the generic corridors.

2. Supply Room

The doors to these three small rooms are closed, but not locked. Several cupboards are carved into the walls and rusty metal hooks are attached to the ceiling. Most of the supplies are food: fish, algae, sea-weed like leaves, worms and a lot of human flesh (either complete corpses or cut into little pieces). The flesh is wrapped in leaves. The worms are kept in stone jars, and they are still alive. Besides supplies there are also various tools, mostly for cleaning, repairing the building and the like. None of the regular inhabitants of the complex use clothing, blankets or eating utensils nor do they drink anything besides water so these cannot be found in the supply rooms.

Note that the supply room near the smithy also contains a contraption similar to the one in area 4. The aboleths dropped the silver at the bottom of the lake right under the complex. It does not rust, and there are no thieves in the region. So why bother keeping it behind locked doors in such cramped space?

3. Holding Cell

Two doors provide access to this area, both are closed, neither has a lock. Since there is no water in area 3 it requires a character with a Strength score of 18 or higher to open it. Doing so does not flood the room since it is the lowest point. It does generate a rumbling noise that can be heard throughout the whole complex (a *silence* spell does not prevent this) and draws the scraggs to the area immediately (see below).

Once inside the PCs find a chilly moist non-flooded room. The first thing the PCs note is the stench of human feces, urine, blood and vomit. The floor is covered with it. It is here that the human prisoners are chained to the walls, floors and each other. These are simple manacles, more to prevent an attack on the guards than to stop an escape. The water proved ample protection against any escape plan the humans might have.

Creatures: The aboleths and skum do not consider their prisoners to be overly valuable and they have treated them extremely poorly. It is chilly in the room and without anything to dry them selves with most are coughing and sneezing and a few are suffering from pneumonia. What little food they ate in the last couple of days consisted mainly of raw fish and worms – a diet they are not used to and hence have trouble keeping inside. The skum were not too kindly during the trip either, mercilessly killing those that could not keep up, sometimes even devouring their victims alive in front of the rest, and beating those that were too slow or simply because they could. Meanwhile the voices of the mines have been gnawing on their sanity. Those that survived the trip and the last day or two are pitiful wrecks of their former selves.

Most survivors are soldiers, craftsmen and other freemen. The convicts, already in a weak condition,

mostly did not survive the trip. If it had not been for the care of Coinmaster Zamasken, former director of the mines, and Barr of the Samryntar, priest of Ulaa, a lot more would have died.

Note that none of the survivors have been infected with the slimy disease of the aboleths. Doing so would have run counter to the aboleths plans. They were transported to this room with the aid of the aboleth's muscus ability, but that has long since run out – an additional hindrance for them to escape their imprisonment.

🔮 **Coinmaster Zamasken:** male human rogue 7/cleric 1 (AL LN).

Appearance: Zamasken is a short Oeridian man with short dirty brown hair and what remains of a goatee. He wears the tattered remains of expensive clothes and as some kind of mockery he is allowed to keep the matching jewels. Still, he is lucky since his clothes are relatively warm. It is clear he has not been treated kindly in the last couple of days, and there is a haunted look in his eyes.

Personality: Zamasken was a smooth-talker with a good sense of humor. The current ordeal, and the madness of the mines, has put a serious dent in his usually cheerful attitude. Having a sensible conversation costs him a lot of energy, but unlike most other prisoners he is still able to do so. Together with Barr he has been vital in the survival of many prisoners as well as keeping their hope up for rescue. Zamasken knows about the adventurers hired by his church and is trusting on them to rescue him and his fellow prisoners. The few prisoners that are still aware of his work greatly respect him.

🔮 **Barr of the Samryntar:** male dwarf cleric 3 of Ulaa.

Appearance: Barr is a short stocky dwarf with wild red hair. He is young, but the current ordeal has left its marks. His face is pale and gaunt and he is covered with bruises. His eyes are wide open, he rarely blinks and he has a tendency to giggle softly and pray softly to Ulaa.

Personality: Barr was a young energetic dwarf, a missionary of sorts who wanted to spread the faith of Ulaa among the miners and convicts of the Calling Mines. Desperately afraid for his sanity, he cowardly hid in the sanctity of Ulaa's shrine until he finally managed to overcome his fear with the appearance of the aboleth. Still, he is wrecked with guilt and a bit too eager to sacrifice himself for the group, sometimes not even looking for an alternative.

🔮 **Prisoners (50):** 40 human, 5 halfling, 3 dwarf, 1 gnome, 1 half-elf; commoner 2 or expert 2 (80% male, 20% female).

Appearance: Hollow shells of their former self, coughing and sneezing at best, dehydrated, feverish and on the brink of unconsciousness at worst.

Personality: Silent, exhausted and withdrawn in them selves, hearing voices that are not there and having difficulties recognizing hallucinations from reality. They

are beyond thinking for them selves, making them easy to handle until complex actions are required.

Development: Most of the prisoners are beyond caring, but Barr and Zamasken certainly expect the PCs to free them. They are aware though that as long as the aboleths are present doing so is extremely difficult. There are no boats in these caverns, nor is there any material to make one. That is, if the PCs even get the prisoners out of the holding cells without them drowning. It is a 60 ft. swim up, in itself not too difficult, but these prisoners are weakened. They cannot swim by themselves and they are unable to hold their breath (potentially drowning immediately when entering the water). Before these can leave their cell they either need to be nursed back to health, or require magical aid from the PCs. Either way takes time. One thing is for sure, if the PCs leave the prisoners behind, they certainly die. Ultimately the prisoners have no choice if the PCs decide to deal with any opposition first.

If the PCs ask about Delzan, the Jade Mask agent mentioned in the Introduction, they quickly learn he died en route.

Note: The servants of the aboleths cannot imagine anybody sacrificing their own lives for that of lesser beings. So they never even consider making the prisoner hostages. They might flood the room or kill a couple out of cruelty towards the PCs, but only when it is clear the PCs care and there is a decent opportunity.

4. Airlock/Guard Room

The door to this room is closed. The area contains a strange contraption made of various tubes, pumps and gears. Large tubes lead up into the stalagmite and into the wall of area 3. A DC 15 Knowledge (engineering) identifies the machine as a contraption to pump air into area 3. Operating it is relatively easy, although manning the pump requires at least two strong humanoid creatures and a lot of work. It is a delicate machine, and it is easy to destroy.

5. Taskmaster's Quarters

The doors to this room are closed. In the room stands a single pole that leads from the ceiling to floor and is used by Hagru for support while awake and asleep. There are also several cabinets that contain various clay tablets and a stone slab which is used as a desk by Hagru. The desk contains empty clay tablets and writing gear. The tablets are a ledger of sorts written in shorthand Aquan and difficult to understand even by people who speak Aquan. The texts contain all kinds of notes that help Hagru deal with the details of running a mansion. In this room Hagru also deals with any conflicts between the skums.

6. Scrag Living Quarters

The doors to this room are open. Various bits of bone, small pieces of flesh and other remains of the gruesome dinner of the scrag float through the room. The walls are

decorated with a couple of trophies, most notably dwarf and human skulls, and a pincher the size of a wagon. There are four heaps of weed which look like beds, although there are no blankets. The room contains four unlocked stone chests with in it the personal possessions of the scrag, all worthless junk.

7. Skum Living Quarters

The doors to these two rooms are open, albeit covered with curtain made out of leathery brown leaves. The skum do not need beds to sleep, just floating freely in the water, nor would any blanket offer any heat. They also have no personal possessions and they do not care about privacy. Hence these rooms look just empty to the casual observer, except for the couple of sleeping skum drifting through the room.

8. Smithy

Like the holding cell the doors to area 8 are closed, but not locked and opening them is equally difficult. The air in the room is stale, and a couple of degrees warmer than the rest of the complex, almost as if by some residual warmth. The room contains a small forge, several large waterproof chests (contain charcoal) and the tools for blacksmithing tightly packed in oil soaked cloth to prevent rusting. The smithy is designed to be used by huge sized creatures without hands and hence look somewhat alien to the PCs. There is nothing of value in this room except perhaps as curiosa, although the barrels could help getting the prisoners out alive.

Inhabitants of the Lower Levels

The leader of the skum is Halgru, a highly modified skum. For all intents and purposes he is a kopru from *Monster Manual* II. It has the lower body of a worm with the upper body of a human, including two arms with clawed hands and a fishlike head. Surrounding its mouth are several tentacles, giving the impression of a mind flayer, which it is not. One of the things that set it apart from the other creatures in the area is that it carries gear at higher APLs. Halgru is the second in command, and all the other inhabitants, including the chuul and scrag, treat him with a mix of fear and respect. He can be mostly found in his room, area 5, but at the first sign of trouble he collects the scrag to attack the intruders.

His direct servants and bodyguards are two or more large-sized modified skum. These are much more shark-like, and are like scrag (aquatic trolls) and named as such throughout the adventure for ease of reference. Their appearance differs somewhat, resulting in a +5 modifier to the DC of recognizing them and their abilities. These are fanatically loyal to Halgru and their aboleths' masters. Most of the time they can be found in area 6, one sleeping, the rest awake, armed and ready for battle. They are never far away from Halgru and if the PCs try to cause a distraction to lure others away, Halgru is more likely to send skum to check it out than leave the scrag.

The twenty or so skum that live and work at the complex tend to congregate in this area when not busy

with one task or another. They should be little more than irritating to the PCs, rarely if ever hitting, letting their bigger cousins do the fighting. If alone they quickly flee, and if with backup they keep their distance without making it too obvious. Don't let the dice dictate how effective these are in a fight against the PCs. Their attacks should just miss unless the PCs are having an exceedingly easy time. The skum can be found all over the place, but most likely in the guard posts and their living quarters.

All APLs

☛ **Skum** (20): hp 11 each; see *Monster Manual* 228.

APL 6 (EL 8)

☛ **Halgru, the Taskmaster**: male kopru; hp 36; see Appendix 1.

☛ **Scrag** (2): hp 63 each; see *Monster Manual* 247.

APL 8 (EL 10)

☛ **Halgru, the Taskmaster**: male kopru sorcerer 4; hp 72; see Appendix 1.

☛ **Scrag** (4): hp 63 each; see *Monster Manual* 247.

APL 10 (EL 12)

☛ **Halgru, the Taskmaster**: male kopru sorcerer 8; hp 92; see Appendix 1.

☛ **Scrag Slavedrivers** (4): scrag fighter 2; hp 101 each; see Appendix 1.

APL 12 (EL 14)

☛ **Halgru, the Taskmaster**: male kopru sorcerer 10; hp 102; see Appendix 1.

☛ **Scrag Slavedrivers** (4): scrag fighter 4; hp 127 each; see Appendix 1.

APL 14 (EL 16)

☛ **Halgru, the Taskmaster**: male kopru sorcerer 12; hp 127; see Appendix 1.

☛ **Scrag Slavedrivers** (4): scrag fighter 6; hp 153 each; see Appendix 1.

Tactics: At the sound of an alarm or in a confrontation they try to gather in a group. The scrag fight in the defense of Halgru if possible, targeting ranged attackers if possible. If something proves difficult to hit, they are willing to take a gamble and risk a grapple, especially if out of reach of their opponent. They trust on their regeneration to keep themselves alive. Remember that using fire spells underwater is difficult; although the PCs can always drag any unconscious scrag to the area 3, 8 or the surface for the killing blow or to simply stop the regeneration.

Halgru is the clear leader of the skum. At low APLs he starts by attempting to dominate a strong looking fighter or rogue, even risking a second save by ordering them to attack their fellows. Once that is done, at APL 6 he throws himself into melee. He likes to grapple an

opponent and slowly crush that creature to death. If there are many enemies surrounding him, he takes the –20 penalty so that he has his claws and bite free for an attack. If he cannot hit, he switches to his *wand of magic missile*. At higher APLs he prefers to use his spells, favoring enchantments that are not easily blocked by *protection from evil*. At APL 10 and above he does not use his dominating ability unless he has no other useful spells left. If possible, he also buffs his scrag before combat starts – *heroism* and *resist energy* (favoring acid since casting fire spells underwater is difficult) which last 10 minutes per level. At APL 14+ he does not use his *disintegrate* spell on opponents, preferring to keep the slots available to destroy *walls of force* or to create an extra door for some space to maneuver for his scrag. Do not forget that at APL 12 and 14 he has an *anticipate teleportation* running and a Retributive Spell ready.

Unlike the chuul, Halgru does not fight to the death. He tries to flee when all his scrag are killed or when at 25% of his hit points: towards his masters when he thinks they are still alive or out into the lake otherwise. For this reason he always keeps a slot open for a *dimension door* spell. Note that he is aware of the impossibility of dimensional travel into the gate room. Instead he transports himself to an entrance of one of the corridors. The scrag fight to the death.

Treasure: Refer to the treasure summary to determine what the PCs find here.

Detect magic results: +1 and +2 *large chain shirts* (Faint Abjuration), +1 *large greatswords* (Faint Evocation), *amulet of natural armor* +1 (Faint Transmutation), *cloak of charisma* +2 (Moderate Transmutation), *cloak of resistance* +1 and +2 (Faint Abjuration), *potion of cure moderate wounds* (Faint Conjunction), *ring of protection* +1 and +2 (Faint Abjuration), *scroll of glitterdust* (Faint Conjunction), *vest of resistance* +1 and +2 (Faint Abjuration), *wand of magic missile* (Faint Evocation).

Development: Fighting is rarely quiet, and unless special precautions are taken it is likely the chuul above (if still alive) hear the sounds of combat. If this happens they arrive 1d4+3 rounds after the start of any battle. If instead the chuuls are called by a fleeing skum it takes 1 round longer. The aboleths do not react to any sounds of violence this deep in the lake, assuming it is the result of a prison rebellion. Even if nobody reports after the fight, they don't come down to check for at least a couple more hours.

If the PCs interrogate any imprisoned scrag or Halgru, they do not learn more than from regular skums or the chuuls (see Encounter 4 for information). If the PCs are defeated, they are stripped of all gear (which is placed in the smithy) and thrown in the holding cell with the regular prisoners. If possible, Halgru dispels any spell that is still active on the PCs. If the PCs cannot escape, they die within a couple of days by the aboleths' hands who consider them to be too dangerous to keep around.

Once Halgru and the skum are defeated, the PCs can proceed further up to deal with the chuuls and the aboleths (proceed with Encounter 6 and/or 7) or start freeing the prisoners if the chuuls and aboleths already have been defeated (proceed with Conclusion).

6: MASTERS OF THOUGHT

The middle parts are used by the aboleths as their living quarters and research areas. It also houses the more powerful and loyal servants. All these areas are underwater.

Most of the doors are closed except the doors of area 9 and 15. Only the outside doors and the doors of area 10, 11, 12 and 13 are locked.

Outside Approach

See Encounter 5 for the appropriate description.

Generic Features

These are the same as in the lower levels. See Encounter 5 for more details.

9. Chuul Living Quarters

The doors into this area are open. These are much like the quarters of the scrag except that there are only two beds and no trophies on the walls – see the description of area 6 in Encounter 5.

10. Library

The two doors into this area are closed and locked. The aboleths are the only ones with a key. It is also the only area brightly lit by two *everburning torches* each standing on the corner of a large obsidian slab. The walls contain many carved out niches filled with dozens of shards made out a pearly white substance. On closer inspection these seem to be made out of the same material as the windows, and if somebody focuses on them they start to softly glow with a pattern of fascinating confusing colors. The shards contain the psionic imprints of the aboleths, their unique kind of books which only they can read. They are of little value to anybody besides aboleths.

Besides the crystals there are also a couple of watertight packed leather-bound tomes, clay tablets engraved with strange runes (mostly in Aquan) and a few weird looking curiosa. The books are written in various languages (mostly Old Oeridian, Ur-Flan, Infernal and Aquan) somehow all related to the Calling Mines, the phenomena of the voices, madness and planar magic (mostly about conjunction magic, planar breaches and even the Far Realm).

If the PCs spend an hour searching the library or succeed in a DC 25 Search check they find the journal of the expedition that came from the Mines now 10 years ago. It tells how the miners broke through, how an expedition was organized to check for both danger and potential profit and how that expedition came across the Lake of Whispers. At the lake they found a strange obsidian slab with on it a large weird rune. The last entry

describes how they had a fight with an aboleth at the Lake who was busy with some kind of dark ritual, were victorious and were now on the run for a large group of fish-people. The author expresses fear he never will see the surface again. This fear implies that it is unlikely the aboleth was killed in a fair fight, which is indeed not what happened. Instead the prospectors came across the aboleth when it was too engrossed in its ritual to note the miners, and it was killed before it realized what happened.

Treasure: Refer to the treasure summary to determine what the PCs find here.

11. and 12 Quarters Aboleths

The doors into this area are closed and locked. The aboleths are the only ones with a key. The walls of the room are decorated with curving geometrical patterns which if stared at cause the eyes of humanoids to tear through non-magical optical illusions. The floor is covered with soft sand and a large low niche in the wall forms the aboleth's resting area. There is nothing of value in these rooms.

13. Laboratory

The doors into this area are closed and locked. The aboleths are the only ones with a key. One glance is enough to realize it is a laboratory, but due to its location underwater as well as the nature of its owners, it contains several odd pieces of equipment. For example, it contains an operating table and an airtight niche for experiments that require air or open flames. The equipment is made for aboleths, practically useless for humanoids and hence of no value.

14. Lab Supply Room

The walls of the room are covered with niches, and nets are attached to the ceiling. The room is filled with weird substances used in all kinds of alchemical and magical experiments, but it seems to be low in stock.

Inhabitants of the Mid Levels

Under normal circumstances the chuul can be found in this area. From this central location they guard the lake's surface as well as the aboleths' living quarters and in case of trouble below they can come to the aid of the scrag as well. To help them in this endeavor they are always accompanied by a couple of skum who patrol the area. At the first sign of danger these ordinary skum immediately alert the chuul. Usually the aboleths also live in this area, but at the moment they are preoccupied with their ritual, practically living in the gate room (see Encounter 7).

Creatures: See Encounter 4 (Guardians of the Lake) for details.

APL 6 (EL 8)

- ☛ **Chuul:** hp 93; see *Monster Manual* 35.
- ☛ **Skum (4):** hp 11 each; see *Monster Manual* 228.

APL 8 (EL 10)

- ☛ **Chuul (2):** hp 93; see *Monster Manual* 35.
- ☛ **Skum (8):** hp 11 each; see *Monster Manual* 228.

APL 10 (EL 12)

- ☛ **Chuul Terrors (2):** half-farspawn chuul; hp 126 each; see Appendix 1.
- ☛ **Skum (8):** hp 11 each; see *Monster Manual* 228.

APL 12 (EL 14)

- ☛ **Chuul Terrors (2):** 15 HD huge half-farspawn chuul; hp 202 each; see Appendix 1.
- ☛ **Skum (8):** hp 11 each; see *Monster Manual* 228.

APL 14 (EL 16)

- ☛ **Chuul Terrors (2):** 23 HD half-farspawn chuul; hp 311 each; see Appendix 1.
- ☛ **Skum (8):** hp 11 each; see *Monster Manual* 228.

Tactics: The same as described in Encounter 4 (Guardians of the Lake section), except that the chuul at APL 10 and above are more likely to use *blink* and/or *ethereal jaunt* inside the building for tactical maneuvering (and being less hindered by physical objects such as walls).

Treasure: None.

Development: Fighting is rarely quiet, and unless special precautions are taken it is likely the scrag below (if still alive) hear the sounds of combat. If this happens they arrive within 1d4+3 rounds after the start of any battle. If instead the scrag are called by a fleeing skum it takes 1 round longer. The aboleths do not react to any sounds of violence, assuming it is the result of a prison rebellion or some such. Even if nobody reports after the fight, they don't come down to check for at least a couple more hours.

If the PCs interrogate any imprisoned skum or the chuul (assuming they speak the same language) see Encounter 4 for information. If the PCs are defeated, they are stripped of all gear (which is placed in the smithy) and thrown in the holding cell with the regular prisoners. If possible, Halgru dispels any spell that is still active on the PCs. If the PCs cannot escape, they die within a couple of days by the aboleths' hands who consider them to be too dangerous to keep around.

Once the chuuls are defeated, the PCs can proceed further down to deal with the scrag (proceed with Encounter 5) or up to deal with the aboleths (proceed with Encounter 7).

7: GATE OF MADNESS

In the upper parts of the complex the aboleths are busy with their ritual. The gateroom is mostly above the water surface. The rest is underwater.

Outside Approach

Flashes of light pierce the darkness quickly followed by a crackling noise not unlike thunder, but not as loud, once every few minutes. During these brief respites in the impenetrable darkness of the Underoerth the surface of the lake looks like a smooth cavern floor of black obsidian reflecting the cavern roof and pillars as a dark mirror. The source of the light appears to be inside one of these huge pillars that rise from the water, reaching the ceiling overhead. Each flicker of light seems to radiate out of the pillar at what appears to be four large cavern openings just above the water surface that lead into the column. Just under these entrances the water has eroded away part of the stalagmite, creating a small platform under a thin layer of water with rock over it. From this side you do not see any guardians, but there are many places to hide, least of which the lake itself.

Without the lights generated by the Gate of Madness (see below) there is nothing to set apart the column that serves as the home for the aboleths and their slaves. There are no decorations above the lake's surface, and the four caverns, one on each of the cardinal points of the compass (north, east, south and west), are easy to miss. These caverns are roughly 20 feet in diameter, worn smooth by water. There are no penalties to movement here. The small plateau around the column is roughly 30 feet wide with the first 20 feet covered by a few inch of water. While the water is not deep enough to induce movement penalties, the rock is slippery, requiring a DC 12 Balance check to run or charge.

Whether or not there are guards here depends on the actions of the PCs. If they were spotted on their approach, for example if carrying a light source, guards are hiding under the surface of the lake. These are most likely the chuul, as described in the Guardians of the Lake in Encounter 4. If the PCs already defeated the chuul, it could be Halgru and the scraggs from Encounter 5. If the PCs managed to reach the column unseen, there are only a skum or two. As soon as these spot any intruders (or hear fighting in the gate room), they swim away to gather the other guards who arrive in 1d4+1 rounds in case of the chuul or 1d4+2 rounds in case of Halgru and the scraggs. Remember that the aboleths do not react to the sounds of violence outside – see Encounter 4 for more details.

Note that the above assumes the PCs come through the air or over the surface of the water. If they first explored the complex, it is much more likely they already met and defeated the inhabitants before arriving at the gate room potentially through corridor F which ends in the Spiral Below (and from where fighting the aboleths is much easier).

Gate Room

A map of the Gate Room can be found at the DM's Maps.

Four large openings give access to this big room. The ceiling is roughly 20 feet high and remains level throughout the whole room. The floor levels down toward the middle like some kind of large bowl. In this depression stands water. Four obsidian obelisks break the water's surface, standing in a circle, their pointed tops bending towards the middle like four claws grasping something. The obelisks are unadorned, but sparks of crackling energy jump between their tops, each flash reflected by the dark water's surface below. Surrounding this pool and gate just beyond the pool's edge are four crafted pools. They are perfect circles. Their elevated edges seem to have grown out of the floor and are decorated with runes and geometrical patterns.

[Assuming the aboleths are still here:] *Two huge fish-like creatures sit in one of these pools, one to the north and one to the south. Instead of the usual two eyes, they have several black ones along a ridge on their front-head. Their slimy reflecting yellow skin is not scaled, but looks more like that of a frog. Four tentacles sprout from their body, big enough to be perfect weapons and flexible enough to grasp things.*

[Assuming there are elder idolons:] *One/two large dark purple statue(s) stands in the pool near the obelisks. It is a statue of a large lobster-like humanoid creature with a pair of huge pincers as hands and long tendrils around its mouth. It has crystalline appearance, angular and reflecting the light, although it looks more like obsidian than amethyst despite its color.*

The floor is relatively smooth and does not hinder movement. The banks of the central pool are steep, ending at an entrance to the Spiral Below. The light blue area is considered deep bog with standing water of about 4 foot in depth. The dark blue area opens up in the Spiral Below and is about 30 feet deep.

It costs Medium or larger creatures 4 squares of movement to move into a square of the pool, or characters can swim if they wish. Small or smaller creatures must swim to move through a deep bog. Tumbling is impossible in a deep bog. The water in a deep bog provides cover for Medium or larger creatures. Smaller creatures gain improved cover (+8 bonus to AC, +4 bonus on Reflex saves). Medium or larger creatures can crouch as a move action to gain this improved cover. Creatures with this improved cover take a -10 penalty on attacks against creatures that aren't underwater. The aboleths would use this feature to their advantage. The elder idolons are too stupid to do so.

The four peripheral pools are roughly 20 feet a diameter, big enough for an aboleth to pass through. Each is an entrance to the completely flooded Spiral Below. From the surface of the water to the bottom below is about 30 foot. About 5 feet from the top there is an iron grate. The mazes of the grate are wide enough for a Small

sized character to squeeze through. Medium sized characters must succeed in a DC 35 Escape Artist check to do the same. The grates can be opened by pulling a lever in the Spiral Below which can be reached by any creature with 10 ft. or more reach. It is too heavy to be moved with a simple *open/close* or *mage hand* cantrip. Opening and closing the grates with the lever otherwise functions as opening a normal door (it costs a move action).

The four obelisks in the center are the focal point of a slowly opening planar breach: the Gate of Madness. Stepping in between the obelisks above the water is extremely foolish as long as the gate is still functioning. Such a character must make an immediate DC 17 Will save or be shifted to a random plane as if affected by a *plane shift* spell. If a character is shifted to another plane the gate is instantly destroyed. The aboleths are aware of this fact and hence will **not** bull rush or throw any character into the breach. The elder eidolons are immune to the *plane shift* effect and too stupid to bull rush anybody. If the character can survive the plane in which he or she landed, he can either be returned with the aid of his companions or he has to spend 1,000 gp and 6 TU to return home as per the LGCS 15.

Besides this effect, waves of chaos emanate from it that can seriously scramble a person's think processes if it by such a wave. In game mechanical terms once per round the gate targets a randomly determine creature in the room, including the aboleths and the eidolons, and casts a spell as determined by APL on that target (at higher APLs the aboleths were further along with the ritual). The eidolon is immune to its effects, but the aboleths are not (although their illusionary doubles are obviously not affected if that is the target of the gate). Roll initiative as if the gate is a creature to determine when it acts.

The gate works as an encounter trap. It can be disabled by a rogue with Disable Device, the DC being APL dependent. A *dispel magic* does not effect the gate. A *dimensional anchor* shuts it down for 1 round per caster level. Destroying one of the obelisks shuts down the gate permanently as does stepping through the gate. Allow the PCs a DC 25 Knowledge (the Planes) or Knowledge (arcane) check to realize this.

Note that the gate provides enough illumination so that even characters without any special sight suffer no miss chance due to darkness.

🔱 **Iron grate:** 2 in. thick iron; hardness 10; 60 hp; Break DC 28.

Spiral Below

A map of the Spiral Below can be found at the DM's Maps. The four peripheral pools and a hole under the Gate of Madness provide access to the hall above. A sixth tube leads down, splitting up after about 20 feet, leading to both middle areas of the complex (corridors F in Encounter 6). There is no grate in shaft F or under the gate.

You are standing in a smooth circular tube made out of pitch black obsidian. It makes a sharp turn, suggesting it spirals inward. The walls are so black it almost seems to eat the light and no reflection can be seen on its surface. The water feels even colder than the water in the rest of the lake.

All the effects in the boxed text are visual. Touching the walls or swimming through the spiral has no effect beyond the ordinary (that is: swimming under water in the chilly lake). The exception is standing directly under the Gate of Madness. While there is no *plane shift* as long as they stay in the Spiral Below, they are a viable target for the chaos effect as long as they remain in the center of the spiral.

Walking on the floor is somewhat difficult, requiring a DC 10 Balance check to move at half speed or end up prone. The inner walls are relatively thin, and the PCs can hack or break their way through.

This is the region in which the PCs are most likely to find the aboleths. The corridors are somewhat cramped for the aboleths though, and in case of a fight here, they quickly withdraw into the gate room, hoping to lure the PCs up as well. This is especially true if the elder eidolon is still in one piece.

🔱 **Walls:** 1 ft. thick stone; hardness 8; hp 90; Break DC 35.

Creatures

It is in this area that the two aboleth masters have been performing their long ritual for the last few months. Obsessed with learning the mysteries of the lake, and frothing at the constant intrusion by the surface folk they are focused on getting rid of the surface folk once and for all. Performing the ritual would shift a large part of the area into an other plane, making it extremely difficult for anybody to get anywhere near the place. The ritual shows that the aboleths are not immune to the maddening effect of the Calling Mines despite what they might believe in their arrogance. Performing the ritual would likely kill the aboleths, and at the very least completely ruin the effects of the Calling Mines that has them doing research in the area in the first place. Convincing them of this is impossible though assuming the PCs even try to talk with these alien monstrosities and get the aboleths to listen to them.

At APL 8+ there are also one or two elder eidolons. These are like golems, although they are fueled by elder powers. These eidolons were created with the aid of the gate and they are fairly new additions to the forces of the aboleths. While originally empowered by the gate, they now operate independent of the gate and the gate's destruction does not shut them down. The aboleths are immune to their insanity aura.

Note that the eidolons for all intents and purpose are golems. They can be detected and hurt with a *scarab of golembane*.

APL 6 (EL 9)

☛ **Ba'albul and Kollath:** aboleth; hp 76; see *Monster Manual* 8.

☛ **Gate of Madness:** hp 27; see Appendix 1.

APL 8 (EL 11)

☛ **Ba'albul and Kollath:** aboleth; hp 76; see *Monster Manual* 8.

☛ **Elder Eidolon Chuul:** hp 85; see Appendix 1.

☛ **Gate of Madness:** hp 36; see Appendix 1.

APL 10 (EL 13)

☛ **Ba'albul:** aboleth cleric 2; hp 116; see Appendix 1.

☛ **Kollath:** aboleth wizard 2; hp 112; see Appendix 1.

☛ **Elder Eidolon Chuul (2):** hp 85 each; see Appendix 1.

☛ **Gate of Madness:** hp 45; see Appendix 1.

APL 12 (EL 15)

☛ **Ba'albul:** aboleth cleric 4; hp 140; see Appendix 1.

☛ **Kollath:** aboleth wizard 4; hp 122; see Appendix 1.

☛ **Greater Elder Eidolon Chuul (2):** huge 15 HD elder eidolon chuul; hp 117 each; see Appendix 1.

☛ **Gate of Madness:** hp 54; see Appendix 1.

APL 14 (EL 17)

☛ **Ba'albul:** aboleth cleric 6; hp 164; see Appendix 1.

☛ **Kollath:** aboleth wizard 6; hp 142; see Appendix 1.

☛ **Greater Elder Eidolon Chuul (2):** 23 HD elder eidolon chuul; hp 161 each; see Appendix 1.

☛ **Gate of Madness:** hp 63; see Appendix 1.

Tactics: The elder eidolons are too stupid for any complicated tactics. They just get closer to opponents to crush them to death with their claws. Unless directed by the aboleths they attack, in order or preference, whoever is attacking the gate (whether through melee, ranged attacks or Disable Device) or the closest target. The aboleths can give the eidolons simple commands as a move action. If the aboleths are disabled they either attack their latest target or whoever is attacking the gate. They fight to destruction.

The aboleths are highly intelligent and masters of illusion. When first seen, they are drifting in the Spiral Below, using their *project image* spell-like ability to appear to be present in the gate room and using their spell-like abilities and supernatural powers from there on the PCs in the room. Only when the PCs get right at the edge of a pool, or when using spells against them, would they realize it is just an illusion. In that case the aboleths will be close enough to the surface though to attack anybody standing on the edge of the pool with their tentacles. They prefer to stay in the Spiral Below, projecting themselves above through the various pools, including the one below the Gate. Only when the portal is directly threatened, or the PCs refuse to get within reach would

they leave the safety of the water and even then they would prefer to stick to the pool in the middle.

Throughout combat they use their illusions, enslaving ability, spells and items to the best of their ability. For example, creating the illusion of a creature stepping through the gate would be believable and might draw away some fire giving the aboleths extra time. Do not forget the *retributive amulet* of Ba'albul at APL 12 and 14, or the *circlet of rapid casting* of Kollath at APL 14.

The aboleths flee once the gate is destroyed and they are at 10% or less of their hit points.

Treasure: Refer to the treasure summary to determine what the PCs find here.

Detect magic results: *belt of levitation* (Faint Transmutation), *circlet of rapid casting* (Moderate Transmutation), *eternal wand of grease* (Faint Conjunction), *eternal wand of web* (Faint Conjunction), *potion of remove blindness* (Faint Conjunction), *retributive amulet* (Faint Abjuration), *ring of protection +1* (Faint Abjuration), *runestaff of eyes* (Strong Divination), *scroll of dispel magic* (Faint Abjuration), *scroll of insignia of healing* (Faint Conjunction), *wand of magic missile* (Faint Evocation).

Development: A fight in this region will be heard in the complex below. If there are still any strong creatures left they will arrive here in 1d4+3 rounds (the chuul from Encounter 6) or 8+1d10 rounds (Halgru and the scraggs from Encounter 5). These immediately join the fray even if their masters are dead and the gate is destroyed. In fact, the deaths of their masters make them overcome with rage and hatred for the murderers of their beloved gods. Obviously, if the PCs already killed the chuul and/or scraggs they do not miraculously come to live again. If the PCs are defeated, they are simply killed. They are too powerful to be entrusted to a cell.

As soon as the PCs destroy the gate the whole room is covered with a flash of light and the sensation of hundreds of insects crawling under one's flesh. The painful feeling is gone as soon as the flash, leaving only a tingling sensation that remains for a long time to come. Everybody in the gate room, directly under the gate in the Spiral Below or whomever stepped through it gains the **Energies of the Gate** AR item.

With the destruction of the Gate, the aboleths are furious, but they can always rebuild. For the PCs to put a final end to the threat, they also need to kill the aboleths. Capturing them serves no point, although neutrally aligned people can use the aboleths to gather information (see the Background and the creature section for info on what the aboleths know) or to give the prisoners the ability to breathe underwater. Carrying them back to the surface for punishment by the law would work right in the hands of these monsters, since at some point they will escape. Any persons the PCs might contact would tell them to kill the aboleths as well.

Once the aboleths are defeated, the PCs can focus their attention on freeing the prisoners (see Encounter 5 and 6), or they can return to the surface knowing they

foiled a dark and evil plot that would have cost both Sunndi and Ahlissa a lot of men and money. Proceed with the Conclusion.

Troubleshooting: There is no tight time schedule, and as long as the PCs are not wasting time they should arrive in time to stop the ritual. Only when the PCs take more than two weeks before going below ground, or when returning to the surface after a fight with the aboleths or their servants, do the aboleths finish the ritual. In that case the Calling Mines turn into a nightmarish reflection of its former self. The region becomes extremely deadly with reality warping ripples piercing the area. In that case the adventure is effectively over and the PCs have lost. This should not happen while the PCs are in the region unless they are resting for days. In that case they get lost in the Planes, and need to spend 1,000 gp and 6 TU to return home as per the LGCS 15 unless they have access to *plane shift*.

Note that besides the risk of a successful ritual, there is the much more real and bigger risk the captured Ahlissans and the convicts die. In one week half of these die, after two weeks only a handful survive and at the end of the third week the last prisoner dies. If the PCs take more than 2 weeks there are hardly any prisoners to rescue anymore and the PCs do not get their favor (see Conclusion below).

CONCLUSION

With the destruction of the gate and hopefully the death of the aboleths the PCs are free to return home and receive a heroes accolade. Once home the Ahlissan authorities want a full report of what happened, and as long as the PCs tell what they learned about the aboleths and delivered the papers from the library and research area they gain the agreed upon price for their services. If they also destroyed the Gate of Madness AND killed both Aboleths they gain the **favor of the Ahlissan authorities**. If, on the other hand, they have some means of transporting all the stolen silver ore back to the surface, they gain the **favor of the Ahlissan authorities** despite any potential failure in killing the aboleths or destroying the gate. Regardless of the results, once word gets out of the clash between the PCs and the aberrations other aberrant hunters get an interest in the heroes of the Calling Mines. They offer the PCs specialized training to help them in future battles with aberrations, and if worthy even access to their special prestige classes. The PCs gain the **Aberration Hunter** AR item.

The blow to the Calling Mines is immense and it is going to take years before the Mines are operational, let alone profiting again, but those rescued are no less grateful. If the PCs rescued most of the miners (a minimum of 25) including Barr of the Samryntar and coinmaster Zamasken they also gain the AR item **Gratitude of the Miners**. The weapon chosen should be noted in the items bought section on the AR with a gold value of 0 gp. The PCs can never sell it for more than 0

gp. Ahlissa grants any of the surviving convicts amnesty as a gesture of good will.

Treasure: Refer to the treasure summary to determine what the PCs find here.

Payment by the church of Zilchus:

APL 6: Coin: 300 gp/600 gp.

APL 8: Coin: 400 gp/800 gp.

APL 10: Coin: 500 gp/1,000 gp.

APL 12: Coin: 600 gp/1,200 gp.

APL 14: Coin: 700 gp/1,400 gp.

TOUCHED BY MADNESS

With the destruction of the Gate of Madness the insanity inducing effects return to its prior level. The sanity of those affected by the mines does not return nearly as quickly. PCs who failed at least one save against the Calling gain the **Madness of the Mines** AR item. Note down the total penalty that character has accumulated to his or her Wisdom and Wisdom-based skill checks on the AR. Over the course of the next adventures that penalty is slowly reduced as the character is recovering from the ordeal. As long as the character has a penalty that person hears voices of relatives, friends and enemies belittling him. There is no cure for this except time.

DELIVERING A PACKAGE

In the ruins of the hamlet the PCs might have found a journal written by a Jade Mask agent. If part of the original side mission, it is likely the PC keeps its existence hidden from his companions. Regardless, the others do gain access to the *vest of escape* in the Items Found section, though they do not get the favor of the Jade Mask.

If no PC worked for the Jade Mask they could still have found the journal. In this case they can follow the agent's request and deliver it to the authorities of Irongate or the Queen's Halls. In this case the PCs earn the favor of the Jade Mask. If they deliver it to the Ahlissan authorities, they gain the favor of Royal Merchants. Scratch the one that is not applicable on the AR.

If there is a conflict about what to do with the journal, nobody is going to get a disfavor even if one of the PCs is working for the Jade Mask and the group decides to deliver it to the Ahlissans. The PC did his best and the safety of the region is more important than the reports of a minor agent.

The journal is of little value to the PCs and keeping it serves little purpose. Both the Jade Mask and the Royal Merchants want the original, and they do not want copies to be made. If the PCs make a copy and want to deliver the journal to both sides they must succeed at a DC 20 Forgery check, get an *arcane lock* cast on the copy (with for the Jade Mask the right password), make a DC 14 Will save (against a *zone of truth*) and a DC 20 Bluff check. Only one PC has to make these checks.

CAMPAIGN CONSEQUENCES

This scenario has “Campaign Consequences”; that is the outcome of this module will directly affect future events in the course of the campaign. The answers to some of the questions below may seem trivial or pointless, but because of the complex nature of the back-story and campaign all information requested is vital.

Please send your answers to rolspeel@planet.nl and gomez@gryphonhill.com as soon as possible. General comments about the module are also welcomed at this address.

1. What APL did you play?
2. Did the PCs rescue the enslaved miners?
3. Did the PCs destroy the gate or were they too late?
4. Did any of the aboleths survive?

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 roleplaying) to each character.

1: Touch of Madness

Defeating the insane soldiers

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	440 XP
APL 14	500 XP

4: Guardians of the Lake or 6: Masters of Thought

Defeating the chuul

APL 6	60 XP
APL 8	120 XP
APL 10	180 XP
APL 12	240 XP
APL 14	300 XP

5: Prisoners of the Mind

Freeing the prisoners

APL 6	240 XP
APL 8	300 XP
APL 10	360 XP
APL 12	440 XP
APL 14	500 XP

7: Gates of Madness

Killing both aboleths

APL 6	180 XP
APL 8	240 XP
APL 10	300 XP
APL 12	360 XP
APL 14	420 XP

Destroying the Gate

APL 6	60 XP
APL 8	60 XP
APL 10	60 XP
APL 12	60 XP
APL 14	60 XP

Discretionary roleplaying award

APL 6	120 XP
APL 8	105 XP
APL 10	90 XP
APL 12	35 XP
APL 14	20 XP

Total Possible Experience

APL 6	900 XP
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APL 8	1,125 XP
APL 10	1,350 XP
APL 12	1,575 XP
APL 14	1,800 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.

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

1: Touch of Madness

Looting the mad ravers:

APL 6: Loot 756 gp; Coin 0 gp; Magic 1,307 gp; +1 chain shirt (104 gp), +1 full plate (221 gp), +1 heavy wooden shield (96 gp), brooch of shielding (125 gp), 5x cloak of resistance +1 (83 gp each), 4x potion of cure moderate wounds (25 gp each), potion of remove blindness/deafness (63 gp), ring of protection +1 (167 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp); Total 2,062 gp.

APL 8: Loot 447 gp; Coin 0 gp; Magic 2,016 gp; 5x +1 full plate (221 gp each), +1 heavy wooden shield (96 gp), +1 mithral breastplate (446 gp), anklet of translocation (117 gp), brooch of shielding (125 gp), 6x cloak of resistance +1 (83 gp each), potion of remove blindness/deafness (63 gp), 2x ring of protection +1 (167 gp each), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp); Total 2,464 gp.

APL 10: Loot 328 gp; Coin 0 gp; Magic 6,448 gp; +1 buckler (97 gp), +2 full plate (471 gp), 4x +1 full plate (221 gp each), +2 heavy wooden shield (346 gp), 4x +1 longsword (221 gp each), +1 mithral breastplate (446 gp), anklet of translocation (117 gp), brooch of shielding (125 gp), cloak of charisma +2 (333 gp), cloak of resistance +1 (83 gp), 4x cloak of resistance +2 (333 gp each), periapt of wisdom +2 (333 gp), 5x potion of remove blindness/deafness (63 gp each), 2x ring of protection +1 (167 gp each), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp), vest of resistance +2 (333 gp); Total 6,776 gp.

APL 12: Loot 328 gp; Coin 0 gp; Magic 8,899 gp; +1 buckler (97 gp), 4x +1 full plate (221 gp each), +2 full plate (471 gp), +2 heavy wooden shield (346 gp), 4x +1 longsword (221 gp each), +1 mithral breastplate (446 gp), anklet of translocation (117 gp), 4x armbands of might (342 gp each), brooch of shielding (125 gp), cloak of charisma +2 (333 gp), 5x cloak of resistance +2 (333 gp), periapt of wisdom +2 (333 gp), 5x potion of remove blindness/deafness (63 gp each), ring of counter spells (333 gp), ring of protection +1 (167 gp), ring of protection +2 (667 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp), vest of resistance +2 (333 gp); Total 9,227 gp.

APL 14: Loot 328 gp; Coin 0 gp; Magic 1,5051 gp; +2 buckler (347 gp), 5x +2 full plate (471 gp each), +2 heavy wooden shield (346 gp), 4x +1 longsword (221 gp each), +2 mithral breastplate (696 gp), 4x armbands of might (342 gp each), anklet of translocation (117 gp), boots of speed (1,000 gp), brooch of shielding (125 gp), cloak of charisma +2 (333 gp), 5x cloak of resistance +2 (333 gp each), 4x gauntlets of ogre power (333 gp each), gloves of dexterity (333 gp), metamagic rod of extend (917 gp), periapt of wisdom +2 (333 gp), 5x potion of remove blindness/deafness (63 gp each), ring of counter spells (333 gp), 5x ring of protection +1 (167 gp each), ring of protection +2 (667 gp), scroll of obscuring mist (2 gp), scroll of remove paralysis (13 gp), vest of resistance +3 (750 gp); Total 1,5379 gp.

2: Investigation

Looting the Jade Mask hidden cache:

All APLs: Magic 433 gp; vest of escape (433 gp); Total 433 gp.

Taking the supplies in the shrine of Ulaa:

All APLs: Magic: 163 gp; 6 potions of swim (25 gp each), arcane scroll of swim (13 gp); Total 163 gp.

5: Prisoners of the Mind

Looting Halgru and the scraggs:

APL 6: 0 gp.

APL 8: Magic: 225 gp; potion of cure moderate wounds (25 gp), scroll of glitterdust (13 gp), wand of magic missile (CL 3rd) (188 gp); Total 225 gp.

APL 10: Loot 617 gp; Magic: 475 gp; potion of cure moderate wounds (25 gp), ring of protection +1 (167 gp), scroll of glitterdust (13 gp), vest of resistance +1 (83 gp), wand of magic missile (CL 3rd) (188 gp); Total 1,092 gp.

APL 12: Loot 501 gp; Coin 83 gp; Magic: 2,008 gp; 4x +1 large chain shirts (113 gp each), 4x cloak of resistance +1 (83 gp each), potion of cure moderate wounds (25 gp), ring of protection +2 (667 gp), scroll of glitterdust (13 gp), vest of resistance +2 (333 gp), wand of magic missile (CL 3rd) (188 gp); Total 2,592 gp.

APL 14: Loot 367 gp; Coin 83 gp; Magic: 5,308 gp; 4x +2 large chain shirts (363 gp each), 4x +1 large greatswords (200 gp each), amulet of natural armor +1 (167 gp), cloak of charisma +2 (333 gp), 4x cloak of resistance +2 (333 gp each), potion of cure moderate wounds (25 gp), ring of protection +2 (667 gp), scroll of glitterdust (13 gp), vest of resistance +2 (333 gp), wand of magic missile (CL 3rd) (188 gp); Total 5,759 gp.

6: Masters of Thought

Looting the library:

All APLs: Loot 50 gp; Magic 18 gp; 2x everburning torches (9 gp each); Total 68 gp.

7: Gate of Madness

Looting the aboleths:

APL 6: Magic 625 gp; belt of levitation (625 gp); Total 625 gp.

APL 8: Magic 625 gp; belt of levitation (625 gp); Total 625 gp.

APL 10: Loot 1 gp; Coin 3 gp; Magic 974 gp; belt of levitation (625 gp), eternal wand of grease (68 gp), scroll of dispel magic (31 gp), 2x scroll of insignia of healing (31 gp each), wand of magic missile (CL 3rd) (188 gp); Total 978 gp.

APL 12: Loot 1 gp; Coin 3 gp; Magic 2,322 gp; belt of levitation (625 gp), eternal wand of grease (68 gp), eternal wand of web (368 gp), potion of remove blindness (63 gp), retributive amulet (750 gp), ring of protection +1 (167 gp), scroll of dispel magic (31 gp), 2x scroll of insignia of healing (31 gp each), wand of magic missile (CL 3rd) (188 gp); Total 2,346 gp.

APL 14: Loot 1 gp; Coin 3 gp; Magic 3,739 gp; belt of levitation (625 gp), circlet of rapid casting (1,250 gp), eternal wand of grease (68 gp), eternal wand of web (368 gp), potion of remove blindness (63 gp), retributive amulet (750 gp), ring of protection +1 (167 gp), runestaff of eyes (917 gp), scroll of dispel magic (31 gp), 2x scroll of insignia of healing (31 gp each), wand of magic missile (CL 3rd) (188 gp); Total 3,743 gp.

Conclusion

Payment by the church of Zilchus:

APL 6: Coin: 300 gp/600 gp.

APL 8: Coin: 400 gp/800 gp.

APL 10: Coin: 500 gp/1,000 gp.

APL 12: Coin: 600 gp/1,200 gp.

APL 14: Coin: 700 gp/1,400 gp.

Treasure Cap

APL 6: 900 gp
APL 8: 1,300 gp
APL 10: 2,300 gp
APL 12: 3,300 gp
APL 14: 6,600 gp

Total Possible Treasure

APL 6:
APL 8:
APL 10:
APL 12:
APL 14:

ADVENTURE RECORD ITEMS

Gratitude of the Miners: In gratitude the miners grant you a silvered masterwork simple or martial weapon from the PHB for 0 gp. You can upgrade it with *illuminating* (MIC), *bane* (aberration) or *holy* for standard costs (access Metaregional).

Favor of the Ahlissan Authorities: Besides regular uses (such as removing 1 wanted status) this favor can be spend to gain access to one of the following items:

___ Tactical Soldier (MH)
___ Title "Lion of Ahlissa" (+2 bonus to leadership score for great renown, might have additional effects in future adventures)
___ Access to the following spells from SC: *knight's move*, *mass conviction*, *mass shield of faith*, and *warning shout*.
___ One time access to one of the following items from the MIC: *armband of confrontation*, *crystal of alacrity*, *medal of steadfast honor*, *shield of vigor* or *standard of valor*.

Energies of the Gate: Once, by spending this favor and channeling the chaotic energies in you as a standard action all physical restraints are removed (manacles fall to the ground, ropes unbind, etc.), a lock is opened as if you cast a knock spell (CL equal character level) or you are affected by *freedom of movement* (CL equal character level, duration only 1 round/level).

Aberration Hunter: You gain access to the following feats from *Lords of Madness*: Aberration Banemagic, Music of the Outer Spheres and Quick Recovery. In addition you gain access to the following prestige classes: Abolisher, Darkrunner (no guild membership required) and Topaz Guardian (you fulfill the special requirement).

Favor of the Jade Mask/Royal Merchants: In addition to its regular uses you gain meta-regional access to the *vest of escape*. Members gain 10% price reduction on this item.

Madness of the Mines: You suffer a ___ penalty to all Wisdom and Wisdom based skill checks in the next adventure. This penalty is reduced by 1 each adventure played afterward.

As long as this penalty is not reduced to 0 you gain an act of clarity once per adventure. This gives you a +[1/2xAPL of this adventure] bonus on a single Wisdom or Wisdom based skill check. Clerics with the Madness domain instead gain an additional use of the act of clarity domain power per day.

Regardless whether still suffering from the madness you will always get a -2 penalty on saves against any attack made by aberrations.

ITEM ACCESS

APL 6:

- *Belt of levitation* (like *boots of levitation*, except belt slot) (Adventure; DMG)
- *Brooch of shielding* (Adventure; DMG)
- *Potion of swim* (Adventure; SC)
- *Scroll of swim* (Adventure; SC)
- *Vest of escape* (Adventure; DMG)

APL 8 (all of APL 6 plus the following):

- *Anklet of translocation* (Adventure; 1,400 gp; MIC)
- *Mithral breastplate* (Adventure; DMG)
- *Wand of magic missile* (Adventure; CL 3; DMG)

APL 10 (all of APLs 6-8 plus the following):

- *Eternal wand of grease* (Adventure; 820 gp; MIC)
- *Scroll of insignia of healing* (Adventure; 375 gp; RD)

APL 12 (all of APLs 6-10 plus the following):

- *Armbands of might* (Adventure; 4,100 gp; MIC)
- *Eternal wand of web* (Adventure; 4,420 gp; MIC)
- *Retributive amulet* (Adventure; 9,000 gp; MIC)

APL 14 (all of APLs 6-12 plus the following):

- *Circlet of rapid casting* (Adventure; 15,000 gp; MIC)
- *Runestaff of eyes* (Adventure; 11,000 gp; MIC)

APPENDIX 1: APL 6

1: TOUCH OF MADNESS

COMMANDER NOQUANN

CR 6

Male human tainted raver* cleric 6

**Heroes of Horror* 154

NE Medium Humanoid (human)

Init +0; **Senses** Listen +1, Spot +1

Aura *magic circle against good* 10 ft. radius

Languages Common, Old Oeridian

AC 20, touch 8, flat-footed 20; +2 deflection against good opponents

(+9 armor, +3 shield, -2 rage)

hp 51 (6 HD); fast heal 3

Immune *confusion, insanity*

Resist madness

Fort +8, **Ref** +2, **Will** +8; +2 against good aligned spell casters

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee mwk heavy mace +10 (1d8+4) or

Melee spiked gauntlet +8 (1d4+4)

Ranged mwk light crossbow +5 (1d8/19-20)

Base Atk +4; **Grp** +8

Atk Options Divine Might, perpetual rage, Power Attack, rebuke undead 5/day, spontaneous inflict

Special Actions act of clarity 1/day, Divine Vigor

Combat Gear *potion of remove blindness/deafness, scroll of obscuring mist, scroll of remove paralysis*

Cleric Spells Prepared (CL 6th):

3rd—*dispel magic, magic circle against good* ‡, *rage*^D

2nd—*cure moderate wounds, sound burst* (DC 14), *spiritual weapon, touch of madness*^D (DC 14)

1st—*bleed, cure light wounds, magic weapon*^D, *shield of faith* (2)

0—*detect magic* (2), *detect poison, guidance, read magic*

D: Domain spell. Deity: Erythnul. Domains: Madness*, War (heavy mace)

‡ Already cast

Abilities Str 18, Dex 10, Con 17, Int 12, Wis 14, Cha 14

SQ

Feats Divine Might, Divine Vigor, Power Attack, Skill Focus (concentration), Weapon Focus (heavy mace)

Skills Concentration +14, Diplomacy +11, Knowledge (religion) +10, Spellcraft +10

Possessions combat gear plus masterwork heavy mace, dagger, spiked gauntlets, masterwork light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, wooden holy symbol, spell component pouch

Act of Clarity (Ex) Gain a +3 bonus on a single Wisdom-based skill check or Will save.

Madness (Ex) A tainted raver uses its Charisma modifier on Will saves instead of its Wisdom modifier and has immunity to *confusion* and

insanity effects. Only a *miracle* or *wish* spell can cure a raver's madness.

Perpetual Rage (Ex) A tainted raver is constantly in a state of insane fury similar to a barbarian's rage. An effect that counters rage temporarily suppresses this ability and negates the bonuses and penalties (+4 Str/Con, +2 Will saves, -2 AC). Unlike a barbarian's rage, a tainted raver's perpetual fury does not prevent it from taking actions that require reasoned thought or concentration, such as casting spells or using Combat Expertise.

LIEUTENANT HALKAR

CR 6

Male human tainted raver* warmage** 6

**Heroes of Horror* 154

**Complete Arcane* 10

CE Medium Humanoid (human)

Init +5; **Senses** Listen -3, Spot -3

Languages Common, Old Oeridian, Orcish

AC 16, touch 10, flat-footed 15

(+1 Dex, +5 armor, +1 deflection, +1 shield, -2 rage)

hp 38 (6 HD); fast healing 3

Immune *confusion, insanity*

Resist madness

Fort +6, **Ref** +4, **Will** +14

Speed 30 ft. in chain shirt (6 squares), base movement 30 ft.;

Melee dagger +4 (1d4+1/19-20)

Ranged light crossbow +4 (1d8/19-20) or

Ranged spell +4

Base Atk +3; **Grp** +4

Atk Options perpetual rage

Special Actions warmage edge (+2)

Combat Gear *brooch of shielding*

Warmage Spells Known (CL 6th):

3rd (4/day)—*chain missile**, *fire shield, fireball* (DC 19), *flame arrow, gust of wind, ice storm, lightning bolt* (DC 19), *poison* (DC 19), *ring of blades**, *sleet storm, stinking cloud* (DC 19)

2nd (7/day)—*blades of fire**, *continual flame, fireburst**, *fire trap* (DC 18), *flaming sphere* (DC 18), *ice knife**, *Melf's acid arrow, pyrotechnics* (DC 18), *scorching ray, shatter* (DC 18), *whirling blade**

1st (8/day)—*burning hands* (DC 17), *chill touch* (DC 17), *hail of stone**, *ice dagger**, *lesser acid orb**, *lesser cold orb**, *lesser electric orb**, *lesser fire orb**, *lesser sonic orb**, *magic missile, shocking grasp, true strike*

0 (6/day)—*acid splash, disrupt undead, light, ray of frost*

**Spell Compendium*

‡ Already cast

Abilities Str 12, Dex 12, Con 17, Int 14, Wis 4, Cha 22

SQ

Feats Empower Spell, Improved Initiative, Point Blank Shot, Precise Shot

Skills Concentration +12, Intimidate +15, Knowledge (arcana) +10, Spellcraft +12, Tumble +3

Possessions combat gear plus dagger, light crossbow, 20 bolts, +1 *chain shirt*, masterwork light shield, *cloak of resistance* +1, *ring of protection* +1, spell component pouch

Madness (Ex) A tainted raver uses its Charisma modifier on Will saves instead of its Wisdom modifier and has immunity to *confusion* and *insanity* effects. Only a *miracle* or *wish* spell can cure a raver's madness.

Perpetual Rage (Ex) A tainted reaver is constantly in a state of insane fury similar to a barbarian's rage. An effect that counters rage temporarily suppresses this ability and negates the bonuses and penalties (+4 Str/Con, +2 Will saves, -2 AC). Unlike a barbarian's rage, a tainted raver's perpetual fury does not prevent it from taking actions that require reasoned thought or concentration, such as casting spells or using Combat Expertise.

Warmage Edge (Ex): A warmage adds his intelligence bonus to the amount of damage dealt with a spell. A single spell can never gain the extra damage more than once per casting. If a spell deals damage for more than 1 round, it gains this extra damage in each round.

INSANE SOLDIERS (4) CR 4

Male and female half-orc tainted raver* fighter 4

**Heroes of Horror* 154

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen -2, Spot -2

Languages Common

AC 17, touch 9, flat-footed 16

(+1 Dex, +8 armor, -2 rage)

hp 44 (4 HD); fast healing 3

Immune confusion, insanity

Resist madness

Fort +9, **Ref** +2, **Will** +7

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee Mwk longsword +12 (1d8+11/19-20) or

Melee spiked gauntlet +10 (1d4+6)

Ranged longbow +5 (1d8/x3)

Base Atk +4; **Grp** +10

Atk Options Cleave, perpetual rage, Power Attack

Special Actions

Combat Gear *potion of cure moderate wounds*

Abilities Str 22, Dex 13, Con 18, Int 8, Wis 6, Cha 12
SQ

Feats Cleave, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +4, Intimidate +3, Jump -2

Possessions combat gear plus masterwork longsword, dagger, spiked gauntlet, longbow, 20 arrows, masterwork full plate, *cloak of resistance* +1

Madness (Ex) A tainted raver uses its Charisma modifier on Will saves instead of its Wisdom modifier and has immunity to *confusion* and *insanity* effects. Only a *miracle* or *wish* spell can cure a raver's madness.

Perpetual Rage (Ex) A tainted reaver is constantly in a state of insane fury similar to a barbarian's rage. An effect that counters rage temporarily suppresses this ability and negates the bonuses and penalties (+4 Str/Con, +2 Will saves, -2 AC). Unlike a barbarian's rage, a tainted raver's perpetual fury does not prevent it from taking actions that require reasoned thought or concentration, such as casting spells or using Combat Expertise.

5: PRISONERS OF THE MIND

HALGRU

CR 6

Kopru*

**MM II* 134

CE Medium Monstrous Humanoid (aquatic)

Init +2; **Senses** darkvision 60 ft.; Listen +1, Spot +1

Languages Aquan, Common

AC 15, touch 12, flat-footed 13

(+2 Dex, +3 natural)

hp 36 (8 HD);

Fort +2, **Ref** +8, **Will** +9

Speed 5 ft. (1 squares), swim 40 ft.;

Melee tail slap +10 (1d6+2) and

claws +8/+8 (1d4+1) and

bite +8 (1d4+1)

Base Atk +8; **Grp** +17

Atk Options constrict (3d6+3), dominate person 1/day, improved grab

Special Actions

Combat Gear

Abilities Str 15, Dex 14, Con 11, Int 11, Wis 12, Cha 10

SQ

Feats Ability Focus (dominate person), Iron Will, Multiattack

Skills Concentration +11, Move Silently +10, Search +3, Swim +10

Possessions combat gear plus

Constrict (Ex) With a successful grapple check, a kopru can constrict a grabbed opponent, dealing 3d6+3 points of bludgeoning damage.

Dominate Person (Su) Once per day, a kopru can produce an effect like that of a *dominate person* spell (caster level 10th; DC 16 Will save), except that the range is 180 feet and the duration is eight days.

Improved Grab (Ex) If a kopru hits an opponent that is its own size or smaller with a tail attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it also constricts in the same round.

7: GATE OF MADNESS

GATE OF MADNESS

CR 6

Description The gate radiates madness, affecting 1 random legal target inside the gate room (including the enemy).

Search DC –; **Type** magic

Trigger location; **Init** +3

Effect heightened *lesser confusion* (DC 18 Will)

Duration 9 rounds

Destruction AC 19; hp 27; hardness 8

Disarm Disable Device DC 28

1: TOUCH OF MADNESS

COMMANDER NOQUANN**CR 8**

Male human tainted raver* cleric 8

**Heroes of Horror 154*

NE Medium Humanoid (human)

Init +0; **Senses** Listen +1, Spot +1**Aura** *magic circle against good* 10 ft. radius**Languages** Common, Old Oeridian**AC** 21, touch 9, flat-footed 21; +1 deflection against good opponents

(+9 armor, +1 deflection, +3 shield, -2 rage)

hp 67 (8 HD); fast heal 3**Immune** *confusion, insanity***Resist** madness**Fort** +10, **Ref** +3, **Will** +10; +1 against good spell casters**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.;**Melee** +2 *heavy mace* +13/+8 (1d8+6) (*greater magic weapon*) or**Melee** spiked gauntlet +10/+5 (1d4+4)**Ranged** mwk light crossbow +7 (1d8/19-20)**Base Atk** +6; **Grp** +10**Atk Options** Divine Might, perpetual rage, Power Attack, rebuke undead 5/day, spontaneous inflict**Special Actions** act of clarity 1/day, Divine Vigor**Combat Gear** *potion of remove blindness/deafness, scroll of obscuring mist, scroll of remove paralysis***Cleric Spells Prepared** (CL 8th):4th—*confusion*^D (DC 16), *greater magic weapon* †, *recitation*3rd—*dispel magic, magic circle against good* (2) †, *rage*^D2nd—*cure moderate wounds, sound burst* (DC 14), *resist energy, spiritual weapon, touch of madness*^D (DC 14)1st—*bleed, cure light wounds* (2), *magic weapon*^D, *shield of faith* (2)0—*detect magic* (2), *detect poison* (2), *guidance, read magic***D:** Domain spell. Deity: Erythnul. Domains: Madness*, War (heavy mace)

† Already cast

Abilities Str 18, Dex 10, Con 17, Int 12, Wis 14, Cha 14**SQ****Feats** Divine Might, Divine Vigor, Power Attack, Skill Focus (concentration), Weapon Focus (heavy mace)**Skills** Concentration +16, Diplomacy +13, Knowledge (religion) +12, Spellcraft +12**Possessions** combat gear plus masterwork heavy mace, dagger, spiked gauntlets, masterwork light crossbow, 20 bolts, +1 *full plate*, +1 *heavy wooden shield*, *cloak of resistance* +1, *ring of protection* +1, wooden holy symbol, spell component pouch**Act of Clarity (Ex)** Gain a +4 bonus on a single Wisdom-based skill check or Will save.**Madness (Ex)** A tainted raver uses its Charisma modifier on Will saves instead of its Wisdom modifier and has immunity to *confusion* and *insanity* effects. Only a *miracle* or *wish* spell can cure a raver's madness.**Perpetual Rage (Ex)** A tainted reaver is constantly in a state of insane fury similar to a barbarian's rage. An effect that counters rage temporarily suppresses this ability and negates the bonuses and penalties (+4 Str/Con, +2 Will saves, -2 AC). Unlike a barbarian's rage, a tainted raver's perpetual fury does not prevent it from taking actions that require reasoned thought or concentration, such as casting spells or using Combat Expertise.**LIEUTENANT HALKAR****CR 8**

Male human tainted raver* warmage** 8

Heroes of Horror 154*Complete Arcane 10*

CE Medium Humanoid (human)

Init +5; **Senses** Listen -3, Spot -3**Languages** Common, Old Oeridian, Orcish**AC** 17, touch 10, flat-footed 16

(+1 Dex, +6 armor, +1 deflection, +1 shield, -2 rage); 5 ranks Tumble

hp 60 (8 HD); fast healing 3**Immune** *confusion, insanity***Resist** madness**Fort** +7, **Ref** +4, **Will** +15**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;**Melee** dagger +5 (1d4+1/19-20)**Ranged** light crossbow +5 (1d8/19-20) or**Ranged** spell +5**Base Atk** +4; **Grp** +5**Atk Options** perpetual rage**Special Actions** warmage edge (+2)**Combat Gear** *anklet of translocation, brooch of shielding***Warmage Spells Known** (CL 8th):4th (4/day)—*blast of flame** (DC 20), *contagion* (DC 20), *Evard's black tentacles, orb of acid**, *orb of cold**, *orb of electricity**, *orb of fire**, *orb of force**, *orb of sound**, *phantasmal killer* (DC 20), *shout* (DC 20), *wall of fire*.3rd (6/day)—*chain missile**, *fire shield, fireball* (DC 19), *flame arrow, gust of wind, ice storm, lightning bolt* (DC 19), *poison* (DC 19), *ring of blades**, *sleet storm, stinking cloud* (DC 19)2nd (8/day)—*blades of fire**, *continual flame, fireburst**, *fire trap* (DC 18), *flaming sphere* (DC 18), *ice knife**, *Melf's acid arrow, pyrotechnics* (DC 18), *scorching ray, shatter* (DC 18), *whirling blade**

1st (8/day)—*burning hands* (DC 17), *chill touch* (DC 17), *hail of stone**, *ice dagger**, *lesser acid orb**, *lesser cold orb**, *lesser electric orb**, *lesser fire orb**, *lesser sonic orb**, *magic missile*, *shocking grasp*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *light*, *ray of frost*

**Spell Compendium*

† Already cast

Abilities Str 12, Dex 12, Con 18, Int 14, Wis 4, Cha 22

SQ

Feats Empower Spell, Improved Initiative, Point Blank Shot, Precise Shot, Sudden Empower

Skills Concentration +15, Intimidate +17, Knowledge (arcana) +12, Spellcraft +14, Tumble +4

Possessions combat gear plus dagger, light crossbow, 20 bolts, +1 *mithral breastplate*, masterwork buckler, *cloak of resistance* +1, *ring of protection* +1, spell component pouch

Madness (Ex) A tainted raver uses its Charisma modifier on Will saves instead of its Wisdom modifier and has immunity to *confusion* and *insanity* effects. Only a *miracle* or *wish* spell can cure a raver's madness.

Perpetual Rage (Ex) A tainted reaver is constantly in a state of insane fury similar to a barbarian's rage. An effect that counters rage temporarily suppresses this ability and negates the bonuses and penalties (+4 Str/Con, +2 Will saves, -2 AC). Unlike a barbarian's rage, a tainted raver's perpetual fury does not prevent it from taking actions that require reasoned thought or concentration, such as casting spells or using Combat Expertise.

Warmage Edge (Ex): A warmage adds his intelligence bonus to the amount of damage dealt with a spell. A single spell can never gain the extra damage more than once per casting. If a spell deals damage for more than 1 round, it gains this extra damage in each round.

INSANE SOLDIERS (4) CR 6

Male and female half-orc tainted raver* fighter 6

**Heroes of Horror* 154

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen -2, Spot -2

Languages Common

AC 18, touch 9, flat-footed 17

(+1 Dex, +9 armor, -2 rage)

hp 70 (6 HD); fast healing 3

Immune confusion, insanity

Resist madness

Fort +10, **Ref** +3, **Will** +8

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee Mwk longsword +14/+9 (1d8+11/19-20) or

Melee spiked gauntlet +12/+7 (1d4+6)

Ranged mwk mighty composite longbow +8/+3 (1d8+4/x3)

Base Atk +6; **Grp** +12

Atk Options Cleave, perpetual rage, Power Attack

Special Actions Blindfight

Combat Gear *potion of cure moderate wounds*

Abilities Str 22, Dex 13, Con 18, Int 8, Wis 6, Cha 12

SQ

Feats Blindfight, Cleave, Improved Toughness, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +4, Intimidate +3, Jump +0

Possessions combat gear plus masterwork longsword, dagger, spiked gauntlet, masterwork mighty composite longbow, 20 arrows, +1 *full plate*, *cloak of resistance* +1

Madness (Ex) A tainted raver uses its Charisma modifier on Will saves instead of its Wisdom modifier and has immunity to *confusion* and *insanity* effects. Only a *miracle* or *wish* spell can cure a raver's madness.

Perpetual Rage (Ex) A tainted reaver is constantly in a state of insane fury similar to a barbarian's rage. An effect that counters rage temporarily suppresses this ability and negates the bonuses and penalties (+4 Str/Con, +2 Will saves, -2 AC). Unlike a barbarian's rage, a tainted raver's perpetual fury does not prevent it from taking actions that require reasoned thought or concentration, such as casting spells or using Combat Expertise.

5: PRISONERS OF THE MIND

HALGRU

CR 8

Kopru* sorcerer 4

**MM II* 134

CE Medium Monstrous Humanoid (aquatic)

Init +3; **Senses** darkvision 60 ft.; Listen +2, Spot +2

Languages Aquan, Common

AC 20, touch 13, flat-footed 17

(+3 Dex, +3 natural, +4 *mage armor*)

hp 72 (12 HD);

Fort +5, **Ref** +10, **Will** +14

Speed 5 ft. (1 squares), swim 40 ft.;

Melee tail slap +11 (1d6+1) and

claws +9/+9 (1d4) and

bite +9 (1d4)

Ranged spell +13

Base Atk +10; **Grp** +18

Atk Options constrict (3d6+1), dominate person 1/day, improved grab

Special Actions

Combat Gear *potion of cure moderate wounds*, *scroll of glitterdust*, *wand of magic missile* (CL 3rd)

Sorcerer Spells Known (CL 4th):

2nd (4/day)—*Tasha's hideous laughter* (DC 17)

1st (7/day)—*charm person* (DC 16), *mage armor* †, *ray of enfeeblement*

0 (6/day)—*acid splash*, *daze* (DC 15), *detect magic*, *message*, *prestidigitation*, *read magic*

† Already cast

Abilities Str 12, Dex 17, Con 14, Int 10, Wis 14, Cha 18

SQ

Feats Ability Focus (dominate person), Heighten Spell, Iron Will, Multiattack, Spell Focus (Enchantment)

Skills Concentration +17, Move Silently +11, Search +3, Spellcraft +4, Swim +10

Possessions combat gear plus

Constrict (Ex) With a successful grapple check, a kopru can constrict a grabbed opponent, dealing 3d6+3 points of bludgeoning damage.

Dominate Person (Su) Once per day, a kopru can produce an effect like that of a *dominate person* spell (caster level 10th; DC 16 Will save), except that the range is 180 feet and the duration is eight days.

Improved Grab (Ex) If a kopru hits an opponent that is its own size or smaller with a tail attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it also constricts in the same round.

7: GATE OF MADNESS

ELDER EIDOLON CHUUL

CR 10

Elder Eidolon* Chuul

**Lords of Madness* 146

N Large Construct

Init +5; **Senses** darkvision 60 ft, low-light vision; Listen +0, Spot +0

Aura insanity aura 10 ft. (DC 17)

Languages Common

AC 32, touch 18, flat-footed 27

(-1 size, +5 Dex, +4 deflection, +14 natural)

hp 85 (11 HD); fast repair 5; DR 7/adamantine

Immune poison, sleep effects. Paralysis, stunning, disease, death effects, necromancy effects, mind-affecting spells and abilities, and any effect that requires a Fortitude save unless it also works on objects or is harmless, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain.

SR immune to magic

Fort +3, **Ref** +8, **Will** +4

Speed 30 ft. (6 squares), swim 20 ft.;

Melee claws +16/+16 (2d6+9)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +21

Atk Options Combat Reflexes, constrict (3d6+9), improved grab

Special Actions

Combat Gear

Abilities Str 28, Dex 20, Con —, Int —, Wis 11, Cha 1

SQ

Feats Combat Reflexes

Skills

Possessions combat gear plus

Constrict (Ex) On a successful grapple check, a chuul deals 3d6+9 points of damage.

Immunity to Magic (Ex) An eidolon is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Etherealness immediately repairs damage to an eidolon equal to the spell's caster level.

Dimensional anchor causes an eidolon to cease functioning for 1 round (treat as if dazed).

Dimensional lock does not interfere with an eidolon's operation, but an eidolon that enters the area of a *dimensional lock* spell or similar effect loses the benefits of its otherworldly geometry (deflection bonus to AC) and its insanity aura.

A *transmute rock to mud* spell slows an eidolon (as the *slow* spell) for 2d6 rounds with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change an eidolon's structure, but negates its damage reduction and immunity to magic for 1 round.

Improved Grab (Ex) To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Insanity Aura (Su) The elemental forces that power an elder eidolon warp time and space and cause horrible hallucinations in those nearby. Any living creature within 10 feet of an eidolon must make a successful Will saving throw (DC 17) each round or become *confused* for 1 round.

GATE OF MADNESS

CR 8

Description The gate radiates madness, affecting 1 random legal target inside the gate room (including the enemy).

Search DC —; **Type** magic

Trigger location; **Init** +4

Effect *confusion* (one target only) (DC 18 Will)

Duration 11 rounds

Destruction AC 21; hp 36; hardness 8

Disarm Disable Device DC 29

1: TOUCH OF MADNESS

COMMANDER NOQUANN**CR 10**

Male human tainted raver* cleric 10

**Heroes of Horror 154*

NE Medium Humanoid (human)

Init +0; **Senses** Listen +1, Spot +1**Aura** *magic circle against good* 10 ft. radius**Languages** Common, Old Oeridian**AC** 23, touch 9, flat-footed 23; +1 deflection against good opponents

(+10 armor, +1 deflection, +4 shield, -2 rage)

hp 83 (10 HD); fast heal 3**Immune** *confusion, insanity***Resist** *freedom of movement, madness***Fort** +11, **Ref** +4, **Will** +13; +1 against good spell casters**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.;**Melee** +2 *heavy mace* +14/+9 (1d8+6) (*greater magic weapon*) or**Melee** spiked gauntlet +11/+6 (1d4+4)**Ranged** mwk light crossbow +8 (1d8/19-20)**Base Atk** +7; **Grp** +11**Atk Options** Divine Might, perpetual rage, Power Attack, rebuke undead 5/day, spontaneous inflict**Special Actions** act of clarity 1/day, Divine Vigor**Combat Gear** *potion of remove blindness/deafness, scroll of obscuring mist, scroll of remove paralysis***Cleric Spells Prepared** (CL 10th):5th—*flame strike*^D (DC 18), *righteous might, slay living* (DC 18)4th—*divine power*^D, *freedom of movement* †, *greater magic weapon* †, *recitation*3rd—*dispel magic, magic circle against good* (2) †, *rage*^D2nd—*cure moderate wounds, sound burst* (DC 15), *resist energy* (2), *spiritual weapon, touch of madness*^D (DC 15)1st—*bleed, cure light wounds* (2), *magic weapon*^D, *shield of faith* (2)0—*detect magic* (2), *detect poison* (2), *guidance, read magic***D:** Domain spell. Deity: Erythnul. Domains: Madness*, War (heavy mace)

† Already cast

Abilities Str 18, Dex 10, Con 17, Int 12, Wis 16, Cha 14**SQ****Feats** Divine Might, Divine Vigor, Iron Will, Power Attack, Skill Focus (concentration), Weapon Focus (heavy mace)**Skills** Concentration +18, Diplomacy +15, Knowledge (religion) +14, Spellcraft +14**Possessions** combat gear plus masterwork heavy mace, dagger, spiked gauntlets, masterwork light crossbow, 20 bolts, +2 *full plate*, +2 *heavy wooden shield, cloak of resistance* +1, *ring of protection* +1,*periapt of wisdom* +2, wooden holy symbol, spell component pouch**Act of Clarity (Ex)** Gain a +5 bonus on a single Wisdom-based skill check or Will save.**Madness (Ex)** A tainted raver uses its Charisma modifier on Will saves instead of its Wisdom modifier and has immunity to *confusion* and *insanity* effects. Only a *miracle* or *wish* spell can cure a raver's madness.**Perpetual Rage (Ex)** A tainted reaver is constantly in a state of insane fury similar to a barbarian's rage. An effect that counters rage temporarily suppresses this ability and negates the bonuses and penalties (+4 Str/Con, +2 Will saves, -2 AC). Unlike a barbarian's rage, a tainted raver's perpetual fury does not prevent it from taking actions that require reasoned thought or concentration, such as casting spells or using Combat Expertise.**LIEUTENANT HALKAR****CR 10**

Male human tainted raver* warmage** 10

Heroes of Horror 154*Complete Arcane 10*

CE Medium Humanoid (human)

Init +5; **Senses** Listen -3, Spot -3**Languages** Common, Old Oeridian, Orcish**AC** 18, touch 10, flat-footed 17

(+1 Dex, +6 armor, +1 deflection, +2 shield, -2 rage); 5 ranks Tumble

hp 76 (10 HD); fast healing 3**Immune** *confusion, insanity***Resist** madness**Fort** +9, **Ref** +6, **Will** +18**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;**Melee** dagger +6 (1d4+1/19-20)**Ranged** light crossbow +6 (1d8/19-20) or**Ranged** spell +6**Base Atk** +5; **Grp** +6**Atk Options** perpetual rage**Special Actions** warmage edge (+2)**Combat Gear** *anklet of translocation, brooch of shielding***Warmage Spells Known** (CL 10th):5th (4/day)—*arc of lightning** (DC 22), *cloudkill* (DC 22), *cone of cold* (DC 22), *flame strike* (DC 22), *greater fireburst* (DC 22), *mass fire shield**4th (6/day)—*blast of flame** (DC 21), *contagion* (DC 21), *Evard's black tentacles, orb of acid**, *orb of cold**, *orb of electricity**, *orb of fire**, *orb of force**, *orb of sound**, *phantasmal killer* (DC 21), *shout* (DC 21), *wall of fire*.3rd (8/day)—*chain missile**, *fire shield, fireball* (DC 20), *flame arrow, gust of wind, ice storm, lightning bolt* (DC 20), *poison* (DC 22), *ring of blades**, *sleet storm, stinking cloud* (DC 20)

2nd (8/day)—*blades of fire**, *continual flame*, *fireburst**, *fire trap* (DC 19), *flaming sphere* (DC 19), *ice knife** (DC 19), *Melf's acid arrow*, *pyrotechnics* (DC 19), *scorching ray*, *shatter* (DC 19), *whirling blade**

1st (8/day)—*burning hands* (DC 18), *chill touch* (DC 18), *hail of stone**, *ice dagger**, *lesser acid orb**, *lesser cold orb**, *lesser electric orb**, *lesser fire orb**, *lesser sonic orb**, *magic missile*, *shocking grasp*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *light*, *ray of frost*

**Spell Compendium*

† Already cast

Abilities Str 12, Dex 12, Con 18, Int 14, Wis 4, Cha 24

SQ

Feats Empower Spell, Enlarge Spell, Improved Initiative, Point Blank Shot, Precise Shot, Sudden Empower, Sudden Enlarge

Skills Concentration +17, Intimidate +20, Knowledge (arcana) +14, Spellcraft +16, Tumble +5

Possessions combat gear plus dagger, light crossbow, 20 bolts, +1 *mithral breastplate*, +1 *buckler*, *cloak of charisma* +2, *vest of resistance* +2, *ring of protection* +1, spell component pouch

Madness (Ex) A tainted raver uses its Charisma modifier on Will saves instead of its Wisdom modifier and has immunity to *confusion* and *insanity* effects. Only a *miracle* or *wish* spell can cure a raver's madness.

Perpetual Rage (Ex) A tainted reaver is constantly in a state of insane fury similar to a barbarian's rage. An effect that counters rage temporarily suppresses this ability and negates the bonuses and penalties (+4 Str/Con, +2 Will saves, -2 AC). Unlike a barbarian's rage, a tainted raver's perpetual fury does not prevent it from taking actions that require reasoned thought or concentration, such as casting spells or using Combat Expertise.

Warmage Edge (Ex): A warmage adds his intelligence bonus to the amount of damage dealt with a spell. A single spell can never gain the extra damage more than once per casting. If a spell deals damage for more than 1 round, it gains this extra damage in each round.

INSANE SOLDIERS (4) CR 8

Male and female half-orc tainted raver* fighter 8

**Heroes of Horror* 154

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; Listen -2, Spot -2

Languages Common

AC 18, touch 9, flat-footed 17

(+1 Dex, +9 armor, -2 rage)

hp 92 (8 HD); fast healing 3

Immune confusion, insanity

Resist madness

Fort +12, **Ref** +4, **Will** +9

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee +1 *longsword* +16/+11 (1d8+12/17-20) or

Melee spiked gauntlet +14/+8 (1d4+6)

Ranged mwk mighty composite longbow +10/+5 (1d8+4/x3)

Base Atk +8; **Grp** +14

Atk Options Cleave, perpetual rage, Power Attack

Special Actions Blindfight

Combat Gear *potion of cure moderate wounds*, *potion of remove blindness/deafness*

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 6, Cha 12
SQ

Feats Blindfight, Cleave, Improved Critical (longsword), Improved Toughness, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +5, Intimidate +4, Jump +0

Possessions combat gear plus +1 *longsword*, dagger, spiked gauntlet, masterwork mighty composite longbow, 20 arrows, +1 *full plate*, *cloak of resistance* +2

Madness (Ex) A tainted raver uses its Charisma modifier on Will saves instead of its Wisdom modifier and has immunity to *confusion* and *insanity* effects. Only a *miracle* or *wish* spell can cure a raver's madness.

Perpetual Rage (Ex) A tainted reaver is constantly in a state of insane fury similar to a barbarian's rage. An effect that counters rage temporarily suppresses this ability and negates the bonuses and penalties (+4 Str/Con, +2 Will saves, -2 AC). Unlike a barbarian's rage, a tainted raver's perpetual fury does not prevent it from taking actions that require reasoned thought or concentration, such as casting spells or using Combat Expertise.

4: LAKE OF WHISPERS OR

6: MASTERS OF THOUGHT

CHUUL TERRORS

CR 10

Half-farspawn* chuul

**Lords of Madness* 151

CE Large outsider (aquatic, native)

Init +8; **Senses** blindsight 60 ft., darkvision 60 ft.;

Listen +13, Spot +13

Languages Undercommon

AC 26, touch 13, flat-footed 22

(-1 size, +4 Dex, +13 natural)

hp 126 (11 HD); DR 10/magic

Immune poison

Resist acid 10, electricity 10; **SR** 21

Fort +10, **Ref** +7, **Will** +11

Speed 30 ft. (6 squares), swim 20 ft.;

Melee claws +13/+13 (2d6+6) and

Tentacles +8/+8 (1d6+3)

Space 10 ft.; **Reach** 5 ft. (10 ft. with tentacles)

Base Atk +8; **Grp** +18

Atk Options Blind-Fight, Combat Reflexes, constrict 3d6+5, improved grab, paralytic tentacles, *true strike* 1/day

Special Actions

Combat Gear

Spell-Like Abilities (CL 11th):

3/day—*blink*, *blur*

1/day—*greater invisibility*, *stinking cloud* (DC 11) *telekinesis*, *touch of idiocy*

‡ Already cast

Abilities Str 22, Dex 18, Con 24, Int 10, Wis 18, Cha 7

SQ amphibious

Feats Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Skills Hide +14, Listen +13, Spot +13, Swim +14

Possessions combat gear plus

Constrict (Ex) On a successful grapple check, a chuul deals 3d6+6 points of damage.

Improved Grab (Ex) To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex) A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 22 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+3 points of damage each round from the creature's mandibles.

True Strike (Su) Once per day, the creature can make a normal attack with a +20 insight bonus on a single attack roll. The half-farspawn is not affected by the miss chance that applies to attacks against concealed targets.

Amphibious (Ex) Although chuuls are aquatic, they can survive indefinitely on land.

Base Atk +12; **Grp** +20

Atk Options constrict (3d6+1), dominate person 1/day, improved grab

Special Actions

Combat Gear *potion of cure moderate wounds*, *scroll of glitterdust*, *wand of magic missile* (CL 3rd)

Sorcerer Spells Known (CL 8th):

4th (4/day)—*confusion* (DC 20)

3rd (6/day)—*dispel magic*, *heroism*, *hold person* (DC 19)

2nd (7/day)—*glitterdust* (DC 16), *Tasha's hideous laughter* (DC 18), *touch of idiocy*

1st (7/day)—*charm person* (DC 17), *grease* (DC 15), *lesser acid orb*, *mage armor* ‡, *ray of enfeeblement*

0 (6/day)—*acid splash*, *daze* (DC 16), *detect magic*, *detect poison*, *light*, *message*, *prestidigitation*, *read magic*

‡ Already cast

Abilities Str 12, Dex 18, Con 14, Int 10, Wis 14, Cha 18

SQ

Feats Ability Focus (dominate person), Greater Spell Focus (Enchantment), Heighten Spell, Iron Will, Multiattack, Spell Focus (Enchantment)

Skills Concentration +21, Move Silently +14, Search +3, Spellcraft +8, Swim +10

Possessions combat gear plus *vest of resistance* +1, *ring of protection* +1

Constrict (Ex) With a successful grapple check, a kopru can constrict a grabbed opponent, dealing 3d6+3 points of bludgeoning damage.

Dominate Person (Su) Once per day, a kopru can produce an effect like that of a *dominate person* spell (caster level 10th; DC 16 Will save), except that the range is 180 feet and the duration is eight days.

Improved Grab (Ex) If a kopru hits an opponent that is its own size or smaller with a tail attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it also constricts in the same round.

5: PRISONERS OF THE MIND

HALGRU

CR 10

Kopru* sorcerer 8

*MM II 134

CE Medium Monstrous Humanoid (aquatic)

Init +4; **Senses** darkvision 60 ft; Listen +2, Spot +2

Languages Aquan, Common

AC 22, touch 15, flat-footed 18

(+4 Dex, +3 natural, +1 deflection, +4 *mage armor*) **hp** 92 (16 HD);

Fort +7, **Ref** +13, **Will** +17

Speed 5 ft. (1 squares), swim 40 ft.;

Melee tail slap +13 (1d6+1) and claws +11/+11 (1d4) and bite +11 (1d4)

Ranged spell +16

SCRAG SLAVEDRIVERS (4) CR 7

Male and female fighter 2

CE Large Giant (aquatic)

Init +4; **Senses** darkvision 90 ft., low-light vision, scent; Listen +6, Spot +7

Languages Undercommon

AC 22, touch 13, flat-footed 18

(-1 size, +4 Dex, +5 natural, +4 armor)

hp 101 (8 HD); regeneration 5

Fort +16, **Ref** +6, **Will** +4

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft., swim 40 ft.;

Melee claw +14/+14 (1d6+9) and bite +9 (1d6+4) or

Melee mwk greatsword +15/+10(3d6+13/19-20)

Ranged mwk aquatic longbow +9/+4 (2d6/x3)

Space 10 ft.; **Reach** 10 ft.
Base Atk +6; **Grp** +19
Atk Options Combat Reflexes, Power Attack
Special Actions rend 2d6+13
Combat Gear

Abilities Str 28, Dex 18, Con 26, Int 6, Wis 10, Cha 4
SQ
Feats Alertness, Combat Reflexes, Iron Will, Power Attack, Track
Skills Listen +6, Spot +7, Swim +17
Possessions combat gear plus masterwork large greatsword, masterwork large aquatic longbow, 20 large arrows, large whip, masterwork chain shirt.

Rend (Ex) If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+13 points of damage.

7: GATE OF MADNESS

BA'ALBUL CR 9

Aboleth cleric 2
NE Huge Aberration (aquatic)
Init +1; **Senses** darkvision 60 ft.; Listen +13, Spot +13
Languages Aboleth, Undercommon

AC 16, touch 9, flat-footed 15
(-2 size, +1 Dex, +7 natural)
hp 116 (10 HD)
Fort +12, **Ref** +3, **Will** +14

Speed 10 ft. (2 squares), swim 60 ft.;
Melee tentacles +14/+14/+14/+14 (1d6+9 plus slime)
Space 15 ft.; **Reach** 10 ft.
Base Atk +7; **Grp** +24
Atk Options Divine Might, enslave 3/day, Power Attack, rebuke undead 8/day, slime, smite 1/day (+4 to hit, +2 damage), spontaneous inflict
Special Actions act of clarity 1/day, mucus cloud
Combat Gear scroll of dispel magic, 2x scroll of insignia of healing
Cleric Spells Prepared (CL 2nd):
1st—*cure light wounds* (2), *entropic shield*, *lesser confusion*^D (DC 17), *shield of faith*
0—*detect magic* (2), *guidance*, *read magic*
D: Domain spell. Deity: Tharizdun. Domains: Destruction, Madness
Spell-Like Abilities (CL 16th):
At Will—*hypnotic pattern* (DC 17), *illusory wall* (DC 19), *mirage arcana* (DC 20), *persistent image* (DC 20), *programmed image* (DC 21), *project image* (DC 22), *veil* (DC 21).

Abilities Str 28, Dex 12, Con 24, Int 12, Wis 22, Cha 20
SQ
Feats Alertness, Combat Casting, Divine Might, Power Attack
Skills Concentration +20 (+24 casting defensively), Knowledge (the planes) +5, Knowledge (religion) +10, Listen +13, Spot +13, Swim +17

Possessions combat gear plus wooden holy symbol, spell component pouch, 10 gp insignia

Act of Clarity (Ex) Gain a +1 bonus on a single Wisdom-based skill check or Will save.
Enslave (Su) Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 19 Will save or be affected as though by a dominate person spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by remove curse, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.
Slime (Ex) A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 21 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

A remove disease spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a heal or mass heal spell can reverse the affliction.

Mucus Cloud (Ex) An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 21 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Smite (Su) You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

KOLLATH CR 9

Aboleth wizard 2
NE Huge Aberration (aquatic)
Init +8; **Senses** darkvision 60 ft.; Listen +16, Spot +16
Languages Aboleth, Ancient Sueloise, Aquan, Common, Undercommon, Ur-Flan

AC 18, touch 11, flat-footed 17
(-2 size, +3 Dex, +7 natural)
hp 112 (10 HD)
Fort +9, **Ref** +5, **Will** +14

Speed 10 ft. (2 squares), swim 60 ft.;
Melee tentacles +14/+14/+14/+14 (1d6+9 plus slime)
Space 15 ft.; **Reach** 10 ft.

Base Atk +7; **Grp** +24

Atk Options enslave 3/day, slime

Special Actions mucus cloud

Combat Gear *eternal wand of grease, wand of magic missile* (CL 3rd)

Wizard Spells Prepared (CL 2nd):

1st—*mage armor* (2), *protection from good*, *ray of enfeeblement*

0—*detect magic*, *mage hand*, *message*, *prestidigitation*

Spell-Like Abilities (CL 16th):

At Will—*hypnotic pattern* (DC 14), *illusory wall* (DC 16), *mirage arcana* (DC 17), *persistent image* (DC 17), *programmed image* (DC 18), *project image* (DC 19), *veil* (DC 18).

Abilities Str 28, Dex 16, Con 24, Int 20, Wis 16, Cha 14

SQ

Feats Alertness, Combat Casting, Improved Initiative, Iron Will

Skills Concentration +20 (+24 casting defensively), Knowledge (arcana) +18, Knowledge (dungeoneering) +13, Knowledge (history) +14, Knowledge (the Planes) +18, Listen +16, Spellcraft +20, Spot +16, Swim +17

Possessions combat gear plus spell component pouch, 10 gp insignia, *belt of levitation*

Enslave (Su) Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 16 Will save or be affected as though by a dominate person spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by remove curse, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave.

Slime (Ex) A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 21 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0).

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex) An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 21 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours.

ELDER EIDOLON CHUUL(2) CR 10

Elder Eidolon* Chuul

**Lords of Madness* 146

N Large Construct

Init +5; **Senses** darkvision 60 ft, low-light vision; Listen +0, Spot +0

Aura insanity aura 10 ft. (DC 17)

Languages Common

AC 32, touch 18, flat-footed 27

(-1 size, +5 Dex, +4 deflection, +14 natural)

hp 85 (11 HD); fast repair 5; DR 7/adamantine

Immune poison, sleep effects. Paralysis, stunning, disease, death effects, necromancy effects, mind-affecting spells and abilities, and any effect that requires a Fortitude save unless it also works on objects or is harmless, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain.

SR immune to magic

Fort +3, **Ref** +8, **Will** +4

Speed 30 ft. (6 squares), swim 20 ft.;

Melee claws +16/+16 (2d6+9)

Space 10 ft.; **Reach** 5 ft.

Base Atk +8; **Grp** +21

Atk Options Combat Reflexes, constrict (3d6+9), improved grab

Special Actions

Combat Gear

Abilities Str 28, Dex 20, Con —, Int —, Wis 11, Cha 1

SQ

Feats Combat Reflexes

Skills

Possessions combat gear plus

Constrict (Ex) On a successful grapple check, a chuul deals 3d6+9 points of damage.

Immunity to Magic (Ex) An eidolon is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Etherealness immediately repairs damage to an eidolon equal to the spell's caster level.

Dimensional anchor causes an eidolon to cease functioning for 1 round (treat as if dazed).

Dimensional lock does not interfere with an eidolon's operation, but an eidolon that enters the area of a *dimensional lock* spell or similar effect loses the benefits of its otherworldly geometry (deflection bonus to AC) and its insanity aura.

A *transmute rock to mud* spell slows an eidolon (as the *slow* spell) for 2d6 rounds with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change an eidolon's structure, but negates its damage reduction and immunity to magic for 1 round.

Improved Grab (Ex) To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an

attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Insanity Aura (Su) The elemental forces that power an elder eidolon warp time and space and cause horrible hallucinations in those nearby. Any living creature within 10 feet of an eidolon must make a successful Will saving throw (DC 17) each round or become *confused* for 1 round.

GATE OF MADNESS

CR 10

Description The gate radiates madness, affecting 1 random legal target inside the gate room (including the enemy).

Search DC –; **Type** magic

Trigger location; **Init** +5

Effect heightened *confusion* (one target only) (DC 19 Will) or *feeblemind* (DC 19 Will) randomly determined

Duration 13 rounds

Destruction AC 23; hp 45; hardness 8

Disarm Disable Device DC 30

1: TOUCH OF MADNESS

COMMANDER NOQUANN**CR 12**

Male human tainted raver* cleric 12

**Heroes of Horror 154*

NE Medium Humanoid (human)

Init +0; **Senses** Listen +1, Spot +1**Aura** *magic circle against good* 10 ft. radius**Languages** Common, Old Oeridian**AC** 23, touch 9, flat-footed 23; +1 deflection against good opponents

(+10 armor, +1 deflection, +4 shield, -2 rage)

hp 111 (12 HD); fast heal 3**Immune** *confusion, insanity***Resist** *freedom of movement, madness***Fort** +14, **Ref** +6, **Will** +15**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.;**Melee** +3 *heavy mace* +17/+12 (1d8+7) (*greater magic weapon*) or**Melee** spiked gauntlet +13/+8 (1d4+4)**Ranged** mwk light crossbow +10 (1d8/19-20)**Base Atk** +9; **Grp** +13**Atk Options** Divine Might, perpetual rage, Power Attack, rebuke undead 5/day, spontaneous inflict**Special Actions** act of clarity 1/day, Divine Vigor**Combat Gear** *potion of remove blindness/deafness, ring of counter spells (dispel magic), scroll of obscuring mist, scroll of remove paralysis***Cleric Spells Prepared** (CL 12th):6th—*antilife shell, blade barrier^D, heal*5th—*flame strike^D* (DC 18), *quicken divine favor, righteous might* (2)4th—*divine power^D, freedom of movement †, greater magic weapon †, recitation*3rd—*dispel magic, invisibility purge, magic circle against good* (2) †, *rage^D*2nd—*cure moderate wounds, sound burst* (DC 15), *resist energy* (2), *spiritual weapon, touch of madness^D* (DC 15)1st—*bless, cure light wounds* (2), *entropic shield, magic weapon^D, shield of faith* (2)0—*detect magic* (2), *detect poison* (2), *guidance, read magic***D:** Domain spell. Deity: Erythnul. Domains: Madness*, War (heavy mace)

† Already cast

Abilities Str 18, Dex 10, Con 18, Int 12, Wis 16, Cha 14**SQ****Feats** Divine Might, Divine Vigor, Iron Will, Power Attack, Quicken Spell, Skill Focus (concentration), Weapon Focus (heavy mace)**Skills** Concentration +21, Diplomacy +17, Knowledge (religion) +16, Spellcraft +16**Possessions** combat gear plus masterwork heavy mace, dagger, spiked gauntlets, masterwork light crossbow, 20 bolts, +2 *full plate*, +2 *heavy wooden shield*, *cloak of resistance* +2, *ring of counter**spells, ring of protection* +1, *periapt of wisdom* +2, *wooden holy symbol*, *spell component pouch***Act of Clarity (Ex)** Gain a +6 bonus on a single Wisdom-based skill check or Will save.**Madness (Ex)** A tainted raver uses its Charisma modifier on Will saves instead of its Wisdom modifier and has immunity to *confusion* and *insanity* effects. Only a *miracle* or *wish* spell can cure a raver's madness.**Perpetual Rage (Ex)** A tainted reaver is constantly in a state of insane fury similar to a barbarian's rage. An effect that counters rage temporarily suppresses this ability and negates the bonuses and penalties (+4 Str/Con, +2 Will saves, -2 AC). Unlike a barbarian's rage, a tainted raver's perpetual fury does not prevent it from taking actions that require reasoned thought or concentration, such as casting spells or using Combat Expertise.**LIEUTENANT HALKAR****CR 12**

Male human tainted raver* warmage** 12

Heroes of Horror 154*Complete Arcane 10*

CE Medium Humanoid (human)

Init +5; **Senses** Listen -3, Spot -3**Languages** Common, Old Oeridian, Orcish**AC** 19, touch 11, flat-footed 18

(+1 Dex, +6 armor, +2 deflection, +2 shield, -2 rage); 5 ranks Tumble

hp 92 (12 HD); fast healing 3**Immune** *confusion, insanity***Resist** madness**Fort** +10, **Ref** +7, **Will** +19**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;**Melee** dagger +7/+2 (1d4+1/19-20)**Ranged** light crossbow +7 (1d8/19-20) or**Ranged** spell +7**Base Atk** +6; **Grp** +7**Atk Options** perpetual rage**Special Actions** warmage edge (+2)**Combat Gear** *anklet of translocation, brooch of shielding***Warmage Spells Known** (CL 12th):6th (4/day)—*acid fog, blade barrier* (DC 23), *chain lightning* (DC 23), *circle of death* (DC 23), *disintegrate* (DC 23), *fire seed* (DC 23), *Otiluke's freezing sphere, Tenser's transformation*5th (6/day)—*arc of lightning** (DC 22), *cloudkill* (DC 22), *cone of cold* (DC 22), *flame strike* (DC 22), *greater fireburst* (DC 22), *mass fire shield**, *wall of force*4th (7/day)—*blast of flame** (DC 21), *contagion* (DC 21), *Evard's black tentacles, orb of acid**, *orb of cold**, *orb of electricity**, *orb of fire**, *orb of force**, *orb of sound**, *phantasmal killer* (DC 21), *shout* (DC 21), *wall of fire*.

3rd (8/day)—*chain missile**, *fire shield*, *fireball* (DC 20), *flame arrow*, *gust of wind*, *ice storm*, *lightning bolt* (DC 20), *poison* (DC 22), *ring of blades**, *sleet storm*, *stinking cloud* (DC 20)

2nd (8/day)—*blades of fire**, *continual flame*, *fireburst**, *fire trap* (DC 19), *flaming sphere* (DC 19), *ice knife** (DC 19), *Melf's acid arrow*, *pyrotechnics* (DC 19), *scorching ray*, *shatter* (DC 19), *whirling blade**

1st (8/day)—*burning hands* (DC 18), *chill touch* (DC 18), *hail of stone**, *ice dagger**, *lesser acid orb**, *lesser cold orb**, *lesser electric orb**, *lesser fire orb**, *lesser sonic orb**, *magic missile*, *shocking grasp*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *light*, *ray of frost*

**Spell Compendium*

† Already cast

Abilities Str 12, Dex 12, Con 18, Int 14, Wis 4, Cha 24

SQ

Feats Empower Spell, Enlarge Spell, Improved Initiative, Point Blank Shot, Precise Shot, Sudden Empower, Sudden Enlarge, Sudden Maximize Spell

Skills Concentration +19, Intimidate +22, Knowledge (arcana) +16, Spellcraft +18, Tumble +6

Possessions combat gear plus dagger, light crossbow, 20 bolts, +1 *mithral breastplate*, +1 *buckler*, *cloak of charisma* +2, *vest of resistance* +2, *ring of protection* +2, spell component pouch

Madness (Ex) A tainted raver uses its Charisma modifier on Will saves instead of its Wisdom modifier and has immunity to *confusion* and *insanity* effects. Only a *miracle* or *wish* spell can cure a raver's madness.

Perpetual Rage (Ex) A tainted reaver is constantly in a state of insane fury similar to a barbarian's rage. An effect that counters rage temporarily suppresses this ability and negates the bonuses and penalties (+4 Str/Con, +2 Will saves, -2 AC). Unlike a barbarian's rage, a tainted raver's perpetual fury does not prevent it from taking actions that require reasoned thought or concentration, such as casting spells or using Combat Expertise.

Warmage Edge (Ex): A warmage adds his intelligence bonus to the amount of damage dealt with a spell. A single spell can never gain the extra damage more than once per casting. If a spell deals damage for more than 1 round, it gains this extra damage in each round.

INSANE SOLDIERS (4) CR 10

Male and female half-orc tainted raver* fighter 10

**Heroes of Horror* 154

CE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; Listen -2, Spot -2

Languages Common

AC 18, touch 9, flat-footed 17
(+1 Dex, +9 armor, -2 rage)

hp 114 (10 HD); fast healing 3

Immune confusion, insanity

Resist madness

Fort +13, **Ref** +5, **Will** +10

Speed 20 ft. in full plate (4 squares), base movement 30 ft.;

Melee +1 *longsword* +17/+12 (1d8+18/17-20) or

Melee spiked gauntlet +16/+10 (1d4+6)

Ranged mwk mighty composite longbow +12/+7 (1d8+4/x3)

Base Atk +10; **Grp** +16

Atk Options Cleave, perpetual rage, Power Attack (2 included in statblock)

Special Actions Blindfight

Combat Gear *potion of cure moderate wounds*, *potion of remove blindness/deafness*

Abilities Str 23, Dex 13, Con 18, Int 8, Wis 6, Cha 12
SQ

Feats Blindfight, Cleave, Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Initiative, Improved Toughness, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +5, Intimidate +4, Jump +2

Possessions combat gear plus +1 *longsword*, dagger, spiked gauntlet, masterwork mighty composite longbow, 20 arrows, +1 *full plate*, *cloak of resistance* +2, *armbands of might*

Madness (Ex) A tainted raver uses its Charisma modifier on Will saves instead of its Wisdom modifier and has immunity to *confusion* and *insanity* effects. Only a *miracle* or *wish* spell can cure a raver's madness.

Perpetual Rage (Ex) A tainted reaver is constantly in a state of insane fury similar to a barbarian's rage. An effect that counters rage temporarily suppresses this ability and negates the bonuses and penalties (+4 Str/Con, +2 Will saves, -2 AC). Unlike a barbarian's rage, a tainted raver's perpetual fury does not prevent it from taking actions that require reasoned thought or concentration, such as casting spells or using Combat Expertise.

4: LAKE OF WHISPERS OR

6: MASTERS OF THOUGHT

CHUUL TERRORS

CR 12

Half-farspawn* chuul

**Lords of Madness* 151

CE Huge outsider (aquatic, native)

Init +7; **Senses** blindsight 60 ft., darkvision 60 ft.;

Listen +15, Spot +15

Languages Undercommon

AC 27, touch 11, flat-footed 24

(-2 size, +3 Dex, +16 natural)

hp 202 (15 HD); DR 10/magic

Immune poison

Resist acid 10, electricity 10; **SR** 25

Fort +14, **Ref** +8, **Will** +13

Speed 30 ft. (6 squares), swim 20 ft.;
Melee claws +19/+19 (3d6+10) and
 Tentacles +17/+17 (1d8+5)
Space 15 ft.; **Reach** 10 ft. (15 ft. with tentacles)
Base Atk +11; **Grp** +29
Atk Options Blind-Fight, Combat Reflexes, constrict
 4d6+10, improved grab, paralytic tentacles, Power
 Attack, *true strike* 1/day
Special Actions
Combat Gear
Spell-Like Abilities (CL 15th):
 3/day—*blink*, *blur*, *ethereal jaunt*
 1/day—*greater invisibility*, *scintillating pattern*,
stinking cloud (DC 11) *telekinesis*, *touch of idiocy*
 ‡ Already cast

Abilities Str 30, Dex 17, Con 28, Int 10, Wis 18, Cha
 7
SQ amphibious
Feats Alertness, Blind-Fight, Combat Reflexes,
 Improved Initiative, Multiattack, Power Attack
Skills Hide +13, Listen +15, Spot +15, Swim +18
Possessions combat gear plus

Constrict (Ex) On a successful grapple check, a
 chuul deals 4d6+10 points of damage.
Improved Grab (Ex) To use this ability, a chuul must
 hit with a claw attack. It can then attempt to start a
 grapple as a free action without provoking an
 attack of opportunity. If it wins the grapple check, it
 establishes a hold and can constrict or on its next
 turn transfer a grabbed opponent to its tentacles.
Paralytic Tentacles (Ex) A chuul can transfer
 grabbed victims from a claw to its tentacles as a
 move action. The tentacles grapple with the same
 strength as the claw but deal no damage. However,
 they exude a paralytic secretion. Anyone held in
 the tentacles must succeed on a DC 26 Fortitude
 save each round on the chuul's turn or be
 paralyzed for 6 rounds. While held in the tentacles,
 paralyzed or not, a victim automatically takes
 2d6+5 points of damage each round from the
 creature's mandibles.
True Strike (Su) Once per day, the creature can
 make a normal attack with a +20 insight bonus on
 a single attack roll. The half-farspawn is not
 affected by the miss chance that applies to attacks
 against concealed targets.
Amphibious (Ex) Although chuuls are aquatic, they
 can survive indefinitely on land.

5: PRISONERS OF THE MIND

HALGRU

CR 12

Kopru* sorcerer 10
 *MM II 134
 CE Medium Monstrous Humanoid (aquatic)
Init +4; **Senses** darkvision 60 ft; Listen +2, Spot +2
Aura *anticipate teleportation* 50 ft.
Languages Aquan, Common

AC 23, touch 16, flat-footed 19
 (+4 Dex, +3 natural, +2 deflection, +4 *mage armor*)
hp 102 (18 HD);

Fort +9, **Ref** +15, **Will** +19

Speed 5 ft. (1 squares), swim 40 ft.;
Melee tail slap +14 (1d6+1) and
 claws +12/+12 (1d4) and
 bite +12 (1d4)
Ranged spell +17
Base Atk +13; **Grp** +21
Atk Options constrict (3d6+1), dominate person
 1/day, improved grab
Special Actions Retributive Spell (*Tasha's hideous
 laughter*)
Combat Gear *potion of cure moderate wounds*, *scroll
 of glitterdust*, *wand of magic missile* (CL 3rd)
Sorcerer Spells Known (CL 10th):
 5th (3/day)—*feeblemind* (DC 21)
 4th (6/day)—*confusion* (DC 20), *dimension door*
 3rd (7/day)—*anticipate teleportation* ‡, *dispel magic*,
heroism, *hold person* (DC 19), retributive spell ‡
 2nd (7/day)—*glitterdust* (DC 16), *Tasha's hideous
 laughter* (DC 18), *resist energy*, *touch of idiocy*
 1st (7/day)—*charm person* (DC 17), *grease* (DC 15),
lesser acid orb, *mage armor* ‡, *ray of
 enfeeblement*
 0 (6/day)—*acid splash*, *daze* (DC 16), *detect magic*,
detect poison, *light*, *message*, *prestidigitation*,
read magic
 ‡ Already cast

Abilities Str 12, Dex 18, Con 14, Int 10, Wis 14, Cha
 18

SQ

Feats Ability Focus (dominate person), Greater Spell
 Focus (Enchantment), Heighten Spell, Iron Will,
 Multiattack, Retributive Spell, Spell Focus
 (Enchantment)
Skills Concentration +23, Move Silently +14, Search
 +3, Spellcraft +10, Swim +10
Possessions combat gear plus *vest of resistance* +2,
ring of protection +2, 500 gp spell focus

Constrict (Ex) With a successful grapple check, a
 kopru can constrict a grabbed opponent, dealing
 3d6+3 points of bludgeoning damage.

Dominate Person (Su) Once per day, a kopru can
 produce an effect like that of a *dominate person*
 spell (caster level 10th; DC 16 Will save), except
 that the range is 180 feet and the duration is eight
 days.

Improved Grab (Ex) If a kopru hits an opponent that
 is its own size or smaller with a tail attack, it deals
 normal damage and attempts to start a grapple as
 a free action without provoking an attack of
 opportunity. If it gets a hold, it also constricts in the
 same round.

SCRAG SLAVEDRIVERS (4)

CR 9

Male and female fighter 4
 CE Large Giant (aquatic)
Init +4; **Senses** darkvision 90 ft., low-light vision,
 scent; Listen +6, Spot +7
Languages Undercommon

AC 23, touch 13, flat-footed 19

(-1 size, +4 Dex, +5 natural, +5 armor)

hp 127 (10 HD); regeneration 5

Fort +18, **Ref** +8, **Will** +6

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft., swim 40 ft.;

Melee claw +16/+16 (1d6+9) and bite +11 (1d6+4) or

Melee mwk greatsword +18/+13(3d6+15/19-20)

Ranged mwk aquatic longbow +11/+6 (2d6/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +21

Atk Options Combat Reflexes, Power Attack

Special Actions rend 2d6+13

Combat Gear

Abilities Str 28, Dex 18, Con 26, Int 6, Wis 10, Cha 4

SQ

Feats Alertness, Combat Reflexes, Iron Will, Power Attack, Track, Weapon Focus (greatsword), Weapon Specialization

Skills Listen +6, Spot +7, Swim +19

Possessions combat gear plus masterwork large greatsword, masterwork large aquatic longbow, 20 large arrows, large whip, +1 *chain shirt*, *cloak of resistance* +1.

Rend (Ex) If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+13 points of damage.

7: GATE OF MADNESS

BA'ALBUL

CR 11

Aboleth cleric 4

NE Huge Aberration (aquatic)

Init +1; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Aboleth, Undercommon

AC 17, touch 10, flat-footed 16

(-2 size, +1 Dex, +7 natural, +1 deflection)

hp 140 (12 HD)

Fort +13, **Ref** +4, **Will** +15

Speed 10 ft. (2 squares), swim 60 ft.;

Melee tentacles +16/+16/+16/+16 (1d6+9 plus slime)

Space 15 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +26

Atk Options Divine Might, enslave 3/day, Power Attack, rebuke undead 8/day, slime, smite 1/day (+4 to hit, +4 damage), spontaneous inflict

Special Actions act of clarity 1/day, mucus cloud, power dampening 3/day

Combat Gear *potion of remove blindness*, *retributive amulet*, *scroll of dispel magic*, 2x *scroll of insignia of healing*

Cleric Spells Prepared (CL 4th):

2nd—*death knell* (DC 18), *resist energy* (2), *silence* (DC 18), *touch of madness*^D (DC 18)

1st—*cure light wounds* (2), *entropic shield*, *lesser confusion*^D (DC 17), *shield of faith* (2)

0—*detect magic* (2), *guidance* (2), *read magic*

D: Domain spell. Deity: Tharizdun. Domains:

Destruction, Madness

Spell-Like Abilities (CL 16th):

At Will—*hypnotic pattern* (DC 17), *illusory wall* (DC 19), *mirage arcana* (DC 20), *persistent image* (DC 20), *programmed image* (DC 21), *project image* (DC 22), *veil* (DC 21).

Abilities Str 28, Dex 12, Con 24, Int 12, Wis 23, Cha 20

SQ

Feats Alertness, Combat Casting, Divine Might, Divine Vigor, Power Attack

Skills Concentration +22 (+26 casting defensively), Knowledge (the planes) +7, Knowledge (religion) +12, Listen +13, Spot +13, Swim +17

Possessions combat gear plus holy symbol, spell component pouch, *ring of protection* +1, 10 gp insignia

Act of Clarity (Ex) Gain a +2 bonus on a single Wisdom-based skill check or Will save.

Enslave (Su) Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 21 Will save or be affected as though by a dominate person spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by remove curse, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave.

Power Dampening (Su) All numeric effects of any spell, spell-like ability, power, or psi-like ability that affects you (whether harmful or beneficial) are minimized for you (but not for any other creatures affected by the spell, power, or ability) for 1 round.

Slime (Ex) A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 21 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0).

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex) An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 21 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours.

Smite (Su) You gain the smite power, the supernatural ability to make a single melee attack

with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

KOLLATH

CR 11

Aboleth wizard 4

NE Huge Aberration (aquatic)

Init +8; **Senses** darkvision 60 ft.; Listen +16, Spot +16

Languages Aboleth, Ancient Sueloise, Aquan, Common, Undercommon, Ur-Flan

AC 18, touch 11, flat-footed 17

(-2 size, +3 Dex, +7 natural)

hp 122 (12 HD)

Fort +12, **Ref** +6, **Will** +15

Speed 10 ft. (2 squares), swim 60 ft.;

Melee tentacles +15/+15/+15/+15 (1d6+9 plus slime)

Space 15 ft.; **Reach** 10 ft.

Base Atk +8; **Grp** +25

Atk Options enslave 3/day, slime

Special Actions mucus cloud, power dampening 3/day

Combat Gear *eternal wand of grease*, *eternal wand of web*, *wand of magic missile* (CL 3rd)

Wizard Spells Prepared (CL 4th):

2nd—*blindness/deafness* (DC 17), *glitterdust* (2) (DC 17)

1st—*grease* (DC 16), *mage armor* (2), *protection from good*, *ray of enfeeblement*

0—*detect magic*, *mage hand*, *message*, *prestidigitation*

Spell-Like Abilities (CL 16th):

At Will—*hypnotic pattern* (DC 14), *illusory wall* (DC 16), *mirage arcana* (DC 17), *persistent image* (DC 17), *programmed image* (DC 18), *project image* (DC 19), *veil* (DC 18).

Abilities Str 28, Dex 16, Con 24, Int 21, Wis 16, Cha 14

SQ

Feats Alertness, Combat Casting, Great Fortitude, Improved Initiative, Iron Will

Skills Concentration +22 (+26 casting defensively), Knowledge (arcana) +20, Knowledge (dungeoneering) +15, Knowledge (history) +18, Knowledge (the Planes) +20, Listen +16, Spellcraft +22, Spot +16, Swim +17

Possessions combat gear plus spell component pouch, 10 gp insignia, *belt of levitation*

Enslave (Su) Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 16 Will save or be affected as though by a dominate person spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by remove curse, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave.

Power Dampening (Su) All numeric effects of any spell, spell-like ability, power, or psi-like ability that affects you (whether harmful or beneficial) are minimized for you (but not for any other creatures affected by the spell, power, or ability) for 1 round.

Slime (Ex) A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 21 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0).

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex) An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 21 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours.

GREATER ELDER EIDOLON CHUUL(2)CR 12

Elder Eidolon* Chuul

**Lords of Madness* 146

N Huge Construct

Init +4; **Senses** darkvision 60 ft, low-light vision; Listen +0, Spot +0

Aura insanity aura 10 ft. (DC 19)

Languages Common

AC 33, touch 16, flat-footed 29

(-2 size, +4 Dex, +4 deflection, +17 natural)

hp 117 (15 HD); fast repair 5; DR 7/adamantine

Immune poison, sleep effects. Paralysis, stunning, disease, death effects, necromancy effects, mind-affecting spells and abilities, and any effect that requires a Fortitude save unless it also works on objects or is harmless, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain.

SR immune to magic

Fort +5, **Ref** +9, **Will** +6

Speed 30 ft. (6 squares), swim 20 ft.;

Melee claws +22/+22 (3d6+13)

Space 15 ft.; **Reach** 10 ft.

Base Atk +11; **Grp** +32

Atk Options Combat Reflexes, constrict (4d6+13), improved grab

Special Actions

Combat Gear

Abilities Str 36, Dex 18, Con —, Int —, Wis 11, Cha 1

SQ

Feats Combat Reflexes

Skills

Possessions combat gear plus

Constrict (Ex) On a successful grapple check, a chuul deals 4d6+13 points of damage.

Immunity to Magic (Ex) An eidolon is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Etherealness immediately repairs damage to an eidolon equal to the spell's caster level.

Dimensional anchor causes an eidolon to cease functioning for 1 round (treat as if dazed).

Dimensional lock does not interfere with an eidolon's operation, but an eidolon that enters the area of a *dimensional lock* spell or similar effect loses the benefits of its otherworldly geometry (deflection bonus to AC) and its insanity aura.

A *transmute rock to mud* spell slows an eidolon (as the *slow* spell) for 2d6 rounds with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change an eidolon's structure, but negates its damage reduction and immunity to magic for 1 round.

Improved Grab (Ex) To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Insanity Aura (Su) The elemental forces that power an elder eidolon warp time and space and cause horrible hallucinations in those nearby. Any living creature within 10 feet of an eidolon must make a successful Will saving throw (DC 17) each round or become *confused* for 1 round.

GATE OF MADNESS

CR 12

Description The gate radiates madness, affecting 1 random legal target inside the gate room (including the enemy).

Search DC –; **Type** magic

Trigger location; **Init** +6

Effect heightened *confusion* (one target only) (DC 21 Will) or *feeblemind* (DC 21 Will) randomly determined

Duration 15 rounds

Destruction AC 25; hp 54; hardness 8

Disarm Disable Device DC 30

1: TOUCH OF MADNESS

COMMANDER NOQUANN**CR 14**

Male human tainted raver* cleric 14

*Heroes of Horror 154

NE Medium Humanoid (human)

Init +0; **Senses** Listen +1, Spot +1**Aura** *magic circle against good* 10 ft. radius**Languages** Common, Old Oeridian**AC** 23, touch 9, flat-footed 23; +1 deflection against good opponents

(+10 armor, +1 deflection, +4 shield, -2 rage)

hp 129 (14 HD); fast heal 3**Immune** *confusion, insanity***Resist** *freedom of movement, madness***Fort** +15, **Ref** +6, **Will** +16**Speed** 20 ft. in full plate (4 squares), base movement 30 ft.;**Melee** +3 *heavy mace* +18/+13 (1d8+7) (*greater magic weapon*) or**Melee** spiked gauntlet +14/+9 (1d4+4)**Ranged** mwk light crossbow +11 (1d8/19-20)**Base Atk** +10; **Grp** +14**Atk Options** Divine Might, perpetual rage, Power Attack, rebuke undead 5/day, spontaneous inflict**Special Actions** act of clarity 1/day, Divine Vigor**Combat Gear** *boots of speed, potion of remove blindness/deafness, ring of counter spells (dispel magic), scroll of obscuring mist, scroll of remove paralysis***Cleric Spells Prepared** (CL 14th):7th—*power word blind*^D, quicken *aid*, quicken *cure moderate wounds*6th—*antilife shell, blade barrier*^D, *heal*, quicken *spiritual weapon*5th—*flame strike*^D (DC 18), quicken *divine favor, righteous might* (2).4th—*divine power*^D, *freedom of movement* (2) †, *greater magic weapon* †, *recitation*3rd—*dispel magic, invisibility purge, magic circle against good* (2) †, *rage*^D2nd—*cure moderate wounds* (2), *sound burst* (DC 15), *resist energy* (2), *spiritual weapon, touch of madness*^D (DC 15)1st—*bleed, cure light wounds* (2), *entropic shield, magic weapon*^D, *shield of faith* (2)0—*detect magic* (2), *detect poison* (2), *guidance, read magic***D:** Domain spell. Deity: Erythnul. Domains: Madness*, War (heavy mace)

† Already cast

Abilities Str 18, Dex 10, Con 18, Int 12, Wis 17, Cha 14**SQ****Feats** Divine Might, Divine Vigor, Iron Will, Power Attack, Quicken Spell, Skill Focus (concentration), Weapon Focus (heavy mace)**Skills** Concentration +22, Diplomacy +19, Knowledge (religion) +18, Spellcraft +18**Possessions** combat gear plus masterwork heavy mace, dagger, spiked gauntlets, masterwork light crossbow, 20 bolts, +2 *full plate*, +2 *heavy wooden shield*, *cloak of resistance* +2, *ring of counter spells*, *ring of protection* +1, *periapt of wisdom* +2, *rod of metamagic extend*, wooden holy symbol, spell component pouch**Act of Clarity (Ex)** Gain a +6 bonus on a single Wisdom-based skill check or Will save.**Madness (Ex)** A tainted raver uses its Charisma modifier on Will saves instead of its Wisdom modifier and has immunity to *confusion* and *insanity* effects. Only a *miracle* or *wish* spell can cure a raver's madness.**Perpetual Rage (Ex)** A tainted reaver is constantly in a state of insane fury similar to a barbarian's rage. An effect that counters rage temporarily suppresses this ability and negates the bonuses and penalties (+4 Str/Con, +2 Will saves, -2 AC). Unlike a barbarian's rage, a tainted raver's perpetual fury does not prevent it from taking actions that require reasoned thought or concentration, such as casting spells or using Combat Expertise.**LIEUTENANT HALKAR****CR 14**

Male human tainted raver* warmage** 14

*Heroes of Horror 154

*Complete Arcane 10

CE Medium Humanoid (human)

Init +6; **Senses** Listen -3, Spot -3**Languages** Common, Old Oeridian, Orcish**AC** 22, touch 12, flat-footed 20

(+2 Dex, +8 armor, +2 deflection, +3 shield, -2 rage); 5 ranks Tumble

hp 108 (14 HD); fast healing 3**Immune** *confusion, insanity***Resist** madness**Fort** +11, **Ref** +9, **Will** +21**Speed** 30 ft. in chain shirt (6 squares), base movement 30 ft.;**Melee** dagger +8/+3 (1d4+1/19-20)**Ranged** light crossbow +9 (1d8/19-20) or**Ranged** spell +9**Base Atk** +7; **Grp** +8**Atk Options** perpetual rage**Special Actions** warmage edge (+2)**Combat Gear** *anklet of translocation, brooch of shielding***Warmage Spells Known** (CL 14th):7th (4/day)—*delayed blast fireball* (DC 24), *earthquake* (DC 24), *finger of death* (DC 24), *fire storm* (DC 24), *Mordekainen's sword*, *prismatic spray* (DC 24), *sunbeam* (DC 24), *waves of exhaustion*6th (6/day)—*acid fog, blade barrier* (DC 23), *chain lightning* (DC 23), *circle of death* (DC 23),

disintegrate (DC 23), *fire seed* (DC 23), *Otiluke's freezing sphere*, *Tenser's transformation*

5th (7/day)—*arc of lightning** (DC 22), *cloudkill* (DC 22), *cone of cold* (DC 22), *flame strike* (DC 22), *greater fireburst* (DC 22), *mass fire shield**, *wall of force*

4th (7/day)—*blast of flame** (DC 21), *contagion* (DC 21), *Evard's black tentacles*, *orb of acid**, *orb of cold**, *orb of electricity**, *orb of fire**, *orb of force**, *orb of sound**, *phantasmal killer* (DC 21), *shout* (DC 21), *wall of fire*.

3rd (8/day)—*chain missile**, *fire shield*, *fireball* (DC 20), *flame arrow*, *gust of wind*, *ice storm*, *lightning bolt* (DC 20), *poison* (DC 22), *ring of blades**, *sleet storm*, *stinking cloud* (DC 20)

2nd (8/day)—*blades of fire**, *continual flame*, *fireburst**, *fire trap* (DC 19), *flaming sphere* (DC 19), *ice knife** (DC 19), *Melf's acid arrow*, *pyrotechnics* (DC 19), *scorching ray*, *shatter* (DC 19), *whirling blade**

1st (8/day)—*burning hands* (DC 18), *chill touch* (DC 18), *hail of stone**, *ice dagger**, *lesser acid orb**, *lesser cold orb**, *lesser electric orb**, *lesser fire orb**, *lesser sonic orb**, *magic missile*, *shocking grasp*, *true strike*

0 (6/day)—*acid splash*, *disrupt undead*, *light*, *ray of frost*

**Spell Compendium*
† Already cast

Abilities Str 12, Dex 14, Con 18, Int 14, Wis 4, Cha 24

SQ

Feats Empower Spell, Enlarge Spell, Improved Initiative, Point Blank Shot, Precise Shot, Sudden Empower, Sudden Enlarge, Sudden Maximize Spell

Skills Concentration +19, Intimidate +22, Jump +6, Knowledge (arcana) +16, Spellcraft +18, Tumble +9

Possessions combat gear plus dagger, light crossbow, 20 bolts, +2 *mithral breastplate*, +2 *buckler*, *gloves of dexterity* +2, *cloak of charisma* +2, *vest of resistance* +3, *ring of protection* +2, spell component pouch

Madness (Ex) A tainted raver uses its Charisma modifier on Will saves instead of its Wisdom modifier and has immunity to *confusion* and *insanity* effects. Only a *miracle* or *wish* spell can cure a raver's madness.

Perpetual Rage (Ex) A tainted reaver is constantly in a state of insane fury similar to a barbarian's rage. An effect that counters rage temporarily suppresses this ability and negates the bonuses and penalties (+4 Str/Con, +2 Will saves, -2 AC). Unlike a barbarian's rage, a tainted raver's perpetual fury does not prevent it from taking actions that require reasoned thought or concentration, such as casting spells or using Combat Expertise.

Warmage Edge (Ex): A warmage adds his intelligence bonus to the amount of damage dealt

with a spell. A single spell can never gain the extra damage more than once per casting. If a spell deals damage for more than 1 round, it gains this extra damage in each round.

INSANE SOLDIERS (4)

CR 12

Male and female half-orc tainted raver* fighter 12

**Heroes of Horror* 154

CE Medium humanoid (orc)

Init +5; **Senses** darkvision 60 ft.; Listen -2, Spot -2

Languages Common

4: LAKE OF WHISPERS OR 5: MASTERS OF THOUGHT

CHUUL TERRORS

CR 14

Half-farspawn* chuul

**Lords of Madness* 151

CE Huge outsider (aquatic, native)

Init +8; **Senses** blindsight 60 ft., darkvision 60 ft.;

Listen +19, Spot +19

Languages Undercommon

AC 28, touch 12, flat-footed 24

(-2 size, +4 Dex, +16 natural)

hp 311 (23 HD); **DR** 10/magic

Immune poison

Resist acid 10, electricity 10; **SR** 25

Fort +16, **Ref** +10, **Will** +17

Speed 30 ft. (6 squares), swim 20 ft.;

Melee claws +25/+25 (3d6+10) and

Tentacles +23/+23 (2d6+5)

Space 15 ft.; **Reach** 10 ft. (15 ft. with tentacles)

Base Atk +17; **Grp** +35

Atk Options Blind-Fight, Combat Reflexes, constrict
3d6+10, improved grab, paralytic tentacles, Power
Attack, *true strike* 1/day

Special Actions

Combat Gear

Spell-Like Abilities (CL 23th):

3/day—*blink*, *blur*, quickened *ethereal jaunt*

1/day—*greater invisibility*, *implosion* (DC 18),

scintillating pattern, *summon monster IX*

(pseudonatural only), *stinking cloud* (DC 12)

telekinesis, *touch of idiocy*

‡ Already cast

Abilities Str 30, Dex 18, Con 28, Int 10, Wis 18, Cha
8

SQ amphibious

Feats Alertness, Blind-Fight, Combat Reflexes,
Improved Initiative, Improved Natural Attack
(tentacle), Multiattack, Power Attack, Quicken
Spell-Like Ability (*ethereal jaunt*)

Skills Hide +22, Listen +19, Spot +19, Swim +18

Possessions combat gear plus

Constrict (Ex) On a successful grapple check, a
chuul deals 3d6+10 points of damage.

Improved Grab (Ex) To use this ability, a chuul must
hit with a claw attack. It can then attempt to start a
grapple as a free action without provoking an
attack of opportunity. If it wins the grapple check, it
establishes a hold and can constrict or on its next
turn transfer a grabbed opponent to its tentacles.

Paralytic Tentacles (Ex) A chuul can transfer
grabbed victims from a claw to its tentacles as a
move action. The tentacles grapple with the same
strength as the claw but deal no damage. However,
they exude a paralytic secretion. Anyone held in
the tentacles must succeed on a DC 28 Fortitude
save each round on the chuul's turn or be
paralyzed for 6 rounds. While held in the tentacles,
paralyzed or not, a victim automatically takes

2d6+5 points of damage each round from the
creature's mandibles.

True Strike (Su) Once per day, the creature can
make a normal attack with a +20 insight bonus on
a single attack roll. The half-farspawn is not
affected by the miss chance that applies to attacks
against concealed targets.

Amphibious (Ex) Although chuuls are aquatic, they
can survive indefinitely on land.

5: PRISONERS OF THE MIND

HALGRU

CR 14

Kopru* sorcerer 12

**MM II* 134

CE Medium Monstrous Humanoid (aquatic)

Init +4; **Senses** darkvision 60 ft; Listen +2, Spot +2

Aura *anticipate teleportation* 60 ft.

Languages Aquan, Common

AC 24, touch 16, flat-footed 20

(+4 Dex, +4 natural, +2 deflection, +4 *mage armor*)

hp 112 (20 HD) plus 15 temporary hit points (*false
life*);

Fort +10, **Ref** +16, **Will** +20

Speed 5 ft. (1 squares), swim 40 ft.;

Melee tail slap +15 (1d6+1) and
claws +13/+13 (1d4) and
bite +13 (1d4)

Ranged spell +18

Base Atk +14; **Grp** +22

Atk Options constrict (3d6+1), dominate person
1/day, improved grab

Special Actions Retributive Spell (*Tasha's hideous
laughter*)

Combat Gear *potion of cure moderate wounds*, *scroll
of glitterdust*, *wand of magic missile* (CL 3rd)

Sorcerer Spells Known (CL 12th):

6th (3/day)—*disintegrate* (DC 21)

5th (6/day)—*dominate monster* (DC 22), *feeblemind*
(DC 22)

4th (7/day)—*confusion* (DC 21), *dimension door*,
greater invisibility

3rd (7/day)—*anticipate teleportation* ‡, *dispel magic*,
heroism, *hold person* (DC 20), *magic circle
against good*, retributive spell ‡

2nd (7/day)—*false life* ‡, *glitterdust* (DC 17),
Tasha's hideous laughter (DC 19), *resist energy*,
touch of idiocy

1st (8/day)—*charm person* (DC 18), *grease* (DC 16),
lesser acid orb, *mage armor* ‡, *ray of
enfeeblement*

0 (6/day)—*acid splash*, *daze* (DC 17), *detect magic*,
detect poison, *light*, *message*, *prestidigitation*,
read magic, *touch of fatigue* (DC 15)

‡ Already cast

Abilities Str 12, Dex 18, Con 14, Int 10, Wis 14, Cha
20

SQ

Feats Ability Focus (dominate person), Greater Spell
Focus (Enchantment), Heighten Spell, Iron Will,

Multiattack, Retributive Spell, Spell Focus (Enchantment)

Skills Concentration +25, Move Silently +14, Search +3, Spellcraft +12, Swim +10

Possessions combat gear plus *amulet of natural armor* +1, *cloak of charisma* +2, *vest of resistance* +2, *ring of protection* +2, 500 gp spell focus

Constrict (Ex) With a successful grapple check, a kopru can constrict a grabbed opponent, dealing 3d6+3 points of bludgeoning damage.

Dominate Person (Su) Once per day, a kopru can produce an effect like that of a *dominate person* spell (caster level 10th; DC 16 Will save), except that the range is 180 feet and the duration is eight days.

Improved Grab (Ex) If a kopru hits an opponent that is its own size or smaller with a tail attack, it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. If it gets a hold, it also constricts in the same round.

SCRAG SLAVEDRIVERS (4) CR 11

Male and female fighter 6

CE Large Giant (aquatic)

Init +8; **Senses** darkvision 90 ft., low-light vision, scent; Listen +6, Spot +7

Languages Undercommon

AC 24, touch 13, flat-footed 20
(-1 size, +4 Dex, +5 natural, +6 armor)

hp 153 (12 HD); regeneration 5

Fort +20, **Ref** +10, **Will** +8

Speed 20 ft. in chain shirt (4 squares), base movement 20 ft., swim 40 ft.;

Melee claw +18/+18 (1d6+9) and bite +13 (1d6+4) or

Melee +1 *greatsword* +20/+15(3d6+16/17-20)

Ranged mwk aquatic longbow +13/+8 (2d6/x3)

Space 10 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +23

Atk Options Combat Reflexes, Power Attack

Special Actions rend 2d6+13

Combat Gear

Abilities Str 29, Dex 18, Con 26, Int 6, Wis 10, Cha 4
SQ

Feats Alertness, Combat Reflexes, Improved Critical (greatsword), Improved Initiative, Iron Will, Power Attack, Track, Weapon Focus (greatsword), Weapon Specialization

Skills Listen +6, Spot +7, Swim +21

Possessions combat gear plus +1 *large greatsword*, masterwork large aquatic longbow, 20 large arrows, large whip, +2 *chain shirt*, *cloak of resistance* +2.

Rend (Ex) If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+13 points of damage.

7: GATE OF MADNESS

BA'ALBUL

CR 13

Aboleth cleric 6

NE Huge Aberration (aquatic)

Init +1; **Senses** darkvision 60 ft.; Listen +13, Spot +13

Languages Aboleth, Undercommon

AC 17, touch 10, flat-footed 16

(-2 size, +1 Dex, +7 natural, +1 deflection)

hp 164 (14 HD)

Fort +14, **Ref** +5, **Will** +16

Speed 10 ft. (2 squares), swim 60 ft.;

Melee tentacles +18/+18/+18/+18 (1d6+10 plus slime)

Space 15 ft.; **Reach** 10 ft.

Base Atk +10; **Grp** +28

Atk Options Divine Might, enslave 3/day, Power Attack, rebuke undead 8/day, slime, smite 1/day (+4 to hit, +6 damage), spontaneous inflict

Special Actions act of clarity 1/day, mucus cloud, power dampening 3/day

Combat Gear *potion of remove blindness*, *retributive amulet*, *scroll of dispel magic*, 2x *scroll of insignia of healing*

Cleric Spells Prepared (CL 6th):

3rd—*contagion*^D (DC 19), *cure serious wounds*, *dispel magic*, *magic circle against good*

2nd—*aid*, *death knell* (DC 18), *resist energy* (2), *silence* (DC 18), *touch of madness*^D (DC 18)

1st—*cure light wounds* (2), *entropic shield*, *lesser confusion*^D (DC 17), *shield of faith* (2)

0—*detect magic* (2), *guidance* (2), *read magic*

D: Domain spell. Deity: Tharizdun. Domains: Destruction, Madness

Spell-Like Abilities (CL 16th):

At Will—*hypnotic pattern* (DC 17), *illusory wall* (DC 19), *mirage arcana* (DC 20), *persistent image* (DC 20), *programmed image* (DC 21), *project image* (DC 22), *veil* (DC 21).

Abilities Str 30, Dex 12, Con 24, Int 12, Wis 23, Cha 20

SQ

Feats Alertness, Combat Casting, Divine Might, Divine Vigor, Power Attack

Skills Concentration +24 (+28 casting defensively), Knowledge (the planes) +9, Knowledge (religion) +14, Listen +13, Spot +13, Swim +18

Possessions combat gear plus holy symbol, spell component pouch, *ring of protection* +1, 10 gp insignia

Act of Clarity (Ex) Gain a +3 bonus on a single Wisdom-based skill check or Will save.

Enslave (Su) Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 21 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by *remove curse*, and can attempt a new Will save every 24 hours to break free. The control

is also broken if the aboleth dies or travels more than 1 mile from its slave.

Power Dampening (Su) All numeric effects of any spell, spell-like ability, power, or psi-like ability that affects you (whether harmful or beneficial) are minimized for you (but not for any other creatures affected by the spell, power, or ability) for 1 round.

Slime (Ex) A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 21 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0).

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex) An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 21 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours.

Smite (Su) You gain the smite power, the supernatural ability to make a single melee attack with a +4 bonus on attack rolls and a bonus on damage rolls equal to your cleric level (if you hit). You must declare the smite before making the attack. This ability is usable once per day.

KOLLATH

CR 13

Aboleth wizard 6

NE Huge Aberration (aquatic)

Init +8; **Senses** darkvision 60 ft.; Listen +16, Spot +16

Languages Aboleth, Ancient Sueloise, Aquan, Common, Undercommon, Ur-Flan

AC 18, touch 11, flat-footed 17

(-2 size, +3 Dex, +7 natural)

hp 142 (14 HD)

Fort +13, **Ref** +7, **Will** +16

Speed 10 ft. (2 squares), swim 60 ft.;

Melee tentacles +16/+16/+16/+16 (1d6+9 plus slime)

Space 15 ft.; **Reach** 10 ft.

Base Atk +9; **Grp** +26

Atk Options enslave 3/day, slime

Special Actions mucus cloud, power dampening 3/day

Combat Gear *circlet of rapid casting*, *eternal wand of grease*, *eternal wand of web*, *runestaff of the eyes*, *wand of magic missile* (CL 3rd)

Wizard Spells Prepared (CL 6th):

3rd—*displacement*, *ray of exhaustion* (DC 18), *slow* (DC 18)

2nd—*blindness/deafness* (DC 17), *fog cloud*, *glitterdust* (2) (DC 17)

1st—*grease* (DC 16), *mage armor* (2), *protection from good*, *ray of enfeeblement*

0—*detect magic*, *mage hand*, *message*, *prestidigitation*

Spell-Like Abilities (CL 16th):

At Will—*hypnotic pattern* (DC 14), *illusory wall* (DC 16), *mirage arcana* (DC 17), *persistent image* (DC 17), *programmed image* (DC 18), *project image* (DC 19), *veil* (DC 18).

Abilities Str 28, Dex 16, Con 24, Int 21, Wis 16, Cha 14

SQ

Feats Alertness, Combat Casting, Great Fortitude, Improved Initiative, Iron Will

Skills Concentration +24 (+28 casting defensively), Knowledge (arcana) +24, Knowledge (dungeoneering) +17, Knowledge (history) +22, Knowledge (the Planes) +22, Listen +16, Spellcraft +24, Spot +16, Swim +17 **Possessions** combat gear plus spell component pouch, 10 gp insignia

Enslave (Su) Three times per day, an aboleth can attempt to enslave any one living creature within 30 feet. The target must succeed on a DC 16 Will save or be affected as though by a dominate person spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by remove curse, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave.

Power Dampening (Su) All numeric effects of any spell, spell-like ability, power, or psi-like ability that affects you (whether harmful or beneficial) are minimized for you (but not for any other creatures affected by the spell, power, or ability) for 1 round.

Slime (Ex) A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 21 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0).

A *remove disease* spell cast before the transformation is complete will restore an afflicted creature to normal. Afterward, however, only a *heal* or *mass heal* spell can reverse the affliction.

Mucus Cloud (Ex) An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 21 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another

Fortitude save continues the effect for another 3 hours.

GREATER ELDER EIDOLON CHUUL(2)CR 12

Elder Eidolon* Chuul

**Lords of Madness* 146

N Huge Construct

Init +4; **Senses** darkvision 60 ft, low-light vision;

Listen +0, Spot +0

Aura insanity aura 10 ft. (DC 19)

Languages Common

AC 33, touch 16, flat-footed 29

(-2 size, +4 Dex, +4 deflection, +17 natural)

hp 161 (23 HD); fast repair 5; DR 10/adamantine

Immune poison, sleep effects. Paralysis, stunning, disease, death effects, necromancy effects, mind-affecting spells and abilities, and any effect that requires a Fortitude save unless it also works on objects or is harmless, critical hits, nonlethal damage, ability damage, ability drain, fatigue, exhaustion, energy drain.

SR immune to magic

Fort +7, **Ref** +11, **Will** +8

Speed 30 ft. (6 squares), swim 20 ft.;

Melee claws +29/+29 (3d6+14)

Space 15 ft.; **Reach** 10 ft.

Base Atk +17; **Grp** +39

Atk Options Combat Reflexes, constrict (4d6+14), improved grab

Special Actions

Combat Gear

Abilities Str 38, Dex 18, Con —, Int —, Wis 11, Cha 1

SQ

Feats Combat Reflexes

Skills

Possessions combat gear plus

Constrict (Ex) On a successful grapple check, a chuul deals 4d6+14 points of damage.

Immunity to Magic (Ex) An eidolon is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

Etherealness immediately repairs damage to an eidolon equal to the spell's caster level.

Dimensional anchor causes an eidolon to cease functioning for 1 round (treat as if dazed).

Dimensional lock does not interfere with an eidolon's operation, but an eidolon that enters the area of a *dimensional lock* spell or similar effect loses the benefits of its otherworldly geometry (deflection bonus to AC) and its insanity aura.

A *transmute rock to mud* spell slows an eidolon (as the *slow* spell) for 2d6 rounds with no saving throw, while *transmute mud to rock* heals all of its lost hit points.

A *stone to flesh* spell does not actually change an eidolon's structure, but negates its damage reduction and immunity to magic for 1 round.

Improved Grab (Ex) To use this ability, a chuul must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict or on its next turn transfer a grabbed opponent to its tentacles.

Insanity Aura (Su) The elemental forces that power an elder eidolon warp time and space and cause horrible hallucinations in those nearby. Any living creature within 10 feet of an eidolon must make a successful Will saving throw (DC 17) each round or become *confused* for 1 round.

GATE OF MADNESS

CR 14

Description The gate radiates madness, affecting 1 random legal target inside the gate room (including the enemy).

Search DC —; **Type** magic

Trigger location; **Init** +7

Effect heightened *confusion* (one target only) (DC 23 Will) or *feeblemind* (DC 23 Will) randomly determined

Duration 15 rounds

Destruction AC 27; hp 63; hardness 8

Disarm Disable Device DC 32

APPENDIX 2: NEW RULES ITEMS

FEATS

Divine Might [Divine]

You can channel energy to increase the damage you deal in combat.

Prerequisites: Str 13, turn or rebuke undead ability, Power Attack.

Benefit: As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

Source: *Complete Warrior* 106.

Divine Vigor [Divine]

You can channel energy to increase your speed and durability.

Prerequisites: Turn or rebuke undead ability.

Benefit: As a standard action, spend one of your turn or rebuke undead attempts to increase your base speed by 10 feet and gain +2 temporary hit points per character level. These effects last a number of minutes equal to your Charisma modifier.

Source: *Complete Warrior* 108

Retributive Spell [Metamagic]

You can keep a spell in reserve to use when a foe causes you harm.

Benefit: When you cast a spell modified by this metamagic feat, the spell has no immediate effect. Any time you are dealt damage by a melee attack during the next 24 hours (or until you next prepare or ready your spells), you can choose to cast the spell on that attacker as an immediate action. Once activated, a retributive spell disappears (it can only affect one attacker).

You can apply this feat only to a spell that targets a creature. A retributive spell can target only the attacker that triggered it, even if the spell would normally allow you to target multiple creatures.

You can have only one retributive spell cast at a time. Casting a second retributive spell cancels the first (eliminating it with no effect). If you prepare or ready spells while you have a retributive spell cast, the spell dissipates with no effect.

A retributive spell uses up a spell slot one level higher than the spell's actual level.

Source: *Complete Mage* 47.

Sudden Empower [Metamagic]

Prerequisites: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Empower Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Empower Spell normally if you have it.

Source: *Complete Arcane* 83

Sudden Enlarge [Metamagic]

You can enlarge a spell's area without special preparation.

Benefit: Once per day, you can apply the effect of the Enlarge Spell feat to any spell you cast, without increasing the level of the spell or specially preparing it ahead of time. You may still use the Enlarge Spell feat normally, if you have it.

Source: *Complete Arcane* 83

Sudden Maximize [Metamagic]

You can cast a spell to maximum effect without special preparation.

Prerequisites: Any metamagic feat.

Benefit: Once per day, you can apply the effect of the Maximize Spell feat to any spell you cast without increasing the level of the spell or specially preparing it ahead of time. You can still use Maximize Spell normally if you have it.

Source: *Complete Arcane* 83

MAGIC ITEMS

Anklet of Translocation

Price: 1,400 gp

Body Slot: Feet

Caster Level: 7th

Aura: Moderate; (DC 18) conjuration

Activation: swift (command)

Weight: –

An *anklet of translocation* allows you to make short dimensional hops. When it is activated, you can instantly teleport (with no chance of error) up to 10 feet. The new space must be within line of sight and line of effect.

You can't use the anklet to move into a space occupied by another creature nor can you teleport into a solid object. If you attempt to do so, the anklet's activation is wasted. You can bring along objects weighing up to your maximum load, but you can't take another creature with you.

An *anklet of translocation* functions two times per day.

Prerequisites: Craft Wondrous Item, *dimension door*

Cost to create: 700 gp, 56xp 2days

Source: *Magic Item Compendium* 71.

Armbands of Might

Price (Item Level): 4,100 gp (9th)

Body Slot: Arms

Caster Level: 3rd

Aura: Faint; (DC 16) transmutation

Activation: –

Weight: 2 lb.

When you wear these armbands, you gain a +2 bonus on Strength checks and Strength-based skill checks.

If you have the Power Attack feat, you also gain a +2 bonus on melee damage rolls for any attack on which you use the Power Attack feat and take a penalty of at least –2 on your attack roll.

Prerequisites: Craft Wondrous Item, bull's strength.

Cost to Create: 2,050 gp, 164 xp, 5 days.

Source: Magic Item Compendium 72.

Circlet of Rapid Casting

Price (Item Level): 15,000 gp (14th)

Body Slot: Head

Caster Level: 11th

Aura: Moderate; (DC 20) transmutation

Activation: swift (command)

Weight: –

A *circlet of rapid casting* allows you to cast a small number of spells each day more quickly. This circlet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges allows you to cast a single spell as part of the same swift action you used to activate the circlet. This spell must be one that normally has a casting time of no longer than 1 standard action. Doing this expends the prepared spell or spell slot as if you had cast the spell normally.

1 charge: Cast a single spell of up to 2nd level.

2 charges: Cast a single spell of up to 3rd level.

3 charges: Cast a single spell of up to 4th level.

Prerequisites: Craft Wondrous Item, Quicken Spell.

Cost to Create: 7,500 gp, 600 xp, 15 days.

Source: Magic Item Compendium 86.

Eternal wand

Price (Item Level): See table

Body Slot: – (held)

Caster Level: See table

Aura: Faint; (see table) school of spell contained in *eternal wand*

Activation: Standard (command)

Weight: –

An *eternal wand* holds a single arcane spell of 3rd level or lower, determined during creation. Any character who can cast arcane spells can activate the wand to use the spell contained in it, regardless of whether the spell appears on his class spell list.

An *eternal wand* functions two times per day.

Spell Level	Caster Level	Price (Item Level)	Spellcraft DC
0	1st	460 gp (3rd)	15
1st	1st	820 gp (4th)	15
2nd	2nd	4,420 gp (9th)	16
3rd	3rd	10,900gp (13th)	17

Source: Magic Item Compendium 159.

Retributive Amulet

Price (Item Level): 9,000 gp (12th)

Body Slot: Throat

Caster Level: 5th

Aura: Faint; (DC 17) abjuration

Activation: Immediate (command)

Weight: 1/2 lb.

You can activate a *retributive amulet* immediately after another creature has dealt damage to you with a melee attack. That creature takes damage equal to half the damage it dealt to you. This damage is of the same type (or types).

This ability functions three times per day.

Prerequisites: Craft Wondrous Item, shield other.

Cost to Create: 4,600 gp, 360 xp, 9 days.

Source: Magic Item Compendium 121.

Runestaff of Eyes

Price (Item Level): 11,000 gp (13th)

Body Slot: – (held)

Caster Level: 12th

Aura: Strong; (DC 21) divination

Activation: As spell used

Weight: 4 lb.

A *runestaff of eyes* allows you to cast any of the following spells (each three times per day) by expending a prepared arcane spell or arcane spell slot of the same level or higher.

- *arcane eye*
- *remove blindness/deafness*
- *see invisibility*

Prerequisites: Craft Staff, *arcane eye*, *remove blindness/deafness*, *see invisibility*.

Cost to Create: 5,500 gp, 440 xp, 11 days.

Source: Magic Item Compendium 178.

MUNDANE EQUIPMENT

Aquatic Longbow

Made by the aquatic elves, the aquatic longbow functions as a normal ranged weapon out of the water, with a 60-foot range increment. Underwater, it has a range increment of 10 feet, but it does not take the normal penalty for a ranged attack through water. If you have the Aquatic Shot feat, the aquatic longbow's range increment improves to 30 feet underwater. Aquatic longbows are favored by aquatic elves.

Cost 400 gp; *Dmg* (s) 1d6; *Dmg* (m) 1d8; *Critical* x3, *Range Increment* 60 ft. (10 ft.); *Weight* 3 lb.; *Type* Piercing.

Source: Stormwrack 107.

SPELLS

Madness Domain

Granted Power: You subtract 1 from all Wisdom-based skill checks and all Will saves. However, once per day, you can see and act with the clarity of true madness: Add one-half your level to a single Wisdom-based skill check or Will save. You must choose to use this benefit before the check or save is rolled.

1. Confusion, lesser
2. Touch of madness
3. Rage
4. Confusion
5. Bolts of bedevilment
6. Phantasmal killer
7. Insanity
8. Maddening scream
9. Weird

Source: *Spell Compendium* 276.

Anticipate Teleportation

Abjuration

Level: Sorcerer/wizard 3

Components: V, S, F

Casting Time: 10 minutes

Range: One willing creature touched

Area: 5 ft./level emanation from touched creature.

Duration: 24 hours.

Saving Throw: None

Spell Resistance: No

The subject of the spell is surrounded by an invisible aura that anticipates and delays teleportation of any creature into the spell's area. Any teleportation spell or effect (including all spells with the teleportation description) can be anticipated, making the spells recipient instantly aware of the exact location where the teleporting creature will arrive (subject to restrictions below), the creatures size and how many other creatures (and their size) are arriving with it. The spell also delays the arrival of the teleporting creature by 1 round, so it arrives on its own initiative count immediately before its next turn, generally giving the recipient of the spell and anyone else made aware of the information 1 round to act or ready weapons. The teleporting creature(s) do not perceive this delay.

Since the teleporting creature does not necessarily arrive at the precise location it intends, this spell affects a creature arriving in range, even if its original destination was elsewhere. For a creature that intends to teleport into range but inadvertently arrives outside the spell's area, the spell gives the recipient awareness that a creature has attempted to teleport into range and delays the creature as normal, but doesn't give any awareness as to the actual location of its imminent arrival. The spell has no effect on creatures attempting to teleport away from the spell's area, though if their destination is within the area, the spell will affect re-entry as normal.

Focus: A tiny hourglass of platinum and crystal costing 500 gp, which must be carried or worn by the spell's recipient while the spell is in effect.

Source: *Spell Compendium* 13

Arc of Lightning

Conjuration (Creation) [Electricity]

Level: Druid 4, sorcerer/wizard 5, warlock 5

Components: V, S, M/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./21 levels)

Area: A line between two creatures

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

You create natural conductivity between two creatures, and a bolt of electricity arcs between them. This bolt deals 1d6 points of electricity damage per caster level (maximum 15d6) to both creatures and to anything in the line between them.

Both creatures must be in range, and you must be able to target them both (as if this spell had them as its targets). Draw the line from any corner in one creature's space to any corner in the other's space. The bolt affects all creatures in this line.

Arcane Material Component: Two small iron rods.

Source: *Spell Compendium* 15

Blades of Fire

Conjuration (Creation) [Fire]

Level: Ranger 1, sorcerer/wizard 1, warlock 2

Components: V

Casting Time: 1 swift action

Range: Touch

Targets: Up to two melee weapons you are wielding

Duration: 1 round

Saving Throw: None

Spell Resistance: No

Your melee weapons each deal an extra 1d8 points of fire damage. This damage stacks with any energy damage your weapons already deal.

Source: *Spell Compendium* 31

Blast of Flame

Conjuration (Creation) [Fire]

Level: Sorcerer/wizard 4, warlock 4

Components: V, S, M

Casting Time: 1 Standard action

Range: 60 ft.

Area: Cone-shaped burst

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: No

Flames fill the area, dealing 1d6 points of fire damage per caster level (maximum 10d6) to any creature in the area that fails its saving throw.

Material Component: A bit of wick soaked in oil.

Source: *Spell Compendium* 31

Chain Missile

Evocation [Force]

Level: Sorcerer/wizard 3

Components: V, S

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Target: One creature, plus one more creature/2 levels (each of which must be within 30 ft. of the primary target)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

Missiles of magical energy dart from your fingertip to unerringly strike a creature. The missiles strike one creature initially, then spring to other targets. Each missile deals 1d4+1 points of force damage. One missile strikes the primary target per two caster levels, to a maximum of ten missiles (dealing 10d4+10 points of damage). After the missiles strike, they ricochet to a number of targets up to the number of missiles created by the spell. Each secondary target takes 1d4+1 points of damage, as if struck by a single *magic missile*. You choose secondary targets as you like, but they must all be within 30 feet of the primary target, and no secondary target can be struck more than once. You can choose to affect fewer secondary targets than the maximum (to avoid allies in the area, for example). Missiles without a secondary target do not ricochet off the primary target.

Spells, magic items, and abilities that protect against *magic missile* (such as the *shield* spell or a *brooch of shielding*) also protect against this spell. If the primary target has that sort of protection, the spell has no effect against it but still springs to all secondary targets. (A *brooch of shielding* loses a number of charges equal to the number of missiles hitting the creature – up to ten missiles.) If spell resistance causes the spell to fail to harm the primary target, the spell fails and missiles do not ricochet to additional targets.

The missiles strike unerringly, even if the targets are in melee or have anything less than total cover or concealment. You cannot single out specific parts of a creature to strike. This spell cannot target or damage inanimate objects.

Source: *Spell Compendium* 44.

Fireburst

Evocation [Fire]

Level: Sorcerer/wizard 2

Components: V, S, M

Casting Time: 1 standard action

Range: 10 ft.

Effect: Burst of fire extending 10 ft. from you

Duration: Instantaneous

Saving Throw: Reflex half

Spell Resistance: Yes

Fireburst causes a powerful explosion of flame to burst from you, damaging anyone within 10 feet of you. All creatures and objects within that area, except for you and any creatures or objects that share your space, take 1d8 points of fire damage per caster level (maximum 5d8).

Material Component: A bit of sulfur.

Source: *Spell Compendium* 93.

Fireburst, Greater

Evocation [Fire]

Level: Sorcerer/wizard 5, warmage 5

Effect: Burst of fire extending 15 ft. from you

This spell functions like *fireburst*, except that it affects creatures within 15 feet of you and deals 1d10 points of fire damage per caster level (maximum of 15d10).

Source: *Spell Compendium* 94

Hail of Stone

Conjuration (Creation) [Earth]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 round

Range: Medium (100 ft. + 10 ft./level)

Area: Cylinder (5-ft. radius, 40 ft. high)

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

You create a rain of stones that deals 1d4 points of damage per caster level (maximum 5d4) to creatures and objects within the area.

Material Component: A piece of jade worth at least 5 gp.

Source: *Spell Compendium* 108.

Ice Dagger

Evocation [Cold]

Level: Sorcerer/wizard 1

Components: V, S, M

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: Dagger of ice

Duration: Instantaneous

Saving Throw: None

Spell Resistance: Yes

The ice dagger created by this spell launches itself at a target. Treat the attack as a thrown splash weapon (PH 158) that requires a ranged touch attack to hit. The ice dagger deals 1d4 points of cold damage to the target per cast level (maximum 5d4), and splash damage of 1 point of cold damage to adjacent creatures.

Material Component: A few drops of water made from melted ice.

Source: *Spell Compendium* 118.

Ice Knife

Conjuration (Creation) [Cold]

Level: Assassin 2, sorcerer/wizard 2, warmage 2, wu jen 2 (water)

Components: S, M

Casting Time: 1 standard action

Range: Long (400 ft. + 40 ft./level)

Effect: One icy missile

Duration: Instantaneous

Saving Throw: Fortitude partial or Reflex half; see text

Spell Resistance: Yes

You must succeed on a normal ranged attack to hit (with a +2 bonus on the attack roll for every two caster levels). If it hits, an ice knife deals 2d8 points of cold damage and 2 points of Dexterity damage (a successful Fortitude save negates the Dexterity damage). Creatures that have immunity to cold also take no Dexterity damage automatically.

A knife that misses creates a shower of ice crystals in a 10-foot-radius burst (see Missing with a Thrown Weapon, PH 158, to determine where the shard hits). The icy burst deals 1d8 points of cold damage to all creatures within the area (Reflex half).

Material Component: A drop of water or piece of ice.

Source: *Spell Compendium* 119

Insignia of Healing

Conjuration (Healing)

Level: Bard 3, cleric 3

Components: V, S, F

Casting Time: 1 standard action

Duration: Instantaneous

Saving Throw: Will half (harmless); see text

Spell Resistance: Yes (harmless)

This spell heals all wearers of a specific insignia with positive energy. The spell cures 1d8 points of damage +1 point per caster level (maximum +10).

Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. Any undead creature can apply spell resistance and attempt a Will save to take half damage.

This spell requires significant preparation. Before using this spell you must forge specially crafted insignias. These can be crafted in the form of amulets, badges, rings, or any similar object, but each one must bear the same logo, crest, or symbol.

Focus: A specially prepared insignia (see above).

Source: *Races of Destiny* 166.

Orb of Acid

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels) **Effect:** One orb of acid

Duration: Instantaneous

Saving Throw: Fortitude partial; see text

Spell Resistance: No

An orb of acid about 3 inches across shoots from your palm at its target, dealing 1d6 points of acid damage per caster level (maximum 15d6). You must succeed on a ranged touch attack to hit your target.

A creature struck by the orb takes damage and becomes sickened by the acid's noxious fumes for 1 round. A successful Fortitude save negates the sickened effect but does not reduce the damage.

Source: *Spell Compendium* 150

Orb of Acid, Lesser

Conjuration (Creation) [Acid]

Level: Sorcerer/wizard 1, warmage 1

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels) **Effect:** One orb of acid

Duration: Instantaneous

Saving Throw: None

Spell Resistance: No

An orb of acid about 2 inches across shoots from your palm at its target, dealing 1d8 points of acid damage. You must succeed on a ranged touch attack to hit your target.

For every two caster levels beyond 1st, your orb deals an additional 1d8 points of damage: 2d8 at 3rd level, 3d8 at 5th level, 4d8 at 7th level, and the maximum of 5d8 at 9th level or higher.

Source: *Spell Compendium* 150

Orb of Cold

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of cold

Duration: Instantaneous

Saving Throw: Fortitude partial

Spell Resistance: No

This spell functions like *orb of acid*, except that it deals cold damage. In addition, a creature struck by an *orb of cold* must make a Fortitude save or be blinded for 1 round instead of being quickened.

Source: *Spell Compendium* 151

Orb of Cold, Lesser

Conjuration (Creation) [Cold]

Level: Sorcerer/wizard 1, warmage 1

Effect: One orb of cold

This spell functions like *lesser orb of acid*, except that it deals cold damage.

Source: *Spell Compendium* 151

Orb of Electricity

Conjuration (Creation) [Electricity]

Level: Sorcerer/wizard 4, warmage 4

Components: V, S

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Effect: One orb of electricity
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: No

This spell functions like *orb of acid*, except that it deals electricity damage. In addition, a creature wearing metal armor struck by an *orb of electricity* must make a Fortitude save or be entangled for 1 round instead of being sickened.

Source: *Spell Compendium* 151

Orb of Electricity, Lesser
Conjuration (Creation) [Electricity]
Level: Sorcerer/wizard 1, warmage 1
Effect: One orb of electricity

This spell functions like *lesser orb of acid*, except that it deals electricity damage.

Source: *Spell Compendium* 151

Orb of Fire
Conjuration (Creation) [Fire]
Level: Sorcerer/wizard 4, warmage 4
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 level)
Effect: One orb of fire
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: No

This spell functions like *orb of acid*, except that it deals fire damage. In addition, a creature struck by an *orb of fire* must make a Fortitude save or be dazed for 1 round instead of being sickened.

Source: *Spell Compendium* 151

Orb of Fire, Lesser
Conjuration (Creation) [Fire]
Level: Sorcerer/wizard 1, warmage 1
Effect: One orb of fire

This spell functions like *lesser orb of acid*, except it deals fire damage.

Source: *Spell Compendium* 151

Orb of Force
Conjuration (Creation) [Force]
Level: Sorcerer/wizard 4, warmage 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One orb of force
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You create a globe of force 3 inches across, which streaks from your palm toward your target. You must succeed on a ranged touch attack to hit the target. The orb deals a total of 1d6 points of damage per caster level (maximum 10d6).

Source: *Spell Compendium* 151

Orb of Sound
Conjuration (Creation) [Sonic]
Level: Sorcerer/wizard 4, warmage 4
Components: V,
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One orb of sonic energy
Duration: Instantaneous
Saving Throw: Fortitude partial
Spell Resistance: No

This spell functions like *orb of acid*, except that it deals 1d4 points of sonic damage per level (maximum 15d4). In addition, a creature struck by an *orb of sound* must make a Fortitude save or be deafened for 1 round instead of being sickened.

Source: *Spell Compendium* 151

Orb of Sound, Lesser
Conjuration (Creation) [Sonic]
Level: Sorcerer/wizard 1, warmage 1
Effect: One orb of sonic energy

This spell functions like *lesser orb of acid*, except it deals 1d6 points of sonic damage, plus an additional 1d6 points of damage per two caster levels beyond 1st: 2d6 at 3rd level, 3d6 at 5th level, 4d6 at 7th level, and the maximum of 5d6 at 9th level or higher.

Source: *Spell Compendium* 151

Recitation
Conjuration (Creation)
Level: Cleric 4, purification 3
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 ft.
Area: all allies and foes within a 60-ft.-radius burst centered on you
Duration: 1 round/level
Saving Throw: None
Spell Resistance: Yes

This spell affects all allies within the spell's area at the moment you cast it. Your allies gain a +2 luck bonus to AC, on attack rolls, and on saving throws, or a +3 luck bonus if they worship the same deity as you.

Divine Focus: In addition to your holy symbol, this spell requires a sacred text as a divine focus.

Source: *Spell Compendium* 170.

Ring of Blades
Conjuration (Creation)

Level: Cleric 3
Components: V, S, M
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 minute/level

This spell conjures a horizontal ring of swirling metal blades around you. The ring extends 5 feet from you, into all squares adjacent to your space, and it moves with you as you move. Each round, at the beginning of your turn, and also when you cast the spell, the blades deal 1d6 points of damage +1 point per caster level (maximum +10) to all creatures in the affected area.

Spell resistance does not apply to the damage dealt, but a creature's damage reduction does apply. The blades are treated as magic, silvered, and slashing for the purpose of overcoming damage reduction.

Material Component: A small dagger.

Source: *Spell Compendium* 177.

Swim

Transmutation [Water]

Level: Druid 2, sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 round
Range: Medium (100 ft. + 10 ft./level)
Target: One creature
Duration: 10 minutes/level (D)
Saving Throw: None
Spell Resistance: Yes (harmless)

Making the sound of crushing waves with your throat completes the spell. With a wave of your hand, the subject seems more streamlined, with a hint of webbed appendages.

This spell gives the recipient a swim speed of 30 feet (although not the ability to breathe underwater or hold one's breath beyond normal limits). As long as the creature isn't carrying more than a light load, it can swim without making Swim checks. It also gains a +8 bonus on any Swim checks to perform special actions or avoid hazards, though it still takes the normal penalty for weight carried (-1 per 5 pounds). The recipient can choose to take 10 on Swim checks, even if rushed or threatened, and can use the run action while swimming if it swims in a straight line.

If the creature is carrying more than a light load, it must make Swim checks to move (taking the normal penalty for weight carried) but all other benefits of the spell still apply.

Material Component: a goldfish scale.

Source: *Spell Compendium* 217

Touch of Madness

Enchantment [Mind-Affecting]

Level: Madness 2
Components: V, S
Casting Time: 1 standard action

Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Will negates
Spell Resistance: Yes

You can cause one living creature to become dazed by making a successful touch attack. If the target creature does not make a successful Will save, its mind is clouded and it takes no actions for 1 round per caster level.

Source: *Spell Compendium* 221.

Whirling Blade

Transmutation

Level: Bard 2, sorcerer/wizard 2, warlock 2
Components: V, S, F
Casting Time: 1 standard action
Range: 60 ft.
Effect: 60-ft. line
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

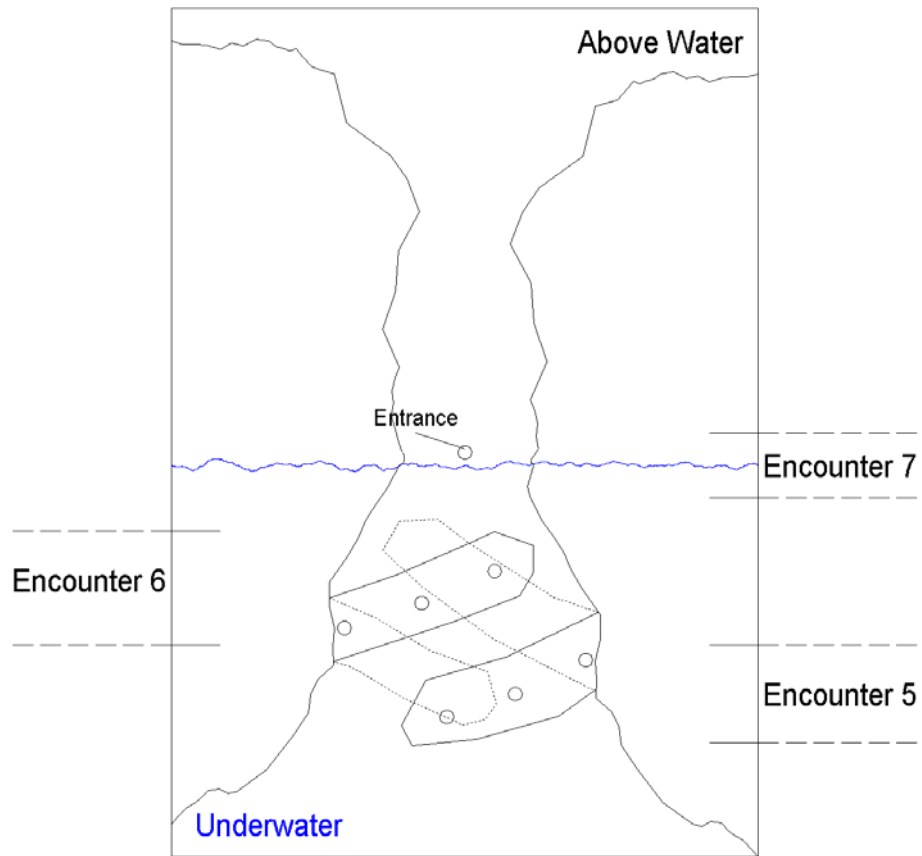
You hurl a weapon held at the time of casting, and it magically attacks all enemies along a line to the extent of the spell's range. You make a normal melee attack, just as if you were attacking with the weapon in melee, against each foe in the weapon's path, but you can choose to substitute your Intelligence modifier or your Charisma modifier (as appropriate for your spellcasting class) for your Strength modifier on the weapon's attack rolls and damage rolls. Even if your base attack bonus would normally give you multiple attacks, a whirling blade gets only one attack (at your best attack bonus) against each target. The weapon deals damage just as if you had swung it in melee, including any bonuses you might have from ability scores or feats.

No matter how many targets your weapon hits or misses, it instantly and unerringly returns to your hand after attempting the last of its attacks.

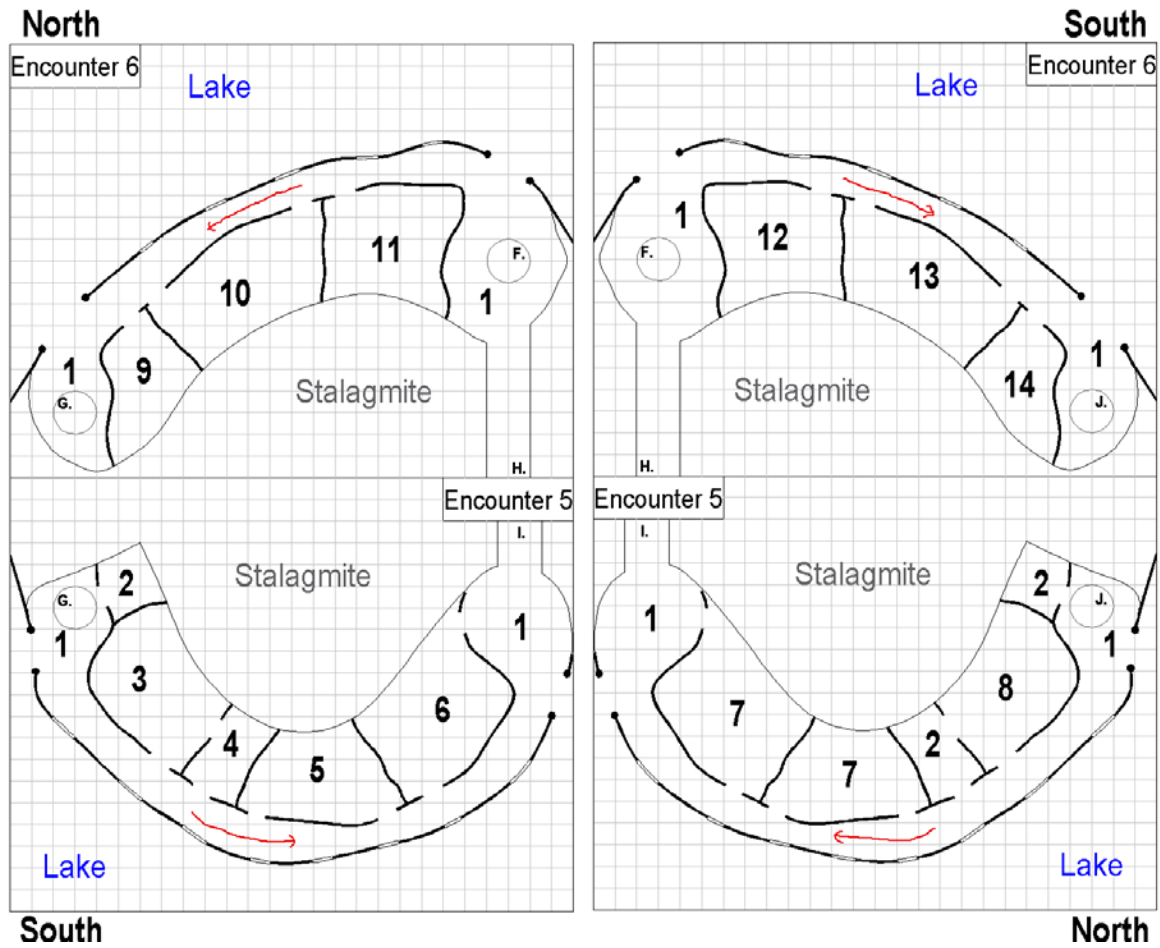
Focus: A slashing melee weapon that the caster hurls.

Source: *Spell Compendium* 238.

5, 6 AND 7: SIDE VIEW



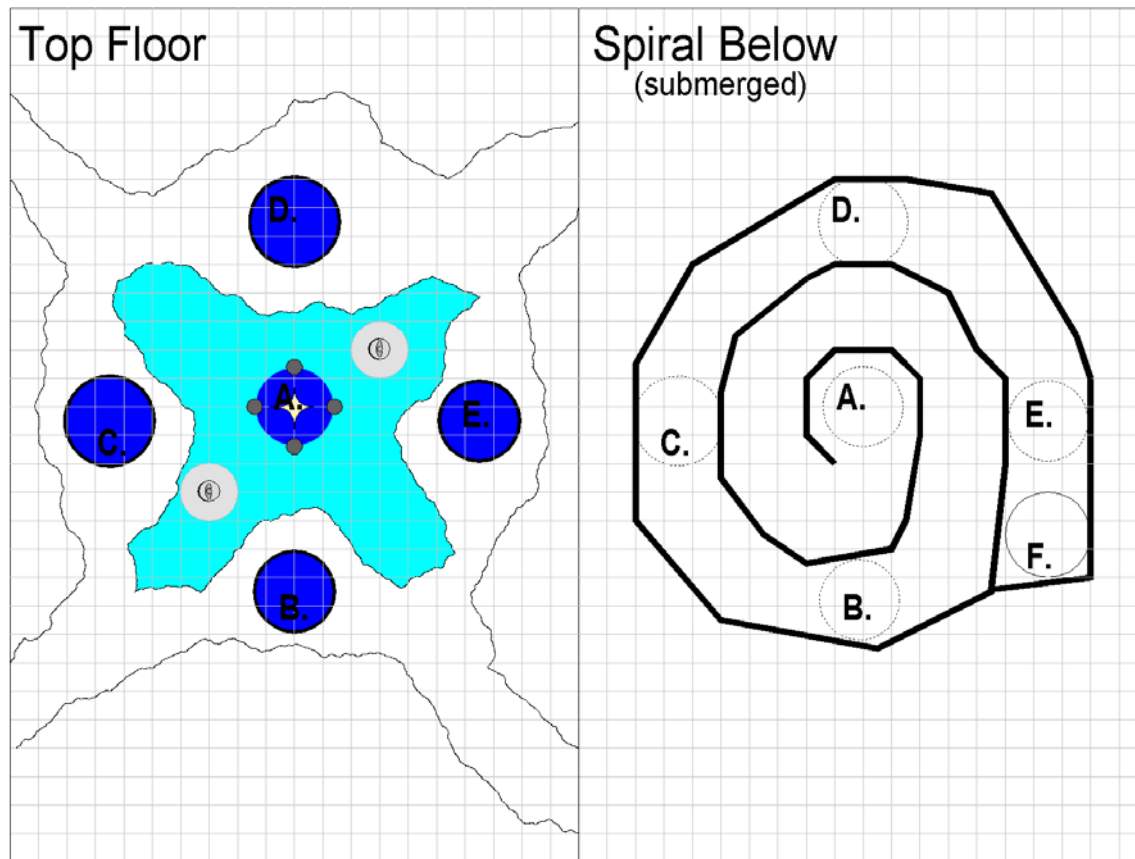
5: PRISONERS OF THE MIND AND 6: MASTERS OF MIND



1 square = 10 ft.

- F. Shaft leading up to shaft F in Encounter 7 (joining with the shaft on the opposite site)
- G. Shaft connecting Area G in Encounter 5 with Area G in Encounter 6
- H. Corridor H. leading to similarly marked corridor on the other side
- I. Corridor I. leading to similarly marked corridor on the other side
- J. Shaft connecting Area J in Encounter 5 with Area J in Encounter 6

7: GATE OF MADNESS



1 square equals 5 ft.

- A. Central Pool, entrance to the Spiral Below under the portal.
- B. Southern Pool, entrance to Spiral Below
- C. Western Pool, entrance to Spiral Below
- D. Northern Pool, entrance to Spiral Below
- E. Eastern Pool, entrance to Spiral Below
- F. Shaft leading to living areas lower into the lake and stalagmite (it splits into 2, leading to the shaft marked with an F in Encounter 6 map)

The gray circles are the locations of the elder idolons (if present).

Note that the 4 corridors on the top floor lead to small plateaus at the surface of the lake.

PLAYER HANDOUT 1: INVITATION CHURCH OF ZILCHUS

Dear [PC's name],

In the recent past you have helped us deal with a group of raiders in the northern parts of the Hollow Highlands. Now that these raiders have been dealt with it is time to learn who or what supported them to prevent a resurrection of the problem. For this we require the aid of stalwart adventurers and your name was mentioned by my superiors. Do not worry that this investigation might bring you in conflict with any loyalties towards Sunndi or the Hollow Highland clans. While the identity and nature of the support is a mystery, it is certainly not coming from Sunndi or the clans. You will be well rewarded for the job. If interested, please visit me at tomorrow noon in the Crystal Goblet. Lunch will be provided.

Yours sincerely,

*Master Havel of Zilchus,
Master of Mediators*

PLAYER HANDOUT 2: INVITATION CHURCH OF ZILCHUS

Dear [PC's name],

The Church of the Great Guildmaster is looking for able adventurers for an important job that concerns the security of Ahlissa and Sunndi. Your name came highly recommended by my superiors due to the services you provided to our church in the past. As always the reward for a successful job is well worth your time and trouble. If interested, please visit me at tomorrow noon in the Crystal Goblet. Lunch will be provided.

Yours sincerely,

*Master Havel of Zilchus,
Master of Mediators*

PLAYER HANDOUT 3: INVITATION CHURCH OF ZILCHUS

Dear adventurer,

The Church of the Great Guildmaster is looking for able adventurers for an important job that concerns the security of Ahlissa and Sunndi. As always the reward for a successful job is well worth your time and trouble. If interested, please visit me at tomorrow noon in the Crystal Goblet. Lunch will be provided.

Yours sincerely,

*Master Havel of Zilchus,
Master of Mediators*

PLAYER HANDOUT 4: NOTE

THE VOICES. ALWAYS WHISPERING IN OUR DREAMS. ONLY IN THE SHRINE IS IT QUIET. SHE PROTECTED ME, BUT I CANNOT HIDE ANYMORE.

ALL THE MINERS WENT TO THE LAKE. THE VOICES LURED THEM. THEY ARE DOOMED. THEY WILL ALL BE TAKEN BELOW INTO THE MINES. I WONDER IF THESE ARE THE LUCKY ONES? OR ARE THOSE WHO DIED BY THEIR FRIENDS' HANDS LUCKY?

I CANNOT STAY HIDING LIKE A COWARD. THAT IS NOT WHY SHE PROTECTED ME. I MUST HELP THE MINERS. I AM BUT A LESSER SERVANT. I KNOW THAT ALL I CAN DO IS TO LESSEN THEIR SUFFERING, BUT THE STONWIFE WILL SEND MORE POWERFUL AGENTS. THE SUPPLIES ARE FOR THEM... YOU. MAY IT HELP YOU RESCUING US.

BARR OF THE SAMRYNTAR,
SERVANT OF ULAA