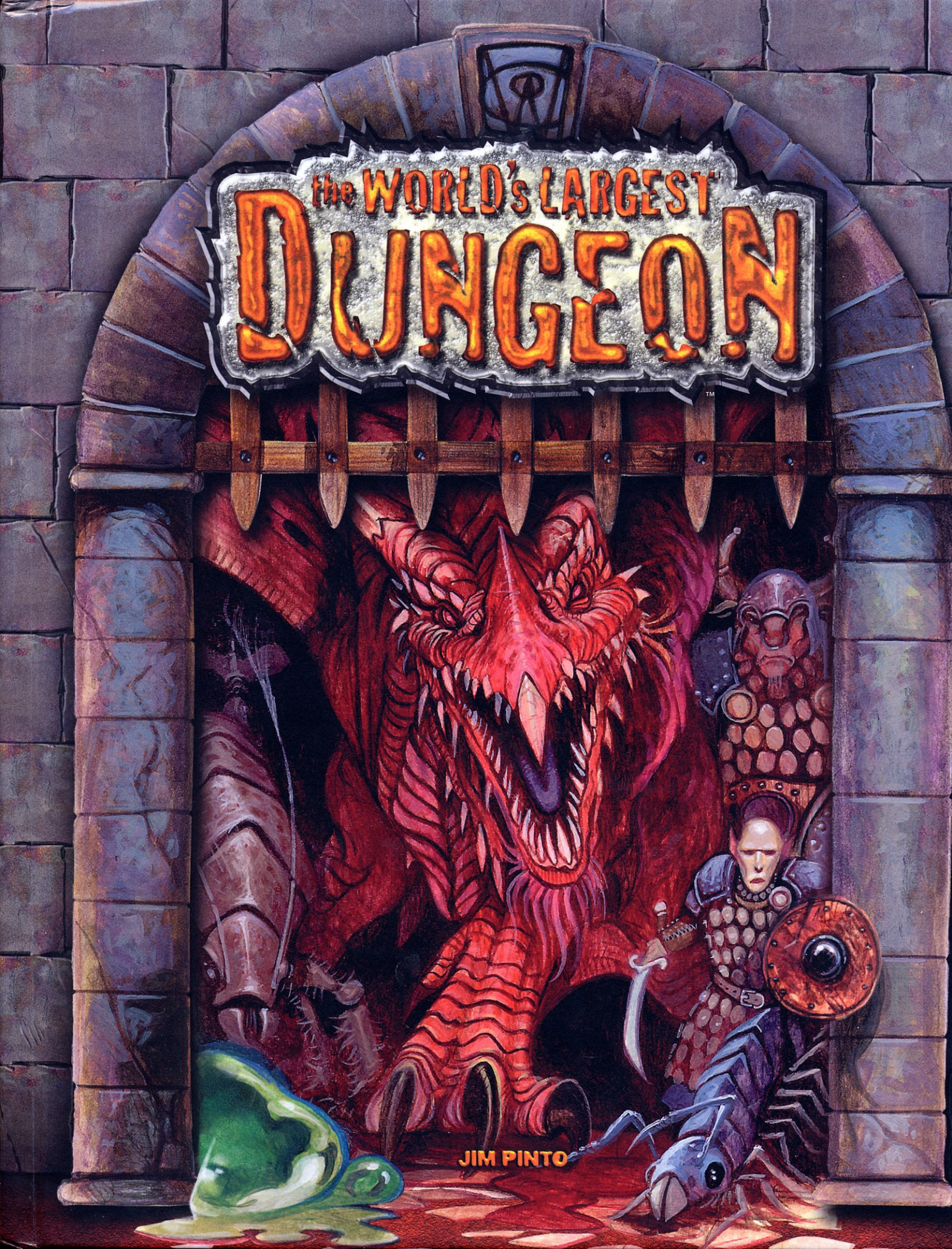

the WORLD'S LARGEST
DUNGEON
JIM PINTO



WRITTEN BY
Region A: Michael Hammes
Region B: Chris Burns and jim pinto
Region C: Jeff Stolt and Richard Farrese
Region D: Robert J. Schwalb
Region E: Lee Hammock
Region F: Richard Farrese
Region G: Richard Farrese
Region H: Jennifer Baughman
Region I: Mark Carroll and jim pinto
Region J: Jeff Dohm
Region K: Patrick Kapera
Region L: Dana DeVries
Region M: Mark Carroll, Richard Farrese and Patrick Kapera
Region N: Richard Farrese
Region O: Ari Marmell and Jeff Ibach

ADDITIONAL WRITING
Jennifer Baughman, Dana DeVries, Alexander Freed, Sean Holland, Kevin Millard, Aaron Rosenberg, and F. Wesley Schneider

SPELLUNKERS
Brian Bates, Ronald Carlson, Sean Holland, Kristy Mack, Kevin Millard, Arthur Reid, and James Sparling

LINE DEVELOPER
jim pinto

ILLUSTRATIONS BY
William O'Connor

CARTOGRAPHY BY
Cris Dornaus

EDITING BY
jim pinto, Katie Yates

ART DIRECTION BY
jim pinto

CREATIVE DIRECTOR
Mark Jelfo

GRAPHIC DESIGN
Nate Barnes

D20 RULES MAVEN
Sean Hollard

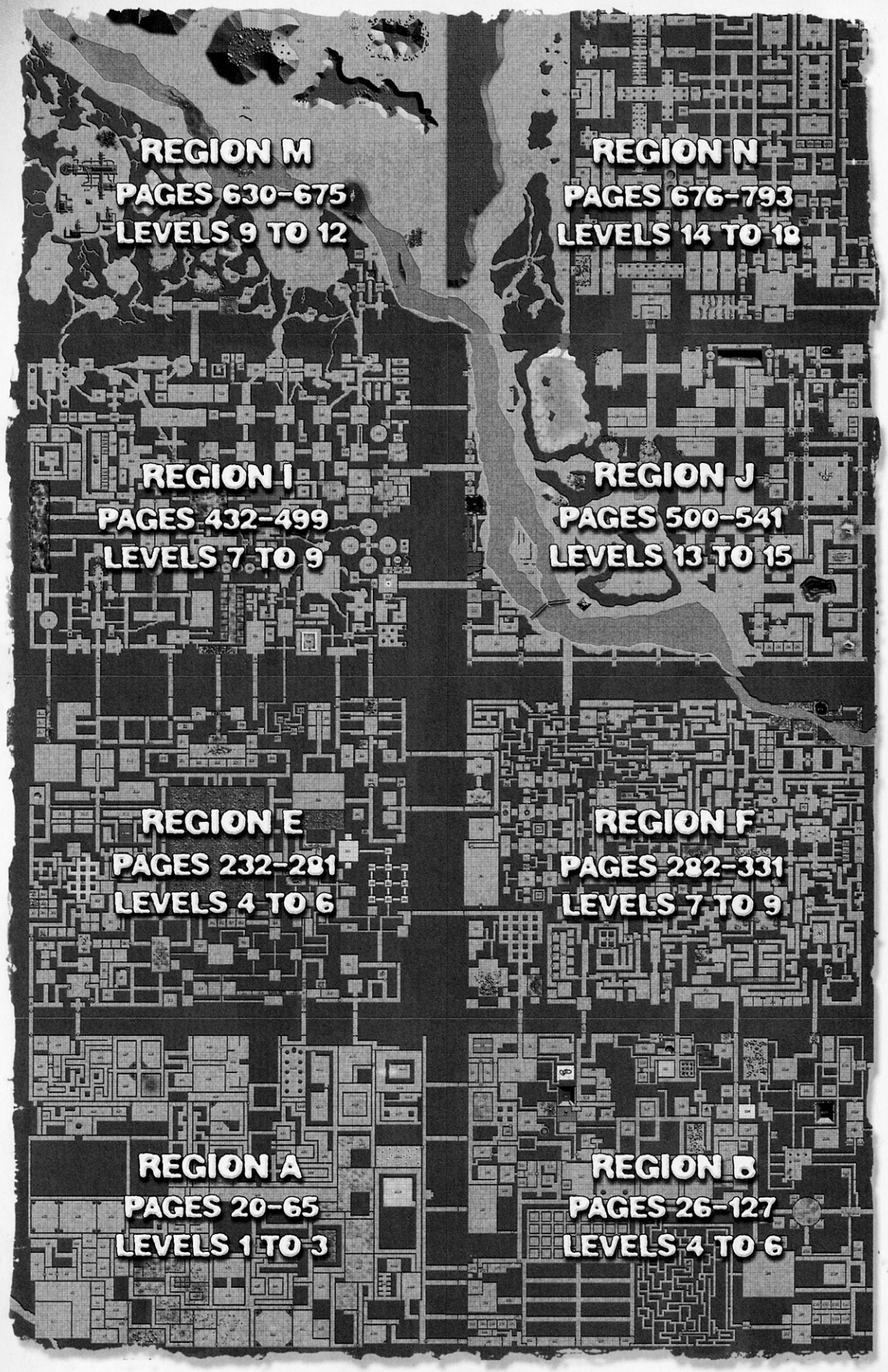
CHIEF EXECUTIVE OFFICER
John Zinzer

CHIEF OPERATIONS OFFICER
Maureen Yates

PRODUCTION MANAGER
Mary Valles

BASED ON AN ORIGINAL CONCEPT BY JOHN ZINZER

This one is for that little hack n' slasher in all of us.
May he one day rid the world of evil.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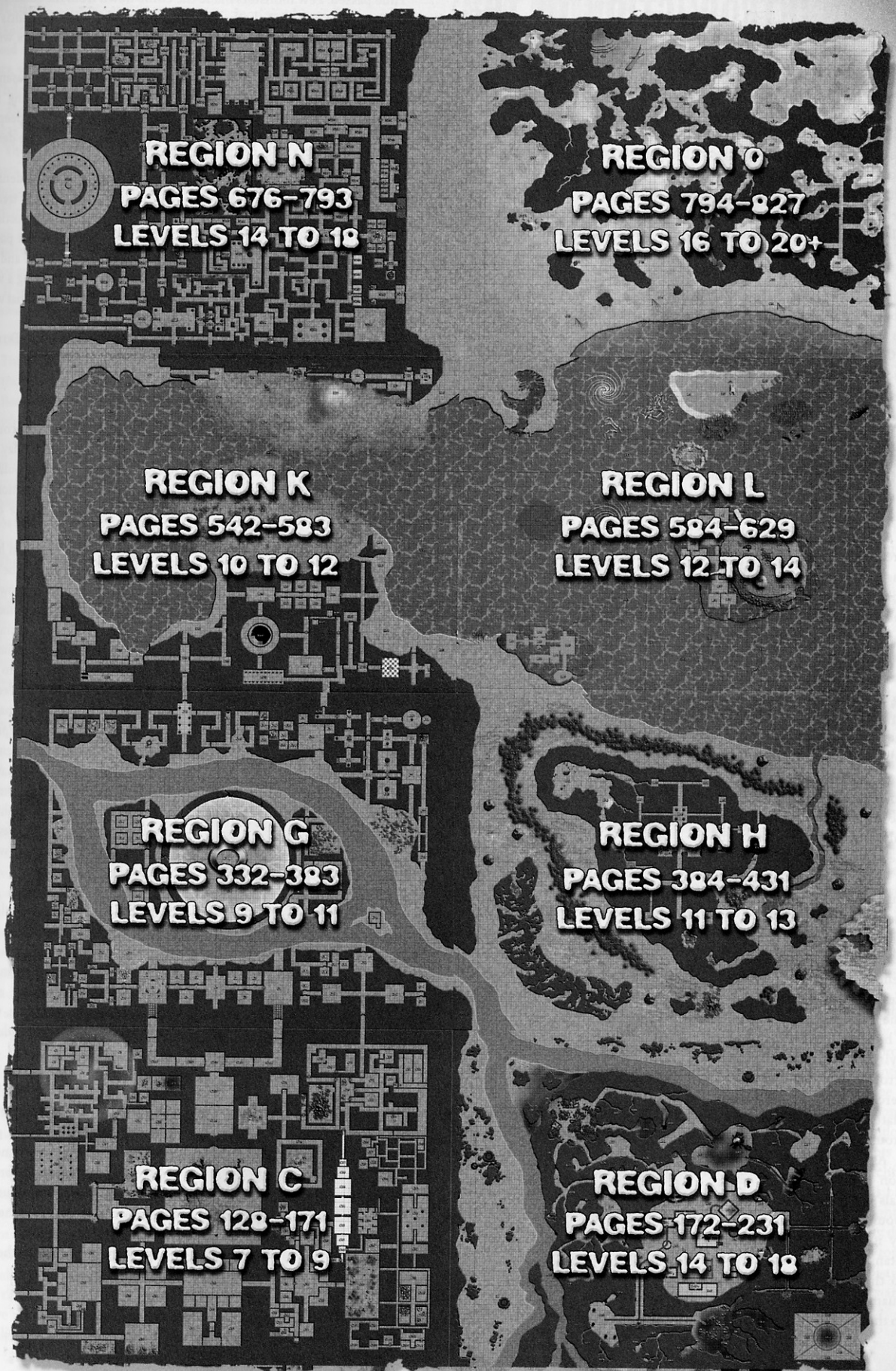
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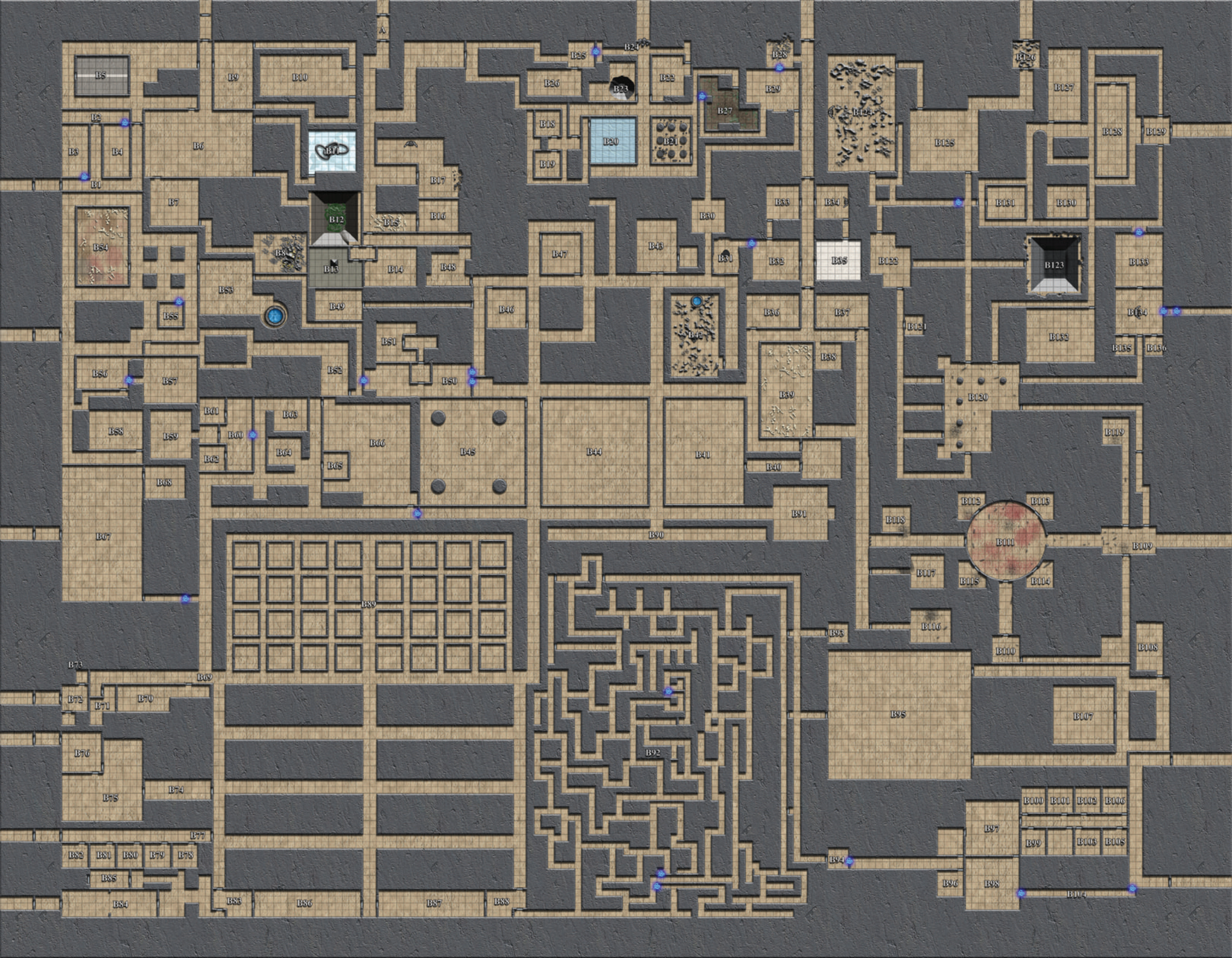
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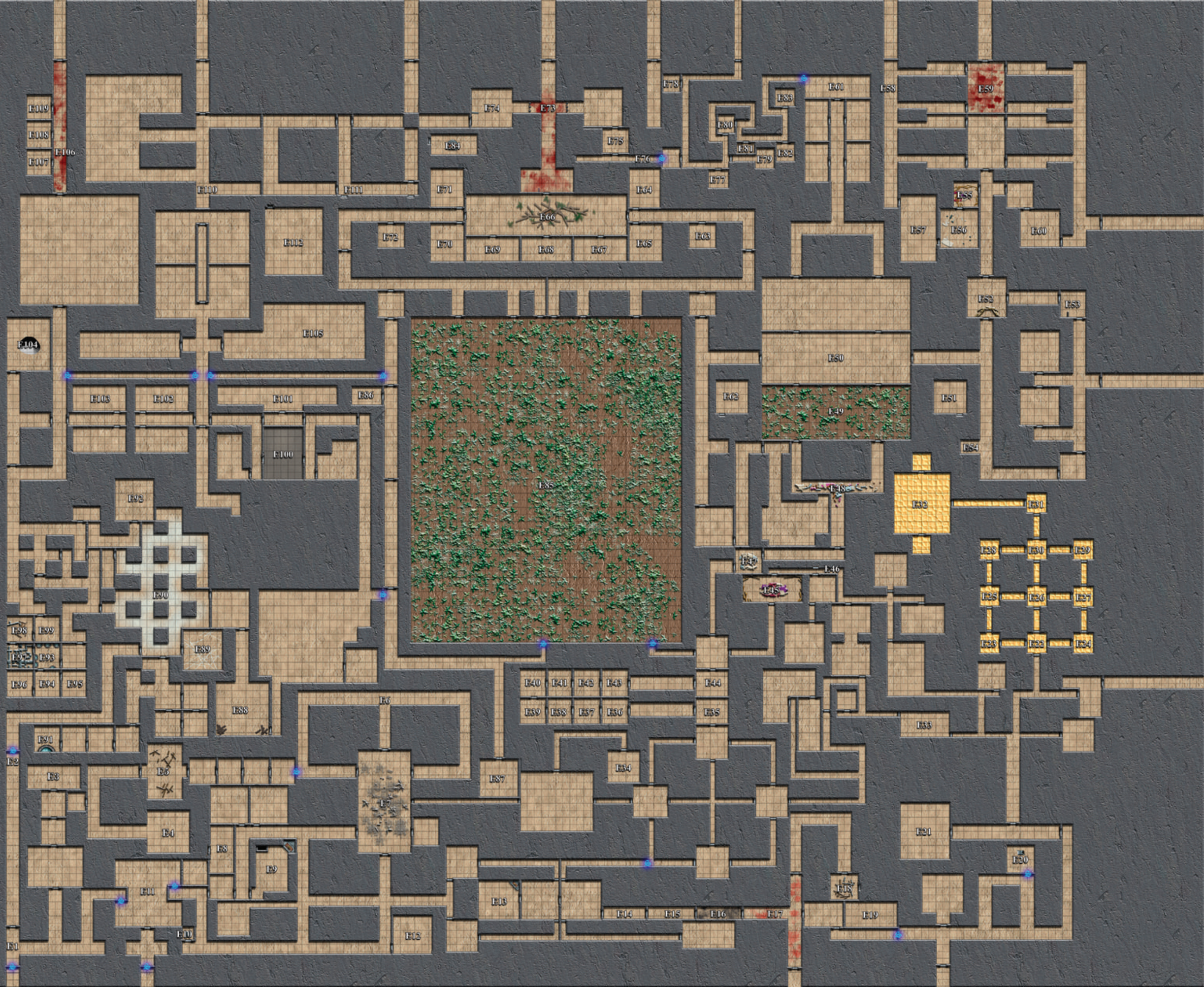
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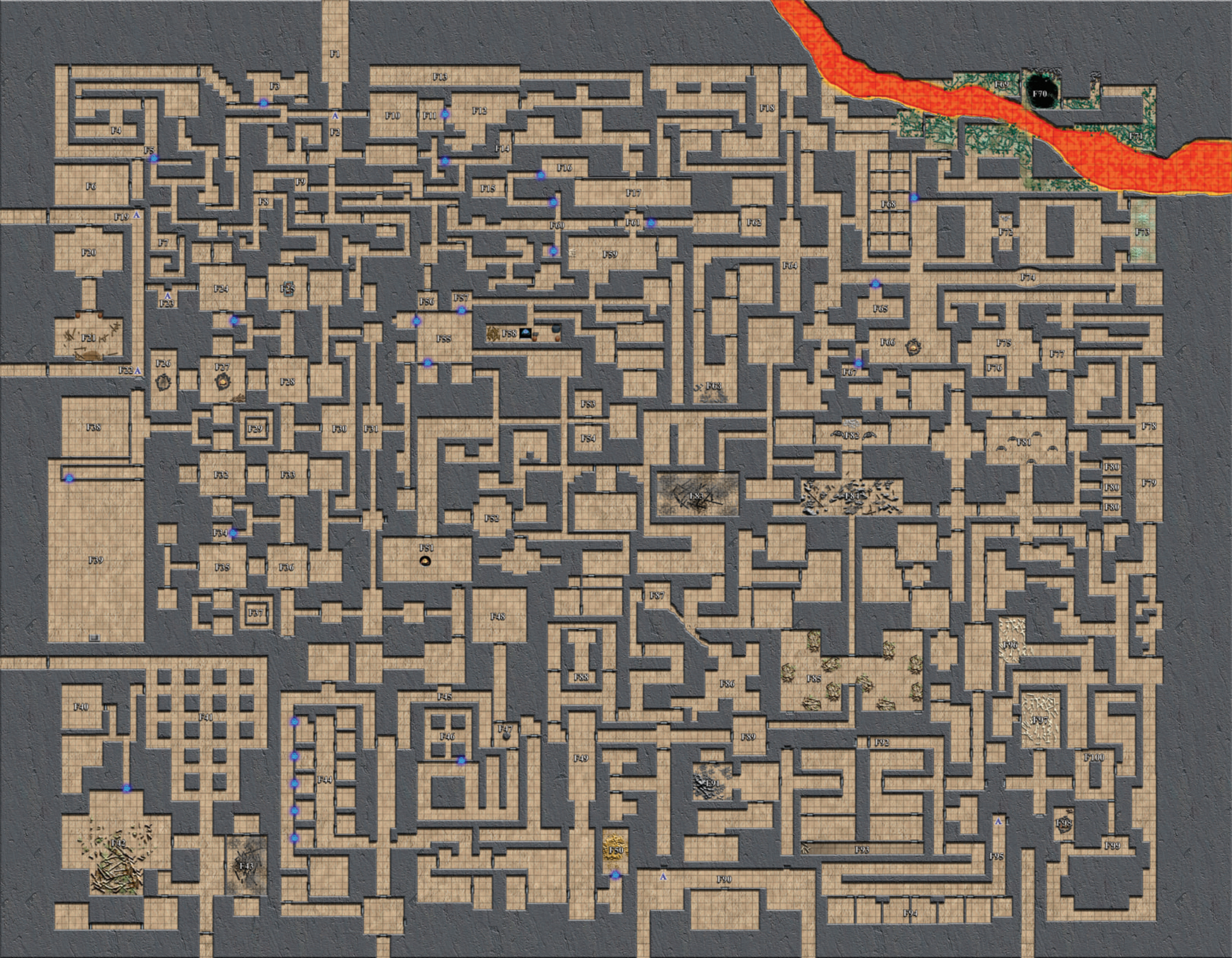
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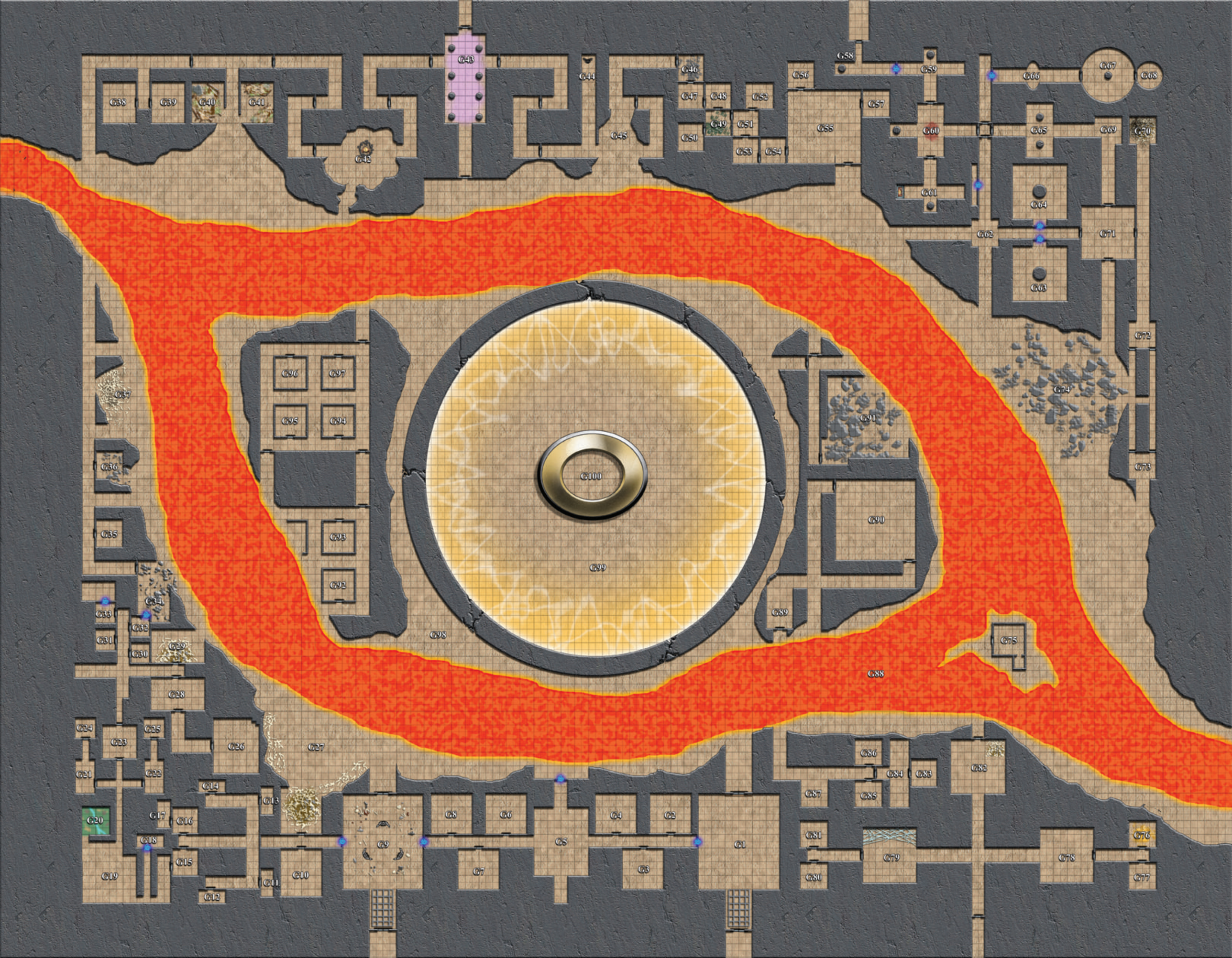
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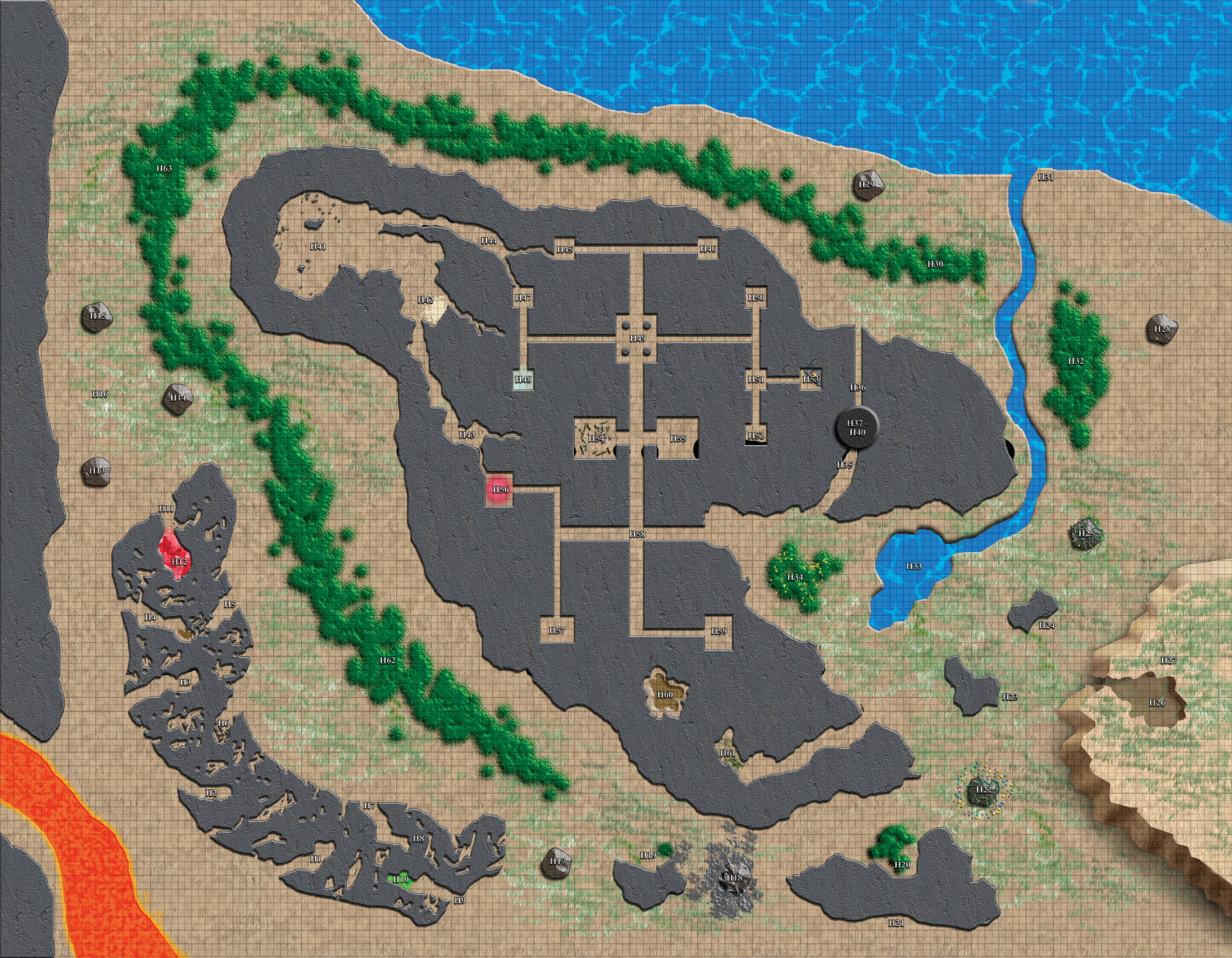
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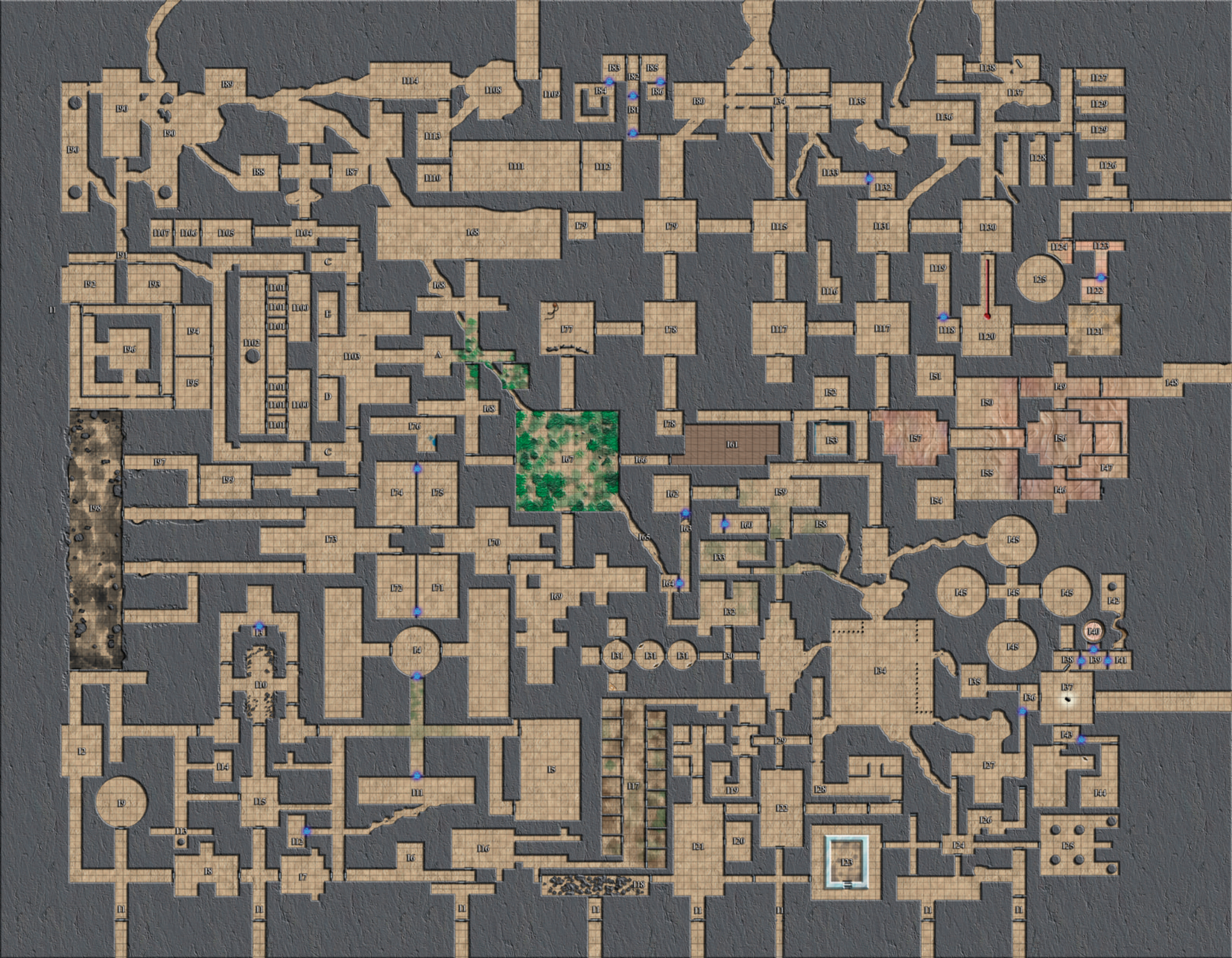
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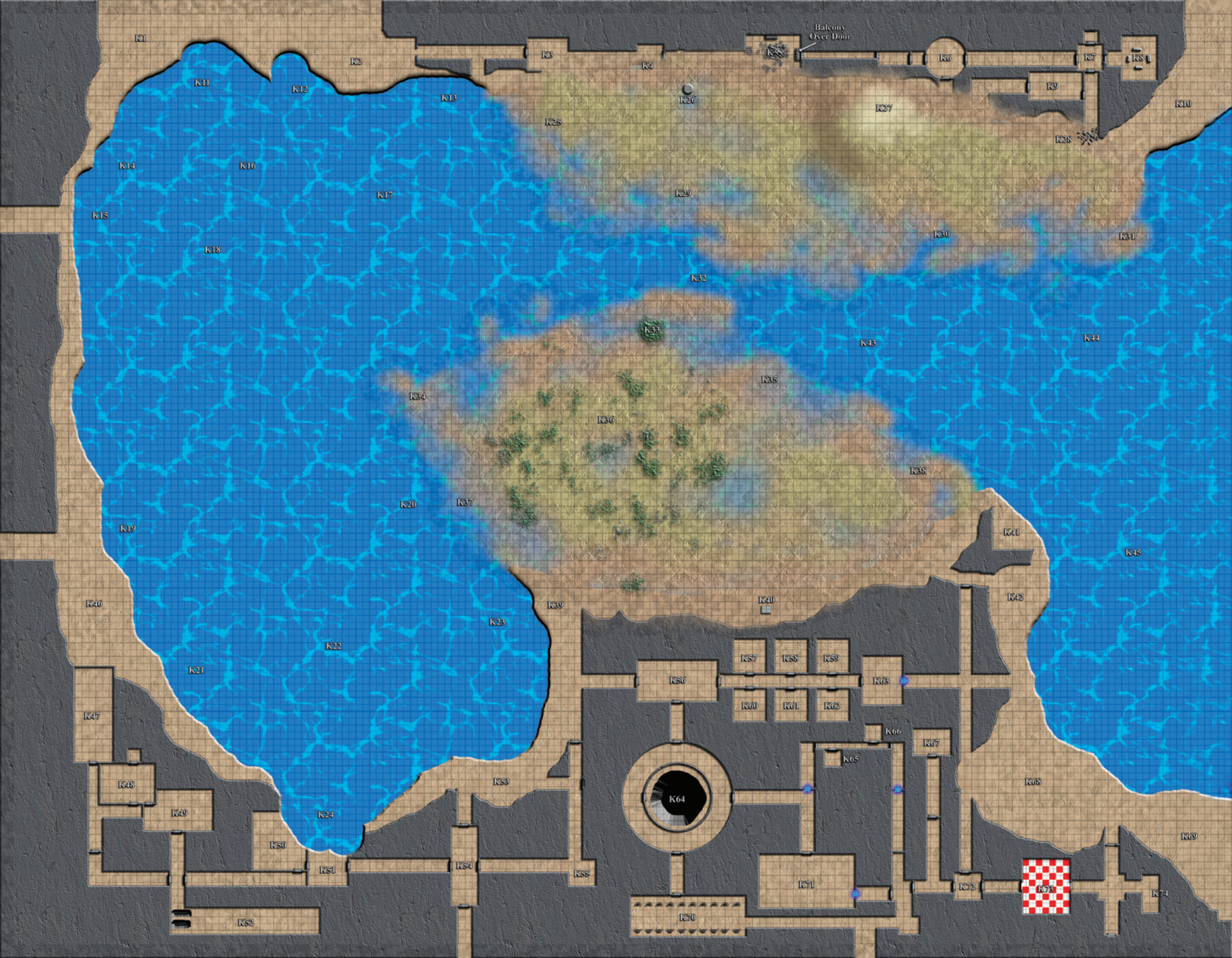
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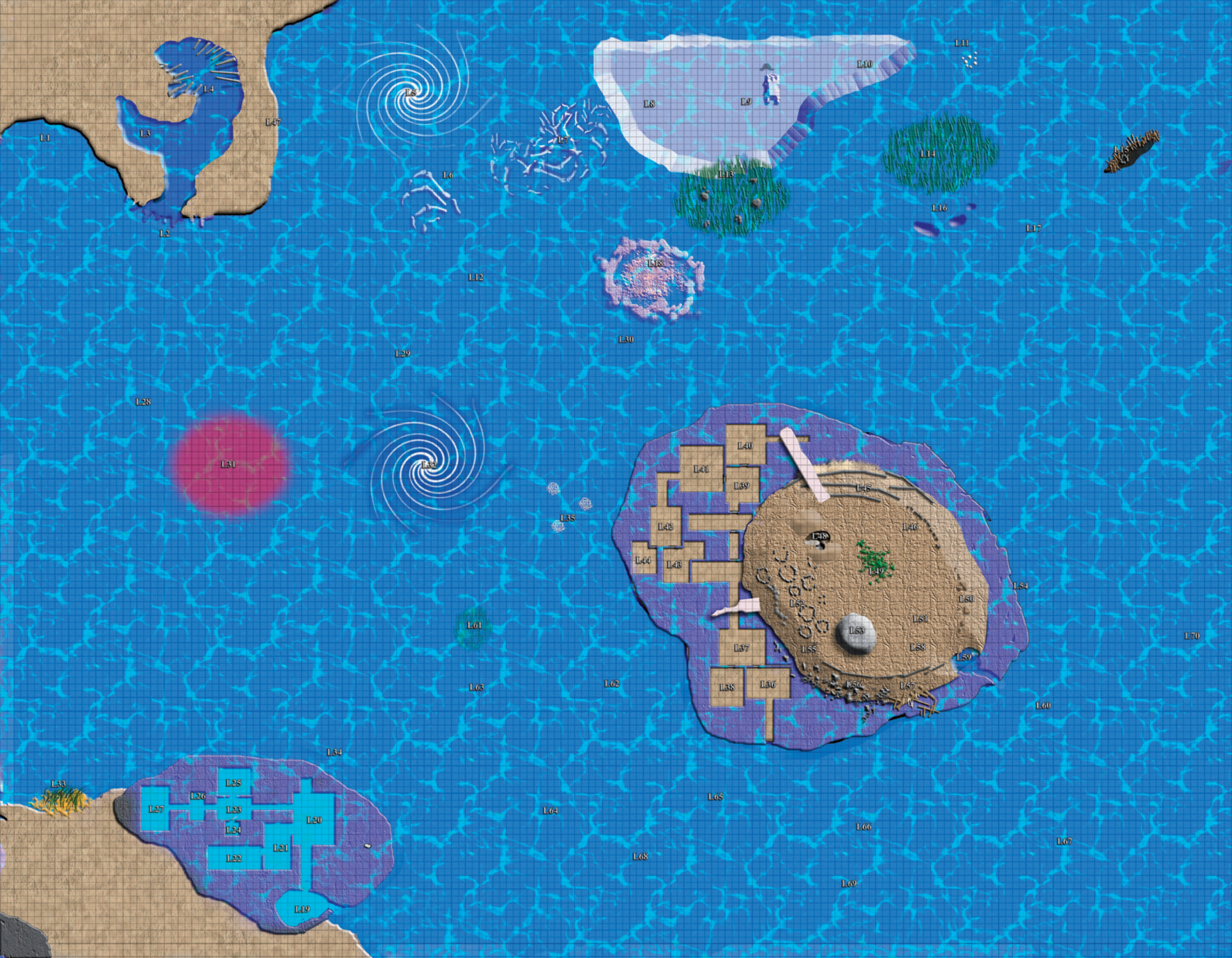
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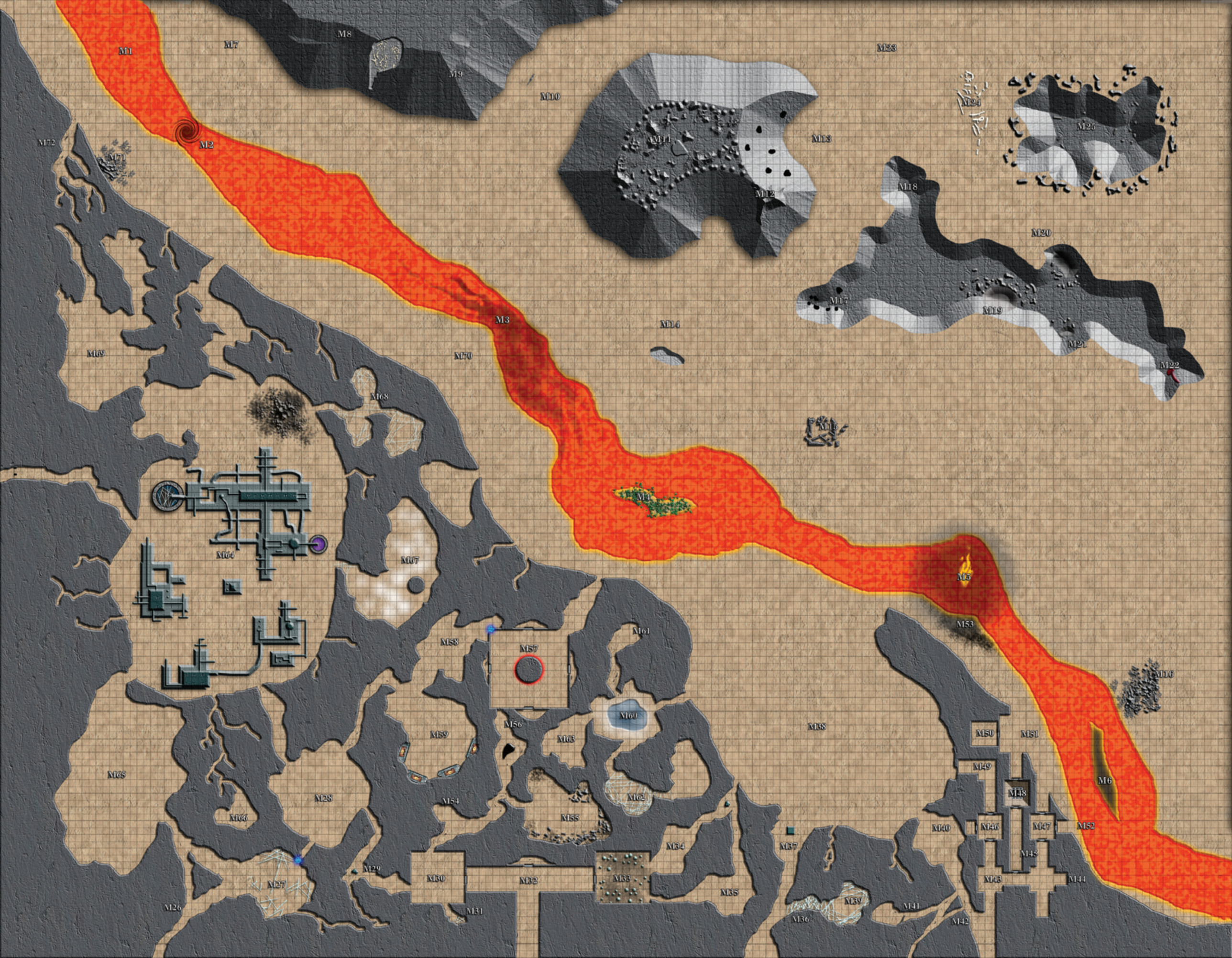
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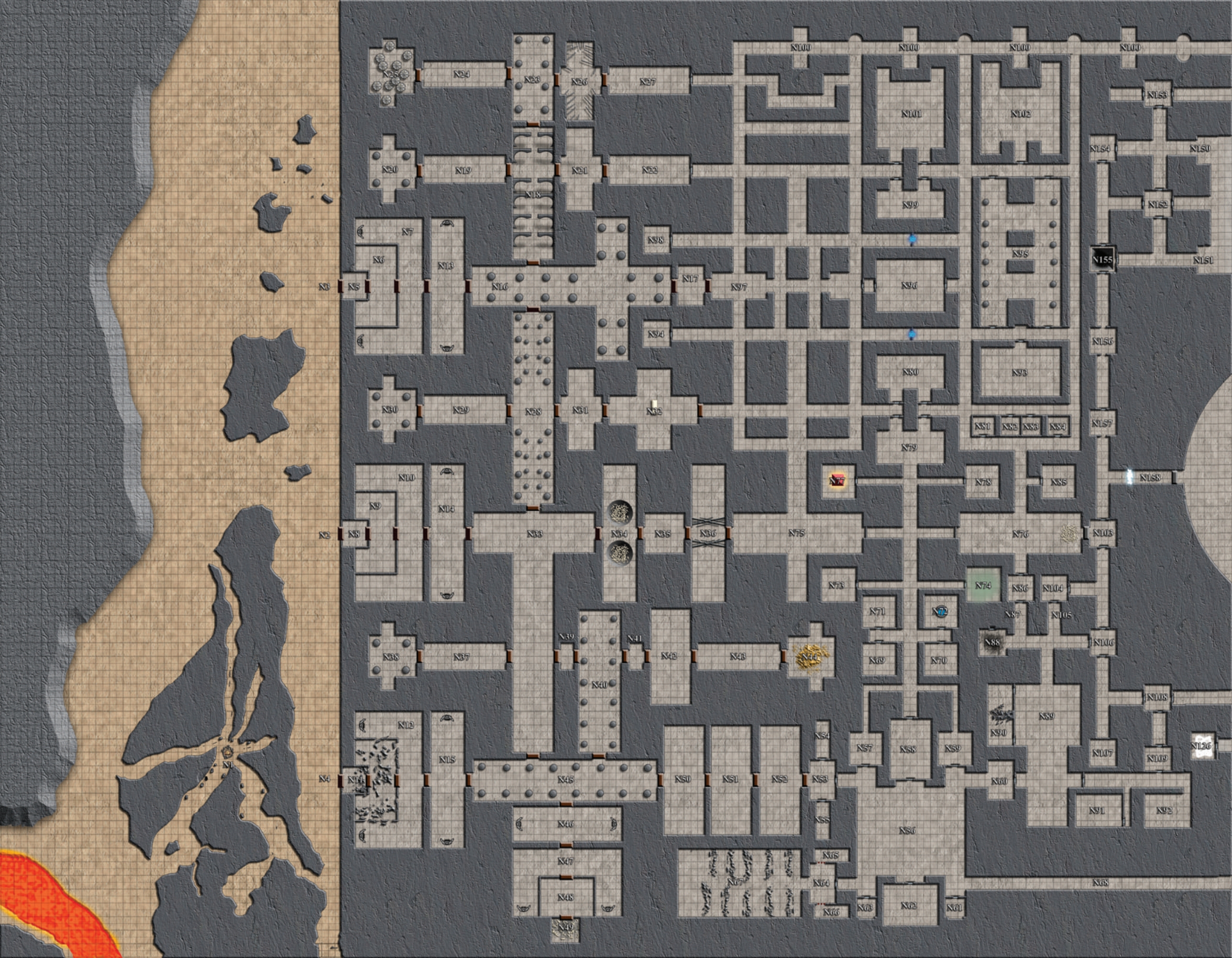
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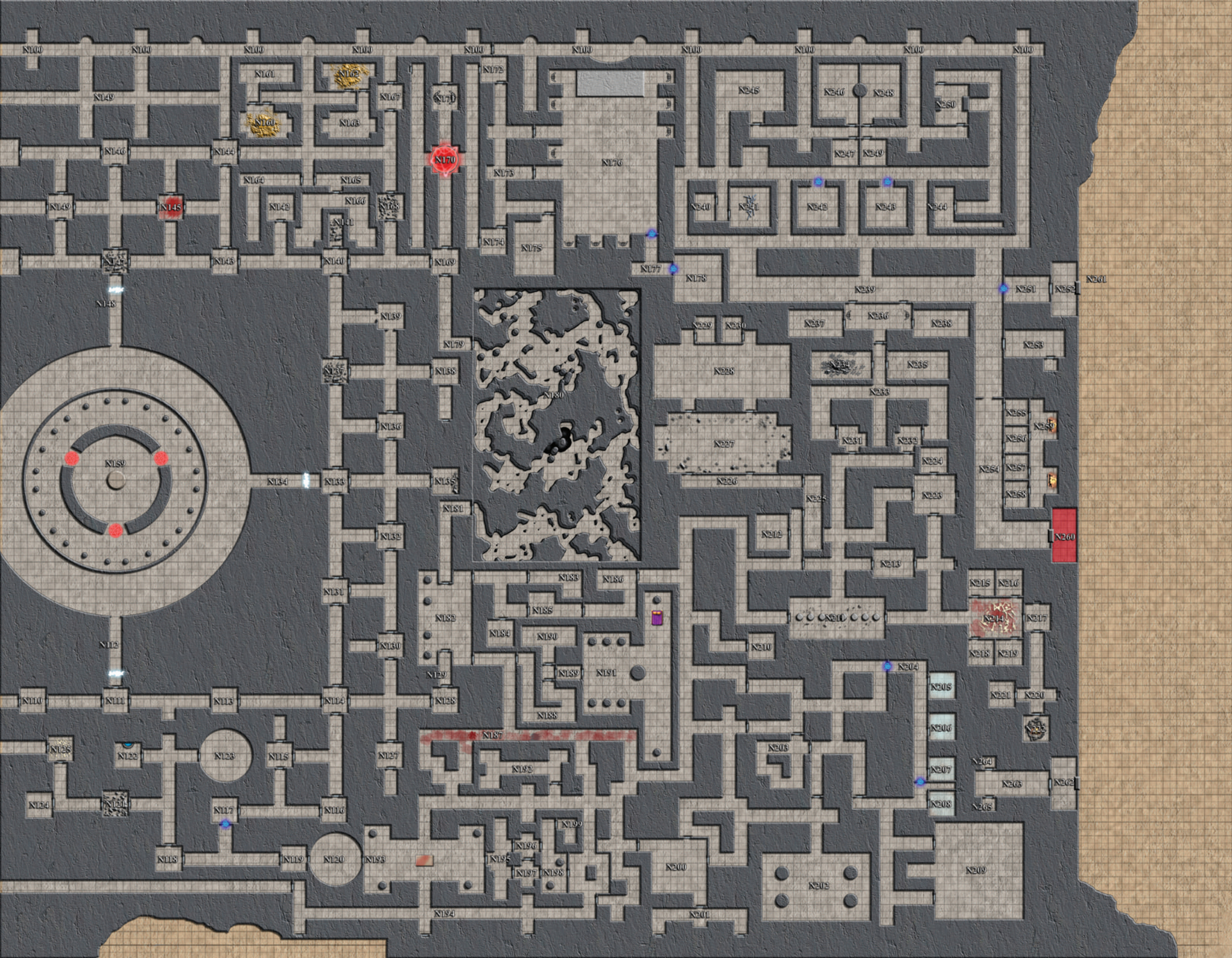
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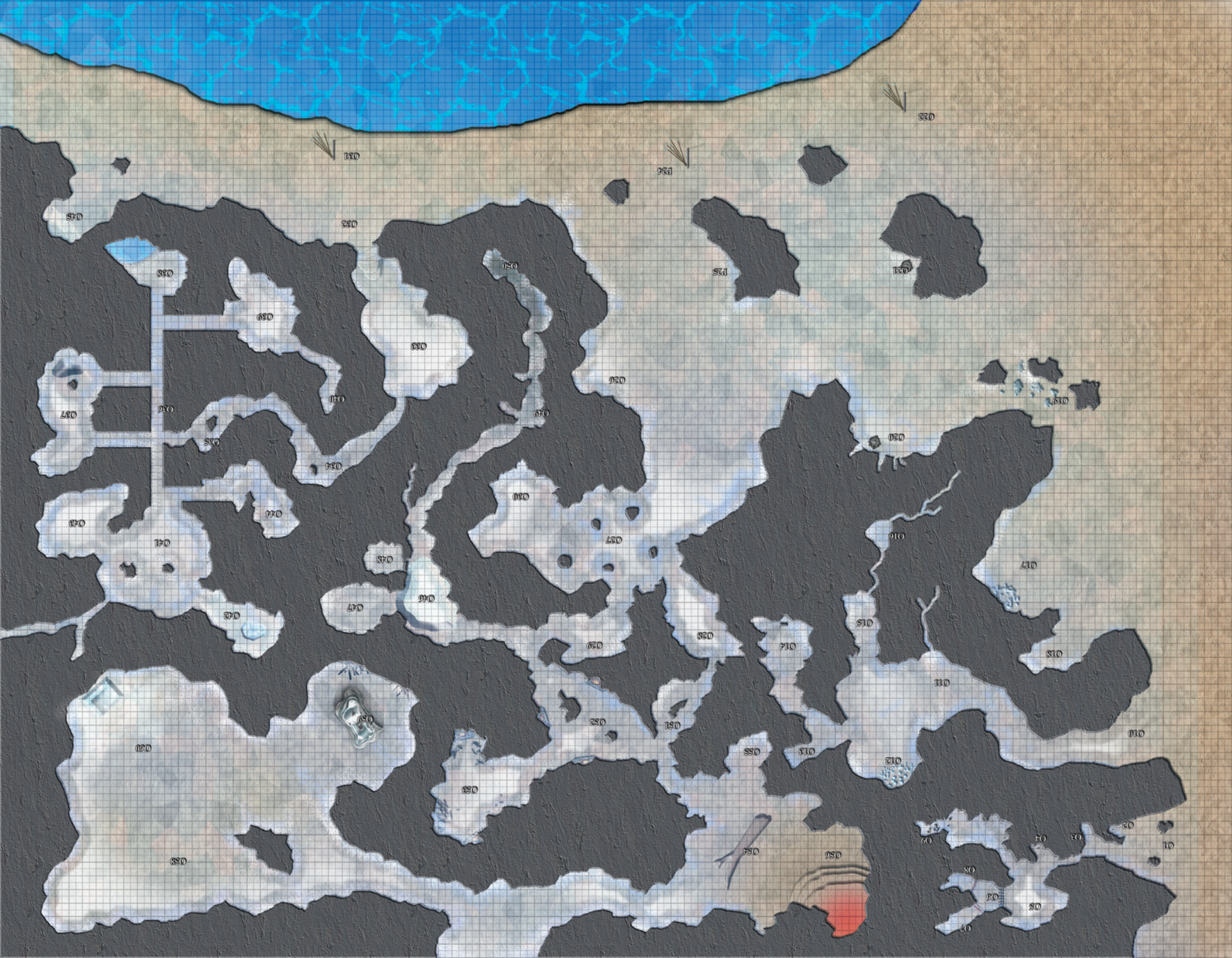
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AN INTRODUCTION TO THE WORLD'S LARGEST DUNGEON

HISTORY

Millennia ago, the celestials built a great dungeon. Within it, the celestials erected mammoth walls, locks, doors, and traps. It warded off those who would enter, but also walled in those who would escape: it was a dungeon larger than any ever known. Within it the celestials imprisoned hellish undead, demonic beasts, and fiendish monstrosities.

It was a perfect construction. Before the first dwarf would ever be born to sculpt stone, angels and celestials carved a work of art that no one would ever see. Perfect in every detail, it would stand inviolate for thousands of years. But none can say why the gods ordered demons and liches to be entombed and not destroyed. And in time, the gods would rue their mercy.

Centuries passed and the tomb stood unchanged. The champions who protected humanity from the liches and hezrou and pit fiends stood vigilant guard, ready to spend eternity in honor of the gods. But time passed over the celestials. The world forgot its heroes. Even the heavens turned a blind eye to the angels, inevitables, and guardians serving out their destiny entombed in the earth.

No one is sure how much time passed; history has forgotten the quest of the celestial heroes. One thing is certain: the earth is an unforgiving mistress and her power cannot be held back.

An earthquake cracked the foundation of the dungeon. The rift spread for miles, nearly ripping the dungeon in two. Into the rift flowed magma, but it did not boil the occupants of the dungeon. The temperature rose beneath the earth, and the cold home of the unliving became capable of sustaining life.

It was not long before the derro came. They made their homes among the rocks and tombs. Many of the traps set throughout the dungeon had been triggered, and creatures that the celestials had sworn to entomb eternally had escaped. In time, more subterranean creatures would make their homes in the rock. All the while, celestials contained the truest evils in the heart of this prison.

Then another earthquake pushed jagged earth through the dungeon floor, destroying a large portion of its foundation. Driders and drow dug beneath the rock and rubble to make their homes. The same earthquake tore a hole in the ceiling, and flying beasts like the arrowhawk and belker perched on the highest plateaus of their underground sanctuary.

As the dungeon's population grew, so did the celestials' fear that mankind would be destroyed by its inhabitants. Two titans made the long journey to the mountains and stood guard at the entrance and exit to the tombs, in eternal vigil.

Time passed. Few monsters made the climb down from the surface or pushed up from below. Only the strongest made a home in the debris of the prison. Eventually, more derro came, bringing other diggers with them. When they required more room, the derro dug deeper.

The burrowing derro caused a massive landslide, bringing thousands of pounds of earth and millions of gallons of water crashing in. Hundreds of derro and duergar died and the survivors moved deeper into the dungeon. Enlisting every manner of enslavable race, the derro crossed a giant chasm and started digging again.

Within the last hundred years, the dungeon has seen unprecedented activity. Every manner of creature lives in the dungeon. An elder treant and its elven entourage have made a refuge in the westernmost portion, while the undead have remained entombed at the northernmost point since the dungeon's creation. The core of the dungeon (Regions F and G) show the greatest sign of conflict, with angels and devils waging a war that must end poorly. Lastly, the exit has seen a change of power that will stymie heroes who think they're "almost done."

The World's Largest Dungeon represents years of adventuring. Do not tread lightly, but raise your swords high.

FACTS ABOUT THE DUNGEON

The dungeon is in a mountainous region and has been buried for countless years. It can have any number of entrances, but for ease of play, we have provided only one. If the DM desires to add more, they should be well hidden or even guarded by the creatures protecting their portion of the dungeon (kobolds near the front, winter wolves along the cold northeast section, and so on).

Because the northern reaches of the World's Largest Dungeon have access to the surface world, it should be in a remote area, lest adventurers know all along it is here. Page 8 lists a number of ways for the PCs to "stumble" upon the Dungeon, but ultimately, what draws the PCs to the Dungeon is for the DM to decide.



A chasm filled with magma (consisting solely of mephits) pushes through the earth beneath the Dungeon. It must have a beginning and end point, but the DM may simply insist that it remains under the earth, pushing up under a lake or sea bed, warming the ocean currents.

The monsters in the Dungeon do not have children. There are no locations with baby orcs or yuan-ti eggs. If this does not mesh with your vision of a harmonious dungeon, we apologize now. Killing children, whatever their race, faction, or identification, is not heroic.

What you are reading is the product of one line developer, almost 20 writers, and over 100 years of imagination and gameplay. We made it fun first and useful second. Logic was a byproduct of our stubbornness, but was always subordinate to the first two laws.

We hope you enjoy the read.

ECOLOGY

Taken at face value, a dungeon housing over 1,000 monsters is going to need a food source other than "the titan just eats the elves." In all honesty, we don't expect this adventure to be run from beginning to end. While it has been designed to be just that — the world's largest dungeon — and it has a logical reason for being here, such an undertaking would break even the bravest DM and players.

Therefore, it is our contention that lichen, dire rats, goblins, and dire boars make for an excellent food chain. In the lower levels of the Dungeon, goblins hunt the dire rats and eat them, and someone eats the goblins. Who? That's up to you. As for the higher levels of the Dungeon, drop in a farm of dire boars and you're all set. Like all pigs, they'll eat whatever slop you serve them, and chances are dire boars taste just as good as their real-world counterparts.

If you need more explanation beyond that, here are a few "magical" answers to help quell your need for realism.

- Underground springs of water provide all manner of sustenance.
- Time moves slowly here, so when most creatures do eat, it nourishes them longer.
- Because of the presence of the celestials, no one needs to eat. That's why it's such a hospitable place for monsters: there is less competition over resources.
- Races trade with the fey. In exchange for not wiping them out, the nymphs and dryads provide edible lichen and other food. After all, if you eat a treant today, you'll be hungry tomorrow, and then what?
- At high enough levels, clerics can make food from nothing. Certainly a goblin shaman could summon a plate of grubs for his followers.
- The steam mephits provide magical sustenance to all who stand on the rocks of the Dungeon. (We don't know how that works, exactly.)
- Certain races, like the driders, are experimenting with creature cross-breeding. Maybe chaos beasts or free-range chuul are tasty.
- Cut the Dungeon into bite-size morsels and run it as separate lairs, each with its own passage to the outside.
- Perhaps intelligent monsters are more nutritious…

EVERY MONSTER?

You're probably wondering: how did AEG fit one of everything in here? Well, that's easy to answer. We didn't.

What?

Now you're probably wondering how we could say that on the back of the package and not follow through on the inside. Isn't that lying? Before you call your congressman, let us explain. Everything is in here, but not the way you're thinking.

For instance, we have chromatic dragons and a metallic dragon, but not a blue or white dragon. We have a sphinx, but not every variety of sphinx; we thought the androsphinx satisfied the category and we moved on. We have most of the dire animals, but not all of them. Where we could, we used every part of the buffalo, so to speak.

Guardinals are just too cool to ignore and most demons and devils need to appear en masse, not just in cameos. We kept less interesting or useful monsters under wraps, so we could use the extra room to give the more important underground beasts (derro, drow, orcs, etc.) a unique look and feel. We especially hope you like what we did with the aberrations and undead, which are among our favorites.

Whenever possible, we mixed templates with monsters in interesting ways. An advanced elder treant is the focal point of nearly a square mile of the Dungeon, and one wild elf is a half-fiend, because we'd never seen one. (One writer begged for a fiendish, half-dragon lycanthropic digester, just to see the stats.)

You'll also notice the lack of animals and vermin. Animals and vermin are not monsters. While a crow could certainly find its way into the dungeon to eat a dead rat, and each corpse attracts its swarm of ants, they do not belong in a dungeon.

In the end, we wanted to give you something you'd never seen before, but we also wanted it to be useful. Fanatic completism took a back seat to making the Dungeon fun and useful.

LAYOUT AND DESIGN

The Dungeon was built to jail undead and demons, not to be comfortable. There are no barracks, kitchens, or anything resembling "living" quarters. Humanoids and other carpetbagger creatures have made do with what they've found here. Makeshift barracks do not afford the comforts of home. The PCs won't find a logical pattern here.

After a few weeks of exploring, the PCs may start coming to their own conclusions about the Dungeon. If not, they can always run into the lantern archon.

LANTERN ARCHON(S)

One of the PCs' best friends are the helpful lantern archons that may appear throughout the Dungeon. These celestials were assigned to know everything about their own dungeon sections, and some have survived to the present day. Each lantern archon knows why its Region of the Dungeon was created, but is ignorant of conditions on other maps. These archons are a great way to dole out information to the PCs.

Lantern archons can be found anywhere the DM likes. They know many things they shouldn't, like PC names, recent plunder, total dead in the area, and so on. They are not there to tell the PCs what lies beyond a door, but rather to point them to the Dungeon's major plots. Their original purpose was to watchdog the Regions, but since the earthquake, each archon has grown sullen (and perhaps a little lonely), taking on a personality of its own.

All of the lantern archons believe that Region O is the only exit to the Dungeon and that Barcellus (Room O59), a titan loyal to the celestials, guards it. They do not know that Barcellus has been replaced. See Region O for more details.

Feel free to give each archon a unique voice. Alternately, ignore them altogether and have the PCs "find" their way into the mess.

THE DUNGEON ENVIRONMENT: SCALE

The maps were initially designed to be 5-ft. by 5-ft. squares. However, this can easily be modified to 10 ft. by 10 ft. In fact, we recommend it. Doing so requires the DM to visualize some of the Rooms differently, but none of this reduces the playability or fun of the Dungeon. Adaptability is the key.

You may, if you wish, even increase the scale to 15 ft. or 20 ft. squares.

THE DUNGEON ENVIRONMENT: SIGHT

A key thing to keep in mind is that the Dungeon is completely dark. Except where noted, there are no sources of light anywhere inside the Dungeon. This environment does not present a problem for most creatures, which rely on darkvision or blindvision to find their way.

Of course, while darkvision or blindvision allows the creatures to see, there are distance limits to such vision that come into play in some cases — a creature with darkvision 90 ft. can have a significant advantage over one with darkvision 60 ft.

Because of this, unless the party is composed entirely of races that have darkvision (commonly dwarves and half-orcs), they must rely on light sources to find their way. Aside from illumination problems (torches burn out, *light* spells end), having to rely on light sources presents a huge handicap to moving in Sections where other creatures can see in the dark. Outside, a torch can literally be seen from miles away on a moonless night. Inside a dungeon, low ceilings and tight corridors reduce torch visibility to 100 ft. or so. Nonetheless, any attempts at stealth, including surprise, are ruined by a simple candle as a watchful creature is likely to spot the light source long before it becomes visible. Nothing attracts unwanted attention in darkness like a source of light.

Regions H, K, L, M, the eastern edge of N, and O all have slightly different lighting conditions. Higher ceilings, holes in the mountain tops, and other conditions make these Regions different from the claustrophobic tunnels of the remaining dungeon. Review these chapters and make sure the PCs understand just how high the ceilings are.

THE DUNGEON ENVIRONMENT: SOUND

Sound doesn't travel as far as the PCs might expect. While the Dungeon is not soundproof, the walls were made very thick to muffle the screams of the demons inside their cells. Wards were added to soften the annoying, persistent echoes. Years of neglect have caused these wards to warp, creating an unplanned new effect: sound is unpredictable.

This means a lot to clever DMs. If the PCs are being extra quiet, perhaps a single breath gets funneled down a quarter-mile of corridor, alerting everyone of their presence. Or an epic battle in a Room two doors away goes unheard. Echoes from the farthest reaches of the Dungeon could be heard at the entryway, and the PCs' footfalls could go unheard by someone right in front or behind them.

Don't be afraid to use this to your advantage or to help low-level PCs sneak past larger adversaries. It is important to note the Regions H, K, L, and O do not follow standard rules regarding magic, wards, and — in this case — sound. Feel free to apply these concepts as you see fit (*see Encounter Conditions, page 10 and 830*).

THE DUNGEON ENVIRONMENT: TRAPS

While most of the original magical traps have long since failed or been destroyed when the creatures imprisoned here escaped, the celestials maintained a number of other traps up until their departure to Regions E and G. Although they are usually in areas of strategic importance, such as at an important junction or guarding a supply cache, traps can occasionally be found in unexpected places.

Many traps were designed only to paralyze the undead and demonic forces that could not be destroyed. Others produce cold and/or fire depending on whether they were designed to kill devils or undead. Acid and sonic traps were effective as well, bringing many creatures to their knees. However, because of the nature of the undead and demonic beasts, someone always had defenses against something. As a result, a variety of traps were made, many of them magically capable of resetting themselves.

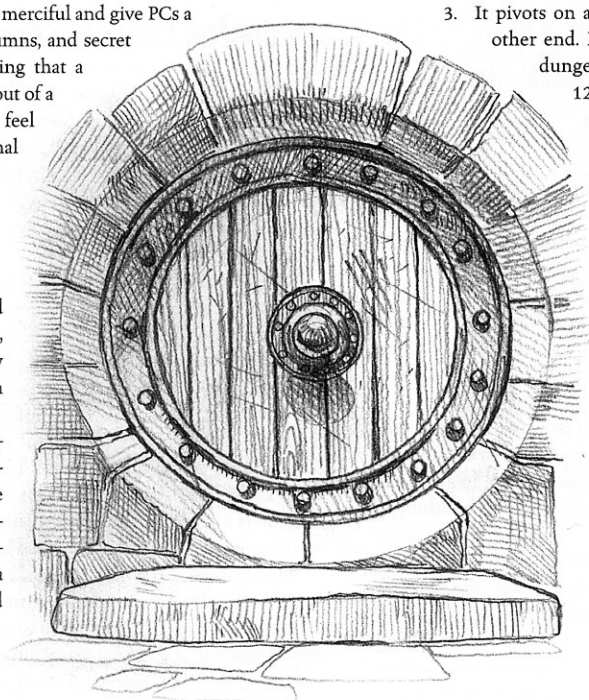
Over the centuries, many creatures have stumbled through these corridors, tripping glyphs, spells, and fire traps. The hardest ones to spot have been tripped, and some never reset. The ones that have a marking were circumnavigated once the first hobgoblin was turned into a rat or doused with flaming oil. The easiest ones to spot have been avoided.

That said, traps can be anywhere the DM wants to put them. While corridor traps have a tendency to slow down game play, a project of this type requires them to some degree. Be merciful and give PCs a chance to spot them. Doors, columns, and secret panels could be trapped. Anything that a demon might try to move to get out of a dungeon could be trapped. But feel free to add all manner of non-lethal traps whenever the whim strikes.

THE DUNGEON ENVIRONMENT: OTHER

Because the original builders had little need for creature comforts, the Dungeon has little in the way of furniture or standard dungeon decor.

These Regions are geologically unstable. While an actual collapse is not going to occur while the PCs are in the area, occasional rumbles and tremors are common, and can be anything from a minor nuisance to a real hazard (see Random Encounters for more information).



INTERIOR DOORS AND WALLS

STANDARD DOORS

Unless stated otherwise in the Room or area text, a standard dungeon door conforms to the following rules.

1. If there is no description of the door, it is closed, but unlocked.
2. It is made of wood and bound with iron.

   Iron Door: 3 in. thick; hardness 10; hp 90; break DC 32; Open Lock DC 30.

3. It opens in one direction only and has pull rings on both sides, allowing it to be pulled open or pulled closed. All doors push open into the Rooms from the hallway or from the previous Room, unless otherwise noted. In case of a conflict, the decision is up to the DM.
4. Although heavy, it is well anchored on common hinges and can be opened by any creature of Small size or larger simply by leaning on it. Any door can be pushed, but they may only be pulled by a creature able to grasp the ring. Creatures of Tiny size or smaller do not have the mass to pull the door open even if they have the strength.
5. It is neutrally hinged and does not swing open or closed on its own; a closed door stays closed and an open door stays open unless someone, or something, shuts it.
6. It has roughly a half-inch gap between the bottom of the door and the floor, allowing for air, light, noise, and smells to escape. Most prison/vault doors are sealed completely.

SECRET DOORS

Unless stated otherwise in the text, a secret door conforms to the following rules.

1. If there is no description of the door, it is closed.
2. It is made of stone, or whatever material the wall is made of.

   Stone Door (stone wall section): 3 ft. thick; hardness 8; hp 540; break DC 50.

3. It pivots on a vertical axis by being pushed on one or the other end. Because they are much heavier than standard dungeon doors, secret doors require a successful DC 12 Strength check to push open or closed, and the following special size modifiers apply: Colossal +16, Gargantuan +12, Huge +8, Large +4, Medium +0, Small –4. Creatures of Tiny size or smaller do not have the mass to push open a secret door, no matter how strong they are. In addition to these modifiers, any creature that is on more than two legs or is otherwise exceptionally stable gains a +4 modifier.
4. Unless noted, discovering it requires a DC 20 Search check. In more advanced Regions this number may be as high as 30 or 35, per the DM's discretion.
5. Unless noted, it has no locking mechanisms and thus cannot be locked, nor does it have a return mechanism. Secret doors remain open if opened, or closed if closed.

6. It is six feet high by seven feet wide. When fully open (the door is completely perpendicular to the wall) there is a total of two feet worth of maneuvering space between the secret door and the wall. This is large enough for a single creature of Medium size to squeeze through on either side simultaneously; creatures of Large size or larger normally cannot fit through such a space (although whether they actually can or not is ultimately the DM's call and depends on the physical characteristics of the creature; an Escape Artist check may be in order). The door sits one foot off the ground on a threshold to allow for the pivot, a fact that also makes it more difficult to detect. Keep in mind that when opened, there is a threshold one foot high that creatures must step over in order to pass through.
7. It is built to very tight tolerances, although there is a slight gap at the top and bottom through which noise or air might pass. Because of the thickness of the secret door, this gap is not large enough to allow light through.
8. Pushing it open causes the stone to scrape slightly and makes the same amount of noise as a person in medium armor trying to walk silently (DC 5 Listen check to detect the noise).

THE SIMPLE ANSWER

Unless otherwise stated, all walls are stone and all doors are iron.

- **Iron Door:** 3 in. thick; hardness 10; hp 90; break DC 32; Open Lock DC 30.
- **Stone Wall:** 3 ft. thick; hardness 8; hp 540; break DC 50.

Due to the nature of the Dungeon, even a small section of broken stone causes no lasting damage to the superstructure. Only a force on par with a cataclysmic earthquake can damage the foundation.

LOCKED DOORS

A number of doors in the Dungeon are locked. This makes the Open Lock skill very handy. In fact, PCs shouldn't enter this dungeon without a rogue and a masterwork set of thieves' tools (lockpicks). That said, there are a number of things the PCs should be aware of.

There are generally 20 tools in a given lockpick set. For each lockpick that is damaged or lost, the PC suffers a –2 circumstance penalty to his Open Lock check. Thieves' tools are generally so delicate that only a DC 25 or 20 Craft (blacksmith or locksmith) check can fix them. Usually, a rogue just buys new tools. In *The World's Largest Dungeon*, that might not be an option.

CEILINGS

The dungeon ceiling is sometimes as low as 10 ft. and sometimes as high as 50 ft. or more. Originally we detailed ceiling height, but cut it for space, opting instead to include more useful details (like tactics). The DM may decide how tall each Room is, or roll once per Region, Section, or Room to determine the ceiling height.

If you need details, consider rolling for each Room.

1d20	Height
1–5	10 ft.
6–10	15 ft.
11–14	20 ft.
15–16	25 ft.
17	30 ft.
18	40 ft.
19	50 ft.
20	2d6 × 10 ft., or 1d20 × 5 ft.

Outside the "dungeon" proper, where the stonework becomes dugout earth and the Regions are more cavernous, the ceilings rise as high as four miles in places.

TELEPORTATION AND EXTRADIMENSIONAL TRAVEL

The walls of a prison are useless when its inhabitants can just phase out of existence and reappear on any plane they wish. The celestials therefore surrounded the prison with a null field, negating all extradimensional travel and teleportation. Any magic that allows the PCs or creatures to "jump" from place to place is negated. In fact, as a result of this design, creatures that have *teleported* in have found they cannot escape.

Since the earthquakes pockets have developed throughout the complex where the null field has weakened disappeared completely. The text explains exactly where, but Regions H, K, L and O are the weakest in this regard. Additionally, some maps, such as A, E, F, and N, have teleportation built into their design. The maze-like nature of Regions E and F make the random teleporters that much more devastating.

The DM may decide that creatures like barghests, shadows, blink dogs, and so on have limited range of motion on the ethereal or shadow planes, but they can never escape the prison altogether. Spells like *dimension door*, if allowed, only work to line of sight or 100 ft. (whichever is less).

Bags of holding, *portable holes*, and the like lose their link temporarily with the dimension in question. Stored items cannot be accessed, and items added fill the bag as though it were a normal item.

TREASURE

The celestials did not build this dungeon with trinkets in mind. Most anything the PCs find will be items that monsters brought with them, or items that a demon or devil died with. In such an instance, the item would have been scooped up by someone (hobgoblin, etc.) and taken back to his lair.

EXPERIENCE POINTS

Most DMs and PCs aren't going to like this, but it was inevitable. If the PCs earn XP at the "normal" rate, they'll be 8th level before they leave the first map. In order to keep this adventure challenging, we had to ignore that.

It is our intention that PCs advance only twice per map. The progression allows them to reach 20th level or so by the time they reach the end of the Dungeon and provides enough challenges to keep things interesting. We can't enforce this; no one is going to be at the table watching you hand out XP. 3rd Edition's greatest strength is a single XP progression for all classes, allowing DMs to advance the PCs to the next "bump" at will.

Map A is designed for levels 1 to 3, Map B for levels 3 to 5, and so on. A chart is provided on page 9, showing where advancement should take place.

SOME LOGIC ABOUT XP

Interestingly enough, experience points are supposed to represent things learned by overcoming a foe or trap. But once you've defeated your 20th orc, what more can you learn from killing orcs? DMs that wish to apply this logic to handing out XP may want to cut XP rewards in half each time the PCs kill a creature they've killed before. This should provide DMs and PCs with the necessary "realism" without sacrificing playability.

If the PCs still don't like this logic, hand out XP for the Encounter Level (EL) and not the CR of every individual monster.

A SILVER LINING

If this dungeon is NOT run from beginning to end as one epic campaign, and merely cut into 16 separate dungeons for use in separate campaigns, then feel free to hand out whatever XP you like.

GETTING IN

How the PCs find the Dungeon is ultimately up to you. Since it's been hidden for centuries, discovering the Dungeon is an impressive feat. However, the PCs should not be aware of the scope of the Dungeon, at first, being drawn in by something simple, only later to learn the density of the World's Largest Dungeon.

Here are a number of ways to get things started, but feel free to make up whatever you like.

1d20*	Reason
1	Glory. Is there any other reason?
2	A holy order — knowing of the Dungeon's presence — built a monastery over it. Waiting for the "sign bearers/chosen ones" to arrive, they invite the PCs in. It has remained a secret, until now.
3	The PCs, having chased a creature into the Dungeon, are now trapped and must make their way out.
4	One of the PCs falls through a sinkhole into Room A1 and the party must jump in to save him (it's deeper than their rope allows them to climb).
5	The PCs, ordered on a mission by a church, guild, king, etc., gather their belongings and begin the longest journey of their lives. They are in the dark about what lies ahead and only a few wizards know the truth.
6	Rumors of a great artifact attract one or all of the PCs.
7	Rumors of gold, jewels, and treasure attract one or all of the PCs.
8	Omens, prophecies, and the superstitions of the peasantry, point to something evil stirring beneath the earth. "North of here, you'll find it... brewing its demon seed. It's evil. More evil than you can imagine, my friend. Saw it with my own two eyes, I did."
9	The PCs (or a particular PC) are summoned by their deity to complete an important quest. The deity is unclear on the details, but a journey north to an abandoned cave and a visit with a titan are required.
10	The PCs (or a particular PC) are summoned by their deity to complete an important quest. The deity summoning the PCs is actually a angel, solar, or marut needing help. It speaks to the PCs in visions, drawing them to aid it.
11	The PCs (or a particular PC) are summoned by their deity to complete an important quest. The deity summoning the PCs is actually a demon imprisoned in the Dungeon, craving freedom. It speaks to the PCs in visions, drawing them to free it.
12	Hunted, the PCs take refuge in a cave to wait out their attackers. However, once inside, they discover the Dungeon (Room A1).
13	The PCs wait out a storm in a nearby cave. Once inside, they discover the Dungeon (Room A1).
14	Creatures from Region A escape to the surface (somehow) creating havoc and mayhem wherever they go. The PCs are sent to investigate.
15	An inexplicable earthquake rips apart a city. Magical divinations point to the source, miles north under a mountain foretold by seers as a place of destruction.
16	A lost relative or friend went missing recently, and the PCs are sent to investigate.
17	One of the PCs inherits a piece of land located above the Dungeon.
18	Dead guardians of the Dungeon, unquiet since they failed in their duties, haunt the land. Their "bodies" lie in desecrated soil, so their spirits approach the PCs, asking them to put their remains to rest. This works well if there is a sympathetic cleric in the group.
19	"Um... It's like a dungeon and stuff, ya know? So let's, like, go check it out."
20**	The gods and celestials can see all of time at once. They knew the fate of man long before his birth on this world. They knew that champions would come to the aid of the celestials even before they built a single dungeon wall. They knew the day would come when mankind would "grow up," and the truest challenge of their right to self-govern would be overcoming the horrors that lie within the World's Largest Dungeon.

* Or just pick one.

** This is the reason the designer chose. The PCs are fated to enter the Dungeon, overcome its foes, and free their world from the tyranny of evil.

Alternately, if the players know that you bought this book, tell them to equip themselves for a long journey and pick a mission from the list below.

1d20*	Reason
1	Glory.
2	Treasure.
3	Glory *and* treasure.
4	A punishment.
5	A tournament.
6	Church or holy mission.
7	A rescue mission goes horribly wrong.
8	The death of the titan marks the end of an age. Now it's the time for heroes. The doors are open. What are you waiting for?
9	Throw the PCs a curve ball. Take them through Module B2, and have the rubble in Room 51 lead to Room A1 of the World's Largest Dungeon.
10	It's time to save the day!
11	You just spent a bundle on this book and you're going to play it, whether the PCs like dungeon crawls or not!
12	Experience Points, man. Experience Points!
13	It's what the *Knights of the Dinner Table™* would do.
14	It's what *Igor™* would do. It must be mine!
15	Because if the World's Largest Dungeon was in your backyard, you'd grab a shovel, throw on some armor, and pack a lunch.
16	You just started college and you need something to do for the next 4 years.
17	There's always room for *Orcs™*!
18	We know you've discovered girls and beer, but c'mon... one last adventure.
19	Peter Adkinson™ says so.
20	When you're done gaming, the *World's Largest Life™* starts, and pretend is much more fun.

* Or just pick one.

QUICK AND DIRTY PERCENTILE

Since 20 times 5 equals 100, any percentile can easily be figured on a 1d20. Simply round the percentage to the nearest 5 or 10, divide by 5, and roll that number or less on a 1d20. This is a fast and easy calculation that you can do in your head.

While this book lists all percentiles as 10%, 35%, 60% and so on, it is designed for DMs to use 1d20 and multiply the roll by 5 (to keep the game moving). On page 832, you'll find a chart, just in case.

BASIC OVERVIEW

Each map (or Region) has its own theme. Divided by obstacles, territorial markings, secret doors and so on, these Regions can be divided into separate adventures or linked into one grand campaign. While each chapter explains its role, this is a short overview of each section.

Region A. Orcs, kobolds, and extraplanar creatures fight for territorial control. At the heart of the conflict is a wererat bent on controlling the whole Region. This introduction suggests to the PCs that this is not a typical adventure. Levels 1 to 3.

Region B. A series of traps guard a fractured goblin empire. Hobgoblins, bugbears, blink dogs, and a false king. Levels 4 to 6.

Region C. Almost as chaotic as it is ordered, Region C unites many classic dungeoneering themes: traps, puzzles, and unique monsters. Region C is also a dead end, and unless the PCs recover the special key in Room C105, their trip here will go for naught. A black dragon trapped inside the maze and a ancient spectre make up two of the Region's finales. Levels 7 to 9.

Region D. One of the most important plots of the entire complex, the derro are the source of most problems in this dungeon. Now a xill and his minions have enslaved dwarves, duergar, derro, grimlocks, and all manner of burrowing creatures to free an entombed evil. Levels 14 to 18.

Region E. One of a handful of celestial outposts in the Dungeon, the inevitables and guardinals struggle for "authority" while monsters from Region I and the southernmost portions of Region E break down their defenses. A number of creatures in this Region (insects, shadows, etc.) reduce the PCs' ability scores with their poisonous/draining attacks. Clerics will need spells like *minor restoration* to survive the journey. Levels 4 to 6.

Region F. The most complex maze in the Dungeon, this Region is controlled by three opposing minotaur tribes, each being played against the other by a manipulative rakshasa-medusa team. Randomly teleporting gates make this Region nearly impossible to map. Levels 7 to 9.

Region G. The heart of the Dungeon, and the most important struggle to save the PCs' world from extinction, Region G is the location of the final battle between the angels and demons. Levels 9 to 11.

Region H. Elf guardians and dedicated fey stand vigil around the "first tree," fallen into the Dungeon a few centuries ago. This is the most roleplaying-intensive Region, and the PCs can affect the Dungeon on a much different level than the high fantasy epic conclusions of Regions D, G, and N. Levels 11 to 13.

Region I. Tied to Region M, this Region is home to all the aberrations and "things that should not be." Concerned that the creatures could escape into Region E and, the inevitables built wards to keep them in, but the tide of war slowly slips in the PCs direction. Levels 7 to 9.

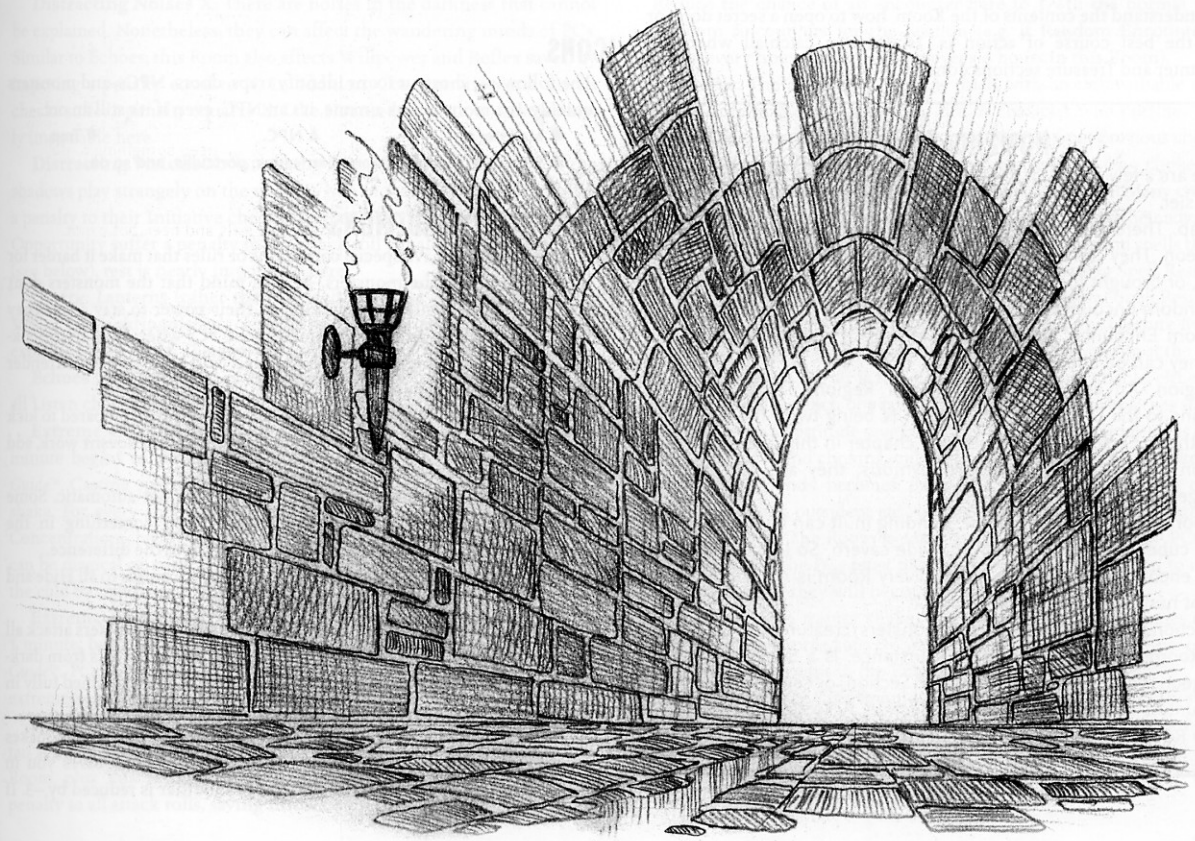
Region J. Based on dungeon crawls of old, this Region has puzzles, trapped statues, and tribes of monsters living elbow-to-elbow. With a nearly impossible finale, the Region will have PCs visiting again and again. Levels 13 to 15.

Regions K and L. These two Regions are intricately linked. Another by-product of the derro dig, this lake and adjoining swamp are the result of the landslide that dropped the two-mile-high ceiling into the Dungeon. Levels 11 to 13 and 13 to 15.

Region M. Tied to Region I, M is the most conflicted of the maps. Drider masters perform horrible experiments on their drow slaves, tossing the aberrant remains into Region I. An exit to the mountain peaks above the Dungeon promises escape for those who can fly, but the cloud giants and flying beasts that control this Region have their own plans. Levels 9 to 12.

Region N. The largest and most impenetrable part of the Dungeon, the Tomb of the Unliving houses a three-front war between a lich, a mummy lord, and ghost. Millennia of war have sculpted the landscape of this tomb, but none of these beasts have yet succeeded in releasing the terrible World Eater. Levels 14 to 18.

Region O. The climax to the Dungeon holds yet another twist. While the PCs may or may not know about the titan guarding the exit, the frost giants have enslaved the Region's occupants and taken control of the exit. They are not pushovers and PCs thinking the undead were the final piece of the puzzle are in for a rude awakening. Because the PCs can race to the end, this Region covers Levels 16 to 20.



READING THE ENCOUNTERS

Each encounter — all 1,612 of them — is written in the same format. Each opens with the number and name of the Room followed by pertinent information on running the encounter.

If there is specific information about the door or entrance to the Room that DMs should be aware of before the PCs enter, it can be found before the Read Aloud Text. Additionally, if there is a trap or something of note before the door, it is mentioned here. Some encounters happen *in* hallways, so be alert for them.

Read Aloud Text. It is recommended that the DM paraphrase or relay this information in his own voice, rather than read it aloud verbatim. This text relays to the players what they see, hear, and sense about the environment.

Initial Attitude. Attitudes for NPCs and monsters are Hostile, Unfriendly, Indifferent, Friendly, and Helpful. Few in this dungeon are Helpful. The *Player's Handbook*™ explains how to use the Diplomacy skill to sway attitudes, should the PCs choose to negotiate rather than fight. Hostile attitudes are hard to change, and monsters that are assigned to guard duty rarely change their minds about attacking.

See the *Player's Handbook*™ or page 828 of this book for more on NPC attitudes.

Encounter. This is the meat of each Room, and includes the Room's history, details of the environment, monsters, traps, and so on. If a Room is completely empty, there is still a short description to give the DM something to improvise. If a monster or NPC is present, its hit points are listed. If the encounter refers to creatures from another part of the Dungeon, it lists the Room they are from.

Encounter Condition. This is a special section. Written in shorthand, these notes point the DM to the chart on page 10 and 830, explaining exactly how to conduct the battle. Not every encounter has a special condition, but feel free to add them to taste.

Sometimes Encounter Conditions exist for encounters that are not violent. Details are still provided should a fight break out, or should the PCs try to sleep in a haunted chamber.

Tactics. Sometimes generic, other times specific, the tactics of a given monster are explained here. Sometimes the Tactics section helps a DM understand the contents of the Room, how to open a secret door, or what the best course of action is. Tactics is a catch-all when the Encounter and Treasure sections don't fit.

NOMENCLATURE

There are a few keywords that we used to make reading this a little easier.

Map. There are 16 full-color 22-inch by 17-inch maps in this dungeon. They can be cut into smaller lairs for individual adventures, or brought together into one campaign.

Random Encounter. Every Section of the Dungeon has its own Random Encounter chart. These are usually rolled every hour, but they can be altered to taste.

Region. An entire Map is called a Region. There are 15 Regions to the Dungeon, with Region N being twice the size of the others. Each Region has its own chapter in this book. While Region and Map are nearly synonymous, they are not interchangeable terms.

Room. The thing the PCs are standing in. It can be a 10 ft. by 10 ft. cube. Or, it can be a 100 ft. wide cavern. So long as there is an encounter there, its a Room. Every Room is numbered. If its not numbered, it's not a Room.

Section. The territory that the monsters/creatures/NPCs live in. "Rooms K11 through K24," for instance, is a Section of the Dungeon. Some rules affect an entire Section, or certain Random Encounters may occur only in that Section. A Section comprises many Rooms and should not be confused with a Region.

Treasure. Be careful not to read this aloud until the PCs have taken time to search the Room. Because there are over 1,500 Rooms in the Dungeon, no matter how much or how little treasure we assigned, it was going to be the wrong amount. Carefully weigh whether or not the PCs need another *+1 longsword*; would the campaign be better served with a potion of *cure light wounds* instead? Don't be afraid to give out less treasure at the start of a Region, anticipating greater rewards at the end.

EL. This is the encounter level, here only to help DMs quickly grasp the difficulty of the encounter. If you're giving out XP, you can use this instead of each individual monster's CR.

Scaling. Each encounter with a monster or trap includes tips on how to make the encounter easier or harder. The DM should feel free to ignore this section, or embellish each encounter as he sees fit.

The DM is always free to increase DCs. If the PCs succeed at every Diplomacy, Hide, Listen, Search, Spot, or Swim check, the game can grow stagnant. Increasing the DC is as simple as saying "the stonework is very dense" (a –6 circumstance penalty to all Listen checks), or "the pervading darkness and low ceilings make it hard to see" (Spot checks are more difficult beyond 30 ft. or so).

This book is a great big toolbox, and you are the craftsman.

Stat Block. An NPC or monster stat block appears in this font and follows each Encounter in which a monster of that type is present. We understand that in doing this, there is a duplication of effort, but the more important issue was being complete and thorough.

Stat blocks are presented in 3.5 format. Any time the stat block is different from the information printed in the *Monster Manual*™, the stat block is correct. Even though they might look similar, stat blocks often vary from one another in terms of weapons, hit points, and even special qualities. Read them carefully. An iron golem, for instance, might have a magical attack that it normally wouldn't have. Many encounters have been designed with these changes in mind. Ignoring them robs the adventure of crucial flavor.

The final line of a stat block is Possessions, which details items when the Atk and AC of the creature is not thorough enough. It is occasionally omitted for space reasons. If a Possessions line is missing, but Atk lists a longsword, assume that the NPC carries a longsword.

ICONS

The following shortcut icons identify traps, doors, NPCs, and monsters quickly. If a monster has a name, it's an NPC, even if it's still an orc.

Monster. **NPC.** **Trap.**

Structure. Includes doors, barricades, portcullis, and so on.

ENCOUNTER CONDITIONS

Some encounters have special conditions or rules that make it harder for the PCs to defeat the monsters. Bear in mind that the monsters don't want to die; they will do everything in their power to stay alive. They fight from vantage points; they ambush the PCs when they aren't looking; they use numbers to their advantage; and they flee or surrender when death is imminent.

None of the monsters in this dungeon are stupid. Be prepared to kick the PCs around a little until they learn this. And if that doesn't work, add a few Encounter Conditions of your own.

Encounter Conditions listed in [brackets] are not automatic. Some are optional, while others are contingent upon something in the encounter. Read the Encounter thoroughly to note the difference.

Ambush: The monsters gain a +4 circumstance bonus to all Hide and Move Silently skill checks prior to Initiative.

Ambush (darkness): In addition to Ambush, the monsters attack all light sources at first from a distance and then attack the PCs from darkness, taking advantage of their darkvision. Darkness is explained fully in the *Dungeon Master's Guide*™.

Bog: Like Flooded (see below), a bog prohibits movement and makes a creature's high Dexterity useless. Strength, not speed, saves you in these situations. Every creature's Dexterity modifier is reduced by –3. If

this reduces the Dexterity bonus to 0 or less, the creature is considered flat-footed. In addition, movement is halved (minimum 5 ft.) and no one can take a free 5-foot step. Torches have a 50% chance of guttering out in the damp air. If a PC falls into the bog, his torch automatically goes out.

Concealment: The monsters in the Room gain the benefits of concealment (hiding in shadows, etc.), unless they are adjacent to a PC. Concealment confers a miss chance of 20% on any successful attack against the monster or NPC.

Concealment (total): The monsters in the Room gain the benefits of total concealment (hiding in shadows, etc.), unless they are adjacent to a PC. Total concealment confers a miss chance of 50% on any successful attack against the monster or NPC.

Cover: The monsters in this Room maintain cover (they push over a table, stand behind barrels, etc.), unless they are adjacent to a PC. Cover grants a number of benefits per the *Player's Handbook*™, including bonuses on Reflex saves, Hide checks, and AC.

Cover (soft): As Cover, but soft cover provides no bonus to Reflex saves.

Cover (total): As Cover, but the benefits are total.

Cursed X: Something isn't right about this Room. Its inhabitants are slightly unhinged or its walls seem to sag with an undefinable sadness. The longer PCs spend in this Room, the harder it is for them to leave. Increase the DC of all Willpower saves by X while in this Room. Monsters or PCs already suffering from madness do not suffer this penalty.

Deep Darkness: This Room is cast in perpetual magical darkness that cannot be dispelled. Torches and lanterns give off 1/2 their normal light and magical light requires a Concentration check (DC 15 + spell level) or it is extinguished.

Deep Silence: This Room is cast in perpetual magical silence that cannot be dispelled. Listen checks are altogether impossible, and spellcasters cannot cast spells requiring a Verbal component.

Desecration X: This encounter takes place in a desecrated Room. X is the turn resistance all undead gain against turn attempts.

Diseased (Name) X: For every minute the PCs spend in this Room, they must succeed at a DC X Fortitude save or contract the named disease. Even diseases that normally are only contracted through ingestion or injury can be contracted in this Room.

Distracting Noises X: There are noises in the darkness that cannot be explained. Nonetheless, they can affect the wandering minds of PCs. Similar to Echoes, this Room also affects Willpower and Reflex saves, by imposing a penalty equal to X. In addition, Concentration and Listen checks suffer a penalty equal to X. Like Haunted (see below), rest is nearly impossible here.

Distracting Visions X: Something is waiting in the darkness, or the shadows play strangely on the walls. While in this Room, the PCs suffer a penalty to their Initiative checks equal to X. In addition, all Attacks of Opportunity suffer a penalty to the attack roll equal to X. Like Haunted (see below), rest is nearly impossible here.

Drafty: Lanterns (other than hooded lanterns), and torches have a 50% of being extinguished, casting the PCs into darkness. Darkness is explained fully in the *Dungeon Master's Guide*™.

Echoes X: A great deal of noise and distraction increases the DC of all Listen checks by X.

Extreme Cold: Anyone remaining in this Room for more than 1 minute begins to suffer the effects of cold, per the *Dungeon Master's Guide*™. Casting spells in the cold is difficult: teeth chatter and fingers shake. For every spell cast in this Room, the caster must succeed at a Concentration check (DC 10 + spell level) or the spell is lost. The cold can be magical or natural. DMs can increase or decrease the severity of the cold by requiring Fortitude saves more or less often.

Extreme Heat: Anyone remaining in this Room for more than 1 minute, begins to suffer the effects of heat, per the *Dungeon Master's Guide*™. PCs in medium or heavy armor cannot take a charge action in extreme heat. The heat can be magical or otherwise.

Fear X: An inexplicable pallor of evil permeates this Room. PCs that fail at a Willpower save (DC equal to X) are shaken until they leave the Room, plus Xd6 minutes afterwards. Shaken PCs suffer a –2 morale penalty to all attack rolls, saving throws, skill checks, and ability checks.

Fearless: The monsters and NPCs here cannot be intimidated or cajoled, and do not back down from any fights. Undead cannot be turned. Instead, they suffer damage equal to the character level of the cleric on a successful turn attempt.

Flooded: These Rooms have become flooded by a high water table or some magical effect. Every creature's Dexterity bonus is reduced by –2. If this reduces the Dexterity bonus to 0 or less, the creature is considered flat-footed. In addition, movement is halved (minimum 5 ft.) and no one can take a free 5-foot step. Torches have a 50% chance of guttering out in the damp air. If a PC falls into the water, his torch automatically goes out.

Fog X: Fog reduces visibility in the Room (except darkvision) to X ft. Creatures up to X ft. away have concealment (20%). Beyond that, creatures have total concealment (50%).

Hallowed X: This Room is holy. Clerics (and paladins) gain a bonus to all Charisma-based skill checks (including turn attempts), equal to X, but suffer a penalty of –X on rebuke attempts.

Haunted: Rest is impossible. Spells cannot be memorized, meditation doesn't work, and the benefits of natural healing are cut in half.

Hazardous Footing X: The floor is covered in debris, rocks, glass, or sharp objects, or otherwise impedes movement. PCs moving faster than 1/2 speed across Hazardous Footing must succeed at a DC X Reflex save or fall to the ground suffering 1d4+1 points of damage from the debris. No one can take a free 5-foot step on Hazardous Footing. Tiny or smaller creatures gain a +6 competence bonus on this save.

Invisible: For some magical reason, the monsters in the Room gain the benefits of invisibility, until they perform an action (attacking, casting a spell, etc.) that removes this benefit. In addition to its other benefits, invisibility works as Total Concealment, conferring a miss chance of 50% on any successful attack against the monster or NPC.

Negative Energy: Undead heal 1 hit point per hour in this Room. PCs suffer 1 hit point per minute in this Room.

Poor Footing X: All monsters and PCs suffer a penalty to their base attack equal to X unless they succeed at a Reflex save (DC 10 + X).

Positive Energy: PCs heal 1 hit point per hour in this Room. Undead suffer 1 hit point of damage per minute in this Room.

Safe: This Room is generally safe and might be a good place to rest. Reduce the chance of an encounter here to 1/6th the normal rate of Random Encounters for the Section (e.g. if Random Encounters are rolled every hour, they are rolled every 6 hours in this Room).

Smoke: The air in this Room is thick with an unbreathable smoke, either from magic use or a recent fire. A character who breathes smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Many creatures that do not breathe (demons, outsiders, etc.) use Smoke to their advantage.

Spell Resistance X: This Room is guarded by wards and spells that dispel all magic cast within it. Treat all occupants as having Spell Resistance equal to X. This does not stack with a creature's inherent Spell Resistance, but instead replaces it, if X is greater. In many cases, the creature living in the Room is unaffected by the Spell Resistance when casting at the PCs.

Stagnant Air: The air is this Room is nearly unbreathable, either from rot, decay, or the stench of a rank beast. A character who breathes stagnant air must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds becomes nauseated. Many creatures that do not breathe (demons, outsiders, etc.) use Stagnant Air to their advantage.

Submerged: The Room is completely underwater and the PCs must swim across it. The PCs must have some way to breathe water to remain in this Room, or they will begin to drown.

Tremors X: A tremor shakes the Dungeon, dropping stones on the PCs. PCs must succeed at a DC X Reflex save or suffer 2d6 points of damage at a random point in the Encounter.

Unhallowed X: This Room is unholy. Clerics (and paladins) suffer a penalty to all Charisma-based skill checks (including turn attempts) equal to X, but gain a +X bonus to rebuke attempts.

SKILLS

Here are a list of skills that we generally believe you'll need high marks in to survive this dungeon.

Balance, Concentration (if you're a spellcaster), Decipher Script, Diplomacy, Disable Device (easily the most important skill), Heal, Hide, Intimidate, Jump, Listen, Move Silently, Open Lock (the second most important skill), Search, Speak Language (Undercommon, Goblin, Draconic, and Celestial are a good start), Spellcraft, Spot, Survival, Swim (depending on the route they take), Tumble, and Use Rope.

The following skills should help the PCs (in general), survive the Dungeon in style.

- Craft (blacksmith, etc.). For repairing damaged weapons and armor during the party's 2 year stint underground.
- Handle Animal. For staring down wolves, taming stray pets, and dealing with DMs.
- Sense Motive. Goblins lie, but it's important for PCs to know how much is truth and how much is imagination.
- Use Magic Device. Maybe not necessary, but it helps.

Skills like Disguise, Forgery, Gather Information, Perform, Profession, Ride, and Sleight of Hand are more suited for the *World's Largest City™* and have little to no use in this product. Encourage new PCs to avoid wasting points in these.

Because nobody's heard of the World's Largest Dungeon until now, bardic lore isn't going to help much. "No, I don't know any songs about demon princes banished to the Abyss for slaying everything living fire elf. I've never even heard of fire elves. Can I just sing my song now, please?"

SPELLBOOKS

Wizards do not have it easy in this dungeon. No, that's not strong enough. Wizards get *hosed*.

Because the PCs are going to be underground for about 2 game years, with no way of returning to the surface, it's difficult for wizards to justify spells "appearing" in their spellbooks. Sorcerers, druids, and clerics all draw their power from a less tangible source, but a wizard has no new sources of magic. Because this may upset those wanting to play spellcasters, there are a number of ways to help wizards through this.

There are plenty of scrolls scattered throughout every Region (and plenty of room for the DM to drop them into the Dungeon as he sees fit). When these scrolls are discovered, the wizard can merely place the spells in his spellbook rather than "waste" them in combat. This ensures that wizards always have something, but wholly determines what they can and cannot learn.

Alternately, the DM can allow wizards to start with a full spellbook (as a 20th-level wizard), forcing the fledgling wizard to choose *all* his spells ahead of time. This is challenging, but can also put a wizard who is unprepared for specific challenges at a huge disadvantage. DMs should choose half of the spells for a spellbook of this nature.

If a wizard gains access to a divine (or bardic) spell that also appears on the arcane spell list, the DM may allow the wizard to learn that spell. If the wizard studies the spell from a divine spellcaster, add +5 to the DC check to learn it. Increase the the modifier by +2 per spell level difference between the lists. If the wizard wants to learn a spell that's 3rd level for a cleric but 2nd level for a wizard, increase the DC by +7. No matter what, the wizard can learn only those spells that appear on his spell list.

Finally, the DM can simply allow the PC to choose whichever spells he likes as he goes up in level. This is the least exciting method, but gives PCs the greatest spread of options.

Ultimately, whatever the DM decides is law.

One last thing, spells like *entangle* and *web* are devastatingly powerful in a dungeon. We've made sure the bad guys don't have them. DMs should do the same with the PCs.

RANDOM ENCOUNTERS

Random encounters are a staple of dungeon adventuring. Without them, DMs would be unable to justify the random attack of an orc (in a previously cleared Room) while the PCs search for treasure or bed down for the night. Such encounters add a great deal of realism to the dangers of dungeoneering and give the DM room to customize his dungeon.

Random Encounters are, by nature, random, and tend to unbalance game-play against the PCs by draining their hit points, magic, and other resources. While it's important to challenge the PCs every once in a while, it's more important to engage them on a level that doesn't leave them hobbling away from every fight. No matter what the dice say, spread out random encounters so the PCs aren't waking up every morning with knives at their throats.

In addition, while every Region has an interval for Random Encounters (every hour, 30 minutes, 6 rounds, etc.), if the PCs are standing still, the likelihood of someone coming to get them is severely reduced. While some Rooms are "Safe", others are off the beaten path, whether part of an ogre commune or not. Encounters in such areas should occur 1/2 or 1/3 as often, but this is ultimately up to the DM.

Allow opposed Listen/Spot, Hide/Move Silently checks from both the PCs and the creature encountered at the extreme range of vision and hearing before the Encounter takes place. PCs can typically see about 30 ft. underground, 60 ft. with low-light vision or darkvision. Monsters have varying acuteness of sight. Due to the nature of the Dungeon, hearing is difficult to pinpoint. A good rule of thumb is to place the hearing range of a given encounter at 2d6 x 10 ft.

In order to save space, monster stat blocks for Random Encounters are not included. The DM is welcome to sample any monster stat block from the Section whenever a monster is encountered, or use the standard information from the *Monster Manual™*.

Not every kobold is moving from point A to point B because he's looking for a fight. What if he just got up to get a sandwich? The following chart is useful in determining the "why" of a Random Encounter.

RANDOM ENCOUNTER "CONDITIONS"

1d20	General Condition For Random Encounter
1	The Encounter is aggressive (*rage*) and attacks the PCs using its best tactical judgement (or lack thereof).
2	The Encounter is catatonic and does not respond to any stimulus.
3	The Encounter is chasing something.
4	The Encounter is conniving, waiting to take advantage of the right 'mark.'
5	The Encounter is desperate, begging the PCs for help.
6	The Encounter is enterprising, willing to aid the PCs in exchange for something else.
7	The Encounter is Friendly.
8	The Encounter is having a Random Encounter of its own, perhaps fighting or parleying with the situation. If trapped, it is trying to get free, offering the PCs information or magical aid in exchange for escape.
9	The Encounter is Hostile.
10	The Encounter is hunting and ambushes the PCs.
11	The Encounter is in a state of shock, wandering aimlessly.
12	The Encounter is Indifferent.
13	The Encounter is injured (less 25% hit points) and is returning home.
14	The Encounter is insane and immediately attacks the PCs.
15	The Encounter is lost.
16	The Encounter is malicious, ready to hurt the PCs when the time is right.
17	The Encounter is panicked and runs from the PCs as fast as possible.
18	The Encounter is running from another Random Encounter.
19	The Encounter is trapped.
20	The Encounter is Unfriendly.

MAKING IT WORK

It's all about the fun. While a great story will always be remembered, a series of great evenings is all we could ever ask from a product of this scope. We encourage DMs to make things challenging, heroic, and epic, but above all, fun. A lot of people put a lot of work into this book, and if you don't gain some kind of enjoyment from it, then we've failed.

And we don't like to fail.

So sit back, relax, and enjoy what will be the best (and longest) gaming experience of your lives.

Before you get going: you'll find an Appendix on page 828, which has all kinds of handy information from the SRD.

MAP ZERO

The following locations do not exist on any map; Rooms Z1 and Z2 happen before the PCs enter the tunnels. Included below is also location Y1, the lava flow that cuts through the Dungeon. Lastly, Rooms W1 through W20 are empty Room descriptions that the DM can swap in throughout the Dungeon as he sees fit. Map V appears on page 541 in Region J.

Z1 THROUGH Z2. A TITAN DIES

Depending on how the PCs find out about the Dungeon, these encounters may not even be necessary. They are provided for convenience, and present important themes for DMs running the *entire* campaign.

The are no Random Encounters in this Section.

Z1. THE TITAN

As you climb the mountain, rocks and debris slow your ascent. Numerous tracks of different creatures ascend the hillside. The climb levels off as you get closer to the cave mouth. You see a man the size of a galleon lying on the ground at the cave opening. As you get closer, you can see that death has taken him. Despite his obviously decomposed state, the man does not exude the odor of decay.

There are no signs of a struggle. Who was he, and how did he die?

Initial Attitude: N/A

Encounter: The body of Breysus, a dead titan, lies at the opening to the world's largest dungeon. For centuries he has stood guard at this doorway, while his brother guarded the other side of the mountain (see Room O59, Map O).

Encounter Condition: N/A

Tactics: N/A

Treasure: His Gargantuan *+5 halberd* and Huge *+5 chain shirt* are not much use to the PCs. Even if they find a way to carry these items, the magic can only be used by Breysus, and neither the halberd or the chain shirt can be cut down to a smaller size.

In his pockets are a millennium's worth of notes and scribbles, written in an ancient language. The notes weigh a total of 500 lbs. and are strewn about the area, having been rooted through by various creatures bent on finding something of value.

He has no gold, no gems, and nothing else of value.

Should the PCs review the notes, they appear to be in journal form, detailing the thoughts of an ancient creature. Their exact details cannot be ascertained — the language they are written in is long dead. But the notes are a hint that the journey that begins here is not a simple step, but a plummet into darkness.

EL: N/A

Scaling: N/A

Z2. THE TUNNELS

Beyond the body of the titan is a single cave that winds down into the earth.

Should the PCs examine the cave, read further.

The cave is low and shallow, obviously dug by small crude hands. Many footprints mark the dirt, and debris litters every corner. In the back of the cave, a narrow tunnel, poorly lit, leads deeper.

If the PCs investigate the tunnel, although them to explore further.

The tunnel winds into the mountain, its ceiling some 6 ft. high and 5 ft. wide at the widest. After about 100 ft. or so, the tunnel opens into a larger room, cut from stone and built, rather than dug. It is obvious something lives here.

Initial Attitude: N/A

Encounter: This tunnel leads to Room A1.

Encounter Condition: Drafty

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

Y1. EXITS

If you look carefully at the wall maps, you'll see that Maps D, H, L, M, and O all hint at something "beyond". While Maps H, M, and O are designed to be exits, where Maps D and L lead is left to the DM's imagination. It would have been closed-minded to create a dungeon of this magnitude without leaving room for the DM to expand. We could print another book just coming up with ideas of where these maps lead, but in the end, we opted to save space and offer DMs the option of closing the Dungeon off, or allowing PCs to escape through the top. [Alternately, Region H, K, and M are great places for high-level PCs to "get in."]

It is up to the DM to decide whether the PCs can use these exits.

East of Region D. Some of the tunnels running east of the Map are perfect places for new adventures, a whole new campaign to begin, or a route to the surface.

East of Region H. While technically the PCs can "fly" out the top of the Dungeon above this Region, the elves guard their steeds carefully. PCs with the ability to fly can go straight up and out of the Dungeon.

East of Region L. How far to the east the lake extends is up to the DM. Perhaps it's another 100 feet, or perhaps rivulets extend for miles underground to another dungeon entirely.

North and West of Region M. While we haven't defined the Dungeon beyond the borders of the map, the DM can either have the cavern dead end 100 ft. up or have it lead to a series of twisting tunnels leading to another adventure.

North of Region N. The tomb itself is completely walled off, but it's up to the DM how far the caverns around it extend.

Region O. The obvious exit is here. PCs that defeat the frost giant who has taken over the icy home of Barcellus the titan are sure to find the real exit to the Dungeon.

In addition, the ceiling above Regions H, K and L is open… 6 miles up. The PCs can escape from these locations if they are so inclined.

X1. THE LAVA FLOW

The lava flow cutting through the center of the Dungeon is not 100% liquid magma. If it were, it would cook everyone. Instead, it is made up of magma and steam mephits, dancing together in an eternal struggle for dominance. Their relationship is symbiotic, and there will always be an equal number of each.

The are no Random Encounters in this Section.

X1. LAVA FLOW

The following location is the lava flow cutting through the center of all the maps. It is described here for ease of reference. This descriptions fits the lava flow in every Region.

The flow of molten rock meanders to the southeast, consuming all it touches. Bubbling up from the flaming river are occasional pockets of scalding steam, shrieking and moaning, disrupting the earth's quiet. Though the flow is indeed hot, it is bearable, and when you watch the floating bits of rock flare into flame, you can see multitudes of small imp-like creatures playing in the stream, tossing balls of flaming slag at the dancing clouds playing on the fiery river's surface.

Initial Attitude: Indifferent

Encounter: After the earthquake shattered the Dungeon's foundation, opening a rift extending for miles, something strange happened. A small stream of liquid rock slowly filled the chasm created by the quake. It wore away the caves that underlay the Dungeon's foundation, collapsing enormous sections the magma below, and further widening the gorge. As the lava filled the bottom of the rift, it stranded many denizens on small rock islands amidst a sea of fire. Understandably, the temperature rose. Though the heat warmed the complex, it was somehow survivable. No toxic fumes wafted from the flow's surface, just steam as water from the tiny cracks and fissures poured into the burning river, creating patches of semi-solid rock on its surface. Stranger still, the creatures in the Dungeon could approach its shores without suffering from the extreme temperatures. Because of its unusual properties, the complex could sustain all forms of life.

Of course, there is nothing natural about this dungeon, and the odd properties of the flow surprised no long-time inhabitants of this place. In time, it became clear why the molten rock did not fill the caves with poisonous fumes and lethal temperatures. The force of the earthquake had interacted with the Dungeon's magical properties to tear open a permanent gate to two of the Inner Planes: Earth and Fire. Liquid fire and a river of earth poured out of the gate, and when the streams crossed they created the magma.

On the Elemental Plane of Fire, the tear attracted a lot of attention. The native magma and steam mephits investigated the gate and watched where the liquid fire blended with the flowing earth to create a river of magma. Like moths to a flame, the magma and steam mephits and a few fire mephits passed through the portal to play in the magma stream. To their horror, they discovered the gate was one-way, trapping them in the cold caverns of the massive complex. Worse, they could not warn the other mephits who spilled through the gate, trapping more and more of their kind until the chasm filled.

Hordes of mephits came through the tear, but they found the frigid Dungeon inhospitable. The mephits gathered in and around the lava flow, with steam mephits lurking near the surface and magma mephits swimming through it. These outsiders absorbed the heat emitted by the molten rock. The steam mephits, thriving in such environments, contained the toxins, so the poisons did not pollute the air.

Now the mephits rarely leave the security of the lava, allowing other creatures, including the PCs, the chance for survival. The mephits have been here so long, they are no longer interested in getting back to the Elemental Plane of Fire and are content to spend their days mindlessly basking in the heat. They do not communicate with other creatures and attack only if some fool falls in.

Fortunately, the effects of the mephits on the lava reduce the severity posed by this environmental hazard. Falling into this lava flow does not deal the normal 20d6 points of damage. Instead, the lava deals only 6d6 points of damage to unprotected characters each round, insulated as they are by the mephits who swim through it. Victims are still subject to drowning rules as described in the DMG. In addition, a swarm of magma and steam mephits attacks any victim who falls into the flow. The number of mephits attacking each round varies as the flow carries them onward. Each round 1d10+5 magma mephits attack submerged PCs, or 1d6+3 steam mephits and 1d6+3 magma mephits attack PCs floating on the surface.

Encounter Condition: Extreme Heat

Tactics: The flow does not go in a single direction. It bounces back and forth, swirling through the Dungeon core. This should intrigue the PCs, as it is unusual behavior for lava.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, double the number of mephits that can attack the PCs. To decrease the challenge, have them arrive every other round.

SUMMON MONSTER X

It's bound to happen. A PC realizes that nothing in this dungeon ever leaves. The magic of the prison holds it on this plane. "I can spend 14 days summoning badgers for the big battle, right?"

We don't feel good about the answer DMs are going to give the PCs on this one, but here goes. PCs can't have access to summoning spells. It's game-breaking. We can't eliminate conjuration magic entirely, even though by the backstory of the Dungeon it shouldn't work at all.

We're sorry. There's no logical way around it, unless the DM says the magic is so weak the spells dissipate on their own. But that still raises questions about why the other creatures that were summoned here can't leave.

Alternately, we recommend this. Once the magic of *summon monster xvii* wears off, who's to say that monster is still under the wizard's control? This should not be an excuse to summon monsters to kill them for XP, but if that helpful summoned fiendish badger turns on the wizard in two rounds, that wizard may plan his spellcasting a bit more carefully.

DEMONIC SUMMONING

Demons and devils still retain their demon summoning abilities. But if they *can* summon other demons and devils, why haven't they summoned more to them to help break out of their cells?

Demons are unpredictable. They don't follow orders well and no one needs sixteen lemures hanging around and screwing up the master plan. Additionally, there is limited space in these cells, and summoning another demon into your Room is just stupid. Demons are already elbow to elbow in some cases. And while demons feed on chaos, one could guess that after 4,000 years of being trapped inside a dungeon cell next to "Bob the Eternal Jerk," summoning "Rob the Endless Moron" won't change the scenery much.

Most of the devils are trapped in Region D where there is no more room. Also, the devils in the Dungeon have an attitude problem. They often don't work well with others and know that another devil of equal or slightly lower power is going rival him or her in no time. Finally, imps are kind of useless in high-powered Regions of the Dungeon; summoning one as a scout would be like delivering a free pizza to your neighbor.

DRUIDS

If you think wizards have it bad in the Dungeon, imagine communing with nature. With the exception of Regions H, K, and L (and maybe Region O), there isn't much for druids to do. Sure they can cast *barkskin* and have limited healing powers, but what are the odds of finding an animal companion underground?

We could dance around the point, but instead we recommend that DMs simply ban druid PCs. After all, it's called the World's Largest *Dungeon*. You knew the score when you bought it. We won't apologize for its shortage of picnic areas. The final, however, decision rests in your hands.

Magma Mephit: CR 3; Small outsider (fire, extraplanar); HD 3d8; hp 13; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15; Base Atk +3; Grp –1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4 fire, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +3, R ef +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Breath Weapon (Su): 10-foot cone of magma, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, a magma mephit can use shapechange to take the form of a pool of lava 3 feet in diameter and 6 inches deep. The mephit's damage reduction improves to 20/magic when in this form. The mephit can't attack while in lava form but can use other spell-like abilities. It can move at a speed of 10 feet, but it can't run. In this form the mephit can pass through small holes or narrow openings, even mere cracks. The pool's touch ignites flammable materials such as paper, straw, or dry wood.

Once per day a magma mephit can use *pyrotechnics* (DC 14). It can use itself as the fire source without harm. Caster level 6th. The save DC is Charisma-based.

Fast Healing (Ex): A magma mephit heals only if it is touching magma, lava, or a flame at least as large as a torch.

Steam Mephit: CR 3; Small outsider (extraplanar, fire); HD 3d8; hp 13; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15; Base Atk +3; Grp –1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4 fire, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Breath Weapon (Su): 10-foot cone of steam, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effect of a blur spell (caster level 3rd). Once per day it can create a rainstorm of boiling water that affects a 20-foot-square area. Living creatures caught in the storm take 2d6 points of fire damage (Reflex DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A steam mephit heals only if it is touching boiling water or is in a hot, humid area.

W1 THROUGH W20. EMPTY ROOMS

Though not technically a Section, all 20 of these empty Rooms can be used anywhere in the Dungeon and are printed here together for convenience. While nearly every square foot of dungeon has been thoroughly mapped and detailed, every DM will find that he wants just *one more* detail. These Rooms are here for that reason and should be used at the DM's discretion.

W1. EMPTY ROOM ONE

A thick layer of dust covers the floor, as two toppled pedestals and the shattered fragments of a marble statue of an elf lie in the center of the room. As you watch, the marble head shifts slightly and its eyelids flutter open. It stares at you with startling blue eyes for a moment and then the eyelids close again.

Initial Attitude: N/A

Encounter: This Room contains the remains of the victim of an ancient trap. The trap is no longer active and the only thing the elf can do is shift her face slightly.

Encounter Condition: Haunted

Tactics: A spell like *stone to flesh* changes her back, but her memory is so fragmented she is of no use to the PCs.

Treasure: N/A

EL: N/A

Scaling: N/A

W2. EMPTY ROOM TWO

An inch-thick layer of muck covers the floor of the room and a dozen closed doors dot the exterior walls. Deeply charred runes in an unknown language mar the center of each granite door and geometric mosaics of green, red and yellow tiles fill the area between each door. The ceiling is covered in bronze discs, each six inches wide.

Initial Attitude: N/A

Encounter: The majority of the doors are false doors. The runes and mosaics were once traps which released streams of acid from the ceiling and fired *lightning bolts* from the runes, but these traps failed centuries ago.

Encounter Condition: Echoes 4

Tactics: There is no way to get these traps working again and short of a DC 40 Disable Device check, it is unlikely the PCs will ever know what the Room was used for.

Treasure: N/A

EL: N/A

Scaling: N/A

W3. EMPTY ROOM THREE

The walls and ceiling of this Room are featureless, but hundreds of metallic chain links lie scattered upon the ground. Enormous anchors and segmented plates jut through the floor.

Initial Attitude: N/A

Encounter: The prisoner held within this Room died centuries ago. All that is left are the chains which held him, corroded by his evil.

Encounter Condition: Negative Energy

Tactics: The chains radiate faint evil now and the Room is too oppressive to remain in for long.

Treasure: N/A

EL: N/A

Scaling: N/A

W4. EMPTY ROOM FOUR

Scores of motionless gears, cogs, chains and metallic lengths fill this chamber leaving barely enough room for a human to squeeze through it. Silver inscribed etchings in each mechanism crackle with a feeble electrical charge, but the room conveys a sense of frustrated power and intricate design.

Initial Attitude: N/A

Encounter: The Room once maintained several magical fields, but the mechanism failed centuries ago and the energy dispersed. All that is left is some resonate magical aura that makes creatures nervous and edgy.

Encounter Condition: Fear 15

Tactics: PCs entering this Room are automatically shaken. Should they fail the fear save, they become frightened instead.

Treasure: N/A

EL: N/A

Scaling: N/A

W5. EMPTY ROOM FIVE

Thick cobwebs obscure vision beyond a few inches, but a harsh buzz echoes from the interior of the room. Tiny spiders scatter before your light and disappear into the webs' depths. The stench of rotting meat wafts through the close air of the chamber.

Initial Attitude: N/A

Encounter: The only thing within the Room is a rotting corpse of a demon killed centuries ago. Its body constantly regenerates damage at the same rate that it decays, maintaining a perverse stasis. The body is home to thousands of flies, beetles and other vermin.

Encounter Condition: Distracting Noises 5, Stagnant Air

Tactics: While not enough insects nest in the corpse to create a swarm, the DM is free to have few rats and insects collaborate on something pest-like anyway.

Treasure: N/A

EL: N/A

Scaling: N/A

W6. EMPTY ROOM SIX

The stench of death pervades this chamber. The air is thick and a fine cloak of dust covers the stone floor. A painting depicting a large woman in elaborate pink robes hangs in the center of the north wall. Under it is a large wooden coffin. Its lid has been smashed open and its wood has rotted. A closer look reveals the skeletal remains of a humanoid inside, buried with his clothes and sword.

Initial Attitude: N/A

Encounter: The remains are those of an orc male who died ages ago. While it is not obvious what he died from, he was buried with his belongings, suggesting he was a man of importance.

Encounter Condition: Desecration 2

Tactics: Depending on the orc culture of the DM's game world, the orc could have been buried alive, burned and then buried, had his brain stored in a jar nearby, or any of a hundred other burial rituals.

Treasure: The painting portrays an unknown woman. Though not of particularly high quality, it is ancient and thus worth over 100 gp. The clothing is rotted and useless, but the sword is masterwork quality and requires a good cleaning and sharpening. It is possible the orc was buried with a few other items, including (and up to) one minor magic item (not a potion).

EL: N/A

Scaling: N/A

W7. EMPTY ROOM SEVEN

This room is devoid of decoration, but its doors are framed by heavy stone structures sculpted with runes in intriguing patterns. These intricate frames are beautifully crafted but otherwise ordinary. The runes are decorative and not of any known language.

Initial Attitude: N/A

Encounter: An angel sculptor fashioned the beautiful doorframes of this Room, which housed archon builders when the vast dungeon complex was created.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

W8. EMPTY ROOM EIGHT

A large stone desk dominates this otherwise empty room. An elaborate candelabrum of tarnished silver sits on the gray desk. Its three candles dimly illuminate bas-reliefs on the walls representing the grotesque faces of demons, gargoyles, and other terrifying creatures. The carvings are so well done that in the half-light they seem real.

Initial Attitude: N/A

Encounter: The bas-reliefs in this Room were fashioned by the celestial builders of the Dungeon, adding art to the otherwise dismal surroundings. They represent some of the most fearsome creatures originally imprisoned within the vast complex, as seen by an angelic artist.

Encounter Condition: Positive Energy, Safe

Tactics: The place is safe to rest in for about 4 hours, before the PCs find the irresistible urge to move on. Angels are not lazy (idle hands and all that) and only made this Room for short respites.

Treasure: The candelabrum has seven stems and is worth a mere 10 gp if cleaned. The candles are enchanted with *light*, which can be cast once per day (each), as a 3rd-level wizard.

EL: N/A

Scaling: N/A

W9. EMPTY ROOM NINE

The blackened remains of a great tapestry hang in the doorway of this chamber. Beyond the ruined tapestry is a dais bearing a massive throne. Both dais and throne are made from dark gray stone — the same material as the walls of this foreboding place. The walls are darkened by soot and the faint smell of burnt wood lingers in the air.

Initial Attitude: N/A

Encounter: This Room once served as a meeting hall for the angel wardens. Under the leadership of their commanders, the angels discussed ways of improving the security of the Dungeon. Demons destroyed the place centuries ago.

Encounter Condition: Unhallowed 2

Tactics: There is an uneasiness to the Room now. Once a holy place, the foul taint of demons can be felt by just standing in the Room.

Treasure: N/A

EL: N/A

Scaling: N/A

W10. EMPTY ROOM TEN

Though the walls of this shockingly clean room are not exactly mirrored, they glimmer with dim reflections. The floor seem as spotless as the walls, and doesn't seem to have accumulated any dust at all.

Initial Attitude: N/A

Encounter: There is a very large, round, invisible table in the center of the Room, bolted to the floor. In fact, physical inspection of the walls or floor prove the Room isn't quite as clean and spotless as it appeared. Any creature or object that remains in this Room for more than 1 hour turns invisible. The effect is continuous, and cannot be dispelled so long as the creature or object remains inside the Room.

Encounter Condition: Invisibility

Tactics: PCs walking cavalierly through the Room are liable to bang into the table. Small creatures will hit their head and chest, while Medium creatures strike their thighs and waist into the table. This is annoying, but the table doesn't deal damage to the PCs.

As soon as the PCs leave the Room, the effect ends and they can be seen again. PCs of low Wisdom remain invisible for 1d4 minutes per point of Wisdom below 8. In essence, the *invisibility* is a trick on the mind of the person being affected, not the person viewing them.

Treasure: The table cannot fit through the doors, even if it is unbolted from the floor. Nothing else is in this Room, except for invisible dust and dirt.

EL: N/A

Scaling: N/A

W11. EMPTY ROOM ELEVEN

The pale brown walls, ceiling, and floor are covered with some sort of leathery canvas, though no means of attachment can be seen. The air is stagnant, and the odor of sweat is heavy in this room. A small, dark, irregular circle seems to be painted on the floor.

Initial Attitude: N/A

Encounter: At one time, this Room was trapped with an incredibly complex and powerful spell, a last line of defense against a particularly nasty inhabitant of this Region. The only remnant of the trap is the Room itself, made up of the body of the creature that triggered the trap.

The dark paint on the floor is actually a blood stain where the floor was once cut.

Encounter Condition: Fear 15*

Tactics: Once the PCs realize the walls were made from the flesh of a living creature, a *fear* effect is produced, causing them to become nauseated for 1d6 minutes instead of shaken.

Treasure: N/A

EL: N/A

Scaling: N/A

W12. EMPTY ROOM TWELVE

Opposite the massive stone door of this hall is a 10-ft. statue of black stone. The effigy represents a humanoid male, thick arms crossed across its massive chest. Though out of place, the statue is surprisingly clean and in good condition. Its pupilless eyes stare eerily at you.

Initial Attitude: N/A

Encounter: Angel wardens sculpted this statue of a great celestial, now dead. It has remained untouched to this day.

Encounter Condition: Hallowed 5

Tactics: Due to its powerful magical aura, monsters avoid this Room. As such, Random Encounters occur half as often here.

Treasure: N/A

EL: N/A

Scaling: N/A

W13. EMPTY ROOM THIRTEEN

A small grove of trees surrounds the stone floor of this room, standing amidst snow-covered benches and a stone bowl full of ice. The normal floor tiles of the Dungeon give way to a beautiful wintry landscape. As you look up to see the top of a giant fir tree in the corner, the stone ceiling blocks your view.

Initial Attitude: N/A

Encounter: The scenic winter wonderland is real, created by an artist of unsurpassed talent, with several sets of marvelous pigments. The trees, though not alive, are real. The snow and ice are real. Anyone can walk among the trees and kick up some snow. There are no magical illusions in this Room, but the walls are painted in such a way to trick the viewer's eye. The PCs believe the Room extends for miles, when in actuality, it ends approximately 10 ft. past the former walls of the Room.

Encounter Condition: Safe

Tactics: If the PCs stand in the center of the Room, the optical illusion is perfect. If the DM feels so inclined, creatures from the Region could be resting here, but no one wants to harm anyone because the Room radiates a constant *calm emotions* effect as a 20th-level caster.

Treasure: Though PCs may find this Room a treasure beyond words, there is nothing of physical value here.

EL: N/A

Scaling: N/A

W14. EMPTY ROOM FOURTEEN

This empty Room is best used if the PCs need to get across it to another door. Otherwise, it will just frustrate them.

A dense fog fills this room, obscuring sight and muffling sounds. Footsteps can be heard walking away from the door through the fog, but beyond that you find yourself completely isolated from the world around you.

Initial Attitude: N/A

Encounter: All sound in this Room is magically dampened past 10 ft. This means that PCs venturing more than 10 ft. away from each other lose contact completely until they stumble upon each other again in the fog. The footsteps start and stop every few seconds, and eventually lead PCs to a door out of the Room (possibly the one they came in through). PCs that make a DC 17 Spellcraft or DC 22 Intelligence check realize the sound of the footsteps is illusory.

Encounter Condition: Fog 5, Haunted

Tactics: Feel free to have the footsteps move in random directions. This effect works best in a large Room with at least two doors.

Treasure: Feel free to drop a minor magic item (or three potions) somewhere in the Room, requiring a DC 40 Search check to find and then only if the PCs are within 5 ft. of it.

EL: N/A

Scaling: N/A

W15. EMPTY ROOM FIFTEEN

The interior of this room reeks of rotting flesh, and flies buzz loudly. In the center of the room a pile of charred wood is surrounded by six humanoid corpses. Another corpse lies on its side, partially leaning against the wall opposite the door. All the bodies are in similar states of decay and have been stripped of everything of value.

Initial Attitude: N/A

Encounter: The corpses are of six goblins that got lost in the Dungeon and finally settled down here to rest before taking up their wandering again. Unfortunately for the goblins the fellow on watch fell asleep and the whole group was killed by other inhabitants of the Dungeon.

Encounter Condition: Stagnant Air
Tactics: N/A
Treasure: If the PCs search the bodies, a DC 25 Search check turns up a gold necklace worth 100 gp around the ankle of one of the goblins.
EL: N/A
Scaling: N/A

W16. EMPTY ROOM SIXTEEN

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock. In addition, the lock is trapped; choose a trap from Appendix A.

At the center of this room a badly decomposed winged body lays. Its arms, legs and wings cast out to the four winds, the body has obviously been the target of violence since its death. The shreds of fine raiment cover the body, but all weapons, armor, and goods have been removed. Next to the body, writing been scratched in the stone.

Initial Attitude: N/A
Encounter: This was one of the members of the celestial garrison who was slain after the first earthquake. Before he died he carved his last words in the stone floor. In Celestial, they read, "Alsar of the Bright Host. I stood fast against the darkness and now travel into the light. Let you who find my body carry on the fight in my stead." Alsar was slain and his corpse desecrated by the creatures of the Dungeon.
Encounter Condition: Positive Energy
Tactics: Perhaps the Room's contents have been shrouded by illusion or the PCs were destined to find it, but this discovery points out that the Dungeon was once something much different than they thought. If this is their first encounter with the celestials or this information has never been imparted to the PCs, they now have a record of the Dungeon's past.
Treasure: Touching the body of the celestial turns it to dust, but grants the PC +1 Con and +1 Wis permanently. In addition, the PC is granted a vision (as *legend lore*) of some important event in the history of the Dungeon. Make it vague, but provide a hint that the Dungeon was more than it is now. The celestial also bore a signet ring on his left hand. This signet could prove useful in Region C, E, or G where identification as a "celestial-aligned" being is useful.
EL: N/A
Scaling: N/A

W17. EMPTY ROOM SEVENTEEN

The floor of this room is missing. Instead there is a pit of significant depth, at the bottom of which is nothing but spikes and corpses. The walls and ceiling are bare except for a few scratch marks. A foul odor indicates that the bodies have been rotting for some time.

Initial Attitude: N/A
Encounter: This Room contains a pit trap that is now stuck in the open position, nothing more than a very deep pit with spikes at the bottom. Some of the local residents use the pit for garbage disposal, particularly for the bodies of their enemies. With a DC 23 Disable Device check the trap can be repaired and the floor restored to the Room.

Broken Pit Trap: CR 8; mechanical; location trigger; cannot reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC N/A; Disable Device DC 23.

Encounter Condition: Stagnant Air
Tactics: Because residents frequently bring trash here, roll for a Random Encounter after 30 minutes.
Treasure: If the PCs climb down into the pit and make a DC 25 Search check they find 13 sp, a rusted shortsword, a chipped diamond (50 gp), and 1d3 mundane items of the DM's choice.
EL: N/A
Scaling: N/A

W18. EMPTY ROOM EIGHTEEN

Before the PCs open the door, read the following.

This door is abnormally warm. Heat emanates from the room beyond and you can hear the sound of fire and an odd "whooshing" noise after short but irregular intervals.

Once the PCs open the door, read the following.

This entire Room is scarred black. After a few seconds the Room is entirely engulfed in flame, creating a "whoosh" noise as air rushes in to feed the fire. This process repeats frequently, rarely taking longer than half a minute between bursts.

Initial Attitude: N/A
Encounter: This Room contains a *fireball* trap, but the trigger has malfunctioned and now the *fireball* goes off at random intervals (every 1d6 rounds), destroying anything placed inside. The vent for the *fireball* trap is set in the ceiling, and the lever to turn it off is on the far wall. If the PCs wish to cross the Room, they must find a way to disable the trap without getting cooked.

The PC disabling the trap must brave the fire to reach the lever. Once he reaches the lever, he must move as quickly as possible to disarm the trap. While a DC 28 Disable Device check disables the trap, this takes 6 rounds. Every point by which the PC exceeds 28 reduces the time needed to disable the trap by 1 round.

Fireball Trap: CR 5; magic device; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC N/A; Disable Device DC 28/33.

Encounter Condition: N/A
Tactics: Sadly, the fire is an illusion. The PCs should believe on every level that it is real.
Treasure: N/A
EL: 5
Scaling: To increase the challenge of this encounter, make the fireball trap real. To decrease the challenge, add some element to the Room that makes the trap appear more "fake."

TRACKING

Tracking in the World's Largest Dungeon is a tricky proposition. We certainly don't have a lot "tracks" on the stone floor of the dungeon interior and there are few places where we ask for a Survival check (or Wilderness Lore for the 3.0 crowd) to track anything. But with so much coming and going, we're certain creatures ARE leaving some kind of indication that "Bob Was Here." Therefore, in order to simulate foot-traffic, the DM should provide a general idea of the size of creatures in a Section.

Damp hand prints on a door or a torn piece of clothing stuck to the stonework indicate a lot of movement. Blood points to a recent battle. A desecrated body hints at an undead presence. Mad scrawlings impart that the damned live here. And wood and stone carvings are the remnants of civilized or artistic peoples with a desperate need to create (even in this place).

Whatever the DM wants the PCs to find is great, but a rule of thumb is this. If the PCs succeed at a "tracking" check, they are in effect, gaining an indication that something *might* be around the corner. This should give them a synergy bonus to their Listen or Spot checks, since they know what they are looking for, but it should not replace real knowledge of a situation. PCs can still be surprised to find 20 orcs around the corner, when they thought they were tracking one goblin and so on.

Always keep the PCs on their toes and make the do the work of *actively* looking for tracks unless something is so obvious as to warrant a request from the DM.

W19. EMPTY ROOM NINETEEN

The door to this Room has been broken off its hinges.

The door to this room has long ago been splintered, and only a few scraps of wood hang from the hinges. The walls of this room are dominated by large, wooden bookcases lined with scraps of paper, broken bindings, and other remnants of a impressive library. The bookcases have not fared much better. The entire room is ready to collapse.

Initial Attitude: N/A

Encounter: Once one of the libraries used by the celestial garrison, this Room has been exposed to the damp air of the Dungeon and several species of paper-eating insects for the last few centuries. Now its contents are all but destroyed. Any human contact destroys the surviving books in this Room, but there are few of those to be found. Most of the books in this Room have long ago rotted away.

Encounter Condition: Fog 15

Tactics: N/A

Treasure: If the PCs succeed at a DC 30 Search check, they find a divine *scroll of glyph of warding* that has survived the ages.

EL: N/A

Scaling: N/A

W20. EMPTY ROOM TWENTY

While no heat radiates off the walls of this Room, the walls are constantly bathed in fire. A ring of red and blue flame coats the walls and floors, turning the stone black.

Initial Attitude: N/A

Encounter: The wall of fire is an illusion. It produces no heat and cannot harm the PCs. However, if they believe it is real, it deals 2d6+11 fire damage just like a real *wall of fire*. If the PCs see past the illusion (DC 18 Will save), they see the walls are clean and the fire hasn't touched anything.

Encounter Condition: Distracting Visions 8

Tactics: If the PCs move around the Room, there is a 10% chance each round that they step on a pressure plate that turns the effect off. It is unknown what the designers of the Dungeon intended with this Room.

2d6 rounds after the fire goes off, the walls are showered with sheets of ice and cold. Again, the effect is an illusion, but PCs believing the Room was ringed with fire now believe it is ringed with ice.

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, have the door close when the PCs enter and make the inside of the door look like stone, so finding a way out is more difficult. To decrease the challenge, reduce the damage of the illusory fire to 2d6.

MAP V. THE VAMPIRE TOMB

The only location that exists *under* the Dungeon is a vampire tomb in Region J. The map and location descriptions for this Section are in the Region J chapter on page 541.

SKILL USE

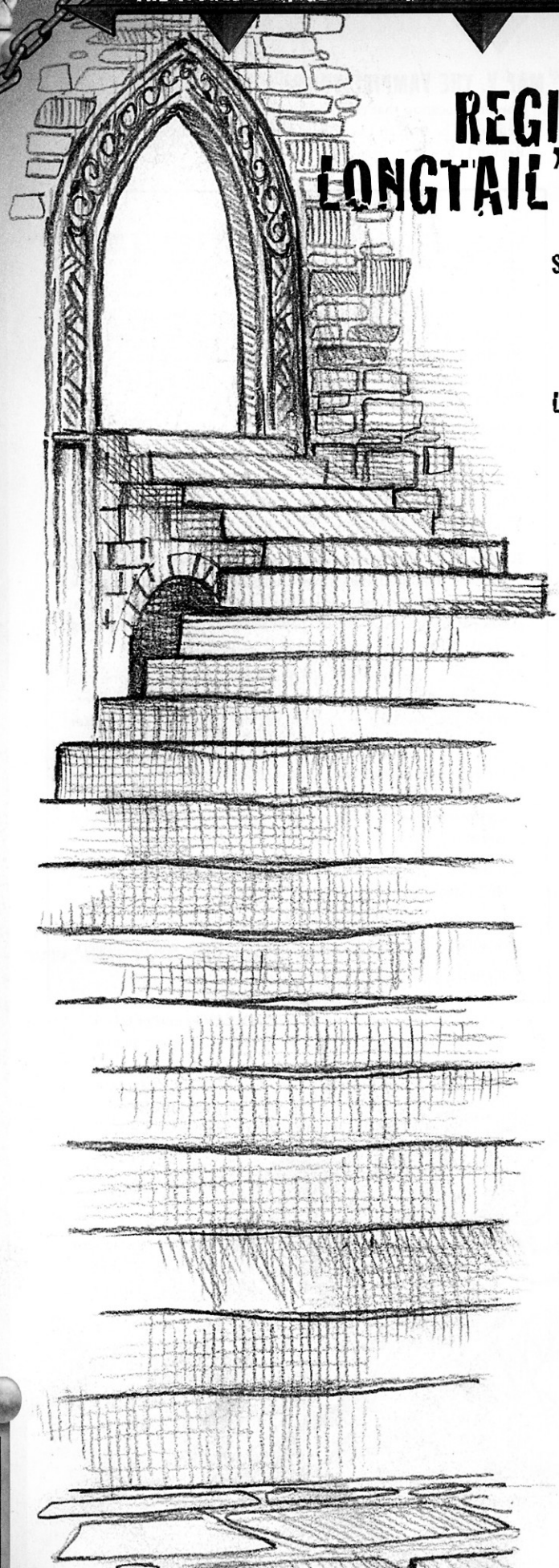
The rules for take 10 and take 20 have a positive and negative effect on *Dungeons and Dragons*™. Rather than begin a philosophical debate that results in nothing but upset players and anxiety-ridden DMs, let us say this — the DCs in this dungeon are for DMs who do NOT allow take 10 and take 20 actions in their campaigns. That said, DMs who find PCs are able to open every lock, charm every monster, and beat every Search check without rolling a single die have options.

1. Increase all DCs by +10. Done. If the PCs insist on taking 2 hours to search a Room, make everything impossible to find.
2. Increase the time it takes to take 10 or 20 and increase the frequency or Random Encounters. PCs that stay overnight opening a lock are in for one or six rude awakenings.
3. Rooms with specific Encounter Conditions (Distracting, Echoes, Haunted, Negative Energy, etc.,) are no place for intense concentration. PCs insisting on searching in these Rooms are going to suffer penalties to their checks ranging from –1 to –10.
4. Require a Concentration check to take 10 or 20. No one has infinite patience and continuing to look for the proverbial needle in the haystack is going to tax the characters, no matter what the players think.
5. Limit the number of take 10 and 20 actions on a map to three and one (respectively) per Region per PC. This is a fair compromise and confirms for the players the DM is not a tyrant.
6. If the PCs DO find EVERY trap, make the ones they don't find VERY deadly.
7. If the PCs can take 10 or 20, the monsters can start carrying deadlier weapons with better critical hit ranges and multipliers.
8. Eight. Succeeding at everything is boring. Just say No.



A

REGION A. LONGTAIL'S DESTINY



STOP!

If you have not read the introduction, go back and do so now. You cannot run this adventure without understanding the foundation of the dungeon. Details on lighting, encounter conditions, doors, and so on all explain how to survive this adventure.

LONGTAIL

Longtail is a wererat sorcerer with a quick mind, charisma, and great ambitions. Research and the aid of his imp familiar, Achsyyx, Longtail found out about the dungeon, its history, and original purpose.

Through Achsyyx's ability to *commune* with the infernal powers he learned that there was a long forgotten chapel close to the entryway to the dungeon that held a gateway to an extradimensional space where multitudes of infernal beasts had been trapped. Releasing those beasts, Achsyyx told Longtail, would make the wererat their master and would make a ferocious army available to him. Longtail's destiny was clear.

Longtail's endless charm allowed him to bring together a diverse force of humanoids to accompany him on his quest. Gathered from the disaffected elements of half a dozen tribes; kobolds, troglodytes, orcs, and even an ogre rallied to his side and agreed to make the journey with the half-fiend.

Fueled by the promise of treasure and led by lizardfolk guides, Longtail's force made its way to the dungeon in short order. Entering the long-lost entrance the humanoids began exploring the area, searching for the tomb's fabled wealth. Longtail himself, guided by Achsyyx, led a small expedition into the farthest reaches.

At first the humanoids were eager to exploit their new home, greeting the absence of Longtail as a chance to gather as much treasure as possible while the fiend was gone. But as search party after search party came back empty handed and with tales of barren Rooms filled with nothing but traps, trouble ensued.

It had been Longtail's natural leadership that held the unusual force together and now the remaining humanoids were left to their own devices. Soon, the natural rivalries of the various humanoid groups began to assert themselves. Insults and slights led to shouting and shoving. Suspicions and rumors that one group had found a treasure and was not sharing it with the others led to bitter accusations. Inevitably, armed confrontations and isolated clashes took place and Longtail's force was splintered in two, with the reptilians, composed of the kobolds and their krenshar mounts, troglodytes, and lizardfolk, banding together out of necessity against the more numerous orcs and their ogre enforcer.

The dungeon was divided between the two sides and each side searched, looking for treasure that they would never find. And as their own searches became fruitless each side became convinced that the other side had found something. Spying gave way to full-blown battles as the two factions, spurred on by their frustrations, searched and fought across the length and breadth of the area. In a short time, they forgot about searching for treasure and were concerned only with wiping out their enemies.

During this time the quest of Longtail was ignored by the humanoids, neither side caring any longer what had brought them to the dungeon originally; some even forgot about the half-fiend. They would soon be reminded.

For even as the humanoids fought amongst themselves Longtail led his expedition to the forgotten chapel. There, with the aid of his familiar Achsyyx, he opened the gateway fully intent on becoming what he knew he was destined to be.

But things did not turn out as he planned. While Longtail could control some of the beasts, he could not control all of them, and soon a wave of extraplanar beasts, driven on by the hatred, rushed through the dungeon. Falling on the fighting humanoids, the beasts struck a hammer blow that filled the dungeon with the blood and the screams of Longtail's erstwhile allies. And even as Longtail tried desperately to gain control, Achsyyx and the infernal powers smiled.

PLOT HOOKS

The Introduction presents a number of ways to get a party started in the World's Largest Dungeon. A more specific example is suggested by the opening text for this Region with the ambitions of Longtail and the imp Achsyyx. Although the exact reasons for the PCs' travel to the dungeon are up to the DM, crossing Longtail's plans makes a handy reason.

In its simplest form this means that the PCs are retained by a third party, such as a church or governmental agent, to stop Longtail's plan to release evil creatures into the world. This is also a handy way to ensure that the PCs are properly equipped before entering the dungeon, with the third party providing important aid, such as perhaps a *continual flame* item or two.

An alternate idea is that the PCs have had a run-in with Longtail or his humanoid allies before. Perhaps while on their way to the dungeon some of the humanoids raided the PCs village and the PCs are out for revenge.

Either of these two suggestions places the PCs within the dungeon only a short time, perhaps a week or two at most, after the arrival of the humanoids and puts them right in the middle of the action.

The PCs don't even need to be aware of what is going on in the dungeon. If they are in pursuit of a long-lost magic item, or just plain treasure-seekers, they may have motivation enough to enter the dungeon. In this case, the PCs just happen to be unfortunate enough to enter the dungeon shortly after the release of the extraplanar beasts.

There are of course a number of other ideas, but these along with those presented in the Introduction should be enough to get any party started exploring the World's Largest Dungeon.

RANDOM ENCOUNTERS

The release of the extraplanar beasts has thrown this entire Region into chaos. Whereas before the release of the extraplanar beasts there were clear areas under the influence of a particular group of humanoids, the resulting chaos means that there are no longer any true areas of control. Between the hunting beasts and the scared and lost humanoids there is plenty of motion and confusion in this dungeon. As a result, a party traveling through this Region is just as likely to encounter a reptilian as they are an orc or an extraplanar beast.

Rather than checking at some specific time interval for random encounters, the DM should use this table whenever he or she deems it appropriate. Remember that despite the number of Rooms in this Region, the fact is that there is not a lot of distance between most Rooms and areas, and sound carries well in such an environment. If the action is slow, for instance the PCs are taking their time searching through the rubble in a Room or are being extra cautious as they move down a hall, the events from this table are likely to liven things up.

Another way to use the chart is to add a random element to the encounters described in the various Rooms. Many of the listed random encounters will add an interesting twist to the otherwise rather standard combat scenarios that are inevitable in a dungeon of this size. After all, the noise of combat is bound to generate some interest.

A final good option for this table is if the PCs return to areas or Rooms where they have already been. Since the dungeon is in constant flux, it is quite likely that something other than the original inhabitants now occupy the Room. A particularly bold DM could also use this table to add the occasional encounter to an otherwise empty Room.

Roll for a Random Encounter once per hour.

1d20	Random Encounter
1	A loud, guttural scream echoes in the distance.
2	A dead kobold or orc lies in the hallway, recently murdered.
3–8	Nothing
9	Two fiendish darkmantles stalk the dungeon corridors. They have been ostracized from their "tribe" and seek a new home.
10	Four fiendish stirges, tired of the offal in this dungeon, seek the blood of something warm.
11	A fiendish rat swarm charges toward the PCs, fleeing something in darkness. They spend one round moving passed the PCs dealing damage as they go.
12	A pack of six fiendish dire rats digs its way out of crack in the wall and proceeds to stalk the PCs.
13	A patrol of eight kobold warriors or four orc warriors meander, looking for a place to sack out, in the hopes of avoiding work. They only fight the PCs if no other option is available.
14	Two troglodytes play a game of cards as the PCs round a corner. They use candles for light and have 2d6 cp on the floor to bet with. Echoes 4.
15	A krenshar and its kobold rider scout the halls, returning to Room A69 with news of intruders.
16	The PCs stumble upon a trap. **Razor-Wire Across Hallway:** CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15.
17	Minor tremor. Dust falls from the ceiling obscuring vision throughout the entire Region. All sight, including darkvision, is obscured beyond 5 ft. Creatures within 5 ft. have concealment (20% miss chance) while creatures farther away have total concealment (50% miss chance, attacker cannot use sight to locate target). Dust remains for 1 round.
18	Tremor. As minor tremor, except creatures in the entire Region must succeed at a DC 10 Reflex save or fall prone. Dust remains for 1d4+1 rounds.
19	Major tremor. As tremor, except creatures in the entire Region must succeed at a DC 12 Reflex save or fall prone. All creatures suffer 1d4 points of bludgeoning damage from the rocks. Dust remains for 2d4+2 rounds.
20	Roll twice on this table ignoring any further rolls of 19+.

A1. ENTRANCE

You exit the dark and yes, dank, narrow passageway to emerge onto a worked stone floor. Looking about, you see that you have entered a large square chamber hewn completely from stone. You notice two iron doors, one to your side and the other in front of you. Otherwise there are no other features of interest in the stone.

Initial Attitude: N/A

Encounter: This is the last chance the PCs have to rest and reflect before entering the dungeon. As long as the PCs are in the entrance chamber, nothing else enters it. An inspection of the doors reveals that they are absolutely featureless, devoid of markings, symbols, or even any sign of use. Any of the PCs may open either of the doors by simply placing his or her hand on it and pushing; the door gently glides inward and remains open. Once the last of the PCs is through the doors, they slide back shut.

Read this text once one of the doors is open.

As you push the door, the edge disappears into a blackness that lies just beyond. You allow the door to open completely and watch as more and more of it is swallowed up in the barrier until only its hinges are visible. Peering cautiously into the darkness for signs of movement, you see nothing. Even your ears can only detect the breathing of your fellow adventurers. The dark space reveals nothing of what lies beyond.

The doorway circumscribes an area that is permanently warded by an opaque magical field. This field prevents all vision, including darkvision and low-light vision, as well as all sound from passing through from one side to the other in either direction. In addition, the magical field has an unusual and permanent force effect that allows creatures and items to enter the dungeon without difficulty but absolutely prevents them from leaving (except for the doors themselves).

Opaque Door Barrier: magical; constant function; spell effect (permanent one-way opaque wall of force and permanent silence effect as a 20th-level caster).

If the PCs want to enter the dungeon then they simply must take that leap of faith and step beyond the door. Cautious PCs may stick only a hand or an object through, but they find that when they try to withdraw the hand or object, they cannot because the barrier prevents the return movement. No amount of pulling brings the hand or object back through the barrier, although if enough force is used the object could certainly be broken or the hand severed. Note that this whole episode can be extremely humorous if a PC decides to stick his head through.

Encounter Condition: Safe

Tactics: Subtly encourage the PCs to prepare themselves by healing, resting, readying equipment and weapons, etc. prior to having them enter the dungeon if they need it. Nothing bothers them as long as they are in this Room and they can take all the time they need to make sure they are in tip-top shape.

Treasure: N/A

EL: N/A

Scaling: N/A

A2 THROUGH A20. ORC STRONGHOLD

Rooms A2 through A20 make up the former orc stronghold within this Region. The orcs chose the Section closest to the entrance for defensive reasons and launched all of their search expeditions from here. Unfortunately, while this portion of the dungeon is defensively strong, these same qualities limited the ability of the orcs to explore the other parts of the dungeon.

As the conflict with the reptilians escalated, the orcs' leader, an orc barbarian named Orghar, decided that it was time to force a decision. Marshalling the orcs, he led them in an all-or-nothing assault on the reptilians throughout the dungeon.

As a result, this Section has been abandoned by the orcs since that time. Although they planned to return here and establish a garrison to guard the entrance once they were victorious, this has not come to pass. With the unexpected release of the extraplanar beasts and the subsequent decimation and fragmentation of not only the orc but also reptilian forces, the Section is wide open to any humanoid survivors that can make it this far.

A2. THE FIRST ROOM

Your torchlight gleams feebly in this complete gloom, lighting up a small Region of what appears to be a large room. Two iron doors, one straight ahead of you and the other to its side, are the only things that break up the unending mass of worked stone. The chill and damp air clings to your body, and you are not the only one feeling it judging by the cough coming out of the darkness.

Initial Attitude: Unfriendly

Encounter: Three orc warriors (hp 5 each) sit huddled together in the northeastern corner of this Room, one of them trying to stifle another cough. They are a sorry remnant of orc forces that followed Longtail into the dungeon. They look extremely haggard with deep bags over their scar-marked faces and an ashen paleness, warning of their weakened state.

Encounter Condition: N/A

Tactics: The orcs are fatigued (–2 penalty to Strength and Dexterity, can neither run nor charge) from their recent experiences and are not looking for a fight. Unless the PCs attack them first, the orcs do not attack. The PCs are free to move about the Room — the orcs do not stop them, only watching listlessly. Even if elves or dwarves are with the party, the orcs do no more than half-heatedly bare their teeth in an obviously empty threat.

Any PC succeeding at a DC 15 Sense Motive check realizes that the orcs have simply given up and appear to be waiting for the inevitable. If the PCs ask one of the orcs about what happened to them, the largest of the three appears to ponder the question for a moment and then says "you will see soon enough" in broken Common. The other two laugh at the response, the smallest one stifling his cough. The orcs ignore any further questions returning only half-hearted surly glances.

Any acts of intimidation, bluffing, or diplomacy fail on these tired warriors and no amount of promises, threats, or bribes gets them to care about anyone or anything. No matter what, the orcs do not accompany or aid the PCs in any way. They make their final stand in this Room.

If it comes to combat, the orcs do what they can to defend themselves, but their fatigue and defeatist attitude work against them at this point. They employ no tactics other than a straightforward attack.

If the PCs return to this Room later (at least 30 rounds), the three are dead, killed by fiendish darkmantles.

Treasure: N/A

EL: 1

Scaling: To increase the challenge of this encounter, add two more orcs. To decrease the challenge, have the orcs be exhausted (move at half speed, –6 penalty to Strength and Dexterity).

Orc, War 1: CR 1/2; Medium humanoid (orc); HD 1d8+1; hp 5; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1; Grp +4; Atk +4 melee (1d8+4/×3, battleaxe) or +1 ranged (1d4+3, dagger); Full Atk Atk +4 melee (1d8+4/×3, battleaxe) or +1 ranged (1d4+3, dagger); SA —; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will –2; Str 17*, Dex 11*, Con 12, Int 8, Wis 7, Cha 6.

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

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

A3. BODY STORAGE

Even before you opened the door you could smell that something was amiss. Now that it is open, the smell is overwhelming. The source is more than a score of bodies piled up in the room, their flesh rotting away.

Initial Attitude: N/A

Encounter: These bodies are trophies brought back by the orcs from their conflicts with the reptilians. There are a total of 23 bodies here, 17 kobolds and six troglodytes, in varying states of decay, all of which have been stripped of anything they might have been carrying in life. Examination of the bodies shows their wounds to have been caused by sharp-edged weapons.

The smell of decay is strong enough to require a DC 15 Fortitude save from every living creature that enters the Room. Failing the save causes the creature to be sickened (–2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks) for the duration of their stay in the Room as well as for 1d4 rounds thereafter. Any living creature spending more than a single round in the Room is also subject to catching an airborne variant of filth fever.

♦ **Filth Fever**—Injury, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex, 1d3 Con

The secret door in the eastern wall is a standard secret door (Search check, DC 20) that pivots on a vertical center hinge. The space opened by the door is just wide enough for a creature of medium size or smaller to pass on either side of the door (so up to two medium-size creatures can pass through simultaneously).

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

A4. ANTECHAMBER

The door to this Room is trapped with *burning hands*. Anytime a Tiny or larger creature touches the face of the door, the trap is triggered, shooting flames in a cone-shaped burst of 15 ft. from the center of the door.

♦ **Burning Hands Trap:** CR 2; magic device; touch trigger; automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

The secret doors in the eastern and western walls are standard secret doors.

Several piles of moldy sacks sit in each of the four corners of this room, their decaying contents fill the air with a sour smell. There is a door directly across from the one you just opened.

Initial Attitude: N/A

Encounter: The orc warriors in Room A2 are aware of the trap, but avoid it. If the trap injures or kills any of the PCs while the orcs are in the Room, the orcs break out into grins and chuckle amongst themselves and claim ignorance if confronted.

The contents of the sacks have long since rotted. They defy identification and, in fact, small gray mushrooms and black molds grow on top of the piles. Any PC foolish enough to disturb a sack with the black mold results in it bursting and releasing its mildly poisonous spores into the Room. Picking up any sack causes it to disintegrate and spill its contents on the floor and also releases the spores.

♦ **Black Mold (CR 1):** If disturbed, a patch of this mold bursts forth with a cloud of poisonous spores. All living creatures within 10 ft. of the mold must make a DC 12 Fortitude save or take 1d3 points of temporary Constitution damage. Another DC 12 Fortitude save is required 1 minute later of those who failed the initial save to avoid taking an additional 1d3 points of temporary Constitution damage. The only way to destroy the mold is with fire or to let it dry out in a warm, dry climate (a process that takes 24 hours).

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: 3

Scaling: To increase the challenge of this encounter, increase the damage of the *burning hands* trap to 2d4 and replace the black mold with yellow mold (see Room A84). To decrease the challenge, allow the trap to be bypassed by PCs using an object of at least 1 ft. in length (most weapons will do) to push open the door and reduce the initial/secondary damage of the black mold to 1 point of temporary Constitution damage each.

A5. MAIN STORAGE

The doors to Rooms A4 and A6 are open.

Rotting barrels, moldy crates, and disintegrating sacks with mushrooms embedded in them line the left wall of this room, leaving a five-ft. wide passageway along the right wall directly in front of the door.

Initial Attitude: N/A

Encounter: There are dozens of barrels, crates, and sacks lining the wall extending into the western end of the Room. They are piled up in an organized fashion (to say the least) and most of them have been opened (the barrels have their tops staved in, the crates boards torn away, and the sacks are ripped open, some of their contents spilling onto the ground).

As in Room A4, the sacks are covered in black mold and mushroom colonies. Although the barrels and crates are not so afflicted, the items are stacked so haphazardly that anyone moving a barrel or crate must succeed at a DC 13 Dexterity check or release a cloud of spores from one of the sacks nearby. Moving a sack causes the sack to disintegrate, spilling its contents on the floor and releasing the mold into the air.

If the PCs are bold enough to riffle through the contents anyway, they find that the barrels contain vinegar (still good), the crates contain various rusted mining tools (such as picks and shovels), and the contents of the sacks have been lost to the mold.

♦ **Black Mold (CR 1):** If disturbed, a patch of this mold bursts forth with a cloud of poisonous spores. All living creatures within 10 ft. of the mold must make a DC 12 Fortitude save or take 1d3 points of temporary Constitution damage. Another DC 12 Fortitude save is required 1 minute later of those who failed the initial save to avoid taking an additional 1d3 points of temporary Constitution damage. The only way to destroy the mold is with fire or to let it dry out in a warm, dry climate (a process that takes 24 hours).

Encounter Condition: N/A
Tactics: N/A

Treasure: Conducting a careful search of the Room (Search check, DC 26) reveals a small gold ring (20 gp) resting between two barrels. Note that as long as the search does not entail actually moving anything, there is no chance of releasing the black mold.

EL: 1

Scaling: To increase the challenge of the encounter replace the black mold with yellow mold (see Room A84). To decrease the challenge of the encounter reduce the initial as well as secondary damage to 1 point of temporary Constitution damage each.

A6. TOOL STORAGE

Any Tiny or larger creature that enters the north/south hallway leading to Room A6 triggers an *acid arrow* trap. The proximity trigger covers the entire hallway to the door, but not beyond it; any creature that remains in the hall after the trap resets triggers the trap again.

♦ **Acid Arrow Trap:** CR 3; magic device; proximity trigger *(alarm)*; automatic reset; Atk +2 ranged touch; spell effect (*acid arrow*, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27.

Coils of rope, barrels with nails, and open crates with tools are lined up against the walls. Although the air is damp, there is no mold on any of the items.

Initial Attitude: N/A

Encounter: There are five coils of hempen rope totaling of 500 ft. as well as seven small barrels of rusty nails and enough tools to make a total of 10 sets of stonemason's tools (hammers, chisels, etc.). The hemp rope has been weakened by the damp air (Hardness 0, Hit Point 1) and breaks if subjected to holding more than 100 lbs. of weight.

The secret door in the western wall is a standard secret door and is used to bypass the trap in the hall.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 2

Scaling: To increase the challenge of this encounter, increase the duration of the acid trap to 4 rounds. To decrease the challenge, the trap only triggers when someone is within 10 ft. of the trap (the first two squares from the north in the hallway) rather than the entire hallway.

A7. FORMER TROGLODYTE QUARTERS

The heavy smell of stale air greets you as you open the door to this large room. Bits of dried grass as well as larger hunks lay all over the floor as if a tornado recently tore through a meadow.

Initial Attitude: N/A

Encounter: This Room was occupied by a small group of troglodytes who treated it much like their former cave home; they were among the first victims of the orcs when relations among the humanoids went sour. Given their uncivilized nature, they used it not only as their sleeping place but for everything else, although they kept those activities to the southeastern corner.

The smell of body odor along with the remnants of troglodyte stench are eye-wateringly powerful and any living creature that enters the Room must succeed at a DC 12 Fortitude save or become nauseated (unable to attack, cast spells, or do anything else requiring concentration; can only take a single move action per turn) for as long as it is in the Room and for 1d4 rounds after it leaves the Room.

The dried grass bits are remnants of reed mats that the troglodytes used as sleeping mats and were destroyed during the fighting in this Room. A DC 12 Spot check reveals dried drips and small pools of blood in various places about the Room.

The troglodytes were unaware of the standard secret door in the middle of the northern wall, as are the orcs who, although they dragged out the troglodyte bodies, otherwise avoided the Room.

Encounter Condition: N/A

Tactics: N/A

Treasure: Brave characters may search through the detritus. On a successful DC 14 Search check they uncover one of the following—a shell necklace made of freshwater shells of various sizes on a leather thong (1 gp); a ceremonial dagger (no value); a ceramic idol of a creature that is a cross between a toad and a lizard (no value).

EL: N/A

Scaling: N/A

A8. ORC CORPSE

The door to Room A2 is closed. The door to Room A9 is open.

You see an open doorway to your left. The body of an orc, his arm outstretched toward the door you have just come from, lies slumped near the middle of this room. A lone spear, its shaft broken, lays in one of the corners.

Initial Attitude: N/A

Encounter: This orc was a clansman to the orcs in Room A2 that they abandoned. Attacked by fiendish stirges, he managed to drag himself here in a vain attempt to keep up with his clansmen; his strength ran out just before he got to the door.

If the PCs alert the three orcs in Room A2 that they have found another orc none of the trio responds.

A successful DC 12 Search check of the body reveals several holes in the corpse's neck, arm, and leg where the fiendish stirges successfully attached themselves to the orc. Each hole also has up to eight smaller, rough punctures near it where the pincers of the fiendish stirge found purchase.

Encounter Condition: N/A

Tactics: Unless the PCs are exceptionally quiet and do not use a light source of any kind, the fiendish darkmantles in Room A9 are alerted to their presence through the open doorway.

Treasure: N/A

EL: N/A

Scaling: N/A

A9. DEATH FROM ABOVE

Both doors in this Room are open.

An open door on the opposite wall appears to be the only other way in or out of this otherwise empty room.

Initial Attitude: Hostile

Encounter: Clinging to the ceiling of this Room is a fiendish darkmantle (hp 6). The fiendish darkmantle is hanging by its "foot" in the middle of the ceiling, but has lifted its tentacles up and flattened itself out, spreading its tentacles and taking on the coloration of the stone as it waits for potential prey to move underneath it. A PC that makes a successful DC 25 Spot check notices the unusual lump on the ceiling. If he states that he is specifically looking at the ceiling as he is walking into the Room he gains a +10 circumstance bonus to the check.

The noise of combat attracts a nearby fiendish rat (hp 1) out scouting for its fiendish rat swarm into the doorway from Room A10 to investigate. Given the darkness and commotion in Room A9, the fiendish rat's presence goes completely unnoticed unless a PC states that he is specifically looking for danger in the northern doorway at which time a successful DC 18 Spot check reveals the fiendish rodent.

As long as it is unobserved, the fiendish rat watches the combat to the end and then leaves to report the activity to its fellows in Room A11. If it is spotted, the fiendish rat immediately flees the scene to make its report.

Encounter Condition: Concealment, Echoes 5, Fearless

Tactics: This fiendish darkmantle followed the wounded orc hoping it would lead it to its fellows. Since the orc's death it has patiently waited for someone to come by and attacks the moment a PC is fully in the Room, using its *darkness* ability to cloak itself in shadow (20% miss chance for opponents targeting it; also putting the entire Room as well as both doorways in *darkness*) and then dropping from the ceiling.

The fiendish darkmantle gains surprise unless it is spotted by the PC as he is walking into the Room. If it has surprise, the fiendish darkmantle uses the surprise round to invoke its *darkness* and then attacks on the next round. Note that unless the PC has spotted the fiendish darkmantle he still will not know exactly what is happening or where an attack might be coming from.

This fiendish darkmantle fights to the death, even pursuing fleeing PCs.

Treasure: N/A

EL: 1

Scaling: To increase the challenge of this encounter, have the fiendish darkmantle hide directly above the doorway increasing the Spot check DC to 30. To decrease the challenge of this encounter, have the PC spot the fiendish darkmantle as it is flying into the Room so that both sides are surprised.

Fiendish Darkmantle: CR 1; Small magical beast (extraplanar); HD 1d10+1; hp 6; Init +4; Spd 20 ft., fly 30 ft. (poor); AC 17, touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); SA Darkness, improved grab, constrict 1d4+4, smite good; SQ Blindsight 90 ft., resistance to cold and fire 5, spell resistance 6; AL NE; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 3, Wis 10, Cha 10.

Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative.

Darkness (Su): Once per day a fiendish darkmantle can cause *darkness* as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a fiendish darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A fiendish darkmantle deals 1d4+4 points of damage with a successful grapple check.

Blindsight (Ex): A fiendish darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 ft. A *silence* spell negates this ability and effectively blinds the fiendish darkmantle.

Smite Good (Su): Once per day a fiendish darkmantle can make a normal melee attack to deal 1 extra point of damage against a good foe.

Skills: A fiendish darkmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

Fiendish Rat: CR 1/8; Tiny magical beast (extraplanar); HD 1/4 d8; hp 1; Init +2; Spd 15 ft., climb 15 ft., swim 15 ft.; AC 14, touch 14, flat-footed 12; Base Atk +0; Grp –12; Atk +4 melee (1d3–4 plus disease, bite); +4 melee (1d3–4 plus disease, bite); Space/Reach 2–1/2 ft./0 ft.; SA Disease, smite good; SQ Darkvision 60 ft., low-light vision, resistance to cold and fire 5, spell resistance 5, scent; AL NE; SV Fort +2, Ref +4, Will +1; Str 2, Dex 15, Con 10, Int 3, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +14, Move Silently +10, Swim +10; Weapon Finesse

Disease (Ex): Devil Chills—bite, Fortitude DC 10, incubation period 1d4 days, damage 1d4 Str. The save DC is Constitution-based. It requires three successful Fortitude saving throws in a row to recover from devil chills.

Smite Good (Su): Once per day a fiendish rat can make a normal melee attack to deal 1 extra point of damage against a good foe.

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

A10. THE WATCHER IN THE DOORWAY

Both doors to this Room are open. The following description omits the presence of the fiendish rat.

Peering through the open doorway you discern for certain that the room is empty. There is an open door on the opposite wall that could be the only exit.

Initial Attitude: Hostile

Encounter: Unless the party defeats the fiendish darkmantle in Room A9 in complete silence and darkness, the fiendish rat is not in this Room, having already made its way to report to its fiendish rat swarm. If the fiendish rat is caught unawares, it flees quickly, avoiding combat at all costs.

Wary PCs succeeding at a DC 19 Listen check while in the Room hear the sound of hundreds of tiny nails scratching on stone as the fiendish rat swarm makes its way to the Room.

One round after the PCs enter this Room the fiendish rat swarm, alerted by its scouting fiendish rat, enters from the north door and attacks.

Encounter Condition: N/A

Tactics: The fiendish rat swarm (hp 13) washes into the Room like its namesake, attempting to cover as many PCs as possible within its 10-ft. square. Its members fight to the death, pursuing fleeing PCs.

PCs may use a door to block the progress of the fiendish rat swarm. Although the wave is capable of opening unattended doors, its collective members are too weak to open a door held closed by a PC. Faced with such an obstacle, the wave batters against it for 5 rounds and then looks for a way around the obstacle or seeks out more accessible prey.

Treasure: N/A

EL: 2

Scaling: To increase the challenge of this encounter, add a second fiendish rat swarm. To decrease the challenge, assume the wave has already been damaged in combat with other creatures and reduce its hit points to one-half and allow it to take up only a 10-ft. by 5-ft. space.

Fiendish Rat Swarm: CR 3; Tiny magical beast (extraplanar, swarm); HD 4d8; hp 13; Init +2; Spd 15 ft., climb 15 ft.; AC 14; touch 14, flat-footed 12; Base Atk +3; Grp —; Atk (1d6 plus disease, swarm); Full Atk (1d6 plus disease, swarm); Space/Reach 10 ft./0 ft.; SA Disease, distraction, smite good; SQ Darkvision 60 ft., half damage from slashing and piercing, low-light vision, resistance to cold and fire 5, spell resistance 5, scent, swarm traits; AL NE; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 3, Wis 12, Cha 2.

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

Swarm: A fiendish rat swarm seeks to surround and attack any prey it encounters. A fiendish rat swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

In order to attack, a single fiendish rat swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-ft. space. Fiendish rat swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-ft. space, a fiendish rat swarm is shapable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its members.

Disease (Ex): Devil Chills—bite, Fortitude DC 12, incubation period 1d4 days, damage 1d4 Str. The save DC is Constitution-based. It requires three successful Fortitude saving throws in a row to recover from devil chills.

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

Smite Good (Su): Once per day a fiendish rat swarm can make a normal melee attack to deal extra damage equal to its HD total (+2) against a good foe.

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

A11. BONES IN THE HALL

Both doors into this hallway are open.

A lone, small skeleton lies in this 10-ft. wide hallway, bits of clothing and leather armor still clinging to its frame. Two open doors, one on either end of the hallway, give no clue as to what lays beyond.

Initial Attitude: N/A

Encounter: The skeleton is the remains of a kobold captive brought back by an orc patrol and killed by Orghar. He was left here by the orcs as a mascot, and picked clean by the fiendish rat swarm as it made its way through the Room. Carefully examining the skeleton shows hundreds of tiny bite marks on the bones and leather armor. Looking through the open doorway to the north reveals four more open doors (Rooms A12 through A15).

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A12. ORC QUARTERS

The door to this Room is open.

Peering through the open door you find out this room is a disaster area. Unpleasant hints of animal waste fill the air and scraps of clothing, bits of wood, and other trash cover the floor.

Initial Attitude: N/A

Encounter: This was one of the Rooms the orcs used as sleeping quarters. What few items of furniture there were, along with the former occupants' clothing, backpacks, and other possessions, have been chewed to pieces by the fiendish rat swarm the PCs encountered in A10. The smell is one of rodent waste with a hint of sulfur that does much to describe the infernal realms that these creatures normally inhabit.

Encounter Condition: N/A

Tactics: N/A

Treasure: A successful DC 15 Search check allows a PC to visually pick a few items amid the debris — a rusted, normal dagger; a tin drinking cup; a 5-ft. length of chain.

EL: N/A

Scaling: N/A

A13. GNAWERS

The door to this Room is open.

An unpleasant odor greets you before you step through the open door. The smell, combined with the trash-covered floor makes it clear that the rodents' path of destruction went through this area as well.

Initial Attitude: Hostile

Encounter: Two fiendish dire rats (hp 7, 5) that have been following the fiendish rat swarm are in this Room busy sifting through the trash hoping that the wave missed something. So far they have had little success.

More intelligent than their Prime Material counterparts, these fiendish dire rats work as a team. One sifts through the rubbish while the other keeps watch. Unless the PCs are moving without a light source of any kind, they have no chance to surprise these infernal rodents. Assume a Spot check of 24, or 14 if caught unprepared.

Encounter Condition: Concealment, Fearless

Tactics: The fiendish dire rats (hp 5) are difficult to surprise given their scent ability; they can detect the presence of a PC within 30 ft. (although they must be within 5 ft. of a PC to detect his exact location). The fiendish dire rat on watch squeaks a warning to his companion as soon as he spots light or hears the movement of the PCs. Both fiendish dire rats hide in the rubbish that fills the Room, requiring a successful DC 18 Spot check to be noticed.

This duo is smart enough to avoid a fight against an obviously much stronger foe. They attack a lone PC or even two, rushing out from ambush to gain surprise if possible. The fiendish dire rats subject a lone PC to flanking attacks if possible.

If more than two PCs enter the Room at the same time, the fiendish dire rats remain hidden, bursting from hiding only when spotted or if a PC gets too close and fleeing out of the Room toward the northeastern portion of the dungeon.

If the fiendish dire rats attack, they fight until reduced to one-half of their hit points or until outnumbered, at which point they flee. If flight is not possible, they fight to the death. The fiendish dire rats pursue fleeing PCs, attacking the rearmost PC and allowing the others to escape.

Treasure: N/A

EL: 1

Scaling: To increase the challenge of this encounter, increase the number of fiendish dire rats to one per PC. To decrease the challenge of this encounter, add a third fiendish dire rat but have them all fight over a scrap of food when the PCs enter the Room, giving the PCs an element of surprise.

Fiendish Dire Rat: CR 1/3; Small magical beast (extraplanar); HD 1d8+1; hp 7, 5; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp –4; Atk +4 melee (1d4 plus disease, bite); Full Atk +4 melee (1d4 plus disease, bite); SA Disease, smite good; SQ Darkvision 60 ft., low-light vision, resistance to cold and fire 5, spell resistance 5, scent; AL LE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

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

Disease (Ex): Devil Chills—bite, Fortitude DC 11, incubation period 1d4 days, damage 1d4 Str. The save DC is Constitution-based. It requires three successful Fortitude saving throws in a row to recover from devil chills.

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

Skills: Fiendish dire rats have a +8 racial bonus on Swim checks. Fiendish dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Fiendish dire rats use their Dexterity modifier for Climb and Swim checks.

A14. ORC QUARTERS

The door to this Room is open.

The trash that lays in the hallway and the open door indicate that there is probably little to be found in this room. Once you enter, you see that the remnants of a bed are still evident in one corner of this room, but everything else has been thoroughly destroyed.

Initial Attitude: N/A

Encounter: This was the Room of two orc barbarians and actually contained a bed that one of the pair had scavenged from Room A20. Unfortunately, the fiendish rat swarm has torn the place to bits. The bed is nothing more than a plank on four legs.

Encounter Condition: N/A

Tactics: N/A

Treasure: With a successful DC 15 Search check, the PCs notice a small tin box lying under the bed. The box is six inches long, three inches wide, and two inches high. It has a clasp that is held closed by a piece of metal wedged into the ring.

The box is not trapped or otherwise locked. Opening it up reveals that it is lined with black silk and has three indentations to hold vials. Although there are two vials in the box, one of them is broken and its contents have settled into the silk. There is currently only one intact vial in the box, a *potion of cure moderate wounds.*

EL: N/A

Scaling: N/A

A15. CORNERED FIENDISH DARKMANTLES

The door to this Room is open.

Trash is strewn on the floor of this room accompanied by the bitter smell of rodent dung.

Initial Attitude: Hostile

Encounter: This is a former orc sleeping area; the fiendish rat swarm cleaned out what little had not already been destroyed.

Clinging to the ceiling of this Room are two fiendish darkmantles (hp 7, 6). Searching for prey, they were caught in these four Rooms when the fiendish rat swarm arrived. Realizing that they were now prey, the duo retreated here to await the rodents' passing. Because of the climbing ability of the wave, the two fiendish darkmantles were forced to the center of the Room. Although the wave has left the area, the duo is remaining in place to be sure the danger has passed.

Note that the two of them are keeping a close watch on the door by constantly emitting their high frequency sounds and are thus almost impossible to surprise.

Encounter Condition: Ambush, Darkness

Tactics: These two fiendish darkmantles work as a team in their pursuit of prey. Once they are aware that it is a group of humanoids coming into the Room and not the fiendish rat swarm, one moves to position itself directly above the door while the other moves into the far corner in order to make it harder to Spot them (DC 30 for the one above the door, DC 20 for the one in the far corner; if the PC states that he is specifically looking at the ceiling grant a +10 circumstance bonus to his check to spot the fiendish darkmantles).

The darkmantles surprise the first PC through the door, with the one in the far corner using its surprise round to invoke its *darkness* ability while the one above the door attacks the PC. Even if the PC spots the fiendish darkmantle on the far wall, the one above the door may still have surprise.

If the duo cannot achieve surprise, the one on the far wall invokes its *darkness* ability while the other attacks. In all cases the darkmantles keep the combat near the doorway to prevent numerous PCs from flanking them while in turn gaining flanking positions on the PC near the doorway.

If either fiendish darkmantle is reduced to less than one-half their hit points (or is killed) they flee using their *darkness* ability to help cover their escape. The fiendish darkmantles pursue fleeing PCs, concentrating on the rearmost and letting the others go.

Treasure: N/A

EL: 2

Scaling: To increase the challenge of this encounter, have the fiendish darkmantles attack a PC while he is still in the hall, thus limiting his allies' abilities to maneuver around him. To decrease the challenge, have both fiendish darkmantles in the center of the Room's ceiling when the PCs arrive thereby allowing the PCs to spot both of them easily.

Fiendish Darkmantle: CR 1; Small magical beast (extraplanar); HD 1d10+1; hp 7, 6; Init +4; Spd 20 ft., fly 30 ft. (poor); AC 17, touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); SA Darkness, improved grab, constrict 1d4+4, smite good; SQ Blindsight 90 ft., resistance to cold and fire 5, spell resistance 6; AL NE; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 3, Wis 10, Cha 10.

Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative.

Darkness (Su): Once per day a fiendish darkmantle can cause *darkness* as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a fiendish darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A fiendish darkmantle deals 1d4+4 points of damage with a successful grapple check.

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

Blindsight (Ex): A fiendish darkmantle can see by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 ft. A *silence* spell negates this ability and effectively blinds the fiendish darkmantle.

Skills: A fiendish darkmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

A16. SOUTHERN HALLWAY ROOM

Both doors in this Room are open.

You can already see the exit of this room, an open door directly across from you, even as you notice that this room appears to be empty.

Initial Attitude: N/A

Encounter: This Room is empty, save some dust and detritus. However, it is a gateway. The moment the PCs enter this Room, roll Listen and Spot checks every round for the fiendish stirges in Room A18 (fiendish stirges have a +4 to both Listen and Spot; roll as a group). If the PCs are spotted or heard, the fiendish stirges fly down to investigate.

PCs who are capable of seeing through the open doorways into Room A18 (using darkvision or low-light vision with enough light) may make Spot checks (DC 14; adjusted for distance) to see the fiendish stirges. All PCs can attempt Listen checks (DC 19; adjusted for distance, etc.) to hear the agitated fiendish stirges.

Encounter Condition: Distracting Visions or Extreme Cold

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A17. MIDDLE HALLWAY ROOM

Both the doors in this Room are open.

This room looks much like the last room with both doors open and nothing to be seen.

Initial Attitude: N/A

Encounter: Like Room A16, this Room is completely empty. Assuming that neither side has spotted the other, continue to make a single Listen and Spot check each round for the four fiendish stirges in Room A18 as well as for the PCs (DC 11 for Spot checks, DC 16 for Listen checks).

Encounter Condition: Drafty, Echoes 2

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A18. NORTHERN HALLWAY ROOM

All three doors in this Room are open.

This room appears to be a junction, with three open doorways leading in different direction. Like the previous two room, it is empty.

Initial Attitude: Hostile

Encounter: As in Rooms A16 and A17, this Room is completely empty. It served as a junction Room and defense point for the orcs.

If they have not spotted the PCs previously, four fiendish stirges (hp 5) are alternately flying and hopping about the Room obviously agitated. Deciding that this was an excellent spot to wait for potential prey, the four-some has taken up residence here. However, given their alignment, none of the four fiendish stirges trusts any of the others, so they are continuously hopping and flying from door to door and perch to perch trying to prevent one another from being the first to spot potential prey.

Encounter Condition: Concealment

Tactics: When one of the fiendish stirges sees or hears something of interest, it goes to investigate and the others follow. In the case of the PCs moving through A16 and A17 or either of the hallways, roll Listen and Spot checks for the fiendish stirges as the PCs move. On a successful Spot or Listen check, one of the fiendish stirges has either seen the PCs or heard them and flies off to investigate. One round later, two more of the fiendish stirges follow the first and on the third round the last one follows. The lead fiendish stirge attacks the first PC it comes across and the other three join in as soon as they arrive.

Each fiendish stirge fights as an individual and will not cooperate with another fiendish stirge, preferring to seek out its own victim if possible, rather than share.

An individual fiendish stirge will not pursue a fleeing PC as long as there is another PC in the immediate area even if that means sharing the meal.

Although aggressive, the fiendish stirges are also cowards and each one will flee if it is reduced to one-half or fewer of its hit points, abandoning its fellow fiendish stirges to their fate. If two of the four are killed, the remaining two attempt to flee as well.

A satiated fiendish stirge (one that has drained 4 points of Constitution) will fly off down the hallway to the east to find a place to digest its meal.

Treasure: N/A

EL: 2

Scaling: To increase the challenge of this encounter, have all four of the fiendish stirges arrive at the same time. To decrease the challenge of the encounter, have two of the fiendish stirges begin to fight each other rather than the PCs.

Fiendish Stirge: CR 1/2; Tiny magical beast (extraplanar); HD 1d10; hp 5; Init +4; Spd 10 ft., fly 40 ft. (average); AC 16, touch 16, flat-footed 12; Base Atk +1; Grp –11 (+1 when attached); Atk +7 melee (attach, touch); Full Atk +7 melee (attach, touch); Space/Reach 2–1/2 ft./0 ft.; SA Attach, blood drain, smite good; SQ Darkvision 60 ft., low-light vision, resistance to cold and fire 5, spell resistance 5; AL NE; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +14, Listen +4, Spot +4; Alertness, Weapon Finesse[B]

Attach (Ex): If a fiendish stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached fiendish stirge is effectively grappling its prey. The fiendish stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Fiendish stirges have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached fiendish stirge can be struck with a weapon or grappled itself. To remove an attached fiendish stirge through grappling, the opponent must achieve a pin against the fiendish stirge.

Blood Drain (Ex): A fiendish stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the fiendish stirge's appetite has been sated, the fiendish stirge detaches and seeks a new target.

Smite Good (Su): Once per day a fiendish stirge can make a normal melee attack to deal extra damage equal to its HD total (+1) against a good foe.

A19. REFUSE

PCs approaching within 20 ft. of this alcove become aware of the putrid smell. Read the following text when they reach the alcove.

You have traced the smell to its source; a hole in the ground some six inches in diameter sits in the corner. The depth of the hole and the smell betray its function.

Initial Attitude: N/A

Encounter: The hole is actually a small crack that appeared during a minor earthquake. The hole has become a home for trash, refuse, and disease. Any contact with the surface makes one susceptible to catching filth fever.

Filth Fever—Injury, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex, 1d3 Con.

Encounter Condition: Diseased (filth fever), Stagnant Air

Tactics: N/A

EL: N/A

Scaling: N/A

A20. ORGHAR'S QUARTERS

The door to this Room is open as is the secret door in the eastern wall.

A table, a stool, and a bed, all intact, sit across from the door. A circle of six stools in the center of the room surrounds a pile of dirt on the floor.

Initial Attitude: N/A

Encounter: This is Orghar's bedroom and headquarters. The Room is almost exactly as he left it when he went to lead the orcs in the final assault against the reptilians.

A hollowed out kobold skull sits on the desk along with a backscratcher carved out of a lizardfolk thighbone. The bed, a plank with four legs, still holds Orghar's blanket and a pillow made from troglodyte skin and stuffed with the hair of orcs his clan has defeated in combat. The six stools were where Orghar would hold his planning meetings while the pile of dirt served as a crude chalkboard to illustrate his plans. In good military fashion, whatever had been drawn on the dirt is obscured.

The secret doors in the southern and eastern walls are standard secret doors.

Encounter Condition: N/A

Tactics: N/A

Treasure: Orghar hollowed out one of the legs of his bed; a search of the bed reveals this (Search check, DC 25) trick. Inside the leg he stowed seven small pieces of jade (each worth 4d4 × 10 gp). Although he meant to retrieve the jade, Orghar forgot about the gems and has not been back for them.

EL: N/A

Scaling: N/A

A21. THE SECRET ROOM

The door to Room A72 is trapped. Pulling the door open releases scything blades located underneath the door. The blades swing out at anyone standing closest to the door (usually the person opening the door; each blade swings into the square directly in front the door). A hidden bolt near the outside edge of the door can be pushed down to keep the blades in place. The trap is reset when the door is closed.

Spots of blood on the floor outside the door hint to a trap, but in the darkness the PCs may not notice it.

Scything Blade Trap: CR 1; mechanical; touch trigger (opening door); manual reset (closing the door); hidden bolt bypass (Search DC 15); Atk +8 melee (1d8/×3); Search DC 21; Disable Device DC 20.

Several rough tables sit in various places in this room. Poorly constructed chairs are pushed under the tables. Everything is coated with a fine layer of dust.

Initial Attitude: N/A

Encounter: This Room has not been occupied in quite some time, somehow being missed through all the years it has stood empty.

Encounter Condition: Drafty, Safe

Tactics: Despite the trapped door, this Room is an excellent place for the PCs to rest.

Treasure: A careful search (Search check, DC 20) reveals a few items that escaped notice over the years. A leather pouch with a deck of playing cards featuring four new suits (sword, fireball, whip, and spider), and a gold ring with an opal inlay (280 gp in value) are hidden behind a few bits of wood.

EL: 1

Scaling: To increase the challenge of this encounter, add a second set of blades that swings out from behind doubling the damage. To decrease the challenge, allow the PCs a DC 26 Spot check because of the blood.

A22 THROUGH A24. PILLAR ROOMS

Rooms A22 to A24 are part of the original construction of this dungeon. Although the dungeon's creators did not require much in the way of comforts, they did create some places to pass the time. This is one of the areas and consists of the three Rooms, each with a different function.

The humanoids all knew of these Rooms but only made any real use of Room A22 for its water supply. They never realized the magical properties of Room A23 and avoided Room A24 due to the uncomfortable silence. Currently, there is only one monster in these Rooms.

A22. WATER PILLARS

The door to this Room is open.

You hear the sound of running water as you approach this room. The sound comes from four pillars, one in each corner of the large room, that have a channel cut into them to allow water to run down.

Initial Attitude: Unfriendly

Encounter: The running water imposes a –10 circumstance penalty to all Listen check attempts made by any creatures either while in the Room and trying to listen to noise within or outside the Room, or for creatures outside of the Room trying to make out noises from inside the Room.

Before the PCs have a chance to refresh themselves, they must contend with the ogre that is currently catching a rest here.

This Room, along with Rooms A23 and A24, is actually part of the original construction of the dungeon. The water that runs down the pillars is the result of a permanent *create water* effect that resides in a hole in the top of each pillar. The water flows down a channel cut into the pillar, which actually is somewhat larger at its base than at its top, and ends up in a small 1 diameter and 1-ft. deep pool at the base of the pillar. The system is constantly in balance thanks to the magic and, as long as no more than two gallons of water are taken in any round, no drop in the water flow or in the pool will be noticed.

If *detect magic* is used on the pillars they radiate a faint conjuration aura. Destroying the pillars destroys the magic.

The original designers of this dungeon invented these pillars because the water lent a meditation-inducing effect; although they did not need the water for survival, the water is perfectly drinkable.

Except for the pillars, this Room is otherwise empty. There were once meditation mats, but they are long, long gone.



Encounter Condition: Drafty or Poor Footing 2

Tactics: Bragdor the ogre is not the brightest of fellows, but even he knows when he is overmatched and the beasts that are crawling all over the dungeon intimidate even him. Of course, he can deal with the humanoids and the PCs are ideal for taking out his frustrations.

Even though he is sitting on the ground and resting his bulk against the northeastern pillar, Bragdor notices any light source moving down the hallway or coming from A23 readily enough and, once he spots it, he readies himself for some sport. Due to the noise of the water falling he is unlikely to hear any creatures before they enter the Room unless they are making a lot of noise (the ogre suffers a –6 circumstance penalty to all Listen checks). Depending on where the light is coming from, he attempts to hide his bulk by hiding behind a pillar (the northwestern pillar if the light comes from the hall or simply standing by the pillar he is resting against if the light is coming from Room A23).

If Bragdor manages to hide, he is actually difficult to Spot in the shadow of the pillar (Spot check, DC 18) until a light shines on him, at which point he is easily seen. Whether he is hidden or not, the moment he spots the first PC the ogre charges, attacking the nearest PC.

Like most ogres, Bragdor is a bully. As long as he feels that he has the advantage over his opponents he gladly bashes them away with his huge club. But if the PCs gain Bragdor's respect, either by reducing him to one-half or fewer of his hit points using physical attacks or by causing at least six points of damage from spell attacks, the ogre changes his tactics. He backs away from his foes toward the most tactically favorable position, using full defense while calling out for parley.

It is up to the PCs whether they accept the parley offer or not. If PCs continue to attack, Bragdor fights his way to one of the doorways and defends himself there, fighting to the death if no other option is available; he only makes the parley offer once. If the PCs accept his parley offer, by lowering their weapons or verbally agreeing to it, Bragdor looks around somewhat insecurely before lowering his club.

The PCs may, if they choose to, talk with the ogre. With his newfound respect for the PCs, he is happy to engage in conversation and even apologizes for any PCs that were injured or killed.

Bragdor is capable of relating the details of the journey to the dungeon, the name of the orc leader (Orghar), the history and state of relations between the orcs and the other humanoids, as well as the sudden appearance of various strange beasts that attacked everyone. The exact details of such a conversation are left to the DM. Given the ogre's rather simple mind, he is incapable of giving specific details on such things as directions (it's all too confusing), or anything beyond simple impressions of the beasts (flying mantles, big rodents, stinging flies).

If asked specifically about Longtail, the ogre has trouble remembering who it was and the PCs may have to jog his memory with a description. Even then, all he can share is that the "rat-man" has been gone for some time. Bragdor cannot make the connection between Longtail's absence and the appearance of the beasts in the dungeon on his own.

Once the PCs and Bragdor are done talking, the PCs may wish to leave. Under no circumstances will he accompany the PCs, stating that it would not be a good idea if he was seen with them because "Orghar might get mad."

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, allow Bragdor to surprise the PCs. To decrease the challenge of this encounter, reduce Bragdor's hit point total — he was injured from a previous fight.

♟ **Bragdor, Ogre:** CR 3; Large giant; HD 4d8+11 (29 hp); Init –1; Spd 30 ft. in hide armor, base speed 40 ft.; AC 16, touch 8, flat-footed 16; Base Atk +3; Grp +12; Atk +8 melee (2d8+7, greatclub) or +1 ranged (1d8+5, javelin); Full Atk +8 melee (2d8+7, greatclub) or +1 ranged (1d8+5, javelin); Space/Reach 10 ft./10 ft.; SA —; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Toughness, Weapon Focus (greatclub).

A23. PILLARS OF ILLUSION

The doors to this Room are open.

This room is even larger than the previous one and, much like it for all intents and purposes: this room has four large pillars, one in each corner.

Initial Attitude: N/A

Encounter: The Room appears empty and the pillars are completely non-descript. This is deceiving as the pillars are capable of generating major image effects. This is not evident, however, unless someone casts detect magic on them, at which point they radiate a faint illusion aura.

Creating an image requires a successful DC 18 Concentration check. If successful, the creature can create a *major image* that acts exactly as the spell, but only in the Room.

Encounter Condition: Haunted

Tactics: Destroying the pillars destroys the magic.

Treasure: N/A

EL: N/A

Scaling: N/A

A24. PILLARS OF SILENCE

The door to this Room is open.

Four pillars dominate the corners of this large room.

Initial Attitude: N/A

Encounter: Total quiet exists in this Room courtesy of the permanent silence radiated by the pillars. These effects are identical to the spell of the same name except that the effect is limited to this Room. No sound can be generated within the Room, and no sound passes through the Room, so that sounds made out in the hall do not penetrate through Room A23 and vice-versa. Casting detect magic on the pillars reveals a faint illusion aura.

Encounter Condition: Safe

Tactics: Destroying the pillars destroys the magic.

Treasure: N/A

EL: N/A

Scaling: N/A

A25 THROUGH A36. THE MAZE

The "Maze", as the humanoids call it, is a mystery. Perhaps its maddening design kept prisoners from finding the surface. Whatever its purpose, the tight quarters, countless doors, and winding halls were a perfect reminder of home for the tribe of troglodytes that call it home. Although nominally kin to reptilian forces, the troglodytes largely keep to themselves and explore very little.

Orghar had enough tactical acumen to realize that dozens of orcs could get bogged down in the "Maze" and thus, except for a small force to take Room A25, the orcs avoided the area during their final assault on the reptilians; Orghar planned to deal with the troglodytes later. Although the orcs' surprise attack managed to drive the troglodytes from Room A25, the orcs were themselves soon overrun and forced to retreat into the "Maze" by a large swarm of fiendish darkmantles that Longtail had released, where they all met their fate. Currently the troglodytes hold the eastern Rooms in their grasp, having fought off the fiendish darkmantles in the narrow halls, and await whatever comes next.

Due to the close quarters and the effects of the troglodyte musk, this is a dangerous area for even a well-prepared party, especially near Rooms A31 through A34. Before having the PCs enter, thoroughly study this section of the dungeon.

The doors in the maze portion, that is the doors between hallways, are all open unless otherwise indicated. Doors between hallways can open in either direction; the decision is the DM's. Note that any action that takes place within the hallways of the maze itself will be referenced in the description of the Room that is closest to the action.

A25. PILLAR ROOM

All doors to and from this Room are open.

A giant pillar, some 10 ft. in diameter and rising from floor to ceiling, dominates this room. Defaced images cover every inch of the column leaving no clue as to what they might have once been. Several open doorways lead out of the room, but they were obviously of little use to the orc corpses that litter the floor. Several bodies of reddish, leathery, octopus-like creatures are scattered about, one still attached to an orc's head.

Initial Attitude: Hostile

Encounter: The images of the pillar are beyond recognition, horribly defaced. The seven orcs are remnants of Orghar's strike force that was to take this Room, killed by the swarm of fiendish darkmantles that flooded through the area. They learned too late that the extraplanar beasts are quite capable of opening doors. Examining the orcs shows that all of them have lolling tongues and bulging eyes or broken necks; clearly they were attacked by the fiendish darkmantles.

Currently, six fiendish dire rats (hp 5 each) are rooting through the remains for choice pieces.

Encounter Condition: Distracting Visions

Tactics: Having followed the fiendish darkmantles in the hopes of picking up scraps, these fiendish dire rats are busily gorging themselves. However, given their cautious nature, the fiendish dire rats only have a –2 circumstance penalty to their normal Spot and Listen chances to detect the PCs' approach. Even cautious PCs are likely to be noticed thanks to the fiendish dire rats' scent ability (30 ft. to note presence of creatures, 5 ft. to note exact location) or if they are using light sources.

The moment the PCs are detected, the fiendish dire rats take up a defensive posture, arched backs, hackles up, and hissing, but do not attack unless provoked. They are not interested in the PCs and would rather have the easy meal that is already provided than fight with a new foe. As long as the PCs leave the fiendish dire rats alone, the fiendish dire rats reciprocate, going back to their meals and only occasionally hissing a warning in the PCs' direction. The PCs should recognize the signs of an animal defending its territory, but if not, allow them a DC 12 Knowledge (nature) check or DC 14 Survival check to understand the situation.

The PCs can move about the Room as long as they avoid the fiendish dire rats (the DM determines how close is too close). If a PC gets too close, the fiendish dire rat gives a warning snap of its teeth. If this doesn't stop the PCs, it attacks.

If it comes down to combat, the fiendish dire rats defend their territory, fighting as best they can. Individual fiendish dire rats retreat or flee if reduced to one-half of its hit points or fewer. All the remaining fiendish dire rats retreat if two or more of their number are killed. These beasts do not pursue fleeing PCs, being more than happy feast on the dead orcs.

Treasure: In addition to the arms and armor that are standard equipment for the orcs, PCs can find a few items of interest on the orcs with a successful DC 12 Search check — a small block of hacksilver (a chunk of silver from which pieces are cut to pay for items; worth 37 sp); a gold nose ring (6 gp) threaded through an orc's nostril; a small leather bag with three pieces of lapis lazuli (12 gp each); a set of well-worn ivory knucklebones (3 gp); a silver and gold bracelet with images of dolphins (75 gp); a small, bright golden feather woven into one orc's hair (actually a *whip feather token*).

EL: 2

Scaling: To increase the challenge of this encounter, have the fiendish dire rats fight to the death. To decrease the challenge of this encounter, allow the PCs to surprise the fiendish dire rats.

Fiendish Dire Rat: CR 1/3; Small magical beast (extraplanar); HD 1d8+1; hp 5; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp –4; Atk +4 melee (1d4 plus disease, bite); Full Atk +4 melee (1d4 plus disease, bite); SA Disease, smite good; SQ Darkvision 60 ft., low-light vision, resistance to cold and fire 5, spell resistance 5, scent; AL LE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

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

Disease (Ex): Devil Chills—bite, Fortitude DC 11, incubation period 1d4 days, damage 1d4 Str. The save DC is Constitution-based. It requires three successful Fortitude saving throws in a row to recover from devil chills.

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

Skills: Fiendish dire rats have a +8 racial bonus on Swim checks. Fiendish dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Fiendish dire rats use their Dexterity modifier for Climb and Swim checks.

A26. THE NARROW ROOM

The door to this Room is open.

Two orc corpses lie in the back of this long and narrow room, obviously the victims of the octopus-like creatures. The room is otherwise empty.

Initial Attitude: N/A

Encounter: These orcs were forced to retreat to this Room when the fiendish darkmantles attacked and were killed for their efforts. Except for the two orc corpses, the Room is empty. The orcs are still wearing their armor and their battleaxes lay by their sides.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A27. STORAGE ROOM

The door to this Room is open.

Several shovels and picks lay against one corner of the wall. A corpse, an orc by the look of it, lays in the other corner, one of the flying octopuses attached to his head.

Initial Attitude: N/A

Encounter: Although the PCs may at first assume that the fiendish darkmantle is feeding on the orc, this is not the case. A successful DC 12 Spot check or simply walking up to the corpse reveals a dagger stuck in the beast's head. Out of desperation the orc stabbed at the fiendish darkmantle with his dagger, killing the beast.

Encounter Condition: N/A

Tactics: N/A

Treasure: Aside from the armor and battleaxe, this orc has a pouch with seven bloodstones (30 gp each). Any PC that takes a moment to examine the dagger, or succeeds at a DC 20 Spot check, notices that it is of fine quality and is, in fact, a masterwork dagger.

EL: N/A

Scaling: N/A

A28. THE WHIMPERER IN DARKNESS

An orc corpse lies in the hallway just before the door, another victim of the fiendish darkmantles. If the PCs attempt to open the door, read the following.

Pushing against the door, you sense resistance. When you push a little harder, the door moves slightly before moving back towards you as if something is pushing back from the other side. Was that a whimper you heard?

Initial Attitude: Unfriendly

Encounter: The door is being held closed by Turag, an orc that managed to survive the fiendish darkmantle swarm by seeking refuge in this Room even as his fellow orc was being killed right outside the door. He is barricading the door by jamming the point of a kobold spear under the bottom and holding on for dear life.

The PCs can force open the door by succeeding at an opposed Strength check against Turag (the orc gets a +7 circumstance bonus to this check due to his Strength and the leverage the spear provides). Turag whimpers all the while the PCs are trying to open the door.

Once the door is forced open, Turag retreats to the northwestern corner, grasping his battleaxe and trying to look as threatening as possible even though he is shaking with fear. A DC 12 Sense Motive check reveals that the orc is clearly in no mood for conflict.

If the PCs attack Turag, he goes down fighting. If, on the other hand, the PCs make any friendly overtures, the orc falls to his knees, dropping his battleaxe and begins pleading with the PCs to help get him out of there.

Although this exchange should be role-played, the DM can resolve this through a Diplomacy check (normal DC to change attitude from unfriendly to helpful is 40, but the PCs gain a +25 circumstance bonus to their roll because they are not reptilians or extraplanar beasts. If Boyikt (Room A69) and his kobolds are accompanying the PCs, the kobolds attack Turag. Even if the check fails, Turag does nothing more than continue to try and hold off the PCs by looking as threatening as is possible in his current state; he only attacks if he is attacked.

If the PCs agree to help the orc he is incredibly relieved and grateful, throwing himself at his rescuers' feet and in general being subservient. Although he is still an orc, Turag is clever enough to know that, at least at this moment, the PCs are his only way of making it out alive and will do what he can to help them; he plays up the role of the servant to the maximum.

Naturally, this is largely lip service and Turag avoids doing any real work (especially fighting) unless absolutely necessary to defend himself or he is threatened with abandonment or bodily harm. Given his alignment, if Turag finds a situation that he believes will serve him better, such as encountering a larger group of his brethren or finding some other way that would help him get out, he will not hesitate to abandon his benefactors, turning on the PCs if it seems to his advantage.

If the PCs tell him they will not help, Turag accepts the judgment with a shrug and returns morosely to his corner. The orc does not say anything to, or respond to anything from, the PCs from that point on. However, once the PCs leave the Room, Turag stealthily follows them, dogging their steps just out of range of any light sources. He is determined to follow the only chance he has at salvation and, even if caught at his game, does not give it up unless the PCs kill him. If confronted about his actions, he whines and pleads ad nauseum.

Turag can relate the general events of the orc entry into the dungeon and their battles against the reptilians. He has no idea where the beasts hail from; he only knows that his small band of warriors was suddenly attacked by a huge swarm of these leathery, flying, octopus things and that he ended up fleeing to this Room. Once there, Turag took safety (he won't mention the part about barricading it against his fellow orc) and was somehow missed in the excitement.

Turag cannot tell the PCs much of anything about the dungeon itself. Being a simple warrior, he did what he was told and did not bother with the details. The previous combats with the reptilians are a blur of Room-to-Room combat and he has no actual recollection of the routes he took. As a result, Turag can in no way serve as a guide to the PCs because he does not have the knowledge and "everything looks the same anyway," but that doesn't mean he won't claim to be able to if he feels it will secure him some protection.

Asking the orc about Longtail receives the same basic response. He only saw the "rat-man" once or twice and then only when he was talking with Orghar. He has not seen the "rat-man" in some time and has no idea what he might be up to. Turag does not make the connection between Longtail's absence and the appearance of the beasts in the dungeon on his own.

Encounter Condition: Concealment, Cover

Tactics: If Turag is attacked by the PCs, he fights to the death as well as he can in his shaken state (–2 penalty on attack rolls, saving throws, skill checks, and ability checks).

If he joins the PCs, Turag stays out of combat, letting the PCs do all the work. He defends himself if attacked, while crying for help. If threatened by the PCs, Turag actively engages in combat to save his own skin, and then only if a PC fights beside him; he will stop the moment he is able. At no time will Turag risk his life to save or help a PC unless he feels the PCs will kill him if he does not.

Treasure: N/A

EL: 1

Scaling: N/A

Turag, Orc Coward, 2nd-Level Warrior: CR 1; Medium humanoid (orc); HD 2d8+2; hp 11; Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +2; Grp +5; Atk +5 melee (1d8+4/×3, battleaxe), or +5 melee (1d4+3, dagger), or +2 ranged (1d6+3, javelin); Full Atk +5 melee (1d8+4/×3, battleaxe), or +5 melee (1d4+3, dagger), or +2 ranged (1d6+3, javelin); SA —; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +3, Ref +0, Will –2; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +2, Spot +1; Alertness.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Possessions: Studded leather, battleaxe, spear, dagger.

A29. CASUALTIES

The door to this Room is open.

Close to a dozen orc bodies lie in various places about the room, along with an equal number of the flying octopus creatures. Several chairs and tables are also present, no doubt scattered during the battle.

Initial Attitude: Hostile

Encounter: Once used as a marshalling hall, the Room is presently empty except for the bodies. However, once the PCs have been inside the Room for two rounds, a fiendish rat swarm enters the hallway leading to this Room from the southern door and heads for the Room in search of more prey. If the PCs did not spend less than two rounds in the Room or simply look inside and leave, the wave enters the hallway while the PCs are still in it.

Encounter Condition: N/A

Tactics: The fiendish rat swarm has been tracking the PCs since picking up their scent in Room A25. Although primarily scavengers, this wave is actively hunting for live flesh.

As the wave enters and rolls down the hall, allow the PCs Listen and Spot checks where appropriate (remember the –5 penalty for being distracted) in order to note it's arrival.

The fiendish rat swarm's tactics are straight forward: it sweeps into Room A29 and covers the maximum amount of PCs in its 10-ft. by 10-ft. area. The fiendish rat swarm fights to the death, pursuing fleeing PCs and tracking them by scent if they get out of sight.

If the PCs spot the wave in time, they can push closed the door to A29, using their bodies to block the door and prevent the wave from entering. The wave will batter unsuccessfully against the door for some four rounds before all becomes still. If the PCs open the door at any time thereafter, the wave rushes through, having waited in silence for the PCs to do just that.

Clever PCs might think to look under the door or might succeed at a DC 15 Listen check and notice the wave still waiting outside. In that case, the wave will eventually move off down the hallway to lurk in the shadows at the western end and wait for the PCs to open the door and step out, at which point it rushes down the hallway to attack.

Treasure: Along with the usual orc arms and armor, a careful search of the orc bodies reveals a few spoils with a successful DC 12 Search check — a battleaxe with the runes of the manufacturer engraved in the blade. This is a masterwork battleaxe and is the work of the renowned dwarven weaponsmith, Dorin Steelforge; a hunk of amber (11 gp); a necklace of teeth of various kinds (no value); a length of red silk ribbon tied in an orc's hair (dirty beyond cleansing and thus no value); three silver earrings in one orc's ear (8 gp, 10 gp, and 17 gp respectively); a small ivory carving of a lion (25 gp); a punching dagger embedded in one of the fiendish darkmantles.

EL: 2

Scaling: To increase the challenge of this encounter, have the door knocked off its hinges and lying on the floor somewhere so the PCs cannot easily block the entrance. To decrease the challenge, reduce the hit points of the fiendish rat swarm to one-half prior to the start of the encounter and allow it to occupy only a 5-ft. by 10-ft. area.

Fiendish Rat Swarm: CR 3; Tiny magical beast (extraplanar, swarm); HD 4d8; hp 13; Init +2; Spd 15 ft., climb 15 ft.; AC 14; touch 14, flat-footed 12; Base Atk +3; Grp —; Atk (1d6 plus disease, swarm); Full Atk (1d6 plus disease, swarm); Space/Reach 10 ft./0 ft.; SA Disease, distraction, smite good; SQ Darkvision 60 ft., half damage from slashing and piercing, low-light vision, resistance to cold and fire 5, spell resistance 5, scent, swarm traits; AL NE; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 3, Wis 12, Cha 2.

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

Swarm: A fiendish rat swarm seeks to surround and attack any prey it encounters. A fiendish rat swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

In order to attack, a single fiendish rat swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-ft. space. Fiendish rat swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-ft. space, a fiendish rat swarm is shapable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its members.

Disease (Ex): Devil Chills—bite, Fortitude DC 12, incubation period 1d4 days, damage 1d4 Str. The save DC is Constitution-based. It requires three successful Fortitude saving throws in a row to recover from devil chills.

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

Smite Good (Su): Once per day a fiendish rat swarm can make a normal melee attack to deal extra damage equal to its HD total (+2) against a good foe.

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

A30 THROUGH A38. ANIMAL MUSK

The hallways and Rooms north of Room A30 and west of Rooms A37 and A38 are the home of the troglodytes. PCs that enter the area are automatically sickened (–2 penalty to all attack and weapon damage rolls, saving throws, skill and ability checks) the entire time they are within the area from the strong concentration of troglodyte musk that pervades the area after the fiendish darkmantle attack. In addition, they must succeed at a DC 13 Fortitude save every round they are within the hallways or Rooms A31, A32, A35, and A36. Once a save is failed, the PC is nauseated (unable to attack, cast spells, concentrate on spells, or do anything else requiring attention; only a single move action per turn is possible) for 10 rounds, after which time they continue to be sickened for as long as they are in the area but can no longer be nauseated. Because of the massive concentration of musk, there is no need to roll for reactions to the musk of individual troglodytes while in this area.

As the PCs pass through this area they notice a number of fiendish darkmantle corpses (roughly one every 10 ft.) that the troglodytes killed as they retreated down the hall.

The only way to be rid of the sickening effect is to leave the area (either go south of the Room A29 or east of Room A36) at which point the sickening effect remains for 1d4 rounds before lifting, or to use delay poison (which protects against both the sickening and nauseating effects for as long as the spell lasts).

If Turag (Room A28) is with the party then he does his best to steer the PCs away from this area saying that it is far too dangerous. The orc is aware of the fact that this is the troglodyte home.

A30. OPEN ROOM

The door to this Room is open.

A troglodyte lies in the corner, strangulation evident on its features. Next to him lies a flying octopus creature, its body torn apart.

Initial Attitude: N/A

Encounter: The dead troglodyte is one of three that were on guard in this Room when the fiendish darkmantles hit the area. His partners managed to retreat to Room A31 and warn the troglodytes there.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A31. A NOT SO TASTY MEAL

The doors to this Room are open.

The bodies of two troglodytes lie on the floor, obviously suffocated to death.

Initial Attitude: Hostile

Encounter: These troglodytes met their fate as the fiendish darkmantles swept through the area. The fiendish darkmantles are long gone, having pushed on to the western end of the "Maze." Currently, eight fiendish stirges that were following the fiendish darkmantles for just such opportunities are taking advantage of the situation and draining the corpses dry.

Encounter Condition: Distracting Noises

Tactics: The fiendish stirges are busy feeding and are thus distracted (–5 to all Listen and Spot checks). They do not notice light until it falls on one of them. Although they are feeding, the fiendish stirges are not particularly thrilled with the quality of troglodyte blood and will gladly welcome a chance to feast on something tastier, namely the PCs.

Once the fiendish stirges spot the PCs, they take to the air to attack, spreading their numbers out as evenly as possible.

The fiendish stirges, just as the PCs do, suffer from the troglodyte musk in the area and are sickened (–2 penalty to all attack and weapon damage rolls, saving throws, skill and ability checks).

Although the fiendish stirges are hungry they are not suicidal and any fiendish stirge reduced to one-half its hit points or fewer tries to flee by flying back to Room A30 and from there to the east, gladly leaving its fellows behind. If at any time the odds are even or there are more PCs than fiendish stirges, the remaining fiendish stirges will flee.

Because the fiendish stirges have already been feeding on the troglodyte corpses, they are not as hungry and will only drain 2 points of Constitution before becoming full and flying off to digest their meal.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, have the fiendish stirges be hungry enough to drain all 4 points of Constitution from a victim. To decrease the challenge of this encounter, have each fiendish stirge be able to drain only 1 point of Constitution from a victim before needing to digest.

Fiendish Stirge: CR 1/2; Tiny magical beast (extraplanar); HD 1d10; hp 5; Init +4; Spd 10 ft., fly 40 ft. (average); AC 16, touch 16, flat-footed 12; Base Atk +1; Grp –11 (+1 when attached); Atk +7 melee (attach, touch); Full Atk +7 melee (attach, touch); Space/Reach 2–1/2 ft./0 ft.; SA Attach, blood drain, smite good; SQ Darkvision 60 ft., low-light vision, resistance to cold and fire 5, spell resistance 5; AL NE; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +14, Listen +4, Spot +4; Alertness, Weapon Finesse[B]

Attach (Ex): If a fiendish stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached fiendish stirge is effectively grappling its prey. The fiendish stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Fiendish stirges have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached fiendish stirge can be struck with a weapon or grappled itself. To remove an attached fiendish stirge through grappling, the opponent must achieve a pin against the fiendish stirge.

Blood Drain (Ex): A fiendish stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the fiendish stirge's appetite is sated, the fiendish stirge detaches and seeks a new target.

Smite Good (Su): Once per day a fiendish stirge can make a normal melee attack to deal extra damage equal to its HD total (+1) against a good foe.

A32. TORTURE CHAMBER

The door to Room A32 is trapped. Pulling the door open releases scything blades located underneath the door. The blades swing out at anyone standing closest to the door (usually the person opening the door; each blade swings into the square directly in front the door). A hidden bolt near the outside edge of the door can be pushed down to keep the blades in place. The trap is reset when the door is closed.

Scything Blade Trap: CR 1; mechanical; touch trigger (opening door); manual reset (closing the door); hidden bolt bypass (Search DC 15); Atk +8 melee (1d8/×3); Search DC 21; Disable Device DC 20.

Read the following once the PCs open the secret door.

Several sets of wrist and ankle manacles are chained to the walls. The dried pools of blood below each set only underline what use this room was used for.

Initial Attitude: N/A

Encounter: This Room served as a prison and torture chamber hundreds of years ago, but after the earthquakes broke open the tombs. The blindfolded slaves were brought into this Room through the secret door and, once the secret door was closed, shown that there was no way out. It has escaped discovery until now.

Note that while the hallway is subject to troglodyte musk, the Room itself is free of the odor.

Encounter Condition: Decrepit, Safe

Tactics: Despite the atmosphere, the Room is an excellent place for the PCs to rest.

Treasure: N/A

EL: 1

Scaling: To increase the challenge of this trap, have the blades cause 1d8/×3 damage. To decrease the challenge of this trap, make the bypass more readily noticeable (Search check, DC 12).

A33. AMBUSH

The following description covers the hallways and alcoves south of Room A33 including locations A and B and examines the tactics of the troglodytes defending the area. Remember that the PCs, along with any other living non-troglodytes, are sickened (–2 penalty to all attack and weapon damage rolls, saving throws, skill and ability checks) while in this area unless they have somehow managed to take precautions.

Note that all four of the doors in this area are open. Having withstood the initial assault by the fiendish darkmantles, the remaining troglodytes have prepared themselves as best as they can for subsequent attacks by placing six of their number in readiness for any additional threats (two each at locations "B" and one more each in Rooms A31 and A32).

Read the following text once the PCs come close to location A.

> The signs of battle are evident here, as several of the flying octopus creatures have met their end in these hallways.

Initial Attitude: Hostile (Initial) or Indifferent (after PCs retreat)

Encounter: The floor just before the alcoves (location "A") contains over a dozen fiendish darkmantle corpses (the last of the wave that attacked this area) that have had their tentacles and bodies sliced open. The resulting mess of blood and organs makes for a slippery and noisy environment. Any PC attempting to move through the area must succeed at a DC 15 Reflex save the moment he steps into location "A" or slip and fall prone in the bloody mess. Even if the PC keeps himself from slipping, the noise made by moving through the coagulated blood and squishy organs is most likely be heard by the troglodytes hiding at location "B". (if the PCs are attempting to move have the PC or PCs roll their Move Silently checks normally and grant the troglodytes in the alcoves Listen check bonuses of +11 while the troglodytes in Room A31 and A32 receive a total of +4. Note that the Listen check bonuses include the standard troglodyte +3 Listen bonus).

PCs using light sources (except for candles) are automatically detected before they reach location "A".

There are two troglodyte warriors each hiding in the darkness in both the eastern and western alcoves (they are at the locations marked with a "B"; both troglodytes occupy a single square). Although they try to blend in as well as they can, the fact is that they have nowhere to hide and are thus easily spotted by anyone who looks into either alcove and succeeds at a DC 8 Spot check. The remaining two are hiding in the doorways of Rooms A31 and A32 respectively, keeping an eye on the hallway from there and are much harder to spot (Spot check, DC 19).

Encounter Condition: N/A

Tactics: Given the tight quarters in this area, the troglodytes realize the importance of these alcoves. The moment they become aware of movement through location "A", they ready themselves. Due to their desire for surprise, the troglodytes at locations "B" cannot warn their compatriots in the doorways of Rooms A31 and A32 of PCs moving in darkness (those not using light sources but making noise at location "A"); if those two do not hear the PCs themselves then they cannot react during the surprise round. All troglodytes notice any light sources in the hallway.

Unless the PCs have some way of knowing where the troglodytes are, or are especially cautious, the troglodytes have a surprise. The moment a PC enters the square between the two alcoves one of the troglodytes from each alcove takes a 5-ft. step and attacks (its surprise round action) with both troglodytes gaining flanking bonuses. The troglodytes in Rooms A31 and A32 use the surprise round to move down the hall (if they are not aware of the PCs when the troglodytes in the alcove attack then they cannot move until the first normal combat round), one behind the other, and hem the PC in position; they cannot attack until the following round.

Once combat begins, the troglodytes attempt to hold their positions with three engaging the PC caught between the alcoves (the two in the alcoves receiving flanking bonuses) and the other three providing backup for any troglodyte that falls. Although they secrete their musk, the smell is already so bad that it has no further effect on the PCs.

Knowing that they are trapped, every troglodyte fights to the death.

Given recent history, the troglodytes consider anyone that is not a troglodyte an enemy and attack to kill, giving no quarter and asking for none during the initial combat. Any attempt to talk or negotiate while in the ambush falls on deaf ears.

If the PCs retreat, the troglodytes do not pursue them beyond the two alcoves, realizing that they would be giving up a great advantage by doing so. Once they retreat from the area the PCs may wish to parley with the troglodytes. Since the rather desperate troglodytes realize that it was not orcs or beasts attacking them, allow a Diplomacy if the PCs speak draconic (grant a +10 bonus to the PC's attempt if no troglodytes were wounded or killed during the initial ambush).

If Turag (Room A28) is with the PCs and the troglodytes are aware of it, they demand to be allowed to take him as a prisoner in exchange for information. If Turag fought against the troglodytes, there is no chance of parley as the PCs are seen as allies of the orcs.

If parley is successful, the PCs can speak to Yrkak, the troglodyte cleric from Room A34 although they are not allowed to proceed up the hallway past the alcoves. Much like the other humanoids, the troglodytes relate their story but precious little concerning Longtail and his plans, although Yrkak recalls that when he last heard of Longtail the "rat-man" was heading to the east. If the parley fails, the troglodytes leave the PCs alone as long as they do not return but do not otherwise, communicate with them. In no way do the troglodytes join with the PCs. They are busy caring for the wounded at the moment and enjoy their tactically sound position. Once the warriors that can be saved are healthy, the group will attempt to leave the area.

Treasure: N/A

EL: 5

Scaling: It is not recommended that the challenge of this encounter be increased. To decrease the challenge of this encounter, have only three troglodytes in position (one in each alcove at location "B" and one in the doorway of Room A31).

Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 13; Init –1; Spd 30 ft.; AC 15, touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d4, claw); Full Atk +1 melee (1d4, 2 claws) and –1 melee (1d4, bite); SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref –1, Will +0; Str 10, Dex 9, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Hide +5*, Listen +3; Multiattack[B], Weapon Focus (javelin).

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 ft. of a troglodyte must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Skills: The skin of a troglodyte changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. * In rocky or underground settings, this bonus improves to +8.

Possessions: None.

A33. TROGLODYTE LIVING QUARTERS

The door to this Room, as are all the doors in this area, is open.

Several troglodytes lie in a fetal position on reed mats, otherwise this room appears to be empty.

Initial Attitude: Hostile

Encounter: Before the arrival of the PCs there was one troglodyte stationed in the doorway prepared to move down the hall to do battle. There are a total of six dead troglodytes here, having been arranged in the proper burial position by their cleric (see Room A34). There are no other live troglodytes in the Room.

Encounter Condition: N/A

Tactics: Upon noticing the PCs, the troglodyte in the doorway moves down to engage them near the alcoves (see Room A30).

Treasure: N/A

EL: N/A

Scaling: N/A

A34. TROGLODYTE LIVING QUARTERS

The door to this Room is open (as are all the doors in this section).

Some badly wounded troglodytes are lying on reed mats.

Initial Attitude: Hostile

Encounter: Before the arrival of the PCs there was one troglodyte stationed in the doorway prepared to move down the hall to do battle.

There are a total of seven wounded troglodytes (hp 5, 3, 3, 2, 0, 0, 0) within this Room. They are casualties of the fiendish darkmantle assault and are being tended to by Yrkak, a troglodyte cleric. Three of the wounded are disabled (negative hit points) and the other four warriors are fatigued (cannot run or charge, –2 penalty to Strength and Dexterity checks) as a result of their recent action and wounds.

Encounter Condition: N/A

Tactics: Yrkak is busy doing what he can for the wounded warriors and has already used his allotment of spells to fight the fiendish darkmantles. If the PCs manage to fight off the warriors in the hall, Yrkak begins killing the three disabled warriors (taking three rounds to perform the coup de graces), rather than having them fall into enemy hands, while the four wounded warriors do what they can to fight the PCs. Once he has finished with the three disabled warriors, Yrkak joins any remaining warriors in combat. All of them fight to the death.

Treasure: Yrkak has an amber holy symbol of his god (100 gp) on a leather thong around his neck.

EL: 2

Scaling: To increase the challenge of this encounter, have the wounded troglodytes be fully functional (they are still wounded but not fatigued) and increase their hit point totals by 3 each. To decrease the challenge of this encounter, make all the troglodytes exhausted (move at half speed, –6 penalty to Strength and Dexterity).

Wounded Troglodyte: CR 1; Medium humanoid (reptilian); HD 2d8+4; hp 5, 3, 3, 2, 0, 0, 0; Init –1; Spd 30 ft.; AC 15, touch 9, flat-footed 15; Base Atk +1; Grp +1; Atk +1 melee (1d4, claw); Full Atk +1 melee (1d4, 2 claws) and –1 melee (1d4, bite); SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +5, Ref –1, Will +0; Str 10*, Dex 9*, Con 14, Int 8, Wis 10, Cha 10.

Skills and Feats: Hide +5*, Listen +3; Multiattack[B], Weapon Focus (javelin).

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 ft. of a troglodyte must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Skills: The skin of a troglodyte like a salamander's, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. *In rocky or underground settings, this bonus improves to +8.

Possessions: None.

Yrkak, Troglodyte Priest, Clr 2: CR 4; Medium humanoid (reptilian); HD 4d8+8; hp 26; Init +0; Spd 30 ft.; AC 15, touch 9, flat–footed 15; Base Atk +2; Grp +2; Atk +4 melee (1d6, javelin) or +2 melee (1d4, claw) or +4 ranged (1d6, javelin); Full Atk +4 melee (1d6, javelin) and +1 melee (1d4, bite), or +2 melee (1d4, 2 claws) and –1 melee (1d4, bite), or +4 ranged (1d6, javelin); SA Stench; SQ Darkvision 90 ft.; AL CE; SV Fort +7, Ref +0, Will +5; Str 10, Dex 10, Con 12, Int 13, Wis 14, Cha 13.

Skills and Feats: Concentration +6, Diplomacy +6, Hide +8*, Intimidate +5, Listen +5, Spellcraft +6; Multiattack[B], Weapon Focus (javelin), Combat Casting.

Stench (Ex): When a troglodyte is angry or frightened, it secretes an oily, musk-like chemical that nearly every form of animal life finds offensive. All living creatures (except troglodytes) within 30 ft. of a troglodyte must succeed on a DC 13 Fortitude save or be sickened for 10 rounds. The save DC is Constitution-based. Creatures that successfully save cannot be affected by the same troglodyte's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

Skills: The skin of a troglodyte changes color somewhat, allowing it to blend in with its surroundings like a chameleon and providing a +4 racial bonus on Hide checks. * In rocky or underground settings, this bonus improves to +8.

Cleric Spells Prepared (4/4; save DC 12 + spell level): 0—*detect magic, detect poison, cure minor wounds*** (2); 1st—*bane, command***, *cure light wounds***, *obscuring mist**.

* *Domain spell. Domains:* Evil (cast evil spells at +1 caster level), Water (turn or destroy fire creatures; rebuke, command or bolster water creatures).

** Already cast.

Possessions: Masterwork javelin, *scroll of cure light wounds*, holy symbol, oil flask, 3 acid flasks.

A35. OUTER CHAMBER

This standard secret door is locked with a good lock (Open Lock check, DC 30) in the lower left corner of the door (Search check, DC 15). The lock is part of the door and cannot be attacked separately. The door may only be locked or unlocked from the outside. Once the door is unlocked, it may be opened in the normal manner.

As you push open the door, a shriveled and partly clothed skeletal body falls into the passageway.

Initial Attitude: N/A

Encounter: This is the body of an orc soldier, imprisoned in this Room by his fellow soldiers when his madness overtook him. Unable to get out, he eventually starved to death. A broken shortsword lies next to the secret door, its blade snapped.

Encounter Condition: Stagnant Air

Tactics: N/A

Treasure: Propped into the southwestern corner is a repeating light crossbow, a full case of five bolts loaded, and a hooded lantern (no oil).

EL: N/A

Scaling: N/A

A36. MAGAZINE

The secret door is trapped to release a swinging block that hits anything within the doorway when the door is pushed open from Room A35. There are actually two such blocks, one for each side the door can be pushed in on, but only one can be triggered at a time due to the construction of the trigger mechanism which relies on the door opening into Room A36 to operate. The hidden bolt bypass for each block is located just inside the door and using it requires that the door be pushed open slowly in order to access the locking mechanism just inside the doorframe. Pushing the door closed resets the trap.

Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset (door closing); hidden bolt bypass (Search DC 25); Atk +5 melee (2d6, stone block); Search DC 20; Disable Device DC 20.

Once the PCs open the door, read the following.

Several weapons as well as barrels and cases sit in a haphazard fashion within this room.

Initial Attitude: N/A
Encounter: This is a storage Room for munitions and supplies.
Encounter Condition: Drafty, Extreme Cold, Safe
Tactics: N/A
Treasure: There are two light repeating crossbows here along with six loaded magazines. A small barrel of 100 light crossbow bolts balances in one corner. Although there are racks to hold over a score polearms, currently only three spears are here. The cases have all been emptied of their contents.

A small cask of oil (5 gallons) rests on top of the barrel.
EL: 1
Scaling: To increase the challenge of the trap, raise the attack bonus of the trap to +8. To decrease the challenge of this trap reduce the damage done by the stone block to 1d6.

A37 THROUGH A40. THE QUAD

The four large Rooms encompassing A37 to A40 serve as workshops. Although most of the tools are gone (having been taken by any number of humanoid races), the large furnaces and tables are still in place.

Although empty for the most part, the area currently serves as a resting place for several beasts that enjoy the open spaces and feel that the former workshops are an excellent place to build a nest.

A37. TOOLSMITH WORKSHOP

The door to this Room is open and secured with a metal hook that holds the door in place, preventing it from being *accidentally* closed.

Several large workbenches are arranged in a haphazard fashion in this room.

Initial Attitude: Indifferent
Encounter: The five workbenches all show signs of heavy use under their dust. Various tools lay about the workshop, all of them either broken or in poor repair. Currently six fiendish stirges (hp 5) rest on the workbenches digesting their meals.
Encounter Condition: Safe, Soft Cover
Tactics: The fiendish stirges are full and are not interested in pursuing another meal. Their satiated state has made them sleepy (–5 to Listen and Spot checks, lights noticed automatically). As long as the PCs do not enter the Room, the fiendish stirges remain where they are.

If the PCs enter the Room, the fiendish stirges will flap their wings and try to look as big as possible while assuming aggressive postures and calling out loudly (the noise will not be enough to alert the fiendish stirges in the other Rooms). The PCs should recognize the signs of an animal defending its territory, but if not, allow them to make a DC 12 Knowledge (nature) check to understand the situation. As long as the PCs back away, no conflict results.

If the PCs remain in the Room, or attack, the fiendish stirges attempt to fly out of the PCs reach and head for the hallways, flying to either Rooms A38 or A39. If flight is impossible, the fiendish stirges engage in combat. Each fiendish stirge must spend two rounds regurgitating the blood that is already in its system by blowing it through its proboscis before it can attack effectively. Once the process of emptying out its system has started, it cannot be stopped. Once the fiendish stirge has emptied out its system, it can attack normally (drain up to its maximum of 4 points of Constitution).

Treasure: N/A
EL: 1 (due to bloated state)
Scaling: To increase the challenge of this encounter, make the fiendish stirges hungry. To decrease the challenge of this encounter, have the fiendish stirges require four rounds to completely regurgitate their previous meal.

Fiendish Stirge: CR 1/2; Tiny magical beast (extraplanar); HD 1d10; hp 5; Init +4; Spd 10 ft., fly 40 ft. (average); AC 16, touch 16, flat-footed 12; Base Atk +1; Grp –11 (+1 when attached); Atk +7 melee (attach, touch); Full Atk +7 melee (attach, touch); Space/Reach 2–1/2 ft./0 ft.; SA Attach, blood drain, smite good; SQ Darkvision 60 ft., low-light vision, resistance to cold and fire 5, spell resistance 5; AL NE; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 3, Wis 12, Cha 6.

Skills and Feats: Hide +14, Listen +4, Spot +4; Alertness, Weapon Finesse [B].

Attach (Ex): If a fiendish stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached fiendish stirge is effectively grappling its prey. The fiendish stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Fiendish stirges have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached fiendish stirge can be struck with a weapon or grappled itself. To remove an attached fiendish stirge through grappling, the opponent must achieve a pin against the fiendish stirge.

Blood Drain (Ex): A fiendish stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the fiendish stirge's appetite is sated, the fiendish stirge detaches and seeks a new target.

Smite Good (Su): Once per day a fiendish stirge can make a normal melee attack to deal extra damage equal to its HD total (+1) against a good foe.

A38. WEAPONSMITH WORKSHOP

The door to this Room is open and secured with a metal spike that has been driven into the ground to prevent the door from being closed. A DC 18 Strength check is required to pull out the spike.

Several large workbenches are arranged in a haphazard fashion in this room. A large furnace sits unlit in the northeastern corner.

Initial Attitude: Hostile
Encounter: There are a total of eleven workbenches in this Room, all of them dust covered and showing signs of heavy use. The furnace is functional, but unless the PCs have fuel with them, it cannot be fired up. Various tools lay about the Room that if gathered together make a set and a half of artisan tools (weaponsmith).
Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

A39. DESTROYED WORKSHOP

The door to this Room is open and secured with an iron spike that has been driven into the wall to prevent it from being closed. A DC 16 Strength check is required to pull out the spike.

The workbenches in this room have all been destroyed, as has the furnace that sits in the southwestern corner.

Initial Attitude: Hostile

Encounter: Whoever cleaned out this Room destroyed everything with a sledgehammer including the furnace. The mess is just the right place for a sextet of fiendish dire rats (hp 5).

Encounter Condition: Ambush (darkness), Concealment, Hazardous Footing 15

Tactics: The fiendish dire rats are rummaging through the morass in the Room trying to put together a nest in the furnace from the choicest bits. Although they are busy, they constantly have one of their number on watch near the door so the PCs will have a tough time sneaking up on them; using light guarantees that they will be spotted.

Unless the PCs can somehow surprise the extraplanar rodents, difficult given the rodents' scent ability (detect PC presence within 30 ft., pinpoint PC within 5 ft.), the fiendish dire rats will hide among the piles of rubble near the furnace and attempt to ambush whatever comes through the door. The rodents are patient enough to wait until a PC comes within 5 ft. of the furnace so that they can use the surprise action to attack from hiding.

If the PCs do not succeed at a DC 18 Spot check, the rats gain surprise and rush out at the closest PC hoping to bring him or her down with a mass attack. Once the surprise round is over, the rodents will spread out to ensure that at least one of their number is attacking a PC. Although they are defending their newly won home, these rodents are not eager to die and will flee if three or more of their number are killed.

Treasure: N/A

EL: 2

Scaling: To increase the challenge of this encounter, add three more fiendish dire rats to the roster. To decrease the challenge of this encounter, reduce the number of fiendish dire rats by three.

Fiendish Dire Rat: CR 1/3; Small magical beast (extraplanar); HD 1d8+1; hp 5; Init +3; Spd 40 ft., climb 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +0; Grp –4; Atk +4 melee (1d4 plus disease, bite); Full Atk +4 melee (1d4 plus disease, bite); SA Disease, smite good; SQ Darkvision 60 ft., low-light vision, resistance to cold and fire 5, spell resistance 5, scent; AL LE; SV Fort +3, Ref +5, Will +3; Str 10, Dex 17, Con 12, Int 3, Wis 12, Cha 4.

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

Disease (Ex): Devil Chills—bite, Fortitude DC 11, incubation period 1d4 days, damage 1d4 Str. The save DC is Constitution-based. It requires three successful Fortitude saving throws in a row to recover from devil chills.

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

Skills: Fiendish dire rats have a +8 racial bonus on Swim checks. Fiendish dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Fiendish dire rats use their Dexterity modifier for Climb and Swim checks.



A40. DESTROYED LABORATORY

The door to this Room is partly open, hanging by one hinge as the result of the explosion that ripped through this laboratory. The door blocks passage for Medium creatures (although Small creatures can squeeze through), and requires a DC 14 Strength check to open fully.

This room was obviously devastated by an explosion. Scorch marks adorn the walls and whatever furniture once adorned the place is in shards. Here and there you can make out what appears to be part of a table or the leg of a stool, but otherwise the destruction is complete.

Initial Attitude: N/A

Encounter: This was a laboratory that was destroyed during a failed experiment involving fire evocation. The entire laboratory was virtually vaporized and the door was knocked off its hinge.

The entire floor is covered in slivers of wood, chunks of stone, pieces of glass, and bone shards that impose a –10 circumstance penalty to all Move Silently checks. All of the debris is scorched in some manner and the entire place still smells of the smoke that burned many years ago. The remnants of a furnace sit in the northwestern corner, the explosion reducing it to little more than a pile of rubble about the height of a man's knee.

Encounter Condition: N/A

Tactics: N/A

Treasure: The floor is a huge mess and any attempts to locate anything would require many hours of sweeping and sifting through the trash. The furnace, despite its almost total destruction, is a more promising area to search and any PC that succeeds at a DC 25 Search check finds a short sword that looks almost unmarked by the devastation. This is a *+1 short sword* that was being prepared to receive further enchantments when the research detonated.

DMs may allow the PCs to place one 1st-level spell into the sword, completing the ritual. However, this requires a DC 16 Spellcraft check to figure out what they were doing, as well as the Craft Magic Arms and Armor feat. It does not cost gp or XP, however to imbue the sword.

EL: N/A

Scaling: N/A

A41 THROUGH A45. KOBOLD STRONGHOLD

Rooms A41 through A45 mark the borders of a kobold stronghold. Chosen because the hallway at A45 allowed the krenshars free rein, it was the first target of the orc's last assault. As the battle in this area reached its climax, a wave of extraplanar beasts joined the fray. Even a last-second alliance between the kobolds and orcs could not stop the onslaught. Currently a number of extraplanar beasts are exploring the area, looking for scraps and nesting places.

A41. KOBOLD GUARD POST

The door to this Room is open.

Two dead orcs and three dead kobolds lie in this room amidst an overturned table and a collection stools.

Initial Attitude: Hostile

Encounter: This area was a guardpost for the kobolds that occupied this area. The guards here were tasked with guarding the approach of anything from the "Maze." Breaking through the kobold defenses in Room A45, Orghar sent a squad of orcs through the western tunnel to deal with them. The corpses that lie here are the result of that skirmish.

Currently there are three fiendish dire rats (hp 6) rummaging through the area looking for something to nibble on.

Encounter Condition: N/A

Tactics: The fiendish dire rats are scavenging in the aftermath of the fiendish darkmantle swarm that washed through the area on its journey west. One or the other of their number is always on lookout and their scent ability means that they detect the presence of PCs at the latest within 30 ft. of the entrance.

Once the PCs are detected, the fiendish dire rats attempt to look as threatening and imposing as possible, but make no move to attack. Obviously, they are bluffing and as long as the PCs do not enter the Room, the rodents do not attack. The PCs should recognize the rodent behavior as a bluff, but if not, allow them to make a DC 12 Knowledge (nature) check to understand the situation. The fiendish dire rats are not interested in combat and if the PCs leave them alone, the fiendish dire rats go on about their business.

If the PCs attack, the fiendish dire rats try to flee back to Room A44 to the fiendish rat swarms that are in that area. Although they fight to the death if necessary, they prefer to look for openings during combat to flee.

Treasure: Other than the standard arms and armor and the table and stools, one of the kobolds has some gold wire (5 gp) wrapped decoratively about his horns. In addition, there is an ordinary dagger driven into the tabletop with an agate in its pommel (15 gp).

EL: 1

Scaling: To increase the challenge of this encounter, double the number of fiendish dire rats and have them attack the PCs rather than flee; to decrease the challenge of this encounter have the fiendish dire rats flee the moment they detect the PCs.

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

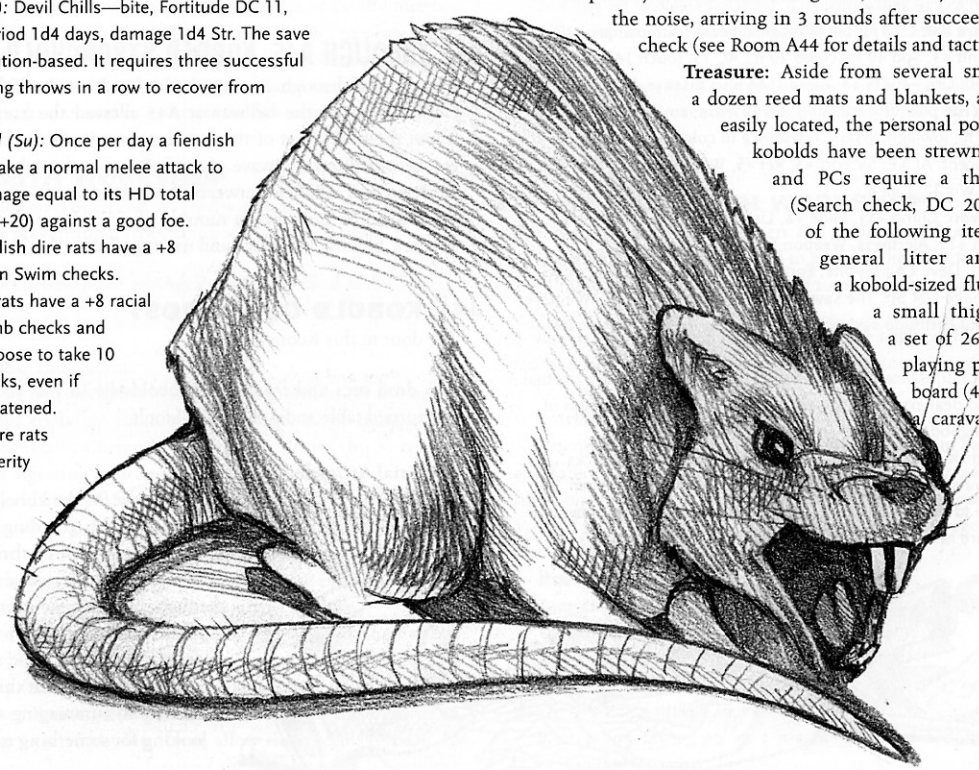
Skills and Feats: Climb +11, Hide +8, Listen +4, Move Silently +4, Spot +4, Swim +11; Alertness, Weapon Finesse[B].

Disease (Ex): Devil Chills—bite, Fortitude DC 11, incubation period 1d4 days, damage 1d4 Str. The save DC is Constitution-based. It requires three successful Fortitude saving throws in a row to recover from devil chills.

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

Skills: Fiendish dire rats have a +8 racial bonus on Swim checks. Fiendish dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Fiendish dire rats use their Dexterity modifier for Climb and Swim checks.



A42. KOBOLD LIVING AREA

The door to this Room is open.

A number of orc and kobold bodies lie in this room along with a couple of the flying octopus creatures. Stools, reed mats, and blankets are strewn over the place along with what were probably the personal possessions of the kobolds that made this their home.

Initial Attitude: Hostile

Encounter: The kobolds and orcs fighting in this Room were surprised and overwhelmed by the wave of fiendish darkmantles that rolled through the area and, although they quickly banded together to fight this new enemy, it was too late.

Currently there are five fiendish dire rats busy picking out the choicest morsels to be found among the seven orc and twelve kobold corpses. They are rather agitated and in fact awaiting the inevitable arrival of the fiendish rat swarms from Room A44.

Encounter Condition: Concealment, Distracting Noises

Tactics: The fiendish dire rats are anxious to leave the area before the fiendish rat swarms arrive from Room A44 and are hurrying in their search (–5 to Listen and Spot checks), counting on their scent ability to warn them of approaching danger (30 ft. to detect PC, 5 ft. to pinpoint location).

Once the PCs are detected, the fiendish dire rats attempt to bluff the PCs into leaving them alone by looking as threatening as possible (hackles raised, teeth bared, hissing). The PCs should recognize this bluff, but if not, allow them to make a DC 15 Knowledge (nature) check to understand the situation. As long as the PCs leave the fiendish dire rats alone, they will continue on about their business, occasionally looking up and reinforcing their warning.

If the PCs attack, the fiendish dire rats flee through Room A44, leading the PCs past the fiendish rat swarms active there if they are able. If not, they fight and hope to force an opening that will allow them to flee. Only if no other option exists do they fight to the death.

Note that sounds of combat in this Room is eventually noticed by the fiendish rat swarms in Room A44 (roll normal Listen checks with a –10 penalty for the intervening wall) and they rush to investigate the noise, arriving in 3 rounds after succeeding at a Listen check (see Room A44 for details and tactics).

Treasure: Aside from several small stools and a dozen reed mats and blankets, all of which are easily located, the personal possessions of the kobolds have been strewn over the floor and PCs require a thorough search (Search check, DC 20) to locate any of the following items among the general litter and bodies — a kobold-sized flute carved from a small thighbone (2 gp); a set of 26 polished stone playing pieces and game board (4 gp) stolen from a caravan; a tarnished,

silver drinking cup with a dwarven inscription stating "Doril's Cup" (5 gp); a set of nine rough carvings made from ivory depicting various swamp denizens (17 gp total value); several of the kobolds are wearing horn coverings made of gold (in the shape of a cylinder and worth 3 gp each; a total of 8); eleven gems of low value (10 gp each) found in the pouches of three kobolds.

Note that searching for treasure can leave the PCs distracted (–5 to Spot and Listen checks) during the arrival of the fiendish rat swarms from Room A44.

EL: 2

Scaling: To increase the challenge of this encounter, have the fiendish dire rats willing to attack the PCs the moment they detect the PCs. To decrease the challenge of this encounter, cut the number of fiendish dire rats by two.

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

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

Disease (Ex): Devil Chills—bite, Fortitude DC 11, incubation period 1d4 days, damage 1d4 Str. The save DC is Constitution-based. It requires three successful Fortitude saving throws in a row to recover from devil chills.

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

Skills: Fiendish dire rats have a +8 racial bonus on Swim checks. Fiendish dire rats have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Fiendish dire rats use their Dexterity modifier for Climb and Swim checks.

A43. KOBOLD CHIEF'S LIVING AREA

The door to this Room is open.

The smell of blood in this room is close to overwhelming. Kobold and orc dead, along with an almost equal number of the flying octopus creatures, lie strewn about the room. A couple of large feline bodies can be identified in one of the corners. A small sea of drying blood coats the floor like a torn carpet.

Initial Attitude: N/A

Encounter: This was Borryn's, the kobold chief, quarters and it was here that the battle between the orcs and kobolds reached its climax with Borryn, his best warriors, and two krenshar battling a score of orcs. Even as both sides inflicted heavy casualties on each other, the fiendish darkmantles fell on them and a three-way battle was joined during which all the humanoids, including Borryn perished, although their hasty alliance managed to inflict some serious casualties on the fiendish darkmantles.

So thick is the blood in this Room that any creature moving across the sticky floor must succeed at a DC 15 Reflex save every move action or fall prone among the blood and bodies (Move Silently checks suffer a –5 circumstance penalty due to the noise made when moving through the sticky blood); PCs who fall into the mess are partially coated with blood and gore. Given the carnage in the place, not even the fiendish dire rats have ventured into the Room.

Because of the massive carnage it is impossible to tell what the Room once contained. A broken table along with seven small stools are scattered throughout the area, as are ten reed mats and attendant blankets. The remaining items, mostly kobold personal items that had been stored in sacks, are scattered about the Room amongst the bodies.

Encounter Condition: Decrepit, Hazardous Footing 14

Tactics: N/A

Treasure: The sheer damage done to the area and the sheer mess makes locating any small valuable items a chancy proposition; the bodies still have their usual arms and armaments. Most items are crushed or so drenched in blood that they are almost unrecognizable. Still, determined PCs may search (Search check, DC 25) for the following items — a silver ring set with a moonstone on an orc's hand (105 gp); six sets of the gold kobold horn caps (5 gp per each cap for a total of 60 gp); an electrum earring in a kobold's ear (3 gp); a masterwork spear that lays near Borryn; a blue coral necklace (6 gp) torn from the neck of an orc; a gold pendant in the shape of a tree (25 gp) around a kobold's throat; a pair of fine leather boots (50 gp) on the feet of an orc.

An additional item of interest is a large chest situated in the southwestern corner of the Room that has an orc corpse slumped across it. This was the kobold chieftain's personal chest (Hardness 5, Hit Points 15, Break DC 23) and is locked with an average lock (Open Lock check, DC 25); it is not trapped. It contains a bolt of purple silk (10 square yards; 100 gp), a plain gold circlet (25 gp), five sacks of copper pieces (523 cp total), two sacks of silver pieces (147 sp total), one sack of gold pieces (92 gp total), a small pouch of platinum pieces (17 pp total), and two pouches of gems (21 total gems of 4d4 gp in value).

Note that searching for treasure can leave the PCs distracted (–5 to Spot and Listen checks) during the arrival of the fiendish rat swarms from Room A44.

EL: N/A

Scaling: N/A

A44. KRENSHAR STABLES

Both doors to this area are open.

This open area is divided by several walls into smaller individual spaces. It is eerily devoid of bodies given the carnage in other areas.

Initial Attitude: Hostile

Encounter: This Room was used by the kobolds to stable their krenshar mounts. There are two dead krenshar in this area, one in the northwestern Region and the other in the southeastern Region. The kobold mounts attempted to hold this area in the face of the orc onslaught, but succeeded only in getting killed. Currently there are two fiendish rat swarms in the area as well, feasting on the krenshar remains.

These waves followed a fiendish darkmantle swarm that had been released by Longtail and came to this Room directly from Room A108 via the one-way secret door in the western wall (see Room A108 for a complete description). Although the PCs may well decide to explore the eastern hallway, the nature of the secret door to Room A108 prevents them from entering Longtail's chapel (unless they have the tools to chip through solid rock).

Encounter Condition: N/A

Tactics: The fiendish rat swarms are busy gnawing on the krenshar (–5 to Spot and Listen checks), but their sense of smell works just fine (detect presence within 30 ft. and pinpoint location within 5 ft.).

Although the corpse is a welcome find to the rodent hordes, the swarms eagerly respond to a chorus of fighting or activity in Rooms A42 and A43.

No matter whether they investigate any noise in those areas, or the PCs stumble upon them as they are feasting on the krenshar, the waves attack in the usual fashion, attempting to cover as many PCs as possible within their 10-ft. square area. Unlike the fiendish dire rats, the fiendish rat swarms will fight to the death and pursue the PCs, relying on scent to track PCs that are out of sight.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, add one fiendish rat swarm. To decrease the challenge of this encounter, remove one.

Fiendish Rat Swarm: CR 3; Tiny magical beast (extraplanar, swarm); HD 4d8; hp 13; Init +2; Spd 15 ft., climb 15 ft.; AC 14; touch 14, flat-footed 12; Base Atk +3; Grp —; Atk (1d6 plus disease, swarm); Full Atk (1d6 plus disease, swarm); Space/Reach 10 ft./0 ft.; SA Disease, distraction, smite good; SQ Darkvision 60 ft., half damage from slashing and piercing, low-light vision, resistance to cold and fire 5, spell resistance 5, scent, swarm traits; AL NE; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 3, Wis 12, Cha 2.

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

Swarm: A fiendish rat swarm seeks to surround and attack any prey it encounters. A fiendish rat swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

In order to attack, a single fiendish rat swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-ft. space. Fiendish rat swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-foot space, a fiendish rat swarm is shapable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its members.

Disease (Ex): Devil Chills—bite, Fortitude DC 12, incubation period 1d4 days, damage 1d4 Str. The save DC is Constitution-based. It requires three successful Fortitude saving throws in a row to recover from devil chills.

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

Smite Good (Su): Once per day a fiendish rat swarm can make a normal melee attack to deal extra damage equal to its HD total (+2) against a good foe.

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

A45. HALLWAY

All the doors in and out of this hallway are open.

The remains of a pile of bodies, two large felines and a pair of kobolds as well as a trio of orcs, are stacked in the center of this hallway.

Initial Attitude: N/A

Encounter: This area was under constant patrol by two kobolds and krenshar when the orcs attacked. Arriving simultaneously from both the east and west, the orcs surrounded the kobold guards and slaughtered them, sustaining no casualties themselves. The fiendish rat swarms have already visited here and the bodies are nothing more than a few ornaments of flesh clinging to bone.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A46 THROUGH A56. NO ONE'S LAND

Covering Rooms A46 to A56, this area was not claimed by the orcs or reptilians and served as a neutral area while the humanoid alliance still held. The chief reason for this status was that this area is the heart of this Region of the World's Largest Dungeon and is able to access all the other parts of this Region; in order for the various humanoid treasure-seeking groups to be able to go about their business in peace, the area was deemed to be free to everyone. The other reason for this was because of the large number of trapped Rooms and mysterious phenomena in some of the Rooms.

Although some parts of the area saw heavy fighting during the orc attack on the reptilians and the occasional beast is about, large parts of this region have been left alone for a long time and hold a number of secrets, traps, and treasures.

A46. WORKSHOP

The door to this Room is trapped. Draconic writing on the door reads "Danger. Do Not Enter." The warning on the door was placed there by the kobolds who had one of their number killed when the trap in the doorway was triggered.

The doorway is trapped with an automatically resetting *burning hands* trap. The trap activates the moment any creature opens the door to Room A46. It shoots down from the ceiling in a cone shape, striking the square in front of the door on both sides. Because the vent is built into the archway, this trap is nearly impossible to spot.

Burning Hands Trap: CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 2nd-level sorcerer, 2d4 fire, DC 11 Reflex save half damage); Search DC 30; Disable Device DC 26.

Read the following once the PCs open the door.

Although this room is now empty, you can all but guess at its previous purpose. A complete forge sits in one corner. A large workbench along with two stools dominates the center, while there are numerous hooks and nails on the wall indicating a place where tools were once kept. A hallway leads on past this area.

Initial Attitude: N/A

Encounter: This was at one time a workshop. The place was cleaned out, but the forge couldn't be moved. Although covered with dust, the forge is still functional if fuel is found.

Encounter Condition: Safe

Tactics: Assuming the PCs survive the trap or bypass it, this is an excellent Room to rest.

Treasure: N/A

EL: 2

Scaling: To increase the challenge of this trap, increase the damage to 4d4. To decrease the challenge of this trap, reduce the damage to 1d4.

A47. LABORATORY

Several tables are pushed up along the sides of this room along with a trio of stools.

Initial Attitude: N/A

Encounter: This was a magical laboratory. Unlike the one in Room A40, this one did not sustain any major damage. The valuable equipment was cleaned out, but a couple of items were left behind.

PCs examining the tables can note discoloration and burn marks from the use of various chemicals during the experiments. A DC 12 Search check of the Room reveals a number of piles of glass shards from broken beakers and containers.

Encounter Condition: Distracting Noises or Haunted

Tactics: N/A

Treasure: A PC willing to search (Search check, DC 20) through the glass shards is rewarded with a small, flawed diamond (500 gp).

More importantly, the owner of the lab this created three hiding places for some of his lesser creations.

The first is small metal box, about 4 inches in length, 4 inches in width, and 2 inches in height, that attaches under one of the tables and is found relatively easily with a DC 14 Search check. This box is trapped with a poison blade holding greenblood oil weakened with age. The razor-sharp blade releases when the box is opened, slicing across the box opening and cutting into flesh. A PC that shakes the box hears small objects rattling within. Unfortunately, this box is a red herring and contains only a few pebbles.

Poison Blade Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 melee (1 plus greenblood oil poison DC 5 Fort save (due to age) 1 Con/1d2 Con); Search DC 22; Disable Device DC 20.

A second hiding place is behind one of the rocks of the furnace. The mechanism is actually a flat piece of rock attached to a metal flap that is lifted to gain access to the space behind; it is revealed by a more difficult DC 18 Search check. This hiding place is also guarded by a spring-loaded punching dagger blade that flies out the moment the rock flap is lifted, punching itself into the face or chest of the person opening the door. The blade is coated with greenblood oil that has lost much of its potency.

Punching Dagger Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d4/×3 plus greenblood oil poison, DC 5 Fort save (due to age) 1 Con/1d2 Con, punching dagger); Search DC 20; Disable Device DC 20. Note: 20-ft. max range.

Located in the hollow space behind the mechanism are three arcane scrolls — *magic missile, cat's grace,* and *flaming sphere.*

The final location is the most difficult to find (Search check, DC 28) and is actually a hollow stool leg that contains a *wand of acid arrow* (17 charges). The wand gives no clue as to its function and *identify* only reveals the command word (bahris-kyh). If the PCs detect magic, the wand radiates magic, but no school can be discovered.

EL: 2

Scaling: To increase the challenge of this encounter, restore the potency of the greenblood oil poison. To reduce the challenge, remove the poison.

A48. COLLAPSING ENERGY FIELD

The door to this area is closed and has draconic writing on it that warns "Danger. Do Not Enter."

A large, shimmering ruby red crystal about the height of a man floats in the center of the chamber some three ft. off the ground.

Initial Attitude: N/A

Encounter: The ruby red crystal is the remnant of an energy field that once held a minor devil. It lost its primary function when the fiend escaped, but it still has enough energy to be dangerous should any person or object disturb its surface. The kobolds never touched it, knowing there was something dangerous about it.

The shimmering is actually a result of the slow ebbing of the field's energy. Disturbing the energy field's surface in a physical manner, be it through touch, using a pole, throwing a stone, etc., causes the protective field to collapse in on itself and release the remaining energy in a 15 ft. radius all around the ruby. This release causes 2d4 points of force damage to all within the radius. Those caught in the blast can attempt a DC 12 Reflex save to take only half damage. There is no way to disarm the energy field.

Encounter Condition: Drafty, Safe (if the PCs leave the ruby alone)
Tactics: N/A
Treasure: N/A
EL: 2
Scaling: To increase the challenge of this encounter, increase the force damage to 4d4. To decrease the challenge of this encounter, reduce the force damage to 1d4 and the radius to 10 ft.

A49. THE LONG HALLWAY

All the doors leading in this hallway are open.

The length of this room extends beyond the edge of your light source. Here lies an orc corpse, there rests a dead kobold, and over there a flying octopus that has had three of its tentacles severed lies limp against the wall.

Initial Attitude: N/A

Encounter: The key to controlling this Region lies in controlling this hallway, as it affords access to all the parts of the dungeon, and Orghar made it one of his key objectives when planning the orc assault. Although it was officially neutral, the kobolds realized the significance of this hallways as well and always kept a guard force nearby. Although numerically superior, the orcs had difficulty taking the hallway (due to the presence of the Boyikt, Borryn's brother and a kobold wizard). However, as with the battle in the kobold stronghold (Rooms A41 through A45), the sudden appearance of the extraplanar beasts ended the combat in a way neither side had anticipated.

Numerous humanoid and bestial dead lie in the hallway including orcs, kobolds, a couple of krenshar, fiendish stirges, fiendish darkmantles, and even some fiendish dire rats (exact numbers up to the DM). Otherwise, the hall is strangely empty.

Encounter Condition: N/A
Tactics: Given the prominence of this place and the numerous paths for access, the DM should roll for Random Encounters while the PCs are in the Room. One roll when the PCs enter and another just before they leave is ideal, although there can certainly be more.
Treasure: N/A
EL: Varies
Scaling: Varies

A50. KOBOLD GUARD POST

The doors to this Room are open.

This room is completely empty.

Initial Attitude: N/A

Encounter: Although neutral by agreement, the kobolds kept a regular group of guards here to keep an eye out on what was going on in Room A49. When the orcs attacked, all the guards joined the battle in the hallway. This Room has nothing in it.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

A51. "THE COFFIN"

The door to this Room is closed.

Several skeletons of varying size lie about the room, rags hanging off their bones. The smell is almost unbearable, forcing you to cover your nose.

Initial Attitude: N/A

Encounter: Given the isolated location of the Room, it is ideal for disposing of bodies. All manner of humanoid and beast has been thrown here over the centuries creating a distinct pile of bones and rotting flesh.

Encounter Condition: Safe
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

A52. SECRET THRONE ROOM

The door to this Room is open.

This large room has a simple throne carved from stone situated near the eastern end. Bits of chain and iron rings hammered into stone unleash a sense of dread. Otherwise there appears to be nothing of interest here.

Initial Attitude: N/A

Encounter: It is unclear who altered this Room and used it for evil, but slaves were tortured here for the viewing pleasure of whosoever sat upon the throne. Sharp-eyed PCs can pick out numerous large rust-red stains on the floor (Spot check, DC 16), the blood of those executed here. The large Room is otherwise empty.

The throne is without features save two red gems cut into the backrest. It has been hewn from a single piece of rock — just the right size for a dwarf or similar-sized creature. Unfortunately, it is also *cursed* due to the vile deeds that were perpetuated by its owner. Any living creature that touches the throne is subject to the *curse* and must succeed at a DC 14 Willpower saving throw. If the save fails, the *cursed* creature is afflicted with *confusion*, but does not notice the change. If the save is made, the PC is still *cursed* but aware that something strange has taken place.

The PC is not aware of the curse at first and acts outwardly normal. However, anytime from then on that the PC is in a stressful situation, such as combat or trying to perform a skill check quickly, the *confusion* surfaces.

Roll on the following table at the beginning of each round.

1d20	Behavior
1–5	Attack nearest ally (for this purpose, a familiar counts as part of the subject's self).
6–7	Become nauseated (unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a creature can take is a single move action per turn).
8–13	Cower (take no actions, –2 penalty to Armor Class and loses his Dexterity bonus).
14–18	Flee away from the area at top possible speed.
19–20	Twitch uncontrollably (–2 penalty on attack rolls, saving throws, skill checks, and ability checks).

The *confused* condition passes the moment the stressful situation passes. Note that the curse can afflict any number of creatures and can be countered like the spell *bestow curse*. Otherwise, the curse last for a number of days equal to 30 minus the PC's Wisdom score at the time of the *curse*.

Encounter Condition: N/A

Tactics: N/A

EL: 4

Scaling: To increase the challenge of this encounter, increase the Willpower saving throw DC to 17. To reduce the challenge of this encounter, have the throne bestow 1d3 *curses* per day.

A53. WESTERN GALLERY

The southern door in the hallway is open. Read the following description once the PCs have moved down the hall and turned west.

A number of skeletons from a range of creatures hang on the walls spaced equally apart, iron spikes visible below their bones.

Initial Attitude: N/A

Encounter: After the demons broke out, hundreds of years ago, they took over portions of the dungeon in a mad orgy of violence. For a time, Room A53 served as "gallery of torture." During its time, the walls held the mounted corpses of a number of creatures from drow to duergar and every humanoid in between. Since then time has reduced the corpses to skeletons making it more difficult to identify the individual species of each.

The exact composition of the bodies is up to the DM; any humanoid up to Large size is available. Given the limited encounters that the PCs of levels 1 to 3 have had with humanoids, they probably can't identify the various creatures, although such things as an ogre, an orc, a dwarf, an elf, a halfling, etc. should be familiar.

Although once complete, a number of the skeletons are missing such things as a head, an arm, or a leg, having been taken by the humanoids as souvenirs.

Encounter Condition: Distracting Visions or Haunted

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A54. EASTERN GALLERY

The southern door in the hallway is open. Read the following description once the PCs have moved down the hall and turned east.

A number of skeletons from obviously different creatures hang on the walls spaced equally apart, iron spikes visible below their bones.

Initial Attitude: N/A

Encounter: Identical to Room A53 in shape, this Room houses the more unusual skeletons of the collection, such as dried husk of a phase spider and the rotted carcass of a displacer beast (exact composition is up to the DM) all mounted on iron spikes

Encounter Condition: Distracting Noises or Haunted

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A55. GUARD ROOM

The door to this Room is open.

This room appears empty.

Initial Attitude: Hostile

Encounter: This Room once served as living quarters for elite guards. What furniture it once had was removed by the orcs. Currently, three fiendish darkmantles (hp 6) are relaxing here. They hang from the ceiling like large stalactites and any PC that looks up at the ceiling should be able to notice (Spot check, DC 15) the creatures.

Encounter Condition: Deep Darkness

Tactics: The fiendish darkmantles attack the moment they notice the PCs. One of the beasts invokes its *darkness* ability to cloak the Room while the other two engage the closest PCs.

The fiendish darkmantles fight as long as the PCs are in the Room; they do not follow any fleeing PCs having satisfied their desire for blood for now. Any darkmantle that is reduced to one-half its hit points or fewer abandons its companions and attempts to flee out to the hallway and then east.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, increase the number of fiendish darkmantles to four. To reduce the challenge of this encounter, reduce the number of fiendish darkmantles to two.

Fiendish Darkmantle: CR 1; Small magical beast (extraplanar); HD 1d10+1; hp 6; Init +4; Spd 20 ft., fly 30 ft. (poor); AC 17, touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); SA Darkness, improved grab, constrict 1d4+4, smite good; SQ Blindsight 90 ft., resistance to cold and fire 5, spell resistance 6; AL NE; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 3, Wis 10, Cha 10.

Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative.

Darkness (Su): Once per day a fiendish darkmantle can cause *darkness* as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a fiendish darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A fiendish darkmantle deals 1d4+4 points of damage with a successful grapple check.

Smite Good (Su): Once per day a fiendish darkmantle can make a normal melee attack to deal 1 extra point of damage against a good foe.

Blindsight (Ex): A fiendish darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 ft. A *silence* spell negates this ability and effectively blinds the fiendish darkmantle.

Skills: A fiendish darkmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

A56. GUARD ROOM

A broken table is the lone item of interest in this room.

Initial Attitude: N/A

Encounter: This Room served as the home of a guard captain, but any functioning furniture was cleaned out by the humanoids some time ago. The table was left alone as it had no value. Scattered on the floor are tiny shreds of paper, perhaps from a journal or log.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A57 THROUGH A77. EARTHQUAKE DAMAGE

Both the reptilians and orcs tended to avoid the area covering Rooms A57 through A77 and the hallways in between. Almost destroyed in the heavy earthquakes that damaged the entire complex, the entire area is unstable. Chunks of the ceiling and dust lay everywhere, making it an easy place to hide in but a difficult place to maneuver through.

When the occasional tremor rumbles through this portion of the complex it causes more dust, dirt, and rocks to fall from the ceiling giving the entire area a sense of imminent annihilation; no creature willingly makes its home here.

That is not to say that there are not currently some residents. Extraplanar scavengers roam the area hoping to find an easy meal. A handful of reptilian refugees also hide in the area, hoping to escape notice.

The unstable and damaged condition of the area creates an interesting tactical situation for the PCs and any creatures that rely on land movement. The rubble that is strewn everywhere hampers movement throughout the entire area; each square moved costs double (although you can still take a 5-ft. step as part of a combat action). The rubble also prevents any land-based charges or running throughout the entire area. Finally, any land-based attempts to Move Silently suffer a –5 circumstance penalty due to the rock and grit underfoot.

Note: Major tremors in this Section have the potential to collapse parts of tunnels, sections of Rooms, block doors, etc. making it even more difficult to move through the area or even get out at all. If a door or passage is blocked by rocks it requires 1d20 minutes to clear the space for Medium creature to squeeze through.

A57. EMPTY ROOM

The door to this Room has been wedged partially open by the earthquake and requires a DC 18 Strength check to force completely open.

Rubble and dust covers the floor of this room anywhere from ankle- to knee-height.

Initial Attitude: N/A

Encounter: This Room is empty except for the rubble. However, the noise of the door being forced open is likely to be heard by the fiendish darkmantles in Room A58, keeping the PCs from being able to surprise the beasts.

Encounter Condition: Tremors 14

Tactics: Allow the fiendish darkmantles in Room A58 a Listen check at a +15 (includes all bonuses) opposed by the door opener's Move Silently check to see if they notice the PC's entry. If the darkmantles fail, the PCs still have a chance to surprise them.

Treasure: N/A

EL: N/A

Scaling: N/A

A58. FIENDISH DARKMANTLES

The earthquake forced the door to this Room off its hinges. It lays on a pile of rubble just inside the doorway.

This rubble-strewn room appears to have an exit; you can make out the top half of a door in the wall across from this doorway.

Initial Attitude: Hostile

Encounter: This Room is empty except for the rubble. A couple of large fiendish darkmantles are taking a break in the Room to hang out among the rocks. They are exceptionally difficult to distinguish in the dust and dirt and boulders. (Spot check, DC 25).

Encounter Condition: Poor Footing 4

Tactics: The fiendish darkmantles know that they are well camouflaged and wait until a PC is within 5 ft. of one of the pair to attack. Unless the PCs are very aware or lucky, the fiendish darkmantles surprise the PCs.

The fiendish darkmantle farthest away from the PCs cloaks the Room in *darkness* while the other attacks the PC. Note that because of their flying ability, the fiendish darkmantles are not hampered by the terrain and can move normally over the ground (20 ft.) by using a combination of tentacles and quick flaps of their skin; they can fly normally.

The darkmantles are aggressive and take the fight to the PCs, especially as long as the darkness remains. If things begin to take a turn for the worse, such as they are reduced to less than one-half their hit points, the darkmantles attempt a fighting retreat, the second one using darkness to cover their escape.

Due to the dusty conditions in the Room, the combination of darkmantle flight and PC movement stirs up dust making things even more difficult for the PCs (but not the fiendish darkmantles who use blindsight). Increase the missed chance due to concealment by 10% (to a total of 30%) after the first round of combat and for the duration.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter add a third fiendish darkmantle. To decrease the challenge do not increase the concealment (from dust) and assume that fiendish darkmantles' movement on the ground and air is as hampered as that of the PCs (two square cost for every square moved).

Fiendish Darkmantle: CR 2; Small magical beast (extraplanar); HD 2d10+2; hp 13; Init +4; Spd 20 ft., fly 30 ft. (poor); AC 17, touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); SA Darkness, improved grab, constrict 1d4+4, smite good; SQ Blindsight 90 ft., resistance to cold and fire 5, spell resistance 6; AL NE; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 3, Wis 10, Cha 10.

Skills and Feats: Hide +10, Listen +6*, Spot +6*; Improved Initiative.

Darkness (Su): Once per day a fiendish darkmantle can cause *darkness* as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a fiendish darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A fiendish darkmantle deals 1d4+4 points of damage with a successful grapple check.

Smite Good (Su): Once per day a fiendish darkmantle can make a normal melee attack to deal 1 extra point of damage against a good foe.

Blindsight (Ex): A fiendish darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 ft. A silence spell negates this ability and effectively blinds the fiendish darkmantle.

Skills: A fiendish darkmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

A59. EMPTY ROOM

The earthquake caused the lintel above the door to collapse. As a result, the door requires a DC 20 Strength check to open, which causes the lintel to collapse; like a falling block trap.

Falling Block Trap: CR 1; mechanical; touch trigger (pulling open the door); no reset; Atk +5 melee (2d6, stones); Search DC 15; Disable Device DC 15.

Once the door is opened, read the following text.

This small room is filled with rubble and appears to have no other exit.

Initial Attitude: N/A

Encounter: The Room itself is empty, but once inside provides a safe place for the PCs to rest.

Encounter Condition: Safe, Tremors 10

Tactics: N/A

Treasure: Admist the rubble are a few soiled blankets and shards of metal. PCs succeeding at a DC 25 Search check find a torn bag filled with 16 gp and a chipped eye agate (55 gp).

EL: 1

Scaling: To increase the challenge of this encounter, increase the Search and Disable Device DCs of the falling block trap to 20 and increase the damage to 3d6. To decrease the challenge, reduce the Search and Disable Device DCs to 12 each and reduce the damage to 1d6.

A60 THROUGH A65. CELLS

All of these small cells are identical. The door of each is open and a single description for each is below.

Through the open door you see a small room, perhaps once a cell, perhaps only a closet, relatively clear of rubble.

Initial Attitude: N/A

Encounter: Due to their narrow construction these former cells have managed to escape the damage suffered by the rest of this area. Although they were emptied out long ago, they are a handy place to be should a tremor occur as they provide complete protection from the debris, if not the dust. The doors to these cells, while open, are fully functional.

Encounter Condition: Drafty or Stagnant Air, Safe

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A66. PRISON

All the doors to this Room are open.

Rubble chokes the narrow passageways of this room.

Initial Attitude: N/A

Encounter: Anything that may have been of interest in this Room is buried under the rubble that comes up to the average man's waist. Although this Room reveals nothing of interest, it is the gateway to the vault at Room A67.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A67. STORAGE VAULT

The door to this Room is partially open. Rubble blocks the doorway except for a narrow 1-ft. wide opening.

Peering through the narrow juncture you can see a number of opened chests lined against one wall.

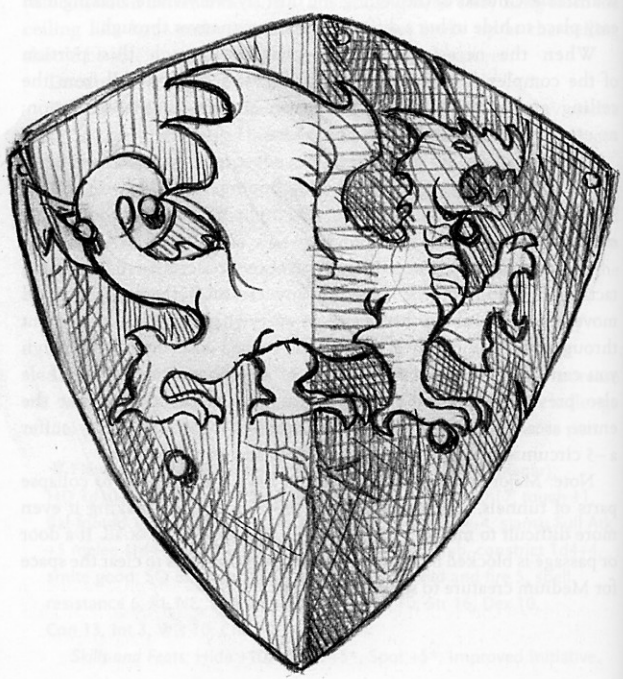
Initial Attitude: N/A

Encounter: This was once a storage vault for items of minor importance.

A Small creature or smaller can crawl through the opening without a problem. A creature of medium size must succeed at a DC 30 Escape Artist check to pass through the existing opening. A Large creature or larger cannot pass through.

Attempts to widen the opening require caution. A successful DC 15 Knowledge (architecture and engineering) or Profession (mining) check reveals that the entire thing will collapse unless properly shored up and also how to go about doing so. If these skills are not available then treat the threat of collapse as a falling block trap.

Falling Block Trap: CR 1; mechanical; touch trigger (widening opening); no reset; Atk +5 melee (2d6, stones); Search DC 20; Disable Device DC 20.



Widening the opening properly requires 1d6 hours. Attempts to widen the opening without the benefit of a successful check [Knowledge (architecture and engineering), Profession (mining), or a successful Search check followed by a successful Disable Device check] results in the entire thing collapsing and burying the entire doorway under rubble, causing the damage stated in the trap description above. Ironically, doing so creates an opening large enough for a Medium creature to crawl through near the top of the doorway. The vault itself is in good shape having been well designed. There are a total of 5 chests in the vault, all of them open.

Encounter Condition: [Tremors 18]

Tactics: N/A

Treasure: These chests were emptied long ago, except for one that holds a small black silk bundle about 1 ft. long. This bundle contains five metal batons with a *continual flame* spell placed on the tip. Although not designed as a weapon, they can be used as such in an emergency (treat them as clubs).

EL: 1

Scaling: To increase the challenge of this encounter, increase the attack bonus of the falling block trap to +8 and the damage to 3d6. To decrease the challenge, reduce the damage to 1d6.

A68. COLLAPSED GUARD POST

The door to this Room is partially open. Rubble blocks the door and a DC 14 Strength check is required to push it open.

Although there has been a partial collapse of the ceiling, which has crushed much of the furniture that was once here, there are still three chairs in one piece.

Initial Attitude: N/A

Encounter: This Room was a guard post and the furniture was left behind. The chairs are unremarkable, although obviously made for creatures of a shorter build. Although it cannot be seen from the door, there is a weapon rack behind the door, in which sit four spears.

Encounter Condition: N/A

Tactics: N/A

Treasure: The spears, despite being dusty, are fit for use.

EL: N/A

Scaling: N/A

A69. BARRACKS

The door to this Room is open.

Large portions of the floor of this room are strewn with rubble. The numerous cracks in the walls do not suggest much safety. Rows of dark wooden bunk beds, most of them damaged by the rubble, give some clue as to what this area was used for.

Initial Attitude: Hostile

Encounter: As former barracks this area was emptied of anything of interest when the previous occupants left. The bunk beds are clearly designed for humanoids.

Currently Boyikt (hp 9), the kobold wizard (and brother of the dead kobold leader Borryn), four kobold warriors (hp 15, 9, 8, 8), and a krenshar (hp 12) occupy the Room. Having escaped the orc assault and the subsequent attacks by the extraplanar beasts now roaming the dungeon, the kobolds have sought refuge in this area in an attempt to find a way out of their present predicament.

Encounter Condition: Concealment, Cover

Tactics: The kobolds always have one of their number along with the krenshar stationed near the door keeping an eye, ear, and nose out on things. PCs using light sources are quickly spotted, and even those moving silently and in darkness cannot escape the krenshar's scent ability. The remaining kobolds have built an impromptu fort by piling stones in the southeast corner of the Room, Regioning off a 10 ft. by 10 ft. Region. This provides a +8 cover bonus to AC and Reflex saves, +10 circumstance bonus to Hide checks, and grants the kobolds improved evasion.

Once the krenshar and/or the kobold guard spot an enemy, the two retreat back to a small blind near the fort gaining a +4 cover bonus to AC and Reflex saves. The kobolds hope that danger passes them by and remain silent. If this does not work, they ambush their enemy with surprise.

While waiting to see what develops, Boyikt prepares *magic missile* while the remaining kobolds prepare their slings. The kobolds attack with their slings the moment the first PC steps through the door while Boyikt casts his *magic missile*. The krenshar holds its *scare* ability in readiness should the PC attempt to advance into the Room.

Once the opening shots have been fired, the combat can go any number of ways. If the PCs wish to shoot it out with distance weapons and spells, they can take advantage of the cover offered by the doorway, the rubble, and the beds. In general this provides a +4 cover bonus to AC and Reflex saves, although it is possible to gain a +8 cover bonus to AC, Reflex saves, and improved evasion by doing such things as turning a bunk bed on its side. If they choose to charge at the fort they find the going across the rubble-strewn floor slowed (the rubble prevents any land-based charges or running) while being subjected to Boyikt's area effect spells. The kobolds continue to fire their slings while the krenshar makes use of its *scare* ability; the physically smaller kobolds avoid physical combat whenever possible, only using their spears when the krenshar resorts to its natural weapons.

Boyikt holds his spells in reserve for critical moments. He picks off weakened PCs with *ray of frost* and *acid splash*, but holds his area of effect spells such as *color spray* and *sleep* until he can get maximum effect out of them. One particular combination is to trap creatures in a *web* and then, while the warriors use their slings, cast *flaming sphere* at the *web*.

The well-prepared kobolds are a strong challenge to the PCs and if combat can be avoided it should be. The kobolds are paranoid, afraid of everything that moves and for this reason they attack any non-kobolds that come into the area. However, that does not mean they are unwilling to negotiate. After all, their situation at present is less than comfortable given not only the monsters roaming the dungeon but also the instability of this area. If the PCs choose to negotiate, either before combat starts or even after, Boyikt listens.

Boyikt's attitude is Indifferent for the purpose of resolving any Diplomacy checks concerning a cooperative arrangement once hostilities cease. If Turag (Room A28) is with the PCs, impose a –10 circumstance penalty to the Diplomacy check. Although the exchange should be role-played rather than relying on dice. If the PCs manage to establish rapport with Boyikt then he demands an exchange of information.

Boyikt can relate his experiences concerning the battles with the orcs and the coming of the extraplanar beasts. More importantly, Boyikt believes the beasts are coming from the northeastern Region of the dungeon and he suspects that Longtail is behind the appearance of the creatures, although how precisely that came about is a mystery to him. He can tell the PCs about the secret door to Room A108. The kobolds discovered it while they were securing their area but were unable to open it (let the PCs come to the conclusion that it is a one-way door on their own as Boyikt only knows they could not get the door open).

Although he is free with information, Boyikt has no intention of joining with the PCs to face Longtail. He has a healthy dose of respect for the fiendish wererat sorcerer and has no intention of going to the place where he suspects all those beasts came from. If the PCs say that they are looking for a way out, Boyikt and the kobolds may become convenient allies of the PCs, but only if Turag is not with the party (Boyikt cannot be persuaded to change his mind on that point and, in fact, wants the orc dead before making any deals).

If the kobolds do accompany the PCs they insist on being treated as equals. Of course, Boyikt is smart enough to realize it if the PCs are really heading for a showdown with the wererat (heading east is a strong clue), he and the kobolds part ways from the PCs.

In combat, the kobolds' preferred tactics are to engage from a distance and gang up on opponents whenever possible; fighting alongside the PCs they prefer to let the PCs do the close-quarters fighting while they pepper the opponents with sling stones, rushing in to attack and finish off weakened foes.

Being trained in teamwork, the kobolds work closely with the PCs and coordinate their attacks with them. They help out the PCs to the best of their ability, although always with an eye to their own safety, and expect the same from the PCs. Boyikt is a decent tactician and is especially adept at using his spells to the best effect. However, he will always try to hold a spell or two in reserve (usually sleep and mirror image) just in case the alliance with the PCs goes sour. In a worst case scenario, he uses his scroll of secure shelter to escape the PCs for as long as possible.

Whenever the kobolds are on the move, one kobold warrior and the krenshar take the lead acting as scouts and they suggest the same if they are traveling with the PCs. Once the scouts have spotted something, they sneak back to the remaining kobolds and report the situation. The kobolds prefer to avoid combat when possible and sneak by opponents rather than face them. PCs that insist on fighting everything they see find the kobolds leaving them.

If facing combat, the kobolds set up an ambush in the most favorable location — one that restricts the movement possibilities of their foes while allowing the kobolds to concentrate their missile fire and using the krenshar's scare ability to prevent any enemy rushes at their positions. Because of the krenshar's good movement rate, they use the creature as bait to lure extraplanar beasts into a prepared ambush whenever possible.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, have the kobolds place trip wires across the floor requiring a DC 14 Reflex save to cross the Room without tripping and falling prone. To decrease the challenge of this encounter, remove the fort.

♟ **Boyikt, Kobold Wiz 4:** CR 4; Small humanoid (reptilian); HD 4d4; hp 9; Init +1; Spd 30 ft.; AC 14, touch 12, flat-footed 13; Base Atk +2; Grp –3; Atk +2 melee (1d3–1/19–20, dagger); Full Atk +2 melee (1d3–1/19–20, dagger); SA Spells; SQ Darkvision 60 ft., familiar (lizard), light sensitivity, spells; AL LE; SV Fort +1, Ref +2, Will +3; Str 9, Dex 12, Con 10, Int 15, Wis 9, Cha 8.

Skills and Feats: Craft Wondrous Item, Dodge, Scribe Scroll.

Familiar: Yitiik, his lizard familiar.

♟ **Yitiik, Lizard:** CR —; Tiny magical beast (augment animated); HD 4; hp 4; Init +2; Spd 20 ft., climb 20 ft.; AC 16, touch 14, flat-footed 14; Base Atk +2; Grp –10; Atk +6 melee (1d4–4, bite); Full Atk +6 melee (1d4–4, bite); SA —; SQ Empathic link, low-light vision, share spells; AL N; SV Fort +2, Ref +4, Will +5; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 2.

Skills and Feats: Balance +10, Climb +12, Hide +10, Listen +3, Spot +3; Weapon Finesse.

Skills: Lizards have a +8 racial bonus on Balance checks. They also have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened. Lizards use their Dexterity modifier instead of their Strength modifier for Climb checks.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Wizard Spells Prepared (4/4/3; save DC 12 + spell level): 0—*acid splash, flare (2), ray of frost;* 1st—*cause fear, color spray, magic missile, sleep;* 2nd—*flaming sphere, mirror image, web.*

Wizard Spellbook: 0— All; 1st—*cause fear, color spray, detect secret doors, mage armor, jump, magic missile, sleep, ventriloquism*; 2nd—*arcane lock flaming sphere, mirror image, see invisibility, web.*

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks. Boyip gains a +3 on Climb checks from his familiar.

Possessions: Bracers of armor +1, masterwork dagger, *cloak of resistance +1.*

♛ **Kobold, War 2:** CR 1/2; Small humanoid (reptilian); HD 2d8; hp 9, 8, 8; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +2; Grp –3; Atk Spear +2 melee (1d6–1/×3) or sling +4 ranged (1d3); Full Atk Spear +2 melee (1d6–1/×3) or sling +4 ranged (1d3); SA —; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +1, Will –1; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +4, Hide +6, Listen +2, Move Silently +2, Profession (miner) +2, Search +2, Spot +2; Alertness.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

Possessions: Leather armor, spear, sling.

♛ **Kobold, War 2:** CR 1; Small humanoid (reptilian); HD 3d8; hp 15; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +3; Grp –2; Atk Spear +3 melee (1d6–1/×3) or sling +5 ranged (1d3); Full Atk Spear +3 melee (1d6–1/×3) or sling +5 ranged (1d3); SA —; SQ Darkvision 60 ft., light sensitivity; AL LE; SV Fort +3, Ref +2, Will +0; Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (trapmaking) +4, Hide +6, Listen +2, Move Silently +2, Profession (miner) +4, Search +2, Spot +2; Alertness, Dodge.

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a daylight spell.

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

Possessions: Leather armor, spear, sling.

♛ **Krenshar:** CR 1; Medium magical beast; HD 2d10; hp 12; Init +2; Spd 40 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d6, bite); Full Atk +2 melee (1d6, bite) and +0 melee (1d4, 2 claws); SA Scare; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +3, Ref +5, Will +1; Str 11, Dex 14, Con 11, Int 6, Wis 12, Cha 13.

Skills and Feats: Hide +4, Jump +9, Listen +3, Move Silently +6; Multiattack, Track[B].

Scare (Ex or Su): As a standard action, a krenshar can pull the skin back from its head, revealing the musculature and bony structures of its skull. This alone is usually sufficient to scare away foes (treat as a Bluff check with a +3 bonus).

Combining this scare ability with a loud screech produces an unsettling effect that works like a scare spell from a 3rd-level caster (Will DC 13 partial). A creature that successfully saves cannot be affected again by the same krenshar's scare ability for 24 hours. The shriek does not affect other krenshars. This is a supernatural, sonic mind-affecting fear effect. The save DC is Charisma-based.

Skills: Krenshars have a +4 racial bonus on Jump and Move Silently checks.

A70. QUARTERS

The door to this Room is open.

Like the other rooms in this area, rubble covers the floor and spills out into the hallway. A partially collapsed archway across from the door appears to give access to a further room.

Initial Attitude: N/A

Encounter: This area once served as living quarters. The earthquake damaged this Room rather heavily and the rubble is piled at least knee high every place. The archway to A71 has partially collapsed, although there is still enough space for a medium creature to duck through.

Encounter Condition: Hazardous Footing 14 or Tremors 14

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A71. QUARTERS

This room is slightly less damaged than the previous one and you can still see portions of what must have been a bed peek out from under one of the rubble piles.

Initial Attitude: N/A

Encounter: This is another abandoned living area. The bed, although identifiable, is completely ruined.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A72. TRAINING HALL

The door to this Room from the hallway is open. The door to Room A21 is closed and trapped (see Room A21 for trap description).

Chunks of rock of varying sizes create an almost mountainous terrain in this large and long room.

Initial Attitude: N/A

Encounter: Rubble almost completely chokes this Room. Medium creatures and smaller can pick their way through, but must use a full-round action to move 5 ft. in any direction, including diagonally. Note that this is not a "5-ft." step and thus provokes attacks of opportunity.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A73. STUDY

Both doors in this Room are open. However, while the door from the hallway is perfectly normal, the doorway leading to Room A74 is trapped with a resetting *color spray* trap (see Room A74).

The top of a censer peeks out from the rubble in this otherwise empty room.

Initial Attitude: N/A

Encounter: This was once a study. A censer was left behind by its previous occupants.

Encounter Condition: N/A

Tactics: N/A

Treasure: The censer is about 4 ft. high, weighs 180 lbs., and made of wrought iron with an uncovered bowl at its top. The whole item would fetch a handsome price (250 gp) from a collector, if it weren't so bulky to carry.

EL: N/A

Scaling: N/A

A74. SLEEPING CHAMBER

The doorway leading to this Room is trapped and activates the moment any creature passes through it. The *color spray* covers the doorway as well as a cone-shaped area 15 ft. into Room A73.

Color Spray Trap: CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*color spray*, 1st-level sorcerer, stunned, blinded, unconscious, DC 11 Will save negates); Search DC 26; Disable Device DC 26.

Although this room is covered with dust and rubble like all the others, you can make out images on the walls.

Initial Attitude: N/A

Encounter: The secret door to A75 is readily identifiable by a line of over a dozen iron spikes that have been driven into the space between the door and the doorsill. The wedged spikes increase the Strength check required to open this door to DC 37, making it all but impossible to do so especially from Room A75. Each spike is wedged in tight and requires a DC 23 Strength check to remove, although having the proper tools (such as a sledgehammer and a pry bar) grants a +8 circumstance bonus to the check.

Encounter Condition: N/A

Tactics: N/A

Treasure: As long as the PCs have a light source, they may notice (Spot check, DC 20) a glint in the rubble. Digging, they can discover a crushed golden goblet amid splinters of furniture. Its worth about 12 gp if melted down.

EL: 2

Scaling: To increase the challenge of this encounter, allow a Random Encounter after the trap triggers. To decrease the challenge, allow the PCs a DC 26 Spot check to notice the trap.

A75. ASSISTANT QUARTERS

The doors in this Room are open.

The damage in this room seems to be somewhat less than in the others, although there is still a substantial amount of rubble on the floor. A number of skeletal, rust-red rodents scurry away from your light.

Initial Attitude: Hostile

Encounter: This was once a Room for several assistants. Sniffing through the rubble are several score fiendish rats. They are part of a fiendish rat swarm, the remaining members are in Room A76, that is evaluating this area as a likely nesting ground.

The standard secret door to Room A74 is very difficult to open (see Room A74 for details).

Encounter Condition: Fog 10

Tactics: The fiendish rat swarm (hp 16) is spread out over both Rooms as individual members search for their own hiding places in the rubble. The moment the PCs' presence is detected the fiendish rats in Room A75 run to Room A76. Three rounds later, a fiendish rat swarm flows out of Room A76 and attacks the PCs. Note that this process starts the moment the PCs are detected, either through a light source, or through the rodents' scent ability (30 ft. to detect presence, 5 ft. to pinpoint location). Once the fiendish rat swarm is formed, it pursues the PCs mercilessly, fighting until it is destroyed.

Treasure: N/A

EL: 2

Scaling: To increase the challenge of this encounter, add 3 fiendish dire rats. To decrease the challenge of this encounter, have the fiendish rat swarm be only at half strength (half Hit Die and covering only a 5 ft. by 10 ft. area; all other stats remain the same).

Fiendish Rat Swarm: CR 3; Tiny magical beast (extraplanar, swarm); HD 4d8; hp 16; Init +2; Spd 15 ft., climb 15 ft.; AC 14; touch 14, flat-footed 12; Base Atk +3; Grp —; Atk (1d6 plus disease, swarm); Full Atk (1d6 plus disease, swarm); Space/Reach 10 ft./0 ft.; SA Disease, distraction, smite good; SQ Darkvision 60 ft., half damage from slashing and piercing, low-light vision, resistance to cold and fire 5, spell resistance 5, scent, swarm traits; AL NE; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 3, Wis 12, Cha 2.

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

Swarm: A fiendish rat swarm seeks to surround and attack any prey it encounters. A fiendish rat swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

In order to attack, a single fiendish rat swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey,

but remains a creature with a 10-ft. space. Fiendish rat swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-ft. space, a fiendish rat swarm is shapable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its members.

Disease (Ex): Devil Chills—bite, Fortitude DC 12, incubation period 1d4 days, damage 1d4 Str. The save DC is Constitution-based. It requires three successful Fortitude saving throws in a row to recover from devil chills.

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

Smite Good (Su): Once per day a fiendish rat swarm can make a normal melee attack to deal extra damage equal to its HD total (+2) against a good foe.

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

A76. ASSISTANT QUARTERS

The door to this Room is open.

This room also seems only slightly damaged. There are still two relatively intact beds and a small table to be seen.

Initial Attitude: Hostile

Encounter: This Room also housed assistants. It currently has several score fiendish rats roaming through it that, together with the fiendish rats in Room A75, form a complete fiendish rat swarm.

A shift in the wall has made the secret door to Room A77 easier to spot (Search check, DC 15), but also requires a more difficult DC 30 Strength check to open, as it has become wedged in with the wall. Forcing the door open also causes a small portion of the wall to collapse, a fact revealed on a successful DC 15 Knowledge (architecture and engineering) or Profession (mining) check. The wall is impossible to shore up with the tools the PCs have at hand. If these skills are not available then treat the threat of collapse as a collapsing wall trap.

Collapsing Wall: CR 3; mechanical; touch trigger (forcing open secret door); no reset; Atk +12 melee (2d6, stones); multiple targets (all targets in two adjacent 5-ft. squares of the secret door on both sides); Search DC 20; Disable Device DC 20.

The beds, really just pallets with legs, are rubble-covered and one is cracked. The small table is intact.

Encounter Condition: N/A

Tactics: These rodents form a full-strength fiendish rat swarm with their brethren from Room A75. If the PCs somehow enter from Room A77 instead of Room A75, the fiendish rats in this Room rush to A75 and the fiendish rat swarm is formed in that Room within 3 rounds of the detection of the PCs (see Room A75 for more details).

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this trap, increase the damage to 4d6. To reduce the challenge of this trap, reduce the damage to 2d6 and the area of effect to the square in front of the door on either side.

A77. EXPERIMENT ROOM

The door to this Room is open.

This large room shows some signs of deterioration, but looks to be relatively intact. Skeletons of various sizes hang limply from a number of manacles are attached to the wall in various places. More skeletons like on the floor, their legs shackled via a chain to a large iron spike that has been driven into the center of the floor.

Initial Attitude: N/A

Encounter: This Room was once used to study the effects of magic on anything and everything. The unfortunate would be shackled to the walls or shackled to the spike in the center of the floor and various spells would course through the victim's body. PCs that examine the walls or floor see a number of scorch marks as well as places where the floor is cracked or melted.

The levels of cruelty and evil mounted upon victims in this chamber have left their unfortunate mark here. Any intelligent creature that touches any of the manacles, chains, or the spike in the center of the floor must succeed at a DC 15 Willpower save or fall prey to the emotional remnants that still haunt this Room. Those who save see fleeting images of torture in their minds for one round, but otherwise nothing happens. Those who fail the saving throw are paralyzed (effective Dexterity and Strength scores of 0 and is helpless) for 2d4 rounds as the anguish of those who died in this Room floods through them. The entire experience is so powerful that it leaves the creatures shaken (–2 penalty on attack rolls, saving throws, skill checks, and ability checks) for 1 hour afterwards. Animals and beasts can sense the emotions in this Room and do not willingly enter it.

A shift in the wall has made the secret door to Room A77 easier to spot (Search check, DC 15), but also requires a more difficult DC 30 Strength check to open as it has become wedged in with the wall. Forcing the door open also causes a small portion of the wall to collapse, a fact revealed on a successful DC 15 Knowledge (architecture and engineering) or Profession (mining) check. The wall is impossible to shore up with the tools the PCs have at hand. If these skills are not available then treat the threat of collapse as a collapsing wall trap.

Collapsing Wall: CR 3; mechanical; touch trigger (forcing open secret door); no reset; Atk +12 melee (2d6, stones); multiple targets (all targets in two adjacent 5-ft. squares of the secret door on both sides); Search DC 20; Disable Device DC 20.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 3

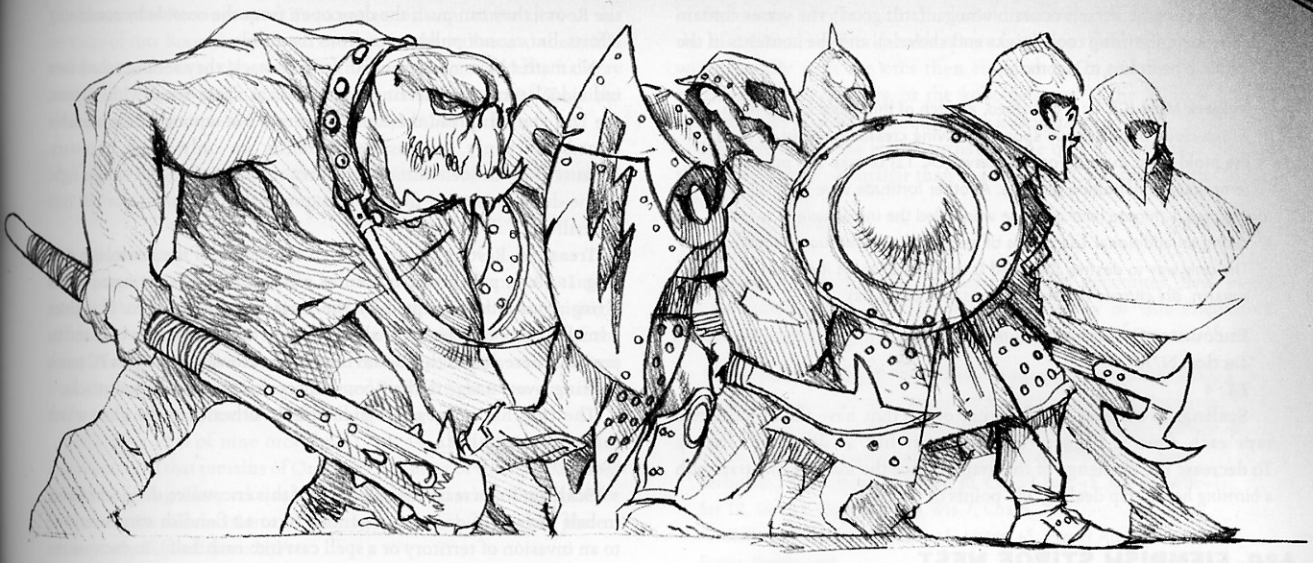
Scaling: To increase the challenge of this trap, increase the damage to 4d6. To reduce the challenge of this trap, reduce the damage to 2d6 and the area of effect to the square in front of the door on either side.

A78 THROUGH A99. THE WIDENING GYRE

The convoluted hallways and strange locations of Rooms A78 through A99 show the celestials dedication to traps within traps within traps. Building corridors where they were not needed, erecting secret doors to areas of no relevance, and planting traps to fill emptiness, they befuddled and confused the prisoners of this dungeon for centuries.

The lack of logic and straightforward access made this Section a prime location for the treasure hunting activities of the humanoids, who braved its twisting corridors and hungry traps in search of the gold promised to them by Longtail. After all, who would build something as convoluted and trap-ridden as this without having something to hide?

It was in this area that the tenuous alliance between the orcs and reptilians faltered as search teams stumbled upon other search teams and neither side could truly tell who had the rights to what Rooms. The situation was not helped by the fact that entire search teams from both sides were wiped out by traps, naturally leading each side to believe that the other had killed them.



Currently the area is home to large numbers of extraplanar beasts that are competing for the right to establish nests in the area. Orghar and a few orc survivors huddle in a small Room, the orc warleader's mind slowly disconnecting from reality. Finally the lizardfolk guides have found temporary shelter here in their search for the way home.

A78. STORAGE CHAMBER

The door to this Room is open. The hallway leading to Room A79 is trapped (see Room A79).

Rotting barrels, moldy crates, and disintegrating sacks with mushrooms growing out of them lay all over this room. A hallway in the center of the opposite wall shows the way out.

Initial Attitude: N/A

Encounter: There are dozens of small barrels, crates, and sacks piled up with no spirit of organization and most of them have been torn open (the barrels have their tops staved in, the crates boards torn away, and the sacks have been ripped open, some of their contents spilling onto the ground). The humanoids explored this area, but found nothing worth keeping and the hazards of the black mold too dangerous.

Although only the sacks are covered in black mold and mushrooms, the items are stacked so haphazardly that anyone trying to move a barrel or crate must succeed at a DC 15 Reflex save or release a cloud of spores from one of the sacks nearby. Directly attempting to move a sack causes the sack to disintegrate, spilling its contents on the floor and releasing the mold into the air.

If the PCs are bold enough to riffle through the contents anyway, they find that the barrels contain vinegar (still good), the crates contain various rusted mining tools (such as picks and shovels), and the contents of the sacks are now lost to the mold.

Black Mold (CR 1): If disturbed, a patch of this mold bursts forth with a cloud of poisonous spores. All living creatures within 10 ft. of the mold must make a Fortitude save (DC 12) or take 1d4 points of temporary Constitution damage. Another fortitude save (DC 12) is required 1 minute later of those who failed the initial save to avoid taking an additional 1d4 points of temporary Constitution damage. The only way to destroy the mold is with fire or to let it dry out in a warm, dry climate (a process that takes 24 hours).

Encounter Condition: Smoke

Tactics: N/A

Treasure: N/A

EL: 1

Scaling: To increase the challenge of the encounter replace the black mold with yellow mold (see Room A84). To decrease the challenge of the encounter reduce the initial as well as secondary damage to 1 point of temporary Constitution damage each.

A79. STORAGE ROOM

The hallway to Room A78 is trapped with a *scorching ray* trap that triggers the moment a creature enters the hallway from Room A78.

Piles of dust and burnt bones hint to something unusual.

Scorching Ray Trap: CR 3; magic device; proximity trigger (*alarm*); automatic reset; Atk +2 ranged touch; spell effect (*scorching ray*, 3rd-level sorcerer, 4d6 fire damage); Search DC 27; Disable Device DC 27.

Once the PCs have moved past the trap, read the following text.

More rotting barrels, moldy crates, and disintegrating sacks greet your eyes.

Initial Attitude: N/A

Encounter: If either Turag or Boyikt and his kobolds are with the PCs they can tell the PCs about the trap, having heard of it from other humanoids. Whether they choose to do so is up to them.

As with Room A78, there are dozens of small barrels, crates, and sacks piled up with no rhyme or reason and most of them have been opened (the barrels have their tops staved in, the crates boards torn away, and the sacks have been ripped open, some of their contents spilling onto the ground). The humanoids explored this area, but found nothing worth keeping and the hazards of the black mold too toxic.

Although only the sacks are covered in black mold and mushRooms, the items are stacked so haphazardly that anyone trying to move a barrel or crate must succeed at a DC 15 Reflex save or release a cloud of spores from one of the sacks nearby. Directly attempting to move a sack causes the sack to disintegrate, spilling its contents on the floor and releasing the mold into the air.

If the PCs are bold enough to riffle through the contents anyway, they find that the barrels contain vinegar (still good), the crates contain various rusted mining tools (picks and shovels), and the contents of the sacks have been lost to the mold.

Black Mold (CR 1): If disturbed, a patch of this mold bursts forth with a cloud of poisonous spores. All living creatures within 10 ft. of the mold must make a Fortitude save (DC 12) or take 1d4 points of temporary Constitution damage. Another fortitude save (DC 12) is required 1 minute later of those who failed the initial save to avoid taking an additional 1d4 points of temporary Constitution damage. The only way to destroy the mold is with fire or to let it dry out in a warm, dry climate (a process that takes 24 hours).

Encounter Condition: Smoke
Tactics: N/A
EL: 4
Scaling: To increase the challenge of the trap, have the trap fire two rays each time it triggers (the rays can fire at different targets). To decrease the challenge of this trap, replace the *scorching ray* trap with a *burning hands* trap dealing 2d4 points of damage.

A80. FIENDISH STIRGE NEST

Note to DM. This is a very difficult encounter; even for a 3rd-level party. PCs are encouraged to back down if their numbers dwindle as a result of this fight.

Even before the PCs arrive at the doorway they hear the flapping and calling of the fiendish stirge swarm in this Room. The door to this Room is open and secured with a large iron spike that has been driven into the ground to prevent it from being closed. A DC 18 Strength check is required to pull out the spike.

Four extinguished and broken furnaces, one in each corner of the room, look out onto a floor littered with splintered wood. A large number of the flying bloodsuckers are hopping about the room. In the center of the room, a pale green aura fills an area about 6 inches across.

Initial Attitude: Hostile
Encounter: This area was once a workshop, destroyed years ago. Currently, a large swarm of fiendish stirges has gathered here to make its home among the broken benches and empty furnaces.
Encounter Condition: Safe (once the stirges are gone)
Tactics: There are a total of 22 fiendish stirges (hp 5) in this Room making all manner of noise as they hop about, fighting each other for the ideal nesting place amidst the rubble. Due to the cacophony, the fiendish stirges have little chance of succeeding at a Listen check (–10 circumstance penalty) to hear the PCs. Furthermore, their constant squabbling means that they are unlikely to Spot the PCs (–5 circumstance penalty). However, use of a light source gains their attention immediately.

The fiendish stirges here are hyper-aggressive as they fight for dominance amongst themselves. Although they may notice the PCs, the fiendish stirges are not interested in pursuing them outside of the Room so unless the PCs enter the Room, the fiendish stirges leave them alone. However, if the PCs enter the Room, the fiendish stirges attack. The easiest way to handle this is for the DM to divide the Room into quarters and assume that five or six fiendish stirges respond to the PCs whenever they enter one of the quarters while the remainder squabble amongst themselves.

The same method is also used for area effect spells cast by the PCs or their allies. Whether the spell does harm or not, an area effect spell gets a response from the fiendish stirges that are in the area. If a spell covers only one quadrant then only the five or six fiendish stirges within that quadrant respond. If it covers two quadrants, the 10 to 12 fiendish stirges in those quadrants respond. However, unless the spell covers the entire Room, even if cast in the center no more than 10 to 12 fiendish stirges should respond.

Removing the spike and closing the door traps the fiendish stirges in the Room; they can push the door open from the outside by combining efforts, but cannot pull it open from the inside.

No matter how many fiendish stirges attack, they seek out their own individual targets preferring not to share their meal with anyone; the DM should spread the fiendish stirges out among all the available targets as evenly as possible, doubling up only when necessary. Because they are defending their territory, these fiendish stirges fight to the death, pursuing fleeing PCs out of the Room but not out into the hallway.

Treasure: Resting on the floor, in the center of the Room, is a gold ring. It glows pale green and hums softly (if the PCs get near it). It is a *ring of warmth*, corrupted by the magic of the dungeon. It radiates a small degree of warmth at all times (whether or not its worn) and its presence here makes this Room hospitable. However, should a PC touch the ring, every stirge in the Room senses the disturbance and attacks.

The ring has no negative side effects, other than the glow which cannot be controlled.

EL: 7
Scaling: To increase the challenge of this encounter, divide the Room in half instead of quarters (meaning 10 to 12 fiendish stirges respond to an invasion of territory or a spell cast into each half). To decrease the challenge of this encounter, have all the fiendish stirges busy digesting and able to drain only 2 points of Constitution instead of the usual 4.

Fiendish Stirge: CR 1/2; Tiny magical beast (extraplanar); HD 1d10; hp 5; Init +4; Spd 10 ft., fly 40 ft. (average); AC 16, touch 16, flat-footed 12; Base Atk +1; Grp –11 (+1 when attached); Atk +7 melee (attach, touch); Full Atk +7 melee (attach, touch); Space/Reach 2–1/2 ft./0 ft.; SA Attach, blood drain, smite good; SQ Darkvision 60 ft., low-light vision, resistance to cold and fire 5, spell resistance 5; AL NE; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 3, Wis 12, Cha 6.

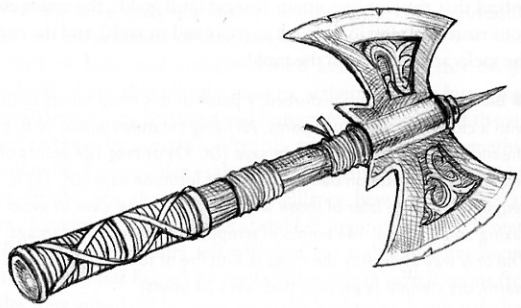
Skills and Feats: Hide +14, Listen +4, Spot +4; Alertness, Weapon Finesse[B].

Attach (Ex): If a fiendish stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached fiendish stirge is effectively grappling its prey. The fiendish stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with measured tenacity. Fiendish stirges have a +12 racial bonus on grapple checks (already figured into the Base Attack/Grapple entry above).

An attached fiendish stirge can be struck with a weapon or grappled itself. To remove an attached fiendish stirge through grappling, the opponent must achieve a pin against the fiendish stirge.

Blood Drain (Ex): A fiendish stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the fiendish stirge's appetite has been sated, the fiendish stirge detaches and seeks a new target.

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



A81. ORC GUARDS

The door to this Room is open. Two orcs are on continuous duty in the doorway of this Room keeping an eye out on the hallway to the north and the secret door to the west. Both the secret door and the hallway door directly to the north of the doorway to A81 are closed. Read the following description when the PCs enter Room A81 proper.

This large room is empty except for the orcs that occupy it. Although they try to hide it, a number of them are obviously wounded.

Initial Attitude: Hostile

Encounter: Orghar personally led the attack on Room A49 intent on establishing orc control in that vital area. Meeting with surprisingly stiff kobold resistance, the orcs never noticed the emergence of the extraplanar beasts until it was too late. Forced to literally run for their lives, Orghar and his warriors managed to fight their way to these two Rooms incurring horrific losses along the way.

There are a total of nine orcs (hp 21, 14, 14, 13, 13, 12, 12, 11, 10) in this Room, all that remains of Orghar's clan, most of them still injured from the fighting. They take turns standing guard while they wait for Orghar to come to a decision and lead them out of this forsaken place.

Encounter Condition: N/A

Tactics: Two orcs stand guard near the doorway at all times. One keeps an eye out on the secret door to the west, the other one the northern hallway door. Utterly spooked by the carnage that they witnessed, the moment either of those doors open, the orcs raise an alarm. Because it is unlikely that anything coming through either door can be aware of the orcs, they gain a surprise round.

Once the two guards see what it is that is coming, they take a 5-ft. step and retreat into the Room taking up positions next to the door, readying their surprise action to strike at anything that comes through the door.

It takes the other orcs a moment to react, so they do not act until the round subsequent to the surprise round. At that time a third orc (the 3rd level barbarian) moves to join the two guards. The three orcs leave the square in front of the doorway open and now occupy the other three squares. Although this does not provide them with flanking bonuses, it does subject anything moving into the Room to all three of their attacks. The remaining orcs stand behind the three, ready to step into the breach should one of their clansmen fall. Having nowhere left to go, and with Orghar's mind clearly slipping, they fight to the death to hold this Room, but do not pursue any fleeing creatures past the secret door or the northern hallway door.

The orcs are expecting any number of extraplanar beasts, so the appearance of the PCs is surprising. Since the orcs hold their position within the Room, there is no immediate conflict unless the PCs attack. If they do not, after a few rounds a curious orc sticks a face around the corner and see what is going on.

The PCs can attempt to parley at any time. If they do not start a parley, or attack the orc that sticks his face around the corner, a few moments later the senior orc asks the PCs what they want and parley begins.

Although the orc attitude is initially hostile, it is meant as respect for the extraplanar beasts; the orcs are actually indifferent toward the PCs (it remains that way even if Boyikt and his kobolds and/or Turag are with them). Their goal is to leave the dungeon as quickly as possible, returning back to whence they came, listening to any offers from the PCs. If Turag is with the PCs, he encourages them to make peace with the orcs, hoping to rejoin his brethren and betray the PCs.

If Boyikt is with the PCs, he encourages the PCs to attack along with his troops and finish the orcs off. If the PCs refuse, he baits the orcs, perhaps even casting a spell into the doorway, in an effort to start a fight. However, he does not engage the orcs while they have the tactical advantage. PCs can attempt to defuse the situation as they see fit, but the kobold wizard has a hostile attitude towards any suggestions of an alliance with the orcs. Feel free to assign positive modifiers to attempts at Diplomacy checks with the kobold wizard if the PCs have saved the life of Boyikt or his kobolds. There is no way to convince the kobold wizard to ally with the orcs then either the PCs give up this idea of an alliance with the orcs, or the kobolds leave. If the PCs are foolish enough to try to stop the kobolds, the kobolds fight.

No matter how the parley turns out, the orcs do not attack beyond their door and go no further than to allow the PCs to speak with Orghar (see Room A82).

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, have every orc be fully healed. To decrease the challenge of this encounter, reduce the current hit points of the orcs in half.

Orc Berserker, Brb 3: CR 3; Medium humanoid (orc); HD 3d12+3; hp 28*, currently 21; Init +0; Spd 40 ft.; AC 15, touch 10, flat-footed 13; Base Atk +3; Grp +7; Atk +8 melee (1d8+4/×3, battle axe); Full Atk +8 melee (1d8+4/×3, battle axe); SA —; SQ Darkvision 60 ft., light sensitivity; rage, uncanny dodge; AL CE; SV Fort +5, Ref +1, Will –1; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Intimidate +5, Listen +5; Power Attack, Weapon Focus (battle axe).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

Rage (Ex): The Orc Berserker can fly into a rage once per day. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. The Orc Berserker's fit of rage lasts for 6 rounds. He may prematurely end his rage.

Uncanny Dodge (Ex): The berserker can react to danger before his senses would normally allow his to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Possessions: Masterwork studded leather armor, masterwork battleaxe.

Orcs, War 3: CR 2; Medium humanoid (orc); HD 3d8+3; hp 15*, currently 14, 14, 13, 13, 12, 12, 11, 10); Init +0; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +3; Grp +7; Atk +7 melee (1d8+4/×3, battle axe) or +3 ranged (1d4+3, dagger); Full Atk +7 melee (1d8+4/×3, battle axe) or +3 ranged (1d4+3, dagger); SA —; SQ Darkvision 60 ft., light sensitivity; AL CE; SV Fort +5, Ref +1, Will –1; Str 17, Dex 11, Con 12, Int 8, Wis 7, Cha 6.

Skills and Feats: Listen +1, Spot +1; Alertness, Weapon Focus (battle axe).

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a daylight spell.

A82. ORGHAR'S SOLITUDE

The door to this Room is open. Whether the PCs negotiate or fight their way past the orcs in Room A81 to get to this point, the text is the same.

A massively built orc sits cross-legged on the floor staring into space. In the corner of the room, safely out of his reach, sits a fine battleaxe. He does not notice your approach.

Initial Attitude: Indifferent

Encounter: This is Orghar, head of the clan of orcs that followed Longtail to the dungeon. Having watched virtually all his clansmen die at the hands of the extraplanar beasts has caused his mind to drift. No longer interested in anything, he spends his time in this Room lost in private reverie. He is morose and expects to die at any moment.

Encounter Condition: N/A

Tactics: If the PCs managed to defeat the orcs in Room A81, Orghar ignores the PCs until they go away or they kill him; he will not defend himself. The clan head welcomes death as the price for his failures. If the PCs have come to parley, the situation is different.

Orghar's reputation within the clan is so great, none of his clansmen have attempted to replace him, even though he has led his clan to its demise and he is effectively mentally ill. They have *that* much respect for him.

If the PCs are brought before Orghar through having negotiated with the orcs in Room A81, they are introduced to the orc clanhead by the senior of the orcs. However, even the appearance of hated foes in his midst will not stir the orc from his thoughts.

Unless the PCs take charge, this is as far as it goes. Orghar does not make a move nor does he respond to any queries put before him. He is currently living in another reality and the other orcs are lost without their leader.

The only thing that will snap the orc clan head out of his fantasies is if an alliance is discussed between the PCs and the orcs. This is a great possibility as, although they still fear Orghar, the remaining orcs are aware of the hopelessness of their situation. They would have done something about it now except that few are willing to make a decision without Orghar's blessing.

If the PCs suggest an alliance, Orghar suddenly comes to life. Seeing this as a challenge to his power, the clan head dismisses all talk of an alliance and orders his warriors to attack the PCs. How this situation evolves depends on how the PCs have acted and how the orcs perceive them.

If the PCs are obviously injured, or in some way acted inexperienced or unsure, the orcs do as Orghar commands and a full-scale battle to the death begins. If the PCs have the orcs' respect, the warriors stand there unsure of themselves. This vacillation angers Orghar and he rushes to get his battleaxe. Calling up his rage, he attacks the PCs while his warriors stand around and watch. Orghar has no intention of losing the leadership of the clan and fights to the death.

If the PCs kill Orghar, either in the all-out battle or if only he attacks, the remaining orcs propose an alliance with the PCs (calling for parley if need be). The strongest of the remaining orcs suggests that they work together to get out of this dungeon.

While the orcs will work with the PCs and even battle alongside them, they do so with plans of eventually betraying their allies. As long as they fight the beasts, the orcs are highly motivated to do their part, but when facing anything else they mind their own safety and let the PCs carry the brunt of the fighting.

If the PCs reject the idea of an alliance and leave, the orcs let them go without another word. With Orghar dead, they fight amongst themselves to see who leads the clan.

EL: 5 (Orghar only) or 8 (all the orcs)

Scaling: To increase the challenge of this encounter, have all the orcs be healthy. To decrease the challenge of this encounter, reduce all the orcs to one-half the listed hit points (see Room A81 above).

♟ **Orghar, Orc Brb 5:** CR 5; Medium humanoid (orc); HD 5d12+5; hp 41; Init +1; Spd 40 ft.; AC 16, touch 11, flat-footed 13; Base Atk +5; Grp +9; Atk +11 melee (1d8+4/×3, *+1 battleaxe*) or +6 ranged (1d6+4, throwing axe); Full Atk +11 melee (1d8+4/×3, *+1 battleaxe*) or +6 ranged (1d6+4, throwing axe); SA —; SQ Darkvision 60 ft., improved uncanny dodge, light sensitivity, rage, uncanny dodge; AL CE; SV Fort +5, Ref +2, Will +1[–1]; Str 19, Dex 12, Con 12, Int 10, Wis 10 [6], Cha 12.

Skills and Feats: Intimidate +9, Jump +12, Listen +6 (+8); Power Attack, Weapon Focus (battle axe).

Improved Uncanny Dodge (Ex): Orghar can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Light Sensitivity (Ex): Orcs are dazzled in bright sunlight or within the radius of a *daylight* spell.

Rage (Ex): Orghar can fly into a rage twice per day. In a rage, he temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. Orghar's fit of rage lasts for 6 rounds. He may prematurely end his rage.

Uncanny Dodge (Ex): Orghar retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Possessions: Masterwork studded leather armor, *+1 battleaxe*, heavy shield, dagger.

A83. FIREBALL TRAP

The door to this chamber is closed. The door in the northern hallway is open and trapped.

The hallway is trapped with a resetting *fireball* trap that is triggered the moment a Tiny or larger creature passes the turn. When the trap is triggered the explosion rolls through the hallway as well, spreading 5 ft. in both directions from the northern door to this hallway (the center square and one square to each side).

♦ **Fireball Trap:** CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*fireball*, 6th-level sorcerer, 6d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Read the following text when the PCs get ready to enter the northern hallway.

> The smell of burnt flesh and leather hangs heavy in the air. Five corpses, burned beyond recognition, lie in the corridor.

Initial Attitude: N/A

Encounter: These burned bodies are orcs, a fact that can be ascertained by judging the size of the bodies. The orcs were a search team sent to explore this hallway and perished for their troubles. Although a reptilian search team also approached the hallway, the sight of the dead orcs made them wise to the danger. If Turag and/or Boyikt and his kobolds are with the party they refuse to enter this area until the party has proven that it is safe (and even then they would probably prefer to stand watch in the hall).

The door to Room A38 is closed, but can be opened as normal and is not trapped. Once the door is opened they find that the Room is empty.

Encounter Condition: Extreme Heat, Smoke

Tactics: N/A

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this trap, do not allow Reflex saving throws for those in the hallway (there is nowhere to dodge to). To decrease the challenge of this trap, make it a *burning hands* trap that shoots from the western wall (just at the turn) and burns to the doorway causing 4d4 points of damage (DC 11 Reflex save, half damage).

A84. YELLOW MOLD TRAP

The door to this Room is open.

> A simple metal box sits atop a plain stone pedestal in the center of this room.

Initial Attitude: N/A

Encounter: The box is laced with cultivated yellow mold that bursts in a 10-ft. cloud when the box top is lifted. All those caught in the cloud of spores must succeed at two DC 15 Fortitude saving throws. Failing the first one causes 1d6 temporary points of Constitution damage. Failing the second causes 2d6 points of temporary Constitution damage. Note that even if a PC succeeds at the first check he or she is still required to make the second save.

Box of Yellow Mold: CR 2; mechanical; touch trigger (opening the box); automatic reset; 10-ft. cloud of poisonous spores (1d6 points of temporary Constitution damage, 2d6 points of temporary Constitution damage one minute later), DC 15 Fortitude save negates (even creatures that make initial save must make second save); Search DC 22; Disable Device DC 16.

The lid of this box is weighted so it always drops back down to close. The trap actually managed to kill a number of humanoids, although a number also survived its attack. If either Turag and/or Boyikt and his kobolds are with the party then either one of them can warn the PCs about the box, having heard about it from a survivor. Whether they choose to do so, especially Turag, is another story.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 5

Scaling: This trap's difficulty should not be increased. To decrease the challenge of this trap change the yellow mold to black mold.

A85. SLEEP TRAP

The doors to this Room are open.

A single raised column, five feet high, rests in the center of the room. A clear glass sphere, embedded in the stone, sits atop the column, as soft light cascades over its surface. Resting on the glass sphere and balancing on its tip is an ivory tusk, about nine inches long, and carved with faint, archaic runes. The tusk is shaped as a weapon, complete with pommel.

Two blackened octopi lie on the floor, tentacles splayed.

Initial Attitude: Hostile

Encounter: There are actually three large fiendish darkmantles (hp 13) in the Room: two on the ground, and one clinging to the ceiling 30 ft. up. It is difficult to see (Spot check, DC 25) unless the PCs look up (+10 circumstance bonus to the Spot check). While exploring, the trio triggered a trap centered on the column. The two fiendish darkmantles on the ground fell victim to a flare and sleep trap that is triggered when anyone touches the tusk [dagger of venom]. The flare fills the Room with a bright flash, blinding everyone, while the sleep trap only affects the PC touching the stone. Whether the PCs successfully save against these trap effects or not, the flare negates the use of darkvision and low-light vision for 1 minute.

Flare Trap: CR 1; magic device; touch trigger; automatic reset; spell effect (*flare*, 5th-level wizard, all within 20 ft. are dazzled for 1 minute, DC 10 Fort save negates); Search DC 26; Disable Device DC 26.

Sleep Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (*sleep*, 5th-level wizard, up to 4 HD of creatures fall magically asleep for 5 minutes, DC 11 Will save negates); Search DC 26; Disable Device DC 26.

If Turag and/or Boyikt are with the PCs then either can mention the trap as various search teams encountered it before. Whether they choose to do so is another story.

Encounter Condition: Ambush (darkness), Concealment

Tactics: Having avoided the *sleep* trap, the third fiendish darkmantle ponders what to do when the PCs arrive. Should they trigger the trap, it must save again against the *flare* trap, but does not lose its darkvision. If the PCs do not Spot it, allow it a 20 on its Initiative check to invoke *darkness*. Although it's intelligent enough to wake the other darkmantles, it does not care enough to bother.

The sleeping fiendish darkmantles awaken in 2d4 rounds. While normal noise does not rouse them, any movement within 5 ft. allows them a DC 25 Listen check and movement into a square where one lies awakens them 50% of the time. Stepping on one awakens it immediately; however, prodding it does not. Once awake, the fiendish darkmantles require a standard action to get their bearings, and then enter combat.

Although aggressive, these fiendish darkmantles do not fight to the death and being reduced to 50% or fewer starting hit points is enough to make any single darkmantle flee. Fleeing darkmantles invoke *darkness* to aid their escape. If healthy, they pursue fleeing PCs.

Treasure: The *dagger of venom* on the pedestal radiates Faint necromancy and is evil.

EL: 4

Scaling: To increase the challenge of this encounter, add *darkness* to the trap that triggers one round after *flare*. In addition, neither Turag or Boyikt have seen this trap before. To decrease the challenge, remove one fiendish darkmantle.

Fiendish Darkmantle: CR 2; Small magical beast (extraplanar); HD 2d10+2; hp 13; Init +4; Spd 20 ft., fly 30 ft. (poor); AC 17, touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); SA Darkness, improved grab, constrict 1d4+4, smite good; SQ Blindsight 90 ft., resistance to cold and fire 5, spell resistance 6; AL NE; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 3, Wis 10, Cha 10.

Skills and Feats: Hide +10, Listen +6*, Spot +6*; Improved Initiative.

Darkness (Su): Once per day a fiendish darkmantle can cause *darkness* as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a fiendish darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A fiendish darkmantle deals 1d4+4 points of damage with a successful grapple check.

Smite Good (Su): Once per day a fiendish darkmantle can make a normal melee attack to deal 1 extra point of damage against a good foe.

Blindsight (Ex): A fiendish darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 ft. A *silence* spell negates this ability and effectively blinds the fiendish darkmantle.

Skills: A fiendish darkmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

A86. REFUSE ROOM

A bubbling mass of garbage covers most the floor area in this room. Here and there the handle of a broken tool or a part of a piece of furniture peeks out from the morass. The smell is unbelievably bad.

Initial Attitude: Hostile

Encounter: This place was a refuse heap and except for a 15-ft. by 10-ft. area in front of the hallway is filled knee high with garbage. The bubbling of the garbage is caused by a three swarms of fiendish rats (hp 14, 13, 12) moving beneath the filth.

The smell is bad enough to require a DC 13 Fortitude save when a PC enters the Room. Failure indicates that the PC is sickened (–2 penalty to attack and weapon damage rolls, saving throws, and ability checks) while within the confines of this Room (the sickened condition lifts 1d4 rounds after exiting the Room).

Any PC spending more than a single round in the Room is also subject to catching an airborne variant of filth fever.

Filth Fever—Injury, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex, 1d3 Con

Encounter Condition: N/A

Tactics: The fiendish rat swarms are busy rooting through the garbage and have a tough time noticing the PCs (–5 to Listen and Spot checks), especially since the strong garbage smell completely masks the PCs' odor from the rodents' scent ability. Of course once the PCs are noticed, either by the time one of them steps into the Room or the moment light touches the garbage, a general squeaking of alarm will be sent through the Room and the waves rush out to confront the PCs.

The fiendish rat swarms have decided that this huge garbage pile is the ideal place to begin nesting and vigorously defend it, chasing PCs all the way to the secret door in the western wall or to the doors in the southern hallway.

As usual, the waves flow over the PCs, seeking to cover as many PCs as possible in their 10-ft. by 10-ft. area. Note that only one fiendish rat swarm may cause damage to a given PC even if he or she is within the space occupied by two waves; there simply isn't enough space for more mouths to bite.

In addition to the smell and the disease, the garbage signals an additional danger. Over the years it has been outgassing and, given the tepid nature of the air in dungeon, this gas has been building up. The churning of the fiendish rat swarms has released this gas and it represents a great hazard at this point. Any open flame (such as a torch or spell such as *burning hands*) that enters the area of the garbage (not the 15-ft. by 10-ft. open space) ignites the gas. This creates a 3d6 *fireball* that covers the entire Room plus the first 10 ft. of the hallway (Reflex save, DC 18 for half damage).

PCs without the scent ability have trouble distinguishing the smell of gas from the smell of the garbage unless they succeed at a DC 20 Knowledge (nature) check or a DC 17 Wisdom check. Any creature with the scent ability can figure out that gas is present. Note that just because a PC notices the gas does not mean that the fire hazard becomes evident.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter add a fourth fiendish rat swarm and/or increase the damage done by firing the gas to 4d6. To decrease the challenge of this encounter, reduce the number of fiendish rat swarms to two and/or decrease the damage done by the exploding gas to 2d6.

Fiendish Rat Swarm: CR 3; Tiny magical beast (extraplanar, swarm); HD 4d8; hp 14, 13, 12; Init +2; Spd 15 ft., climb 15 ft.; AC 14; touch 14, flat-footed 12; Base Atk +3; Grp —; Atk (1d6 plus disease, swarm); Full Atk (1d6 plus disease, swarm); Space/Reach 10 ft./0 ft.; SA Disease, distraction, smite good; SQ Darkvision 60 ft., half damage from slashing and piercing, low-light vision, resistance to cold and fire 5, spell resistance 5, scent, swarm traits; AL NE; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 3, Wis 12, Cha 2.

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

Swarm: A fiendish rat swarm seeks to surround and attack any prey it encounters. A fiendish rat swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

In order to attack, a single fiendish rat swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-ft. space. Fiendish rat swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-ft. space, a fiendish rat swarm is shapable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its members.

Disease (Ex): Devil Chills—bite, Fortitude DC 12, incubation period 1d4 days, damage 1d4 Str. The save DC is Constitution-based. It requires three successful Fortitude saving throws in a row to recover from devil chills.

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

Smite Good (Su): Once per day a fiendish rat swarm can make a normal melee attack to deal extra damage equal to its HD total (+2) against a good foe.

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

A87. ARMS COLLECTION

The door to this Room is trapped.

The door is actually trapped with two traps. The first trap is a scything blade trap. Pushing the door open releases the blade, which is located on the interior wall next to the doorframe so that it swings down and cuts the hand of anyone pushing open the door. A hidden bolt near the top of the door can be slid into place to block the blade from falling. A counterweight closes the door and resets the trap the moment the blade has finished its path of travel.

Scything Blade Trap: CR 1; mechanical; touch trigger (opening door); automatic reset (counterweighted door); hidden bolt bypass (Search DC 15); Atk +8 melee (1d8/×3); Search DC 21; Disable Device DC 20.

The second trap is a *lightning bolt* trap that triggers whenever a Tiny or larger creature crosses the threshold. The *lightning bolt* strikes down from the lintel to the floor and can affect only the creature within the doorframe at the time of the triggering.

Lightning Bolt Trap: CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (lightning bolt, 6th-level sorcerer, 6d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Once the PCs open the door, read the following.

This large room is home to a number of weapons mounted on the wall. From polearms to swords, from axes to bows, the collection seems to be missing nothing. In addition to the weapons, a number of suits of armor also hang about the room.

Initial Attitude: N/A

Encounter: Because of the out of the way location of this Room, any humanoids with the PCs are unable to tell the PCs about the exact nature of the traps, although they can share with them the fact that it is more than likely trapped.

Encounter Condition: Drafty

Tactics: N/A

Treasure: The weapons themselves are actually well taken care of and can be put to use immediately. In addition, each weapon has a label attached to it (written in both dwarven and giant) giving the origin and name of the weapon.

The following arms and armors are readily available (each item appears only once).

Tailored for a Derro: Studded leather armor, buckler, short sword, repeating light crossbow (with loaded magazine) and a vial of greenblood oil hanging from a chain on the crossbow.

Greenblood Oil—Injury, Fortitude DC 13, initial damage 1 Con, secondary damage 1d2 Con.

Tailored for a Drow: chain shirt, light shield, rapier, hand crossbow, a vial (single dose) of drow poison hanging from a gold chain that in turn hangs from the chain shirt.

Drow Poison—Injury, Fortitude DC 13, initial damage unconsciousness, secondary damage unconsciousness for 2d4 hours.

Tailored for a Duergar: chainmail, heavy shield, warhammer, light crossbow

Tailored for a Dwarf: scalemail, heavy shield, waraxe, shortbow

Tailored for a Human: chainmail, medium shield, longsword, light mace

Tailored for a Kobold: leather, spear, sling

Tailored for an Orc: Studded leather armor, falchion, javelin

There is a 10% chance that any given item is a masterwork item. There is a 1% chance that any given item is enchanted to +1.

EL: 5 (both traps together)

Scaling: To increase the challenge of this encounter, increase the damage of the *lightning bolt* trap to 8d6. To decrease the challenge of this encounter, remove one trap.

A88 THROUGH A93. THE LAIR

The rather large chambers from Room A88 to A93 were used as everything from living quarters to slave pens, to workshops. Although the humanoids freely explored these areas, they were considered too large by either side to defend properly and were generally left alone.

The presence of a community is still obvious. The accumulated debris of years of occupation litters the floor (Move Silently checks suffer a –4 circumstance penalty in these Rooms) and the sharp eye can make out nonsense graffiti.

Currently these Rooms are proving an attractive site to a large swarm of fiendish darkmantles; the flying beasts find the open spaces a pleasure to be in. Each member has selected an area and only leaves it to go hunting in the dungeon.

If any of the orcs from Room A81 are with the PCs, they are all too familiar with the area, having retreated through. They gladly and ferociously attack any fiendish darkmantles they encounter.

A88. LAIR ENTRANCE

The doors to this Room are open.

The floor of this large room is covered with debris and dust but otherwise appears empty. A second door opposite the one you entered appears to be the sole means of exit.

Initial Attitude: Hostile

Encounter: Five fiendish darkmantles (hp 6 each) currently occupy this Room, hanging from the ceiling and occasionally flying about the Room enjoying the space. A successful DC 25 Spot check (+10 circumstance bonus if looking directly at ceiling) reveals their unmistakable shapes out from the ceiling.

Once the PCs move further into the Room they notice a couple of orc corpses lying on the floor amidst the debris as well as a dead fiendish darkmantle.

Encounter Condition: Concealment

Tactics: The fiendish darkmantles are in an uneasy truce with each other and keep a wary eye out. The strongest two of the five hold the spaces near the doors while the weaker ones sit near the middle.

Because of this, they do not work as a team and a creature enters, each cloaks itself in *darkness* and seek to attack the prey, ganging up if there are fewer creatures than fiendish darkmantles.

Although aggressive, these fiendish darkmantles do not fight to the death, an individual retreating or fleeing if reduced to one half or fewer hit points. Retreating or fleeing fiendish darkmantles head for the southern door and to the hallway; they do not enter Room A89 for fear of being attacked in their wounded state by their brethren there.

Keep in mind that if the PCs attempt to close the doors in this Room, the fiendish darkmantles are quite capable of opening them again.

These darkmantles do not respond to the sounds of combat in either Room A89 and Room A90 and instead wait for prey to come to them.

Treasure: A DC 30 Search check reveals a rotted sack filled with 23 small polished gems, each worth about 5 to 10 gp each. They appear to be the the treasure of a kobold or small creature who valued them very much. There is no sign of who or what actually owned them, however.

EL: 5

Scaling: To increase the challenge of this encounter, have the fiendish darkmantles use team tactics and flank the PCs. To decrease the challenge of this encounter, remove one or two of the fiendish darkmantles (they are out hunting).

Fiendish Darkmantle: CR 1; Small magical beast (extraplanar); HD 1d10+1; hp 6; Init +4; Spd 20 ft., fly 30 ft. (poor); AC 17, touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); SA Darkness, improved grab, constrict 1d4+4, smite good; SQ Blindsight 90 ft., resistance to cold and fire 5, spell resistance 6; AL NE; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 3, Wis 10, Cha 10.

Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative.

Darkness (Su): Once per day a fiendish darkmantle can cause *darkness* as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a fiendish darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A fiendish darkmantle deals 1d4+4 points of damage with a successful grapple check.

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

Blindsight (Ex): A fiendish darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 ft. A *silence* spell negates this ability and effectively blinds the fiendish darkmantle.

Skills: A fiendish darkmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

A89. ANCILLARY LAIR

The doors to this Room are open.

The floor of this large room is covered with debris. A door on the opposite wall appears to be the sole way out.

Initial Attitude: Hostile

Encounter: A total of seven fiendish darkmantles (hp 6 each) occupy this Room, hanging from the ceiling and occasionally flying about. A successful DC 20 Spot check (+10 circumstance modifier if looking directly up at the ceiling) reveals the presence of one or more.

A total of four orc corpses and three dead fiendish darkmantles indicate that the orcs retreated through this area.

Encounter Condition: Concealment, Cover

Tactics: As with the fiendish darkmantles in Room A88, these seven are rivals and attack as individuals, using *darkness* on themselves and fighting without teamwork. They fight until reduced to one-half or fewer hit points, at which point they flee to Room A88, preferring their chances there than with their larger brethren in Room A90.

These darkmantles do not respond to the sounds of combat in Room A88 or Room A89 and instead wait for prey to come to them.

Treasure: Ambush (darkness)

EL: 6

Scaling: To increase the challenge of this encounter, have the fiendish darkmantles employ teamwork such as flanking maneuvers and ganging up on a powerful individual. To decrease the challenge of this encounter, remove two or three fiendish darkmantles (they are out hunting).

Fiendish Darkmantle: CR 1; Small magical beast (extraplanar); HD 1d10+1; hp 6; Init +4; Spd 20 ft., fly 30 ft. (poor); AC 17, touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); SA Darkness, improved grab, constrict 1d4+4, smite good; SQ Blindsight 90 ft., resistance to cold and fire 5, spell resistance 6; AL NE; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 3, Wis 10, Cha 10.

Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative.

Darkness (Su): Once per day a fiendish darkmantle can cause *darkness* as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a fiendish darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A fiendish darkmantle deals 1d4+4 points of damage with a successful grapple check.

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

Blindsight (Ex): A fiendish darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 ft. A *silence* spell negates this ability and effectively blinds the fiendish darkmantle.

Skills: A fiendish darkmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

A90. LARGER HORRORS

The doors to this Room are open.

As with the previous rooms, the floor is covered with debris, all of it smashed beyond recognition. A door directly across from the one you entered appears to be the sole way out.

Initial Attitude: Hostile

Encounter: This Room serves as a home to five larger fiendish darkmantles (hp 13 each) that alternate between sitting on the ceiling and flying about. A successful DC 20 Spot check (+10 circumstance modifier if looking directly up at the ceiling) reveals the presence of one or more. Because they are larger, they have no trouble moving through Rooms A89 and A88 to hunt in the larger dungeon.

A total of six orc bodies and three fiendish darkmantles sprawl throughout the Room.

Encounter Condition: N/A

Tactics: Being more mature, these five work as a team. Although they are still rivals, they are intelligent enough to know that teamwork pays and it is in fact this teamwork that allows them to fend off territorial pressure from their even larger cousins in Room A91.

Once the presence of the PCs is detected, the five attack en masse, cloaking themselves in *darkness* and descending from the ceiling. They swarm about the Room, maximizing the effectiveness of their *darkness* by trying to maintain as much distance as possible between each other.

As long as there are enough foes, no more than two attack any given target. This provides them with flanking bonuses and also ensures that they are not all in one area and can fall prey to magical area attacks. Once a fiendish darkmantle is grappling with an opponent, its partner flies on to another target, seeking a new partner if possible.

Any of these fiendish darkmantles retreats through Rooms A89 or A91 (whichever is closer) if it is reduced to one-half or fewer of its hit points. They also retreat when their *darkness* ends and they are outnumbered, preferring to join with their brethren in Room A91.

Unlike their smaller relations in Rooms A88 and A89, these fiendish darkmantles investigate the sounds of combat in Room A89 (–8 to Listen checks, –12 to Spot checks). They do not help out, but instead attempt to poach a kill from those weaker than them.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, allow the fiendish darkmantles to hear the sounds of combat in Room A89 and hide above the doorway, surprising the PCs when they come through. To reduce the challenge of this encounter, remove two fiendish darkmantles from this Room (they are out hunting).

Fiendish Darkmantle: CR 2; Small magical beast (extraplanar); HD 2d10+2; hp 13; Init +4; Spd 20 ft., fly 30 ft. (poor); AC 17, touch 11, flat-footed 17; Base Atk +2; Grp +0; Atk +6 melee (1d4+4, slam); Full Atk +6 melee (1d4+4, slam); SA Darkness, improved grab, constrict 1d4+4, smite good; SQ Blindsight 90 ft., resistance to cold and fire 5, spell resistance 6; AL NE; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 3, Wis 10, Cha 10.

Skills and Feats: Hide +10, Listen +6*, Spot +6*; Improved Initiative.

Darkness (Su): Once per day a fiendish darkmantle can cause *darkness* as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a fiendish darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A fiendish darkmantle deals 1d4+4 points of damage with a successful grapple check.

Smite Good (Su): Once per day a fiendish darkmantle can make a normal melee attack to deal 2 extra points of damage against a good foe.

Blindsight (Ex): A fiendish darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 ft. A *silence* spell negates this ability and effectively blinds the fiendish darkmantle.

Skills: A fiendish darkmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

A91. THE STRONG SURVIVE

All the doors to this Room are open.

This is one of the largest rooms you have been in. Although debris covers the floor, several areas of higher traffic are visible from the numerous doors that lead in and out of this room.

Initial Attitude: Hostile

Encounter: This is the largest and most centrally located Room in this part of the dungeon and, accordingly, it holds the six of the strongest fiendish darkmantles (hp 20 each) in the entire dungeon.

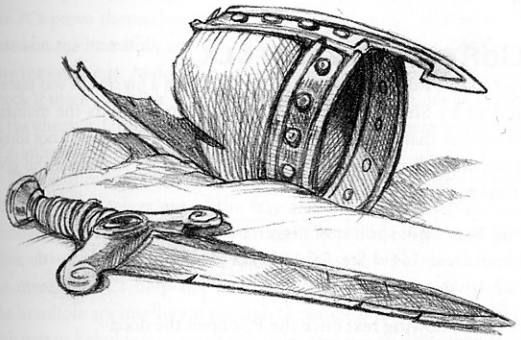
In addition to nine orc bodies, six fiendish darkmantles, over a dozen fiendish rats, and a dozen fiendish stirges lie among the debris giving some indication of the hostility of these beasts.

Encounter Condition: Concealment

Tactics: These are the most experienced fiendish darkmantles and work well together as a team and have spaced themselves out accordingly. Two lie in wait at the doorway to the northern hall, two sit over the doorway to Room A49, and one each covers the doorways to the hall to Room A90.

This system makes them difficult to find (Spot check, DC 30; +10 circumstance bonus if looking at the ceiling) and usually allows them to gain surprise.

The sextet likes to work in teams, with one member of the team invoking *darkness* on itself while the other swoops in to attack the likely victim (usually gaining a flanking bonus). Once one of them is grappling the target, the other looks for another victim, calling out for a partner to help it attack.



Assuming the potential prey comes through only one door, the fiendish darkmantles spread out to the other targets (to avoid area effect spells) and do not invoke *darkness* unless they need to.

If it is obvious that their prey is too strong (if they seriously wound, incapacitate, or kill one or more fiendish darkmantles with a single attack, or the fiendish darkmantles making initial contact are having a tough time grappling), all six flee, choosing whichever path seems most expedient.

Although the six investigate the noises of combat in other areas, it is unlikely given their location that they hear much. For instance, the hallway to Room A90 heavily mutes sounds from that area even to the fiendish darkmantles hanging above the doors near the hallway causing a –8 circumstance penalty to Listen checks.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add two more strong fiendish darkmantles. To decrease the challenge of this encounter, remove two or more fiendish darkmantles (they are out hunting).

Fiendish Darkmantle: CR 2; Small magical beast (extraplanar); HD 3d10+3; hp 20; Init +4; Spd 20 ft., fly 30 ft. (poor); AC 17, touch 11, flat-footed 17; Base Atk +3; Grp +2; Atk +7 melee (1d6+4, slam); Full Atk +7 melee (1d6+4, slam); SA Darkness, improved grab, constrict 1d4+4, smite good; SQ Blindsight 90 ft., resistance to cold and fire 5, spell resistance 6; AL NE; SV Fort +4, Ref +3, Will +1; Str 16, Dex 10, Con 13, Int 3, Wis 10, Cha 10.

Skills and Feats: Hide +12, Listen +5*, Spot +5*; Improved Initiative, Improved Natural Attack.

Darkness (Su): Once per day a fiendish darkmantle can cause *darkness* as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a fiendish darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A fiendish darkmantle deals 1d4+4 points of damage with a successful grapple check.

Smite Good (Su): Once per day a fiendish darkmantle can make a normal melee attack to deal 1 extra point of damage against a good foe.

Blindsight (Ex): A fiendish darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 ft. A *silence* spell negates this ability and effectively blinds the fiendish darkmantle.

Skills: A fiendish darkmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

A92. NO WHERE TO HIDE

The door to this Room is open.

The floor of this L-shaped room is covered with the usual debris, including bone, blood, and broken weapons.

Initial Attitude: Indifferent

Encounter: This Room houses four fiendish darkmantles (hp 6 each). Due to the presence of their strong cousins in Room A91, these four are basically trapped. Thus, all four are injured and starving.

Encounter Condition: Fear 12

Tactics: Because they have suffered such abuse and bullying at the hands of the stronger ones, these four have little fighting spirit left. They cling to the ceiling in the eastern corner to make sure they have as much distance between themselves and their stronger brethren and fight weakly amongst themselves. A successful DC 20 Spot check (+10 circumstance bonus if looking at the ceiling) reveals their shapes.

Given their low morale, these four only attack a target they believe is weaker than one of them (anything Small or smaller is considered a potential target). They do not bother with larger prey or with prey that outnumbers them. Even the appearance of a small creature does not elicit an immediate attack; they wait to see if something follows.

If the prey appears too powerful, they hide as well as they can, fleeing if attacked. If flight is not possible, they fight while looking for a chance to make an escape; if none presents itself then they fight to the death. If they initiate the attack, an individual flees the moment it suffers a wound, rushing out into Room A91 if it appears the only way it might have a chance to save itself.

Precisely because these four can only escape when their larger counterparts in Room A91 are busy, the sounds of battle (–10 to Listen checks for the fiendish darkmantles) attract their attention. They do not join the battle but use the opportunity to flee the area and make their home elsewhere.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, give each fiendish darkmantle 6 hit points and have them wait directly over the door lintel for any prey. To decrease the challenge, reduce each fiendish darkmantle to a single hit point.

Fiendish Darkmantle: CR 1; Small magical beast (extraplanar); HD 1d10+1; hp 6; Init +4; Spd 20 ft., fly 30 ft. (poor); AC 17, touch 11, flat-footed 17; Base Atk +1; Grp +0; Atk +5 melee (1d4+4, slam); Full Atk +5 melee (1d4+4, slam); SA Darkness, improved grab, constrict 1d4+4, smite good; SQ Blindsight 90 ft., resistance to cold and fire 5, spell resistance 6; AL NE; SV Fort +3, Ref +2, Will +0; Str 16, Dex 10, Con 13, Int 3, Wis 10, Cha 10.

Skills and Feats: Hide +10, Listen +5*, Spot +5*; Improved Initiative.

Darkness (Su): Once per day a fiendish darkmantle can cause *darkness* as the *darkness* spell (caster level 5th). It most often uses this ability just before attacking.

Improved Grab (Ex): To use this ability, a fiendish darkmantle must hit a Large or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it attaches to the opponent's head and can constrict.

Constrict (Ex): A fiendish darkmantle deals 1d4+4 points of damage with a successful grapple check.

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

Blindsight (Ex): A fiendish darkmantle can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allows it to ascertain objects and creatures within 90 ft. A *silence* spell negates this ability and effectively blinds the fiendish darkmantle.

Skills: A fiendish darkmantle has a +4 racial bonus on Listen and Spot checks. These bonuses are lost if its blindsight is negated. The creature's variable coloration gives it a +4 racial bonus on Hide checks.

A93. "TRAPPED" DOORWAY

The door to this Room is open.

The melted body of one of the flying octopus creatures lies in the doorway. Beyond, the room appears empty except for the usual debris.

Initial Attitude: N/A

Encounter: Although the safe assumption is that either the door or doorway is trapped, it is not. The fiendish darkmantle was actually killed when it encountered the flaming sphere of Boyikt during the battle for Room A49.

Encounter Condition: N/A

Tactics: Keep the PCs guessing.

Treasure: N/A

EL: N/A

Scaling: N/A

A94. ISOLATED ROOM

The door to this Room is open. While the doorway is not trapped, the Room is.

This long room appears quite empty except for the lone chest at the far wall and single orc corpse lying next to it.

Initial Attitude: N/A

Encounter: While the door is perfectly safe, and the chest is too, the ceiling above the chest is not. The actual trap is a scorching ray trap that activates the moment a Tiny or larger creature approaches within 5 ft. of the chest.

Scorching Ray Trap: CR 3; magic device; proximity trigger (*alarm*); automatic reset; Atk +2 ranged touch; spell effect (*scorching ray*, 3rd-level sorcerer, 4d6 fire damage); Search DC 27; Disable Device DC 27.

Encounter Condition: N/A

Tactics: If any humanoids are with the PCs, they have heard of the long Room with the lone chest and can, if they choose, warn the PCs.

Treasure: The actual chest is unlocked and empty.

EL: 3

Scaling: To increase the challenge of the trap add a second *scorching ray*. To decrease the challenge of the trap, change the *scorching ray* to a *burning hands* trap.

A95. EMPTY SLAVE PRISON

The door to this Room is open and the doorway is trapped with a *hold person* trap. The trap triggers the moment any Tiny or larger creature enters the doorway. The *hold person* effect only affects the creature in the door. The trap was designed to prevent any slaves from escaping without harming them.

Hold Person Trap: CR 3; magic device, proximity trigger (*alarm*); automatic reset; spell effect (*hold person*, 6th-level sorcerer, paralyzes humanoid for 6 rounds maximum, DC 14 Will save negates); Search DC 28; Disable Device DC 28.

Read the following text once the PCs open the door.

Shackles line the walls at regular intervals along the entire length of this room.

Initial Attitude: N/A

Encounter: This Room was used as a prison and has been abandoned.

Encounter Condition: Fog 10

Tactics: If there are any humanoids with the PCs they do not know the exact nature of the trap, but they do know that there are a lot of traps in this area, a fact they may share with the PCs, or not.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, change the *hold person* trap to a *lightning bolt* trap. To decrease the challenge of the encounter change the *hold person* trap to a *hypnotism* trap.

A96. LIGHT AND LIZARDFOLK

The door to this Room is closed and warded with a *fire trap*. It was placed on the door by Slissth, the lizardfolk druid, and triggers the moment someone other than he or Kalhiss opens the door. The trap is not likely to kill anything, but rather is designed to alert the lizardfolk and give them time to prepare.

Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (*fire trap*, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27.

Read the following text once the PCs open the door.

Something scrapes across the ground as you push open the door. To your surprise, you see light within this room, not the flickering light of a torch but a solid, steady light.

Initial Attitude: Indifferent

Encounter: The reason for the scraping noise is a couple of rocks that have been wedged against the door for precisely this purpose. The rocks slow the opening of the door (it takes one full round to open the door after the discharge of the fire trap), and they also provide a warning to the Room's occupants in case the fire trap is somehow bypassed.

The two lizardfolk are the guides that led Longtail's expedition to this dungeon and are resting while weighing their options. Although they had not wanted to enter, they were forced to when the fiendish wererat refused payment until he was assured that this was the place he sought. Once inside they were trapped like all the rest.

The duo initially kept to themselves, living on the fringe of the reptilian settlement as the other humanoids explored the place. When the conflict broke out between the reptilians and orcs, the lizardfolk sided with the reptilians out of necessity. However, they were of limited use given their reliance on light and were fortunate not to be killed. With the appearance of the beasts, the duo sought their escape from this Region as quickly as possible and recently made their way here.

Both lizardfolk wear *continual flame* pendants that are the lizardfolk's most vital possession; without them they would be unable to navigate their way through the dungeon. Other than the lizardfolk and their gear, the Room is empty.

Encounter Condition: Soft Cover

Tactics: Both Kalhiss and Slissth are sitting across from the doorway and, as soon as they hear sounds in the hall, they prepare themselves. The odds of hearing anything beyond the closed door are slim, (–8 circumstance modifier to the lizardfolk's Listen checks due to the door and distance) but they definitely hear the discharge of the *fire trap*.

If time permits, Kalhiss readies his bow to fire at the first creature that comes through the door while Slissth casts *flaming sphere* and rolls it toward the doorway. Slissth stops the *flaming sphere* in the doorway forcing any creature trying to move into the Room to get past it while Kalhiss fires arrows at any creature that tries. Slissth then invokes *flame blade* and moves to deal with any creatures that survive the flames and Kalhiss' arrows, leaving the *flaming sphere* in the doorway. Slissth's animal companion, a medium viper named T'lakiss, sits on Slissth's shoulders the entire time and defends the druid by biting any creature that engages in melee with the lizardfolk druid. Note that Slissth automatically invokes the *flaming sphere* and sends it to the door before he realizes what is coming through while Kalhiss must wait until he sees a target to fire at.

Once the lizardfolk recognize that it is the PCs and not some humanoids or obviously bestial denizen of the dungeon that opened the door, they hesitate a moment in their attacks. If the PCs attack, the lizardfolk defend themselves, to the death if need be. If the PCs also halt their actions and request a parley or otherwise stand down, the lizardfolk are willing to talk (Slissth keeps the flaming sphere in the doorway just in case).

The lizardfolk know that their chances of surviving in a dungeon environment are slim at best and the appearance of the PCs gives them greater hope. They are quite willing to forge an alliance, assuming that the PCs prove themselves trustworthy. You can use Diplomacy check based on the lizardfolk attitude of Indifferent if you don't want to role-play the exchange. Assign a –10 circumstance penalty to the Diplomacy check if there are other humanoids with the PCs, but even if the result of the check is Unfriendly, the lizardfolk still ally themselves with the PCs, although they cautiously keep their distance.

The lizardfolk are the most reliable allies the PCs can find in this area. They kept themselves out of the fray and thus have made no enemies among any of the humanoids. Furthermore, they prefer to judge their allies on what they do, not what they say or who they are, so that the more the PCs help the lizardfolk, the more they help the PCs. The lizardfolk are intelligent enough to realize it if the PCs are traveling with orcs or kobolds it is out of necessity and not because they share the same outlook on life. Thus it is quite possible that, if and when, the other humanoids turn on the PCs, the lizardfolk stand by them.

Because these two kept their distance from the other humanoids, they know little about the inner workings of the other humanoid groups. They can tell about the journey to the dungeon, but are unaware of the exact purpose that Longtail had in coming to the dungeon, although they both suspect that it was he who released the extraplanar beasts. They cannot pinpoint the wererat's location because they have not seen him, but Kalhiss knows that all the creatures have come from the northeast.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, increase Kalhiss' and Slissth's levels by one or two. To decrease the challenge of this encounter, decrease Kalhiss' and Slissth's levels by one or two.

Kalhiss, Lizardfolk Rgr 3: CR 4; Medium humanoid (reptilian); HD 2d8+4 + 3d8+6; hp 36; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +7; Atk +7 melee (1d10+4/19–20, bastard sword) or +6 ranged (1d8+2/×3, composite longbow [+2 Str bonus]); Full Atk +7 melee (1d10+4/19–20, bastard sword) or +6 ranged (1d8+2/×3, composite longbow [+2 Str bonus]); SA —; SQ Combat style, favored enemy, hold breath; AL N: SV Fort +5, Ref +7, Will +1; Str 17, Dex 12, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +8, Hide +2, Jump +11, Listen +1, Move Silently +2, Spot +1, Survival +6, Swim +12; Endurance, Point Blank Shot, Track, Weapon Focus (composite longbow).

Combat Style (Ex): Archery—Rapid Shot Feat when in light or no armor.

Favored Enemy (Ex): Kalhiss' is humanoid (human) and he gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks.

Possessions: Leather armor, bastard sword, composite Longbow (Str +2 bonus), 17 arrows, *continual flame* pendant.

Slissth, Lizardfolk Dru 3: CR 4; Medium humanoid (reptilian); HD 2d8+4 + 3d8+6; hp 36; Init +0; Spd 30 ft.; AC 19, touch 10, flat-footed 17; Base Atk +3; Grp +5; Atk +5 melee (1d8+2/18-20, scimitar); Full Atk +5 melee (1d8+2/18-20, scimitar); SA —; SQ Animal companion, hold breath, spells; AL N: SV Fort +5, Ref +3, Will +5; Str 14, Dex 11, Con 14, Int 10, Wis 15, Cha 8.

Skills and Feats: Balance +8, Diplomacy +4, Handle Animal +2, Jump +11, Knowledge (nature) +3, Listen +5, Spot +5, Survival +8, Swim +12; Alertness, Brew Potion.

Animal Companion: T'lakiss, medium viper. T'lakiss knows five tricks — *come, defend, guard, stay, track.*

T'lakiss, Medium Viper: CR *; HD 4d8; hp 18; Init +4; Spd 20 ft.; AC 19, touch 14, flat-footed 15; Base Atk +3; Grp +2; Atk +7 melee (1d4–1 plus poison, bite); Full Atk +7 melee (1d4–1 plus poison, bite); SA Poison; SQ Evasion, link, scent; AL N: SV Fort +4, Ref +7, Will +2; Str 9, Dex 18, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +12, Hide +12, Listen +8, Spot +8, Swim +8; Alertness, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 12, initial and secondary damage 1d6 Con. The save DC is constittution based.

Evasion (Ex): If an animal companion is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Typical Druid Spells Prepared (4/3/2; save DC 12 +spell level): 0—*detect magic (2), detect poison, know direction;* 1st—*cure light wounds, obscuring mist, produce flame;* 2nd—*flame blade, flaming sphere.*

Possessions: Leather armor, heavy wooden shield, scimitar, dagger, spear, 50 gp worth of gold dust, *continual flame* pendant, *potion of cure moderate wounds.*

A97. EMPTY VAULT

The door to this Room is open and the doorway is trapped with a *hypnotism* trap. The trap triggers the moment any Tiny or larger creature enters the doorway.

Hypnotism Trap: CR 2; magic device, proximity trigger (*alarm*); automatic reset; spell effect (*hypnotism*, 3rd level sorcerer, fascinates 2d4 HD of creatures within 15 ft. radius of doorway for 2d4 rounds, DC 13 Will save negates); Search DC 27; Disable Device DC 27.

A couple of broken crates are all that remain of interest in this otherwise empty room.

Initial Attitude: N/A

Encounter: This was a minor storage vault. In its time it held tools and other mining-related gear.

If there are any humanoids with the PCs they do not know the exact nature of the trap, but they do know that there are a lot of traps in this area, a fact they may share with the PCs, or not.

Encounter Condition: Negative Energy

Tactics: Roll for a random encounter once the trap has been triggered.

Treasure: N/A

EL: 2

Scaling: To increase the challenge of this encounter, change the *hypnotism* trap to a *burning hands* trap. To decrease the challenge of the encounter, limit the *hypnotism* trap to the two squares to either side of the door or eliminate the random encounter.

A98. FORGOTTEN TORTURE CHAMBER

The door to this Room is closed and trapped. The doorway is trapped with a *hold person* trap. The trap triggers the moment any Tiny or larger creature enters the doorway. It only affects the creature in the door.

Hold Person Trap: CR 3; magic device, proximity trigger (alarm); automatic reset; spell effect (hold person, 6th-level sorcerer, paralyzes humanoid for 6 rounds maximum, DC 14 Will save negates); Search DC 28; Disable Device DC 28.

Several skeletons sit against the wall, the shackles that held them to their fate still on their wrists.

Initial Attitude: N/A

Encounter: This Room was used as a torture chamber and its shackled inhabitants were left here to die.

If there are any humanoids with the PCs they do not know the exact nature of the trap, but they do know that there are a lot of traps in this area, a fact they may share with the PCs, or not.

Encounter Condition: Distracting Noises

Tactics: Roll for a random encounter once the trap has been triggered.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, change the *hypnotism* trap to a *lightning bolt* trap. To decrease the challenge of the encounter, limit the *hypnotism* trap to the two squares to either side of the door or eliminate the random encounter.

A99. EMPTY VAULT

The door to this Room is open.

A couple of broken barrels are all that remain of interest in this otherwise barren room.

Initial Attitude: N/A

Encounter: This was a minor storage vault. Although it was once trapped, the trap has since failed and the doorway is perfectly safe.

Encounter Condition: Echoes 6, Safe

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A100 THROUGH A104. THE CHAPEL

Rooms A100 to A104 contain the long-forgotten chapel as well as some ancillary Rooms. The chapel was abandoned ages ago, and because this area is effectively isolated, the humanoids never bothered with it.

Currently Longtail and Achsyyx are still in the chapel, the wererat a victim of his own ambitions. In addition, a fiendish owlbear is rampaging through the area completely out of control.

A100. FIENDISH OWLBEAR RAMPAGE

The door to this Room is open. Before the PCs get too close, they can hear the sounds of combat and bestial shrieks from the Room.

A huge feathered monstrosity with a raptor's head is uttering the horrid shrieks you heard down the hall as it rampages through the room. Fresh blood sticks to its reddish coat and one of the flying octopus creatures is clutched in one claw. At least half a dozen more of the flying octopi are dead on the floor while another, obviously heavily wounded, flies about the room in a panic.

Initial Attitude: Hostile

Encounter: This is the latest creature that has stepped through the doorway opened by Longtail. Enraged almost beyond reason, the fiendish owlbear's rampage causes it to kill anything in its path. The darkmantles had the misfortune to be resting here when the fiendish owlbear (hp 52) barged in and killed them. Other than the creatures, this Room is empty.

Encounter Condition: N/A

Tactics: The fiendish owlbear is enraptured by its bloodlust and is enjoying the destruction of the much weaker fiendish darkmantles, much as it enjoyed the killing of the humanoids in Rooms A101 and A102. It is momentarily distracted by its quest for the last remaining fiendish darkmantle and does not immediately notice the PCs (–5 to Listen and Spot checks and an additional –10 penalty to any Listen checks due to the noise of combat). If the PCs possess a light source, there is no penalty.

Once it has spotted the PCs, it attacks the nearest one, swatting with its claws, biting with its beak, and using its improved grab ability at every opportunity. Due to its damage reduction it has not been seriously hurt or challenged and thinks nothing of the insignificant creatures that come into its field of vision.

Despite its evident rage, however, the fiendish owlbear is not stupid. If an opponent manages to hurt it, either by exceeding the beast's damage reduction or through magic, the fiendish owlbear turns its attention solely toward that individual, without drawing attacks of opportunity. In any case, once hurt it focuses its efforts solely on those that have hurt it and ignores those that haven't. Furthermore, if reduced to one-half of its hit points or fewer, it attempts to escape, bull-rushing and otherwise fighting its way out of the Room and down the hall; it only fights to the death as a last resort.

The moment the fiendish owlbear is distracted, the remaining fiendish darkmantle flees as best it can.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, increase the fiendish owlbear's HD to 8. To decrease the challenge of this encounter, have the fiendish owlbear already injured at the hands of Longtail (see Room A104) and missing 15 to 20 of its total hit points.

Fiendish Owlbear: CR 5; Large magical beast (extraplanar); HD 5d10+25; hp 52; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed 14; Base Atl +5; Grp +14; Atk +9 melee (1d6+5, claw); Full Atk +9 melee (1d6+5, 2 claws) and +4 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA Improved grab, smite good; SQ Darkvision 60 ft., damage reduction 5/magic, resistance to cold and fire 5, scent, spell resistance 10; NE; SV Fort +9, Ref +5, Will +2; Str 21, Dex 12, Con 21, Int 3, Wis 12, Cha 10.

Skills and Feats: Listen +8, Spot +8; Alertness, Track.

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

Smite Good (Su): Once per day the fiendish owlbear can make a normal melee attack to deal extra damage equal to its HD total (+5) against a good foe.

A101. TRAIL OF DESTRUCTION

The door to this Room is open and shows signs of having been hammered against.

Several bodies lie in this room, some orc, some kobold. All have vicious slash marks on their bodies.

Initial Attitude: N/A

Encounter: The two orcs and three kobolds were part of the small expedition that Longtail led to search for the chapel. They were killed in the first wave of beasts that escaped and their bodies were left here. In its rage at having nothing to fight, the fiendish owlbear slashed the bodies to pieces, before moving on.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A102. MORE DESTRUCTION

The door to this Room is open and shows signs of having been hammered against.

Over a dozen bodies lie in this room, some orc, some kobold. All have vicious slash marks on their bodies.

Initial Attitude: N/A

Encounter: Five orcs and eight kobolds lie here, all victims of the fiendish owlbear's merciless assault.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

A103. THE LONG-FORGOTTEN CHAPEL

The two doors in the southern wall are closed.

Large plain pillars that reach to the ceiling sit every ten ft. in this room. A swirling oblong vortex of black and red sits against the far wall, pulsing with eldritch energy. A handful of the flying octopi lie on the floor, obviously blasted by something.

Initial Attitude: Hostile

Encounter: This is the chapel that Longtail sought. All adornments and decorations were removed when the chapel was abandoned and neglected by practitioners centuries ago. The dead fiendish darkmantles were killed by Longtail.

The swirling vortex is the gateway to an extradimensional space in which the beasts that now roam the dungeon were imprisoned by the dungeon's original architects. Considered a minor nuisance, the creatures that were imprisoned were left to their own devices and forgotten when this area of the dungeon fell into disuse. When the dimensional gateway was closed, the entire thing was closed with a dimensional lock in the shape of a griffon. In order to better guard the dimensional lock the builders made it invisible and placed several non-detection and protective spells about the lock. And so it remained undetected by all those who stumbled upon the chapel throughout the years, until the arrival of Longtail.

But it was not Longtail who originally rediscovered the lock's existence. Rather, as the spells binding and protecting the gateway began to weaken along with those warding the dungeon itself, the lock began to be noticed by a number of extraplanar powers, one of who took an interest in it. This power, an infernal creature of great might, long remembered the dungeon and its original purpose. Sensing the dungeon's weakness, but not wanting to reveal its own knowledge for fear that the holy powers that had come to ignore the dungeon might once again take an interest in it, the infernal power began to communicate with the familiar of a promising young sorcerer.

That familiar was Achsyyx. Easily swaying the little imp with promises of rank within the infernal hierarchy, it was not difficult for the imp to turn his master's mind to exploring the dungeon. And thus Longtail became the unknowing cat's paw of the infernal power, who subtly pulled the strings through Achsyyx.

And so Longtail made his journey to the dungeon and found the long-forgotten chapel. Forcing open the gateway, the wererat prepared to become the master of the beasts it contained. But it wasn't that easy. The beasts of the gateway had their own minds and would not be controlled, instead they burst through the gateway wreaking havoc on everything in sight.

Although the chapel appears empty when the PCs arrive, it is not. An invisible Achsyyx keeps an eye out on the gateway at all times and unless the PCs have some way to be invisible and silent, the imp notes the PCs' presence and empathically communicates this to Longtail.

Gateway: The gateway itself is an opaque, swirling less-powerful but permanent version of the gate spell in that it is strictly a doorway that allows travel between the extradimensional space and cannot be used to call forth specific creatures. It is up to the DM whether the gateway allows travel in both directions (thus allowing the PCs to go into the gateway) or whether it only allows one-way travel (suggested).

Once opened, the gateway remains opened until closed. Since each group of PCs' abilities and resources are different, a number of ways to close the gateway are listed below.

- A successful DC 20 Concentration check by a divine or arcane spellcaster can be used to close the gateway. Each successful check reduces the gateway by one quarter (meaning that it takes four successful Concentration checks to fully close the gateway). This closure restricts the size of creatures that can come through the gateway. At its current fully open state, a creature of up to Large size can come through. Each reduction diminishes the size of creature that can come through by one size category, so that if the gate is ¼ closed, a Medium or smaller creature can come through. ½ closed allows a Small or smaller creature to come through. ¾ closed allows a Tiny or smaller creature to come through. Grant a synergy bonus of +2 if the creature attempting the Concentration check has Knowledge (arcana) of +5 or greater. This same process can also be used to reopen the gateway, setting up a potential duel of Concentration between Longtail and/or Achsyyx against the PCs.

- A successful casting of a targeted dispel magic (DC 18) closes the gateway completely.

- The passage of a creature of the Prime Material plane through the gateway forces it shut (but the creature is trapped within the extradimensional space).

The secret door is a one-way secret door that can be opened only by pushing it open into the hallway; the door cannot be pulled open from the hallway. Unlike standard secret doors, this door is hinged on one side and requires less effort to open via a DC 12 Strength check. When fully open, the door provides 3 ft. of space, enough for a Medium creature in armor to pass through. The doors at the southern end are closed.

Encounter Condition: N/A

Tactics: Achsyyx is a coward at heart, but has been charged with keeping the gateway open and does so even if it costs its life. It prefers to have Longtail do its dirty work and lets the wererat sorcerer know the PCs are here and then continues watching, waiting to aid its master should he deal with the interlopers.

If the PCs have figured out how to close the gateway and begin doing so before Longtail arrives, Achsyyx interferes. Staying invisible then swooping in to use its stinger and then turning invisible again is its favorite tactic. If he deems it advantageous, he also uses suggestion to distract one of the PCs.

Once Longtail joins the battle (see Room A104), the imp keeps itself out of danger as much as possible and let its master do the work. It concentrates on keeping the gateway open rather than helping its master and, if given a choice between having the gateway remain open and its master die, it chooses the gateway every time.

Once the gateway is closed, it disappears from view. Whether it is permanently destroyed or just hiding invisibly once again is up to the DM.

EL: 4

Scaling: To increase the challenge of this encounter, have a beast or beasts of your choosing step through the gateway and battle the PCs. To decrease the challenge of this encounter, have the beast or beasts attack Longtail and/or Achsyyx.

Achsyyx, Imp: CR *; Tiny outsider (evil, extraplanar, lawful); HD 3d8; hp 17; Init +3; Spd 20 ft., fly 50 ft (perfect); AC 24, touch 15, flat-footed 21; Base Atl +3; Grp –5; Atk +8 melee (1d4 plus poison, sting); Full Atk +8 melee (1d4 plus poison, sting); Space/Reach 2.5 ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, baatezu traits, damage reduction 5/good or silver, darkvision 60', deliver touch spells, empathic link, fast healing 2, immunity to poison, improved evasion, resistance to fire 5, share spells; LE; SV Fort +4, Ref +7, Will +6; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (arcana) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); Dodge, Weapon Finesse.

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

Spell-Like Abilities: At will—detect good, detect magic, invisibility (self only); 1/day—suggestion (DC 15). Caster level 6th. The save DC is Charisma-based.

Once per year, Achsyyx can use *commune* to ask one question (inside the dungeon his powers are severely limited). The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form. Achsyyx's forms are raven and rat.

Deliver Touch Spells (Su): If the Longtail and Achsyyx are in contact at the time Longtail casts a touch spell, he can designate Achsyyx as the "toucher." Achsyyx can then deliver the touch spell just as Longtail could. As usual, if Longtail casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su): Longtail has an empathic link with Achsyyx out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the Longtail's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his familiar. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, the master may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

A104. LONGTAIL'S ROOM

The door to this Room is open.

A small bedroll, backpack, and a continual flame candleholder are the only furnishings in this otherwise cheerless room.

Initial Attitude: Hostile

Encounter: This is Longtail's Room. The wererat spends most of his time here after almost being killed by some fiendish darkmantles that swarmed out of the gateway. Longtail is unhappy about the turn of events and searches for a way to control the beasts coming through the gate. So far, he has not found anything.

Encounter Condition: N/A

Tactics: There is virtually no way for Longtail to be surprised by the PCs' arrival in the chapel due to the presence of Achsyyx and he moves to confront them as soon as he is properly prepared. The wererat is always in hybrid form.

The moment he knows of the PCs' arrival, Longtail dons his goggles of night and casts expeditious retreat, shield, and eagle's splendor (increasing the DC against his spells by 2) and then moves to either the left or right hall doorway depending on which one the PCs are furthest from.

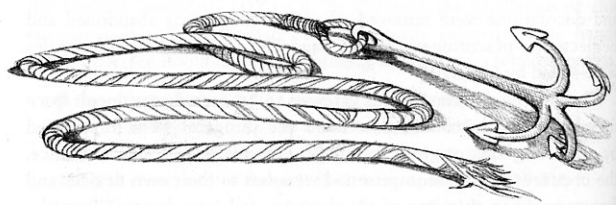
Once he opens the door, Longtail casts sleep and then attempts to snipe at the remaining PCs using magic missile or further castings of sleep as much as possible, using his superior movement speed to evade closing PCs. If things get too tight, he can use fly and invisibility to buy himself some space.

Although Longtail opened the gateway, the disappointing results have left him less than eager to fight for its possession. As long as things are going his way he is happy to fight it out with the PCs, but if he is reduced to one-half or fewer hit points or obviously outgunned, he retreats out of the chapel by the fastest and safest means possible (expeditious retreat and invisibility are a good combination). He hides from the PCs within the dungeon, waiting for them to leave. He leaves Achsyyx to make his own way. Only if escape is impossible or he is about to die does Longtail offer a truce, hoping to leave on his own terms. If even this prospect is dim then he will beg for surrender.

Treasure: Aside from the *continual flame* candleholder, Longtail has only his equipment.

EL: 7*

Scaling: To increase the challenge of this encounter, give Longtail *fireball* or *lightning bolt* instead of *fly*. In addition, add a fiendish rat swarm under his command. To decrease the challenge of this encounter, allow Longtail only four unused spell slots per level.



♟ **Longtail, Wererat [hybrid form] Sor 7:** CR 10; Medium humanoid (human, shapechanger); HD 1d8+2+7d4+14; hp 41; Init +4; Spd 30 ft.; AC 19 [23 with *shield* spell], touch 14, flat-footed 15; Base Atk +3; Grp +4; Atk +9 melee (1d4+1/19-20, masterwork dagger); Full Atk +9 melee (1d4+1/19-20, masterwork dagger) and +4 melee (1d6 plus disease, bite); Space/Reach 10 ft./5 ft.; SA Curse of lycanthropy, disease; SQ Alternate form, damage reduction 10/silver, low-light vision, rat empathy, scent, spells; NE; SV Fort +6, Ref +8, Will +8; Str 13, Dex 18, Con 14, Int 14, Wis 13, Cha 17 [21 with *eagle's splendor*].

Skills and Feats: Bluff +13, Climb +13, Concentration +12, Diplomacy +4, Hide +5, Knowledge (arcana) +12, Listen +4, Move Silently +5, Spellcraft +12, Spot +5, Swim +13, Survival +3; Alertness (when Achsyyx within 5'), Craft Wand, Dodge, Improved Familiar, Iron Will[B], Weapon Finesse[B].

Alternate Form (Su): A wererat can assume a bipedal hybrid form or the form of a dire rat.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever—bite, Fortitude DC 15, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Sorcerer Spells Known (7/ 7/ 7/5; DC 13 + spell level): 0—*acid splash, daze, detect magic, light, mage hand, ray of frost, read magic*; 1st—*detect secret doors, expeditious retreat, magic missile, shield, sleep;* 2nd—*blur, eagle's splendor*, invisibility;* 3rd—*dispel magic, fly.*

* Long tail may cast an additional 1st level spell and the DC of all spells increases by +2 while *eagle's splendor* is cast.

Skills: A wererat in rat or hybrid form uses its Dexterity modifier for Climb or Swim checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Equipment: Bracers of armor +3, masterwork dagger, *goggles of night, wand of color spray* (DC 14, 9 charges).

A105 THROUGH A113. LOST ROOMS

Rooms 105 through 113 are a series of Rooms that can only be reached from the main area by using one of three secret doors. Due to this fact, these Rooms escaped the attention of all its inhabitants and remain much as the original builder's left them.

Currently, the Rooms are empty, although several of them still bear magical remnants of their former occupants' flights to freedom. Smart PCs face little danger here as there are no live monsters and any potential pitfalls are quite obvious. The only random encounters that occur in this area are tremors unless the PCs leave a secret door open for the other creatures to come through.

A105. FORGOTTEN ROOM

The door to this Room is closed and trapped with a fireball trap that triggers the moment anyone tries to open the door. When the fireball detonates, it is centered on the door and spreads six squares in either direction (it is only five spaces to the northern hallway door so if that one is closed, add one more square to the east).

Fireball Trap: CR 4; magic device; touch trigger (alarm); automatic reset; spell effect (fireball, 6th-level sorcerer, 6d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Read the following text once the door is opened.

A lone small skeleton sits on a low stool in front of a makeshift table. A crude cot, nothing more than a plank on four legs, sits nearby. Further in the room you see tables with beakers and a small furnace. A stack of sacks and barrels next to the furnace completes the furnishings. Despite the fact that this is probably the most furnished room you have seen thus far, the items take up very little space in this otherwise good-sized room.

Initial Attitude: N/A

Encounter: The furnace is functional but lacks fuel. The contents of the sacks have long since rotted to the point where they defy identification and there are, in fact, small gray mushRooms and black mold growing on top of the piles. Any PC foolish enough to disturb a sack with the black mold on it causes it to burst and release its mildly poisonous spores. Attempting to pick up any sack causes it to disintegrate and spill its contents all over the floor and also releases the spores. Since the sacks are stored on top of the barrels, it is extremely difficult to move or get at the barrels without disturbing the sacks. If the PCs do manage to open the barrels, they find that whatever was in the barrels has also spoiled beyond recognition (although it has no mold or mushrooms).

Black Mold (CR 1): If disturbed, a patch of this mold bursts forth with a cloud of poisonous spores. All living creatures within 10 ft. of the mold must make a DC 12 Fortitude save or take 1d4 points of temporary Constitution damage. Another DC 12 Fortitude save is required 1 minute later of those who failed the initial save to avoid taking an additional 1d4 points of temporary Constitution damage. The only way to destroy the mold is with fire or to let it dry out in a warm, dry climate (a process that takes 24 hours).

Encounter Condition: N/A

Tactics: N/A

Treasure: The skeleton wears a *cloak of resistance +1* and from its neck hangs an *amulet of health +2*. Wiley PCs should be cautious of an amulet of health on a dead body.

On the desk are three rolled-up minor scrolls all penned in different hands (more than enough for a low-level wizard who needs firepower before entering Region E or B). The spells are *magic weapon, obscure object,* and *nondetection; protection from good, silence,* and *hold person; disguise self, phantom steed,* and *invisibility sphere.*

In addition, there is an open scroll in front of the skeleton with the beginnings of some writing, the ink trailing off.

The alchemical equipment on the tables is complete enough to allow the creation of five items using the Craft (alchemy) feat. Furthermore, six potion vials sit in a holder — *endure elements, invisibility, levitate, protection from law, shield,* and *spider climb.*

EL: 4

Scaling: To increase the challenge of this encounter, add a scything blade trap to the *fireball* trap. To decrease the challenge of the encounter, change the *fireball* trap to a *scorching ray* trap.

A106. THUNDER CELL

Drawn on the door to this Room is the Celestial rune for 'thunder.' A DC 30 Decipher Script check is required to translate the rune. The door to this Room is locked requiring a DC 25 Open Lock check or an arcane spellcaster to touch the door with a fire-based spell.

A blast of force air expels from the room as the door opens, pushing you to the ground. The room is completely empty, save for a small rune written on a bronze plate in the center of the floor.

Initial Attitude: N/A

Encounter: The rune on the floor is the same as the one on the door. If any lawful or good PC stands on the plate, a thunder erupts from every corner of the Room. It targets every PC in the Room, but it does not deal damage. Instead, it cleanses the PC of all poisons, ability score damage (but not drain), and heals 2d8+3 points of damage.

If a chaotic or evil PC stands on the plate, every PC suffers 2d8+3 sonic damage. This is pure arcane thunder that bypasses sonic resistance, but not spell resistance.

This effect works once per PC, ever.

Encounter Condition: Fear 14, Hallowed 2, Safe

Tactics: The Fear 14 Encounter Condition does not affect lawful good PCs.

Treasure: N/A

EL: N/A

Scaling: N/A

A107. HOLDING PENS

Small cells, barely large enough to fit a person in comfortably, line the length of this room. Empty shackles hang from the wall, magically electrical energy crackling from them still.

Initial Attitude: N/A

Encounter: This Room was once used to hold smaller and less troublesome demons and devils. Usually, demons and devils were forced to face each other, knowing their ideological differences would drive the two mad and make escape attempts less likely. Powerful *dimensional hold monster shackles* also helped to keep the creatures in line. The shackles act as *dimensional shackles* with *hold monster* (DC 18) cast on them as well.

Encounter Condition: Haunted, Negative Energy, [Safe]

Tactics: If the PCs want to remove the shackles from the wall, they must first succeed at a DC 18 Fortitude save or be held per hold monster. Then they can succeed at a DC 30 Strength check. If both are successful, one pair of shackles is ripped from the wall. Spell resistance does not work against these shackles.

PCs that remain too long in this Room begin to feel the unnerving energy of the demons who spent centuries here. Their aura has permeated the rock and made the Room unliveable. PCs wishing to rest here get no sleep, but avoid the rigors of the dungeon.

Treasure: N/A

EL: N/A

Scaling: N/A

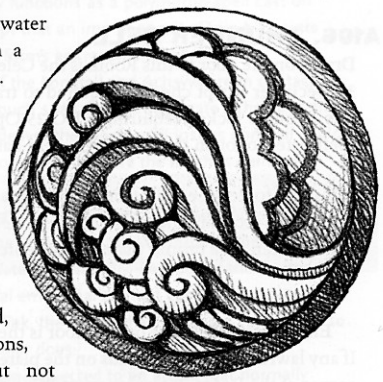
A108. COLD CELL

Drawn on the door to this Room is the Celestial rune for 'water.' A DC 30 Decipher Script check is required to translate the rune. The door to this Room is locked requiring a DC 25 Open Lock check or an arcane spellcaster to touch the door with a cold-based spell.

A blast of cold air expels from the room as the door opens. The floor, recessed, holds water about 4 or 5 feet deep. Ice has formed along the tops of the walls and mist hangs just over the lip of the water.

Initial Attitude: N/A

Encounter: Beneath the water line is a bronze plate with a Celestial rune written on it. The rune on the floor is the same as the one on the door. If any lawful or good PC stands on the plate, a cone of ice erupts from the floor (for 1 full minute), encasing the PC in a solid block of ice, but not dealing damage. Instead, it cleanses the PC of all poisons, ability score damage (but not drain), and heals 2d8+3 points of damage.



In addition, if the PC is lawful good he gains cold resistance 5, permenantly.

If a chaotic or evil PC stands on the plate, he suffers 2d8+3 cold damage. This is pure arcane ice that bypasses cold resistance, but not spell resistance.

Encounter Condition: Extreme Cold, Flooded

Tactics: If the PCs go into the water, increase the DC of their Fortitude saves by +5.

Treasure: If the PCs search the water, allow a DC 25 Search check to find *pipes of sounding* that have become waterlogged. A single casting of *make whole* or three castings of *mending* restore the pipes.

EL: N/A

Scaling: N/A

A109. FOGGY ROOM

A thick ankle high gray fog covers the entire floor. Occasional bright flashes within the fog are followed by a crackling sound.

Initial Attitude: N/A

Encounter: This fog is the result of magical energies released when the creature in this Room managed to escape some time ago. The fog covers the entire floor of the Room except for the first square to the west of the doorway. The fog is perfectly stationary and does not spill out into the hallway.

The bright flashes and crackling are the result of the electrical charge that the fog bears (if the DM wants to make it more obvious, have occasional arcs of electricity race across the top of the fog). Any creature moving through the fog takes 1d4 points of damage per round due to the electrical discharges (1d6 points of damage per round if wearing metal armor or otherwise carrying a lot of metal).

Encounter Condition: Fog 5, Poor Footing 2

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, increase the damage of the fog to 1d6 and 1d8. To decrease the challenge, reduce the damage of the fog to 1d3 and 1d4.

A110. FLOATING SPHERES

Dozens of fist-sized spheres of swirling color float gently within the room as if moved by an unfelt breeze.

Initial Attitude: N/A

Encounter: The spheres are actually the physical embodiment of a gateway akin to the one found in Room A103 formed over time as the wards on that gateway began to fail.

The moment a living creature enters the Room the colorful spheres begin to float toward the center of the Room where they combine with each other and make a larger sphere. It takes four rounds for the spheres to completely form together and create an open gateway with the same properties (including a means to shut it down) as the one in Room A103. On the fifth round something comes through (a fiendish owlbear is suggested, but it could be a number of fiendish darkmantles, fiendish stirges, fiendish dire rats or fiendish rat swarms; the decision is up to the DM).

The gateway requires the presence of a living creature to open completely and if the PCs leave the Room before the gateway can fully form, then the spheres simply burst apart to continue floating. Once opened, however, the gateway remains open until closed by the same method that can close the one in Room A103.

The formation of the gate can only be halted through the absence of a living creature; being composed of pure magic, the spheres' actions cannot otherwise be interfered with. The PCs have no physical means of capturing them (they float right through hands, nets, sacks, etc.) nor do magic weapons or spells affect them.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: Varies

Scaling: To increase the challenge of this encounter, have the gateway form regardless of whether the PCs remain in the Room or not; if the PCs leave before the gate is fully opened, it still opens and the beast or beasts emerge and begin hunting the PCs. To decrease the challenge of this encounter have the gateway disgorge only a single beast before the spheres of the gateway drift apart again.

A111. TWO PILLARS

Two segmented square pillars, one at either end, dominate this room. Large blades stick out from the spaces between the pillars and pieces of a skeleton lie near the closer one.

Initial Attitude: N/A

Encounter: The skeleton looks as though it has been cut into little pieces and is beyond identification. The skeleton belongs to an unfortunate drow slave, although he managed to escape, who was killed by the trap in this Room, which then failed to reset.

Each column reaches to the ceiling and the segments are a foot apart and so, in turn, are the blades. Each side of the column has a full set of blades, so the only way past the blades is to squeeze between them or to try and clear a space by pushing the blades back into the spaces (the blades are not as sharp as they used to be and are a bit rusty, but gloves are recommended for this task).

Because of the mechanism of the trap all of the blades move together; it is impossible to push only one blade at a time back into the column. A DC 25 Strength check is required to give enough force on a single blade to rearm the entire mechanism and bring all the blades back into their column. For each additional blade that has force applied to it the Strength check is reduced by 5; up to four creatures can push on the blades at one time (one blade per column side). Each creature must succeed at the appropriate Strength check to do their part, so if four are pushing, each must succeed at a DC 10 Strength check for the blades to be reset. Once reset, the trap cannot be sprung again because its triggering mechanism (Search check, DC 20) is broken.

Encounter Condition: Spell Resistance 14
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

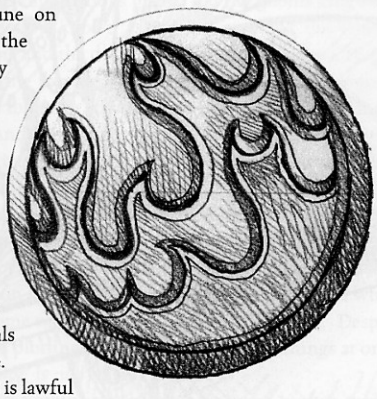
A112. GATEWAY TO FIRE

Drawn on the door to this Room is the Celestial rune for 'fire.' A DC 30 Decipher Script check is required to translate the rune. The door to this Room is locked requiring a DC 25 Open Lock check or an arcane spellcaster to touch the door with a fire-based spell.

A blast of hot air expels from the room as the door opens. The room is completely empty, save for a small rune written on a bronze plate in the center of the floor.

Initial Attitude: N/A

Encounter: The rune on the floor is the same as the one on the door. If any lawful or good PC stands on the plate, a gout of fire erupts from the floor (for 1 full minute), but it does not burn. Instead, it cleanses the PC of all poisons, ability score damage (but not drain), and heals 2d8+3 points of damage.



In addition, if the PC is lawful good he gains fire resistance 5, permenantly, so long as he remains on the plate for the entire minute that fire erupts.

If a chaotic or evil PC stands on the plate, he suffers 2d8+3 fire damage. This is pure arcane fire that bypasses fire resistance, but not spell resistance.

Encounter Condition: Extreme Heat, Hallowed 2, Safe

Tactics: The Extreme Heat Encounter Condition does not affect lawful good PCs.

Treasure: N/A
EL: N/A
Scaling: N/A

A113. PRISON VAULT HALLWAY

Initial Attitude: N/A

Encounter: A large block of stone is actually a prison vault that once held a number of middling fiends. The block exhibits no cracks, pores, or pitting and is simply one piece of dark basalt. On the floor on the west side, is a bronze plate cut into the shape of a crescent moon.

The plate is a permanent *invisible dimension door* that instantly transports anyone standing on it to Room A114. To his companions, the PC seems to have disappeared suddenly. The effect can be detected with *detect magic* which reveals an aura of moderate conjuration all about the floor.

Encounter Condition: Safe
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

A114. PRISON VAULT

Dead orcs litter the floor of this doorless room. However, no stench exists and the bodies show no signs of decomposition. All of a sudden you realize you are having trouble breathing.

Initial Attitude: N/A

Encounter: The only way to reach this Room is to step on the *invisible dimension door* in Room A113. The same can be done from A114, but that assumes that one understands the process.

The *dimension door* effect can transport any creature from Room A113 to Room A114 and vice-versa, provided that the creature once transported steps back out of the space before stepping back in. That is, the moment a creature steps onto the *dimension door* in the hallway they are transported to the bronze plate inside the vault. They cannot make use of the vault's *dimension door* effect until they step out of the *dimension door* space and then step back in.

This should not really provide a challenge for the PCs as long as they do what comes naturally: explore their surroundings. As long as they inspect the walls or otherwise move off the dimension door space, they are free to use it again. But until they do, they are trapped.

The inside of the vault is airtight, a fact that was not a problem for the extraplanar fiends it held, but is a problem for any PCs trapped in here. There is enough air for one Medium creature for 12 rounds. Reduce the air supply appropriately for every additional creature (by one-half if another Medium creature is there, by one-quarter if a Small creature is there, and so on). Although the PCs should have no trouble finding their way back to Room A113, it is possible that they could die.

Encounter Condition: Stagnant Air
Tactics: N/A
Treasure: Dead orcs litter the floor and if the PCs spend 3 rounds searching their bodies, they find three silver daggers with a DC 20 Search check.
EL: 5
Scaling: To increase the challenge of this encounter, reduce the amount of air in the Room to 9 rounds. To decrease the challenge, allow the PCs to return to Room A113 1d3 rounds later if they don't step off the bronze plate.

A115. VAULT

The door to this Room is open.

The floor of this room is a mess. Dozens of broken crates and busted barrels, their contents spilled on the floor, mix with the moldy remnants of at least as many sacks to completely cover the floor.

Initial Attitude: N/A

Encounter: This vault served as a major storage area, but like almost everything else in this portion of the dungeon, was abandoned. The destruction was caused by orcs.

Encounter Condition: [Safe]

Tactics: If the PCs lock the door with a DC 30 Open Lock check, the Room is considered Safe.

Treasure: N/A
EL: N/A
Scaling: N/A

REGION B. A GOBLIN EMPIRE?



Designed the unlike other prisons in this dungeon, Region B became known as "the laboratory" where celestials studied prisoners to research the nature of evil and understand how best to keep it in check. While many of the lawful good angels and archones frowned on this practice, the lawful neutral and chaotic good guardians were less reviled. In the end, the angels turned a blind eye to it, and allowed the "harmless" experiments continue.

Like many areas in the dungeon, this Region is a maze of rooms and hallways. It remained unchanged over the centuries and even following the chaos of the first earthquakes. Though inhabitants fled when wards were dispelled, some occupants remain bloodthirsty. And while the Region did not change as drastically as others had, it did not escape unscathed.

The air is dry, dusty and unmoving, not unlike being in a tomb. PCs walking through these claustrophobic hallways, hear strange echoes and moans everywhere, as drafts of hot and cold air cut through the corridors at irregular intervals. It is at once inhospitable and unnerving. Now home to three goblinoid races, as well as various wild beasts, the PCs have more to worry about than mere traps, spooky noises, and unexplainable visions.

The inhabitants of the Region have added to the celestial's magical traps with crude (but effective) traps of their own. Tripwire, scything blades, and pit traps make navigating this Region difficult for low-level PCs. All the while, clever goblinoids hunt the PCs at every turn. If there is one thing the Region is known for, its this flavor of chaos.

Before the Region's newest visitors arrived, the dungeon contained a distorted hierarchy, where celestials guarded against potential escape from the demons inside and angels stood vigilant against all manner of evil confined within. After the earthquake, all that changed. When the majority of Rooms were emptied and the demons inside the remaining cells no longer had any hope of escape, the Region was abandoned. Many celestials lost their lives in the riots that erupted over the centuries that followed and the decision to seal Region N was made.

And while the angels looked away, creatures migrated to Region B, looking for a new home where order was as common as justice.

Goblinoids arrived en masse, digging through whatever hole they could find, following the derro and drow. However, the northernmost reaches of the dungeon had already been "claimed" and the creatures were quickly pushed south. As the years went by, more and more goblins arrived and migration to Region B became easier.

Once they arrived, camps formed quickly and the goblins skirmished with the bugbears and the bugbears warred with the hobgoblins. They returned to their way of life and fights over territory became as common as goblin tribe name changes.

Hundreds of years of warfare lead to the goblinoids trading control like currency. No single force ever stayed in power for more than a generation (and to goblinoids that's more like 8 years) and the condition of the Region is in a state of flux, no matter what the goblin king (Room B75) says.

For centuries the bugbears have fought a two front war against the goblins and hobgoblins, never allying with either, and always seeking to route the other races from the Region. Their strength and ferocity easily dominated the goblins in battle, and forced the hobgoblins into a remote corner of the region. They learned to use the traps built by the celestials to their own advantage, often luring the less intelligent goblins into them. Only the sheer numbers of goblins and the tactics employed by the hobgoblins prevented the bugbears from totally dominating the Region as the sole goblinoid race.

The hobgoblins, currently the smallest group of goblinoids in the dungeon, try in vain to assert control over the Region. Their tactics and strategies are sound, but with their numbers diminished; they are never able to claim more than a scant portion of the Region. Once they ruled the northeastern portion of the dungeon, but their rule was cut short by the earthquake. The damage done to their domain was staggering, and their ranks decimated as a result. They were forced back towards the center of the dungeon, where they have been trapped between the goblins and bugbears ever since.

The goblins, led by their king Sug'kt in recent years, are by far the most numerous race in the Region. Their sheer numbers have allowed them to hold their ground against the bugbears for centuries. Surprisingly they had few overt clashes with the hobgoblins. The bugbears were a large enough threat that the smaller contingent of hobgoblins often went unnoticed. Over the years a stalemate has emerged, and an uneasy status quo has evolved.

None of the races are content, however. Far from it.

Recently, a force like none before arrived to alter the landscape and bring new order to the Region. If you query the goblins, they tell you — a new god has arrived. A statue of his likeness lies to the east and is nothing less than awe-inspiring. The goblins at last have a champion to smite their oppressors.

So great is the power of this faith in Norendithas Stoneshaper the Quickthinking, Smiter of Foes, that the goblins splintered and even with the goblin king's power, he was unable to unite the fractured tribe. Forming their own brand of culture, the goblins now pay homage to their great god, who graces them with power and terror, promising to rain justice down upon their enemies.

Upon hearing news of this new deity the goblin king became enraged. As his kingdom became entranced with the concept of a goblin god, he sensed his power and influence slipping. A close advisor to the king suggested he embrace the new religion.

The king would have none of it.

With Sug'kt set against the new god, his advisors rose up and imprisoned him for heresy. The superstitious guards led the goblin king away and the charismatic advisor, known as Argliss, assumed the throne, proclaiming himself king and the direct messenger of their god. In one fell swoop, he reunited the troubled people and forged a new religion, one that could be used to create whatever laws he chose, through the will of their new god. And while no one noticed, the new king systematically changed the entire goblin culture in a few brief strokes, bending them in the direction his personal ideals.

The new goblin king was and still is a doppelganger. He wandered into this Region less than a decade ago and was amused by the goblins. While able to hide his form, his brilliant and useful mind made the doppelganger stand out. Soon he became an advisor to the king, and when the opportunity to become more presented itself, he seized it. Despite his brilliant, tactical, and plotting mind, he cannot see all things at once and the truth of this "deity" is not what it seems.

In truth, this deity was nothing more then a wayward hunter, turned to stone by a cockatrice (Room C16). Frightened by this unfamiliar creature, the goblin's eyes went wide and he raised his arms over his head in a meager attempt to protect himself. It was in this pose that he was most unfortunately petrified by the cockatrice. Goblins that followed, misinterpreting the stone goblin's fearful expression, concluded that a new and powerful goblin god was looking down on them; demanding their favor and devotion. How else could they explain this awkward statue?

While the majority of the goblins follow their new god and king, a sizeable minority have broken off and formed a resistance movement. They continued to follow their old religion and despise the new king for usurping the throne. They are not alone in their opposition to the new regime.

The bugbears found themselves on the receiving end of ferocious attacks and canny strategy soon after Argliss claimed the throne. The new goblin king has struck a pact with the hobgoblins that remain, and now they serve the goblin king as instructors, advisors, and enforcers. Using worgs and howlers as mounts, they've created a fast-attack unit like nothing the goblins could even conceive of. With their new allies and tactics and their new god, the goblins have driven back the bugbears, asserting their control over the majority of the Region. Now the goblins under Argliss fight a two front war for the first time in their history. The rebel goblins in the south and the bugbears in the north harass and chip away at Argliss' empire bit by bit, using every bit of cunning and trickery at their disposal. For all their bravado however, the zealous goblins under Argliss are firmly in control of the Region.

Dominated by an iron fist, the goblin empire will not (and cannot) be opposed.

WHAT ELSE

But the Region isn't all goblins and mad religions. In addition to the goblinoids, a number of other beasts call this Region home. Dire wolves, a few undead, and so many traps that the goblins cannot see straight.

More than a few ethereal marauders were trapped in this Region around the time of the earthquake. For the most part they make their home in the northeastern section of the dungeon.

Whether they were brought in by the celestials to curtail the activities of the goblinoids, or they are simply here due to the aftermath of the earthquake, this Region is home to a number of blink dogs. They can be found throughout the dungeon, except for in the domain of the goblin king. Here they are hunted as vermin but the goblins. The blink dogs are mainly found in the northern and northeastern sections of the dungeon.

The most unique creature in the dungeon is the goblin king's mount: a yeth hound. How it came to be trapped in this Region is unknown. Shortly after Argliss' rise to power it arrived and he immediately charged his hobgoblin taskmasters with capturing it and turning it into his personal mount.

While most of the traps were designed to contain and "hold" the inhabitants of the dungeon, some take the form of puzzles that the unwary must solve, lest they suffer at the celestials hands. And if that weren't enough, Argliss has ordered more traps be made to secure his "kingdom."

Lastly, somewhere in the darkness, a halfling adventurer searches for a powerful artifact that has slipped through the goblin king's grasp.

THE HALFLING

Found through out the Region is a halfling adventurer named Bartleby. It is very likely the PCs will encounter him long before they find Room B28. If they do, this is the Random Encounter text.

BARTLEBY

Initial Attitude: Unfriendly

Encounter: Along with the goblinoids and other creatures that inhabit this dungeon, there is a solitary halfling named Bartleby. While the halfling normally is found in Room B28, he is by no means stationary. The PCs have a chance of encountering him anywhere in the dungeon.

How the halfling entered the dungeon is unknown. He is in league with the goblin king, and searches for a mysterious artifact of allegedly great power (see sidebar The Artifact). While the goblins know of the halfling, they don't know much. Any attempt to glean information from a captured goblin reveals that a halfling is in the dungeon and that they assist him if he is attacked. Otherwise they are to leave him alone.

The halfling, Bartleby, is only concerned with his own well being and his quest for the artifact. He is in league with the goblin king solely to garner the protection of the goblins. Once he finds his artifact he will leave the dungeon, presumably by the way he entered.

Encounter Condition: Ambush

Tactics: Bartleby fights as long as he needs to in order to escape. He knows the dungeon very well, and is confident he can lose any attackers as long as he can flee. If the PCs capture him, Bartleby becomes belligerent, hurling insults and curses at the PCs. He does not answer any questions, and attempts to escape at the first possible opportunity.

Treasure: Aside from his possessions, Bartleby has no other treasure.

EL: 5

Scaling: To increase the challenge of this encounter, add 2 rogue levels to Bartleby. To decrease the challenge, remove 2 rogue levels.

Bartleby, Halfling Rog 5: CR 5; Small humanoid (halfling); HD 5d6+15; hp 33; Init +5; Spd 20 ft.; AC 18, touch 16, flat-footed 18; Base Atk +3; Grp –1; Atk +9 melee (1d4+1/18–20, rapier) or +9 ranged (1d4/×3, shortbow); Full Atk +9 melee (1d4+1/18–20, rapier) or +9 ranged (1d4/×3, shortbow); SA Sneak Attack +3d6; SQ Evasion, halfling traits, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +5, Ref +10, Will +4; Str 12, Dex 20, Con 17, Int 17, Wis 15, Cha 12.

Skills and Feats: Appraise +4, Balance +15, Bluff +6, Climb +5, Decipher Script +4, Disable Device +11, Escape Artist +6, Hide +17, Jump +13, Listen +10, Move Silently +15, Open Lock +10, Search +11, Spot +10, Tumble +15, Use Rope +6; Dodge, Weapon Finesse.

Evasion (Ex): If this rogue is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Trap Sense (Ex): This rogue has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks from traps.

Trapfinding (Ex): This rogue can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his PCs) without disarming it.

Uncanny Dodge (Ex): This rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: Masterwork leather armor, masterwork dagger, masterwork shortbow, 20 masterwork arrows, 50-ft. silk rope, 12 potions of cure light wounds, masterwork thieves tools, bag of holding.

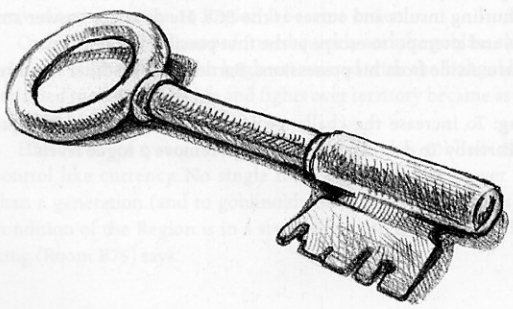
THE KEY

During the chaos which resulted in the years following the second earthquake, the celestials sealed off this portion of the dungeon, locking all the doors leading north. None of the doors that lead to Region F can be opened or unlocked without the aid of a key found in Region C (Room C105 to be exact). The celestials entrusted the key to the lantern archon in Region C, who in turn hid it in a Room full of false keys.

When this fake key is used to unlock any of the doors leading north, a sonic blast trap is triggered. In addition to the damage caused to the PCs, the sound automatically alerts all creatures in adjacent Rooms.

Greater Glyph of Warding (Blast) Trap: CR 7; spell; spell trigger; no reset; spell effect (*greater glyph of warding [blast]*, 16th level cleric, 8d8 sonic, DC 21 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 31; Disable Device DC 31.

PCs using the real key are allowed passage to the Region F. Use the following encounter for every door that leads to Region F.



ROOM B0. LOCKED DOOR

This Encounter is not printed on the Map. Instead, anytime a PC attempts to leave the Region through doors to the north, read the following.

Before you stands a door. Bound in iron, and standing over 10 ft. tall it is unlike any doors you've ever seen. The key hole is a giant griffon head, its mouth agape.

Initial Attitude: N/A

Encounter: This door is locked and cannot be opened by any means short of the key in Room C105. Any attempt to open it with either the wrong key, an Open Lock check, or knock triggers a sonic *glyph of warding* trap. PCs that attempt to disable the trap find that it resets itself in 1d6 minutes.

Greater Glyph of Warding (Blast) Trap: CR 7; spell; spell trigger; no reset; spell effect (*greater glyph of warding [blast]*, 16th level cleric, 8d8 sonic, DC 21 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 31; Disable Device DC 31.

Encounter Condition: N/A

Tactics: Any attempt to discern the properties of the door results in Strong abjuration, a complex (almost unbeatable) lock, and a magical trap that triggers when the lock is tampered with. The DM is more than welcome to assign DCs to the checks necessary to learn this information, but it is crucial that they learn it nonetheless. Allow them to spend 30 minutes studying the door, and 'take 20' in order to learn this if necessary.

Iron Door: hardness 20, hp 500, Break DC 100*

The PCs should also realize that a key does exist for it (as the tumblers are exact and meticulous) and using the wrong key triggers the trap as well.

Treasure: N/A

EL: 7

Scaling: It is not recommended that you increase or decrease the difficult of this encounter. PCs that persist with this lock are asking for trouble. DMs should not "kill" the PCs with this trap, but instead hint that it can't be bypassed at the moment.

B1 THROUGH B49. THE ABANDONED HALLS OF THE CELESTIALS

Unlike the other Sections of the Region, this initial expanse is not lorded over by any one particular group. The earthquake damaged this section the least, and the celestial's that survive in traps and puzzles make the goblinoids wary about settling here.

Blink dogs and dire wolves have taken advantage of the lack of goblinoids in the area, and many dens are scattered throughout these Rooms. A few packs of howlers prowl the area, though most howlers live in the Wild Caverns (Rooms B119 through B133).

The celestials used this Section to study and document evil. It was a quiet place for the more scholarly angels to note anything unusual about the evil and unholy beasts they guarded. A number of Rooms recorded how demons and devils reacted to traps and puzzles.

In general, the air is musty. As few things live here, the odors of life and death are not as prevalent. While the PCs may not have to worry about encountering a staggering number of monsters, they need to keep their wits shaper than their swords. There is a reason the goblinoids merely patrol this Section — the celestials' traps are daunting and difficult to overcome.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A strange odor erupts from a vent in the stone work. Stagnant Air.
2	Ear piercing shrieks echo throughout the corridors as a pack of howlers moves through the Section (for 1d6 hours). The PCs must make Will saves each hour, but allow a +2 circumstance bonus because of the range and nature of the stone walls. It is unclear which direction the howls come from.
3–12	Nothing
13	Four blink dogs wander the halls, sniffing for goblins. They are Indifferent to the PCs unless attacked.
14	A bugbear sets up a tripwire. He may or may not notice the PCs. Impose a –2 circumstance penalty to his Listen and Spot checks for 2d8 rounds, at which point he finishes setting up the tripwire.
15	2d4 goblins (half of which ride worgs) patrol the Section, looking for anything to report back to their king. When the PCs are spotted, one rides off for help while the others fight defensively to stop the PCs from getting further into the Region.
16	The PCs stumble upon a trap. **Portcullis Trap:** CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20. Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway. Note: The celestials typically reset the portcullis by casting *knock*.
17	The PCs stumble upon a trap. **Razor-Wire across Hallway:** CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15.
18	The PCs stumble upon a trap. Immediately roll another encounter after a PC triggers this one. **Tripping Chain:** CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18. Note: This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.
19	The PCs stumble upon a trap. **Burning Hands Trap:** CR 3; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.
20	Bartleby the Halfling (Room B28) is crouching behind a wall waiting for a small group of goblins to pass. Impose a –2 circumstance penalty to his Listen and Spot checks (against the PCs) for 2d4 rounds, until the 2d4 goblins have left the area.

THE ARTIFACT

The (doppelganger) goblin king — Argliss — has lost a powerful artifact. At some point during his rise to power over the goblins, the artifact disappeared. While it is not crucial to his reign, he does not wish for it to fall into the hands of any of his enemies, of which he has plenty, or into the hands of potential rivals to his throne. His new position does not allow him to search of a halfling, Bartleby is more than happy to search for the artifact. He has gained the protection of the dominant faction in the Region and enjoys enormous freedom. He has no plans to turn the artifact over to Argliss however. Anything as powerful as it is not something you give away lightly. Once he has found the artifact Bartleby plans to leave the Region entirely, using his new found power as he sees fit.

What the artifact is, however, is strictly up to the DM. It truly could be something so powerful that whoever has possession of it can rule the Region, or it could be a red herring to draw the PCs' attention away from the real dangers in the Region.

POSSIBLE ARTIFACTS

Clay Golem Manual. The ability to craft golems gives the PCs a powerful tool for navigating the dungeon.

Medallion of Thoughts. Reading the thoughts and intentions of the more deceitful denizens the PCs could prove invaluable to their survival.

Necklace of Adaptation. Eventually the PCs will need to cross the Lake (Region L) and being able to breathe underwater might help.

Phylactery of Undead Turning. Useful for the ghouls and wights found in the later rooms of the dungeon.

Rod of Cancellation. The PCs are not the only group in the dungeon using magical items to aid them. The capacity to remove the power of their opponents' items could be key to their survival.

POSSIBLE LOCATIONS

Room B92, The Maze. With its constant dangers, placing the artifact in the maze makes for a harrowing quest. Due to the goblin's superstitious fears of the maze, a legend has sprung up about a daring thief who fled with the king's treasure into the maze, only to be punished by Norendithas Stoneshaper the Quickthinking, Smiter of Foes. The thief in question is eternally trapped in the maze, with the goblin king's treasure lost in its confusing, dangerous confines.

Room B111, The Killing Grounds. Controlled by the undead of the Region, this room is a natural place for the artifact to have been misplaced. Whoever stole it fled here, only to be assaulted by the wights. It could be hiding in plain sight amongst the refuse in the room, or it could have been buried under the dirt floor. Fighting off the ghouls, as well as the dangers of the room itself, presents a unique challenge to any who seek the artifact here.

Room B136, Norendithas Stoneshaper the Quickthinking, Smiter of Foes' Shrine. Maybe the wayward hunter turned deity stole the artifact from the goblin king. If that's the case it has been sealed in the now holy statue. Even Argliss would be hesitant to desecrate the source of his influence over the goblins in an effort to retrieve the artifact. The zealous nature of the goblins that guard the shrine present unique issues for would-be treasure hunters.

Region C. Perhaps somewhere in Region C, the artifact has slipped through the hands of the goblins and into the clutches of the black dragon, giants, gnolls, or chaotic oozes that roam the corridors.

In the end these are merely suggestions. The artifact can be anything and anywhere, or nothing and nowhere. It is solely up to the DM how he wishes to run the campaign.

B1. ENTRANCEWAY

This corridor is obviously old, but it is in fairly good shape. The air is musty, and a thin layer of dust coats the area. The walls are plain, and free of mold or lichen. It stretches straight ahead for roughly 30 ft. A second hall joins this corridor roughly ten ft. from the entrance, while the corridor itself turns to the left at the end.

Encounter: The hall, while looking non-descript, holds the first of the celestials' traps, as well as a secret entrance to Room B3. A successful DC 20 Search check reveals a stone door, flush with the northern wall. The door is trapped. Opening the door triggers the trap; a large double-bit axe head which swings out towards the hallway. Once the trap is disabled, a DC 20 Open Lock check is enough to open the door and allow the party to enter Room B3.

10 ft. into the room, where it meets the second hall, a pressure-triggered trapdoor awaits. It opens into a 10 ft. wide by 20 ft. deep pit filled with several sharpened spikes. It is triggered as soon as someone steps on the stone floor. Springs hidden under the trapdoor reset the trap once it is triggered. A DC 20 Spot check alerts the PCs that the floor above the pit has a thinner layer of dust than the surrounding area.

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

- **Scything Blade Trap:** CR 1; mechanical; location trigger; automatic reset; +8 melee (1d8/×3 crit); Search DC 21; Disable Device DC 20.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: 3
Scaling: To increase the challenge of this encounter, make the spiked pit trap 40 ft. deep. To decrease the challenge, reduce the damage of the spiked pit trap to 1d3+1 per spike.

B2. ABANDONED GUARD POST

This room is long and narrow. Toppled benches and tables lie in disarray throughout the space. Weapon racks stand empty in the western corner. Whoever used this room has long since deserted it. The dust is thicker in here than in previous rooms and you kick it up into the air with every step. Several burnt out torches lie on the floor as well and the air has a slight smoky quality to it. Strange carvings line the back wall, and an aged leather hide hangs on the eastern wall.

Encounter: This Room is a former guard post of the bugbears that was abandoned some time ago. The wooden tables and benches are dull brown, and several deep cracks cut along and across the grain of the wood. The dry rot is bad; it crumbles easily if the party picks it up.

Those that speak Dwarven or Goblin easily discern the carvings as goblinoid in origin. The carvings offer no discernable message themselves, but appear to be graffiti left behind to commemorate a mighty battle. References to the 'big stinky ones' and 'mighty G'rrrd' can be made out, but nothing in context. The hide in the corner is defaced in the same way. On top of a simple pattern of circles and crosses, the same scrawling goblinoid writing appears. 'He who growls' and 'victory' are the only bits of information the PCs will be able to glean from the hide, regardless of how much time is spent studying it.

A secret door in the southeast corner can be discovered by a successful DC 20 Search check. The door's lock is jammed and requires a DC 20 Open Lock check to open. This door leads to B4.

Encounter Condition: Haunted
Tactics: N/A

Treasure: Wedged between two stones in the corner of the Room is a tarnished and chipped Small silver dagger. It can be found on a DC 20 Search check.
EL: N/A
Scaling: N/A

B3. OBSERVATORY

The axe swings lazily in the doorway. Stepping around it you enter a stark chamber. Along the western wall is a table and chair, both built of stone. Along the northern wall rests a large bookcase. Only a few, ancient leather bound books remain on its shelves. Aside from these few furnishings, the chamber is empty.

Initial Attitude: N/A
Encounter: This Room was built to observe the demonic and devilish prisons of this Region. The celestials crafted it to be as unobtrusive as possible. From here they could freely observe the unholy hordes closely. It has been abandoned for quite some time.

The leather books remaining are quite fragile. Unless the PCs are incredibly careful, the pages crumble while handled. Unless one of the PCs is fluent in Celestial, the text requires a DC 35 Decipher Script check to translate. Even if a PC understands Celestial, the text is in such disarray, another DC 25 Decipher Script check is required to make sense of it.

Encounter Condition: N/A
Tactics: N/A
Treasure: The few remaining journals, if deciphered, give the PCs a broad sense of the previous inhabitants in this dungeon. They primarily detail the demons and devils that were here 2,000 years ago. If this is the first the PCs have learned of the purpose of the dungeon, allow each person reading the tome a single question.
EL: N/A
Scaling: N/A

B4. SECRET ARMORY

The door slides inward, creaking loudly on rusty hinges. The interior is dark, but it is not impossible to see into the room. The walls are lined with racks and racks of simple weapons: spears, clubs and slings. The spearheads are dull, but the dry air has prevented them from rusting. Two large barrels towards the back of the chamber are filled with small rocks, obviously ammunition for the slings. Someone is obviously stockpiling weapons for a prolonged conflict, and they might be back soon.

Initial Attitude: N/A
Encounter: The bugbears that were formerly stationed in Room B2 kept their weapons in this hidden storage Room. The weapons are crude and even a layman can tell they were hastily built.
Encounter Condition: N/A
Tactics: N/A
Treasure: The Room contains two dozen short spears. The inferior quality of the shortspears decreases their usefulness, however, dealing only 1d6/×2 damage. The two barrels, combined, hold roughly 170 lbs. of gravel suitable for use as bullets for the three dozen slings contained in the armory. The dozen clubs found here are not discernable in any way from other clubs.
EL: N/A
Scaling: N/A

B5. TRAP ROOM

As the PCs approach the door to Room B5, read the following.

The corridor wraps around a square structure in the center of this room. As you walk circumambulate it you notice a large stone door set in the center of the wall's western side. The stone of the door is slightly darker than the walls, and is carved with various indecipherable runes.

The door to this Room is trapped. Opening the door without disarming the trap triggers a large stone block to fall from the ceiling, crushing any who stand within 10 ft. of the door.

Falling Stone Trap: CR 5; mechanical; location trigger; automatic reset; +15 melee (6d6); multiple targets (can strike all character in two adjacent specified squares); Reflex save DC 25 avoids; Search DC 20; Disable Device DC 25.

When the PCs enter the Room, read the following.

The room is large and empty apart from a pedestal resting against the far wall. The floor is tiled in dark granite, with a line of polished white marble leading from the door to the pedestal. Upon the pedestal there is a golden idol radiates with two emerald gems for eyes and a pearl set in its belly.

Initial Attitude: N/A

Encounter: This is a particularly difficult encounter and if the PCs are smart, they will leave before it escalates.

The celestials that occupied Room B3 designed this room to test the intelligence of the prisoners. It contains a series of three traps, each slightly more advanced and deadly than the next. The Room itself is 30-ft. wide by 40-ft. long.

The first is the door to the Room. This is the simplest and most straightforward of the traps.

The second trap is built into the floor of the room. The floor tiles are the key to this trap. Each tile is 2-ft. by 2-ft. The obvious path is straight down the middle, following the white marble. Of course any path that obvious must be a trap. The celestials took this into account. To circumvent this trap the PCs must travel down, staying on either side of the path, walking a thin line. The white and black tiles nearest each other represent the only safe paths to the pedestal. The PCs must stay within the 4 ft. wide path created by the joined black and white tiles. If they stray to either side of these paths, the trap triggers, raining metal shards and caltrops on the occupants of the Room from concealed slots in the ceiling.

A DC 25 Search or Disable Device check reveals the nature of the trap and a DC 25 Spot check reveals the paths are slightly more worn than the surrounding tiles.

Raining Shards: CR 6; mechanical; touch trigger; automatic reset; +10 ranged (10d4, and floor is covered in caltrops); Reflex save DC 20 half damage; Search DC 25; Disable Device DC 26.

If the PCs are able to make it to the idol, they must circumvent a third trap to claim the prize. This is a simple pressure plate under the idol. If the PCs do not disable it before they remove the idol, the plate triggers spring loaded poisoned darts hidden behind the eastern wall.

Spring-Loaded Darts: CR 5; mechanical; pressure trigger; automatic reset; +12 ranged (4d3 plus poison, multiple darts); poison (giant wasp poison, DC 18 Fortitude save resists, 1d6 Dex/1d6 Dex); Reflex save DC 20 avoids; Search DC 20; Disable Device DC 22.

Once the PCs have the idol they can safely leave the room.

Encounter Condition: N/A

Tactics: N/A

Treasure: As soon as the idol passes beyond the doorway it instantly turns to dust and the traps reset, and the door closes. This was the final test the celestials had — to determine if demons would continually pursue a futile goal.

EL: 8

Scaling: To increase the challenge of this encounter, change the spring-loaded darts trap to a fusillade of spears trap. To decrease the challenge, reduce the damage of the raining shards trap to 6d4.

B6. HALL OF MIRRORS

This large room is filled with mirrors. The floors and walls are covered in mirrors. As soon as you enter, a stone door slams down from the ceiling, sealing the entrance behind you.

Initial Attitude: N/A

Encounter: This Room is a single huge trap. With every surface covered in mirrors, it is impossible to find a way out. The door the PCs entered through is sealed and is no longer an exit. Only by finding the trap's trigger and disabling it are the PCs be able to leave this Room. If they cannot they are trapped here until they expire.

The trigger is located in the northwestern corner, near the floor. A hair line crack in a mirror is the only hint the PCs have to the trigger's location. The crack is actually the edge of a removable panel that reveals the trigger. Once the PCs disable the trigger, all four doors open.

Hall of Mirrors: CR 2; mechanical; location trigger; manual reset; Search DC 25; Disable Device DC 20.

Encounter Counter: N/A

Tactics: N/A

Treasure: N/A

EL: 2

Scaling: To increase the challenge of this encounter, increase the Search and Disable Device DCs for the hall of mirrors trap by +5. To decrease the challenge, decrease the DCs by –5 or merely have the door open after 24 hours.

B7. WATERFALL

This room is rough in appearance. The walls are pitted and uneven, as if acid smoke eroded the finish. The floor is covered in discs, each two ft. in diameter. The discs sit slightly higher than the floor and wobble slightly.

Initial Attitude: N/A

Encounter: The discs in this Room are the key to the PCs successfully navigating their way across it. They are designed to shift and are each mounted on a compact spring. The PCs must carefully make their way across the room, which requires a successful DC 20 Balance check. If the PCs stumble, or in any way touch the floor under the discs, the trap triggers. The doors to the room seal and torrents of water gush into the room from slots near the ceiling. The water pours in from both the east and west walls. The PCs have two minutes to disarm the trap or they drown. The trigger for the trap is located on the center of the middle wall and requires a DC 15 Strength check to pull.

Water-Filled Room Trap: CR 5; mechanical; location trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (4 rounds); liquid; Search DC 17; Disable Device DC 23.

Once the trap is disabled the water drains through grates under the discs and both doors to this room open.

Encounter Condition: Extreme Cold, [Flooded]

Tactics: N/A

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, change the trap to a CR 7 water-filled room trap. To decrease the challenge of this encounter, change the trap to a CR 4 water-filled room trap.

B8. GOLD MINE

The walls of this room are flecked with gold. The roughly square room is filled with mounds of dirt and rubble. Crude picks, shovels and the bones of several small goblinoids lay scattered on the ground. The gold flecks glow and entice you forward.

Initial Attitude: N/A

Encounter: This Room, while nearly attractive to greedy PCs, is as much a trap as anything else in the Region. Touching the gold flecks releases poison gas into the Room. As the door seals them in, the PCs have little choice but to disable the trap to survive. As long as the PCs do not touch the gold flecks, the trap does not trigger. There are no flecks on the floor at all.

If the PCs trigger the trap, they have to act swiftly to turn it off. In the middle of the room is a squat stalagmite. A Search check (DC 21) reveals a series of three knobby buttons. A Disable Device check (DC 21) is required to push the buttons in the right sequence to turn off the trap and open the door.

Poison Gas Trap: CR 7; mechanical; location trigger; automatic reset; gas; multiple targets (all characters in a 20-ft. by 20-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21.

Encounter Condition: [Smoke]

Tactics: Once the trap is disarmed (or if it was never triggered), the PCs are allowed DC 25 Search checks to notice the transparent outline of angel wings on the backwall. Faint and depressed, these grooves are used to open the secret door leading to Room B13. If a good PC touches the grooves by laying his palms flat, the wall rises up and remain opened for 5 rounds

The secret door cannot be opened from the other side.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, replace the poison gas trap with an insanity mist vapor trap. To decrease the challenge, replace the poison gas trap with an ungol dust vapor trap.

B9. DIRE WOLF DEN

As the PCs approach the Room, read the following.

As you make your way down the hall, you hear heavy breathing coming from behind the door up ahead. The air is dank with a discernable odor as if something were living here.

Once the door is open, read the following.

Your torches have trouble cutting through the darkness in the room, however, and all that you smell is a dank odor that clings to everything. From the shadows a pair of large wolves rush out, fighting — nipping at each other's heels. Their fur is raised as if one were fighting for dominance over the other. Turning and snipping, the two creatures snarl and lunge, attacking wildly.

Initial Attitude: Hostile

Encounter: The PCs has stumbled onto a pair of dire wolves (hp 61, 57), that were trapped in this Room. They have been aggressively playing with one another for some time, but now happily have something new to focus their perkiness on. They attack the PCs on sight, fighting to the death if necessary.

If no one holds the door open, it slams behind the PCs. From the inside the door is locked and requires a DC 20 Open Lock check to escape. The other two doors are not locked, however.

Encounter Condition: Concealment, Deep Darkness, Fearless, [Stagnant Air]

Tactics: Light in this Room is reduced to a 5-ft. radius, no matter how powerful the source. This puts PCs without darkvision at a major disadvantage.

The dire wolves have been trapped here for weeks, but do not fight as cohesively as pack animals normally do. They do not flank or aid one another or use any tactics to gain an advantage over an opponent. Instead, they simply choose a target and focus their energies solely on him.

If the PCs stumble around in the dark, they can find the carcasses of four other wolves littered here. Apparently they turned on each other once they were trapped in this Room. The two that survived were the largest and the strongest.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add two dire wolves. To decrease the challenge, reduce their hit points by –15 each.

Dire Wolf: CR 3; Large animal; HD 6d8+18; hp 61, 57; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N: SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Alertness, Run, Track[B], Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

* It also has a +4 racial bonus on Survival checks when tracking by scent.

B10. BUGBEAR REFUGE

As the PCs approach the Room, read the following.

A splintered wooden door blocks the entrance to this room. From behind it you can hear a quarrel in a foul tongue. Something yells and a loud crash reverberates through the halls.

Removing the splintered wooden door without making a noise requires a Move Silently check opposed by bugbear's Listen checks. A DC 14 Strength check is also required to carefully move the door without scrapping it against the stone walls.

If the PCs remain in the hallway for more than 10 rounds, allow the bugbears a second Listen check.

If the PCs make a noise in the hall that a bugbear takes notice of, the arguing coming from inside the Room stops immediately. The bugbears take defensive positions behind makeshift cover and prepare to ambush the PCs as soon as one of the doors is pushed ajar.

If the PCs enter without being noticed, read the following.

Three furry goblinoids point and shout at one another, obviously engaged in a heated debate. The creatures are muscular and brutish, each standing about seven feet tall. Coarse hair covers their bodies and chipped and crooked fangs protrude from their snarling mouths. The largest spits as he screams at the smallest, who apparently isn't backing down.

All around the room, debris and broken wood make the stone floor nearly impossible to see.

Initial Attitude: Hostile

Encounter: Three bugbears (hp 24, 18, 15) have made this Room their refuge, but have been unable to leave for two weeks because of the dire wolves in Room B9. They are stir-crazy now and arguing with each other (in Common) about who cheated at a dice game that obviously isn't being played.

If surprised, allow the middle bugbear a DC 18 Spot check to notice someone entering. The largest and smallest bugbears are automatically surprised if the PCs enter without making any noise.

Encounter Condition: [Ambush], [Cover], Echoes 3, Poor Footing 2

Tactics: If in the encounter takes place in the Room, the bugbears swarm the nearest PC, taking a defensive position until they have a handle on the situation. If the leader drops the other two either surrender (50% chance) or become enraged (as barbarians, 50% chance).

If the encounter takes place in the hall two bugbears engage the PCs, forcing them away from the entrance to the room, while the smallest runs around to the other side of the corridor, to wedge the PCs in.

Treasure: Hidden under the debris in this room is a small strongbox (Search check, DC 25 to locate). The lock is simple and crude, requiring a DC 30 Open Lock check to unlock. When the strongbox is opened, a thin wire running along the hinge pushes down, cracking a vial of acid hidden inside the box. The bugbears normally open the box slowly, preventing the glass from shattering. Allow the PC a DC 20 Listen check. If he succeeds, he hears metal scratching against glass and is allowed a DC 20 Reflex save to stop opening the box before rupturing the vial. If the PC makes no intimation that he's opening the box slowly, do not allow any checks.

If the vial cracks (which is automatic if the rolls fail or the PC is hurried), an alchemical reaction occurs and the acid inside, reacting with the surrounding air, becomes a fog that blankets the square in front of the strongbox.

Acid Gas Trap: CR 3; mechanical device; touch trigger; repair reset; gas; never miss; onset delay (1 round); poison (acid gas, DC 18 Fortitude save resists, 1 Con/1 Con); Search DC 22; Disable Device DC 17.

Inside the chest are 46 sp, 24 gp, a dull pearl set into a gaudy necklace (25 gp), three *potions of cure light wounds*, and a *wand of light* (12 charges).

The largest bugbear keeps three keys on a ring on his belt. The first key goes to the strongbox in this Room. The second is for the locked door leading to Room B12. The third is to the inside of the door in Room B9.

EL: 5

Scaling: To increase the challenge of this encounter, add one bugbear. To decrease the challenge, remove one.

Bugbear: CR 2; Medium humanoid (goblinoid); HD 3d8+3; hp 24, 18, 15; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Full Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

B11. COLD IRON

The granite walls are dull and lifeless and the floor looks slick with ice. In the middle of the room are three pieces of iron, shaped like links in a chain. As you approach, the iron links shift position with an audible groan. They shudder and with a violent screech of metal on metal, finally settle.

If the links are left alone for longer than a minute they twist and shift of their own accord, their screech taking on an accusatory edge.

After the PCs step into the Room, read the following.

The door slams behind you though the sound is well-masked by the iron links clattering in the room.

Attempts to catch the door require a DC 18 Reflex save to grab it and a DC 21 Strength check to wrestle the door open. Any contact with the door before the puzzle is solved, triggers a *chill touch* at 5th-level (caster).

Initial Attitude: N/A

Encounter: Another of the puzzle traps placed by the celestials, this one is obviously a wrought iron riddle to be solved before the door will open.

Iron Links: CR 1; mechanical and magical; location trigger; automatic reset; Search DC – (you cannot miss it); Disable Device DC 20 or Int check DC 21 (to solve the puzzle).

Encounter Condition: Extreme Cold, Fear 12

Tactics: N/A

Treasure: N/A

EL: 1

Scaling: To increase the challenge of this encounter, increase the DCs of the iron link by 5 and have it inflict 1d4 cold damage for each failed attempt… To decrease the challenge of this encounter, decrease the trap DCs by 3 and reduce the *chill touch* effect to a 1st-level caster.

B12. SNAKE PIT

The southern door to this Room is locked and requires a DC 25 Open Lock check to unlock. The door is locked from the inside as well as the outside.

A wide stone ledge is all you have to stand on, as floor of the room drops off twenty ft. into an unknown emptiness below. The floor writhes as dozens of snakes twist amongst sharpened metal spikes.

Initial Attitude: Hostile

Encounter: Having malfunctioned the last time this trap was sprung, it has not been reset. A DC 15 Spot check reveals the goblinoid skeletons scattered beneath the snakes. Unless the PCs can reset the trap, they are forced to maneuver their way around the edge of the ledge with a successful DC 20 Balance check.

On the south wall, the PCs see a small stone switch (Spot check, DC 15). If the PCs successfully strike the switch (AC 15, due to size) with a heavy blunt object (like a hammer) a small bridge springs out from the wall. Alternately, one PC can walk around and merely press the switch with a DC 8 Strength check. If the PCs entered from the south, then this is a no-brainer.

The bridge extends out at floor level and stops 10 ft. short of the ledge. A successful Jump check enables a PC to land on the bridge, but it cannot support more than one PC at a time. If a PC leaps onto the bridge with someone else standing on it, the bridge has a 50% chance of breaking, sending both PCs to the bottom of the pit. If a third PC jumps onto the bridge it automatically breaks.

PCs can attempt to fix the bridge mechanism once they've crossed the Room with a successful DC 25 Disable Device check. If this check fails by more than 10, the ledge malfunctions and retracts by 5 ft.

Once fixed, the bridge extends all the way to the ledge and supports three PCs at a time. From here they can shuffle along the ledge, requiring a DC 15 Balance check to reach the exit in the southeast corner of the room. Since the southern door is locked, a PC must succeed at a DC 18 Balance check while trying to unlock the door. The mechanism is not overly complex, but the difficulty of trying to open the lock as well as maintain balance makes the task difficult.

If the PCs try to pass one another on the ledge, everyone involved must succeed at a Balance check (DC 22, +2 per PC). Failure on any balance check indicates that PC falls. Failure by more than 10 means he takes someone else with him.

There is another, less obvious option, for getting across this Room. 5 ft. below the level of the floor the PCs — with a DC 25 Spot check — can discern a groove running along the wall of the room. Inside this groove is a 6 in. thick floor that extends across the pit, if the PCs can disable the trigger to the trap.

The trigger is located to the left of the entranceway, where the wall and floor would meet if the trap was set. The PCs can find it with a successful DC 25 Spot check. A DC 18 Balance check allows a PC to reach

the trigger and two consecutive Disable Device checks (DC 18 and DC 22) are required to reset the trap, and then disable it. Once the floor is back in place the PCs can walk across the Room without fail.

If any PCs fall into the pit, their best course of action is to climb out. Since the walls are rough and provide handholds, the PCs can reach the ledge, easily; successfully reaching the ledge with a DC 20 Climb check.

Encounter Condition: N/A

Tactics: If any PCs fall into the pit, six medium vipers attack each round. While there are dozens and dozens of snakes, they do not have a true strategy and they tend to lash out at blindly.

Snake Pit: CR 7; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search DC 20; Disable Device DC 20.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, remove the bridge. To decrease the challenge, reduce the Search and Disable Device DCs of the snake pit by –4.

Snake, Medium Viper: CR 1; Medium animal; HD 2d8; hp 9; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +0; Atk +4 melee (1d4–1 plus poison, bite); Full Atk +4 melee (1d4–1 plus poison, bite); SA Poison; SQ Scent; AL N; SV Fort +3, Ref +6, Will +1; Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7; Weapon Finesse

Poison (Ex): Injury, Fortitude save DC 11, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

B13. WELL OF SLEEP

If the PCs approach from the hallway, read the following.

As you enter this chamber, you see four doors. In the southeast corner of the room is a silver door, its shine nearly blinds you. In the southwest corner of the small antechamber stands a door of dark wood, stained with age. In the northwest corner, is a simple stone door and in the northeast corner, a finely carved stone door catches your eye.

If the PCs entered from Room B8, read the following.

The stone door rises, awaiting your entry. As you enter the Room, the stone door lowers behind you, gracefully.

Once the PCs open the door to Room B13, read the following.

The room is built with polished stone. The yellow hue is as clean as it is even. At the center of the room is a deep hole. A simple wooden frame hangs above the well, and a frayed rope descends into the inky blackness below. Echoes rise from the pit, as you hear scurrying noises and a splash of water.

Initial Attitude: Hostile

Encounter: This Room is an enigma. What the celestials intended for it is known only to its creator, who is dead. It is now the home of a few vermin who climb up and down the wall of the pit. From time to time the goblins come here as well, hoping to catch something to play with.

If the PCs touch the rope, an *alarm* sounds, alerting the goblins that someone is here. Allow the goblins in Rooms B70 DC 10 Listen checks. If successful, they come running to the commotion in 4d4 rounds, expecting to find bugs and rats.

Encounter Condition: [Ambush], Stagnant Air

Tactics: The goblins swarm into the Room expecting trouble, but instead find the PCs. The goblins suffer a –4 circumstance penalty to their Initiative checks (for 1d4 rounds) upon seeing the PCs. The goblins gang up in pairs, however, and if any PC poses the largest threat, the goblins send their "extras" to deal with him.

When the goblins are dispatched the PCs are free to gather water from the well to replenish their stores, but it needs to be purified before it can be safely drunk. If the PCs drink the water before purifying it, they suffer the effects of arsenic poisoning.

The secret door leading to Room B8 cannot be opened from this side.

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, have the *alarm* sound when one of the doors opens. To decrease the challenge, the *alarm* only sounds if the rope is pulled.

B14. OBELISK OF SHAPES

As you enter this chamber, you encounter four doors. In the southeast corner of the room is a silver door, polished to a nearly blinding shine. In the southwest corner of the small antechamber stands a dark wood door, stained with age. In the northwest corner, is a simple stone door and in the northeast corner, a finely carved stone door is the last to catch your eye.

Once the PCs open the door to Room B14, read the following.

The walls of this room are dull gray granite. The floor and ceiling are granite as well, but are highly polished. An obsidian obelisk dominates the center of the room. Carved into the obelisk are various shapes — circles, squares, and triangles among others. The shapes spinning slowly, before gradually picking up speed. Soon they whirl at a phenomenal rate.

After the PCs step into the Room, read the following.

The doors to the room slam shut as the shapes on the obelisk grind to a halt.

Initial Attitude: N/A

Encounter: Similar to Room B6, this trap keeps the PCs in the room until it is reset. Careful study of the shape patterns (Search check, DC 19) reveals the pattern has changed and must be reset in order to open the door to this room.

To further complicate matters, one shape has jammed. A DC 20 Disable Device check is required to fix this shape before the rest of the shapes can be moved to their original location. Finding the appropriate pattern however, requires a successful DC 22 Intelligence check, a DC 24 Knowledge (the planes) check, a DC 25 Knowledge (arcana) check, a DC 30 Craft (any) check, or a DC 20 Knowledge (mathematics) check.

Obelisk of Shapes: CR 5; mechanical; location trigger; manual reset; Search DC 21; Disable Device DC 20.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, increase the Search and Disable Device DCs for the obelisk of shapes by +5. To decrease the challenge, reduce the DCs by –5 or merely have the door open after 24 hours.

B15. BLINK DOG DEN

The stone door in the southeastern corner is jammed, requiring a DC 20 Open Lock check unstick, followed by a DC 12 Strength check.

Musty odors permeate the air here. The floor is littered with bones and scraps of cloth. Near the southwestern corner, in front of a large stone door, are the bodies of three hounds, and a few goblins. Broken spears and ruined shields are strewn about the floor here as well. In the northeastern corner of the room is yet another stone door. This area is free of detritus.

Initial Attitude: N/A

Encounter: One of many Rooms that have been taken over as a den by the blink dogs, this Room was recently sacked by a goblin war party. Aside from the remains of the battle, there is little of note in this room.

Encounter Condition: Echoes 4, Distracting Visions 4

Tactics: N/A

Treasure: Amidst the debris, the PCs can find two wolf teeth, a very small jagged gold tooth (from a goblin), and a severed, desiccated hand.

EL: N/A

Scaling: N/A

B16. HALL OF THE DIVINE

Constructed of blinding white marble walls, and highly polished black granite, this room's southeastern corner is a mess of gears and pulleys. The marble wall has been smashed open and the innards of a complex trap spill out of it. A huge statue of a ferocious angel (obviously female) wielding an ornate spear, dominates the wall. The statue is masterfully crafted, it's almost lifelike and the spear is real, placed into the right hand of the statue.

If the PCs examine the statue, read the following.

At the base of the statue is a plaque that reads, "I shall defend this prison against all manner of evil. I shall die to protect this world from the horrors of the abyss. I shall never waiver. I shall never stop in my quest to liberate the world from the taint of chaos. I shall never concede defeat."

Initial Attitude: N/A

Encounter: Ages ago, when the bugbears were far more prominent, they defended this Room against intruders, considering the beautiful statue a herald of what was to come. Little did they know, the angel was actually buried in the Room, her remains used to build the foundation of a shrine to their greatest warrior. When any PCs member steps within 5 ft. of the statue, a *fear* effect is triggered followed by the summoning of two lantern archons (hp 4 each), coming out of the eyes of the statue.

They immediately determine the alignment of the PCs and if they are predominately non-good or non-lawful, they summon a blink dog (hp 22) to defend the Room.

Encounter Condition: Fear 14*, Positive Energy

Tactics: The lantern archons are mindless drones, created by the spirit of the angel who died here. The blink dog is also made of the same celestial energy and does attacks mindlessly. They attack evil PCs first, followed by chaotic neutral, neutral, and finally chaotic good PCs (of questionable character).

Lawful good, lawful neutral, and neutral good PCs cannot harm these creatures. Conversely, lawful good PCs are immune to the *fear* effect in this room. If any PC moves toward the statue or touch the spear, the blink dog and lantern archons attack him, ignoring alignment.

If the creatures in this Room are killed, they fade like mist.

Treasure: The statue is armed with a *+1 axiomatic spear*. Lawful good PCs can collect it, if they recite the sacred oath written at the bottom of the status and succeed at a DC 18 Disable Device check. Should the PC ever fail in this oath, the spear disintegrates. Non-lawful good PCs touching the spear suffer 2d6 electricity damage.

EL: 6

Scaling: To increase the challenge of this encounter, the lantern archones are summoned as soon as the PCs enter the Room. To decrease the challenge, allow every PCs to fight the lantern archons and blink dog, but in doing so lose their immunity to *fear*.

Blink Dog: CR 2; Medium magical beast; HD 4d10; hp 22; Init +3; Spd 40 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA —; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11.

Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track[B]

Blink (Su): A blink dog can use blink as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as dimension door (caster level 8th), once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

Lantern Archon: CR 2; Small outsider (archon, extraplanar, good, lawful); HD 1d8; hp 4; Init +4; Spd Fly 60 ft. (perfect); AC 15, touch 11, flat-footed 15; Base Atk +1; Grp +1/–8; Atk +2 ranged touch (1d6, light ray); Full Atk +2 ranged touch (1d6, 2 light rays); SA Spell-like abilities; SQ Aura of menace, damage reduction 10/evil and magic, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, teleport, tongues; AL LG; SV Fort +2 (+6 against poison), Ref +2, Will +2; Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10.

Skills and Feats: Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4; Improved Initiative.

Aura of Menace (Su): Will DC 12 negates.

Light Ray (Ex): A lantern archon's light rays have a range of 30 ft. This attack overcomes damage reduction of any type.

Spell-Like Abilities: At will—*aid, detect evil, continual flame.* Caster level 3rd.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 12 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Magic Circle against Evil (Su): A *magic circle against evil* effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs of objects. Within the confines of this dungeon, the lantern archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

B17. TRAPPED BLINK DOGS

As you open the door to this room, a sense of disease comes over you. The room is a plain and square. It is dark, though your torches cut through the gloom easily enough. A musky scent wafts through the air, and you get the distinct impression you are not the only one in this room.

If the PCs enter without being noticed, read the following.

Three yellow brown dogs, nearly identical to the corpses in the other room, lie on the floor sleeping lazily. They haven't noticed you yet, but something is unnerving them. The dogs shiver quietly with fear, whining softly from time to time.

Initial Attitude: Hostile

Encounter: Three blink dogs (hp 20, 15, 13) were driven into this Room by a goblin scouting party a few weeks ago. The Room's *aura of fear* has paralyzed them, with forcing them to huddle in a corner. If the blink dogs notice the PCs (suffering a –4 on their Listen or Spot checks) they attack immediately, taking out their fearful frustrations. If the door is left open, they escape instead.

If the PCs remain in the doorway for more than 5 rounds, allow the blink dogs a second Spot check. If the PCs make a noise in Room B15 that the blink dogs hear, they attack the PCs as soon as they enter the room. Once they spot the PCs, the blink dogs attack, mistaking the PCs for those who trapped them in the first place.

If killed, the blink dogs fade like mist.

Encounter Condition: Ambush, Fear 16

Tactics: The blink dogs launch themselves at the PCs indiscriminately. Where they would normally attack the PCs individually — concentrating their attacks — they lash out at the closest PC at random. Because of the nature of the dungeon, their blink ability is sporadic and has a 70% chance of failing. If successful, however, they flank the hapless PC.

Blink dogs are lawful good creatures and any rangers or druids in the PCs may adjust their attitudes with Animal Empathy checks. If the PCs calm the blink dogs, the blink dogs leave the Room, but do not become companions to the PCs. This ordeal has left them a little confused and they move on through the dungeon without much direction. If the PCs follow, the blink dogs investigate Room B14 briefly, and then make their way through the rest of the Section.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add one blink dog. To decrease the challenge, remove one.

Blink Dog: CR 2; Medium magical beast; HD 4d10; hp 20, 15, 13; Init +3; Spd 40 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA—; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11.

Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track[B]

Blink (Su): A blink dog can use blink as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as dimension door (caster level 8th), once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

B18. ROOM OF FIRE

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock. When a PC opens the door he is hit with a wave of heat that deals 1d2 points of fire damage. After that, the Extreme Heat condition takes effect if the PCs enter the Room.

This room is hot, close to oppressively so. The walls are constructed of granite with large scorch marks and stains. The corners contain small piles of ash. Against the northern wall a simple pedestal rests, with a scroll case on top.

Initial Attitude: N/A

Encounter: The oppressive heat is a design of the Room and should be an indication of the inhospitable conditions. While there is no illusion, *detect magic* reveals Faint illusion magic on the walls and pedestal. This is meant to distract visitors and the DM should play up the illusion's design with vague answers to the PC's questions. Keep them in the Room as long as possible, examining every corner.

1d6 minutes of examination and a DC 40 Spellcraft check reveal that no illusion actually exists and the heat *is* real.

Encounter Condition: Extreme Heat

Tactics: The scroll case is the only thing of interest in this Room and touching it triggers a *fireball* trap that engulfs the Room.

Fireball Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Treasure: Ironically, the scroll case on the pedestal contains a *scroll of fire trap*.

EL: 5

Scaling: To increase the challenge of this encounter, change the trap to a *flame strike* trap. To decrease the challenge, change the trap to a *burning hands* trap.

B19. ROOM OF ROT

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock. When a PC opens the door he is hit with a stench of decay that requires a DC 12 Fortitude save, lest the PC become nauseated. After that, the Stagnant Air condition takes effect if the PCs enter the Room.

This room reeks of decay. The smell is overpowering, practically debilitating and the room is cramped. The stone walls are covered in decaying moss and dark stains. Across from the door, a pedestal stands with an ornate scroll case on it. As enticing as the scroll case may seem, the stench threatens to completely overwhelm you.

Initial Attitude: N/A

Encounter: Similar to Room B18, this Room suffers from an unexplained odor that chokes the PCs as they enter. The stench is actually a design of the Room (or a malfunction of the magical wards), not residue from the trap located on the pedestal. It would be easy to say this Room is an anomaly, but this entire Region plays upon the experimental traps to the point that nothing should shock the PCs.

Encounter Condition: Stagnant Air

Tactics: Aside from the Stagnant Air, the PCs also have to deal with a trap if they wish to remove the scroll case from the room. Removing the case without disarming the trap triggers a noxious vapor that floods the room, poisoning the PCs.

Ungol Dust Vapor Trap: CR 5; mechanical; touch trigger; automatic reset; gas; multiple targets (all targets in a 10-ft. by 10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

Treasure: The scroll case contains a *scroll of stinking cloud*.

EL: 5

Scaling: To increase the challenge of this encounter, change the ungol dust vapor trap to a burnt othur vapor trap. To decrease the challenge, reduce the DC of the Fortitude save of the ungol dust vapor trap by –3.

B20. LIMESTONE CAVERN

As the PCs approach this Room, they can see water trickling out from under the door. The door to this Room is locked, requiring a DC 30 Open Lock check to unlock.

The entire floor of the room, is submerged. Looking about, you notice the lack of construction here. The walls are unfinished limestone and stalactites hang from the ceiling. Droplets of water fall from the high ceiling, and the walls are slick. Almost floating on the water, resting on a stone, is a gem is set into the wall, pulsating with a bright yellow glow.

Initial Attitude: N/A

Encounter: The entire floor of this Room is sunken and filled with 4 ft. of water, which is icy cold. A 6 in. lip runs the course of the Room, but standing or walking on it requires a DC 15 Balance check or the PC falls into the water. Falling into the water causes no damage, but it is extremely cold.

Light does not penetrate the water either, but cupping it into one's hand reveals that it is crystal clear. The bottom is uneven and rocky, making it difficult to cross easily.

Encounter Condition: [Extreme Cold], Flooded, Hazardous Footing 15

Tactics: Touching the jewel triggers a lightning bolt trap. Due to the flooded condition of the room, the Reflex save DC has been increased by 4 and the damage increase by +1 per die.

Lightning Bolt Trap: CR 6; magic device; touch trigger; automatic reset; spell effect (*lightning bolt*, 10th level wizard, 10d6+10 electricity, DC 20 Reflex save half damage); Search 28; Disable Device 28.

Treasure: The gem is a beautifully cut diamond, worth about 2,000 gp. While it does not radiates magic its casts *continual flame* and acts as a *minor ring energy resistance (cold)*, so long as the gem is held tightly in one's hand.

It can be safely removed once the trap is disabled.

EL: 6

Scaling: To increase the challenge of this encounter, change the *lightning bolt* trap to a *chain lightning* trap. To decrease the challenge, reduce the DC of Reflex save of the *lightning bolt* trap by 6.

B21. COLUMNS

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock.

Stone columns run from floor to ceiling. The columns are carved with symbols from an ancient language you can't quite discern, as well as graffiti left behind by the vagabond goblinoid races. The rapid scrawling of goblins and the heavier script of bugbears can be easily made out. The columns in the back of the room are in better condition than the ones closest to the door. The floor of the room is littered with debris and small rocks.

Initial Attitude: N/A

Encounter: The carvings on the columns depict the story of how the Region was built from the perspective of a scholar. It is a signature (of sorts) by one of the celestial designers. The graffiti covering the columns was created by the goblins and bugbears, and in a way details their history, though it is difficult to read as they often overlap and obscure each other. To ensure the Room remained a testament to their work, the celestial incorporated a trap into the columns. Apparently the goblinoids have not been deterred from spoiling the unique architecture of the columns, trap or no.

The PCs may freely examine the columns, so long as they do not touch them. Unless the PCs discern the nature of the trap and disable it, once a column is touched the trap triggers and the columns collapse on the PCs. The trap once the Room is void of life.

Collapsing Columns Trap: CR 4; mechanical; touch trigger; automatic reset; Atk +15 melee (6d6, stone blocks); Search DC 20; Disable Device DC 24.

Encounter Condition: N/A

Tactics: If the PCs spend 30 minutes searching the debris in this Room, allow each of them a DC 20 Search check to find one of the following — 24 cp in a brown leather bag, a gold ring that radiates illusion but produces no effect, a masterwork silver dagger, a pair of rusted kukri, or a *scroll of mending*. Once all four items are found all the PCs find are pieces of wood, bone fragments, stones, and fungus.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, change the collapsing columns trap to a collapsing wall trap. To decrease the challenge, change the collapsing columns trap to a bricks from ceiling trap.

B22. DIRE WOLF DEN

This room is dark, so dark in fact that your torches cannot pierce the gloom. The few things you can make are merely shadows dancing in the corners of your vision. It smells musty, and the stench of decay fills the moist air.

Initial Attitude: Hostile

Encounter: The PCs have stumbled into another dire wolf den. Four dire wolves (hp 39, 35, 33, 30) are on edge due to recent goblin raids, and are prepared for any intruders that enter their den. The wolves gain a +10 circumstance bonus to Listen and Spot checks, attacking the PCs on sight.

Encounter Condition: Ambush, Deep Darkness, Fearless

Tactics: The wolves use pack tactics, swarming over one PC at a time. They do not target any PC specifically, attacking whichever one is most accessible. Two of the wolves attempt to flank the target, while the others assault the PC directly. Rangers and druids are unable to sway the wolves with Animal Empathy.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add two dire wolves. To decrease the challenge, remove one dire wolf.

B23. THE PIT

A deep, circular pit dominates the center of this room. Leaning over it, you can see nothing but darkness down the treacherous well. The corpse of a bugbear lies against the northern wall, a gleaming battleaxe clutched loosely in its hand. In the other corner of the room, sunk halfway through the floor, is a sword. The echo of the wind gushing through the pit makes an ominous sound as you move cautiously about the room.

Initial Attitude: N/A

Encounter: There are two pits in this Room. The first is obvious. The second is located directly beneath the sword; it has become lodged between the two sections of the trap's door. Unless they disable the trap first, any PC that steps within 10 ft. of the sword triggers the trap and they fall down into the pit. A DC 25 climb check is required by any PCs who fall down the pit to escape from it.

Camouflaged Pit Trap: CR 5; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17.

Encounter Condition: N/A
Tactics: N/A
Treasure: The axe near the corpse of the bugbear is a *+1 greataxe* that always glows with a 5-ft. radius nimbus of light. This light cannot be turned off in any manner. If the PCs manage to recover the sword, its a masterwork bastard sword, with the name Urthieln engraved in the blade (in Celestial runes).
EL: 5
Scaling: To increase the challenge of this encounter, increase the damage of the camouflaged pit trap to 7d6 fall damage. To decrease the challenge, lower the DCs of the camouflaged pit trap by –4.

B24. BLOCKED HALL

You see a collapsed door in the distance. It appears as if a large stone block fell from the ceiling and utterly crushed it. The ceiling, however, looks complete and lacks any distinguishing characteristics. The hallway branches both east and west in front of the door.

Initial Attitude: N/A
Encounter: The PCs are near one of the celestials' observatories. In order to safeguard their private enclosure, the celestials installed a trap here. Triggering the trap causes a huge block to fall from the ceiling, crushing any PCs located here. The trap only has one activation left and the goblins know to avoid it (having seen its devastating effect before).

The eastern branch of the corridor leads to Room B22. The western branch terminates at a blank wall. A DC 25 Search check reveals a small (3 in. diameter, 3 in. deep) hole in the wall (part of a secret door leading to Room B25) 4 ft. from the floor.

Falling Block Trap: CR 5; mechanical; location trigger; automatic reset; Atk +15 (6d6, stone block); multiple targets (can strike all targets in two adjacent specified squares); Search DC 20; Disable Device DC 25.

Encounter Condition: N/A
Tactics: The secret door can only be opened by placing a dowel or iron rod into the hole in the wall and lifting up. No Strength check is required. Without a handle to lift, the PCs must succeed at a DC 22 Strength check to lift the secret door open.
Treasure: N/A
EL: 5
Scaling: To increase the challenge of this encounter, increase the damage of the falling block trap to 8d6. To decrease the challenge, change the falling block trap to a stone blocks from ceiling trap.

B25. OBSERVATORY

The secret door leading to this Room can only be opened by placing a 3 in. diameter dowel or iron rod into a hole in the wall 4 ft. high and lifting up. No Strength check is required. Without a handle to lift, the PCs must succeed at a DC 22 Strength check to lift the secret door open.

A few nondescript wooden benches circumscribe the room. On the back wall a large map hangs limply. It looks old, though it is in good repair. The map details the layout of this entire section of the dungeon. There is a simple stone door to the south.

Initial Attitude: N/A
Encounter: This Room was used as an observatory by the celestials. Aside from the map (see treasure below), it contains nothing of much interest or value. The air in the room is dry and fire spreads easily, consuming the benches and map within minutes if the fire cannot be extinguished.

The door to the south leads to Room B26. It is locked, requiring a DC 20 Open Lock check to open. The doorknob is covered in a thin, almost imperceptible layer, of contact poison, which the PCs must also deal with if they wish to open the door.

Doorknob Smeared with Contact Poison: CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19.

Encounter Condition: Echoes 4
Tactics: N/A
Treasure: The map on the back wall is a duplicate of Map B. It can assist the PCs in navigating the dungeon. It is quite old, and easily catches fire if the PCs are not careful. It is also large, measuring 10-ft by 10-ft. The map does not show the location of secret doors, but it does show the location of every room in the dungeon. It is unlabeled.
EL: 5
Scaling: To increase the challenge of this encounter, raise the DC of the fortitude save of the trap by 5. To decrease the challenge, reduce the poison's damage to 1d6 Con.

B26. OBSERVATORY LIBRARY

As you enter the room you notice it is similar to one of the rooms near the dungeon's entrance. Along the back wall is a stone desk and chair, and a bookcase covers the eastern wall. In this room, however, the bookcase holds volumes of tomes, not just one or two. A sheaf of papers lies on the desk, and the light glints off of something metallic under the chair.

Initial Attitude: N/A
Encounter: The Room is essentially a mirror of Room B3. The anteroom (Room B25) served as an observation post for the celestials, while this Room was used to catalogue their findings. The catalogued observations are stored on the bookshelf, written on ancient parchment.

Not wishing for their records to fall into the wrong hands, this Room was trapped by the celestial observers. The shiny object under the chair, which appears to be a silver broach, is, in point of fact, the trigger for a *fire trap*. Any attempt to move the broach triggers the trap, which destroys every book in the room beyond any hope of repair; the flames easily consume the ancient pages. The trap is also triggered if the PCs attempt to remove any of the books from the room without first disabling the trap.

Fire Trap: CR 5; magic device; touch trigger; no reset; spell effect (*fire trap*, 7th level wizard, 1d4+7, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29.

Encounter Condition: N/A
Tactics: N/A
Treasure: If the PCs do not trigger the trap, they are free to take as many books with them as they can carry with them. The books, and the sheaves of paper on the desk, chronicle events of the devils over centuries, though no specific dates are given. To understand the writing, a PC must speak Celestial and make a DC 25 Decipher Script check.

The PCs are free to take the silver broach, which is worth approximately 100 gp, once the trap is disabled. If the trap is triggered, the broach is destroyed in the ensuing flames.
EL: 5
Scaling: To increase the challenge of this encounter, change the *fire trap* to a *flame strike* trap. To decrease the challenge, change the *fire trap* to a *burning hands* trap.

B27. HALL OF VINES

This room is covered in vines, lending it an earthy smell. Beneath plants, you can barely make out a series of strange stones. The room is separated into three square sections and a layer of ash blankets the granite floor tiles. In the center of the room is a thin pedestal with a bright gem affixed to it. The pedestal has strange sigils carved into its base. Though they appear worn down and they cannot be clearly read. The only apparent exit is the door you entered through.

Initial Attitude: N/A

Encounter: The sigils under the vines, and those carved onto the surface of the pedestal, are *glyphs of warding (blast)*. If the PCs touch any wall, or the gem on the pedestal, they trigger the appropriate ward, which withers the vines and ivy that have accumulated in the room over time. Each wall has its own ward, and each must be disabled individually if the PCs wish to investigate the sigils.

♦ **Glyph of Warding (blast):** CR 4; spell; touch trigger; automatic reset; spell effect (*glyph of warding [blast]*, 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Encounter Condition: [Safe]

Tactics: There is a secret door in the southwestern corner of the Room, that leads to a corridor which leads to Room B29. A DC 25 Search check reveals a small, rough "button" that blends in perfectly with the stone. However, a DC 30 Open Lock check is required to dislodge the button from the surrounding moss and vines, without damaging the mechanism (which is quite delicate) or triggering the glyph.

Once the button is depressed, the wall slides down and into the floor, which also deactivates the *glyphs* for 2d6 rounds before the secret door closes again, and the traps reset.

Treasure: Once the trap on the pedestal is disabled, the PCs can remove the gem. It is a small sapphire worth approximately 600 gp.

A PC spending an hour deciphering the sigils on the wall is rewarded with a spell (that can be transcribed into a spellbook), if he succeeds at successful DC 23 Spellcraft check. The DM should choose an appropriate 3rd-level arcane spell that the PCs are lacking. Otherwise, the spell is *sepia snake sigil*.

EL: 4

Scaling: To increase the challenge of this encounter, increase the damage of the *glyph of warding* trap to 4d8 acid. To decrease the challenge, change the *glyph of warding* trap to a *fire trap*.

B28. EXCAVATED ROOM

The walls of this room are heavily damaged. Large sections of masonry are scattered all over the floor, and a few blunt pickaxes were left in the rubble. The room is musty; not an inviting place to put it simply.

If the PCs have not killed Bartleby the Halfling, read the following.

From the northwestern corner of the room you hear grunts and scratchings. As you get closer the noises stop, and a raspy, uninviting voice yells out, "Git outta here! This is my claim!"

Initial Attitude: Unfriendly

Encounter: Bartleby the Halfling (hp 33) has taken up residence in this Room. If the PCs have encountered him previously, his attitude is Indifferent, though he is gruff and suspicious. He presumes the PCs are following him, hoping to find the treasure he seeks before he can find it himself.

If the PCs have not encountered Bartleby before, he questions them intently, trying to determine their purpose in the dungeon. He is elusive with his answers, and does not give his purpose away.

If the PCs do not attack Bartleby, he claims the room is empty and has no more secrets to be uncovered and leaves, heading towards Room B38. He wants nothing to do with the PCs and offers no assistance nor will he accept any in return.

Once Bartleby leaves the Room, or has been killed, the PCs can investigate further. Bartleby has destroyed the surface of the walls. The innards of a trap can be seen in the northern wall, but it is obvious that Bartleby has ruined it beyond repair. A DC 40 Disable Device check reveals the trap was once a *fire trap*, but otherwise it is unidentifiable.

On the southern wall is a secret door that leads to Room B29. It is difficult to spot, requiring a DC 30 Search check to find. Like the secret door in Room B27, a simple button lowers the door into the floor for 2d6 rounds, during which time the trap that used to be in this Room would be disarmed. Despite the damage to the wall, the secret door opens easily.

Encounter Condition: Ambush, Concealment, Cover

Tactics: Bartleby attempts to scare off the PCs. He uses alchemical substances (such as acid, alchemical fire, thunderstones) to distract them. If he cannot drive them from the Room he flees deeper into the dungeon. Once in the dungeon, he heads towards Room B38. He knows the dungeon far better than the PCs and easily loses them once free of the Room.

Feel free to play this out, however, with Bartleby heading into trapped Rooms and sneaking through secret doors.

Treasure: Bartleby keeps a bedroll, a small lamp, and a few pots and pans. However, any belongings of value are on his person. If the DM owns *Mercenaries*™, feel free to give Bartleby a few adventuring goods from there as well.

EL: 5

Scaling: To increase the challenge of this encounter, add two rogue levels to Bartleby. To decrease the challenge, remove one rogue level from Bartleby.

♟ **Bartleby, Halfling Rog 5:** CR 5; Small humanoid (halfling); HD 5d6+15; hp 33; Init +5; Spd 20 ft.; AC 18, touch 16, flat-footed 18; Base Atk +3; Grp –1; Atk +9 melee (1d4+1/18–20, rapier) or +9 ranged (1d4/×3, shortbow); Full Atk +9 melee (1d4+1/18–20, rapier) or +9 ranged (1d4/×3, shortbow); SA Sneak Attack +3d6; SQ Evasion, halfling traits, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +5, Ref +10, Will +4; Str 12, Dex 20, Con 17, Int 17, Wis 15, Cha 12.

Skills and Feats: Appraise +4, Balance +15, Bluff +6, Climb +5, Decipher Script +4, Disable Device +11, Escape Artist +6, Hide +17, Jump +13, Listen +10, Move Silently +15, Open Lock +10, Search +11, Spot +10, Tumble +15, Use Rope +6; Dodge, Weapon Finesse.

Evasion (Ex): If this rogue is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Trap Sense (Ex): This rogue has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks from traps.

Trapfinding (Ex): This rogue can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his PCs) without disarming it.

Uncanny Dodge (Ex): This rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: Masterwork leather armor, masterwork dagger, masterwork shortbow, masterwork arrows (20), *potion of cure light wounds* (12), *acid* (5), *alchemical fire* (3), *thunderstone*, masterwork thieves tools, 50-ft. silk rope, bag of soot, chalk, charcoal, crude maps, and thin leather gloves.

B29. THE ROOM OF WANDS

This room's walls are covered with wands. Each one looks masterfully crafted. You can't see any hooks, so magic must be holding the wands to the wall. The walls behind the wands are covered with a rich, green moss. The floor and ceiling are free of the moss, and are polished blue marble.

Initial Attitude: N/A

Encounter: Another in a series of maddening traps designing by the celestials, this Room only has one useful wand — a *wand of burning hands*. The rest of the wands, while nicely crafted, are simple wooden decoys with *magic aura* cast on them. If the PCs cast detect magic, everything in the Room radiates magic and every strength and type of magic is present. The only true magic item, is the wand of burning hands which is the only one which radiates faint transmutation.

The exact number and type of wands, plus the exact nature of the Spellcraft and Intelligence checks necessary to determine this number are best left to DMs willing to expend that much energy to challenging the PCs. Chances are, if they made it this far into Region B, they aren't touching anything in the Room, anyway.

Any chaotic or evil PC touching a wand other than the *wand of burning hands* triggers a *bestow curse* trap.

Bestow Curse Trap: CR 4; magic device; touch trigger (detect chaos); automatic reset; spell effect (*bestow curse*, 5th level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28.

Encounter Condition: N/A

Tactics: The northern wall contains a secret door that leads to Room B28. A DC 20 Search check is required to discover the secret door. The door is unlocked and opens easily.

Treasure: The PC can retrieve one *wand of burning hands* (1 charge).

EL: 4

Scaling: To increase the challenge of this encounter, allow PCs to trigger the trap regardless of alignment. To decrease the challenge, change the *bestow curse* trap to an *acid arrow* trap.

B30. GOBLINOID REMAINS

The moment you enter this room you find the remains of seven goblins and three bugbears littering the floor. From what you can discern, two scouting parties encountered each other here and laid waste to one another. Broken clubs and spears are strewn amongst the corpses and the scent of death hangs heavily in the air. A bone-chilling screech suddenly echoes throughout the halls. Something is heading your way.

Initial Attitude: Hostile

Encounter: The scent of death has attracted two vargouilles (hp 11, 7) to this Room, and the PCs have three rounds before they arrive. The PCs can choose to lay in wait for the vargouilles or they can flee. When the vargouilles arrive they notice the PCs instantly (receiving a +10 circumstance bonus to Listen and Spot checks). They attack the PCs on sight, hoping to add to the pile of corpses already in the Room.

Encounter Condition: Cover

Tactics: The vargouilles assault the PCs with diving attacks. They rely heavily on their shriek attack, which can paralyze the PCs. They attack any paralyzed PCs, using their poison and kiss attacks on them.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, add one vargouille. To decrease the challenge, remove one vargouille.

Vargouille: CR 2; Small outsider (evil, extraplanar); HD 1d8+1; hp 11, 7; Init +1; Spd Fly 0 ft. (good); AC 12, touch 11, flat-footed 11; Base Atk +1; Grp –3; Atk +3 melee (1d4 plus poison, bite); Full Atk +3 melee (1d4 plus poison, bite); SA Shriek, kiss, poison; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5; Weapon Finesse.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 ft. (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

B31. THE ROD IN THE ROCK

A squat stalagmite sits in the center of this coarsely carved room. The atmosphere is dank, but not overwhelming like some of the other rooms in the dungeon. Protruding straight up from the center of the stalactite is a carved staff of stained, dark oak. The top of the staff is fitted with a gleaming steal cap in the shape of an eagle claw.

Initial Attitude: N/A

Encounter: A quarterstaff is buried in the stalagmite, and it serves as the trigger to the Room's trap. Pulling the staff from the stalactite before the trap is disarmed triggers it, flooding the Room with darts that shoot from recesses in the wall.

Fusillade of Darts: CR 5; mechanical trigger; location trigger; automatic reset; Atk +18 (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft. by 10-ft. area); Search DC 19, Disable Device DC 25.

If the PCs disarm the trap, they can attempt to remove the quarterstaff from the rock; a DC 20 Strength check is required to free the quarterstaff from its prison. It is easier for rangers or druids to remove the quarterstaff, requiring a DC 18 Strength check from PCs of either class.

Encounter Condition: [Safe]

Tactics: The only door to this Room is a secret door that closes 2d6 rounds after it opens. Opening the door from this side requires a DC 30 Open Lock check to unlock. This DC increases by +10 if the PCs triggered the trap.

Treasure: The staff is indeed magical. A PC that retrieves it is the proud owner of a *+1 defending quarterstaff*.

EL: 5

Scaling: To increase the challenge of this encounter, change the trap to a spiked blocks from ceiling trap. To decrease the challenge, change the trap to a hail of needles trap.

B32. BLINK DOG DEN

As soon as you step into the room you are met with a chorus of growls. Four golden dogs, fangs bared, stare at you. You have obviously intruded upon their home, and you are not welcome here. Curiously they make no move to attack you, as they wait for you to exit on your own.

Initial Attitude: Unfriendly

Encounter: The PCs have entered another blink dog den. The blink dogs (hp 35, 31, 28, 23) do not appreciate the PCs' presence and want them out of the Room. They bare their fangs and growl at the PCs. However, due to their nature, the blink dogs do not attack the PCs; they only wish to scare them away.

If the PCs make no move to leave the blink dogs slowly advance on the PCs, hoping to drive them off. If any PCs attack the dogs, they immediately retaliate.

Rangers and druids can make DC 25 Animal Empathy checks to calm the dogs for 2d6 minutes. Success allows the PCs to remain and investigate the Room, though the blink dogs are not obviously happy with the PCs' presence. Failure of this check changes the blink dog's attitude to Hostile; they do not like being manipulated.

There is a secret door on the west wall, leading to Room B31. A successful DC 25 Search check reveals the a hallow stone that can be pried open with a successful DC 25 Open Lock check. Once the hallowed stone is open, the PCs can see a level that must be turned 90 degrees clockwise.

Encounter Condition: N/A

Tactics: If attacked, the blink dogs launch themselves at the PCs, focusing on the most aggressive PCs first (or in the case of a druid or ranger failing their Animal Empathy check, one of them). They concentrate their attacks, targeting one PC at a time. They use their blink ability to flank the PCs. Because of the nature of the dungeon, their blink ability is sporadic and has a 70% chance of failing. If successful, however, they flank the hapless PC.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add one blink dog. To decrease the challenge, remove one blink dog.

Blink Dog: CR 2; Medium magical beast; HD 4d10; hp 35, 31, 28, 23; Init +3; Spd 40 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA —; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11.

Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track[B]

Blink (Su): A blink dog can use blink as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as dimension door (caster level 8th), once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

B33. BUGBEAR STORE ROOM

This is a simple granite room. Along the northern wall is a plain rack, covered with spears and a few clubs. The weapons are too large for goblins, or smaller creatures, so this is most likely a storeroom for the bugbears in the dungeon. The room does not seem to have been visited lately, and the hallway outside is as quiet as a tomb.

Initial Attitude: N/A

Encounter: The bugbears used this Room as a makeshift armory for while. Although they rarely come here now, there are spears and greatclubs stored on weapon racks. To protect their cache, the bugbears have rigged a simple spear trap, which is easy enough to spot. Stepping within 5 ft. of the weapons rack triggers the trap, unless it is first disabled.

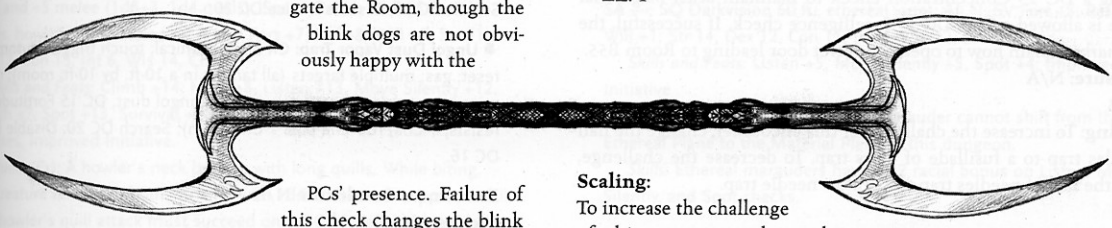
Spear Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/×3, spear); Search DC 20; Disable Device DC 20.

Encounter Condition: N/A

Tactics: N/A

Treasure: The PCs have their choice of four longspears, two greatclubs, one Large warhammer, and one shortbow. Upon inspection, the weapons are simple and sturdy, but hardly special. There is a 5% chance of a weapon being masterwork.

EL: 1



Scaling: To increase the challenge of this encounter, have the spear trap fire two spears. To decrease the challenge, reduce the damage of the spear trap to 1d6/×2.

B34. SHRINE OF THE WARRIOR

Moss covers the walls and ceiling of the room. Against the eastern wall is a statue of a hobgoblin. The statue holds a gleaming shortsword in its right hand, and a sharp looking axe in its left. The overall pose gives you a sense that this was a mighty warrior, and this is hallowed ground.

Initial Attitude: N/A

Encounter: As the statue suggests, this Room was converted into a shrine by the hobgoblins of the dungeon. Since the hobgoblins no longer inhabit this Section, this Room has been abandoned.

While the weapons are fitted snugly into the statue, they can be removed with minimal effort by the PCs. This requires a DC 19 Strength check for each weapon. Any attempt to remove the weapons triggers a deafening *alarm*. But, with no hobgoblins in the vicinity, no one responds.

Encounter Condition: Hallowed 2

Tactics: After the PCs trigger the alarm in this Room, roll for two Random Encounters, spaced 1d8 rounds apart.

Treasure: The axe in the statue's left hand is a *+1 battleaxe* and the sword in the statue's right hand is a *+1 shortsword*.

EL: 1

Scaling: To increase the challenge of this encounter, after the PCs trigger the alarm, roll for three Random Encounters, spaced 1d6 rounds apart. To decrease the challenge, remove the *alarm*.

B35. THE PEDESTAL

Brightly polished marble tiles are intricately arrayed on the floor of this room. Dark granite walls and a high limestone ceiling frame it. A large pedestal with a bright red, velvet cushion placed upon it, sits majestically in the center of the floor. The floor surrounding the pedestal is covered with a tile mosaic that depicts a giant snake eating its own tail.

Initial Attitude: N/A

Encounter: Whatever purpose this Room once served, or what the pedestal held, has been lost. The Room's defenses, however, are still active, and any PCs that touches the pedestal triggers a hail of needles trap.

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

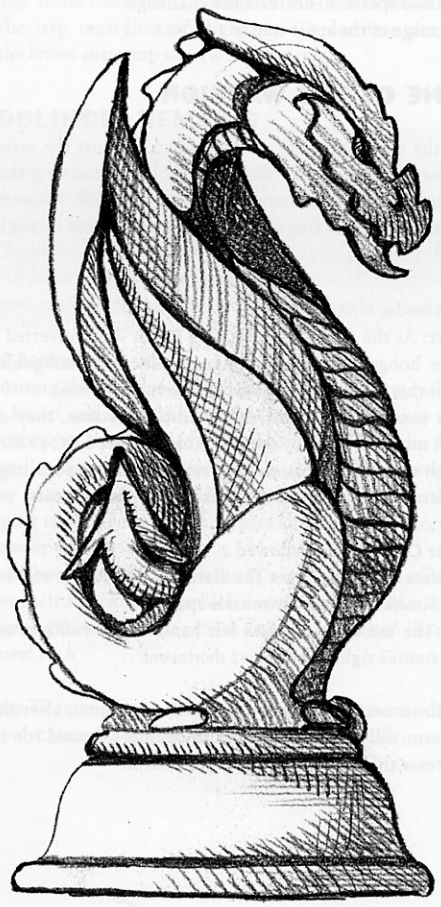
Encounter Condition: N/A

Tactics: Whatever was on the pedestal is no longer there, and the pedestal contains no secret compartments. Invisible symbols have been drawn on the top of the pedestal, however, but these can only found with *detect magic*, which reveals a series of *arcane marks*, laid out in a replicating pattern. A DC 20 Spellcraft check reveals that the sigils hint to a riddle or answer to a riddle. If the PC studies the symbols for 1 hour, requiring a DC 25 Concentration check to maintain *detect magic* that long, he is allowed a final DC 15 Intelligence check. If successful, the *arcane marks* explain how to open the secret door leading to Room B55.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, change the hail of needles trap to a fusillade of darts trap. To decrease the challenge, change the hail of needles trap to a poison needle trap.



B36. WOODEN CAGE

The floor, walls and ceiling of the room are covered with wood paneling. The paneling is smooth and even, but the smell of dry rot permeates the air. There is no discernable damage however. Sitting in the middle of the room is a burlap sack. Gold coins spill out of the top of the sack and litter the floor around it. As you make your way towards the sack, the door behind you slams shut, sealing you in.

Initial Attitude: N/A

Encounter: Similar to the Hall of Mirrors (Room B6), this Room was designed by the celestials as a test of the prisoner's intelligence. A sack, resting on a giant pressure-sensitive trigger, serves as bait. Anyone that steps within 10 ft. of the sack also steps on the trigger, and the trap activates. Once the trap is activated the door slams shut and it is impossible to re-open without resetting the trap.

The reset mechanism is located behind a wooden panel in the northeastern corner. The panel needs to be removed carefully in order to reset the trap; if it is not, the PCs have another danger to contend with.

Noxious gases have built up behind the rotting wood and the PCs must take the proper precautions when removing the panel, otherwise they flood the Room with the toxic gas.

Wooden Cage: CR 2; mechanical; location trigger; manual reset; Search DC 20; Disable Device DC 20.

Ungol Dust Vapor Trap: CR 5; mechanical; touch trigger; automatic reset; gas; multiple targets (all targets in a 10-ft. by 10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

Encounter Condition: N/A

Tactics: N/A

Treasure: The sack contains ten vials of holy water, which prisoners would find useless, but the PCs may be able to put to use.

EL: 6

Scaling: To increase the challenge of this encounter, change the ungol dust vapor trap to an *acid fog* trap. To decrease the challenge, lower the DC of the Fortitude save of the ungol dust vapor trap by –2.

B37. TRAPPED HOWLERS

As the PCs approach the door this Room, read the following.

The stone door in front of you doesn't look right. All the other doors you have seen so far have been flush with the surrounding walls. This one, however, looks slightly cocked, as if it has been jammed shut. Loud whining howls pierce through the stone door, flooding the area directly in front of it with a cacophonous noise.

If the PCs put their ear to the door, they hear the moan of the howlers, forcing them to make DC 12 Will saves or lose 1 point of Wisdom.

The door to this Room has been locked and the lock damaged by rough hands. A DC 25 Open Lock check is required to open the door before the PCs can enter.

After the PCs open the door, read the following.

As you open the door the noise grows louder as a pair of beasts jumped from the shadows. The beasts resemble spiny backed hounds, which are hard to make out due to a thick smoke filling the room. But your curiosity is cut short as the beasts lunge your direction.

Initial Attitude: Hostile

Encounter: A party of bugbears has trapped two howlers (hp 42, 38) inside the Room. They also left a fire burning in the center of the Room in the hopes of suffocating the howlers. Sadly, the bugbears do not understand that howlers are not mammals from this plane and thus not subjected to the same laws for breathing.

The howlers have not been trapped for long, but they are nevertheless eager to depart. As soon as the door is opened they rush in, hoping to escape. With the PCs in their way, however, they turn their attention to them, violently taking out their frustrations on the PCs.

Encounter Condition: Smoke

Tactics: The howlers attack the closest PC first, latching on with their jagged teeth. They thrash about, impaling the PC on their quills. These howlers have serrated quills that deal an extra point of damage and require DC 24 Heal checks to remove. The howlers fight ravenously for 2d4 rounds, at which point they get their wits about them and fight with more sensibly, flanking the PCs.

Treasure: Once the PCs have dealt with the howlers they are free to inspect the Room. Aside from scratches on the walls, obviously the work of the trapped howlers, there is nothing of note. The wood in the center of the Room has been smoldering for some time, however, blanketing the contents in ash. Allow the PCs DC 30 Search checks to locate a silver dagger, in the corner of the Room, coated with ash.

EL: 6

Scaling: To increase the challenge of this encounter, add one howler. To decrease the challenge, remove one howler.

Howler: CR 3; Large outsider (chaotic, evil, extraplanar); HD 6d8+12; hp 42, 38; Init +7; Spd 60 ft.; AC 17, touch 12, flat-footed 14; Base Atk +6; Grp +15; Atk +10 melee (2d8+5, bite); Full Atk +10 melee (2d8+5, bite) and +5 melee (1d6+3, 1d4 quills); Space/Reach 10 ft./5 ft.; SA Quills, howl; SQ Darkvision 60 ft.; SV Fort +7, Ref +8, Will +7; Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks); Alertness, Combat Reflexes, Improved Initiative.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a –1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based.

A quill can be removed safely with a DC 24 Heal check; otherwise, removing a quill deals an extra 1d6+1 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

Carrying Capacity: A light load for a howler is up to 460 pounds; a medium load, 461–920 pounds; and a heavy load, 921–1,380 pounds. A howler can drag 6,900 pounds.

B38. RUINED OBSERVATORY

The door to this room has been smashed open, its remains strewn about the doorway. The interior is a now familiar sight. The room contains a simple stone desk and chair, and a bookshelf against the back wall. A large pile of books lies in front of the shelf. An ear-piercing whine sounds from within the pile, and you spot a strange looking lizard, with a triangular head, rifling through the refuse.

Initial Attitude: Hostile

Encounter: This Room is identical to the other celestial observatories, the major difference being that something has found it and ruined it. The ethereal marauder (hp 12) chanced upon the Room, and is simply routing through the contents, turning over books and chairs.

The ethereal marauder may not notice the PCs as they enter the room, busily digging through the Room's contents (suffering a –4 circumstance penalty to Listen and Spot checks). If the PCs remain in the Room for more than six rounds, allow the marauder another Listen and/or Spot check.

Encounter Condition: N/A

Tactics: If the ethereal marauder notices the PCs, it becomes startled and attacks. If the PCs attack it before it notices them, the ethereal marauder flees immediately.

The marauder is more startled than hostile. Without the ability to "jaunt", the marauder fights to stay alive. If the combat lasts more than three rounds, the marauder flees, not wishing to deal with the obviously superior PCs.

Treasure: The books in this Room are ruined. While they are obviously journals and text books, they offer no insight into what the celestials had observed from this Room. Allow the PCs a DC 40 Decipher Script check to uncover information about the maze in Room B92. If successful the PCs uncover details about its twisting, impossible passages and the deadly nature of the maze. Despite its dangers, demons trying to escape the prison would run through the maze, quickly losing their bearings.

EL: 2

Scaling: To increase the challenge of this encounter, add one ethereal marauder. To decrease the challenge, reduce the ethereal marauder's hit points by –5.

Ethereal Marauder: CR 2; Medium magical beast (extraplanar); HD 2d10; hp 12; Init +5; Spd 40 ft.; AC 14, touch 11, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d6+3, bite); Full Atk +4 melee (1d6+3, bite); SA —; SQ Darkvision 60 ft., ethereal jaunt; AL N; SV Fort +3, Ref +4, Will +1; Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10.

Skills and Feats: Listen +5, Move Silently +5, Spot +4; Improved Initiative

Ethereal Jaunt (Su): An ethereal marauder cannot shift from the Ethereal Plane to the Material Plane in this dungeon.

Skills: Ethereal marauders have a +2 racial bonus on Listen, Move Silently, and Spot checks.

B39. HALL OF THE HOBGOBLINS

The door leading to this Room is locked, requiring a DC 25 Open Lock check to unlock it. If the check fails by more than 10, 1d3 tools are jammed in the lock and ruined.

Rotted benches and tables fill this cavernous space. The floor is littered with scraps of cloth and bone, as well as less inviting piles of refuse. Something used this room as a meeting place or base of operations, but it hasn't been used in quite some time. At the back of the hall, against the northern wall, is a large stone throne and dais

Initial Attitude: N/A

Encounter: Before the hobgoblins joined forces with their goblin cousins, they made their home here. While they have long since abandoned this Room, some of their belongings, shortspears and clubs scattered amongst the refuse and debris, remain. They also left behind the throne of their chieftain, and it still sits on its dais under a thick layer of dust.

Encounter Condition: Distracting Visions 3

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: Hidden in the throne, behind a secret panel, is a +1 greatclub. A DC 25 Search check is required to find the panel, while a DC 20 Open Lock check opens it. Scattered around the Room are twelve javelins, two spears, six clubs, 14 arrows, and six masterwork arrows.

EL: N/A

Scaling: N/A

B40. HALLWAY

If you do not want to alert the PCs to the trap in this hallway, do not read the following.

You find yourself in a simple hallway. The walls and floor are smooth, and nothing is very out of the ordinary. Something prickles at the base of your neck however, as things may not be exactly as they appear. At the far end of the hallway you can hear a dull, roaring sound, like howling wind.

Initial Attitude: N/A

Encounter: A well-camouflaged pit lies in wait for any PCs traversing this expanse of hallway. If the PCs travel more than halfway through the hall, they trigger the trap, falling into the 50-ft. deep pit.

Camouflaged Wide-Mouth Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 25; Disable Device DC 17.

Encounter Condition: Echoes 10

Tactics: At the east end of the hallway is a spotless Room. On the west end is a an open door leading to Room B41.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, change the trap to a well camouflaged pit trap. To decrease the challenge, change the trap to a spiked pit trap.

B41. HOWLER DEN

The door to this Room is open.

If the PCs fell in the pit in Room B40, then the howlers hear them coming and are not surprised; taking cover in the Room. Otherwise, consider the howlers' Listen checks 23 for the purposes of the PCs sneaking up on them.

As you approach the open door, a deep growls escalate from inside. Something lives here.

If the PCs succeed at DC 15 Spot checks, read the following.

Peeking your head in, you see three hounds, with fibrous quills on their backs.

Initial Attitude: Hostile

Encounter: The PCs have entered a howler den, although (fortunately) the entire pack is not to be seen. There are normally as many as ten pack members, but presently there are only three howlers (hp 44, 38, 33). As soon as the PCs enter, the howlers unleash their mighty howls, wasting no time forcing the PCs from their sanctum.

Encounter Condition: Fearless, [Safe]

Tactics: The howlers attack as a pack, lashing out at the nearest PC and dragging him to the ground. If a PC presents himself as the biggest threat, the howlers deal with him first. The howlers bite the PCs, latching on with their jagged teeth. Once engaged, they use their quills to entangle their opponents.

Every 1d3 hours, 1d3+1 howlers return to the den. This continues until ten howlers have returned. If the PCs kill all the howlers, the Room is considered Safe and no further howler Random Encounters occur in this Section.

Treasure: A small nest lies in the corner, against a stone that is slightly warmer than the others. In the nest are the remains of an elf skeleton that stumbled into this lair some 5 years ago. The bones have been thoroughly gnawed on and the finger bones lay about the nest. A golden ring can be found in the nest with a DC 20 Search check. The ring is worth only about 25 gp, but has the name Ellinorith written on it. Ellinorith is an elven deserter and should the PCs mention the ring or his name to the elves in Region H, they confer that he got what was coming to him.

If the PCs investigate the stone, allow a DC 25 Disable Device check to pull one of the bricks from the wall. A thin piece of metal works, but shimmying it between the mortar takes some time. Once removed, the PCs find a piece of amber that gives off heat in a 5-ft. radius. The heat is around 110 degrees and is perfect for putting under a blanket or in the bottom of a pot to heat water. The amber never stops radiating heat.

EL: 6

Scaling: To increase the challenge of this encounter, add one howler. To decrease the challenge, remove one howler.

Howler: CR 3; Large outsider (chaotic, evil, extraplanar); HD 6d8+12; hp 44, 38, 33; Init +7; Spd 60 ft.; AC 17, touch 12, flat-footed 14; Base Atk +6; Grp +15; Atk +10 melee (2d8+5, bite); Full Atk +10 melee (2d8+5, bite) and +5 melee (1d6+2, 1d4 quills); Space/Reach 10 ft./5 ft.; SA Quills, howl; SQ Darkvision 60 ft.; SV Fort +7, Ref +8, Will +7; Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks); Alertness, Combat Reflexes, Improved Initiative.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a –1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based.

A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

Carrying Capacity: A light load for a howler is up to 460 pounds; a medium load, 461–920 pounds; and a heavy load, 921–1,380 pounds. A howler can drag 6,900 pounds.

B42. WELL OF HEALING

The room looks much like the others in this expanse of the dungeon, but the floor is littered with rubble and rocks. At the back of the room is a simple stone well. The rope attached to the well's frame extends straight down, and is taught.

Initial Attitude: N/A

Encounter: The well contains a small treasure and the Room is designed to prevent anyone from retrieving it. The rubble on the floor shows the aftermath of the trap, and it is the only clue the PCs have regarding the nature of the Room.

The trap is triggered when the handle on the well is turned. Triggering the trap unleashes stone blocks from the ceiling, which fall down on the PCs. The trigger is located in the well itself; a discolored stone on the backside of the well marks the trigger's location.

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; manual reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.

Encounter Condition: N/A

Tactics: Once the trap is disarmed, the PCs may haul up the bucket attached to the bottom of the rope. There is no water in the bucket (as there is no water at the bottom of the well), but it does contain three vials of shimmering blue liquid.

Smart PCs should realize that this is a great place to store supplies. Someone, perhaps Bartleby (Room B28), figured out the trap and placed the vials here for future use. The PCs should feel confident that few people know how to get passed the trap and can thus store items here safely.

If the PCs store anything in the bucket, there is an 85% chance the items are here when they return. For each week that passes, roll again for this items.

Treasure: In the bucket are three vials; each is a *potion of cure light wounds*.

EL: 3

Scaling: To increase the challenge of this encounter, change the stone block from ceiling trap to a falling block trap. To decrease the challenge, reduce the damage of the stone block from ceiling trap to 2d6.

B43. THE MASHER

The floor in this room is scuffed and heavily scratched. Aside from that, it is empty, framed by unmarked granite walls. Off towards your right is a simple wooden door leading to another room.

Initial Attitude: N/A

Encounter: While the Room is empty, it is not without its perils. The walls conceal poisoned spikes that only trigger when the door to the adjoining Room is opened. Once triggered the spikes spring out of the northern and southern walls, and the northern wall slowly moves toward the other. In addition, the doors to the south shut and lock, requiring DC 35 Open Lock checks to open.

If the PCs trigger the trap it is still possible to reset it while it is moving, but the trap's DCs are increased by 10 while it is active.

When the PCs disable the trap they can enter the adjoining room to the east, which contains the remains of a few elves who died in here. The DM should feel free to give them a full compliment of equipment though. The Encounter Condition of the small Room is Negative Energy and Stagnant Air.

Poisoned Wall Spikes: CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (all targets in the room); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 17; Disable Device 21.

Encounter Condition: [Negative Energy], [Stagnant Air]

Tactics: Once the walls press together, there is a 3 ft. gap from one to the other. They remain pressed together for 1 hour, during which time the PCs must make Fortitude saves (DC 10, +1 per previous save) every 10 minutes or lean against the poisoned wall spikes (suffering damage each time).

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, increase the trap's damage to 1d10+4 plus poison. To decrease the challenge, decrease the trap's damage to 1d6 plus poison.

B44. DEAD WORGS

This large room is nearly empty. The walls are black and gray, and very clean. However, three massive blood-covered wolves lay over the corpses of two dead dogs. Blood mats their hair and stains their mouths. Their skin is black and much of their hair has been singed off. The heavy smell of burnt flesh fills the air.

Initial Attitude: N/A

Encounter: The PCs have stumbled upon a trapped Room that worgs and dogs were fighting in before triggering the burning hands trap. The trap is very potent, but with the dead bodies in the Room, easy to spot. However, if the PCs stumble upon the trigger without being careful, they suffer the same fate as these worgs.

Maximized Burning Hands Trap: CR 5; magic device; location trigger; automatic reset; spell effect (burning hands, 5th level wizard, 20 fire, DC 13 Reflex save half); Search DC 28; Disable Device DC 28.

Encounter Condition: [Safe], Smoke

Tactics: The trigger for this trap is a single small stone set in the floor 6 ft. from the door, shaped like any other in the Room. Careful PCs can easily avoid and disable it.

The corpses are three worgs and two blink dogs that fought in this Room, before one of them tripped the burning hands trap, killing them all.

If the PCs clear the air of smoke, avoid the trigger (or disable it), and bar the door, the Room is considered Safe.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, remove the dead bodies and add an empty backpack in the center of the Room as a lure. To decrease the challenge, replace the *maximized burning hands* trap with a *burning hands* trap.

B45. THE GOLDEN IDOL

This large room is lined with bright, shiny steel. Light bounces off the steel in every direction, blinding you. On columns throughout the room are ledges lined with lit candles. In the center of the room, on a simple wooden table, is a golden idol. The statue is about three ft. tall, ornately carved, and resembles a beautiful angel, holding aloft a torch. The room gives off a peaceful feeling, as if it was a shrine at some point.

Initial Attitude: N/A

Encounter: The idol is a tribute from one celestial to another; it honors the celestial's sacrifices in constructing and defending the dungeon complex, though this is not readily apparent to the PCs. Inscribed on its base is a message (in Celestial). "In darkness, I bring light, never straying from my path."

Unless the PC disarm it, removing the idol from the table triggers a *lightning bolt* trap, centered on the table, striking every person in the Room. In addition to taking damage, anyone struck by the trap must succeed at a DC 18 Balance check or be knocked prone. Prone PCs have a 50% chance of being targeted by a stray *lightning bolt*, which deals 4d6+4 points of damage. The save DC of a *lightning bolt* while prone is increased by +4.

The PCs must disable the trap if they wish to remove the idol from the Room.

Lightning Bolt Trap: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6+10 electricity, DC 14 Reflex save half damage); Search DC 28, Disable Device DC 28.

The steel lining of the walls enhances the potency of the *lightning bolt*, allowing it to bounce around the Room. The extra damage has been figured into the trap already. Lawful good PCs are immune to the damage of this trap.

Encounter Condition: Hallowed 5, Positive Energy, [Safe]

Tactics: If the PCs extinguish all of the candles in the Room, the torch on the statue lights up, casting a *daylight*. This is true anytime the statue is taken into a dark Room. This effect cannot be controlled and only turns off when there is a light source nearby.

This Room has an undoubtedly mysterious air to it. The DM should feel free to add whatever elements are lacking to keep the PCs in this Room, examining every nook and cranny. If the PCs never disturb the idol, the Room is considered Safe.

Treasure: The golden idol wears about 50 lbs., and is worth approximately 1,000 gold pieces.

EL: 6

Scaling: To increase the challenge of this encounter, change the *lightning bolt* trap to a *chain lightning* trap and increase the damage by +1 per die. To decrease the challenge, reduce the damage of the *lightning bolt* to 6d6 and the stray bolts to 2d6.

B46. BUGBEAR FOREWORD POST

A crude map of the dungeon, written in rough, goblinoid script, hangs on the southern wall. It marks the locations of various rooms, and the rune for goblin is repeated over and over on its surface. Standing in the center of the room are three tall goblinoids, with sharp fangs and heavy coats of fur. They are armed and angry, roaring with a defiant battle cry.

Initial Attitude: Hostile

Encounter: The PCs have stumbled upon a secret staging area of the bugbears, hidden among the trap infested Rooms of this Section. Safe from their goblin enemies, they plan their attacks from here. This Room provides easy passage to an expanse of unclaimed Rooms (B1 through B45), but also to the last remaining bugbear stronghold (Rooms B52 through B68).

The Room is currently occupied by three bugbears (hp 18, 16, 15). If the PCs make any sound opening the door the bugbears gain a +4 circumstance bonus to their Listen and Spot checks. If the PCs go unnoticed allow the bugbears a second Spot roll after five rounds, unless the PCs ambush them. If the bugbears notice the PCs, they become incensed by the intrusion and attack.

Encounter Condition: Echoes 2

Tactics: Caught off guard, the bugbears assault the PCs with ferocious attacks. The bugbears work individually, attacking the PC closest to them. While it is possible to parlay during battle, the bugbears are more concerned with silencing anyone that would report this Room back to Argliss (Room B75).

Treasure: While there is no treasure, per se, the map drawn on the wall can easily be copied onto parchment, giving the PCs a much needed help navigating the Region. A door near Room B6, to the north is circled and marked (in Goblin), "Kneed Kee."

If the PCs spend an hour transferring the map to paper, give them a +1d3 circumstance bonus each time they make a Hide, Listen, Move Silently, Open Lock, Spot, or Search check anywhere in the Region. This map lacks Rooms B55, B57, and B59 through B62. PCs that have the map from Room B25 notice this after spending 2 hours comparing the two maps; or in 1 hour if they succeed at a DC 25 Knowledge (dungeoneering) check.

EL: 5

Scaling: To increase the challenge of this encounter, add one bugbear. To decrease the challenge, remove one.

Bugbear: CR 2; Medium humanoid (goblinoid); HD 3d8+3; hp 18, 16, 15; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Full Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

B47. CHAMBER OF ECHOES

Sounds echo from the walls of this vacant room. A series of noises follow giving the impression that footsteps are simply more unnatural sounds originating from the room. Human wailing surrounds you. Hanging from the ceiling is a rusty sword tied with a length of rotting rope.

Initial Attitude: N/A

Encounter: The sword is a trigger for a *ghoul touch* trap. If the PCs find a way to remove the sword and replace its weight with something else on the rope, they can disable the trap. Otherwise, the trap triggers as soon as the PCs lower the sword from the rope.

Ghoul Touch Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*ghoul touch,* 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27.

Encounter Condition: Distracting Noises 4, Echoes 10

Tactics: No sounds actually originate from this Room, but instead are amplified from other Regions in the dungeon. This Room has become a nexus for noise and the PCs are actually hearing conversations and battles going on in Regions E, G, I, and N.

Treasure: The sword is a masterwork longsword, that needs to be cleaned and sharpened, but otherwise has survived the ravages of age. The word "sanctify" is written along the blade in Celestial.

EL: 3

Scaling: To increase the challenge of this encounter, change the *ghoul touch* trap to a compacting room trap. To decrease the challenge, change the *ghoul touch* trap to an *inflict light wounds* trap.

B48. RIDDLE ROOM

The door to this Room is locked, requiring a DC 30 Open Lock check to open.

Along the western wall of this room is an immense red tapestry, covered in silver and black arcane sigils. The cloth is silk, and in perfect condition as if untouched by the passage of time. On the floor are a series of misplaced white stones, mixed with red bricks and onyx plates. On the south wall is a strange diagram showing the layout of the room.

Initial Attitude: N/A

Encounter: This Room is a complex puzzle requiring the PCs to make some intelligent decisions. In order to reach the tapestry, the PCs must successfully navigate the tiles. The diagram on the wall is wrong, designed to encourage interlopers to mix the order in which they stand on the tiles. PCs succeeding at a DC 20 Intelligence check or DC 15 Decipher Script check are able to read the notes and decipher them accordingly.

According to the diagram, the PCs must step on the tiles in the order White, Red, Black, Red, Black, White, Red, Black, Black, White. This of course is wrong and only if the PCs succeed at a DC 30 Decipher Script check or a DC 28 Disable Device check can they determine the pattern is illogical and (based on their knowledge of traps) a trick. While this does not help them determine the actual order, they know the diagram is incorrect.

In actuality, it doesn't matter what color they first stand on, but once a tile is touched, only that tile can be stepped on (by that PC) from that point on. Reaching each stone of that color (without touching any other stone) requires a DC 15 Balance check, unless the PC chose the red brick which are narrower and require DC 19 Balance checks.

If a PC takes the shortest route, he can clear the Room in six "jumps", reaching the tapestry on the other side. Longer routes take up to ten jumps, but all of them lead to a single 3-ft. wide bronze plate in the floor. The plate, which is below the tapestry, is safe for the PCs to stand on, no matter what color tile they chose.

Encounter Condition: [Poor Footing 3]

Tactics: If the PCs step on the wrong tile, they suffer a small discharge of energy from the tile based on the color of a tile. Stepping on a black tile out of turn causes the PC to suffer 1 point of temporary Dexterity damage (no save).

Stepping on a red tile out of turn, reduces the PC's speed by 5 ft. (no save). This lost speed is recovered at a rate of 5 ft. per day, like temporary ability score damage).

Stepping on a white tile out of turn, deals 1d4+3 fire damage (no save).

Treasure: Although it radiates no magic of any kind, if the tapestry is pulled from wall and wrapped around a humanoid, it forms into a +2 *ghost touch breastplate*, which permanently fuses to the wielder's body (no save). It does not prohibit sleep and is otherwise 1/2 the weight of a normal breastplate. Short of a break enchantment or similar spell, the armor cannot be removed. Wizards and rogues grabbing the tapestry too soon are in for a rude awakening.

If the PC wearing the armor is reduce to –10 hit points, the armor fades into a red mist and reappears on this wall as a tapestry again.

EL: 6

Scaling: To increase the challenge of this encounter, introduce a fourth color (amber stones), which cause the PC to suffer 1 point of Charisma damage (no save) when stepped on. To decrease the challenge, remove the diagram (red herring) from the wall.

B49 THROUGH B68. THE BUGBEAR ENCAMPMENTS

For centuries the bugbears dominated the other goblinoids in the Region. Neither the goblins nor the hobgoblins could match the ferocious attacks and cunning tactics of the bugbears. Where once their domain was extensive, the alliance of the goblins and remaining hobgoblins, coupled with the new zealous outlook the goblins wield, has driven the bugbears back to these few rooms in the western section of the Region.

During their reign of dominance, the bugbears spent a fair amount of time dismantling many of the celestials' traps. They took advantage of the damage the earthquake did to the Region. A few of the more complex traps were left standing, as the bugbears could simply not fathom how to disable them. The destroyed traps have been replaced by simpler ones of the bugbears' design, which they can reset and modify as they see fit.

The intimate knowledge and ever-changing array of traps have kept the bugbears safe in this domain, their final refuge. The tactics and numbers of their enemies may thwart them in the rest of the Region, but here on their home turf, they control the field and eagerly look forward to the day the goblin empire topples and they can reclaim their former greatness.

It is possible, however unlikely, for the PCs to gain the trust of the bugbears and ally themselves with them against the goblin and hobgoblins. This is quite difficult to accomplish as the bugbears view the PCs as yet another faction vying for power in the Region. If the PCs are able to gain the trust of the bugbears, they gain allies who know the Region very well and have the power to make the PCs' trek through the Region much easier. The simplest way to gain the bugbear's trust is to show them the bodies of slain goblins. Deeds, not words, have the best chance of swaying the bugbears here.

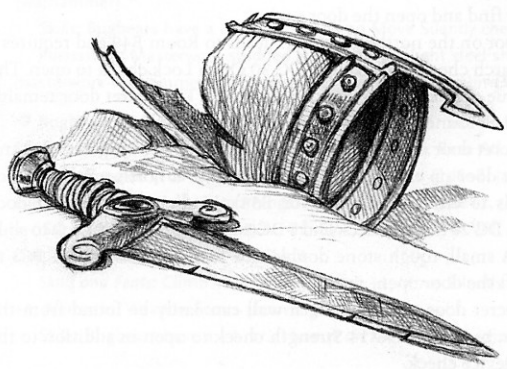
There are surprisingly few bugbears in these encampments. Many are off on sorties against the goblin empire. The few that remain plan new raids and repair the traps they have laid for the goblins.

If the bugbears believe the PCs are allied with the goblins however they will not give the PCs any chance to prove otherwise.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour. No Random Encounter occur in (or around) the secret chambers of Rooms B49 through B51.

1d20	Encounter
1	This section of the dungeon is unnerving. It could be the air, or the shadows, or the way the sound plays off the walls, but something about this area is disturbing. Haunted.
2	The sound of heavy footfalls echoes throughout the dungeon. A group of bugbears are out hunting goblins, or anything else invading their space. The PCs succeed at three DC 20 Move Silently checks for three consecutive rounds. If they fail any of the checks, they encounter the bugbears, as if a 19 had been rolled on this table.
3–12	Nothing
13	The PCs have stumbled upon a trap. **Stone Blocks from Ceiling:** CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.
14	A pack of 1d4+2 worgs wanders the dungeon. They are not hunting the PCs, and have only a 25% chance of noticing the PCs. If the PCs do not wish to confront the worgs, they must succeed at a DC 20 Move Silently check to avoid being noticed.
15	A pair of bugbears are resetting a scything blade trap. They have a 50% chance of spotting the PCs before the PCs notice them. The PCs notice the bugbears with a DC 20 Spot check. Ambush.
16	The PCs have stumbled upon a trap. **Falling Block Trap:** CR 5; mechanical; location trigger; automatic reset; Atk +15 (6d6, stone block); multiple targets (can strike all targets in two adjacent specified squares); Search DC 20; Disable Device DC 25.
17	A group of three ethereal marauders turn the corner and face the PCs. They are startled by the PCs presence. They have a 50% chance of fleeing outright. Otherwise they are Unfriendly to the PCs unless attacked.
18	The PCs chance upon a violent skirmish between the bugbears and goblins down the hall. 3d6 goblins are engaged in furious combat with 2d4+1 bugbears. One of the goblins spots the PCs and both groups strike out and turn their attention to the PCs.
19	The noises of the PCs have attracted the attention of a nearby bugbear patrol. Impose a –2 penalty on the PCs' Spot or Listen checks to notice the bugbears before they attack. The party is made up of 2d4+1 bugbears armed with short spears and swords. Aughkin (Room B62) leads the patrol.
20	Bartleby the Halfling (Room B29) is inspecting a portion of the wall here. He seems intent on his work, and doesn't look up as the PCs arrive. Bartleby suffers a –4 circumstance penalty to his Listen and Spot checks for five rounds.



B49. SANCTUM

The door to this Room is locked, requiring a DC 35 Open Locks check to open.

This hidden room is in good repair. A simple desk and chair, and a large oak bookcase are the only furnishings. The desk if empty, but a number of small bottles are scattered over the shelves of the bookcase.

Initial Attitude: N/A

Encounter: The bugbears never discovered the secret door in Room B51. As a result, they do not know this place exists, leaving it free from their stench. Surprisingly there are no traps or enchantments here and a DC 20 Search check reveals the Room is free of danger.

Encounter Condition: Safe

Tactics: Used a sanctum, years ago, the Room is a perfect hiding place for the PCs. If the PCs spend 4 hours resting, they recover hit points as if they had rested for a full day and can memorize spells as if they had rested for 8 hours.

Treasure: N/A

EL: N/A

Scaling: N/A

B50. SECRET CHAMBER

As the PCs near the secret door on the eastern wall of Room B50, read the following.

A sliver of light spills out into the hallway from a crack in the wall. Soft grunting sounds can be heard from behind the wall.

As the PCs near the secret door on the western wall of Room B50, read the following.

A sliver of yellow light spills out into the hallway from a crack in the wall. Grunting sounds can be heard from behind it.

Finding the secret door requires a DC 20 Search check and a DC 20 Disable Device check to slide it open. A small, rough stone doubles as a handle, allowing the PCs to simply lift the door open. The secret door on the western wall is jammed and requires a DC 14 Strength check in addition to the Disable Device check.

As the PCs enter the Room, read the following.

An oddly-shaped room opens. In the middle of the room, set into the northern wall, is a stone door. The room contains no furnishings other than a stack of four strongboxes, one on top of the other. Wherever the sound was coming from is gone for now.

Initial Attitude: N/A

Encounter: This Room is more of a causeway, used by the celestials to shuffle about behind the scenes. There is nothing here to explore (except the strongboxes), but opening the doors could prove a challenge to the PCs.

This Room contains three hidden doors. Whichever one the PCs came through stays open for 2d6 rounds before closing. After that, they can easily find and open the door again.

The door on the northeastern wall leads to Room B49 and requires a DC 30 Search check to find and a DC 30 Open Lock check to open. The same is true of opening it from the other side. This secret door remains open for 1d6 rounds.

The secret door on the southeastern wall leads to a long corridor and the secret door on the western wall open into a north-south corridor (that leads to either Room B52 or B53). Finding either secret door requires a DC 20 Search check and a DC 20 Disable Device check to slide it open. A small, rough stone double as a handle, allowing the PCs to merely lift the door open.

The secret door on the western wall can easily be found from the inside, but requires a DC 14 Strength check to open in addition to the Disable Device check.

The door to the north is locked (from both sides) and requires a DC 28 Open Lock check to open. The small interior chamber leads to another, similar locked door that is also locked on both sides.

Encounter Condition: Echoes 6, Safe

Tactics: The sounds the PCs heard was the dungeon playing tricks on their ears. There is no one here, but when the doors are closed and the PCs stand just outside it seems like there is.

Treasure: All four boxes are equally weighted and none make any sound when shook. The third strongbox, however, is the only one with anything in it. All four are locked.

Each strongbox requires a DC 35 Open Lock check to open and each lock is trapped with a poison needle trap.

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20.

In the third box, strapped to the inside of the lid, are five potions — *cure light wounds, magic weapon (oil), mage armor, protection from evil,* and *sanctuary.*

EL: N/A

Scaling: N/A

B51. PRIVATE STUDY

The door leading to this Room is locked, requiring a DC 35 Open Locks check to open.

This is a simply furnished room, with a small cot and a table. A tattered pillow and blanket rest on the cot, and both reek of mold and mildew. Upon the table is a shiny, gold ring and a hefty book.

Initial Attitude: N/A

Encounter: Before the doppelganger Argliss took over the goblin empire, he made this Room his home. Well-hidden, it proved a solid base of operations to fall back to. While he spent years living here, he never returned after becoming king. Knowing his journal was safe, he left the Room as is, hoping one day to trap something with his ruse.

The ring on the table is rigged to a *fire trap* that is designed to consume the book and harm those who would trespass. The fire trap is carefully placed and disabling the trap is far more difficult than it seems.

Fire Trap: CR 6; spell; spell trigger; no reset; spell effect (*fire trap,* 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 34.

Encounter Condition: Safe

Tactics: If the PCs disable the trap on the ring (a hefty task), the ring and the book are theirs. The book is Argliss' journal. It details his encounters with the halfling Bartleby (Room B28). The doppelganger is quite upset with the loss of the artifact Bartleby seeks. Bartleby is allowed to keep any other artifacts he finds in the Region as payment, provided the artifact is returned to Argliss.

While it does not say anywhere in the journal that Argliss is a doppleganger, it does allude to strange circumstances where he is not always a goblin. Allow the PCs a DC 20 Decipher Script check or a DC 25 Gather Information check to deduce he is a barghest. If they succeed at a DC 26 Decipher Script check or a DC 31 Gather Information check, they realize he is *not* a barghest, but a doppleganger. The DM should make these checks secretly, so the PCs don't know whose information to trust.

Treasure: The last page of the journal is a *scroll of fire trap.* The ring radiates Strong transmutation magic and appears to be a *ring of chameleon power* if the PCs cast *identify* on it. It is actually a *cursed ring of inescapable location* (like the amulet) with several side effects. First, it causes the wearer to automatically be scryed when a spellcaster is looking for him (no check is made). In addition, the wearer can never turn invisible, no matter the strength of the spell. It also causes the wearer to be constantly under the effect of a *zone of truth* and his alignment can be detected by any paladin or lawful good cleric without a spell. Lastly, while the wearer's alignment does not change, he cannot violate any lawful good tenets, including killing innocents, betraying a trust, or deceiving a fellow man. While he

doesn't have to always behave "lawful good," he does have to monitor is more obvious actions. This powerful magic item was here when Argliss moved in and he never put it on, for fear of the celestial's games.

EL: 6

Scaling: To increase the challenge of this encounter, increase the Search DC of the *fire trap* by +5. To decrease the challenge, reduce the Disable Device DC of the *fire trap* by –5.

B52. STRAY DIRE WOLF***

You hear a low, deep growl as you approach an open chamber ahead. A wandering dire wolf stalks the hallways, its hackles raised. It snarls at you, baring its fangs menacingly from the darkness ahead.

Initial Attitude: Hostile

Encounter: A lone dire wolf (hp 50) roams the hallways, apparently lost. It has been here for some time and grows more agitated as the hours roll on. When the PCs enter the Room, the wolf attacks.

Encounter Condition: Ambush (darkness), Fearless

Tactics: This dire wolf is fast and agile. Having roamed these halls for sometime, it is worked up. The dire wolf gains the benefit of Improved Initiative and Mobility even though it lacks these feats.

In combat, it attacks the closest PC, and continues attacking until it is subdued or the PCs are dead. It trips PCs on each attack, moving onto the next PC, once one is down. If two PCs are down at the same time, it takes a round to bite a prone PC before moving on. Animal Empathy checks to calm the dire wolf suffer a –5 circumstance penalty.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, add one dire wolf. To decrease the challenge, remove the benefit of the Improved Initiative and Mobility feats.

Dire Wolf: CR 3; Large animal; HD 6d8+18; hp 50; Init +6*; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N: SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Alertness, [Improved Initiative], [Mobility], Run, Track[B], Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

* It also has a +4 racial bonus on Survival checks when tracking by scent.

B53. THE RESERVOIR

Towards of the back of this large room is a low, circular well. The well's placement is reminiscent of a town square fountain. The principle difference is that the well has no discernable bottom. In front of the well is a small sack with gems spilling out of it.

Initial Attitude: N/A

Encounter: The bugbears use this Room to dispose of captured goblins and other creatures, having placed the gems here to lure goblin patrols. Lifting the sack triggers the pressure sensitive plate underneath.

Water-Filled Room Trap: CR 4; mechanical; location trigger; automatic reset; multiple targets (all targets in 10-ft. by 10-ft. room); never miss; onset delay (5 rounds); liquid; Search DC 17; Disable Device DC 23.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, change the water-filled room trap to a flooding room trap. To decrease the challenge, reduce the DC of the Disable Device and Search checks by –5.

B54. THE BUGBEAR PACK LEADERS' HALL

This massive room is furnished with hides and skulls, trophies of a more prosperous time for the bugbears. The walls are rough, and covered in crude runes and hairline cracks. The floor is stained badly, and scraps of bone litter it. In the middle of the room is a squat, wide table with a large map placed on it. Around the room are four bugbears. The largest snarls at you and reaches for his club.

Initial Attitude: Unfriendly

Encounter: Unless the PCs have spoken with Aughkin (Room B62) the three bugbears (hp 21, 18, 16) in this Room attack the PCs without hesitation. If the PCs have spoken with Aughkin, the bugbears Initial Attitude is Unfriendly instead and they do not attack the PCs.

While the bugbears' attitude is Unfriendly, the PCs can negotiate with them, deferring to their leader, Sharpfang (hp 25). Sharpfang is particularly ornery and pays the barest amount of lip service to Aughkin's "presumed" status within the encampment. He humors the PCs to increase his own stature and gain respect from his fellow bugbears.

His knowledge is limited to the goblin and bugbear war. Sharpfang does not give the PCs any insights about traps and what to expect in the dungeons. A DC 15 Sense Motive check reveals that Sharpfang does not care if the PCs fall victim to the traps in the dungeon or not. He could give the PCs valuable information, but he chooses not to.

Sharpfang and his raiding party created the map on the table. It details the bugbear encampment and the goblin empire (Rooms B52 through B91). While it is marked with various dots and splotches, the placement is incomprehensible to the PCs. Only Sharpfang is sure what the markings mean, and he refuses to tell the PCs anything about them.

If the PCs call him on this refusal to help, Sharpfang gets angry. If the PCs continue the push the issue he attacks.

Encounter Condition: Fearless

Tactics: Sharpfang attacks the strongest PC, while his subordinates watch his flank, striking any PCs who get near him.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add one bugbear. To decrease the challenge, remove two.

Sharpfang, Bugbear Ftr 2: CR 4; Medium humanoid (goblinoid); HD 3d8+3 + 2d10+2; hp 31; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +7; Atk +9 melee (1d8+3/×3, warhammer) or +5 ranged (1d6+3, javelin); Full Atk +9 melee (1d8+3/×3, warhammer) or +5 ranged (1d6+3, javelin); SA —; SQ Darkvision 60 ft., scent; AL CE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 13, Con 13, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +4, Hide +4, Intimidate +5, Listen +4, Move Silently +6, Spot +4; Alertness, Cleave, Power Attack, Weapon Focus (warhammer).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: Masterwork studded leather armor, light steel shield, masterwork warhammer (dwarven make), dagger (2), javelin (3).

Bugbear: CR 2; Medium humanoid (goblinoid); HD 3d8+3; hp 21, 18, 16; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Full Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

B55. A BLACK PEARL?

The secret door leading to this has not been found in centuries. The PCs must succeed at a DC 40 Search check to find this secret door. It is completely flush with the stone and even if they know its there, they only gain a +4 competence bonus to locate a groove in the wall. If successful, they pry open a 4-ft. wide door that allows access to the Room.

This room is cramped due to a large pedestal that takes up the center of the room. The top of the pedestal is covered in black velvet. Nestled in the center of the velvet is a single, flat black stone. Oddly, there is no dust in the room.

Initial Attitude: N/A

Encounter: If the PCs aren't paranoid about the traps in this Region, they haven't tried hard enough. Chances are they believe the stone is trapped, seeing it resting on a pedestal, unguarded. In fact, it isn't. The PCs merely need to walk up and lift the stone from the pedestal. But they don't have to know that.

Encounter Condition: [Drafty]

Tactics: If the door to this Room is left ajar, it creates a draft, that sweeps through, threatening to blow out torches.

Treasure: The pearl on the pedestal is actually a *bead of force*. While it does not possess the *resilient sphere* ability of a normal *bead of force*, it does deal 8d8 holy damage on impact.

EL: N/A

Scaling: N/A

B56. THE BUGBEAR'S WORKSHOP

A large workbench stretches along the northern wall. Tools lie haphazardly on top of, and underneath it. Shelves lying against the western wall contain scraps of iron and brass and copper. Off in a corner of the room are piles of leather and rope.

Initial Attitude: N/A

Encounter: Whether it is a new spear or a piece of a deadly trap, if the bugbears need it they make it in this Room. The tools are handmade and crude, but they serve their purpose. The bugbears are not master craftsmen by any means, but they do good work and their cunning in devising traps has served them well.

At the moment, the Room is empty, but the bugbears in Room B57 are busily at work.

Encounter Condition: Echoes 2

Tactics: If the PCs succeed at DC 25 Listen checks, they hear grunts coming from the other side of the wall. While the secret door here is not obvious, there is enough of a gap for sound to come through. The secret door leads to Room B57 and requires a DC 25 Search check to find. It does not appear on the map in Room B25 and therefore the PCs do not get a bonus to find it.

If the PCs make a great deal of noise, allow the bugbears in Room B57 Listen checks to notice them.

Treasure: The workshop contains scraps of iron, brass and copper as well as multiple shafts of wood. There is also a small pile of leather and rope. The tools themselves are worthless, simple things made for large hands.

EL: N/A

Scaling: N/A

B57. THE BUGBEAR'S ARMORY

This room serves as the armory. Aside from the various weapons that adorn the racks and shelves in this room, you can't help but notice a group of surly goblinoids, seven ft. tall, and covered in fur. They are sorting through scrounged debris and piles of stones, as they look up to see you.

Initial Attitude: Hostile

Encounter: Unlike the majority of Rooms in their domain, the armory of the bugbears is not abandoned. Three bugbears (hp 24, 17, 15) have just returned from a patrol and are sorting through some of the supplies they've scrounged (rope, wood, etc.). They do not take kindly to intrusions, especially in one of their hidden caches.

If they do not hear or see the PCs coming, they are surprised, but ready for battle nonetheless.

Encounter Condition: N/A

Tactics: The bugbears attack the closest PCs, and stay in a tight group. They use their size to their advantage and do everything they can to push the fight into the hall. Weak PCs are easy targets and the bugbears hurl whatever they can find at pesky spellcasters who launch spells from the back of the party.

Treasure: The armory contains a dozen short spears, three longspears, six short swords, eight greatclubs, and an assortment of rope, stones, wire, wood, and anything else they could manage to scrounge.

EL: 2

Scaling: To increase the challenge of this encounter, add two bugbears. To decrease the challenge, remove one.

Bugbear: CR 2; Medium humanoid (goblinoid); HD 3d8+3; hp 24, 17, 15; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Full Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

B58. SUPPLY ROOM

Empty barrels and empty shelves fill this room; a supply depot, in serious need of supplies by all appearances. Only scraps of iron and leather, and a few sticks, are currently in stock.

Initial Attitude: N/A

Encounter: The bugbears store spare parts for their traps, as well as additional supplies for making weapons here. The current lack of supplies indicates how bad off the bugbears currently are in their campaign against the goblins.

Encounter Condition: N/A

Tactics: N/A

Treasure: The supply room contains scraps of iron and leather, as well as a few bundles of short sticks that could possibly be used for spears.

EL: N/A

Scaling: N/A

B59. SLEEPING QUARTERS

Various animal hides and blankets cover the floor. You get the impression this is a communal sleeping room for the remaining bugbears. The room feels safe and secure, and you can understand why the bugbears chose it. Fortunately for you, it is deserted at present.

Initial Attitude: N/A

Encounter: The bugbears, when not out raiding, retreat here to rest. They have claimed a great number of safe rooms in their small domain, and use them to their advantage. Other than the animals hides covering the floor, this Room is empty.

Encounter Condition: Safe

Tactics: N/A

Treasure: The animal hides on the floor could possibly be used for barter, or the PCs own personal use. Aside from those the room hold no treasure.

EL: N/A

Scaling: N/A

B60. ENTRANCEWAY TO THE INNER SANCTUM

The secret door can be found by the PCs with a DC 25 Search check. While the door is secret, it is also locked. Opening the secret door requires a DC 30 Open Lock check be placed in a small catch in the wall. Alternatively, the PCs can use Aughkin's (Room B62) key, which requires them to encounter him as a Random Encounter.

Fine, almost powdery, rubble litters the floor of this room. Along the west wall are three separate doors. Based on the contents, its safe to assume this is a store room for the inhabitants of the dungeon.

Initial Attitude: N/A

Encounter: The bugbears have utilized the resources left behind by the celestials well. They survive the vicious goblin attacks mainly because their guerrilla tactics and cunning make them hard to find. The lock on the secret door makes it more difficult still even for knowing goblins to enter. The bugbears private quarters are located off of this Room.

Even with the protection of a secret entrance, the bugbears take no chances. The rubble strewn about the floor of this Room should tip off the PCs to another bugbear trap.

Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.

Encounter Condition: Hazardous Footing 14

Tactics: If the PCs make too much noise here, roll for a Random Encounter.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, increase the damage of stone blocks from ceiling trap to 5d8. To decrease the challenge, change the stone blocks from ceiling trap to a bricks from ceiling trap.

B61. THE HEALER

This room seems out of place. While other rooms in this stretch of the dungeon are either wide, empty halls or small, cramped cells, this room is … cozy. A large goblinoid sits placidly in the center of the room, adding to the overall strangeness of the scene. His hair is white, perhaps from age, and his manner is calm and unobtrusive.

Initial Attitude: Indifferent

Encounter: This bugbear, known only as Healer (hp 24), is quiet and serene, and imposing. Standing a full 7 ft. high, Healer is white-haired and appears very wise. The Healer is not typical of the bugbears by any means. He has lived long enough to understand that war between the goblinoid tribes is unnecessary, but an irrefutable fact of their heritage. He has resigned himself to seclusion.

He could care less about the PCs' presence, but helps them out — giving them medicinal herbs to heal their wounds — if asked. The Healer does not "waste" magical healing on the PCs, unless the PCs have proven themselves to be stoic allies of the bugbears first. He reserves his magic for his comrades, unsure of when the goblins could attack next.

The PCs can ask Healer about the bugbears, he answers their questions to the best of his abilities. He is tired of the war and simply wishes to be left undisturbed in his sanctuary. If the PCs are in the Room for more than one hour, the Healer starts to get agitated and his attitude shifts from Indifferent to Unfriendly.

The Healer never attacks the PCs first. If the PCs attack him, however, he will do his best to subdue the PCs.

Encounter Condition: Hallowed 2, Safe

Tactics: The Healer calls upon his deity to protect him from the PCs, alternating between casting spells and attacking the nearest PC with his *+1 morningstar*. He casts *entropic shield* before a fight breaks out and *calm emotions* once things get heated.

Treasure: The medicine herbs Healer carries heal 1d4+1 points of damage each and he has a enough medicine to make make 2d12 doses for the PCs.

EL: 3

Scaling: To increase the challenge of this encounter, add two bugbears. To decrease the challenge, remove one cleric level from Healer.

Healer, Bugbear Clr 3: CR 3; Medium humanoid (goblinoid); HD 3d8+3 + 3d8+3; hp 36; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +6; Atk +8 melee (1d8+3, *+1 morningstar*); Full Atk +8 melee (1d8+3, *+1 morningstar*); SA Spells, turn/rebuke undead; SQ Darkvision 60 ft., scent; AL N; SV Fort +5, Ref +5, Will +6; Str 14, Dex 12, Con 13, Int 12, Wis 14, Cha 10.

Skills and Feats: Climb +3, Diplomacy +2, Heal +7, Hide +4, Listen +4, Knowledge (nature) +4, Knowledge (religion) +4, Move Silently +6, Spot +4; Alertness, Brew Potion, Weapon Focus (morningstar).

Typical Cleric Spells Prepared (4/4/3, save DC 12 + spell level): 0—*detect magic, detect poison, light, resistance;* 1st—*comprehend language, entropic shield, sanctuary*, shield of faith;* 2nd—*calm emotions, cure moderate wounds*, hold person.*

**Domain Spell.* Domains: Healing (cast healing spells at +1 caster level) and Protection (protective aura, once a day).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: Masterwork studded leather armor, *+1 morningstar, potion of cure light wounds,* masterwork healer's kit.

B62. THE RETIRED PACK LEADER

Cramped and reeking of rotten meat, this small room is dominated by an aging goblinoid. Even seated, you can tell he is well over seven feet tall and a mass of fibrous muscles waiting to snap. His hair is gray and mottled, and deep scars line the bugbear's face, chest and hands.

If the PCs do not surprise the bugbear, add the following.

Staring at you from his perch, his one good eye searches deeply, curious about you. He seems to be having the same trouble reading you as you have reading him.

Initial Attitude: Unfriendly

Encounter: The creature in this Room is a bugbear named Aughkin (hp 55). He is old and of no use in raiding parties. However he has lived a long time, an indication of intelligence to this bugbear tribe. The others keep him here and rely on his wisdom and stories of past adventures to help plan bolder raids into the goblin expanses. While he would rather be in the thick of a raiding party, he is content to guide the younger bugbears to victory over the accursed goblins. He does not advise in matters he considers suicide, and whether the true leader or not, still treats his "men" with the dignity and respect due soldiers.

With a DC 25 Diplomacy check, the PCs can convince Aughkin they are not here to harm him or the bugbears. Aughkin and Healer (Room B61) are willing to hear the PCs out and perhaps reach an agreement, but this requires roleplaying, not die rolling and ultimately is the decision of the DM. Should they reach an accord, word spreads amongst the bugbears that the PCs can be trusted and the two groups should work together.

If attacked, or enraged, Aughkin attacks the PCs.

Encounter Condition: Fearless

Tactics: Aughkin would rather not fight, but he is not afraid of death. He has become a good advisor by thinking before he acts. If forced into battle, Aughkin does not hesitate, however. He launches himself at the PCs with a ferocity rarely seen in bugbears half his age. He gains the benefit of rage, despite not being a barbarian, and tackles the nearest PC he can find. If he gets a PC on the ground, Aughkin grabs ahold of the PC's neck and threatens to snap it if the others do not back off. Because of the size of Aughkin's hands, he deals 1d4+1 damage while grappling and is considered Large, even though he's a Medium creature.

Treasure: Aughkin does not keep anything in his chambers that does not serve him in warfare. Clothing and magical aid are given to his men and for himself, he's kept a simple *+1 dagger*. If the PCs spend 30 minutes searching the Room, allow them to find an old journal (written in Goblin) that tells of his younger days as a soldier and his recent years as a leader, unwilling to jeopardize his men.

EL: 6

Scaling: To increase the challenge of this encounter, add two bugbears. To decrease the challenge, remove two fighter levels from Aughkin.

♟ **Aughkin, Bugbear Ftr 5:** CR 6*; Medium humanoid (goblinoid); HD 3d8 + 5d10; hp 41; Init +4; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +7; Grp +8; Atk +10 melee (1d4+2/19–20, *+1 dagger*); Full Atk +10 melee (1d4+2/19–20, *+1 dagger*); SA —; SQ Darkvision 60 ft., scent; AL CE; SV Fort +5, Ref +4, Will +4; Str 12, Dex 10, Con 10, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +4, Craft (whittling) +9, Hide +4, Listen +7, Move Silently +6, Perform (storytelling) +7, Spot +6; Alertness, Improved Initiative, Iron Will, Skill Focus (perform [storytelling]),Weapon Focus (dagger), Weapon Specialization (dagger).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: +1 dagger, whittling stick.

* Aughkin's age and lack of equipment make him CR 6 instead of CR 7.

B63. GOTCHA!

Stark, this room is nearly identical to the many rooms in the dungeon. The one feature that distinguishes it however is an intricate pattern of tiles on the floor. The tiles are covered in layer of dust however, and it is difficult to discern anything specific about them. Hanging on the wall, across from you, is a finely crafted spear.

Initial Attitude: N/A

Encounter: The bugbears like to capture the occasional goblin, as they sometimes prove to be reliable sources of information. While the rest of the traps the bugbears have laid out in their domain are lethal, this Room is not. Any goblins captured in this Room are brought to Room B53 for interrogation.

The tiles on the floor are the trap's trigger; an alternating black and white pattern (like a checker board). PCs stepping on black tiles trigger a large net trap, while stepping on white tiles is safe. To disable the trap the PCs must find a specific black tile in the southwest corner of the Room where the trap's reset is located. Finding the tile is easy enough, requiring a DC 20 Search check. However, lifting the tile and disarming the trap is another issue entirely. There are a series of twelve buttons, in three different colors (black, red, white) that must be depressed in a specific order. A successful DC 20 Disable Device indicates that the buttons must be pressed in pairs. Failure on this check indicates that the colors are directly related to the tiles on the floor.

A second DC 23 Disable Device check indicates that the buttons must be pressed in order — red, black, white. Failure on this check indicates the order is black, white, red.

Lastly, the PCs are allowed a third Disable Device check (this time at a DC 26) to determine the exact pairs that need to be depressed. Obviously, if the PCs fail this check, they choose the wrong pair.

If a button is ever pressed out of order (or pressed in correspondence to the incorrect pair), the PC triggers a trap based on the color. The black button triggers ghoul touch, the red button triggers burning hands, and the white button shocking grasp.

Large Net Trap: CR 3; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 20/23/26. Note: Characters in a 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save.

Burning Hands Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

Ghoul Touch Trap: CR 4; magic device; touch trigger; automatic reset; spell effect (*ghoul touch*, 5th-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27.

Shocking Grasp Trap: CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (*shocking grasp*, 5th-level wizard, 5d4 electricity); Search DC 26; Disable Device DC 26.

Encounter Condition: N/A

Tactics: PCs succeeding at a DC 20 Disable Device check realize that the mechanism for protecting the large net is more complicated than the net itself, hinting that at one time the trap was more than just a net. Once the trap is disabled, the Room is safe until the bugbears reset it (in 2d6 hours).

It is recommended that the DM make the Disable Device checks in private, lest the PCs get wise to the trap's function.

Treasure: The spear is a masterwork spear, but nothing more. It is the bait by which all goblins are tricked into entering this Room. PCs that lifted the special black tile are allowed DC 25 Spot checks. Those who succeed realize that the buttons are built into a locking hinge that hide a compartment underneath. If they successful disable all three traps, they can lift the mechanism (requiring a DC 25 Open Lock check) to find a pair of magical daggers. One of the daggers is a *+2 good outsiderbane daggers*, while the other is a *+2 feybane dagger*.

DMs running strictly good campaigns are encouraged to change these to daggers to a *+2 lawful outsiderbane dagger* and a *+2 chaotic outsider bane dagger*, lest the PCs be stuck with daggers they'll never use.

EL: 3, 6

Scaling: To increase the challenge of this encounter, change the large net trap to a camouflaged pit trap. To decrease the challenge, change the large net trap to a portcullis trap.

B64. A LONG WAY DOWN

This simple chamber is quite nondescript, except for a pair of high quality longspears abandoned in the center of the room. Two gems, in the opposite wall stare back at you, like a pair of red eyes.

Initial Attitude: N/A

Encounter: Like Room B63, the bugbears set up a simple pit trap to snare goblin scouts. The longspears have been left to lure the unsuspecting goblins into a trap. If that doesn't work, the gems in the wall will.

The floor beneath the longspears (5-ft. by 5-ft. square) can only support 10 lbs. before it opens, dropping the victim(s) into the pit below. A locking mechanism is located behind a panel in the eastern wall. Once the switch is flipped, the doors to the pit do not open and the PCs can travel across the Room safely.

Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20.

Encounter Condition: N/A

Tactics: The gems are only painted glass, designed to lure goblins across the Room. They cannot be removed from the wall, short of a DC 40 Disable Device check. If removed, the bugbears replace them in 1d3 days. This trap is either an indication that bugbears aren't very inventive or that goblins aren't hard to trick.

Treasure: The two spears are masterwork longspears, which the PCs are free to take once they have circumvented the trap. The gems are worthless glass.

EL: 3

Scaling: To increase the challenge of this encounter, increase the depth of the pit trap by 20 ft. To decrease the challenge, reduce depth of the pit trap by 20 ft.

B65. STORAGE

The door to this Room is locked. A DC 30 Open Lock check is required to unlock this door. The smell of death (inside) is evident before the PCs open the door.

As soon as you open the door, the smell of death assaults you. This small room has a small pile of dead goblins, who are rotting. Flies and maggots fill the air, escaping passed and into the open air. Stacked along the walls are all manner of wood beams, spikes, polearms, and tripwires.

Initial Attitude: N/A

Encounter: This Room is filled with the tools and equipment for making traps (not to mention a half-dozen dead goblins). It looks as though it is regularly used, but how the bugbears endure the stench is another story.

Encounter Condition: Diseased (mind fire) 12, Stagnant Air

Tactics: While mind fire is normally inhaled, if the PCs avoid touching the goblins, they gain a +2 to the Fortitude save to resist the mind fire. Make this save (in secret) 10 minutes after the PCs exit the Room.

Treasure: If the PCs have the stomach for it, they can search the dead bodies, finding a total of 36 sp, 14 cp, a key to the door in Room B80, and a *potion of jump*.

EL: N/A

Scaling: N/A

B66. BUGBEAR HIDEOUT

The door to this Room is locked, requiring DC 30 OPen Lock check to unlock.

Unless the PCs succeed at a DC 30 Move Silently check while opening the lock, read the following.

This Room is enormous. The vaulted ceiling and painted walls make this Room appear larger than life. Standing, weapons at the ready, are six tall, grizzly, angry goblinoids covered in mottled brown fur, their jagged teeth exposed.

If the PCs succeed in picking the lock quietly, read the following.

This Room is enormous. The vaulted ceiling and painted walls make this Room appear larger than life. Pacing about the room, sharpening weapons, and sifting through crates are eight tall, grizzly goblinoids covered in mottled fur, their jagged teeth exposed. They do not notice you, keeping to their activities.

Initial Attitude: Unfriendly or Hostile

Encounter: Eight bugbears (hp 18) are using this Room to plan a raid on the goblins. Normally, they are mobilized, moving about the halls, but these bugbears have a plan up their sleeve. They intend to gather their strength together, sneak through the maze (Room B92), and attack the sleeping goblin army from behind. By striking from the far end of the goblin empire, they hope to distract the main arm of the army and send a smaller force to kill the goblin king.

If the bugbears do not notice the PCs, they continue planning their attack. However, every round that goes by, allow one of them a Spot check to notice the PCs. If the PCs watch for too long, the bugbears assume they are spies and attack. If the PCs approach peacefully, however, there is an opportunity to work with the bugbears. Allow the PCs to role-play through the situation or use Diplomacy to diffuse the hostilities.

If attacked, or enraged, Aughkin attacks the PCs.

Encounter Condition: Fearless

Tactics: If the PCs try to strike a bargain the bugbears, Oskin (the largest of the eight) listens to what the PCs have to say and if he trusts them, invites them to help on the raid, asking them to attack from the north while they use the maze to disguise their approach.

In combat, the bugbears fight to silence the PCs. Two rush to block the door, while the rest flank the PCs. Oskin directs the battle for two rounds before attacking the largest PC. They are tireless fighters and have no qualms about killing the PCs.

Treasure: All of the bugbears carry masterwork weapons and are prepared for battle. Oskin carries two *potions of cure light wounds* and a *potion of bull's strength*.

EL: 6

Scaling: To increase the challenge of this encounter, add two bugbears. To decrease the challenge, remove two.

Bugbear: CR 2; Medium humanoid (goblinoid); HD 3d8+3; hp 18; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +6 melee (1d8+2, morningstar) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (1d8+2, morningstar) or +4 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

B67. THE LAST LINE OF DEFENSE

This room is large, and appears empty, but something about it bristles and is menacing. There are no signs of the goblins occupying this room, so it must still be in the domain of the bugbears. Why they have chosen to leave it empty is a mystery however.

Initial Attitude: N/A

Encounter: The bugbears have littered this Room with as many traps as possible. If the goblins seek to take their final hidden refuge (Room B68), the bugbears plan on exacting a heavy toll.

Scattered around the Room are six different traps, each placed in such a way that the PCs cannot avoid them all if they move between the door on the western and northeastern walls. The DM is free to trigger as many or as few of the following traps as he likes. The basic arrow and spear traps occur three times throughout the Room and the dart traps occur twice.

Basic Arrow Trap: CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/×3, arrow); Search DC 20; Disable Device DC 20.

Fusillade of Darts: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20.

Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18.

Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18.

Spear Trap: CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/×3, spear); Search DC 20; Disable Device DC 20. Note: 200-ft. max range, target determined randomly from those in its path.

Swinging Block Trap: CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20.

Encounter Condition: N/A

Tactics: The object of this Room is to introduce the PCs to the traps of the Region. The bugbears are not likely to invite strangers in and this Room is designed to encourage PCs to find another way in. Getting to Room B68, the PCs find it a dead-end and now have to move across the Room again. Unless 1d4 hours have passed since they moved through this Room, the bugbears have not reset this trap.

Unlike other trapped Rooms in this Section, there are no dead goblins here. If the PCs enter this Room from the secret door to the south, it is not as important to "hurt" the PCs with this Room, since they are more than aware of the Region's dangers. It is recommended the PCs feel discouraged, but not killed by this Room.

The door to the South leads to a secret door, that requires a DC 22 Search check to locate. The secret door is locked, but a simple DC 25 Open Lock check allows the PCs to spin the door open on its central axis.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, allow two traps to go off at the same time. To decrease the challenge, have each trap occur only once.

B68. REFUGE

Lined with empty supply racks, this room feels safe and secure. Currently there is nothing in the room aside from the empty shelves.

Initial Attitude: N/A

Encounter: If the goblins ever overrun the bugbear encampments, the bugbears plan to fall back to this Room. Guarded by the traps in Room B67, they can wage a war of attrition against the goblins to the very end. They know that if things become this dire that they are doomed, but they plan on taking as many goblins as they can with them.

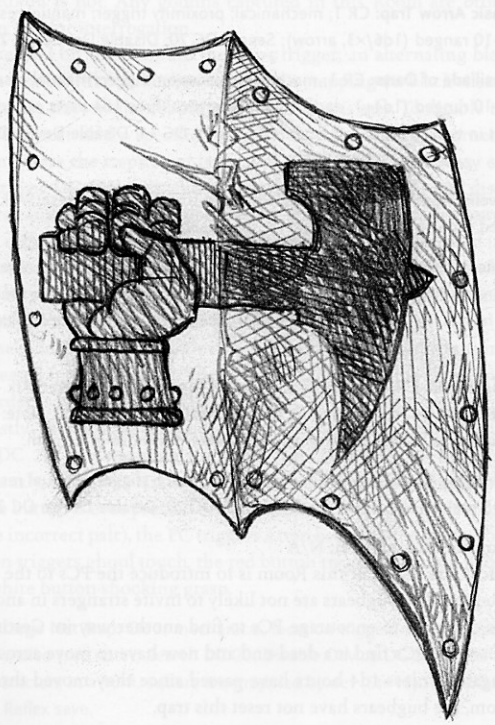
Encounter Condition: Safe

Tactics: If the PCs admit to the bugbears that they have entered the refuge shifts their Attitude one step closer to Hostile. Once Hostile, the bugbears attack the PCs on sight in all future encounters — having spread the word.

Treasure: There are a few daggers, arrows, and the like, but nothing of value. Allow the PCs to resupply up to 1d20 arrows, bolts, darts, and 1d6 spears.

EL: N/A

Scaling: N/A



B69 THROUGH B90. THE HOLY GOBLIN EMPIRE

These rooms encompass the might of the goblin empire that has recently been forged by their new king, Argliss (see sidebar The Goblin King) in the name of their new god.

Musty smells and dampness unknown in the rest of the dungeon fill the air here. The traps laid by the celestials still work, and the goblins learned long ago to avoid the rooms that contain them.

From these rooms the goblins have unleashed a vicious war of conquest and retribution against the bugbears and rebel goblin faction. Had the hobgoblins not accepted the offer to join Argliss, no doubt they too would feel the goblins' wrath.

If the PCs have allied themselves with the bugbears (Rooms B51-B68), they will have a difficult time concealing their activities from the goblins. The goblins are highly suspicious of newcomers and attack any on sight. Only a command from their king stays their hand. Argliss does not give the PCs free passage if he has any reason to believe that the PCs has allied themselves with any group other than his fledgling empire.

Bugbears occasionally enter the goblin empire to wreck havoc. If the PCs have allied themselves with the bugbears and do not assist them here, word gets back and any inroads the PCs have with the bugbears are shattered.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The sounds of well-disciplined goblin troops in close-order drills resonate throughout the dungeon. Echoes 6.
2	The sounds of a worgs echo through the halls; the footfalls of goblins close behind. It is impossible to discern the direction. Echoes 10.
3	The sounds of metal scrapping stone echo through the Section for 1d6 × 10 minutes. Distracting Noises 6.
4–12	Nothing
13	2d4 goblins are scouting their territory searching for howlers or bugbear rebels. If the PCs are allied with the goblins, the patrol's Attitude is Indifferent. Otherwise, they are Hostile and attack the PCs.
14	A pair of howlers hunt goblins. The howlers are preoccupied and suffer a –4 circumstance penalty on their Listen and Spot checks.
15	A pair of howlers have cornered a goblin. The howlers are preoccupied and suffer a –6 circumstance penalty on their Listen and Spot checks.
16	A group of three bugbear raiders are returning to camp. If the PCs are allied with the bugbears, the patrol's Attitude is Indifferent. Otherwise, they are Hostile and attack the PCs.
17	A lone bugbear is lost in the goblin warrens. It stumbles upon the PCs, almost by accident. Ambush.
18	1d4+1 hobgoblins (half mounted on worgs) and 2d6 goblins hunt a retreating band of bugbears. If the PCs are allied with the goblins, the patrol's Attitude is Indifferent. Otherwise, they are Hostile and attack the PCs.
19	Argliss (Room B75), mounted on a yeth hound, and 1d4+1 hobgoblins and 2d6+2 goblins inspect the Section. Argliss is investigating rumors of strange visitors or a bugbear raid (DM's choice).
20	The halfling Bartleby hurries through the hall. He has just come from a visit with the Goblin King. While he is allied with the goblins, he does not like them, and he moves through the halls deftly, receiving a +5 circumstance bonus to his Move Silently checks.

B69. THE SENTRIES

Most likely, the goblins spot the PCs long before they do. If for some reason, they do not and sneak up on the patrol, read the following.

The hallway stretches before you, a group of goblins stands guard. They are strangely well organized, and well equipped. Each carries a short spear and buckler, methodically patrolling the hallway moving about 10 ft. in each direction.

Initial Attitude: Hostile

Encounter: A patrol has been stationed here to prevent bugbears from entering the empire by the most obvious route. Due to their darkvision, they can see enemies coming and due to the darkness of the halls, they are more than likely to see PC torches. As a result, the six goblins (hp 8, 7, 6, 5, 4, 4) – who rotate their patrol with the goblins in Room B70 — prepare to ambush the PCs, sending for reinforcements while they wait inside the various nearby hiding places.

Encounter Condition: Ambush (darkness), Cover

Tactics: As soon as the goblins spot the PCs, they take up defensive positions in the nearby halls, while the smallest two run to Room B70 for reinforcements. Depending on how the PCs approach, they either wait for the PCs to pass (coming from the west) or head straight there (coming from the south or east). It takes 1 round to reach Room B70 and 1d3+1 rounds for the goblins inside to get their gear together.

These goblins have been trained by the hobgoblins. Instead of swarming the PCs, the form up into a ranks, four goblins abreast. They advance on the PCs stabbing the closest with their spears. The goblins hold their bucklers facing forward, offering more protection (+1 competence bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, fighting better close in. In addition, due to their training and how they carry their spears, they have learned to use Improved Sunder and Power Attack, despite having only a 12 Strength.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, give the goblins total cover for the first 3 rounds of combat. To decrease the challenge, have reinforcements arrive in 2d3+1 rounds.

Goblin Ftr 1: CR 1/2; Small humanoid (goblinoid); HD 1d8+1; hp 8, 7, 6, 5, 4, 4; Init +1; Spd 30 ft.; AC 15*, touch 12*, flat-footed 14; Base Atk +1; Grp –2; Atk +3 melee (1d6+1/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +3 melee (1d6+1/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will 0; Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +5, Listen +1, Move Silently +5, Ride +4, Spot +1; Improved Sunder, Power Attack.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

* In formation the goblins gain a +1 competence bonus to AC.

TACTICS OF THE HOLY GOBLIN EMPIRE

Under the guidance of the hobgoblins, the goblin forces loyal to Argliss the Goblin King are quite formidable. They wield short spears and wooden bucklers, attacking foes in well-coordinated phalanx maneuvers. They advance on their enemies with the cold precision that has been drilled into them by their hobgoblin taskmasters.

The hobgoblins, for their part, have formed an effective cavalry unit. Mounted on trained worgs, the hobgoblins dart in and out of their foes, flanking them with rapid attacks. The bugbears and rebel goblins have not had success against these new tactics. The lightning attacks of the hobgoblins, coupled with the relentless attacks of the foot soldiers have proved to be an effective combination.

B70. FORWARD OUTPOST

If the goblins did *not* assist the patrol in Room B69, read the following.

This long room is an outpost for goblin patrols. Nearly a dozen goblins mill about, going through their grind of cleaning weapons and so on.

If the goblins *did* assist the patrol in Room B69, read the following.

This long room is an outpost for the goblins. The goblin reinforcements spilled out of this room, leaving nothing behind. A few hides are laid out in precise rows for sleeping. Now empty weapon racks rest against the western wall of the room. These aren't typical chaotic goblins. They are a well-disciplined.

Initial Attitude: Hostile

Encounter: If the ten goblins (hp 9, 8, 6, 6, 6, 6, 5, 5, 4, 3) in this Room did not assist the goblin patrol in Room B69, they are present. They gather their equipment (requiring a move action) and attack the PCs.

If the goblins did assist the patrol, then this Room is empty.

Encounter Condition: Cover (soft)

Tactics: These goblins have been trained by the hobgoblins. Instead of swarming the PCs, they form up into ranks, four goblins abreast, two rows deep. The smallest two goblins escape through the north door, to get reinforcements from Rooms B71, B72, and B73. Alternately, they throw javelins from the rear ranks.

They advance on the PCs stabbing the closest PCs with their spears. They hold their bucklers facing forward, offering more protection (+1 training bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, fighting most effectively in close proximity. In addition, due to their training and how they carry their spears, they have learned to use Improved Sunder and Power Attack, despite having only a 12 Strength.

This is not an easy encounter, but should be an indication to the PCs that this Section is not easy. These goblins are not push overs and the point is to show them quickly that challenging the goblins maybe harder than they thought (which is why the bugbears have trouble fighting them).

Treasure: There are 1d20 javelins and 1d6 spears that survive the battle in this Room. If the PCs did not fight the goblins here, double the number of weapons found. In addition, there are four additional suits of leather armor (goblin).

EL: 6

Scaling: To increase the challenge of this encounter, have Haglar Quickwhip (Room B71) arrives 1d3+1 rounds later (without the goblins retrieving him). To decrease the challenge, remove four goblins.

Goblin Ftr 1: CR 1/2; Small humanoid (goblinoid); HD 1d8+1; hp 9, 8, 6, 6, 6, 6, 5, 5, 4, 3; Init +1; Spd 30 ft.; AC 15*, touch 12*, flat-footed 14; Base Atk +1; Grp –2; Atk +3 melee (1d6+1/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +3 melee (1d6+1/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will 0; Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +5, Listen +1, Move Silently +5, Ride +4, Spot +1; Improved Sunder, Power Attack.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

* In formation the goblins gain a +1 competence bonus to AC.

B71. HAGLAR QUICKWHIP

The door opens slowly. The air reeks of unpleasant odors, but the room itself is laid out neatly. A simple cot is placed against the southern wall, while a desk with various maps and notes sits near the western wall.

Initial Attitude: Hostile

Encounter: Haglar Quickwhip (hp 57) is the taskmaster for the forward outpost. He also is in charge of the small gaol in Rooms B72 and B73. He is a formidable opponent and a tireless leader. He trains the goblins constantly. He drives the strong to be strong and the weak to grow up or move on. He has no patience for those who cannot keep up. Even while the patrols sleep, Haglar trains, does push-ups, and generally stays alert. He's the quintessential single-minded elite warrior.

Encounter Condition: Ambush, Concealment, Echoes 2, Fearless

Tactics: If Haglar hears the PCs coming, he prepares for an ambush, attacking from the shadows. Haglar stays out of reach of melee combat, deftly using his whip to both attack and drive back the PCs. He maneuvers around the Room as best as he can, despite the limited space. Since he is not above hurting those weaker them him, a spellcaster foolish enough to expose himself, is an easy target.

If forced into melee combat, he disarms the nearest PC and uses their weapon or a scimitar from his back scabbard (which he wields with two hands). Haglar does not call for help until he's reduced to 20 hit points or less, at which point the patrols in Rooms B69 and B70 are allowed Listen checks to see if they hear him. Due to the nature of the walls in this Room, the goblins suffer a –3 circumstance penalty to their Listen checks.

Treasure: On the desk are notes and maps referring to various enemy patrols in this Section. The notes are written in a scrawling hand, and a DC 25 Decipher Script check is necessary to make any sense of them.

If deciphered, the notes mention an increase in bugbear raids, as well as an ill-fated raid by rebel goblins. The last patrol captured a rebel, who is now locked in Room B73. The goblin king has ordered that the rebel be sacrificed to their god in two days.

In addition to his personal possessions, Haglar carries a sturdy ring of three keys. One key leads to the locked door at Room B72. Another leads to Room B73. Finally, the third leads to a the worg stables in Rooms B77 through B82.

EL: 5

Scaling: To increase the challenge of this encounter, add two fighter levels to Haglar Quickwhip. To decrease the challenge, remove one fighter level.

♟ **Haglar Quickwhip, Hobgoblin Taskmaster Ftr 5:** CR 5; Medium humanoid (goblinoid); HD 5d10+15; hp 57; Init +1; Spd 30 ft.; AC 16*, touch 11, flat-footed 14; Base Atk +5; Grp +6; Atk +9 melee (1d3+5 non-lethal, whip) or +8* melee (1d6+3/18–20, scimitar); Full Atk +9 melee (1d3+5 non-lethal, whip) or +8* melee (1d6+3/18–20, scimitar); SA —; SQ darkvision 60 ft.; AL LE; SV Fort +7, Ref +2, Will +1; Str 14, Dex 13, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +8, Listen +3, Move Silently +4, Sense Motive +1, Spot +3; Alertness, Exotic Weapon Proficiency (whip), Improved Disarm, Weapon Focus (whip), Weapon Specialization (whip).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Chain shirt, buckler, *+1 whip*, masterwork scimitar.

* While using two-hands to fight and wearing a buckler, Haglar suffers a –1 to AC and attack rolls, but he deals an additional point of damage.

B72. THE GOBLIN GAOL

The door to this Room is locked. A DC 25 Open Lock check is required to unlock it. However, there is a 15% chance that the door is also barred, requiring a DC 22 Strength check to break open (DC 26 when locked).

Strong chains and manacles hang from the walls and a cell is set in the northern wall. Faint, fearful moaning issues forth from the cell.

Initial Attitude: N/A

Encounter: This Room serves as the detention area for anything captured by the goblin patrols in this Section of the dungeon. This gaol is overseen by Haglar Quickwhip (Room B71). If the PCs make too much noise in this Room, allow Haglar a Listen check to notice them, and arrive 1d4 rounds later.

Encounter Condition: Drafty

Tactics: The gaol is empty. The door to the north is sturdier than most, but has a patchwork lock cut into the wood. It looks jury-rigged by crude hands, as if a saw and hammer were the only available tools.

The small cell (Room B73) houses a lone goblin (G'lp). Allow the PCs a DC 24 Listen check to hear his heavy breathing/moaning/weeping.

Treasure: N/A

EL: N/A

Scaling: N/A

B73. CAPTURED REBEL

The door to this cell is locked, requiring a DC 25 Open Lock check (or the key from Haglar's belt) to unlock.

Huddled far in the corner is a frightened goblin. He is startled by your presence and yelps when he notices you.

Initial Attitude: Friendly

Encounter: This goblin, named G'lp (hp 3; normally 7), was part of a failed raiding party on the part of the rebel goblin factions. Once he has been assured that the patrols, especially Haglar, have been dealt with, he blubbers incoherently, attempting to explain the current situation and how the usurper who sits on the goblin throne has wronged his people.

If the PCs don't know what or who Haglar is, he assumes the hobgoblin is still alive and cries out for help (in goblin), in the hopes of currying favor with his jailer. Haglar arrives 1d3 rounds later.

The PCs make out that there is a deep schism between the goblins, and the majority of them worship a newfound god. The current goblin king, who is also the leader of their new religion, has formed and alliance with the hobgoblins and is training an army to conquer the entire Region in the name of his deity. Any goblins that do not follow his commands are considered traitors and hunted mercilessly. The lucky ones die in combat. The unfortunate ones are captured and sacrificed in the name of this new god.

Encounter Condition: Stagnant Air

Tactics: If the PCs release him, G'lp flees the area entirely, making his way back to the rebel encampments on the far side of the Region.

If the PCs do not release G'lp, he curses the PCs vehemently, invoking the names of every stone spirit he can muster.

If the PCs welcome him into their party, he joins, trying to lead the PCs to the rebels. Otherwise, he is glad to be a "part of the team" and does his best to carry his weight. Whenever the PCs enter a Room with G'lp, there is a 35% chance that he's been here before and knows how to "bypass" the Room.

Treasure: N/A

EL: N/A

Scaling: N/A

♟ **G'lp, Goblin Rog 1:** CR 1/2 or 1; Small humanoid (goblinoid); HD 1d6+1; hp 7*; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +0; Grp –4; Atk +0 melee (1d2 nonlethal, unarmed); Full Atk +0 melee (1d2 nonlethal, unarmed); SA Sneak attack +1d6; SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +5, Will –1; Str 10, Dex 16, Con 12, Int 11, Wis 9, Cha 7.

Skills and Feats: Climb +4, Disable Device +1, Hide +11, Listen +3, Move Silently +11, Open Locks +6, Search +3, Spot +3, Tumble +7; Dodge.

Sneak Attack: G'lp's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when G'lp flanks his target. This extra damage is 1d6. Should G'lp score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks if the target is within 30 ft.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks.

B74. ANTECHAMBER OF THE GOBLIN KING

If the PCs killed Hammerfist in Room B85, he is not present here.

This large, rectangular room (almost a hallway) is polished brightly. Eighteen fierce-looking goblins, each wielding a spear, stare at you coldly. Behind them, a tall, wide-shouldered hobgoblin carries a fist shaped mallet.

If the goblins heard the PCs coming, read the following.

With quick precision they form a tight phalanx and move with deadly intent. The hobgoblin rushes madly, swinging his mallet with abandon.

Initial Attitude: Hostile

Encounter: As the PCs enter the antechamber of the goblin king, they are attacked by eighteen goblin warriors (hp 8, 8, 8, 8, 8, 6, 6, 6, 6, 6, 5, 5, 4, 3, 3, 2, 2, 2) and the captain of the king's elite guard, a huge hobgoblin named Hammerfist (hp 63). Because the goblins are in the process of training with Hammerfist, their adrenaline is up and the impending fight is just an excuse to cut loose on something.

After the three rounds of combat, the goblin king enters from Room B75, flanked by two hobgoblin guards. If the fight isn't going too poorly for his men, he orders his guardsmen to stand down, and invites the PCs into his throne room. The goblin king is articulate and polite, quite unusual for a goblin of any stature.

If more than 5 goblins have been slain, however, he directs the hobgoblins to join him as he bars the door and prepares for the PCs. In which case, the PCs are in for a tough fight. Additionally, if the PCs do not wish to speak with the goblin king, the battle continues until either the guards are dead, or the PCs are.

Encounter Condition: Fearless (save for the goblin king)

Tactics: These elite goblins are just now starting their training with Hammerfist. The others are either on patrol or standing guard in another area of the dungeon.

In combat, instead of swarming the PCs, they form up into ranks, six goblins abreast, three rows deep. They advance on the PCs stabbing the closest PCs with their spears. They hold their bucklers facing forward, offering more protection (+2 training bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, gaining attacks of opportunity as the PCs move into their threat range.

Hammerfist on the other hand, hunts the PCs. He does not draw attacks of opportunity if he can help it, but he does try to push past anyone who leaves an opening. Hammerfist hates for clerics and targets those openly displaying holy symbols. He is also fond of crippling attacks and targets PCs with little to no armor when he can.

Treasure: The weapons rack are filled with spears and if the PCs spend 15 minutes searching (DC 25 Search check), they can find a masterwork spear. All the spears are small, however, designed for goblins.

EL: 8

Scaling: To increase the challenge of this encounter, increase each goblin's hit points by +5. To reduce the challenge of this encounter, remove six goblins.

♛ **Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 8, 8, 8, 8, 6, 6, 6, 6, 6, 5, 5, 4, 3, 3, 2, 2, 2; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

♟ **Hammerfist, Hobgoblin Ftr 6:** CR 6; Medium humanoid (goblinoid); HD 6d10+18; hp 63; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +6; Grp +6; Atk +12 melee (1d10+8, +2 greatclub) or +7 ranged (1d8/19–20, light crossbow); Full Atk +12 melee (1d10+8, +2 greatclub) or +7 ranged (1d8/19–20, light crossbow); SA —; SQ darkvision 60 ft.; AL LE; SV Fort +8, Ref +3, Will +4; Str 16, Dex 12, Con 16, Int 9, Wis 10, Cha 8.

Skills and Feats: Craft (armorer) +8, Listen +2, Spot +2; Alertness, Cleave, Improved Sunder, Iron Will, Power Attack, Weapon Focus (great club), Weapon Specialization (great club).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Banded mail, *+2 greatclub,* light crossbow, bolts (12).

B75. THRONE ROOM OF THE GOBLIN KING

If the PCs accepted the goblin king's offer to negotiate, read the following.

This room is large and opulently decorated. Hides from various animals are layered on the floor, while others hang as trophies or tapestries from the walls. Two large braziers cast a sinister, yet regal glow. A throne of bone and stone stands prominently in the room, and it is here the goblin king sits.

He is dressed in a bright leather vest and pants. A velvet cloak hangs from his shoulders. On his head rests a light, silver crown while he wields a multi-hued scepter in his left hand. "Welcome friends. I am Argliss, King of the Goblins and Voice of Norendithas Stoneshaper the Quickthinking, Smiter of Foes. The Stoneshaper has brought us together this day for great things I am sure. Please, hear what I have to say," the goblin king intones as you approach him.

If the PCs declined the goblin king's offer to parlay, or have snuck in, read the following.

The room is large, and well appointed for goblins, but without the pomp and circumstance of the goblin king, his court and his guards, it looks like any room that's been covered in hides. A pair of large braziers cast a ruddy glow about the room, playing off the brightly polished walls. In the center of the room is a throne of rubble and bones. Resting upon it is a scepter.

Initial Attitude: Indifferent

Encounter: If the PCs choose to continue the battle in Room B74, this Encounter does not happen and they are free to explore the Room as long as they wish.

The goblin king, Argliss, who is interested in the PCs' services, informs the PCs of the new destiny of the goblins. Their god, Norendithas Stoneshaper the Quickthinking, Smiter of Foes, has finally arrived and promises to lead them to power and glory.

"Any who serve the will of the Stoneshaper shall be greatly rewarded, in this life and the next!" the goblin king proclaims.

Truthfully the goblin king only wishes for more patsies to serve his whims. Argliss is very good at hiding this truth though; only a DC 30 Sense Motive check lets the PCs know the goblin king is being less than truthful.

If the PCs agree to assist the goblin king, he tasks them with killing the rebel chieftain Guk (Room B95). They must return with proof of his death. If the PCs return with proof, the goblin king welcomes them as members of the glorious empire of the Stoneshaper.

Once the PCs agree to ally with the goblin king, the elite guard files out of the room and returns to their barracks (Room B84). Hammerfist snarls at the PCs one last time before he too leaves the throne room and returns to his quarters (Room B85).

If the PCs refuse the goblin king's offer, he becomes enraged. "None defy the will of the Stoneshaper!" he shouts. Hammerfist lets loose with a bellowing war cry and is ready to charge the PCs. The goblin king halts his advance however and offers the PCs one last chance to see the error of their ways and join him.

A second refusal is all it takes. "May the Stoneshaper have mercy on your wretched souls," the goblin king says as Hammerfist and the elite guard attack the PCs.

Encounter Condition: N/A

Tactics: The goblins move on Hammerfist's command. They form into lines, four wide. Instead of swarming the PCs, they form up into ranks, six goblins abreast, three rows deep. They advance on the PCs, stabbing the closest to them with their spears. They hold their bucklers facing forward, offering more protection (+2 training bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, gaining attacks of opportunity as the PCs move into their threat range.

Hammerfist goes after the weakest PC first, targeting spellcasters first. He also has a fond hatred for clerics and abuses them at every turn. He fights as intelligently as possible, stepping back when overwhelmed and taking full advantage of prone PCs.

If the goblin king is in danger, he flees to Room B74, and from there heads to Room B77. In the mean time, he uses his *rod of wonder* on whatever PC presents the biggest threat and his *necklace of fireballs* if too many goblins fall.

Treasure: If the PCs choose not to listen to the goblin king, and he is forced to flee, he leaves behind his royal scepter (laying on his throne) on a failed DC 20 Intelligence check. The scepter is a *rod of wonder.*

EL: 7

Scaling: To increase the challenge of this encounter, add three fighter levels to Hammerfist. To reduce the challenge of this encounter, remove one fighter level from Hammerfist.

♟ **Argliss, the Goblin King, Doppleganger Rog 1:** CR 4; Medium monstrous humanoid (shapechanger); HD 4d8+4 + 1d6+1; hp 31; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +5; Atk +5 melee (1d6+1, slam) or +6 melee (1d4+1/19–20, dagger); Full Atk +5 melee (1d6+1, slam) or +6 melee (1d4+1/19–20, dagger); SA Detect thoughts, sneak attack +1d6; SQ Change shape, immunity to sleep and charm effects; AL N; SV Fort +4, Ref +8, Will +6; Str 12, Dex 14, Con 12, Int 13 [15], Wis 14, Cha 14.

Skills and Feats: Bluff +12, Diplomacy +4, Disguise +11 (+13 acting), Hide +3, Intimidate +5, Listen +7, Move Silently +3, Sense Motive +7, Spot +7; Dodge, Great Fortitude.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A true seeing spell or ability reveals its natural form.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 14 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks. When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Sneak Attack: Argliss' attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when Argliss flanks his target. This extra damage is 1d6. Should Argliss score a critical hit with a sneak attack, this extra damage is not multiplied.

Possessions: Masterwork silver dagger, *crown of the goblin king (as headband of intellect +2), scepter of the goblin king (a rod of wonder), necklace of fireballs (type IV,* only the 4d6 and 2d6 *fireballs* remain), *vest of escape.*

THE GOBLIN KING

Some time ago the doppelganger Argliss entered the Region. He was amused by the goblinoids trapped here. Out of boredom, he assumed the guise of a goblin and slowly worked his way into the good graces of the reigning goblin king, Sug'kt. Soon he became a chief advisor. He relished the role of bringing a culture out from the shadows to suit his whims.

When word of the new "deity" arrived, Argliss saw a chance to improve his position amongst the goblins. He recently discovered the goblin king kept a powerful artifact hidden in his possession. Wanting it for himself, Argliss knew he would have to be the goblin king's confidente. Hoping to ingratiate himself with the goblins, he urged the king to embrace this new deity. The goblin king was incensed. Sug'kt felt he alone was the ruler of the goblins, as decreed by the ancient stone spirits his ancestors worshiped. Popular support was behind the new deity, however, and Argliss seized his chance to advance his position by staging a coup.

He declared Sug'kt a heretic and sacrificed the former king in the name of the new god of the goblins. Claiming the throne in the name of the new god, Norendithas Stoneshaper the Quickthinking, Smiter of Foes, Argliss began his quest to not only uncover this hidden artifact, but to ascertain his rulership over the entire Region.

Unable to locate the artifact, he enlisted the help of a halfling that had entered the Region (see sidebar The Halfling). Argliss believes that Bartleby will return the artifact to him, in exchange for the protection of the goblins and any trinkets he may find. While he awaits Bartleby's success, he has made strides towards ruling the dungeon.

Argliss approached the beleaguered hobgoblins, offering them a prime place in his empire. Wishing to seek revenge upon the bugbears that had tormented them so long, the hobgoblins accepted his offer. They now serve as elite guards and trainers of the goblin army.

Upon encountering the PCs, Argliss tries to ally himself with them. He feels their power and knows they could be very disruptive to his efforts. He is willing to assist the PCs in their mission, as long as they return the favor and help him wipe out the bugbears and rebel faction of goblins.

If the PCs do not accept his offer, all goblins loyal to him attack the PCs on sight.

TACTICS

Argliss is not a fighter. In the event of conflict, he orders his guards to attack while he runs off. Once the battle is engaged he changes shape to something inconspicuous and flees the area, returning to his throne room.

If Argliss is cornered and cannot escape, he uses the rod of wonder and necklace of fireballs quite liberally until he causes enough of a distraction so that he can flee.

Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 8, 8, 8, 6, 6, 6, 6, 5, 5, 4, 3, 3, 2, 2, 2; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Hobgoblin Guard, Ftr 3: CR 3; Medium humanoid (goblinoid); HD 3d10+6; hp 23; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19–20, longsword) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (1d8+2/19–20, longsword) or +4 ranged (1d6+2, javelin); SA —; SQ darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +2, Listen +2, Move Silently +2, Spot +2; Alertness, Improved Initiative, Point Blank Shot, Weapon Focus (long sword).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Masterwork studded leather armor, light steel shield, longsword, javelins (3), *potion of cure light wounds*.

B76. PRIVATE ROOM OF THE GOBLIN KING

The door leading to Region A is locked and barred, requiring a DC 40 Open Lock check, followed by a DC 25 Strength check to open. A small chest rests against the door as well, making it difficult to open the door all the way.

The doors from Room B75 are also locked, but require a DC 30 Open Lock check to open. In both cases, the goblin king carries keys to these doors.

After you dispatch the last of the goblins, you enter this room, the private quarters of the goblin king, Argliss. The room is very befitting of a king. Exquisite hides are piled as a comfortable bed, while others adorn the walls as tapestries. A good sized strongbox is tucked into the northeastern corner of the room.

Initial Attitude: N/A

Encounter: If the PCs made an alliance with the goblin king and attempt to enter this Room, they are warned that it is off limits. If they persist the goblin king calls off the alliance and orders his guards to attack the PCs. The goblin king flees before the PCs can capture or kill him, returning in 2d6 minutes with reinforcements to drive the PCs out.

This Room is luxuriously furnished with a thick layer of hides forming a comfortable sleeping area in the northwestern corner. The walls are decorated with tapestries made of similar hides. They depict the conquests and glories of the new goblin king and his god.

A small chest is situated against the northeastern wall. A DC 20 Open Lock check is required to unlock it. It contains the room's treasure (see below).

Encounter Condition: N/A

Tactics: N/A

Treasure: +2 short sword, +2 leather armor (made for a goblin), +1 buckler. It is possible the PCs may wish to take the hides as well for their own personal use, or for future sales. They are large, made of worg hide, and carrying more than one proves to be cumbersome.

EL: N/A

Scaling: N/A

B77. ENTRANCE TO THE WORG STABLES

The door to this Room (leading from the eastern hall) is locked, requiring a DC 25 Open Lock check to unlock. The door leading from Region A is also locked, requiring a DC 30 Open Lock check to unlock.

Pungent smells and keening wails saturate the air. The floor is covered — stained and scratched. Even the walls are not devoid of claw marks. Along the southern wall are a series of iron doors, much like cell doors. The room quiets for a brief moment, then it erupts into loud howls and barks. Whatever is in these cells, knows you're here.

Initial Attitude: N/A

Encounter: These cells are the goblins' worg stables, the home of their vicious worg mounts. This hallway leads to the "cells" where the elite worg mounts are kept. The stables themselves are large. Most are noisy, except the one at the west end, which is deathly quiet. Due to their Scent ability, it is nearly impossible for the PCs to surprise the worgs in these cells.

Encounter Condition: Distracting Noises 5, Echoes 2, Unhallowed 2

Tactics: This series of cell doors are sturdy and are all locked. The keys to these doors are kept by Haglar (B71), the Goblin King's (B75) bodyguards, and a handful of elite goblins.

The "cells" were used (long ago) to house demons, an effect that has caused the worgs to become even more bestial than they already are.

Treasure: N/A

EL: N/A

Scaling: N/A

B78. WORG STABLE

Four large wolves sleep comfortably in this cell. Despite the barking and howling coming from the other cells, these animals are not as crazed. One of the wolves looks up as you enter the room, but quickly lies back down again.

Initial Attitude: Indifferent

Encounter: These four worgs (hp 36, 33, 29, 28) have just returned from a successful patrol and are tired. Although the PCs represent a threat, they are satiated from hunting and want to rest. The worgs have enough energy to defend themselves if the PCs attack them, but are considered fatigued.

Encounter Condition: Fearless, Unhallowed 2

Tactics: These worgs fight like a typical pack, tripping and grounding the weakest PC and then mauling him while prone. If a single PC gets separated from the party, or the PC attacks too quickly, the worgs surround and flank him.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, change the worg's Initiative check to exactly 1 after the highest PC, allowing them to ambush the "impulsive PC." Alternately, add two worgs. To decrease the challenge, remove one worg.

Worg: CR 2; Medium magical beast; HD 4d10+8; hp 36, 33, 29, 28; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +4; Grp +7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*; Alertness, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *A worg has a +4 racial bonus on Survival checks when tracking by scent.

B79. THE BLACK WORG

The barks issuing from this cell are louder than from any other cell. With a DC 21 Listen check, the PCs can discern a single loud bark, deeper and more aggressive than any of the other cells.

From the darkness, a large black wolf stands at least five feet at the shoulder, and its powerful muscles ripple under its sleek, black coat. At first it doesn't notice you. Suddenly its hackles raise, and it turns, snarling at you. With a mighty howl it bursts free of its meager enclosure and leaps at you.

Initial Attitude: Hostile

Encounter: A black worg (hp 53) is stabled here. It is twice as large as any other worg in the goblins' possession. It is also twice as feral. Worgs may have some measure of intelligence, but this one is bestial. When the PCs enter the Room it breaks free of its inadequate holding pen and lunges at the nearest one. The PCs have no choice by to defend themselves.

Encounter Condition: Ambush, Distracting Noises 4, Echoes 2, Fearless, Unhallowed 4

Tactics: The black worg attacks like an animal, vicious and unrelenting. It uses its trip attack every round, taking advantage of weak PCs. It does know fear and does not respond to pain.

Killing the black worg earns the ire of Hammerfist (Room B85), who was breaking in the worg to be his personal mount, should he find out. There is little choice for the PCs in this matter however, and they must deal with Hammerfist's wrath. Any explanation the PCs offers is not good enough for the hobgoblin.

Treasure: The black worg wears a heavy leather collar, set with three discolored gem, none of which match. The collar is worth 25 gp to a jeweler who can salvage the stones.

EL: 4

Scaling: To increase the challenge of this encounter, add two hit dice to the black worg. To reduce the challenge of this encounter, replace the black worg with a worg.

Black Worg: CR 3; Medium magical beast; HD 6d10+18; hp 53; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +6; Grp +10; Atk +10 melee (1d8+5, bite); Full Atk +10 melee (1d8+5, bite); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +7, Ref +7, Will +5; Str 19, Dex 15, Con 17, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +7, Move Silently +6, Spot +7, Survival +2*; Alertness, Improved Natural Attack (bite), Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. * A worg has a +4 racial bonus on Survival checks when tracking by scent.

B80. FILTHY STABLE

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock.

A pack of four, miserable looking wolves, larger than normal, are penned up in this stable. Whether they are being punished or neglected is difficult to say. They growl and snap at you, but otherwise remain behind their enclosure.

Initial Attitude: Unfriendly

Encounter: Four worgs (hp 36, 35, 33, 25) are being punished for disobeying their riders' instructions during a recent patrol. They do not attack the PCs first, but defend themselves if provoked. While not chained, they lack the ability to open the locked door.

Encounter Condition: N/A

Tactics: If a fight ensues, the worgs gang up on the weakest PC first, followed by other opponents without visible metal armor. They concentrate all their attacks until the victim is down. Like all pack animals, the alpha male delivers the coup de grace, before the pack moves on to the next PC. They use their trip attack every round, gaining an additional +1 because of the confines of the Rooms.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add one worg. To decrease the challenge, remove one worg.

Worg: CR 2; Medium magical beast; HD 4d10+8; hp 36, 35, 33, 25; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +4; Grp +7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*; Alertness, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. * A worg has a +4 racial bonus on Survival checks when tracking by scent.

B81. EMPTY STABLE

No noise comes from this cell.

Like the other holding pens, this stable is shoddily constructed. This stable is empty, save for some discarded refuse on the floor.

Initial Attitude: N/A

Encounter: This stable is currently empty; the worgs normally housed in it are out on patrol with their hobgoblin masters. There is nothing of interest in this cell.

Encounter Condition: Fear 15, Unhallowed 3

Tactics: The goblins rely heavily on the training and cooperation of their worg mounts. It is quite obvious that the worgs stay here because they wish to, not because they are forced to.

Treasure: N/A

EL: N/A

Scaling: N/A

B82. THE GOBLIN KING'S MOUNT, THE YETH HOUND

A sleek hound with a dull, black coat and glowing cherry red eyes pads around in the most luxurious pen in the stables. This is the mount of the goblin king, and the king takes very good care of it. With a lazy turn of its head, the yeth hound takes you in, and promptly dismisses you.

Initial Attitude: Indifferent

Encounter: The yeth hound (hp 24) is the pride of the goblin king. Serving as his personal mount, it is not only effective in combat, but the goblin king considers the hound a symbol of his power and divine rule. For its part, the yeth hound could care less about the PCs. It is confident in its combat abilities and knows its masters loyal servants are nearby.

The yeth hound only attacks if provoked.

Encounter Condition: Fear 14, Fearless, Unhallowed 3

Tactics: If the PCs attack the yeth hound it flees and seeks out the goblin king (Room B75), unleashing a series of bay attacks if cornered. If the PCs are stunned, the yeth hound slips by, continuing to bay until it has escaped or is killed by the PCs.

GOBLIN TACTICS, OR 21 WAYS TO DIE

Many of the Rooms in this Region resemble one another. This is intentional. Once the goblins descend on the PCs it is most likely they will be fighting wave after wave of reinforcements. And with 25% of the goblin population out patrolling at any given time, a battle in a hallway or Room, brings the goblins in the adjacent areas down upon the PCs quickly.

And because the goblins have been trained by hobgoblins, they all carry similar weapons and fight with the same tactics. This makes the range of Encounters limited. PCs are likely to get bored after the 3rd Room. This is where the DM comes in.

If played out properly, a single goblin Encounter can take up half the evening. By having wave after wave of reinforcements pushing into the Room, PCs are likely to tire quickly. Or at the very least, have their patience tested, when the door to the Room opens for the 4th time with another wave of twelve goblins. Worse yet, the first three waves are there just to weaken the PCs, using up their magic for the real final battle with Goblinbane.

To complicate matters, should the PCs successfully beat back everything you throw at them, they'll need to find a place to rest and that patrol or scouting party is due back any minute, more than ready to go for help, should they see the PCs standing knee deep in dead goblins. PCs on the run from goblins? Never.

And if word gets back to the goblin king that half his army is dead, a worg cavalry unit, and a few hobgoblin bodyguards can be hunting the PCs down in no time flat.

SOME THINGS TO KEEP IN MIND

The PCs should be 3rd or 4th level when they reach this Section of the dungeon. That means even twelve goblins won't be much trouble. Even making goblins with maximum hit points, the average fighter (with Cleave) kills two goblins a round.

In order to keep the challenge, the DM should try a few things.

One. Cheat. That's right. Cheat. Don't be afraid to flub attack rolls and Initiative checks. A +2 or +4 here or there shouldn't make the PCs too suspicious.

Two. Add Toughness (2). What's wrong with trained goblins having a few extra hit points. It would be worse if you gave them extra levels, right?

Three. Add natural armor. A +2 or +4 AC bonus makes the goblins tougher, but also means that rogues and clerics are going to be less useful.

Four. Aid another. With so many goblins, the aid another combat action really adds up. Don't be afraid to have 1/3 of the goblins extend a helping hand.

Five. Dog-pile. Goblins working together to tackle a dwarf or human barbarian severely weaken a group that's grown too reliant on the 12 points of damage per round 19 Strength, two-handed greataxe, raging, killing machine. Before the barbarian even thinks of raging, he's on the ground, prone and weaponless.

Six. Give the goblins the benefit of the doubt. They know the PCs are on the move and they know how to lure them into traps. Triplines across doorways, nearby reinforcements ready to attack from the rear, and signal whistles add up to one memorable encounter.

Seven. Limit the PCs options before they get here. Spells like fireball should be limited at this point in the campaign, so fighting in tight ranks won't hurt the goblins. Don't let a wizard with one spell spoil your adventures. Plan for it. Build around it.

Eight. Add a hobgoblin to every encounter. While not all of them need be 4th-level fighters, a 1st-level fighter at the back of the ranks, directing the action and throwing alchemical fire or firing a heavy crossbow does more than increase the CR by 1.

Nine. Stagger the assaults. Eventually the barbarian tires out. His rage goes away and another wave of goblins arrive on the final round of his "energy boost." How did that happen?

Ten. Add Encounter Conditions that we didn't think of. Make the Room pitch black in a 5-ft. radius or add a stench effect (similar to troglodytes) that the goblins are immune to (or used to).

Eleven. Improvise. Marines don't plan. They adapt. Effective goblins assaults should be no different. If the tactics in this book don't work, change them. Have them shore up a weak point, send in a smaller goblin to aid with flanks, or carry slings in addition to spears to take advantage of the second ranks.

Twelve. Add cool magical effects. Give the goblins potions of orc blood (the undercommon version of heroism) allowing them to rage for 3 rounds or gain +2 Strength for 2d6 rounds. Maybe their weapons are coated with a sleep poison or something that just deals 1 point on the following round, enough to make the PCs nervous. "Hey. They've got *+1 wounding spears*. What gives?"

Thirteen. Make the religion real. The goblin's faith is stronger than anything and thus they benefit from spells like divine strength and shield of faith, despite the lack of clerics. Heck. Add a 1st-level cleric to each unit. If you don't like clerics, add adepts, druids, or sorcerers with access to a domain spell list or granted power (or both).

Fourteen. Be smart. Don't let the PC's lure teams of goblins into stupid grease tricks. Anytime the PCs are backing up and don't look injured, trained soldiers know that means trouble. The goblins should hold back, send for reinforcements and batter the PCs later with some magical assistance or brute strength.

Fifteen. Pace the encounters. Don't let the PCs charge from Room to Room wiping out all the goblins before they sound the alarm. Lock or bar a few doors. Make it tough for the PCs to get into the more protected areas.

Sixteen. Give the goblins spell resistance 12.

Seventeen. Choose your battles. The goblins don't have to fight the PCs every time. They can lure the PCs out of a Room and force them to fight in a confined space, where their larger weapons are useless.

Eighteen. Worgs. The goblins have dire wolves, howlers, worgs, and yeth hounds at their disposal. Give each goblin unit some firepower with a canine or lupine companion. Perhaps a blink dog was corrupted by the taint of the stables? Perhaps they found a destrachan from Region D?

Nineteen. Drop the anvil. Once the PCs are out of spells, potions, and wand charges, have the big boys show up and make the PCs rely on wits instead of magic.

Twenty. Dig up *Mercenaries*™. No this isn't a ploy to get you to spend more money on our books. Use the rules for serrated and laminated steel weapons. It's not like the PCs are going to be using these "spears" anyway. So its no sweat off your back if the weapons being used against the PCs do more damage.

Twenty-one. Make the PCs work for it. If the PCs are smart about it, they can decimate the entire goblin army in less than a week, or become another in the long list of victims that have fallen under Haglar's or Hammerfist's boot. No encounter in this dungeon should be "easy." Take the next step and show the PCs what you're made of.

Regardless of the outcome, the goblin king undoubtedly surmises the PCs killed his mount (unless he has yet to meet them, in which case he assumes it was bugbear raiders). Any alliances they forged are now broken. From this point on, all Initial Attitudes in encounters with the goblin king's soldiers are considered Hostile.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, have eight goblins arrive after 1d3+1 rounds to assist the yeth hound. To decrease the challenge, reduce the yeth hounds hit points by –5.

Yeth Hound: CR 3; Medium outsider (extraplanar, evil); HD 3d8+6; hp 24; Init +6; Spd 40 ft., fly 60 ft. (good); AC 20 (+2 Dex, +8 natural), touch 12, flat-footed 18; Base Atk +3; Grp +6; Atk +6 melee (1d8+4, bite); Full Atk +6 melee (1d8+4, bite); SA Bay, trip; SQ Damage reduction 10/silver, darkvision 60 ft., flight, scent; SV Fort +5, Ref +5, Will +5; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Listen +11, Spot +11, Search +7, Survival +11 (+13 following tracks)*; Improved Initiative, Track.

Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-ft. spread must succeed on a DC 11 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A yeth hound that hits with its bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the yeth hound.

Flight (Su): A yeth hound can cease or resume flight as a free action.

Skills: *A yeth hound has a +4 racial bonus on Survival checks when tracking by scent.

B83. SOUTHWESTERN OUTPOST

If the PCs have formed an alliance with the goblin king in Room B75, read the following.

This squat, spartan room serves as the most southwestern outpost of the goblin empire. The dozen goblins in this room stare blandly at you as you enter. The goblin king has ordered his army to treat you with respect, but these goblins seem to be waiting for you to make a misstep; it is quite obvious they do not want you here.

If the PCs have not formed an alliance with the goblin king in Room B75, read the following.

This squat room is an outpost, guarding against incursions. Nearly a dozen goblins are messing about and get into formation as you enter.

If the goblins are not surprised, read the following.

They await you with their sharp spears pointing menacingly in your direction. They form a perfect phalanx and advance upon you.

Initial Attitude: Unfriendly or Hostile

Encounter: There are twelve goblins (hp 7, 7, 7, 6, 6, 5, 5, 5, 4, 4, 4, 3) standing guard here in various stages of readiness. If surprised, they take a round to form up into ranks. If they heard the PCs coming, they are already in formation when the door opens, whether the PCs are allies or not.

If the PCs formed an alliance with the goblin king, the Initial Attitude of the goblins is Unfriendly. They allow the PCs to wander through the barracks as long as they do not disturb anything. If the PCs take any actions the goblins perceive as a threat, their Attitude becomes Hostile and they attack.

Encounter Condition: Fearless

Tactics: In combat, instead of swarming the PCs, they form up into ranks, six goblins abreast, three rows deep. They advance on the PCs stabbing the closest PCs with their spears. They hold their bucklers facing forward, offering more protection (+2 training bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, gaining attacks of opportunity as the PCs move into their threat range.

The two weakest goblins are not Fearless and bail at the first sign of trouble (e.g. three goblins fall, they suffer at least 1 point of damage, overtly powerful magic is displayed, etc.). They head for Room B84 to retrieve reinforcements, taking 1d3 rounds to get there and 1d3+1 rounds to return.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add six goblins and give each goblin present masterwork weapons. To reduce the challenge of this encounter, remove six.

Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 7, 7, 7, 6, 6, 5, 5, 5, 4, 4, 4, 3; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B84. KING'S ELITE GUARD BARRACKS

If the PCs have formed an alliance with the goblin king in Room B75, read the following.

These barracks are simple and minimalist. These goblins have no requirement for comfort; they are hardened soldiers ready to die for their king and their god. They stare at you, but do not make any aggressive moves. The king has granted you his protection, and they will not violate his orders.

If the PCs have not formed an alliance with the goblin king in Room B75, read the following.

These barracks are simple and minimalist.

If the goblins are not surprised, read the following.

You are confronted by twelve zealous and well-trained goblins. They form one cohesive unit and raise their spears above their heads with a massive war cry.

Initial Attitude: Indifferent or Hostile

Encounter: There are twelve elite goblins (hp 8, 7, 7, 7, 7, 6, 6, 6, 6, 5, 4, 4) standing guard here in various stages of readiness. If surprised, they take a round to form up into ranks. If they heard the PCs coming, they are already in formation when the door opens, whether the PCs are allies or not. They gain a +2 to their Initiative check if the PCs make noise before entering.

If the PCs formed an alliance with the goblin king, the Initial Attitude of the goblins is Indifferent. They allow the PCs to wander through the barracks as long as they do not disturb anything. If the PCs take any actions the goblins perceive as a threat, their Attitude becomes Hostile and they attack.

The Room itself is a spartan affair with a weapon rack along the western wall, and a precise layer of sleeping hides on the floor. If the PCs defeated the elite guard in Room B74, this room is does not contain any goblins.

Encounter Condition: Fearless

Tactics: As soon as the goblins spot the PCs, they take up defensive positions in the nearby halls, while the smallest two run to Room B86 for reinforcements.

These goblins have been trained by the hobgoblins. Instead of swarming the PCs, they form up into three ranks, four goblins abreast. They advance on the PCs stabbing the closest with their spears. The goblins hold their bucklers facing forward, offering more protection (+2 competence bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, as they fight more efficiently at close range. In addition, due to their training and how they carry their spears, they have learned to use Improved Sunder and Power Attack, despite having only a 12 Strength.

EL: 6

Scaling: To increase the challenge of this encounter, give each goblin Toughness (2) in addition to their allotted feats. To reduce the challenge, remove four goblins.

Goblin Ftr 1: CR 1/2; Small humanoid (goblinoid); HD 1d8+1; hp 8, 7, 6, 5, 4, 4; Init +1; Spd 30 ft.; AC 15*, touch 12*, flat-footed 14; Base Atk +1; Grp –2; Atk +4 melee (1d6+1/×3, spear) or +4 ranged (1d6/×3, spear); Full Atk +4 melee (1d6+1/×3, spear) or +4 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will 0; Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +5, Listen +1, Move Silently +5, Ride +4, Spot +1; Improved Sunder, Power Attack.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

* In formation the goblins gain a +2 competence bonus to AC.

Possessions: Studded leather armor, buckler, masterwork spear.

B85. HAMMERFIST, CAPTAIN OF THE KING'S GUARD

If the PCs have formed an alliance with the goblin king in Room B75, read the following.

The large hobgoblin from the king's antechamber angrily paces back and forth in this room. He wields the same fist-shaped club, swinging wildly at the room's walls. As he notices you, he violently spits at the ground. "Come to try and finish what I started, have you?" he taunts.

If the PCs have not formed an alliance with the goblin king in Room B75, read the following.

A large hobgoblin angrily paces back and forth in this room. He wields a fist-shaped club, swinging wildly at the room's walls. A feral grin sprouts across his scarred face and he turns to face you. "Finally!" he shouts.

After the PCs have cleared the room of any hostile creatures, or if they defeated Hammerfist in Room B74, read the following.

Hammerfist's room is very spartan. A simple sleeping hide lies in a corner of the room. A map of the goblin empire is nailed to the southern wall. The western wall features a small collection of skulls, obviously war trophies the hobgoblin claimed from his foes.

Initial Attitude: Unfriendly

Encounter: Regardless of the PCs and their relationship with the goblin king, Hammerfist's (hp 63) attitude towards the PCs is never better than Unfriendly. If the PCs killed the black worg in Room B79 (and Hammerfist knows about it), Hammerfist becomes Hostile and attacks the PCs, screaming about revenge.

As long as Hammerfist is merely Unfriendly towards the PCs, he does not initiate combat against them. He does, however, taunt, threaten and otherwise provoke the PCs into attacking *him*. Hammerfist does not like the PCs and wishes to see them dead.

Encounter Condition: Fearless, Negative Energy, Unhallowed 5

Tactics: Hammerfist does not believe anyone is stronger than he is. To prove this, he calls the strongest PC out to fight him one on one. It goes toe to toe, never giving an inch. Because of his ego, he fights to the death.

If the PCs do not fight fair, neither does he. He pins weak PCs against the wall and throws vital blows against paladins and good-aligned PCs. Downed PCs are killed with coup de grace and helpless PCs have their fingers and hands broken under his boot or with his warclub.

While fighting, he shouts obscenities and other unsavory things at the PCs, but does not call for reinforcements.He is allowed an Intimidate check every 1d4 rounds against the PCs as a free action. This effects every opponent within 20 ft. His aggressive and boisterous mannerism is sure to unnerve even the strongest PCs.

If reinforcements do arrive, it is of their own initiative. Hammerfist is immune to the Negative Energy in this Room.

Treasure: Hammerfist keeps a strongbox in his Room. It is unlocked as no one is foolish enough to tamper with his belongings. Inside the box is a masterwork sling, a masterwork handaxe, 450 gp, 51 pp, a silver and gold ring with detailed filagree and an inlaid design of an owl (600 gp), six *+1 arrows*, four *+1 bolts*, and two *potions of cure moderate wounds*.

EL: 7

Scaling: To increase the challenge of this encounter, have the goblins in Room B84 arrive 1d3+1 rounds later. To decrease the challenge, remove one fighter level from Hammerfist.

Hammerfist, Hobgoblin Ftr 6: CR 6; Medium humanoid (goblinoid); HD 6d10+18; hp 63; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +6; Grp +6; Atk +12 melee (1d10+8, +2 greatclub) or +7 ranged (1d8/19–20, light crossbow); Full Atk +12 melee (1d10+8, +2 greatclub) or +7 ranged (1d8/19–20, light crossbow); SA —; SQ darkvision 60 ft.; AL LE; SV Fort +8, Ref +3, Will +4; Str 16, Dex 12, Con 16, Int 9, Wis 10, Cha 8.

Skills and Feats: Craft (armorer) +8, Listen +2, Spot +2; Alertness, Cleave, Improved Sunder, Iron Will, Power Attack, Weapon Focus (great club), Weapon Specialization (great club).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Banded mail, *+2 greatclub*, light crossbow, bolts (12).

B86. DRILL ROOM

If the PCs have formed an alliance with the goblin king in Room B75, read the following.

A huge hobgoblin barks commands and mercilessly drills a group of goblins. He glances over at you, but says nothing. You get the distinct impression that treaty or no, this hobgoblin is looking for any excuse to test his men against your mettle.

If the PCs have not formed an alliance with the goblin king in Room B75, read the following.

A mighty bellow erupts as you enter this room. "At last! Fresh meat!" roars a huge hobgoblin wielding a wicked greataxe. Upon his command the goblins in the room form up and advance on you with calculating precision. The hobgoblin, however, charges at you with wild abandon.

Initial Attitude: Hostile

Encounter: There are twelve goblins (hp 8, 8, 8, 6, 6, 6, 3, 3, 2, 2, 2, 1) in various stages of training in this Room. If surprised, they take a round to form up into ranks. If they heard the PCs coming, they are already in formation when the door opens, whether the PCs are allies or not.

If the PCs formed an alliance with the goblin king, the Initial Attitude of the goblins is Indifferent. They allow the PCs to wander through the barracks as long as they do not disturb anything. If the PCs

take any actions the goblins perceive as a threat, their Attitude becomes Hostile and they attack.

Their leader, Goblinbane (hp 51), is a wicked taskmaster and the chief trainer of the goblins under the goblin king. He earned his name for his brutal training methods and callous disregard for goblins that could not withstand the training. As long as the PCs do not disrupt his training, he is content to let them watch and learn how a true master creates an army.

Of course if the PCs have not allied with the goblin king, Goblinbane and his goblin trainees attack the PCs as soon as they step foot in the Room.

Encounter Condition: Fearless

Tactics: These goblins have been trained by Goblinbane. Instead of swarming the PCs, they form up into ranks, four goblins abreast, three rows deep. They advance on the PCs stabbing the closest PCs with their spears. They hold their bucklers facing forward, offering more protection (+1 training bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, forming a defensive line of spears.

Goblinbane seeks out the most prominent PC and engages them directly in close combat, swinging his powerful *+1 greataxe* mercilessly. Occasionally Goblinbane barks commands to the goblins, adjusted their tactics to keep up with the PCs movements.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, have the goblins in Room B85 arrive in 1d3+1 rounds. To decrease the challenge, remove two fighter levels from Goblinbane.

Goblinbane, Hobgoblin Ftr 5: CR 5; Medium humanoid (goblinoid); HD 5d10+15; hp 51; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +5; Grp +8; Atk +10 melee (1d12+7/×3, *+1 greataxe*) or +7 ranged (1d8/19–20, light crossbow); Full Atk +10 melee (1d12+7/×3, *+1 greataxe*) or +7 ranged (1d8/19–20, light crossbow); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +3, Will +1; Str 16, Dex 14, Con 17, Int 10, Wis 11, Cha 10.

Skills and Feats: Craft (tanning) +4, Intimidate +8, Listen +1, Spot +1; Cleave, Great Cleave, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Chain shirt, *+1 greataxe,* dagger, light crossbow, bolts (18).

Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 8, 8, 6, 6, 6, 3, 3, 2, 2, 2, 1; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B87. PATROL BARRACKS

If the PCs have formed an alliance with the goblin king in Room B75, read the following.

This barracks is a long room with simple weapon racks and hides on the floor. You are met with some cold stares and toothy grimaces, but are otherwise left alone by the goblins.

If the PCs have not formed an alliance with the goblin king in Room B75, read the following.

A patrol, recently returned, stops in their tracks as you enter the room. With uncanny precision they return to formation and set their sights on you.

Initial Attitude: Hostile

Encounter: This Room is a transitionary chamber. Returning patrols rest here before going back out on patrol. There is an staging area towards the east where the patrols depart from. There are twelve goblins (hp 8, 7, 6, 5, 5, 4, 4, 3, 3, 1, 1, 1) stowing gear and relaxing. If surprised, they take a round to form up into ranks. If they heard the PCs coming, they are already in formation when the door opens, whether the PCs are allies or not.

If the PCs have formed an alliance with the goblin king, the Initial Attitude of the goblins is Indifferent. They allow the PCs to wander through the barracks as long as they do not disturb anything. If the PCs take any actions the goblins perceive as a threat, their attitude becomes Hostile and they attack the PCs.

The barracks itself resembles others in the goblin empire. The weapons racks and sleeping hides are precisely arranged and the crude map in the middle of the room accurately details the goblin patrols in this area of the dungeon.

Encounter Condition: Fearless

Tactics: If the PCs engage the goblins they have to deal with reinforcements. After 1d3+1 rounds of combat, another phalanx of twelve goblins arrive from Room B88 and engages the PCs. Their tactics are identical to the goblins already engaged with the PCs, but they attempt to flank the PCs currently engaged.

These goblins have been trained by the Goblinbane (Room B86). Instead of swarming the PCs, they form up into three ranks, four goblins abreast. They advance on the PCs stabbing the closest with their spears. The goblins hold their bucklers facing forward, offering more protection (+2 competence bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, fighting better close in.

Treasure: The footlockers are filled with personal (worthless) trinkets, only valuable to the goblins.

EL: 5

Scaling: To increase the challenge of this encounter, have the goblins from Room B88 join the battle on the first round of combat. To decrease the challenge, the goblins from Room B88 arrive after six rounds.

Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 7, 6, 5, 5, 4, 4, 3, 3, 1, 1, 1; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B88. SOUTHEASTERN OUTPOST

If the PCs have formed an alliance with the goblin king in Room B75, read the following.

This outpost serves as a forward observation point and command center in the goblin king's war against the rebel splinter faction. A dozen goblins prepare themselves for their next patrol as you enter. Your presence is ignored however, as the goblins have more pressing concerns. Reports of a large upcoming raid are circulating amongst the troops, and each wants to be a member of the patrol that crushes the rebel scum.

If the PCs have not formed an alliance with the goblin king in Room B75, read the following.

As you enter this outpost, a dozen bloodthirsty goblins turn and face you. They quickly grab their weapons and form into an impressive phalanx. Their spear points drop and they attack.

Initial Attitude: Hostile

Encounter: This Room is a transitionary chamber. Returning patrols rest here before going back out on patrol. There is an staging area towards the east where the patrols depart from. There are twelve goblins (hp 8, 8, 7, 6, 6, 6, 5, 4, 3, 2, 2, 1) stowing gear and relaxing. If surprised, they take a round to form up into ranks. If they heard the PCs coming, they are already in formation when the door opens, whether the PCs are allies or not.

If the PCs have formed an alliance with the goblin king, the Initial Attitude of the goblins is Indifferent. They allow the PCs to wander through the barracks as long as they do not disturb anything. If the PCs take any actions the goblins perceive as a threat, their attitude becomes Hostile and they attack the PCs.

The barracks itself is much like the others contained in the goblin empire. The weapons racks and sleeping hides are arranged precisely and the crude map in the middle of the room accurately details the goblin patrols in this area of the dungeon.

Encounter Condition: Fearless

Tactics: If the PCs engage the goblins they have to deal with reinforcements. After 1d3+1 rounds of combat, another phalanx of twelve goblins arrive from Room B87 and engages the PCs. Their tactics are identical to the goblins already engaged with the PCs, but they attempt to flank the PCs currently engaged.

These goblins have been trained by the Goblinbane (Room B86). Instead of swarming the PCs, they form up into three ranks, four goblins abreast. They advance on the PCs stabbing the closest with their spears. The goblins hold their bucklers facing forward, offering more protection (+2 competence bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, fighting better close in.

Treasure: The footlockers are filled with personal (worthless) trinkets, only valuable to the goblins.

EL: 5

Scaling: To increase the challenge of this encounter, add four goblins. To decrease the challenge, have the goblins from Room B87 join the battle after 2d4 rounds.

Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 8, 7, 6, 6, 6, 5, 4, 3, 2, 2, 1; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B89. HAUNTED TOMBS

The hallways intersect, again and again. It would seem as though a door would appear somewhere. But there is none. Just the same clean corridor over and over again. And then the realization that the silence is heavy hits you. Something is amiss.

Initial Attitude: Hostile

Encounter: A sense of dread and fear should overcome the PCs at this point. If not, ask for Will saves. Feel free to spook them at every turn with shadows and intermittent sounds of chains rattling. Drop a few *command*, *suggestion*, and *cause fear* spells. Lastly, a deep, allip-like moan is sure to scare them straight.

In addition to any other effects going on, there is *silence* that pervades the tomb and affects the PCs 50% of the time, severely hampering their ability to communicate and cast spells. While there is no noise, treat this as Distracting Noises for the purposes of spellcasting.

While the map does not show secret doors, there is a way to get into each tomb. The mechanism is complicated and to date, the goblins have not found it.

Located at the two foot high mark is on the north wall of each tomb is a small unholy sigil. While each is designed differently, the key to opening the tomb is through this sigil. There are three different ways to open the tomb.

One is for a lawful good PC to completely trace the entire surface of the sigil. Another is to cast arcane lock directly onto the sigil and exceed the Spell Resistance of the lock. Finally, the PCs can smear the blood of an angel into the sigil, covering the surface.

If any of these actions are taken, a 5-ft. by 5-ft. section of wall slides open and up into the ceiling. If the PCs open a tomb, roll on the following table to see if they encounter anything.

1d20	Encounter
1	A hot wind escapes from the tomb. Drafty.
2	A swarm of rats run past the PCs and out the door. While they are no threat and deal no damage, if they run west or south, they are sure to find the goblins who send scouts to investigate.
3	A small earthquake rumbles through the Section. Tremors 15.
4–12	Nothing
13	The PCs stumble upon a trap. *Falling Block Trap:* CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25.
14	The PCs stumble upon a trap. **Fireball Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
15	The PCs stumble upon a trap. **Flooding Room Trap:** CR 5; mechanical; proximity trigger; automatic reset; no attack roll necessary (see note below); Search DC 20; Disable Device DC 25. Note: Room floods in 4 rounds.
16	The PCs stumble upon a trap. **Fusillade of Darts:** CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25.
17	The PCs stumble upon a trap. **Ungol Dust Vapor Trap:** CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.
18	The PCs are attacked by 1d3+1 wights.
19	The PCs are attacked by 1d4+1 vargouilles. Ambush.
20	The PCs are attacked by 1d6+1 ghouls.

Encounter Condition: [Ambush], Cursed 3, [Distracting Noises 4], Drafty, Fear 16, Haunted, Negative Energy, [Spell Resistance 14], Unhallowed 6

Tactics: Once the tomb is open, the creatures (if present) lunges at the PCs. These beasts have been entombed for centuries and are eager to escape, most likely fighting in a crazed and wild manner. The actual details are left up to the DM, but these creatures are interested in feeding on the flesh of one PC and escaping soon after. Killing them all is not possible.

The ghouls attack the lead PCs, the vargouilles use their kiss attack, and the wights swipe at the PC with the least armor on. They do not put themselves in harm's way to get to the PCs, but do not let the PC box them in either.

Treasure: None of these creatures were buried with treasure, but the DM is welcome to drop a trinket here and there, so the PCs do feel cheated. The largest treasure should be no bigger than a *+1 dagger* or a *potion of cure serious wounds*.

EL: Varies

Scaling: To increase the challenge of this encounter, roll twice per tomb. To decrease the challenge, roll once for every two tombs opened.

B90. ABANDONED BARRACKS

The hallway leading to this Room is trapped. Allow the PCs spot checks to notice, but since there are four traps in various locations, the DM should feel free to use them as he sees fit.

- **Fusillade of Darts:** CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20.
- **Portcullis Trap:** CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20. Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway.
- **Spear Trap:** CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/×3, spear); Search DC 20; Disable Device DC 20. Note: 200-ft. max range, target determined randomly from those in its path.
- **Tripping Chain:** CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18. Note: This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.

A long wide room stretches before you. Abandoned, disheveled, and broken bunks and cots line the walls and floor. Someone or something has ransacked these chambers. The thick layer of dust suggests it was not recently cleaned.

Initial Attitude: N/A

Encounter: Long ago, the goblins controlled most of the Region. Now, with the bugbear raiding parties and goblin rebels, it is difficult to control the outlying sections. The hobgoblins convinced the goblin king it would be easier to defend a smaller area, and pulled back to Room B69 through B88 (hence the concentration of manpower in such a small area).

As a result, they often send patrols up here to "check things out," but the recent "tossing" of the Room has caused them to rethink their strategy. If a goblin Random Encounter is rolled in the vicinity of Rooms B90 and B91, there is a 50% chance the Encounter is "Nothing."

Encounter Condition: Fearless, Hazardous Footing 14

Tactics: There is nothing here now, but if the PCs insist on rummaging through the debris, feel free to have a bugbear patrol happen upon them.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, add a pit trap. To reduce the challenge, remove the portcullis trap.

B91. NORTHEASTERN OUTPOST

This box-like room smells of charcoal and smoke. The blackened walls and burned furniture indicate only one culprit — fire. Along the back wall, resting on a small ledge, is a red and black urn, apparently unscarred by all the chaos.

Initial Attitude: N/A

Encounter: Another abandoned outpost, this Room has been set ablaze and sacked several times, leaving the goblins to wonder what the true tactics of the bugbears are.

On the far wall, is a small ledge with a red and black urn. On the face of the urn is written "The Unnamed Law" in goblinoid. It is the hope of the bugbears that the goblins will inspect it or at the very least assume an important bugbear was killed. So far no one has fallen for it, but should anyone touch the urn, a trap is triggered and a hail of needles and darts fly from the north and south walls.

- **Fusillade of Darts:** CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25.
- **Hail of Needles:** CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22.

Encounter Condition: Ambush

Tactics: This Room is patrolled by the bugbear's often. It is their hope that the goblins will believe the Room was an important outpost and its loss has driven them deep into the dungeon. Either that or an important bugbear was killed. Either way, its presence serves to baffle the goblins and sooner or later a patrol is going to get antsy and grab the urn.

To add insult to injury, if the trap goes off, there is a 25% chance that bugbears from Room B66 arrive to investigate in 3d6 rounds.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add another hail of needles trap. To reduce the challenge, allow the PCs Spot checks when they enter the Room, to notice tiny holes in the walls where the darts and needles escape from.

B92. THE MAZE

No Random Encounters occur inside or near the Maze.

You enter a long, winding tunnel. The walls are covered in moss and vines and a pungent stench fills the air. Off in the distance you can hear the sounds of various creatures, their echoes playing tricks along the snaking corridor.

Initial Attitude: N/A

Encounter: The maze is a unique feature in the Region. No groups claim it and most avoid it if possible. It is a very dangerous, ever-changing trap. The bugbears and hobgoblins are smart enough to avoid the dangers of the maze, while the goblins have developed a number of superstitions regarding it.

The goblin rebels use the maze to their advantage. Situating themselves on the other end of the maze, they have a nearly impassable barrier between them and their rivals. This, coupled with the wild passages in the northeast, has allowed them to continue their existence in the Region. A few of the leaders of these goblins are starting to turn their superstitions into a counter religion. If the new god is all powerful, wouldn't he have destroyed the maze for his followers? Since he has not these rebel goblins believe the maze is the home of their old gods, the spirits in the rock their grandfathers' grandfathers worshiped.

As the PCs make their way through this maze, its denizens and a series of traps confront them. Every 30 minutes spent in Room B92, roll on the table below for a Random Encounter and then roll on the second table for any special Encounter Conditions.

Room B92 Random Encounters

1d20	Encounter
1	The PCs stumble upon a trap. **Fusillade of Darts:** CR 4; mechanical; location trigger; manual reset; Atk +12 ranged (1d4+1, dart); multiple targets (3d4 darts at each target in six adjacent 5-ft. squares); Search DC 16; Disable Device DC 22.
2	The PCs stumble upon a trap. **Lightning Bolt**: CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
3	The PCs stumble upon a trap. **Glyph of Warding (blast):** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5-ft.); Search DC 28; Disable Device DC 28.
4	The PCs stumble upon a trap. **Phantasmal Killer:** CR 5; magic device; proximity trigger (*alarm* covering the entire area); automatic reset; spell effect (*phantasmal killer*, 7th-level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29.
5	The PCs stumble upon a trap. **Fireball:** CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
6	The PCs stumble upon a trap.
7	The PCs stumble upon a trap.
8	The PCs stumble upon a trap.
9–12	Nothing
13	A dead blink dog lies in the hallway, covered in blood and stinger holes (stirges). Stagnant Air.
14	The air is alive with 2d8+1 stirges. The stirges buzz loudly and dart back and forth across the hall.
15	A lone wight, wanders the hall, seeking refuge from the infernal maze. As it spots the PCs it lets out a blood-curdling scream and attacks.
16	Vines cloak the walls, choking the torchlight and cutting vision in half. Lurking amongst the greenery are 2d6 assassin vines laying in wait for unsuspecting prey. Ambush.
17	1d4+1 vargouilles screech and whine as they corner a long rebel goblin. The goblin is curled up in a ball, crying and shrieking, but the vargouilles are too loud. They are enjoying their torment of the goblin and suffer a –4 circumstance penalty to Listen and Spot checks to notice the PCs.
18	A group of 2d6+3 goblins stumble across the PCs. These are rebel goblins making a foray into the goblin king's territory and did not expect to find anyone in the maze. Confused, and unsure of the PCs, they do not attack. Their attitude is Unfriendly, unless attacked.
19	One hobgoblin, mounted on a worg, and six goblins hunt for rebel goblins. They are loyal and obedient to the goblin king, but patrol the maze, fearfully. If the PCs have an alliance with the goblin king their attitude is Indifferent (unless attacked). Otherwise their attitude is Hostile.
20	Bartleby (Room B28) races through the maze. He knows the maze is not a safe place to be and he appears to be dancing around from stone to stone, trying to avoid particular spots in the maze. If the PCs work out a deal with Bartleby, he guides them through the maze, cutting in half the number of Random Encounters the PCs must experience. Nonetheless, he does not know the way out and uses Survival to look for drafts and other tell-tale signs of an exit.

Room B92 Encounter Conditions

1d20	Encounter Condition
1	An unholy feeling pervades the hall. Unsettling and sinister, this Room grates on the nerves of the PCs, especially any clerics and paladins. Fear 14 or Unhallowed 8.
2	A death knell echoes through the maze. Fear 12, Echoes 6.
3	This maze is alive with noise. Howls, chattering, low growls and buzzing are just a few of the noises echoing through the halls. Distracting Noises 10.
4	Darkness closes in around the PCs. Deep Darkness.
5	A thick mist rises from every corner of the halls. Torchlight does nothing to cut through the fog. Fog 10.
6	The maze has inexplicably flooded with water. Flooded.
7	A hot wind blows through the hall. Drafty, Extreme Heat.
8	A cold wind chills the PCs to the bone. Drafty, Extreme Cold.
9–12	Ivy clings to the walls, blocking the visibility in the hallway. Reduce visible range by half.
13	The smell of rotted flesh assaults the PCs sense. However, there is no visible source for the smell. Stagnant Air.
14	The embers of a recent fire smolders, choking the air. Smoke.
15	The air crackles with energy, making the PCs feel alive and sick all at once. Negative Energy or Positive Energy.
16	The monster or trap is difficult to spot, waiting in darkness to strike. Ambush (darkness).
17	The monster or trap waits in the darkness, concealing itself in the shadows. Concealment.
18	Debris has been placed to block the PCs' path. Cover (total).
19	Silence pervades and a magic nul effect permeates everything as if the walls were closing in on the PCs. Silence. Spell Resistance 15.
20	For whatever reason, creatures are drawn here, as if something unnatural called to them. Roll two Encounters.

Encounter Condition: N/A

Tactics: N/A

Treasure: Unless treasure is rolled, the maze is empty of anything but debris and blood stains.

EL: Varies

Scaling: To increase the challenge of this encounter, roll for a Random Encounter every 15 minutes. To decrease the challenge, roll for a Random Encounter every hour.

Assassin Vine: CR 3; Large plant; HD 4d8+12; hp 30; Init +0; Spd 5 ft.; AC 15, touch 9, flat-footed 15; Base Atk +3; Grp +12; Atk +7 melee (1d6+7, slam); Full Atk +7 melee (1d6+7, slam); Space/Reach 10 ft./10 ft. (20 ft. with vine); SA Constrict 1d6+7, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9.

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 ft. of itself as a free action (Ref DC 13 partial).

The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to entangle (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack.

It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 ft. using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Hobgoblin Ftr 3: CR 3; Medium humanoid (goblinoid); HD 3d10+6; hp 21; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19–20, longsword) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (1d8+2/19–20, longsword) or +4 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +1, Move Silently +2, Spot +1; Cleave, Improved Initiative, Power Attack, Weapon Focus (long sword).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Scale mail, light steel shield, longsword.

Rebel Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Stirge: CR 1/2; Tiny magical beast; HD 1d10; hp 5; Init +4; Spd 10 ft, fly 40 ft. (average); AC 16, touch 16, flat-footed 12; Base Atk +1; Grp –11 (+1 when attached); Atk +7 melee (attach, touch); Full Atk +7 melee (attach, touch); Space/Reach 2-1/2 ft./0 ft.; SA Attach, blood drain; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

Skills and Feats: Hide +14, Listen +4, Spot +4; Alertness, Weapon Finesse[B]

Attach (Ex): If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Stirges have a +12 racial bonus on grapple checks (already figured into the Base Atk; Grp entry above).

An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Vargouille: CR 2; Small outsider (evil, extraplanar); HD 1d8+1; hp 5; Init +1; Spd Fly 0 ft. (good); AC 12, touch 11, flat-footed 11; Base Atk +1; Grp –3; Atk +3 melee (1d4 plus poison, bite); Full Atk +3 melee (1d4 plus poison, bite); SA Shriek, kiss, poison; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5; Weapon Finesse.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 ft. (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

Wight: CR 3; Medium undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +3 melee (1d4+1 plus energy drain, slam); Full Atk +3 melee (1d4+1 plus energy drain, slam); SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

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

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

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

Skills: Wights have a +8 racial bonus on Move Silently checks.

B93 THROUGH B108. HEATHEN GOBLIN REBELS

Not all goblins fell in love with the new god. A small group held tight to the old ways, worshipping the power of the rock spirits as their ancestors had done for countless centuries before them. Once their king had been usurped, these rebellious goblins had no choice but to flee.

Fear of persecution overruled their fear of the dreaded maze to the east of the goblin lands. The goblins fled into its dangerous, confusing hallways eluding capture or other unsavory fates. Only two-thirds of the goblins made it through the maze, but that was far larger a number than any of the fleeing rebels anticipated.

With the maze between them and their rivals, the goblins quickly went to work setting up a new home for themselves. They claimed the area in the southeast corner of the dungeon as their own. The maze protects their western flank, while the wild treacherous passages to the north provide ample defense against raids by the goblin empire.

A chieftain named Guk leads these goblins. While not as clever as Argliss, he is smarter than most goblins. He is starting to think that the new deity is not as powerful as his supporters claim. Why has this deity not destroyed the maze? Why were the followers of the old ways allowed to escape? Guk believes the answer lies with his gods. The stone spirits are watching over his people and are rewarding their loyalty.

To Guk's people the maze is not something to be scared of or frightened by; it is the home of their gods. They see now they were too ignorant to realize it before. Only the unwary are punished for trespassing in the home of the gods. Those truly devout and loyal can pass through as they wish. The rebels have used the maze to their advantage, as both for protection, and as a place to strike at the usurpers empire from.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The ground is littered with rubble and other detritus. Whether a trap caused this, or the earthquake that shook the dungeon so long ago, is unclear. What is apparent however the debris makes walking through this area very difficult. Hazardous Footing 15.
2–14	Nothing
15	A group of 1d3+1 ethereal marauders are exploring the dungeon and chance upon the PCs. Their attitude is Indifferent unless attacked. The ethereal marauders are curious about the PCs; they are used to goblinoids but not much else on two legs.
16	A pack of four blink dogs lazily make their way through the dungeon. Their attitude is Indifferent unless attacked.
17	A patrol of 2d4+2 goblins, led by a goblin mounted on a worg, wind their way through the dungeon. These goblins are rebels, fighting the goblin king's forces. If the PCs are allied with the goblin king, their attitude is Hostile. If the PCs are allied with the rebel goblin faction, their attitude is Indifferent. Otherwise their attitude is Unfriendly.
18	A hobgoblin, mounted on a wounded worg, is being followed by 3d6+3 weary goblins. They have been raiding the rebel faction, and have suffered casualties. They are wary for an ambush, and receive a +5 circumstance bonus to all Spot and Listen checks.
19	An ear-piercing shriek fills the dungeon as a pack of 2d4+1 howlers rounds the corner. They have been hunting goblins, but the PCs will serve their purpose equally well.
20	Bartleby enters the room just before the PCs do. Not wishing to be seen by the meddling PCs he ducks behind an outcropping. Bartleby receives a +2 circumstance bonus to Hide and Move Silently checks. Cover.

B93. THE WATCH ROOM

When the PCs enter Room B93, read the following.

> This room is filled with goblins. They stare at you blankly for brief of moments, before they attack you.

After the PCs have dealt with the goblins, read the following.

> This room is small and cramped. It contains only a small empty weapons rack against the eastern wall. Apparently the rebel goblins use this room as a staging room to launch attacks against the goblins in the west.

Initial Attitude: Hostile

Encounter: The rebel goblins (hp 8, 5, 3, 4, 4, 1, 1, 1, 1) are confused by the appearance of the PCs. They were planning a raid against the goblin king when the PCs entered the Room. Thinking the PCs are agents of Argliss, they attack the PCs regardless of their true standing with the goblin king.

Encounter Condition: N/A

Tactics: The goblins simply swarm the PCs, attacking the en masse. They attack the PCs closest to them without regard for their personal safety. They will not stop until either the PCs or they are subdued.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, add four goblins. To decrease the challenge, remove two goblins.

Rebel Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B94. THE SECRET ENTRANCE

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock.

> This small room is empty. The slate gray walls are blank and unadorned. On the far wall hangs a banner with a crude goblin sigil on it, perhaps defiantly opposing the goblin king?

Initial Attitude: N/A

Encounter: This secret entrance is the only entrance to the rebel goblins' new home. The rebel goblin chieftain, Guk, was guided by the stone spirits and brought his people here. While Room B95 serves as their main hall, the goblins wisely decided to hide their new homes behind this hidden passage. The entrance is not guarded so it does not call attention to itself. The goblins rely on the dangers of the maze and the pit trap in this Room to defend against serious incursions from their cousins.

Encounter Condition: N/A

Tactics: A secret door in the eastern wall leads to Room B98. A DC 25 Search check is required to locate the door's latch, which is hidden behind the goblin banner. The secret door isn't locked and opens easily.

In the center of the Room is a pit, carefully disguised to look like stone.

Camouflaged Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, change the camouflaged pit trap to a pit trap. To decrease the challenge, reduce the depth of the camouflaged pit trap to 20 ft.

B95. HALL OF THE REBELS

This room is huge, and filled with goblins. Everywhere you turn you see them. Their cold, hate filled eyes stare back at you. A number hiss and spit and all grip their spears tighter. Just when you think the goblins will attack, a large goblin near the back of the room holds up a hand and utters a simple command. The mass of goblins steps aside, forming a perfect aisle from the door to their chieftain.

Initial Attitude: Unfriendly

Encounter: This is the main Room of the rebel goblins. Twenty rebel goblins (hp 6 each) make their home here. From this hall they meet and plan their raids. The chieftain, Guk (hp 24), holds what passes for his court. It is a simple Room without ornamentation, save for a low, makeshift table in the center of the Room and a single stool, used by Guk.

Encounter Condition: Fearless

Tactics: Guk stops the goblins from attacking the PCs on sight. The chieftain is curious about the PCs, and wishes to know if they are in league with the goblin king, Argliss (Room B75). If the PCs convince Guk they are not allied with Argliss, he grants them safe passage through his encampment, provided the PCs do not disturb anything.

Guk also tries to enlist the PCs aid in his war against Argliss. He believes the PCs have been brought to him by his gods. Why else would they be here if not to combat the usurper and restore order?

If Guk suspects the PCs of being allied with Argliss, he and the other goblins instantly turn hostile and attack the PCs.

Like all rebels, these goblins have not been trained by the hobgoblins and do not have a handle on the complex tactics their cousins have. The rebels use standard swarm tactics to overwhelm and subdue the PCs.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add six goblins. To decrease the challenge, remove six.

♟ **Guk, Goblin Chieftain, Ftr 3/Clr 1:** CR 4; Small humanoid (goblinoid); HD 3d10+3 + 1d8+1; hp 29; Init +1; Spd 30 ft.; AC 18, touch 13, flat-footed 14; Base Atk +3; Grp +0; Atk +7 melee (1d4+1/18–20, scimitar) or +7 ranged (1d4+1/×3, short composite bow [+1 Str bonus]); Full Atk +7 melee (1d4+1/18–20, scimitar) or +7 ranged (1d4+1/×3, short composite bow [+1 Str bonus]); SA Spells; SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +3, Will +4; Str 12, Dex 14, Con 12, Int 11, Wis 13, Cha 10.

Skills and Feats: Concentration +5, Heal +1, Intimidate +6, Knowledge (religion) +3, Listen +1, Spot +1; Dodge, Point Blank Shot, Precise Shot, Weapon Focus (scimitar), Weapon Focus (short composite bow).

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks

Cleric Spells Prepared (3/ 3, Save DC 11 + Spell Level): 0—*cure minor wounds* (3); 1st—*bless, entropic shield, magic weapon**.

* Domain Spell. *Domains:* Luck (good fortune once a day) and War (Weapon Focus [scimitar] as bonus feat).

Possessions: Chain shirt, buckler, masterwork scimitar, dagger, short composite bow [+1 Str bonus], holy symbol.

Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B96. STOREROOM

Constructed of simply of gray stone, this room looks mostly like a makeshift storeroom. Dried rushes litter the floor, and the weapon racks are filled with spears. A few barrels are stacked against one wall. The remaining barrels reek of something unpleasant.

Initial Attitude: N/A

Encounter: Located at the end of the hall, this Room marks the beginning of the hidden goblin encampment. The rushes strewn around on the floor function an early trespassing system. The door to the Rebel Barracks (Room B97) is thin, and the sound of anyone walking over the rushes alerts the goblins stationed here to potential intruders.

Encounter Condition: N/A

Tactics: Allow the goblins in Room B97 Listen checks, with a +4 circumstance bonus if the PCs walk on the rushes.

Treasure: A dozen short spears are stacked on the weapons rack and the barrels are filled with flammable oil.

EL: N/A

Scaling: N/A

B97. REBEL BARRACKS

If the goblins hear the PCs coming from Room B96, they fall into a defensive position, gaining a +4 circumstance bonus to their Initiative checks.

A small barrack houses a few dozen goblins, their spears are pointed menacingly in your direction, and they look ready to pounce on you at a moment's notice. One goblin, dressed in a leather jerkin, with a badge of office affixed to its front, approaches you, demanding to know what you are doing here.

Initial Attitude: Unfriendly

Encounter: This is the first, and last line of defense the rebel goblins have for their new home. Twelve goblins (hp 6 each) stand guard, at the quick to defend themselves from danger. If the PCs can convince the goblins they have made a pact with their chieftain, Guk, their attitude shifts to Indifferent. If the goblins believe the PCs are in league with Argliss' goblins, their attitude shifts to Hostile and they immediately attack.

If the PCs failed their Move Silently checks in Room B96, the goblins attack them as soon as they enter the Room.

Encounter Condition: Fearless

Tactics: Like all rebels, these goblins have not been trained by the hobgoblins and do not have the complex tactics their cousins do. The rebels use standard swarm tactics to overwhelm and subdue the PCs. If given a chance, they flank a PC, but almost as if by accident.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, add four goblins. To decrease the challenge, remove four.

Rebel Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B98. REBEL ARMORY

Similar to the rest of the rooms in this section of the dungeon, this simple room is lined with weapon racks. Each rack holds simple, crudely crafted short spears. Along the back wall a single, ornate brass and iron longspear hangs by itself on the wall.

Initial Attitude: N/A

Encounter: This Room serves as the main armory for the rebel goblins. Like their cousins, they still wield traditional spears. The weapon racks are filled with numerous spears, as well as an ornate longspear.

This Room also contains a secret door on its eastern wall, requiring a DC 23 Search check to locate. The door can be opened by pressing the top and bottom stones (pressure triggers) simultaneously. Goblins usually require a "boost" to open this door when passing through.

Encounter Condition: N/A

Tactics: N/A

Treasure: Aside from two-dozen short spears, this room contains a masterwork longspear.

EL: N/A

Scaling: N/A

B99. SHRINE OF THE STONE SPIRITS

This room is dark and cool. The walls are dark, but somehow inviting as well. Scattered, seemingly at random, on the floor are a wide variety of carved stones.

Initial Attitude: N/A

Encounter: This Room has been set up by Guk (Room B95) to honor the stone spirits the rebel goblins worship. If the PCs leave the Room as they found it, they earn a measure of respect with the rebel goblins. Any alteration to the Room is viewed as a crime and any alliance the PCs have made with the rebels is instantly terminated. Should word spread of the PCs' actions, all further encounters with the rebel goblins instantly have their Initial Attitudes changed to Hostile.

Encounter Condition: Hallowed 2

Tactics: N/A

Treasure: Numerous carved stones line the floor of this room. While they are valuable to the goblins, they are nearly worthless to anyone else. Argliss (Room B75) may find some use for them however, and is willing to offer a small reward for their retrieval.

EL: N/A

Scaling: N/A

B100. WEAPONSMITH

This square cell of a room is filled with long, straight sticks and bits of stone. In the middle of all this is a lone goblin, feverishly working on a new short spear. He doesn't appear to notice you but maybe he does.

Initial Attitude: Indifferent

Encounter: The weaponsmith working here is Kr'n'g (hp 24). As long as the PCs do not disrupt him, they can stay and watch him work as long as they like. If they communicate with him, he replies with grunts and gestures. He has work to do and cannot be bothered.

If the the rebel goblins see the PCs as enemies, he signals an alarm as soon as they enter. He lunges at the PCs with a half made spear. 2d4 rounds later a squad of nine goblins arrive from Room B101 to assist the blacksmith.

Encounter Condition: N/A

Tactics: Kr'n'g defends himself against the PCs to the best of his ability, using the half completed masterwork spear he is holding as his weapon. He goes on full defense each round, waiting for reinforcements to arrive. After 5 rounds, Kr'n'g assumes reinforcements are on their way and fights defensively.

When the reinforcements arrive, they use standard rebel goblin swarm tactics.

Treasure: The room is filled with the parts to make three dozen masterwork spears, but nothing else.

EL: 2

Scaling: To increase the challenge of this encounter, have the goblins arrive in 1d4 rounds. To decrease the challenge, have only five goblins arrive.

Kr'n'g, Goblin Weaponsmith, Exp 4: CR 3; Small humanoid (goblinoid); HD 4d6+4; hp 24; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +3; Grp +1; Atk +5 melee (1d6+3/×3, masterwork spear); Full Atk +5 melee (1d6+3/×3, masterwork spear); Space/Reach 5 ft./5 ft.; SA Spells; SQ darkvision 60 ft., familiar; AL NE; SV Fort +2, Ref +2, Will +4; Str 14, Dex 13, Con 13, Int 11, Wis 11, Cha 7.

Skills and Feats: Appraise +7, Craft (weaponsmith) +10, Craft (armorer) +7, Craft (blacksmith) +7, Hide +5, Listen +2, Move Silently +5, Ride +4, Search +7, Spot +9; Alertness, Skill Focus (craft [weapon smith]).

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks

Possessions: Masterwork spear, leather armor.

B101. MEETING HALL

Wooden benches and tables line the walls and fill the room. Ten goblins, previously talking boisterously, grow quiet as you enter the room. This simply furnished room serves as the goblins' common room.

Initial Attitude: Unfriendly

Encounter: Unwelcome intruders, the PCs earn the glare of ten goblins (hp 6 each), who have stopped their conversation to determine the fate of the PCs. As long as the Attitude toward the PCs is not Hostile (in relations with the rebel goblins), they are left alone. The goblins do not speak as long as the PCs are around.

If the Initial Attitude toward the PCs is Hostile, or if they attack the goblins, the rebels assault the PCs immediately.

Encounter Condition: Fearless

Tactics: These goblins have not been trained by the hobgoblins and do not have a handle on the complex tactics their cousins do. They fight with conviction (gaining a +2 morale bonus to all Will saves), but lack the tactical acumen of the goblins from the previous Section. The rebels swarm tactics and overwhelm the PCs, in an attempt to subdue them and hold them hostage.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, add four goblins. To decrease the challenge, remove four.

Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B102. CROWDED WORG STABLE

Growls and snapping jaws, along with the stink of live animals, saturate the air. Four large, shaggy beasts are confined behind shaky looking wooden pens. The wooden slats strain and buckle as the worgs try and free themselves. How the goblins ride these monsters into battle is unimaginable; the thought of taming them seems laughable enough.

Initial Attitude: Hostile

Encounter: Inside the pens, chained to the walls, are four worgs (hp 40, 31, 18, 12). They are vicious animals, slowly being turned mad by the fear in this Room. The goblins have placed them here, unsure why their temperament is so chaotic, but remain unwilling to relocate.

Encounter Condition: Fear 14, Fearless

Tactics: Since the worgs are chained up, this is an easy kill if the PCs want to finish them. If the PCs get too close, the worgs attack. They cannot coordinate their attacks, however, and snap at anything in range.

Treasure: N/A

EL: 1

Scaling: To increase the challenge of this encounter, unchain the worgs. To decrease the challenge, have the worgs sleeping.

Worg: CR 2; Medium magical beast; HD 4d10+8; hp 36, 33, 29, 28; Init +2; Spd 0 ft.; AC 14, touch 12, flat-footed 12; Base Atk +4; Grp +7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*; Alertness, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *A worg has a +4 racial bonus on Survival checks when tracking by scent.

B103. EMPTY WORG STABLE

The empty stable is devoid of anything of any use to the PCs. Hay bales line the wall and the floor is scattered with debris. The air is heavy and oppressive.

Initial Attitude: N/A

Encounter: Whether it was the death of a beast that lived here, or something else, the air in this Room is impossible to breathe. The smell is foul and oppressive, stinging the PCs' eyes.

Encounter Condition: Negative Energy, Stagnant Air

Tactics: N/A

Treasure: If the PCs brave the odor and search the Room, allow DC 20 Search checks to find a *+1 silver dagger* hidden under a bed of hay.

EL: N/A

Scaling: N/A

B104. SECRET PASSAGE

This Room contains a secret door on both its eastern and western walls, requiring DC 23 Search checks to locate. The doors can be opened by pressing the top and bottom stones (pressure triggers) at the same time. Goblins usually require a "boost" to open this door when passing through.

The door on the eastern wall has a stack of barrels behind it, in the hopes of barring entry. A DC 18 Strength check is required to push it open from the outside.

This long, narrow corridor stretches along the southern end of the rebel encampment. From what you can tell it simply leads from one end to the other.

Initial Attitude: N/A

Encounter: This passage is used frequently by the goblins, but is often kept locked or barred because whatever is living in Region C should be avoided. The goblins spent a great deal of time digging up stones and adding a pit trap in the center of the hallway.

Spiked Pit Trap (80 ft. deep): CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 damage each); Search DC 20; Disable Device DC 20.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, increase the depth of the spiked pit trap to 100 ft. To decrease the challenge, change the spiked pit trap to a pit trap.

B105. REMEMBERER'S HOVEL

Quaintly appointed, for a goblin's home, this room is the most impressive in the encampment. The floor is covered with a rug made of some animal's hide. Small carvings and markings adorn the walls. In the middle of the room sits a very old goblin. His skin is dull, leathery, and spotted.

Initial Attitude: Indifferent

Encounter: This Room is the living quarters of the oldest goblin among the rebel faction. His name is Rememberer (hp 27), and at nearly 15 years old, he is ancient. He is the last repository of the goblin culture before the coming of the new god. He remembers the stories and ways of his people, and gladly tells the PCs what he knows, hoping to find an heir for his knowledge before he passes into the rock.

The PCs can learn much of the history of the goblins from the Rememberer. As long the Initial Attitude does not shift to Hostile or the PCs threaten the Rememberer, he imparts his knowledge.

Encounter Condition: N/A

Tactics: The Rememberer is quite old, and in no condition to fight off the PCs. Instead of fighting, he begins singing a song to *fascinate* the PCs. Allow the goblins in Room B101 a Listen check each round to hear the song. If they succeed, they arrive in 1d3+1 rounds to aid the Rememberer, fighting the PCs as if they had just harmed a goblin child.

Once reinforcements arrive, they draw the PCs away from the Rememberer, allowing him to escape the Room. Once safe, he flees to Room B95, while the goblins lead the PCs towards Room B97. If forced to remain in the Room, the Rememberer uses inspire courage to aid the fighting goblins in battle. This small bonus can make a great deal of difference with so many goblin warriors present. Afterwards he casts spells in the following order — *sound burst, blur* (on himself), *lesser confusion* (on enemy mages), *sleep*, and *lesser confusion* again.

If a goblin is injured he casts *cure light wounds*.

If he must escape he casts, *expeditious retreat*, and then *ghost sound* to disguise the direction he ran in. His remaining spells are more utilitarian in nature and *mage hand* is useful for lifted daggers out of belts and that's about it.

Treasure: The Rememberer is familiar with the oral histories of his people. In addition, he wears a coral necklace (the origins of which are unknown to him) worth 50 gp. It is actually an *amulet of nondetection*, but he doesn't know that, because it doesn't radiate magic.

EL: 3

Scaling: To increase the challenge of this encounter, the reinforcements arrive at the end of the first round of combat. To decrease the challenge, the reinforcements arrive at the end of the sixth round of combat.

Goblin Rememberer, Brd 5: CR 3; Small humanoid (goblinoid); HD 5d6; hp 27; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13; Base Atk +3; Grp –2; Atk +3 melee (1d4–1/19–20, short sword) or +6 ranged (1d3, sling); Full Atk +3 melee (1d4–1/19–20, short sword) or +6 ranged (1d3, sling); SA Spells; SQ Bardic music, darkvision 60 ft.; AL NE; SV Fort +1, Ref +6, Will +5; Str 8, Dex 14, Con 11, Int 14, Wis 13, Cha 14.

Skills and Feats: Hide +10, Listen +7, Move Silently +10, Knowledge (history) +10, Perform (chant) +10, Perform (drum) +6, Perform (storytelling) +6, Sense Motive +10, Spot +7; Alertness, Dodge.

Bardic Knowledge: A bard may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he has relevant information about local people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if so desired). While these abilities fall under the rubric of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with a spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 ft. of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 ft., able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 ft. and able to see and hear the bard. The bard must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are not feasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Bard Spells Known (3/4/2, save DC 12 + spell level): 0—*detect magic, ghost sound, lullaby, mage hand, mending; resistance;* 1st—*lesser confusion, cure light wounds, expeditious retreat, sleep;* 2nd—*blur, sound burst, suggestion.*

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks

Possessions: Leather armor, short sword, sling, bullets (8), small drum.

B106. THE REBEL CHIRURGEON

This room is a grisly mess. A few forlorn cots line the back wall. The lumpy shapes under the rotten cloth blankets on the cots leave little to the imagination. In the center of the room, standing over the lifeless body of a goblin, is the rebel's chirurgeon, sewing together what is left of the dead soldier.

Initial Attitude: Unfriendly

Encounter: The goblin chirugeon (hp 16) has just performed surgery on a rebel goblin, to no avail. While Guk (Room B95) calls upon the power of the stone spirits, he's not adept at healing. This young goblin chirurgeon has been tasked with fixing the raiders that return to the encampment, which is becoming more and more of a losing proposition. He is frightful and skittish and does not like the presence of the PCs one bit.

If attacked the chirurgeon flees, crying for help. If he alerts the guards housed in Room B97, they arrive 1d3+1 later.

Encounter Condition: N/A

Tactics: The chirurgeon does everything in his power to escape the PCs. While he has a few spells at his disposal, he casts *burning hands* if cornered and *sleep* if he sees a cleric casting spells on the fighters.

Once the guards arrive they assist the chirurgeon, and attack the PCs. Like all rebels, these goblins have not been trained by the hobgoblins and do not have the complex tactics their cousins do. The rebels use standard swarm tactics to overwhelm and subdue the PCs. They guard the adept as best as they can, and look menacing if necessary.

Treasure: N/A

EL: 1/2

Scaling: To increase the challenge of this encounter, add four goblins. To decrease the challenge, remove four goblins.

Goblin Chirurgeon, Adp 3: CR 1/2; Small humanoid (goblinoid); HD 3d6+3; hp 16; Init +1; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +2; Grp –2; Atk +3 melee (1d3/18–20, scalpel); Full Atk +3 melee (1d3/18–20, scalpel); SA Spells; SQ Darkvision 60 ft., familiar; AL NE; SV Fort +2, Ref +2, Will +5; Str 10, Dex 13, Con 12, Int 12, Wis 14, Cha 8.

Skills and Feats: Concentration +10, Hide +5, Heal +10, Knowledge (nature) +6, Knowledge (religion) +2, Listen +5, Move Silently +5, Spot +2, Survival +8; Skill focus (concentration), Skill Focus (heal).

Adept Spells Prepared (3/3, save DC 12 + spell level): 0—*cure minor wounds*, detect magic, guidance;* 1st—*cure light wounds*, burning hands, sleep.*

* Previously cast.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks

Possessions: Leather apron (+1 AC), scalpel, masterwork healer's kit

Black, Bat Familiar: CR —; Diminutive magical beast (augmented animal); HD [3]; hp 8; Init +2; Spd 5 ft., fly 40 ft. (good); AC 18, touch 16, flat-footed 16; Base Atk +2; Grp –15; Atk —; Full Atk —; Space/Reach 1 ft./0 ft.; SA —; SQ blindsense 20 ft., deliver touch spells, empathic link, improved evasion, low–light vision; AL N; SV Fort +2, Ref +4, Will +5; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 4.

Skills and Feats: Hide +14, Listen +8, Move Silently +6, Spot +8; Alertness.

Blindsense (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Skills: A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

B107. GUK'S QUARTERS

Large and empty, this room is much nicer than others in the area. While spartan, a large sleeping area has been made up in the middle of the room, and various hides and weapons cover the walls. Leaning against the back wall is a club, with a wicked looking spike of iron driven through its head.

Initial Attitude: N/A

Encounter: Guk (Room B95) and the majority of rebels, aside from those in the secret encampment, are still in Room B95. If the PCs have gotten this far they either have Guk's trust, or the PCs have already dealt with the rebel chieftain.

The hides and weapons on the walls are testaments to the goblin kings of the past. They are all Guk could smuggle out during his exodus from Argliss' regime. Guk's personal greatclub is here; he does not feel he needs to wield it in the safety of his own hall and leaves it in this Room when he is not raiding his cousins to the west.

Encounter Condition: N/A

Tactics: If the PCs have somehow yet to meet Guk, there is a 50% chance he is here alone, and startled to find strangers in his quarters. His Initial Attitude is Unfriendly, as he does not trust foreigners.

Treasure: Guk's *+1 greatclub* is the only significant treasure in the room. The weapons on the walls are standard spears and short swords. They are all old and rusty however.

EL: N/A

Scaling: N/A

B108. REBEL GUARD ROOM

This room, like many in this area, is filled with spear wielding goblins. Along the north wall is a weapon's rack filled with sharpened wooden spears and javelins. Apparently nothing has threatened them recently, as they look quite bored… and eager for a fight.

Initial Attitude: Unfriendly

Encounter: This Room is staffed by ten of Guk's warriors (hp 6 each). They monitor the northern passages for incursions by the goblin king's forces. Occasionally they hunt the creatures that wander into these halls from the Untamed Rooms (Rooms B109 through B131).

Encounter Condition: N/A

Tactics: These goblins are bored and agitated with their assignment. They are looking for anything distracting, if their Attitude with the PCs is anything but Hostile, they strike up a conversation (in Goblin) or offer to play knuckbones or cards. If the PCs have Guk's favor, they even offer them places to sit and relax, eager for company.

If the Attitude is currently Hostile, the rebel goblins tear into the PCs, fighting with a fierceness they have not seen in goblins. Treat the goblins as enraged (per the spell *rage*) and give them a +2 circumstance bonus to their Initiative check.

Like all rebels, these goblins have not been trained by the hobgoblins and do not have the complex tactics their cousins do. However, they are fond of the 'aid another' combat action and flank and poke the PC at every turn. One of them has a vial of acid and another one has dragon bile smeared on his blade (3 doses). Any goblin that cannot get in to fight the PCs, throws a spear over head in attempt to harm PC spellcasters and those hanging back. They move to the weapon's rack to retrieve more if necessary.

Dragon Bile — Contact, Fortitude DC 26, initial damage 2d6 Str, secondary damage 0

Treasure: There are three spears and three javelins for every goblin in a weapons rack along the north wall. It requires a move action to grab one. Large or larger creatures can grab two in one action.

EL: 4

Scaling: To increase the challenge of this encounter, add four goblins. To decrease the challenge, remove four goblins.

Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear) or +3 ranged (1d4, javelin); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B109 THROUGH B119. THE UNTAMED ROOMS

None of the goblinoid races lay claim to this rubble filled expanse. The earthquake hit this part of the dungeon hardest. A number of the traps originally laid down have been destroyed. Blink dogs, dire wolves, howlers and other monsters make their home in this rough expanse. Howls, high pitched whining and growls echo throughout the hallways.

The hallways are strewn with rubble and debris. Most of the rubble is the facing of the walls that came loose. Some of it is the remains of walls. The footing is treacherous and the wild monsters make the area dangerous. There are good reasons the goblinoids have not settled the area previously.

With the shrine to their new deity located in the northeastern section of this expanse, Argliss and his goblins have started to enter the area more frequently. They have even set up a way station for pilgrims and scouts to stay in at during the arduous trip from their empire to the shrine.

The bugbears have used the long, dangerous trip of the goblins to their advantage. They too have set up a small bivouac. From it they harass the goblin pilgrims and scouts. Their presence, coupled with the naturally wild monsters, makes this perhaps the most volatile area in the entire Region.

Each Room is assumed to have Poor Footing 3 in addition to any other Encounter Conditions.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The PCs have walked into an area that is pitch black. The air is oppressive and a chill runs up the spines of the PCs. Deep Darkness, Fear 14.
2	Shadows jump across the hallway. The briefest of movement play just at the corner of the PCs vision. Exactly what it is may not be evident, however. Distracting Visions 10.
3	Something is not right about the expanse ahead. The lead PC is convinced, it is a perfect spot for an ambush (whether or not this is true is up to the DM). Cursed 4
4–12	Nothing
11	A dire wolf stalks the halls. This Room is strewn with debris; damage from the earthquake. The wolf lies in wait for the PCs, attacking when they are in range. Ambush, Cover.
12	Two ethereal marauders investigate this Room. Rubble and broken bits of some ancient trap litter the floor and the ethereal marauders are digging through them. They suffer a –5 distraction penalty to all Spot and Listen checks for 5 rounds.
13	Hovering over three goblin corpses is a lone howler. Since the goblins were not a challenge, the howler unleashes its fury on the PCs. Fearless.
14	A pack of three blink dogs moves slowly through the hall. They are wounded (–5 hp), having just concluded an encounter with dire wolves. Unfriendly unless attacked.
15	A pack of four dire wolves limp along. They are wounded (–10 hp), having just fought a rival pack of blink dogs. They are on the alert for any attack, despite their wounds. Ambush.
16	A goblin hunting party is engaged in a fight with a pair of vargouilles. Seven goblins remain — the corpses of five of their compatriots clog the battlefield. The goblins and vargouilles are too distracted to notice the PCs. They suffer a –6 circumstance penalty to Listen and Spot checks.
17	Three wights lurk in the halls, searching for easy prey. They encounter the PCs in this rubble strewn, dark room, attacking the PCs from the safety of the shadows. Ambush, Concealment, Cover.
18	The PCs stumble upon a trap. **Camouflaged Pit Trap:** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18.
19	The PCs stumble upon a trap. **Acid Arrow Trap:** CR 3; magic device; proximity trigger (*alarm*); automatic reset; Atk +2 ranged touch; spell effect (*acid arrow*, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27.
20	Standing over the corpse of a dire wolf is Bartleby. He is fatigued from his encounter with the creature. Reduce Bartleby's hit points by –10. He does not ask the PCs for assistance, and leaves as soon as he spots them.

B109. PASSAGES OF DEATH

The door on the northern wall is open.

Rubble, broken, armored skeletons, and other detritus litter the hall. Ominous sounds emanating from the west fill the room, echoing off the cavernous walls. To the east is a small passage leading away into darkness.

Initial Attitude: N/A

Encounter: When the demon Falortuligo broke from its prison in Room C21, he broke into Region B through the doors here and finally into Room B111 where he was killed. The skeletons are a few of the paladins who died fighting him.

Encounter Condition: Distracting Noises 10, Haunted Hazardous Footing 15, Unhallowed 4

Tactics: Just being here should unnerve the PCs. The sights, sounds, and sensations of these dead soldiers combine to create an aura of uneasy death. These men died horribly. Close examination of the bodies shows parts of bone missing from the ribs, legs, jaws, and arms, as if some great force tore them away before they died.

Treasure: There are a total of three skeletons, each wearing *+1 chain shirts*, with masterwork longswords on their belts, and tabbards of the order of Myrunn still hanging on their broken frames. One of the bodies wears a generic signet ring (with a cross) that can double as a silver holy symbol, should a PC require one.

EL: N/A

Scaling: N/A

B110. FRIGHTENED AND ALONE

The northern door to this Room is locked, requiring a DC 30 Open Lock check to unlock. The southeastern door to this Room is locked, requiring a DC 35 Open Lock check to unlock.

Unless the PCs succeed at a DC 30 Move Silently check while opening the lock, read the following.

Sitting in the corner of this dark and empty room, a single goblin, eyes streaked with tears holds a withered, sharpened stick to defend itself. Its hands shake in fear and trepidation.

If the PCs succeed in picking the lock quietly, read the following.

The room is dark and empty. In one of the corners, a single goblin whimpers and cries to himself. His hands tremble as he stares at the sharpened stick in his hand.

Initial Attitude: Indifferent

Encounter: This rebel goblin, Klibb (hp 4), has been locked inside this Room for 3 days. Fearing whatever is in Room B111, he locked himself in this Room. However, in doing so, he broke off his pick in one of the locks and has been unable to escape. To make matters worse, the Room is haunted and he's been unable to sleep with the noises, chattering, and unexplained shadows hovering around him all night long. He's down to one last candle for light, but refuses to use it for fear that he may be in this Room for a long while yet.

Encounter Condition: Haunted

Tactics: Klibb does not want to fight and gladly throws himself on the mercy of the PCs. If they intend to kill him, he greets death willingly, though if they leave an opening for an escape he takes it. If they offer to let him join, he gladly accepts and escorts them wherever they want to go.

This is a perfect opportunity to drop a new PC into the group. If a goblin is not on the menu of acceptable races for players, replace Klibb with just about anything that fits, including an elf deserter from Region H. It makes the most sense for Klibb (or his replacement) to be a rogue, but if another goblin lies dead in the Room who actually locked the doors from the inside, Klibb can be any class.

Treasure: N/A

EL: 1/2

Scaling: Do not increase or decrease the challenge of this encounter.

Klibb, Rebel Goblin Rog 2: CR 1/2 or 1; Small humanoid (goblinoid); HD 1d6; hp 4*; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +1; Grp –3; Atk +1 melee (1d2 nonlethal, unarmed); Full Atk +1 melee (1d2 nonlethal, unarmed); SA Sneak attack +1d6; SQ Darkvision 60 ft., evasion, trapfinding; AL NE; SV Fort +0, Ref +6, Will –3*; Str 10, Dex 16, Con 10, Int 11, Wis 8, Cha 7.

Skills and Feats: Climb +1, Disable Device +6, Hide +11, Listen +3, Move Silently +11, Open Locks +8, Search +3, Spot +3, Tumble +8; Dodge.

Sneak Attack: Klibb's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when G'lp flanks his target. This extra damage is 1d6. Should G'lp score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks if the target is within 30 ft.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks.

Possessions: Sharp stick, thieves' tools.

B111. KILLING GROUNDS

This room is evil; you can feel it in your bones. The floor is covered in debris and is slightly tacky. Any sound you make, as well as a few others, echo throughout the chamber loudly. To say you have a bad feeling about this cavernous room is an understatement.

Initial Attitude: Hostile

Encounter: This is perhaps the most dangerous Room in the entire Region. An epic battle took place here ages ago (see Region C, page 128) and the effects of the battle still linger. The conditions of the Room are tough to handle, but that is not the worst of it. Soon after the PCs enter the Room, six corrupted ghoul paladins (hp 26) — dressed in magical chain mail, carrying unholy swords, and wearing the tabards of the Order of Myrunn — attack the PCs. They are fearless and descend without hesitation, merely waiting for the appropriate moment to strike.

They do not look like typical ghouls. While their skin is tight, eyes hallow, and claws sharpened to razor-like perfection, they carry themselves with regal authority and wield swords as though they were born to. Their helmets hide everything but their fangs and empty eyes and their weapons gleam with unnerving energy.

Encounter Condition: Ambush, Concealment, Cursed 5, Desecration 6, Echoes 10, Fear 14, Fearless, Haunted, Hazardous Footing 16, Negative Energy, Unhallowed 4

Tactics: The ghouls alternate between bite, claw, and longsword attacks. They know that a paralyzed victim is easier to subdue, but they cannot deny their paladin heritage. They maintain an *aura of fear,* in addition to the fear effect of the Room. When the PCs reach the center of the Room have them make two Will saves. The Room's fear effect is oppressive, while the ghouls have a chill like effect that permeates everything.

The ghouls work like a team, ganging up on stragglers and distracting the weak. They have a strong hatred for clerics and wizards (seeing Arum as the cause of their death). They do not put themselves in harms way, but do their best to kill spellcasters before they can "boost" the PCs.

If the PCs cannot dispatch the ghouls quickly enough, they run the risk of drawing the attention of other nearby monsters. After 11 rounds of combat, roll for a Random Encounter. If the result is odd, the Random Encounter occurs, forcing the PCs to deal with even more foes. If not, roll again on the 12th round of combat. If the result is even, the Random Encounter occurs. Do not roll for further encounters beyond this point.

Note, these corrupted ghoul paladins have spell resistance 14 and an additional +4 natural armor bonus.

Treasure: Having rotted their magical weapons and armor from their caustic and unholy touch, their swords and chain shirts turn to dust when the ghouls die.

EL: 8

Scaling: To increase the challenge of this encounter, add one corrupted paladin. To decrease the challenge, remove the magical arms and armor from the corrupted paladins.

Corrupted [Ghoul] Paladin: CR 3; Medium undead; HD 2d12 + 2d12; hp 26; Init +2; Spd 30 ft.; AC 23, touch 12, flat-footed 20; Base Atk +3; Grp +5; Atk +7 melee (1d8+3/19–20, *+1 unholy longsword*) or +5 melee (1d6+2 plus paralysis, bite); Full Atk Bite +7 melee (1d8+3/19–20, *+1 unholy longsword*) or +3 melee (1d6+1 plus paralysis, bite) and +3 melee (1d3/19–20 plus paralysis, claw); SA Ghoul fever, paralysis; SQ +3 turn resistance, dark blessing, darkvision 60 ft., detect good, spell resistance 14, undead traits; AL CE; SV Fort +5, Ref +4, Will +7; Str 14, Dex 15, Con —, Int 13, Wis 14, Cha 14.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack, Weapon Focus (longsword).

Detect Good (Sp): At will, a corrupted paladin can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

Dark Blessing (Su): A corrupted paladin applies his Charisma modifier (+2) as a bonus on all saving throws, included above.

Ghoul Fever (Su): Disease—bite, Fortitude DC 14, incubation period 1 day, damage 1d3 Constitution and 1d3 Dexterity. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a corrupted paladin's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have no immunity to this particularly paralysis. The save DC is Charisma-based.

Smite Good (Su): Once a day, a corrupted paladin may attempt to smite good with one normal melee attack.

He adds his Charisma modifier (+2) to his attack roll and deals 2 extra point of damage. If a corrupted paladin accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Corrupted Paladin Spells Prepared (2, save DC 12 + spell level):
1st—*cause fear, inflict light wounds.*

Possessions: +1 unholy chain shirt, +1 unholy longsword.

B112 THROUGH B114. PRISON CELLS

While part and parcel of the surrounding Section, these four Rooms have specific significance. They are prison cells that at one time or another held demons, devils, and undead. Some of the Room still have occupants and all the doors are locked and guarded by glyphs. DMs can describe the doors while the PCs stand in Room B111, but until they touch them, there is not chance of knowing what will happen.

B112. DARKNESS AGAIN

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock. Unlike the other Rooms in this area, the glyph on this door triggers the door to open when read.

This simple room is empty, and dark. Light recedes and dissipates, almost swallowed by the darkness. The floor, from what you can see, is strangely free of dust.

Initial Attitude: N/A

Encounter: Whatever once lived here, is gone having escaped when a foolish goblin read the glyph on the door. Most likely a wight, it either escaped into the dungeon or was killed by the ghouls in Room B111.

Encounter Condition: Deep Darkness, Desecration 3, Negative Energy

Tactics: N/A

Treasure: If the PCs spend 30 minutes searching the Room (and have adequate light), allow a DC 25 Search check to find a loose stone in the floor. A DC 16 Strength check lifts the stone from its perch. The stone is nearly 200 lbs and covers a small area the size of a halfling. Buried under the stone is a suit of *+1 ghost touch splinted mail*, obviously hidden away so it could never be used against the forces of good. It radiates evil and affects good-aligned PCs who don it as though it were an *unholy* weapon.

EL: N/A

Scaling: N/A

B113. TRAPPED WIGHT

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock. In addition, the door is trapped with a glyph or warding, protecting the contents of the Room from escape. Tampering with the door or lock in any manner triggers it.

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 5th-level cleric, 2d8 cold, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

A small tomb-like room rests to the northeast of the large circular room. The contents are spartan and darkness extends to every corner. Before you can think, something has crept from the shadows.

Initial Attitude: Hostile

Encounter: Two insanity wights (hp 28 each) have been trapped in this Room since its creation. Being undead, they do not understand the passage of time as humans do, but nonetheless have maintained a semblance of reality that finally drove them mad. Insane, they howl with an allip-like moan.

Encounter Condition: Ambush (darkness), Distracting Noises 10, Fear 15, Fearless, Unhallowed 2

Tactics: The insanity wight attacks immediately, taking advantage of surprised PCs. They babble incessantly, as they attack each PC in turn.

Treasure: If the PCs have adequate light, allow a DC 25 Search check to find a series of loose flagstones in the floor. Buried under the stones is a *+1 unholy morningstar*, obviously hidden away so it could never be used against the forces of good. A DC 14 Strength check lifts the stones.

EL: 7

Scaling: To increase the challenge of this encounter, add one wight. To decrease the challenge, remove the allip-like babbling ability from the wights.

[Insanity] Wight: CR 4; Medium undead; HD 4d12 (26 hp); Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +3 melee (1d4+1 plus energy drain, slam); Full Atk +3 melee (1d4+1 plus energy drain, slam); SA Babble, create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

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

Babble (Su): An insanity wight constantly howls and moans to itself, creating an hypnotic effect. All sane creatures within 60 ft. of the insanity wight must succeed on a DC 14 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect.

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

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

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

Skills: Wights have a +8 racial bonus on Move Silently checks.

B114. HELL ON EVERY EARTH

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock. In addition, the door is trapped with a *glyph or warding*, protecting the contents of the Room from escape. Tampering with the door or lock in any manner triggers it.

Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

From the darkness you can hear an unhealthy moan, something sinister and decrepit. The darkness cuts your torchlight and the moan grows loader as you peer into the shadows.

Initial Attitude: Hostile

Encounter: A ghast (hp 68) of unusual strength has been trapped in this Room since the dungeon's creation. Once shackled, it broke those bonds long ago. Now the manacles and chains hang from a metal ring in the wall. The floor is littered with sepsis and slime, making walking difficult.

The ghast has no love of the living and attacks immediately.

Encounter Condition: Ambush (darkness), Concealment, Fearless, Poor Footing 4, Unhallowed 2

Tactics: Taking advantage of the darkness, the ghast bull rushes the first PC, in an attempt to pin him. Using the darkness to his advantage he gains a +2 circumstance bonus to the bullrush (in addition to having moved at least 15 ft.). Once on the ground, he attacks ferociously, biting and clawing until the victim is paralyzed. He then moves on to the next victim using the same tactics, paralyzing the PC and moving on to the next.

In addition to his paralyzing touch, the ghast also drains 1d3 Dexterity with every hit, slowing victims down with each attack. The ghast is a fearsome predator and uses its mechanisms to finish off the PCs.

Treasure: If the PCs spend 30 minutes searching the Room (and have adequate light), they can find a broken stone in the floor. A DC 12 Strength check lifts the pieces of broken stone easily. Nothing is buried here, having been taken by the ghast.

EL: 6

Scaling: To increase the challenge of this encounter, give the ghast +6 natural armor and maximum hit points. To reduce the challenge, remove the ghast's teeth and only allow it to paralyze with its claws.

Ghast: CR 3; Medium Undead; HD 8d12+6; hp 68; Init +3; Spd 30 ft.; AC 17, touch 12, flat-footed 14; Base Atk +2; Grp+5; Atk Bite +5 melee (1d8+3 plus paralysis); Full Atk +5 melee (1d8+3 plus paralysis, bite) and +3 melee (1d4+1 plus paralysis, 2 claws); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., fast healing 2, undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +11, Climb +13, Hide +12, Jump +13, Listen +8, Move Silently +12, Spot +12; Multiattack, Toughness (2)

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

B115. SEVERED VARGOUILLES

From outside the door, the PCs can hear the muffled shriek of something far off. In actuality the vargouilles inside are shrieking at a fever pitch, but the walls of the dungeon suppress the volume of their screams. As soon as the door is opened, the shriek hits them at full volume.

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock. In addition, the door is trapped with a *glyph or warding*, protecting the contents of the Room from escape. Tampering with the door or lock in any manner triggers it.

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

As soon as the door opens a feverish shriek blasts your senses, striking your psyche with an impossibly bold sound. The room, shrouded in darkness, shows no signs of occupants, but the shrieks cannot be ignored.

Initial Attitude: Hostile

Encounter: From the darkness, four vargouilles (hp 5 each) shriek and scream. The PCs cannot see them because its dark, but if they can get closer, they see four heads spikes to iron rods in the wall, some ten feet above the floor. Striking them should be easy enough, should the PCs have a weapon that can reach.

Encounter Condition: Concealment, Distracting Noises 6, Deep Darkness, Fear 14

Tactics: The vargouilles are spiked to the walls, unable to move, but unwilling to die. They have been shrieking for thousands of years, trapped in this constant state of agony. Unable to deny their unholy heritage, they scream continuously, no matter what the PCs do. They cannot move, and want nothing more than to be free of this living hell they are trapped in.

Death is the most obvious answer, but escape is their goal.

Treasure: N/A

EL: 3 or 6

Scaling: To increase the challenge of this encounter, do not have the vargouilles spiked to the wall, but flying about at will. To decrease the challenge, reduce each vargouille to 1 hit point each, representing the constant state of near death that they "live" in.

Vargouille: CR 2; Small outsider (evil, extraplanar); HD 1d8+1; hp 5; Init +1; Spd Fly 0 ft. (good); AC 12, touch 11, flat-footed 11; Base Atk +1; Grp –3; Atk +3 melee (1d4 plus poison, bite); Full Atk +3 melee (1d4 plus poison, bite); SA Shriek, kiss, poison; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5; Weapon Finesse.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 ft. (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

B116. ISOLATED REBELS

As the PCs approach this Room, allow Listen checks to overhear the goblins inside, counting and bickering. While they are not hostile toward one another, or shouting, they are busy dividing up their loot.

There is a 50% chance one goblin is standing guard in front of the door. Otherwise, everyone is inside, with one goblin watching the door from the back wall.

This small, cramped room is filled with rebel goblin warriors, sitting down and sifting through a small pile of coins and gems. Before you can do anything, they grab their spears and attack.

Initial Attitude: Hostile

Encounter: Nine goblins (hp 8, 7, 7, 7, 6, 5, 5, 4, 3) left Room B108 out of boredom. Wishing to explore the dungeon, they braved the maze, snuck passed the goblins in Rooms B86 and so on, and made their way through the trapped Rooms in the center of the Region.

None of this was difficult, but the goblin keeping track of where they were going, died under a portcullis trap and they have been stuck this in Section for weeks now. The other goblins in the rebel encampment presume they are dead. Since they have been gone for so long, they do not know whether the PCs are loyal to the rebels or not. As such, they are treated no better than their traitorous cousins. Unless the PCs can show some sign of their allegiance to the rebel goblins (and quickly), they are attacked as soon as they PCs enter the Room.

Encounter Condition: Distracting Noises 5

Tactics: These goblins are ragged and frazzled. Consider their mental state shaken for the duration of this fight. These goblins attack with an intense need to kill. The PCs should be allowed a chance to calm them down (spells work, for instance). Should 50% of the goblins come to their senses, they all stop fighting and invite the PCs in, hoping they can guide them home.

The goblins have encountered the blink dogs in Room B117, but keep to themselves, knowing better than to antagonize the beasts.

Treasure: While exploring they were able to collect a small pile of treasure that they were diving up (for the 40th time) when the PCs interrupted. There are 116 sp, 23 gp, an uncut sapphire (350 gp), and a *potion of gaseous form*.

EL: 3

Scaling: To increase the challenge of this encounter, add three goblins and give them all Toughness. To decrease the challenge, remove two.

Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 7, 7, 7, 6, 5, 5, 4, 3; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B117. BLINK DOG DEN

The door to this room is open, its lock broken.

In the midst of all the chaos in this section of the dungeon, this room feels safe. An easy calm washes over you and the room itself seems to be an enticing place to rest. The peace is broken as a series of low growls fill the air.

Initial Attitude: Unfriendly

Encounter: The PCs have entered a blink dog den. Resting from rigors of the Section, four blink dogs (hp 40, 32, 24, 14) rest on beds of cloth and adventuring gear. They do not attack the PCs initially, but they make their dislike of the PCs' invasion clear. The blink dogs bare their fangs, growling and yapping at the PCs. If the PCs do not leave, the blink dogs slowly advance, hoping to drive them off. If any PCs attack, they immediately retaliate.

Any ranger or druid amongst the PCs can attempt a DC 20 Animal Empathy check to calm the dogs. Success allows the PCs to remain and rest in the room though the blink dogs are obviously not pleased with the PCs' presence.

Encounter Condition: [Safe]

Tactics: The three largest blink dogs launch themselves at the PCs, with the alpha male protecting the smallest and youngest blink dog. They focus on the most aggressive PCs first, concentrating on one enemy at a time. They use their limited blink ability to flank the PCs.

If the alpha male is killed, the second largest takes command of the pack. If it dies, the remaining blink dogs cower in a corner until the PCs leave or finish them off.

The smallest is too old to train at this point, having been feral too long to be of use to animal trainers. However, since blink dogs are lawful good creatures, they prefer not to fight. But being trapped in the dungeon, they grow more and more feral with the passage of time. Rangers and druids may attempt to calm the blink dogs, requiring an Animal Empathy check in place of Diplomacy checks. If the PCs remain for 2 hours or more, another check is required, lest the alpha male grow restless.

If the PCs clear the goblins out of B116 and keep the portculis in Room B118 down, this Room is considered Safe.

Treasure: Among the adventuring gear the blink dogs were resting on are two coils of 50-ft. rope, a backpack, six candles, a tinder box, a rusty carving knife, and waterskin filled with holy water.

EL: 6

Scaling: To increase the challenge of this encounter, add one blink dog. To decrease the challenge, remove one.

Blink Dog: CR 2; Medium magical beast; HD 4d10; hp 40, 32, 24, 14; Init +3; Spd 40 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); SA —; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11.

Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track[B]

Blink (Su): A blink dog can use blink as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as dimension door (caster level 8th), once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

B118. MOSS FILLED GUARD CHAMBER

The portculis blocking the PCs path is down. In order to open it, the PCs must pull the lever (inside the Room) down.

Deep green moss covers the walls and ceiling of this room. The only bare stone is the floor. The moss is rich and thick, taking on the appearance of an expensive carpet. The air in this room is thick and pungent as well. The moss appears to be sucking all freshness out of the room. Along the west wall, a lever juts out.

Initial Attitude: N/A

Encounter: The walls and ceiling of this room are the remnants of an ancient celestial trap that was damaged in the earthquake. Touching the lever triggers an ungol dust trap, but opens the portculis.

Ungol Dust Vapor Trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft. by 10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

Encounter Condition: Stagnant Air

Tactics: Along the western wall is a lever, that when pulled down, raises the portculis in the hallway. When pushed up, the portculis lowers.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, replace the ungol dust vapor trap with a wyvern arrow trap. To decrease the challenge, remove the trap and raise the portculis.

B119. ABANDONED OUTPOST

The door to this Room is locked, requiring a DC 35 Open Lock check to unlock. The door can be locked from the inside or outside.

This room was once an outpost of some sort; that much is obvious at least. A rotted framework, probably for bunk beds, leans against one wall. A large, stained table takes up the center of the room. On the eastern wall there is a slight discoloration in the center from a map which once hung there. Along the back wall is a weapons rack.

Initial Attitude: N/A

Encounter: This outpost has been abandoned for a long time. The furniture is old, and the floor is littered with rubble and debris.

No matter how long the PCs search the room, they cannot determine who used the room, or what they used it for; it dates back to the time of the battle that took place in Room B111. The map that hung on the wall has long since been destroyed, and the only thing on the table are dark stains. The weapon rack in the back of the room seems to be in decent repair, and still holds a few weapons

Encounter Condition: Hazardous Footing 5, [Safe]

Tactics: If the PCs lock the door from the inside, nothing can get in to disturb them. The locals consider this Room unreachable anyway.

Treasure: At first glance the weapon's rack appears trapped, but a DC 23 Disable Device check reveals that the trigger is fake, designed to trick would be thieves. Over the years the "tripline" has rotted and nothing resembling a trap remains.

The weapons of a long dead soldier hang on the weapon rack, holding a *+1 longbow* and a *+2 buckler* in addition to a few mundane odds and ends. The DM should place a few javelins and arrows on the rack for PCs to replenish their wares.

EL: N/A

Scaling: N/A

B120 THROUGH B132. RUINS

The fallout from the earthquake can still be felt here. Doors are broken open from the inside. Unholy screams fill the corridors. And everywhere the PCs go, the smell of death follows them. This place is unfit for the living… let alone the dead.

Unlike the majority of the Region, this expanse suffered real damage. The halls are strewn with rubble and debris that make traversing them an adventure in and of itself. Doors are broken from the inside, hanging on their hinges, allowing a glimpse into the shadowy confines of the rooms beyond. On top of all the damage, there is still the matter of the inhabitants wandering the halls.

The goblins and bugbears may have control over their respective sections, but this Section is ruled by wild creatures and untamed monsters. This makes pilgrimages to the shrine that much more difficult as beasts threaten the goblins at every turn. This Section is not safe.

To add to the disturbing nature of the Section, the stench of death and decay permeates the very air. The creatures here do not coexist peacefully, and between their encounters with each other and the goblins that enter this area surreptitiously, the results of various conflicts have saturated the dungeon. Dark stains, scattered bones and broken weapons mark the violence of these meetings. Compared to the relatively spartan and benign rooms in the other areas, this entire section radiates a dangerous aura.

The DM should add the following Encounter Conditions as he sees fit — Echoes 4, Poor Footing 4, Stagnant Air.

Every Room's door is either open or broken off.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The humid air and warm temperature combine to generate a thick, murky mist. Fog 5 or 10.
2	Something cursed this Room. A vengeful spirit, a goblin mystic, or maybe even a powerful wizard is responsible. Negative Energy.
3	The chittering sounds of the dungeon's inhabitants echo wildly off the walls here. The various growls and howls coalesce in this room, rattling all those in it to the core of their being. Distracting Noises 10.
4	The earthquake damaged the floor significantly here, and the sharp rubble presents a dangerous obstacle. Hazardous Footing 15.
5	A dead body, now unidentifiable, lies across the PCs' path. Maggots and flies surround it and the air is choked with the smell of rot. Stagnant Air.
6–12	Nothing
13–15	A creature sticks its head out of a doorway, sees the PCs and then disappears again, before they reach it.
16	The PCs stumble upon a trap. **Hail of Needles:** CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22.
17	The PCs stumble upon a trap. **Camouflaged Pit Trap:** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18.
18	The PCs stumble upon a trap. **Pit Trap:** CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20.
19	The PCs stumble upon a trap. **Spiked Pit Trap:** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20.
20	Bartleby searches the area around the shrine for his elusive artifact. He is easily agitated and believes the artifact ought to be in the shrine, as it is the only area he has yet to fully explore.

B120. THE CROSSROADS

The enormity of this room astounds you. Its sheer, white walls and bleached granite ceiling are truly impressive. Less impressive are the red scrawled runes carved and painted on the walls. The writing is hard to decipher, but it appears to be a series of taunts and proclamations from one group to the other. The center of the room is likewise stained. Upon closer inspection it appears to be blood.

In addition to the room's decor, there is the unmistakable smell of rot. While the smell isn't overpowering, it isn't comfortable either.

Initial Attitude: N/A

Encounter: Bugbears use this Room to lure their enemies into a series of traps, all simple but effective. Typically, the bugbears run through the Room, and exit through any one of a number doors, pressing hidden triggers as they go. In actuality, this trick has worked nearly a dozen times, and each time the bugbears reset the traps, they prepare for another wave of gullible victims.

Pressure sensitive plates underneath the floor trigger the first trap which in turn triggers two more. PCs stepping across the floor are required a DC 16 Balance check to avoid triggering the first nail of needles trap. PCs that are moving quickly suffer a –4 circumstance penalty to this check.

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

After the hail of needles trap, a ungol dust vapor trap goes off, followed by a pit trap in the floor (with a 1 round gap between each trap). To make matters worse, the pit is lined with spikes. Presently three dead goblins line the bottom of pit, all of which are decomposing and covered in maggots.

Ungol Dust Vapor Trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

Wide-Mouth Spiked Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 25.

Encounter Condition: Stagnant Air

Tactics: To safely cross the Room the PCs need to locate the reset mechanism, which is located beneath a chipped tile in the northwestern corner of the Room. There are three separate triggers, each to a different trap. A fourth trigger leads to the delay between the traps, allowing the PCs the opportunity to alter the intervals between the traps from 1 round to 6 rounds. This requires a DC 22 Disable Device check.

There is a 10% chance that two bugbears are in this Room resetting and rearming the traps. If so, they are Unfriendly to the PCs, having never seen humans (etc.) before.

Treasure: Tucked in the southwest corner are two dead goblins maybe 2 or 3 days old. They are covered in needles and their clothing torn to shreds. Allow the PCs a DC 25 Spot or DC 20 Search check to find these bodies. They have 1d4 sp each in their mauled pockets, but the bugbears have stripped everything else away.

EL: 6

Scaling: To increase the challenge of this encounter, add a *fireball* trap that goes off at the bottom of the pit. To decrease the challenge, remove the ungol dust vapor trap.

B121. BUGBEAR BIVOUAC

This small room has been taken over by a group of bugbears. They bark and growl at you as you enter, tightening their grip on their clubs. The bugbears seem wary and tired, and are waiting for you to make the first move.

Initial Attitude: Unfriendly

Encounter: Three bugbear soldiers (hp 29, 29, 25) use this location to harass the goblin pilgrims traveling to the shrine (Room B134). Any disruption of the goblin king's minions is seen as a victory to the bugbears and they take full advantage of the long trip many goblins make to visit their deity.

If the PCs can convince the bugbears they are friends, their attitude shifts to Indifferent and they allow the PCs to make use of the Room to rest. If the bugbears believe the PCs are allied with either faction of goblins, their attitude instantly becomes Hostile and they attack the PCs.

Encounter Condition: [Safe]

Tactics: The bugbears know they are outmatched, and avoid a fight if possible. They gang up on the nearest PC and use him as a human shield if possible. They stay close together, making sure they cannot be flanked, engaging the PCs en masse only when safe, and taking down opponents as quickly as possible — they know the cost of a protracted fight.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add one bugbear and change their Initial Attitude to Hostile. To decrease the challenge, have the bugbears out on patrol, only to return in 1d6 minutes.

Bugbear Soldier, Rog 2: CR 4; Medium humanoid (goblinoid); HD 3d8+3 + 2d6+2; hp 29, 29, 25; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 16; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19–20, longsword) or +5 ranged (1d6+2, javelin); Full Atk +6 melee (1d8+2/19–20, longsword) or +5 ranged (1d6+2, javelin); SA Sneak attack +1d6; SQ Darkvision 60 ft. evasion, scent; AL LE; SV Fort +2, Ref +8, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +2, Hide +9, Listen +5, Move Silently +13, Spot +5; Alertness, Weapon Focus (long sword).

Sneak Attack: The bugbear soldier's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the bugbear soldier flanks his target. This extra damage is 1d6. Should the bugbear soldier score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 ft.

Evasion (Ex): Bugbear soldiers can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: Studded leather, buckler, long sword, quiver of 3 javelins.

B122. WAYWARD AND LOST

Have the effects of this Room carry out 30 ft. or so from the Room, causing the PCs to become confused before they reach the interior. The doors to this Room are broken or missing.

All around you, the walls and floor dance with wavy heat lines, moving from you. Your vision blurs and the boundaries of the room grow more confusing, shifting in front of you. Suddenly your ears begin to ring and your balance is disrupted. On the ground, dead bodies of goblins and wolves twist and writhe. Their heads move as though barking, but no sound comes out.

Initial Attitude: N/A

Encounter: Whatever magic created this Room, has become tainted, twisting the PCs minds and feeding them hallucinations. Fear takes effect every 1d4 minutes (per PC) and the effects are cumulative (shaken becomes frightened, frightened becomes panicked), so spending too long in this Room can be dangerous for the PCs mental well-being.

Encounter Condition: Deep Silence, Fear 15

Tactics: PCs remaining in the Room suffer the effects of *confusion* (no save), until they leave. The DM is encouraged to make the Room difficult to escape.

Treasure: The goblins each carry 1d3 mundane items and there is one minor magic item under the body of the dire wolf, but the PCs are lucky to escape this Room, let alone find time to Search the dead.

EL: N/A

Scaling: N/A

B123. PIT OF DESPAIR

A deep pit takes up the center of this room. The walls have been broken from the weight of extreme stress, and gears and other mechanical devices are exposed. Obviously a trap of some sort was the centerpiece of this room at one point, but it appears to be inoperable now. Still, for a room that seems relatively safe, why do you feel so unnerved?

Initial Attitude: N/A

Encounter: Once a great celestial trap filled this Room, now the innards of the trap lay exposed. It was either damaged by the great earthquake, or ruined by the bugbears; it is impossible to be sure.

There is a presence in the Room, be it a creature that fell to the trap while it was still active, or something living at the bottom of the pit, and it is quite unnerving. The longer the PCs stay in this Room, the more unnerved they become.

Encounter Condition: Distracting Noises 10, Distracting Visions 10, Echoes, Fear 15, Haunted

Tactics: Every hour the PCs spend in this Room, they must make another fear save, increasing the DC by +1 for every previous check.

Treasure: A DC 20 Search check reveals a series of claw marks in the stone that could only come from the acidic touch of a demon or other creature. The stone is still hot from whatever made the marks. The marks radiate evil and strong transmutation. If the PCs spend 30 minutes collecting the molten pieces of stone from the wall, they can use them as a material components for 1d3 castings. The stone, touched by great evil, taints the magic with evil energy, but doubles the duration and range of the spell. A DC 22 Craft (alchemy) or DC 28 Spellcraft check reveals that the molten stone (once chipped away) can aid their castings of non-instantaneous spells.

EL: N/A

Scaling: N/A

B124. CRYPT OF THE HOBGOBLIN KINGS

The door on the northeastern wall is open.

This room is filled with rubble and debris. Most of the it appears to have been a part of a large statue at some point. The details have been destroyed, but from what you can tell it looks like the statue was of a fearsome celestial. A haze of smoke fills the ceiling, giving the impression that something (or someone) was burned here recently. A slag of cloth [and flesh] rests against the north wall, just below the broken statue.

Initial Attitude: N/A

Encounter: This room served as a burial place for various creatures moving through. The statue, thought of as a guardian, or watcher of the dead, was offered burnt remains or whatever religious items of significance could be procured by visitors. Various races have used this Room over the years and presently, the bugbears use it to burn their dead.

Even though the statue has crumbled with age and as a result of neglect, the creatures in the Section treat it with reverence. From time to time, whatever they can find is offered and laid to rest at its base. Usually, these coins and trinkets are taken by foolish or greedy goblins, but from time to time a small pile of silver can be found here.

Encounter Condition: Hazardous Footing 5, Positive Energy

Tactics: Sifting through the debris should take some time. A Random Encounter every 45 minutes or so is a good way to convince the PCs not to "hang around" too long.

Treasure: In the northwest corner of the Room, under a large stone, is a hidden compartment, cut out from the floor. The compartment is about the size of a Small coffin and requires a DC 24 Search check to locate. The compartment has become a repository for discarded items. Various tremors in the Room have buried it however, and no one has "donated" to the compartment in years. A few discarded weapons and trinkets can be found as well as a *+1 large steel shield* and three potions of *magic fang +3*. If the DM likes, add a few hundred silver pieces as well.

EL: N/A

Scaling: To increase the challenge of this encounter, add the Encounter Condition, Smoke. To decrease the challenge, remove the Hazardous Footing 5 Encounter Condition.

B125. FIGHT FOR DOMINANCE

The north and south doors to this Room are open.

As the PCs approach, allow them Listen checks to hear the fighting, growling, and baying taking place in this Room. Otherwise, they only hear the animals after they open one of the the doors.

Three yellow-brown hounds are fighting against a pair of large, feral wolves. They snarl and bark at one another, neither giving in or backing down. The fighting is quick and brutal.

Initial Attitude: Hostile

Encounter: If the PCs remain still, the three blink dogs (hp 26, 24, 22) and two dire wolves (hp 44, 38) continue fighting (although allow Listen or Spot checks to notice the PCs). If the fight continues, both groups bite and attack one another until they are at 50% hit points at which point they flee north (dire wolves) and south (blink dogs). The wolves wear collars, indicating that someone possibly "owns" them.

Encounter Condition: N/A

Tactics: If the PCs are noticed, both groups turn their attention and attack, splitting their energies between the PCs and their four-legged enemies. The DM should "mix it up" and make this melee as chaotic as it sounds.

The blink dogs here, while neutral good, are in a state of fury and not willing to explore whether the PCs are "good" or not. Consider these animals enraged (per *rage*) and reduce their Will saves by an additional –2.

Animal Empathy and Diplomacy checks suffer a –4 circumstance penalty in regards to these animals.

Treasure: The wolves wear nice leather collars, but nothing else of value is in this Room. Heavy traffic keeps it clear of debris, otherwise.

EL: 5 or 7

Scaling: To increase the challenge of this encounter, add one dire wolf and two blink dogs. To decrease the challenge, remove one dire wolf.

Blink Dog: CR 2; Medium magical beast; HD 4d10; hp 26, 24, 22; Init +3; Spd 40 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); SA —; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11.

Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track[B]

Blink (Su): A blink dog can use blink as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as dimension door (caster level 8th), once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

Dire Wolf: CR 3; Large animal; HD 6d8+18; hp 44, 38; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Alertness, Run, Track[B], Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

*It also has a +4 racial bonus on Survival checks when tracking by scent.

B126. CELESTIAL OBSERVATORY

The northern door to this Room is locked and cannot be opened without the key in Room C105.

This room is a mess of rubble and cracked stone. After careful examination you can make out the remains of a stone desk and chair along one side of the room. Towards the back of the room are the broken pieces of what could only be a bookcase or shelf.

Initial Attitude: N/A

Encounter: The purpose of this Room has been lost to the ages, but it looks like many of the observation chambers from this Region. Unlike the other locked doors leading north into Region F, the one in this Room is trapped. If the PCs touch or in anyway interact with the door short of placing the correct key in the door, a *hold monster* trap is triggered.

Hold Monster Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*hold monster*, 9th-level wizard, DC 17 Fortitude save negates); Search DC 30; Disable Device DC 30.

Encounter Condition: Hazardous Footing 10

Tactics: N/A

Treasure: If the PCs spend 30 minutes sifting through the debris allow them a DC 25 Search check to find a pair of *dimensional shackles* under some of the stones. The shackles radiate evil and have blood caked on them from centuries of use.

EL: 5

Scaling: To increase the challenge of this encounter, add a glyph of warding trap. To decrease the challenge, replace the hold monster trap with a ghoul touch trap.

B127. DIRE WOLF DEN

The door to this Room is broken off the hinges.

A large room extends into the darkness, you hear low growls erupting from what you can only assume are wolves or hounds. The room appears empty, but the smell of wet, dirty fur indicates something is living here.

Initial Attitude: Hostile

Encounter: There are three dire wolves (hp 48, 41, 39) in this Room and they do not take kindly to the intruders in their home. They are resting in the shadowy northern half of the Room. They can see the PCs at the doorway, and they wait until the first PC enters the Room to attack. If they surprise the PCs, they gain a +2 circumstance bonus to their Initiative check.

Encounter Condition: Ambush (darkness), Concealment

Tactics: The dire wolves fight as a pack, concentrating their attacks against one PC at a time. While one draws the attention of the PC, the other two flank him. They use their trip attack at every opportunity and keep PCs prone as long as possible.

Treasure: N/A
EL: 6
Scaling: To increase the challenge of this encounter, add one dire wolf. To decrease the challenge, remove one.

Dire Wolf: CR 3; Large animal; HD 6d8+18; hp 48, 41, 39; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N: SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Alertness, Run, Track[B], Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

*It also has a +4 racial bonus on Survival checks when tracking by scent.

B128. HALLOWED GROUND

While the door to this Room can be locked, it is presently unlocked. In order to lock it, the PCs must succeed at a DC 30 Open Lock check.

Soothing energy fills this room. Being here lightens your heart and the aches and pains you've accumulated during your adventures wash away, becoming dull afterthoughts. The room is unadorned, but that only adds to the peaceful feeling washing over you. A single pedestal with a bowl on top of it, rest against the back wall.

Initial Attitude: N/A
Encounter: There is a soothing calm to the Room and the locals often rest here. This Room is Safe, so long as the PCs lock the door behind them.
Encounter Condition: Hallowed 10, Positive Energy, [Safe]
Tactics: If the PCs lock the door behind them, they can safely rest here for 2d12 hours without interruption. After which, the DM should roll for a Random Encounter. If a trap is rolled, ignore it, and if creature is rolled it tries to open the door, picking the lock or pounding on it for entry. If this occurs, the Room isn't considered Safe again for 1d3 days.
Treasure: N/A
EL: N/A
Scaling: N/A

B129. THE LAST STAND AGAINST THE FINAL OPTION

The door on the east wall is locked and barred. Opening it from the outside requires a DC 35 Open Lock check and a DC 26 Strength check.

This room is small and empty, with three doors — each leading deeper into the dungeon. The simple granite walls look untouched. Faint outlines of footprints are layered within the dust on the floor, and it looks like the ceiling has a crack running down the middle of it.

Initial Attitude: N/A
Encounter: This Room is equipped with a mighty swinging pendulum, one of the many traps the bugbears have designed to keep creatures from Region B from getting in. The trap is triggered 1d6 rounds after the door on the south or north wall is opened and 1d3 rounds after the door on the east wall is opened.

The trap's reset mechanism is located to the west wall, under a loose stone. A DC 14 Strength check is required to lift the stone gingerly enough not to trigger a ghoul touch trap protecting the reset plate. Disabling the reset mechanism prevents the trap from triggers for 1d3 days.

Ceiling Pendulum Trap: CR 3; mechanical; timed trigger; automatic reset; DC 20 Reflex save avoids; Atk +15 melee (1d12+8/19–20 ×4, serrated greataxe); Search DC 15; Disable Device DC 27.

Ghoul Touch Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*ghoul touch,* 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: 4
Scaling: To increase the challenge of this encounter, replace the ceiling pendulum trap with a deathblade wall scythe trap. To decrease the challenge, remove the ghoul touch trap.

B130. GOBLIN PILGRIMS

Allow the PCs Listen checks to overhear the talking going on inside this Room.

A ragtag group of goblins takes refuge in this expanded hall. Their chanting is unnatural sounding and highly disconcerting.

If the PCs succeed at a DC 20 Move Silently check as they open the door, read the following.

They don't seem to notice you as they are completely enraptured by the tokens and trinkets they've collected into a pile on the floor.

Otherwise, read the following.

As if a single creature, and with wicked sounding cackles and shrieks they stand up in union and gather their weapons.

Initial Attitude: Hostile
Encounter: Six goblins (hp 8, 6, 5, 5, 4, 3) have made the long journey from the goblin empire to the shrine of their deity. They have collected about 20 gp worth or "junk" that they intend to offer to the goblin shrine (Room B134).

Having travelled a great distance to get here and having fought off numerous creatures along the way, they are not about to back down from the "heathen" PCs. Seeing the PCs as defilers, the goblin pilgrims viciously assault the PCs, not offering them a chance to "talk."
Encounter Condition: Echoes 4, Fearless
Tactics: If the goblins are not surprised, they attack the PCs in a massive swarm, concentrating their attacks on whomever is closest. The goblins continue fighting even when an opponent falls. Zealous, they jump on and lash out at their victim continuously until there is nothing left. The largest of the goblins goes so far as to bite (1d2 points of damage), once an opponent is downed.
Treasure: There are about 5 lbs. or trinkets that collective equal about 20 gp in value.
EL: 4
Scaling: In increase the challenge of this encounter, add six goblins. To decrease the challenge, remove two goblins.

Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 6, 5, 5, 4, 3; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); Full Atk +2 melee (1d6/×3, spear) or +3 ranged (1d6/×3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B131. HIDDEN PRISON

The door to this Room is locked, requiring a DC 30 Open Lock check to open. It locks again automatically, so PCs must open the lock and push the door open in a single swift motion, lest the door lock again in 1 round.

As you enter the room a chill runs down your back and up your arms. The room, simple and bare seems devoid of life. The smooth floor, the high ceiling, and the darkness make you feel like you've stepped into a tower belfry. An ominous moan fills the air, followed by a chill wind.

Initial Attitude: Hostile

Encounter: Before the PCs can think, check to see if their torches and lanterns are blown out from the draft. After that check to see if the PCs are surprised by the four vargouilles' (hp 9, 8, 8, 7) descending upon them from the ceiling. The ceiling, over 60 ft. high, hides the vargouilles from sight until they are ready to ambush the PCs, which happens as soon as one of them tampers with the lock.

They are merciless and attack like shrieking bombers upon the PCs.

Encounter Condition: Ambush (darkness), Concealment, Desecration 4, Drafty, Extreme Cold, Negative Energy

Tactics: Immediately upon descending on the PCs, the first two vargouilles shriek and the next two (their Initiative 2 lower), drop down to kiss any PCs who are paralyzed with fear. The vargouilles continue attacking with diving attacks, flying up and back around. Due to the darkness of the Room, ranged attacks fire up into the chamber suffer from concealment penalties.

They alternate between kiss and bite attacks, allowing their venom to slowly weaken PCs. Unlike the vargouilles in Room B114, these put up a fight.

Treasure: Should the PCs find adequate light, they can climb the walls of this Room, to reach many of the shelves at the higher levels. PCs should make Climb checks for every 20 ft. they climb.

Along the north wall at the 40 ft. mark is a ledge 4 ft. and 4 ft. long. On the ledge is a small nest, with nothing in it. If the PC succeeds at a DC 25 Search check, he finds a cache in the north wall just above the ledge. The cache is trapped, but hides a small strongbox.

Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (fire trap, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27.

The strongbox — thin and wide— is locked, requiring a DC 30 Open Lock check to unlock. The lock is also trapped.

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20.

Inside the strongbox — strapped down with silk ties — are six *potions of cure moderate wounds* and a *ring of improved swimming*. In addition, the felt bottom of the strongbox is magical (faint abjuration), helping to protect potions and other items from shattering. If a saving throw is ever called for glass items stored inside this box, they gain a +4 enhancement bonus to the save.

Along the north wall at the 55 ft. mark is a ledge, 4 ft. wide and 5 ft. long. It is sturdy and a perfect place to view the entire Room from. Offal on the ledge makes moving on it difficult, however (Hazardous Footing 14).

Along the south wall at the 15 ft. mark is a ledge, 3 ft. wide and 4 ft. long. It provides a +2 circumstance bonus to Climb check made on the south wall from the 1 ft. to 20 ft. mark.

Along the south wall at the 40 ft. mark is a ledge, 4 ft. wide and 2 ft. long. A Small or smaller creature can crouch on this ledge, allowing the a DC 30 Search check to find a loose stone in the wall. A DC 14 Strength check moves the stone, revealing a small cache with a small pile of gleaming bolts. There are five *screaming bolts* with *continual flame* cast on them. While not trapped, they are warm to the touch, which may or may not shock the PC.

Along the east wall at the 35 ft. mark is a broken stone, 1 ft. wide an 2 ft. long. While difficult to stand on, it provides a +2 circumstanc bonus to Climb checks made on the east wall from the 21 ft. to 40 f mark.

Along the east wall at the 45 ft. mark is a ledge, 2 ft. wide and 3 f long. While difficult to stand on, a DC 20 Balance check allows the P to stoop down and retrieve a pouch from the nest on this ledge witho falling off.

Three *ioun stones* (scarlet and blue) rest inside the pouch.

Along the west wall at the 25 ft. mark is a stone, 1 ft. wide and 1 f long. While difficult to stand on, it provides a +2 circumstance bonus t Climb check made on the west wall from the 21 ft. to 40 ft. mark.

Along the west wall at the 50 ft. mark is a ledge, 4 ft. wide and 1 f long. It is nearly impossible to stand on. But tall PCs may use this ledg to reach a hidden shelf 6 ft. above the ledge. While it cannot be see from here, it can be seen from the highest ledge on the north wall (DC 30 Spot check or DC 25 Search check). The shelf is 3 ft. wide and 1 f deep, being cut into the shape of the Room. Resting on the shelf is small urn, painted red and black and making it difficult to spot.

The urn is trapped with dragon bile that has been smeared on the lid and a fire trap that ignites when the lid is removed. However, the ur weighs no more than 2 lbs. and easily fits in the PCs pouch for the lon climb back down.

Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (fire trap, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27.

Urn Covered in Dragon Bile: CR 7; mechanical; touch trigger (attached); no reset; poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/0); Search DC 27; Disable Device DC 16.

Inside the urn are black ashes. These ashes are in fact ten doses of *dus of disappearance* that hide an *amulet of natural armor +4*. [However, the DM should be secretive about this for as long as possible.] Until all of th dust is used, the amulet cannot be seen. However, it eventually start clanging around in the urn as the level of the dust decreases.

The DM may allow PCs to leap from ledge to ledge, but the width o the Room may prohibit this. Jump checks should be made per the rule in the *Player's Handbook*™.

EL: 6

Scaling: To increase the challenge of this encounter, add one var gouille. To decrease the challenge, remove one vargouille.

Vargouille: CR 2; Small outsider (evil, extraplanar); HD 1d8+1; hp 5; Init +1; Spd Fly 30 ft. (good); AC 12, touch 11, flat-footed 11; Base Atk +1; Grp –3; Atk +3 melee (1d4 plus poison, bite); Full Atk +3 melee (1d4 plus poison, bite); SA Shriek, kiss, poison; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5; Weapon Finesse.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 ft. (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

B132. THE WAY STATION

As the PCs near the entranceway to Room B132, read the following.

The sounds of a large group of creatures echoes from behind the door. Goblin-like grunts and barks intermingle with the yips of wolves. It sounds like the room is pretty active.

If the PCs enter Room B132 without making a Move Silently check, read the following.

All activities cease and the room falls silent as you open the door. Two-dozen goblins and a few hobgoblins stare at you, their arms filled with barrels and crossbows. A group of worgs in the corner growl and tension mounts.

If the PCs enter Room B132 and make a Move Silently check, read the following.

Nearly a dozen goblins and a pair of hobgoblins move about the room, obviously setting up defenses of some kind. The goblins carry equipment that is too big for them and the hobgoblins yell over the sounds of the barking worgs.

The door to this Room can be locked, but at present is unlocked. A DC 35 Open Lock check is required to lock and unlock it without a key.

Initial Attitude: Hostile

Encounter: The PCs have entered a secret hideout for the goblin king's soldiers. Having moved defensive equipment in quietly over the past few weeks, the excited goblins and hobgoblins are now working louder than they should. A perfect place to mount an ambush, the PCs have stumbled upon the goblins king's secret plans.

There are ten goblins (hp 8, 7, 7, 6, 5, 4, 4, 3, 3, 3), two hobgoblins (hp 26, 24), and three worgs (hp 37, 35, 32) in this Room. The goblins are armed with shortswords and light crossbows, much different from those who trained with Hammerfist. The hobgoblins wear scale mail and carry masterwork shortbows and arrows. The worgs wear studded leather barding.

If the PCs have not made an alliance with the goblin king, Argliss, then they have a fight on their hands. Even if they have, the hobgoblins are Unfriendly, not wanting the PCs to know their business. A single spark is all that is needed for this powder keg of tension to erupt in combat.

If the PCs have allied themselves with the goblin king, the initial attitude of the goblins in this Room is Indifferent. The goblins return to their business and ignore the PCs. If the PCs attempt to speak with the goblins, they are met with short, gruff answers. As long as the PCs do not insult the goblins' god, they will not attack the PCs.

The hobgoblins provide information regarding bugbear attacks and the wild monsters in the region, but are also gruff and barely tolerate the PCs. The worgs are only being held back by their hobgoblin handlers, and constantly growl and snap at the PCs.

Encounter Condition: Fearless

Tactics: These goblins are zealots. They have undertaken a long and tough (for them) pilgrimage to their god's shrine. They attack the PCs in a massive swarm, concentrating their attacks on whoever is closest to them. The goblins will not stop attacking even when their target is down. They jump on and gnash at their victim continuously until there is nothing left.

The hobgoblins fight with better tactics. They are armed not with short swords, but short bows. The hobgoblins let the worgs loose on the first round of combat. The worgs dive into the PCs, striking randomly. The hobgoblins stay in the back corner of the room and unleash volleys of arrows at whoever they perceive to be the most powerful PCs member. Once their target is down, they concentrate their fire on the next most powerful member and so on.

Treasure: The barrels contain stores, whetstones, oil, and enough arrows, bolts, and javelins to last two campaigns. If the PCs need to refill their ammunition, now is the time. A small pony keg contains ale, apparently smuggled in and a small strongbox (DC 30 Open Lock check to open) contains six vials of acid, six vials of alchemical fire, six vials of oil, and four tindertwigs.

The lead hobgoblin carries the key to the door.

EL: 8

Scaling: To increase the challenge of this encounter, add four goblins and one hobgoblin. To decrease the challenge, remove four goblins and one hobgoblin.

Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 7, 7, 6, 5, 4, 4, 3, 3, 3; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d4/19–20, short sword) or +3 ranged (1d6/19–20, light crossbow); Full Atk +2 melee (1d4/19–20, short sword) or +3 ranged (1d6/19–20, light crossbow); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Hobgoblin Guard, Ftr 3: CR 3; Medium humanoid (goblinoid); HD 3d10+6; hp 26, 24; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19–20, longsword) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (1d8+2/19–20, longsword) or +4 ranged (1d6+2, javelin); SA —; SQ darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +2, Listen +2, Move Silently +2, Spot +2; Alertness, Improved Initiative, Point Blank Shot, Weapon Focus (long sword).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Masterwork scale mail, light steel shield, longsword, javelins (3), *potion of cure light wounds*.

Worg: CR 2; Medium magical beast; HD 4d10+8; hp 37, 35, 32; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*; Alertness, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. * A worg has a +4 racial bonus on Survival checks when tracking by scent.

Possessions: Masterwork studded leather barding.

B133 THROUGH B136. THE SHRINE TO NORENDITHAS STONESHAPER THE QUICKTHINKING, SMITER OF FOES

What was once the final resting place of a wayward goblin hunter who ran afoul of a cockatrice, has become the true mecca of the goblin culture. The remoteness of their empire coupled with a location which is virtually on the other side of the maze, heightens the importance of this place; only those truly devoted to Norendithas Stoneshaper dare to make the trek.

The shrine is hidden behind a secret door. That a single goblin passed through the door in the first place is astonishing, that another group of goblins followed the first perfectly is a true miracle. When Argliss first visited the would-be shrine, he was able to understand the nature of the door and has given the goblin keepers of the shrine specific instructions on how to open and close it. It wouldn't do if the keepers and so-called priests could not locate their own shrine.

The shrine is well guarded by Argliss' elite hobgoblins. The goblin god is the source of the doppelganger's power over the goblins, and he will not allow anything to jeopardize it. At any given time the PCs may encounter one of the heavily armed patrols. By this point they should be used to the tactics of the goblins, and it is possible they have allied themselves with Argliss and are permitted to pay homage at the shrine.

If the PCs have allied themselves with the rebel goblins, the devout guards and keepers swarm the PCs until they are driven back or dead. The goblins do not tolerate heathens in their most holy of places.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A sharp wind blows through the Section, its source unidentifiable but strong and persistent. Drafty.
2	A single, sickly feather lies in the middle of the hallway (it's from a cockatrice, though the PCs may not know this initially).
3	A shrill cackle echoes through the halls, followed by the cooing of giant bird. Echoes 4
4–15	Nothing
16	A goblin dressed in ill-fitting leather robes roams the halls. One of the keeper's of the shrine, his head is bent in prayer. He carries a staff, carved in incomprehensible runes. Due to his praying, he suffers a –6 circumstance penalty to all Spot and Listen checks.
17	Twelve goblin pilgrims march towards the shrine. Their attitude is Hostile, as they drive the PCs from the Section.
18	Two hobgoblins — mounted on worgs — and 2d6 goblins patrol the Section, safeguarding pilgrims on their journey. Their attitude is Unfriendly, and they order the PCs to leave the area. At the slightest provocation their attitude becomes Hostile and they attack.
19	The PCs stumble upon a trap. **Fire Trap:** CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29.
20	Bartleby searches the Section for his elusive artifact. He is easily agitated, and reveals that he believes the artifact must be in the shrine, as it is the only Section he has yet to fully explore.

B133. THE ANTECHAMBER

As the PCs near the secret door on the north wall, read the following.

A section of the wall has been turned inward. It is quite obvious looking at it now that it was meant as a secret passage into the room beyond. Someone, however, has left it open. You hear strange chanting coming from inside the room. The high-pitched, near wails, grate on your ears as you enter.

When the PCs enter Room B133, read the following.

The goblins have hung impressive, but crude, tapestries along the walls. Each depicts a ferocious looking goblin, scowling with its hands raised above its head. A few goblins kneel in supplication before a heavy stone door set into the southern wall.

Initial Attitude: Hostile

Encounter: If the PCs quietly enter the Room, the goblins and hobgoblins do not notice them, as they are too involved in prayer.

Regardless of whether the PCs have made an alliance with the goblin king, the PCs are not welcome here. Three goblins (hp 7, 6, 5), unarmed, do not pose a threat in and of themselves, but 2d6 rounds after the PCs enter this Room, the Holy Guard of Stoneshaper — made up of four hobgoblins (hp 28, 27, 27, 25) wielding masterwork longswords — arrive to drive off the PCs.

Encounter Condition: Fearless, Hallowed 2

Tactics: If the PCs are known by the goblin empire as allies, they merely guide them out of the Room, rather forcefully, but as diplomatically as possible. The goblins yell obscenities as the PCs are escorted out.

If the PCs are enemies of the goblins, the hobgoblins are outright aggressive and the goblin zealots grab anything they can find to use as weapons. The goblins lash out, almost hysterical, while the hobgoblins concentrate on the PCs' front rank, using brute strength to push the PCs out of the Room, fighting them in the hall, if possible.

Treasure: The goblins consider the tapestries of their god priceless, though they hold no value outside this room. The rebel goblins might be interested in taking them however, so they can defile their enemies' religious icons.

EL: 7

Scaling: To increase the challenge of this encounter, add two hobgoblins. To decrease the challenge, remove one goblin.

Goblin, War 1: CR 1/4; Small humanoid (goblinoid); HD 1d8+1; hp 7, 6, 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d2 nonlethal, unarmed); Full Atk +2 melee (1d2 nonlethal, unarmed); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

Hobgoblin Holy Guard, Ftr 3: CR 3; Medium humanoid (goblinoid); HD 3d10+6; hp 28, 27, 27, 25; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/19–20, longsword) or +4 ranged (1d6+2, javelin); Full Atk +7 melee (1d8+2/19–20, longsword) or +4 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +1, Move Silently +2, Spot +1; Cleave, Improved Initiative, Power Attack, Weapon Focus (long sword).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Masterwork scale mail, light steel shield, masterwork longsword.

B134. THE STATUE OF NORENDITHAS STONESHAPER THE QUICKTHINKING, SMITER OF FOES

The room is dominated by religious iconography. Sigils and prayer beads adorn the room. Regardless of what the room was originally designed for, the faith of the goblins has transformed it into something more than it was.

Initial Attitude: N/A

Encounter: PCs curious about the statue can inspect it. A DC 20 Knowledge (nature) check or a DC 25 Survival check reveals the statue is a goblin that has been turned to stone. A second check reveals that either a basilisk, cockatrice, or medusa could have done this. PCs succeeding at a third check, know that a medusa would leave the statue here to mark the boundary of its lair.

Every five minutes the PCs remain in this Room, roll a Random Encounter, with a roll of 1–15 being Nothing and a roll of 19–20 is the hobgoblins from Room B133 coming to secure the Room. A 16, 17, or 18 occurs per the table on page 126.

Encounter Condition: Fearless, Hallowed 5

Tactics: Hobgoblins that enter the Room, do not hesitate and swarm the PCs. They flank the PCs in an attempt to subdue them and take them prisoner. Goblins are shaken for 1d3 rounds upon seeing the PCs in their sacred hall.

This Room contains a hidden door to Region C. A DC 30 Search check is required to locate the door. However, a special catch must be released to open the secret door (that slides upwards). A DC 20 Open Lock check allows the PC to slide his fingers into the slender crevice and open the secret door.

A second secret door lies beyond the first, requiring the same checks to find and open it. The secret doors close on their own after 1 minute.

Neither the goblins nor hobgoblins have located these doors and were unaware of a passage into Region C from this location. If the PCs move on to Region C without dealing with the holy goblin empire, Argliss learns of the secret door in 2d6 days and sends patrols into Region C, looking for a new route to the gnolls. 2d6 days after that, they learn of the cockatrice and the fate of their "god."

Treasure: The offerings the goblins have left behind for their deity, are in special bowls at the base of the statue. Burnt offers, copper coins, and trinkets worthless to the PCs fill the bowls. Collectively the contents of the Room are worth about 6 gp.

EL: N/A

Scaling: N/A

B135. THE KEEPER'S CLOISTER

As you enter the room you see an ornately dressed goblin cowering in the corner. He is wielding a small dagger in a shaky fist. The goblin hisses and sputters curses at you, spittle flying off its lips. It makes no move to advance or attack you however.

The room is decorated in the same idolatry as the antechamber, and is furnished simply. A small desk, covered in deep red stains, stands against the western wall. Against the southern wall is a simple cot, covered in rags

Initial Attitude: Unfriendly

Encounter: The PCs have entered the personal quarters of the Keeper of the Shrine (hp 5). The keeper is a devout goblin, but not very brave. As long as the PCs do not attack the him, the Keeper does not attack them. He curses in goblin, gesturing in a vulgar manner that the PCs must leave the shrine. He does not speak Common.

The Holy Guard (Room B134 and B136) does not enter the Room, unless they hear the sounds of combat. They have been trained not to disturb the keeper's meditations.

Encounter Condition: Hallowed 1

Tactics: While he babbles he casts a few spells to protect himself. If attacked the keeper lunges at the closest PC. He knows he does not stand a chance against the PCs, but he cannot dishonor himself any further by fleeing.

If the hobgoblins come to his rescue, they attack the PCs and attempt to break them off into two groups. They pin spellcasters and clerics into corners and fight fervently for their religious beliefs. If the Keeper is killed, they fight as though enraged (as barbarians).

Treasure: N/A

EL: 1/2

Scaling: N/A

Keeper of Shrine, Goblin War 1: CR 1/4; Small humanoid (goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d3, dagger); Full Atk +2 melee (1d3, dagger); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

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

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks.

B136. BARRACKS OF THE HOLY GUARD

These cramped quarters house four hobgoblin guards who sit on the floor or on the bunks, their weapons at their sides. The bunks are stacked four high and the room reeks of sweat. Along the southern wall is a weapons rack, now empty.

Initial Attitude: Hostile

Encounter: The barracks of the Holy Guard of the Stoneshaper is just as volatile a Room as any located in the confines of the shrine. With most of the guardsmen patrolling hobgoblin guards (hp 28, 26, 23, 23) in this Room do not pose a huge threat to the PCs. They guardsmen are relentless in their attacks however hopeless their situation may seem.

Encounter Condition: Fearless

Tactics: Like the other hobgoblin patrol and guard units, these hobgoblins single out the most powerful PC and attack them en masse. They flank the PCs as often as possible, moving on to the next PC as soon as one is down. They take PC captives to the goblin king, unless they are known enemies of the holy empire, in which case they are put to death.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add one hobgoblin. To decrease the challenge, remove one.

Hobgoblin Holy Guard, Ftr 3: CR 3; Medium humanoid (goblinoid); HD 3d10+6; hp 28, 26, 23, 23; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/19–20, longsword) or +4 ranged (1d6+2, javelin); Full Atk +7 melee (1d8+2/19–20, longsword) or +4 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +1, Move Silently +2, Spot +1; Cleave, Improved Initiative, Power Attack, Weapon Focus (long sword).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Masterwork scale mail, light steel shield, masterwork longsword.

REGION C. THE FINAL OPTION

This entire Region was designed specifically to hold a powerful demon, Falortuligo (Room C21). Though this cell was of primordial importance, several groups of minor demons and lesser undead creatures were also held prisoner here. When the cataclysm that shook the entire dungeon hit, most of these fiendish minions escaped, but the special cell in which the mighty demon lord was imprisoned remained completely intact. Over the years, several groups of explorers and settlers came to the region, but the great demon's cell remained undisturbed and undiscovered.

Approximately 50 years ago, the last remnants of the Order of Myruun were summoned here for mysterious reasons yet only Myruun — an ancient goddess of the oceans, travel, and vigilance — knows why they were brought here, basically, to face their inevitable demise.

It is still possible to piece together much of what went on during their stay, however, for the remnants and records of the forgotten Paladins of Myruun can be found buried here. Most of these fragments of information are well hidden, but clues are scattered throughout the region.

Perhaps sensing the crumbling of the prison wards, Myruun instructed her remaining worshippers and servants to assemble in this region of the dungeon. No one knew why they were brought together in the bowels of this forgotten place, except for the fact that they would be instrumental in turning the tide at some undetermined moment. Most were paladins and priests of acclaim. Only the wizard Arum arrived without being summoned, claiming he dreamt his "destiny." When the final pilgrim arrived, 41 men and women occupied the garrison established in Rooms C1 through C19. It was widely believed by those 41 inhabitants that they were the end of the line of the tradition of worshipping Myruun, so they waited, without further explanation.

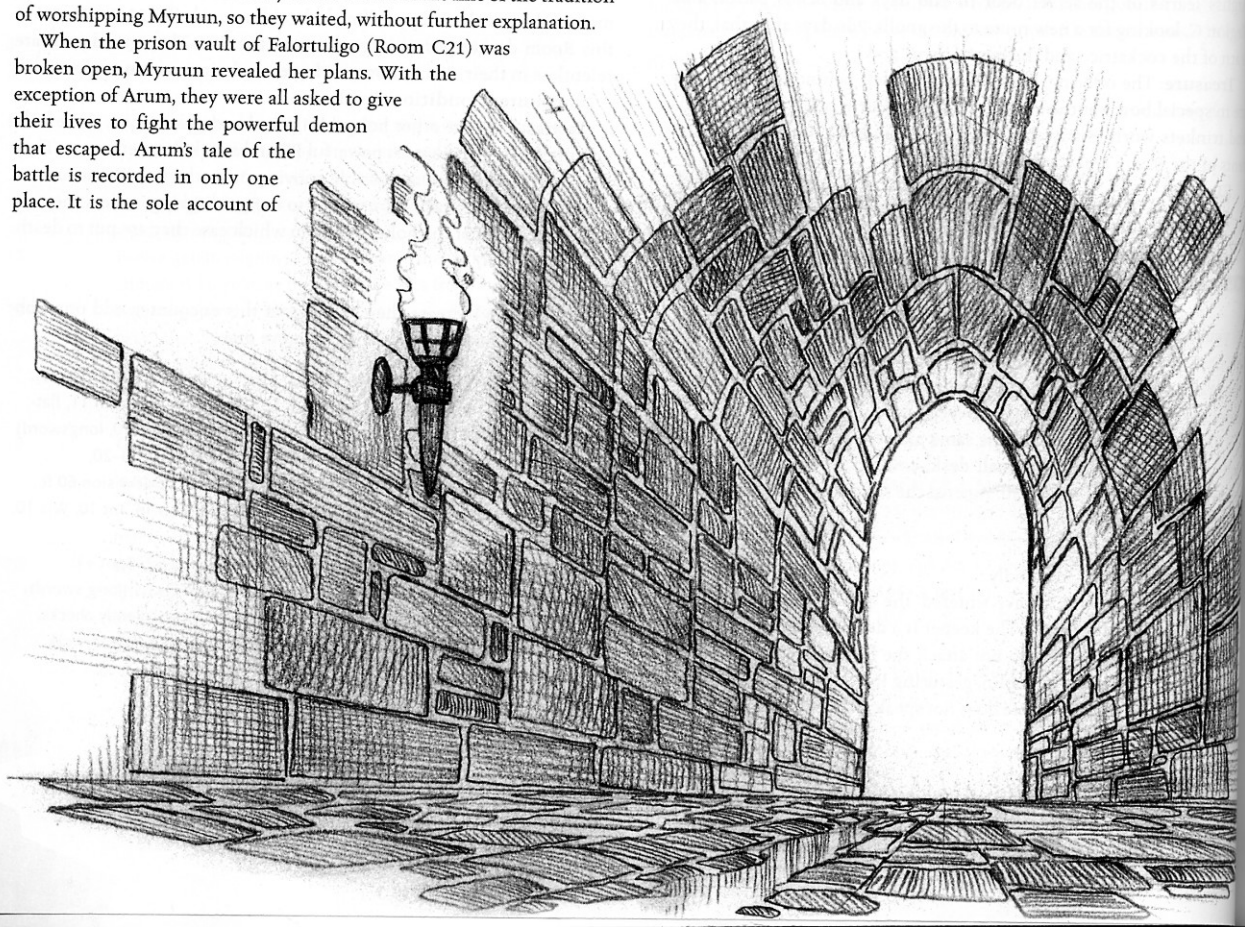
When the prison vault of Falortuligo (Room C21) was broken open, Myruun revealed her plans. With the exception of Arum, they were all asked to give their lives to fight the powerful demon that escaped. Arum's tale of the battle is recorded in only one place. It is the sole account of the last battle and subsequent demise of the servants of Myruun, since Arum was its only living witness. The wizard's account can be found in Room C64 (see the Path of the Righteous section for further details).

It is important to note that ethereal travel is possible in the area surrounding Room C4, due to a powerful experiment performed by the wizard Arum a few months after he arrived. The boundaries of this ethereal pocket are roughly 100 ft. in every direction from the altar in Room C4, and are clearly visible if the subject can see objects in the ethereal plane.

C1 THROUGH C19. FORGOTTEN PALADIN GARRISON

When the knights, paladins, and priests of Myruun were summoned to the dungeon, they established a base of operation for their garrison in Rooms C1 though C19. Though none of the servants of Myruun survived, evidence of their passage is evident throughout the area.

It was Myruun, a minor goddess of the oceans, travel, and vigilance, who summoned her last worshippers to this region of the vast dungeon prison. At the time, those who answered the goddess' call did not know what was expected of them. They stayed here for more than three years until one day their purpose was finally revealed to them — moments before the vile demon imprisoned in Room C21 broke free. The last servants of the goddess Myruun willingly gave up their lives to help an angel destroy the demon called Falortuligo. None but the wizard Arum — who was with them — knew of their sacrifice, but were it not for the brave men and women of the Order of Myruun, the demon would have unleashed its wrath upon the world.



RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	One of the PCs notices a shiny object on the floor, but when he goes to pick it up, it vanishes.
2–14	Nothing
15–16	The PCs stumble upon a trap. A nearly invisible trip wire hangs 1 ft. from the ground. It drops a heavy-roped net as soon as it is touched. **Large Net Trap:** CR 5; mechanical; location trigger; manual reset; Atk +15 melee (see note); Search DC 30; Disable Device DC 25. Note: Characters in a 10-ft. square area are grappled by the net (Str 18) if they fail a DC 17 Reflex save.
17–18	The PCs stumble upon a trap. The trap is faulty, however, as the near side of the tile is caught in the trigger mechanism, so the floor tile moves only slightly when this trap is triggered. **Ceiling Spikes Trap:** CR 6; mechanical; location trigger; manual reset; Atk +15 melee (1d3 spikes per target for 1d4 damage each); multiple target (all within a 10-ft. square area); Search DC 25; Disable Device DC 28.
19	The PCs stumble upon a crude trap. **Razor-Wire across Hallway:** CR 2; mechanical; location trigger; no reset; Atk +10 melee (3d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 22.
20	Nurganar (Room C9) searches for treasure. When encountered, he asks for a tribute — 100 gp from each PC. If the PCs pay up, Nurganar talks with them. Since he travels everywhere, he knows a about the Region.

C1. FORGOTTEN GUARDROOM

A broken table lies amidst the crumbled and disheveled remains of this otherwise empty room. Oddly enough, this room is not saturated with the same dust as others in the area. It is eerily quiet and the walls are unwashed.

Initial Attitude: N/A

Encounter: The Order of Myruun once used this chamber as a guard post. Aside from the rod (see Treasure), however, this Room contains nothing of interest or value.

Encounter Condition: N/A

Tactics: N/A

Treasure: A PC who succeeds at a DC 14 Search checks finds a rod under the table. A DC 15 Appraise check notes that the craftsmanship on the rod is of masterwork quality. Anyone making a DC 25 Spellcraft check learns that this rod was transmuted into wood from some sort of metal. It is actually a greater metamagic rod of silence. Nothing short of a limited wish or wish spell can restore it, and the rod is completely non-magical unless restored.

EL: N/A

Scaling: N/A

C2. FORMER STORAGE ROOM

A few broken chairs line the edges of this room. It appears as if the chairs were stacked there, but the wood is rotted and worm infested.

Initial Attitude: N/A

Encounter: The Order of Myruun once used this chamber to store goods. It has long been unused. After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Encounter Condition: N/A

Tactics: N/A

Treasure: This Room contains only rubbish.

EL: N/A

Scaling: N/A

C3. ETHEREAL FILCHER'S LAIR

PCs succeeding at a DC 20 Spot check notice the floor in front of the secret door is worn. The solid stone door itself is otherwise indistinguishable from the wall. The massive door spins on a vertical, central spindle so pushing the left side of the door, for example, causes the right side of it to swing outward. To open the door, characters must make a DC 20 Strength check while pushing on only the left or right side of it. The broken pieces of a spent gas trap are the primary reason the door is so difficult to open. Clearing the debris from the doorway allows the door to swing freely on its axis.

As the door of this chamber opens, a fetid stench is released. Within the darkness, tiny flecks of reflected light sparkle and shine. A closer look reveals a dark shape moving slowly, as more twinkling lights appear.

Initial Attitude: Unfriendly

Encounter: This is the home of a Large ethereal filcher (hp 78). The creature arrived at the prison sometime after the wizard Arum's successful experiment. It has gathered quite a collection of coins, gems, baubles, and other shiny objects over the years. Though it can travel outside the ethereal pocket, its survival instincts prevent it from leaving for extended periods. When the PCs enter its lair, it stands quietly in the corner of the Room in ethereal form, waiting for them to leave.

Encounter Condition: Ambush (darkness), Concealment

Tactics: Though not particularly intelligent, this creature learned to use its jaunt ability very effectively. It remains hidden unless attacked or angered. If the PCs take more than a few baubles from the Room, its attitude changes to Hostile and it charges them.

Its favorite tactic is to use its spring attack and jaunt to surprise its opponents. Between attacks, it positions itself for the best chance at surprise. If combat starts for any reason, the filcher fights until its hit points total drops to one half or less. When this happens, it jaunts to another Room and remains there until it feels safe enough to return to its lair.

Treasure: Though it is impressive to see this much treasure displayed in such a small space, it becomes quickly apparent that the total value of this amassed fortune is less than what it appears. A DC 15 Appraise check estimates most items are colored glass or quartz, which brings the total value of all the treasure in the Room to about 55 gp. Under the almost worthless jewels and trinkets are 5 old wax candles and badly worn vestments.

EL: 5

Scaling: To increase the challenge of this encounter, add a second ethereal filcher. To decrease the challenge, assume the ethereal filcher is shaken for 2d4 rounds, suffering a –2 morale penalty to all attack rolls, saving throws, ability checks and skill checks.

Ethereal Filcher: CR 5; Large aberration; HD 12d8+24; hp 78; Init +7; Spd 40 ft.; AC 18, touch 12, flat-footed 15; Base Atk +8; Grp +16; Atk +11 melee (1d6+4 bite); Full Atk +11 melee (1d6+4 bite); Space/Reach 10 ft./10 ft.; SA —; SQ Darkvision 60 ft., detect magic, ethereal jaunt; AL N; SV Fort +6, Ref +7, Will +9; Str 18, Dex 16, Con 15, Int 7, Wis 12, Cha 10.

Skills and Feats: Listen +11, Sleight of Hand +15, Spot +11; Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack.

Detect Magic (Su): Ethereal filchers can *detect magic* as the spell (caster level 5th) at will.

Ethereal Jaunt (Su): An ethereal filcher can shift from the Ethereal Plane to the Material Plane as part of any move action, and shift back again as a free action. It can remain on the Ethereal Plane for 1 round before returning to the Material Plane. The ability is otherwise identical with the ethereal jaunt spell (caster level 15th).

Skills: Ethereal filchers have a +8 racial bonus on Sleight of Hand checks, and a +4 racial bonus on Listen and Spot checks.

C4. SMALL SHRINE

The floors and walls of this room are surprisingly clean, but the most prominent feature is a small but old shrine standing neglected against the eastern wall. The simple wooden shrine is engraved with an ancient symbol.

Initial Attitude: N/A

Encounter: The followers of Myruun used this small shrine to meditate in quiet solicitude. Good-aligned PCs feel at comfortable and at ease when they enter this chamber. All good characters that rest for at least one hour in this Room are *blessed*. They benefit from the effect of an *aid* spell for 12 hours after they leave the shrine. If a good-aligned PC casts *prayer* at the shrine, all non-evil PCs are affected by the spell, which lasts twice as long as normal.

Encounter Condition: N/A

Tactics: N/A

Treasure: A successful DC 20 Search check of the shrine reveals a folded piece of parchment slid into a seam near the top of the altar.

The parchment starts as a standard prayer, written to the goddess Myruun. A DC 25 Knowledge (religion) check allows PCs to notice ancient references to Myruun, an old goddess of oceans, travel, and vigilance. PCs making this check also know that Myruun is no longer worshiped. Near the bottom of the parchment, the text trails off and a few short sentences were hastily written. These have nothing to do with the rest of the parchment. The sentences read, "She calls at last! Gladly will I lay down my life for my Queen! She calls to us all!"

This parchment is a fragment of the Lost Paladins' tale.

EL: N/A

Scaling: N/A

C5. MAIN TEMPLE

An intolerable stench escapes when the door to this chamber is opened, temporarily dulling the opulence of the high vaulted ceilings and painted walls inside the place. The powerful scent is enough to make even the strongest dwarf blench in disgust. It is the horribly decayed dire bat corpse in the corner that contributes to the cloying odor here. A closer look inside reveals that the walls of this chamber are painted white but are dusty, and a large stone altar pushes up against the southern wall.

Initial Attitude: Hostile

Encounter: The intricately carved doors leading into this Room foretell the importance and prestige given to the temple inside. PCs outside the door succeeding at DC 15 Listen checks hear wings flapping from within. Two dire bats were lured and trapped inside the Room several months ago. Though only one is still alive, it is now maddened with thoughts of freedom.

PCs entering the Room must make DC 14 Fortitude saves or become infected by slimy doom. This disease causes 1d3 hit points of damage each day for as long as the character remains infected, gradually covering the skin of the infected victim with a gooey gel.

Slimy Doom — Contact, Fortitude DC 14, incubation period 1 day, damage 1d4 Con [When damaged, the character must succeed on another saving throw or 1 point of damage is permanent drain instead.]

PCs succeeding at a DC 20 Heal check confirm that the bat died of slimy doom. The other dire bat (hp 74) is trapped here. It is angry and afraid.

Encounter Condition: N/A

Tactics: The surviving dire bat immediately attacks anyone opening either doors leading into this Room, as it pushes to escape its cell. If it surprises the PCs, it attempts to force its way past, flying down the corridor outside of the Room. Otherwise, it moves into the doorway and attacks the closest PC, doing everything possible to prevent being sealed inside the Room again. At the earliest opportunity, it flees down the corridor away from the temple.

Treasure: There is nothing left of value in this Room. Even the altar near the south wall is empty.

EL: 6

Scaling: To increase the challenge of this encounter, have characters within 5 ft. of the dire bat make DC 15 Fortitude saves or become nauseated by the stench. To decrease the challenge, eliminate the opportunity for the dire bat to surprise the PCs.

Dire Bat: CR 5; Large animal; HD 10d8+30; hp 75; Init +6; Spd 20 ft., fly 40 ft. (good); AC 20, touch 15, flat-footed 14; Base Atk +7; Grp +14; Atk +12 melee (2d6+4, bite); Full Atk +12 melee (2d6+4, bite); Space/ Reach 10 ft./5 ft.; SA —; SQ Blindsense 40 ft.; AL N; SV Fort +10, Ref +13, Will +9; Str 17, Dex 22, Con 17, Int 2, Wis 14, Cha 6.

Skills and Feats: Hide +5, Listen +14*, Move Silently +12, Spot +10*; Alertness, Improved Natural Attack (bite), Stealthy, Weapon Finesse.

Blindsense (Ex): A dire bat uses echolocation to pinpoint creatures within 40 feet. Opponents still have total concealment against the bat unless it can actually see them.

Skills: Dire bats have a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

C6. FORMER ARMORY

The door to this Room is locked and trapped. PCs who succeed at a DC 30 Search check discover poison smeared on the locking mechanism. Avoiding direct skin contact with the lock is the only way to bypass the trap. However, the poison coating the lock has lost potency over the years because of the moisture inside the Room and previous attempts at picking it. Any contact with the poison causes a painful rash on the skin, regardless of the save.

Locking Mechanism Coated with Contact Poison Trap: CR 3; mechanical; touch trigger (attached); manual reset; poison (weak nitharit, DC 13 Fortitude save resists, 0/1d4+1 Con); Search DC 30; Disable Device DC 19.

Picking the lock under normal circumstances requires a DC 20 Open Lock check. Anyone picking the lock without touching the surface, or while wearing gloves, suffers a –4 circumstance penalty to the Open Lock check.

This warm and musty room holds many worm-ridden wooden racks for weapons on its walls. Though a few rusty swords remain, most are useless because the leather bindings or wooden hafts are decayed beyond repair over the years.

Initial Attitude: N/A

Encounter: Other than a few odds and ends, this room is bare. After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Encounter Condition: N/A

Tactics: N/A

Treasure: PCs succeeding at a DC 15 Craft (weaponsmithing) check spy a masterwork quality metal warhammer head coated with a thin wax preventing rust. All the other weapons are either too rusted or damaged to be of any interest.

EL: 3

Scaling: To increase the challenge of this encounter, replace the nitharit poison on the trap with terinav root. To decrease the challenge, reduce the Search DC to 22.

C7. FORMER ASSISTANT'S OFFICE

Though it is easy to determine this chamber once served as a living room, the current state of disrepair implies someone took great pains to destroy that which was not worth escaping with. Dark stains splatter the walls and floors and broken pieces of glass, wood, and stone are piled in a great heap.

Initial Attitude: N/A

Encounter: This was the office of the second in command of the Order of Myruun, but the place was sacked long ago.

Encounter Condition: N/A

Tactics: N/A

Treasure: PCs wishing to search the rubble need to make a DC 20 Search check to discover a cracked floor tile, broken when the Room's contents were piled on the floor. Underneath this floor tile is a small diary and a holy symbol of Myruun. The holy symbol is attached to a silver chain with a broken clasp easily repaired with the appropriate tools. This symbol, which represents a flat round earth filled with oceans, is worth upwards of 250 gp to historians and members of religious orders interested in the history of the old goddess Myruun and her clergy.

The diary has writing on nearly every surface of every page. The first page has a rather verbose title, "The Diary of Thomas Corsek, Paladin of Myruun the Vigilant, Lady of Travel, Queen of the Oceans. Being a diary pertaining to personal events of life and service as squire to my brother, Geoff Corsek, and my Queen." Next to Geoff Corsek, the words "The Gold General" were written and circled, as if added at a much later date. Written in much smaller text at the bottom of the page is the additional subtitle, "And being a record of the Calling as we travel to a post my Lady has given us, to turn the tide as my Queen instructed."

PCs spending at least one hour reading through the pages of the diary find many entries characteristic of a young man who idolizes his older brother, yet doubts his own abilities. The diary tends to be vague in reference to details about locations or dates, but rather specific about personal goals, religious rituals, and specific prayers — as if recording these rituals helped to learn them. "The Gold General" refers both to the narrator's brother's uncanny ability to find chests of gold lost at sea and his quality as a leader of men. After the first dozen entries or so, there is a sentence written in a different style. It reads, "Though I am not worthy of her grace, my Queen has bid me travel with Geoff to stand vigil under the ground."

PCs reading the diary completely and who make a DC 15 Intelligence check note the total time spanning from the first entry written inside the garrison to the last entry in the diary is nearly three years. This is another fragment of the Lost Paladins' tale.

EL: N/A

Scaling: N/A

C8. FORMER COMMANDER'S MEETING ROOM

Another collection of debris is stacked in the center of this room, and the eastern wall is covered in black soot around the remains of the charred husk of the door. Despite the signs of fire damage coming from the next room, this pile of debris is built with non-combustible materials like twisted metal, broken stone, and mortar.

Initial Attitude: N/A

Encounter: The commander of the Order of Myruun and his subordinates once used this chamber as a meeting place.

Encounter Condition: Echoes 6

Tactics: N/A

Treasure: This Room has a floor tile with a secret compartment underneath it in the same position as in Room C7. Anyone specifically looking there finds the compartment, otherwise a DC 25 Search check is required to uncover it. A leather parchment traveling case is hidden underneath the tile. It contains documents, two quills, and a vial of dried ink.

The documents contain duty rosters and work assignments for 41 people and various maps of the lands surrounding the dungeon. Most maps have markings denoting the lines of travel various individuals took to arrive at this garrison. These maps are all external, stopping at the entrance in Region A. The interior map of the garrison area is notably missing, although the duty rosters clearly make reference to it.

EL: N/A

Scaling: N/A

C9. FORMER COMMANDER'S CHAMBER

The door of this room is a heavily damaged frame that hangs upon a solitary hinge. The structure is essentially incinerated. The chamber itself is blackened with soot covering the entire floor, walls, and ceiling. The pile of ash in the center of the room shows where an enormous fire blazed, long ago.

Initial Attitude: N/A

Encounter: This Room was the leader of the Order of Myruun's private abode. But now, an athach named Nurganar (hp 133) makes his home here. He moves back and forth throughout the Region, so there is only a 25% chance of finding him here at any one time. If the PCs encountered (and killed) Nurganar as a Random Encounter, he is not here. If he is here, he counts his coins or organizes his belongings.

This chamber has a floor tile with a secret compartment underneath it in the same position as in Rooms C7 and C8. Anyone specifically looking there finds the compartment, otherwise a successful DC 25 Search check is required to uncover it. Nurganar keeps his treasure under the floor tile (thinking it safe there).

Encounter Condition: N/A

Tactics: If battle ensues in his lair, Nurganar positions himself to defend his treasure. Though most of what he owns is worthless, he believes the shiny objects he collects are extremely valuable so he avidly defends his treasure. Given the opportunity, he targets the physically strongest PC first, concentrating all his attacks on this one foe. In the first two rounds, he bites his opponent first in an attempt weaken him.

If reduced to 25% or less of his total hit points, Nurganar begs for his life, offering the PCs his treasure in exchange for their mercy. He does not ask twice, though and fights viciously if they mock or betray his good nature.

Treasure: Nurganar collects all manner of shiny objects. Under a thick fur cot (worth 20 gp) in the corner of the Room is a multitude of colored glass shards, a pile of glistening rocks, and a handful of semi-precious gemstones. Though the five gems are worth 10 gp each, the other items are honestly worthless to all but the athach.

EL: 8

Scaling: To increase the challenge of this encounter, give Nurganar one rogue level and have him wait in Ambush (darkness). To decrease the challenge, have him return from a long jaunt, fatigued.

Nurganar, Athach: CR 8; Huge aberration; HD 14d8+70; hp 133; Init +1; Spd 35 ft. in hide armor; base speed 50 ft.; AC 21, touch 9, flat-footed 20; Base Atk +10; Grp +26; Atk +17 melee (3d6+9, *+1 morningstar*) or +9 ranged (2d6+8, rock); Full Atk +12/+7 melee (3d6+9, *+1 morningstar*), and +13 melee (3d6+4, 2 morningstars), and +12 melee (2d8+4 plus poison, bite); or +5 ranged (2d6+8, rock), and +5 ranged (2d6+4, 2 rocks); Space/Reach 15 ft./15 ft.; SA Poison; SQ Darkvision 60 ft.; SV Fort +9, Ref +5, Will +10; Str 26, Dex 13, Con 21, Int 7, Wis 12, Cha 6.

Skills and Feats: Climb +9, Jump +18, Listen +7, Spot +7; Alertness, Cleave, Multiweapon Fighting, Power Attack, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 22, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Possessions: +1 hide armor, +1 morningstar, masterwork morningstar (2), *potion of heroism, potion of cure moderate wounds, potion of owl's wisdom.*

C10. FAKE DOOR

Written in Common on the surface of this otherwise normal door are the words, "WARNING! DO NOT ENTER! DANGER!" The letters are written in burgundy paint.

The moment the door is touched, a ghostly outline of a wild-haired old woman floats in the middle of the doorway.

The red lettering of warnings remain visible behind the translucent body as the creature moans, "This is now your second warning. You will not receive a third. Stay out of this room." Even as the form is speaking the last few words, it sinks back into the door and then disappears entirely.

Initial Attitude: N/A

Encounter: This door was designed to fool creatures venturing into the dungeon. It leads to a solid wall.

The ghost is a programmed illusion that resets after 5 minutes. Anyone ignoring the warning and entering the Room must succeed at a DC 35 Open Lock check to unlock the door. The door handle is on the left side of the door, which opens outward. The wall behind it is painted completely black to heighten the illusion of a dark and forbidding Room, but it is nevertheless made of solid rock.

Encounter Condition: Distraction Visions 5, [Haunted]

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C11. FORMER STORE

This small chamber is empty. A thick blanket of dust covers its floor, suggesting that no one set foot in this area in a long time.

Initial Attitude: N/A

Encounter: The members of the Order of Myruun once used this Room to store goods, but it is now empty. The lock on the door to this Room is of particularly high quality. It was added by a locksmith servant of Myruun when the deity's last followers were called to this region of the dungeon. Unlike most other locks in the region, it is made of silvery iron. The mechanism, in facts, looks brand new. Anyone attempting to pick the door must make a DC 35 Open Lock check.

Encounter Condition: N/A

Tactics: N/A

Treasure: Most of the goods stored in this chamber were brought to Rooms C8 and C9 where they were put to flame, as the Paladins of Myruun knew they were all going to die and did not want these items to fall in the hands of evil creatures. However, small piles of broken glass collect dust in the corner of the Rooms. In addition to the glass, there are 13 stone arrowheads and a small piece of smooth volcanic glass with the symbol of Myruun etched in one side. PCs who succeed at DC 15 Appraise checks recognize the volcanic glass curio used to have a pendant clasp, and could be worth as much as 50 gp if it were fashioned into another piece of jewelry.

EL: N/A

Scaling: N/A

C12. FORMER MEDITATION CHAMBER

Several thick woolen blankets are lined upon the floor of this small room. The blankets are dusty and rotten. The walls of the place were painted with a soothing green shade, but cracks have begun to appear in the otherwise smooth surfaces, revealing the dark bedrock behind.

Initial Attitude: N/A

Encounter: The followers of Myruun used this private cell to meditate, rest, or pray in peace.

Encounter Condition: Positive Energy, Safe

Tactics: N/A

Treasure: There is nothing in the Room, except for the useless blankets.

EL: N/A

Scaling: N/A

C13. FORMER COMMON ROOM

A DC 35 Search check reveals the secret door on the south wall. It is extremely difficult to find, mostly because it hasn't been opened in hundreds of years. Anyone finding the secret door needs to make a DC 30 Open Lock check to determine how to unlock it. The locking mechanism is simple but must be triggered each time the door is opened, but no special tools are required. Anyone succeeding at a DC 12 Dexterity check can open the hidden portal once they understand how to manipulate the device. No check is required to open the doors from inside the secret passageway.

This room has two doorways in the northeast corner. The door to the north has been torn off its hinges and removed from the frame while the one to the east is barred. There are hooks in the southern and northern walls at various points, indicating that large tapestries or paintings that were once displayed there. In the center of the hall, metal fastenings are attached to the floor, as if a dining table had once stood here as well. Two broken chairs are tossed casually in the south-western corner.

Initial Attitude: N/A

Encounter: Unless the PCs finds the secret corridor, this Room holds nothing of interest.

Encounter Condition: Distracting Noises 6

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C14. LARGE MEETING ROOM

PCs making a DC 15 Search check or a DC 12 Knowledge (architecture and engineering) check discover that both stone doors are heavily detailed. The creators of the doors even added stone rivets and a simulated locking mechanism nearly identical to other doors found throughout the dungeon. Even the stone bars fastened across the eastern door have a peculiar wooden grain to them. PCs succeeding at a DC 20 Spellcraft check realize the doors were changed into stone, underscoring the extraordinary measures taken to keep something from getting out of the next Room.

Anyone attempting to open the eastern door must first lift the 600 lb. stone bars from their slots. The top bar is set 4 ft. from the floor and the lower bar rests 2 ft. below the first. Once the bars are laid to the side, the door still requires a DC 20 Strength check to pull open.

The heavy stone door leading into this room scrapes along the floor until it gets stuck after three feet. The room's interior is more barren than normal. Stains and scuffmarks are visible along the ground and walls though someone wiped the dirt and dust clean. Another large stone door is found on the east wall, locked with two heavy stone bars.

Initial Attitude: N/A

Encounter: After the PCs spend 2 hours in this Room, roll for a Random Encounter. It is otherwise Safe.

Encounter Condition: [Safe]

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C15. FORMER BARRACKS

There are three more doorways leading out of this room, but the doors and frames are gone. The doorways lead to other chambers, which appear to be the same size as the main room. Oozing through the doorway of the easternmost chamber is a glob of goo. It is impossible to determine how vast it is because it completely covers the doorway as it slowly squeezes into the main room.

Initial Attitude: Hostile

Encounter: About 20 years ago, Arum the Wizard trapped a black pudding (hp 176) inside this Room after narrowly escaping its grasp. Guptu the Pale — an ogre mage who was a thorn in Arum's side for years after the paladins' last battle — had set an ambush for Arum with the pudding. Guptu and Arum faced off many times before the ogre mage was killed, but this pudding was his most deadly trap.

In order to contain the black pudding, Arum polymorphed the iron door and wooden bars into stone, hoping to seal the creature inside. He knew the pudding would continue to grow until it devoured everything in the barracks, but he also knew it would never escape on its own. In the event someone did manage to set it free, he cleaned the meeting Room of everything the pudding could consume, and sealed this chamber with another stone door.

The pudding is now so big that it fills whichever Room it occupies in the barracks. It has "eaten" everything inside the chamber, including the doors and hinges. But because it must force its way through the small doorways to move from Room to Room, it is slower than normal. It has a speed of 5 ft. and a 10 ft. reach. However, any pieces splitting from the host body moves and attacks normally.

PCs succeeding at DC 20 Listen checks hear the odd sound of the pudding's motion, like a gelatinous liquid piling up, or a slow scraping waterfall. The sound is coming from the central eastern cubicles.

Encounter Condition: Cursed 4

Tactics: By the time the PCs find the black pudding, it has already sensed the PCs and is moving to attack. It moves directly toward the closest PC, switching direction if the PCs run to another Room. The pudding cannot split itself on its own and only attacks in one direction at a time.

Treasure: N/A.

EL: 8

Scaling: To increase the challenge of this encounter, increase the speed and reach of the pudding by 10 ft. and 5 ft. respectively. To decrease the challenge, reduce the black pudding to 10 HD.

Black Pudding: CR 8; Huge ooze; HD 15d10+90; hp 176; Init –5; Spd 20 ft., climb 20 ft.; AC 3, touch 3, flat-footed 3; Base Atk +11; Grp +22; Atk +12 melee (2d6+4 plus 2d6 acid, slam); Full Atk +12 melee (2d6+4 plus 2d6 acid, slam); Space/Reach 15 ft./10 ft.; SA Acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL N; SV Fort +11, Ref +0, Will +0; Str 17, Dex 1, Con 22, Int —, Wis 1, Cha 1.

Skills and Feats: Climb +16.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 23 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 23 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

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

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

C16. COCKATRICE MAZE

The walls here are worn. Corridors turn sharply at random intervals or end abruptly. In addition, sounds soak right into the walls muffling footsteps and speech.

Initial Attitude: Unfriendly

Encounter: There are signs that someone attempted to dig further into the rock and stone near several of the dead end passages. No tools can be found, but there are piles of dirt and gravel in the Room.

About six years ago, a goblin from Region B got separated from his raiding party and stumbled upon the secret door leading west. After going through the Room, he found the cockatrice's lair, was bitten, and turned to stone. The cockatrice (hp 72) entered the secret passage to ward off any other trespassers, but the door closed behind it. Since then, the cockatrice has wandered throughout the maze trying to find its way back to its lair.

Many wanderers found their way into the maze since then, only to be turned to stone by the crazed beast that attacks everything coming across its path (see Room C19 for more cockatrice victims). The PCs should stumble upon the cockatrice when rounding a corner, as the cockatrice is most often found wandering the Section.

Encounter Condition: Ambush

Tactics: When encountered, the cockatrice attacks, turning weaker PCs to stone. If wounded, it flees to Room C19, unless cornered. If given no chance to escape, it fiercely attacks the closest PC, until it has a chance to flee. The gargoyle in Room C19 helped it fight off attackers in the past.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, allow the cockatrice to surprise the PCs or attack from *darkness*. To decrease the challenge, have the cockatrice flee to Room C19 at the sound of footsteps.

Cockatrice: CR 6; Medium magical beast; HD 14d10+14;hp 91; Init +3; Spd 20 ft., fly 60 ft. (poor); AC 12, touch 12, flat-footed 10; Base Atk +14; Grp +14; Atk +17 melee (1d6 plus petrification, bite); Full Atk +17 melee (1d6 plus petrification, bite); SA Petrification; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +10, Ref +11, Will +5; Str 10, Dex 15, Con 13, Int 2, Wis 13, Cha 9.

Skills and Feats: Listen +11, Spot +12; Ability Focus (petrification), Alertness, Dodge, Weapon Finesse[B], Weapon Focus (bite).

Petrification (Su): Creatures hit by a cockatrice's bite attack must succeed on a DC 20 Fortitude save or instantly turn to stone. The save DC is Constitution-based. Cockatrices have immunity to the petrification ability of other cockatrices, but other petrification attacks affect them normally.

C17. FORMER GUARD POST

The moment the door latch is turned, it swings inward as a giant pendulum attached to the ceiling descends. Inside, along the north wall, there are six nail holes some six feet off the ground. Resting on its side in the southeastern corner is an old wooden chair with three legs.

Initial Attitude: N/A

Encounter: PCs with the trapfinding ability who make a DC 15 Search check notices that the door is unlocked, but that there is constant

tension upon it. Anyone making a DC 27 Disable Device check discovers there is no way to bypass or disarm this trap, but realizes that it can be triggered at a safe distance. The trap was poorly designed, as the pendulum is fastened to the ceiling directly above the doorway. This causes it to slam against the frame, stopping its progress at the bottom of its arc of motion. The trap can only hit someone standing directly in front of the door.

Ceiling Pendulum Trap: CR 5; mechanical; touch trigger; manual reset; Atk +18 melee, (1d12+8/×3, greataxe); Search DC 25; Disable Device DC N/A.

A DC 32 Search check reveals the secret door on the north wall. This door is extremely difficult to find because it has not been opened in centuries. Anyone finding the secret door needs to make a DC 20 Open Lock check to determine how to unlock it. The locking mechanism must be triggered each time the door is opened, but no special tools are required. Anyone making a DC 10 Dexterity check can open the hidden portal once they understand how to manipulate the device. No check is required to open the door from inside the secret passageway.

Encounter Condition: N/A

Tactics: N/A

Treasure: Except for the broken chair, trap, and the secret passageway, this Room holds nothing of interest.

EL: 5

Scaling: To increase the challenge of this encounter, add three greataxes to the ceiling pendulum trap. To decrease the challenge, reduce the damage dealt by the trap to 1d10+3.

C18. FORMER SPARRING ROOM

Two great stone chairs face each other across this wide room, as if waiting for opposing generals to sit and watch their champions compete. The chair to the west resembles a sailing vessel, the back support being a large mast with two crossbeams and the armrests tapering into the semblance of a prow. The chair to the east is shaped to look like nothing less than a tsunami, curled back upon itself and preparing to douse whomever sits in its path. Both chairs are set about 10 ft. in front of their respective walls.

Initial Attitude: N/A

Encounter: This was the Paladins' exercise Room as well as a place to hold contests for sport and settling disputes. PCs who make DC 15 Spot checks notice a faint 20 ft. wide square painted on the ground in the center of the Room. They also see the ground near the western chair is scraped and marred, as if the chair had been moved and left slightly askew.

The western chair releases a cloud of insanity mist if it is moved in any direction. Anyone standing between 10 ft. to 20 ft. from the chair is allowed a DC 20 Reflex save to jump outside the poisonous cloud and avoid its effect, but anyone close is automatically caught in the mist. This trap cannot be bypassed, but it is only activated when the chair is moved. The eastern chair is not trapped.

Insanity Mist Vapor Trap: CR 5; mechanical; touch trigger; manual reset; gas; multiple targets (all targets in a 20 ft. radius); never miss (within 10 ft.); onset delay (2 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); Search DC 20; Disable Device DC 20.

Encounter Condition: N/A

Tactics: N/A

Treasure: Anyone succeeding at a DC 15 Appraise check or related Craft check values the chairs at well over 1,000 gp each, because of the unique craftsmanship.

EL: 5

Scaling: To increase the challenge of this encounter, add burnt othur fumes to the insanity mist trap. To decrease the challenge, allow everyone within 10 ft. of the trap a DC 20 Reflex save to negate its effect and allow those beyond 10 ft. a DC 15 Reflex save.

C19. LARGE MURAL ROOM

Both doors to this Room are open.

The rows of goblin and gnoll statues arranged in this room contrast with most of the stark and empty rooms of the area. There are also several murals painted upon the walls. The north wall shows a knight in shining golden armor, standing at the prow of a ship and looking out at an endless ocean. The west wall depicts a battle between a battered ship and a coiled sea serpent, as a bolt of lightning comes down from the sky to strike the serpent. The east wall shows a breath-taking picture of a beautiful woman looking out over a calm sea at sunset, as if awaiting the return of her beloved.

Initial Attitude: Unfriendly

Encounter: The murals are painted on the walls and are magically protected, so it is impossible to erase them or dilute their colors. If the PCs study the murals, they see titles (in the Common tongue) painted at the bottoms of the pictures. The western mural is entitled "The Oceans," the northern mural is called "The Journey," and the eastern mural is simply labeled "Vigilance." In addition to the titles, further inspection reveals the incredible detail in each mural. It is clear to everyone that these paintings would be priceless, if they had been painted on a portable canvas.

The statues in the Room are arranged into four rows. There are seven gnolls, seven goblins, and three human statues, in addition to the gargoyle that haunts the place. None of the statues in the Room are on bases, except for the gargoyle standing on a square stone block in the second row from the west. Anyone examining the statues can make a DC 20 Spot check to realize the gargoyle is alive. The three human statues are in the second row from the east. The statue at the north end of the row depicts a man dressed in hides who just finished a powerful, two-handed swing with his warhammer. The second statue from the south is of a woman in studded leather armor who is reaching behind her back for another arrow. The last statue in that row shows a small, wiry man in leather armor standing on one leg, as if dodging something. All of the goblin and gnoll statues have similar poses, but most of them show horrified faces.

Anyone making a DC 20 Search check while studying the statues discovers hairline cracks and chips in all of them. In addition, several of them have heads that were broken off and placed back upon the neck. All of the statues were once humanoids petrified by the cockatrice before being dragged here by the gargoyle. None of them will survive the transformation back to flesh.

This Room is the home of a gargoyle (hp 56), but the creature does not move until discovered or attacked by the PCs. Unless the PCs killed the cockatrice in Room C16, it is also hiding. Allow the PCs DC 15 Spot checks to see the cockatrice as it moves away from them, trying to hide behind the statues.

Encounter Condition: Ambush, Concealment, Echoes 4

Tactics: The gargoyle attacks if it is discovered, if the cockatrice enters combat, or if a PC turns his back on it while within close range. In any of these circumstances, the gargoyle attempts to gain surprise on the closest PC. If none are within range, it maneuvers to attack unarmored opponents first. The gargoyle performs a full attack whenever possible. If present, the cockatrice avoids the PCs unless it is cornered or they attack the gargoyle. In either case, the cockatrice attacks. If the gargoyle is destroyed, or the cockatrice has less than 10 hit points remaining, it flees back to Room C16.

Treasure: Except for the murals, which cannot be removed, the Room is empty.

EL: 5, or 7

Scaling: To increase the challenge of this encounter, add 3 HD to the gargoyle, which becomes a large creature. To decrease the challenge, the gargoyle begins the encounter wounded (–10 points).

Gargoyle: CR 5; Medium monstrous humanoid (earth); HD 6d8+19; hp 56; Init +2; Spd 40 ft., fly 60 ft. (average); AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +6; Atk +6 melee (1d4+2, claw); Full Atk +6 melee (1d4+2, 2 claws) and +4 melee (1d6+1, bite)and +4 melee (1d6+1, gore); SA —; SQ Damage reduction 10/magic, darkvision 60 ft., freeze; AL CE; SV Fort +5, Ref +6, Will +4; Str 15, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +7*, Listen +4, Spot +4; Multiattack, Toughness.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. *The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

C20 THROUGH C21. PATH OF DESTRUCTION

The demon imprisoned in Room C21 had many names. His true name is still unknown, and this is perhaps the main reason he has been so consistently elusive. For the sake of reference, however, he is most often referred to as Falortuligo, which translates into Common as "the clever ash," or "Ash, the Trickster." In addition to his ability to escape imprisonment of any kind, Ash is renown for being a malicious tormentor.

That reputation was a primary reason he earned a special place in this prison. His cell was designed with no exit and its entrance is a specially constructed gateway, set inside two archways to create a one-way portal into the cell. The cell was flooded with water and eight massive cold iron chains were designed to clamp down on any heat source entering the place. When all eight chains found purchase — and thus took hold of the demon that was transported here — the runes on the walls of the cell activated and froze everything solid.

Ash was found by a group of angels and captured. He was then transported to the cell's entry chamber after its completion (Room C110). The demon offered little resistance until the last moment, when he pushed a solar angel named Amarantiel into the prison portal right before he was forced inside himself. Amarantiel, which means "Unfading Vigilance" in the Celestial tongue, knew there would be no escape from the cell. He accepted his imprisonment, fighting to subdue Ash in order to hasten the freezing process. Though unable to prevent one chain from attaching itself to his body, Amarantiel redirected the other seven chains to Ash. The magical walls then froze them both in solid ice for millennia.

If Amarantiel thought his unjust interment would be spent in quiet contemplation, he was quickly corrected by Ash. From the first hour of their confinement, Falortuligo initiated a telepathic dialog with Amarantiel. Over the centuries, Ash imbedded thoughts and voices into Amarantiel's mind, convincing him that the angel had been falsely imprisoned. During the last hundred years of their imprisonment, the demon twisted his soothing words until Amarantiel believed Ash another solar angel.

The final key to unlocking Ash's prison came when the wizard Arum arrived. A decade or so ago, Arum built a laboratory in Room C20 and Ash took the opportunity to speak telepathically, with the wizard. Arum believed the demon was a falsely imprisoned angel when the demon Falortuligo was placed in a cell within the prison complex. The demon told Arum it was impossible for him to gain freedom without also setting the demon free. Arum was warned against telling anyone they had spoken, to prevent the possibility of someone freeing the angel — because it would also release the demon. Ash's steadfast refusal of all offers of assistance, lest the demon be set free, convinced Arum that the voice in his head was that of the angel Amarantiel.

Posing as Amarantiel, Ash asked nothing of the wizard, but occasionally conversed with Arum during his studies. These conversations became frequent as Arum asked "Ash" for advice on magical theories and practices while working in his lab. It was during one such discussion about the creation of magical weaponry that Ash set in motion a plan that would lead to his inevitable release.

Arum complained about spending too much time maintaining his forge to generate sufficient heat, and that his research was suffering because of it. Ash suggested placing wards on the front of the forge to reflect the heat back into the walls. A higher level of heat would then be maintained. Not coincidentally, this would also focus a great amount of heat on the stone wall surrounding the prison. Arum, however, did not know how close he was to Ash's icy prison cell. It was this mixture of intense cold from the prison and constant heat from the forge that eventually cracked the wall separating Rooms C20 and C21 and melted the ice to water, which boiled away into the forge. And once the wall was weakened, Falortuligo and Amarantiel broke free.

When Ash and Amarantiel broke through the wall of the prison, the members of the Order of Merunda confronted them. At first, Amarantiel believed Ash was another angel, and he did not understand why the Paladins of Merunda fought him. For millennia, the demon deceived Amarantiel, who now believed Ash was his kin.

While the brave followers of Merunda fought the demon, Arum used a number of illusions to trick Amarantiel into activating his true sight. It was then that the veil was lifted from the angel's eyes. And Amarantiel now understood the nature of Ash's treachery. The Paladins of Merunda gave their lives to allow Amarantiel to see through the demon's trickery. Their sacrifice allowed the angel to regain his senses and slay the demon.

The events leading up to the final confrontation between the demon and Amarantiel is recorded in Arum's account of the battle in Room C64.

This Section has no Random Encounters.

C20. ARUM'S FORMER LABORATORY

Piles of rubble and cracked stone blocks along the walls take up most of the floor of this chamber. Inside the room, an immense mound of debris is splayed out upon the ground in front of a gaping hole in the eastern wall. The rest of the chamber is a jumble of crushed timber and broken glass strewn about the larger morsels of stone. The west wall is scorched, especially around the entrance to the room where an overturned forge lays cold and broken against the wall.

Initial Attitude: N/A

Encounter: This Room is the former laboratory and living quarters of the wizard Arum. Judging by the ground and dispersal pattern of the explosion, the hole in the eastern wall is where the forge was located before the stone of the wall broke. There is a faint residue of abjuration magic coming from the crushed forge. If PCs examine the forge closer, they can attempt a DC 27 Spellcraft check to decipher the magical runes written inside as wards that reflected the heat and energy of the forge back into itself.

PCs succeeding at DC 22 Search check find several books wedged under the mass of stones and boulders. It is clear the books are damaged, but they may be of some use, should the PCs find a way to move the massive blocks to retrieve them. Most of the blocks of stone in the Room weigh more than 500 lbs. each, and many smaller boulders have to be removed before the larger ones can be pushed aside. Anyone attempting to clear the rubble must make three separate DC 22 Strength checks. For each Strength check made, one book can be recovered. No more than one Strength check can be made every 15 minutes, and PCs failing to rest after each check suffer a cumulative –1 Strength loss from fatigue every half hour. Lost Strength points regenerate at a rate of 1 per hour.

Encounter Condition: N/A

Tactics: N/A

Treasure: There is no treasure here unless the PCs remove at least three of the undamaged books from under the stones. Anyone with ranks in Spellcraft gains an additional 2 ranks after spending one month reading the fragments of these three books. No further advantages are gained for reading more books, but a total of seven can be recovered.

EL: N/A

Scaling: N/A

C21. BROKEN PRISON OF FALORTULIGO

This enormous one hundred ft. tall room is noticeably colder than other rooms in the area. Four massive chains hang like pillars from the ceiling at even intervals in the center of the chamber. Coiled upon the ground amidst the last few links hanging from the ceiling are four more impossibly huge chains. The shackles at the end of each chain is twisted and warped, as if something broke its way free. The rest of the vast room is surprisingly empty, save for the large blue runes encircling the chamber and an ornate archway on the north wall. The runes emit a faint, steady, and oscillating glow, as if imitating the breathing patterns of an enormous sleeping beast.

Initial Attitude: Friendly

Encounter: PCs succeeding at a DC 25 Craft or Profession check (relating to metal) realize the chains share properties of cold iron and adamantine. The PCs who make such checks also know it is not possible to combine those two metals, since one is forged at low temperatures and the other at extremely high temperatures.

Chain: 6 in. thick; hardness 20; hp 400; break DC 100.

The ornate archway on the north wall has intricate designs surrounding a curtain-like interior. The surface of the archway is solid, but has a fluid sensation to it. There is no way to pass through the archway from this side.

A few minutes after the PCs enter the Room, Zrino (hp 16) — a lantern archon — arrives through the archway from Room C110. PCs succeeding at a DC 15 Spot check see the creature pass through the magical archway. The archon gives the PCs information regarding the prison and its current state and provides background about this Room (including what little it knows about its former occupants).

Zrino's primary task is to inform the PCs that a special key (Room C105) lends access to another door in the dungeon. The archon describes the key and indicates it lies to the southeast, but to get there the PCs need to deal with danger along the way. The PCs also need the Mark of the Righteous, for only those who are blessed with this Mark can open the door leading into the Room where the key lies. The archon is able and willing to give the Mark to those who want it, with the exception of evil-aligned characters.

The Mark of the Righteous endows a permanent +1 luck bonus on all saving throws for good characters. Neutral characters are unaffected by its effect. If a character with the Mark ever becomes evil, he loses the bonus and suffers a –2 luck penalty on all saving throws for as long as he remains evil or until the Mark dissipates. The archon Zrino gives the Mark by shining a light on the palm of any non-evil character wishing to receive it. Close examination of a marked hand shows a faintly glowing sigil upon the palm. A DC 25 Knowledge (religion) check reveals this sigil as an ancient symbol denoting righteousness or proven goodness. The Mark lasts for 1d3+1 months, after which time it disappears from the character's palm entirely. The Mark of the Righteous also grants the bearer the ability to read and understand Celestial, but not speak it.

If the PCs ask for aid, the archon replies in a musical voice, "I can give you light for your eyes and illumination for your mind, but our paths do not cross." Zrino casts *continual flame* (up to twice per PC) on any item the PCs want enchanted. Aside from the information regarding the prison and the special key, he knows little about the inhabitants of the Region or the current state of affairs in any Region other than C and G.

If questioned about Arum, Zrino simply says, "The wizard is long gone." [Zrino is one of the few inhabitants of the Region who knows this.]

If asked about a cure for petrification, the archon states, "Gahrr'k has what you seek, but does not help others."

Encounter Condition: [Fear 15], Fearless, Hallowed 3, Positive Energy

Tactics: If anyone attack Zrino, he activates *aura of menace* and then flies out of range. If the PCs pursue, he attacks with ray of light each round after the first. Since, Zrino cannot be fully killed (returning in one month's time due to the magic of the dungeon), he fights to the death.

In the event PCs halt their attack, a DC 25 Diplomacy check convinces the archon to cease fighting as well. Evil PCs receive a –10 circumstance penalty to that check.

Treasure: PCs searching the Room for at least 1 hour are allowed a DC 30 Search check to find a single loose stone in the floor. The stone is protected by a glyph of warding and a lock that requires a DC 50 Open Lock check. If opened, the stone can be lifted up and under the tile is a long strongbox, large enough to store a longsword. The box has another glyph of warding on it and requires another DC 50 Open Lock check to open.

Both the stone tiles and the box are indestructible.

Inside the box is a magical longsword, radiating a great deal of magic (Strong Evocation [chaotic, evil] and moderate transmutation). It is, in fact, a +3 *anarchic flaming keen mighty cleaving unholy longsword*, a relic of an old age, that the celestials were unable to destroy and instead, were forced to bury under this tomb.

Glyph of Warding (Blast): CR 6; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

EL: 3

Scaling: To increase the challenge of this encounter, add two lantern archons. To decrease the challenge, remove the Fearless Condition.

Zrino, Lantern Archon: CR 4; Small outsider (archon, extraplanar, good, lawful); HD 4d8+8; hp 23; Init +4; Spd Fly 60 ft. (perfect); AC 15, touch 11, flat-footed 15; Base Atk +4; Grp +4/–5; Atk +6 ranged touch (1d6, light ray); Full Atk +6 ranged touch (1d6, 2 light rays); SA Spell-like abilities; SQ Aura of menace, damage reduction 10/evil and magic, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, teleport, tongues; AL LG; SV Fort +6 (+10 against poison), Ref +4, Will +4; Str 1, Dex 11, Con 14, Int 6, Wis 11, Cha 10.

Skills and Feats: Concentration +7, Diplomacy +7, Knowledge (the planes) +5, Listen +7, Sense Motive +7, Spot +7; Improved Initiative, Weapon Focus (light ray).

Aura of Menace (Su): Will DC 12 negates.

Light Ray (Ex): A lantern archon's light rays have a range of 30 ft. This attack overcomes damage reduction of any type.

Spell-Like Abilities: At will-aid, detect evil, continual flame. Caster level 6th.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 12 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs. of objects. Within the confines of this dungeon, the lantern archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

C22 THROUGH C28. NEUTRAL ZONE

Originally, the Section comprised of Rooms C22 through C28 was a processing station for the smaller prison cells to the east and west. When an enormous earthquake tore a jagged chasm into the foundation of the dungeon prison, hundreds of years ago, this region was all but abandoned.

For the last ten years, the Rooms in this Section were claimed by different inhabitants, including goblins (from Region B) and gnolls from the Gnashing Fang Tribe (Rooms C29 through C42). Before then, it was patrolled and monitored by the Paladins of Merunda, though they lived elsewhere in the Region. Today, however, the Section is primarily a buffer zone between the goblin and gnoll factions.

The Rooms in this area are spattered with blood and gore, showing signs of many battles. Though the halls are much cleaner than the Rooms, most doors have crude markings upon them. Whether these marks are warnings or territorial boundaries — or something else entirely — does not seem to matter, as they have been crossed out and written over countless times. These marks extend to some of the walls in the area, but are primarily focused upon the doors and archways.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A lone gnoll from the Gnashing Fang Tribe investigates the noise the PCs have created. He's actively hiding and watching from the shadows, eager to report back and bring reinforcements if necessary.
2	A breeze cuts through the Section, chilling the PCs and threatening to blow out torches and lanterns. Drafty
3	The sounds of battle and howling echo through Section.
4	A bloody gnoll fang lies in the Room, obviously ripped from the creature's mouth.
5–12	Nothing
13–14	Four gnolls (from the Gnashing Fang) scout the perimeter of their territory. They enjoy light conversation while they talk, keeping an eye out for intruders.
15–16	Five goblins scout the Section. They engage the PCs (if necessary), but scatter as soon as one falls in combat.
17	2d8+8 goblins from Region B and four gnolls from the Gnashing Fang Tribe are engaged in combat. The sound of battle is abrupt and loud enough to wake sleeping PCs. Another 2d6 gnolls arrive to support the battle 2d3 rounds after the PCs are made aware of it. The goblins sound a retreat if the PCs join the fight. The gnolls attack the PC, regardless of their actions or intent. If the PCs do not interfere, the goblins lose half their forces and retreat, while the gnolls suffer 1d3 casualties and carry off all dead gnolls and goblins back to their territory.
18	The PCs stumble upon a trap. Two sword blades strike from each side of the Room when a PC steps on a 10-ft. square pressure plate. The blades are 3 ft. long and 4 ft. from the ground. They alternate directions after each attack, automatically resetting 1 round later. **Double Blade Trap:** CR 4; mechanical; location trigger; automatic reset; Atk +20/+15 melee (1d6+8 each, longsword); Search DC 21; Disable Device DC 18.
19	The PCs stumble upon a trap. An audible *alarm* goes off, followed by *confusion*, affecting everyone within a 15-ft. radius. The *alarm* can be heard by everyone within 120 ft. Immediately roll for a second encounter, ignoring results of 17, 18, and 19. **Confusion Trap:** CR 5; magic device; proximity trigger (*alarm*); automatic reset; spell effects (*alarm, confusion,* 7th-level wizard, DC 16 Will save negates); Search DC 28; Disable Device DC 28.
20	Nurganar (Room C9) searches for treasure. When encountered, he asks for a tribute — 100 gp from each PC. If the PCs pay up, Nurganar talks with them. Since he travels everywhere, he knows a about the Region.

C22. GREASE TRAP

There are two words written on the door. One is small Goblin marking and the other is large rune written in Gnoll. Both say "TRAP."

The walls of this room are black, but the floor is covered in a greasy residue that has an unpleasant smell. There is a small, black, unmoving shape lying near the opposite corner of the chamber. The dark color of the walls and floors makes it difficult to pick out any other features in the room.

Initial Attitude: N/A

Encounter: After the door is opened, the trap triggers. There is a 1d6 round delay, before *burning hands* is cast from the corner nearest the door, directly towards the floor. Anyone standing in the doorway is hit and must succeed at a DC 14 Balance check or become prone. In addition, the trap simultaneously lights the *grease* on fire, causing 1d6 points of fire damage per round to anyone caught inside the Room. Treat the burning grease as alchemical fire. The grease fire burns itself out in 10 rounds and the trap resets itself after another 10 rounds.

Burning Hands and Grease Trap: CR 6; spell; touch trigger; automatic reset; Atk +2 ranged touch, spell effects (*burning hands, grease,* 3rd-level wizard, 3d6 fire, DC 14 Reflex save half damage); 1d6 fire per round for 10 rounds; multiple targets (all targets in a 30-ft.-by-30-ft. Room); never miss; onset delay (1d6 rounds); Search DC 26; Disable Device DC 26.

Anyone searching the Room, before or after it is set on fire, must make a DC 15 Search check to notice that the walls are heavily caked soot. PCs succeeding at a DC 20 Search check also find charred bits of bone and metal about the floor.

Encounter Condition: [Smoke]

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add *lightning bolt* to the trap, 1d10 rounds into the fire. To decrease the challenge, remove the *grease.*

C23. KILLER TRAP

The stench of decaying flesh lingers here. The nauseating odor is almost certainly caused by the rotting gnoll and goblin corpses lying upon the floor. They appear to have no wounds on them, but the look of terror on their faces is a testament to the violent nature of their deaths.

Initial Attitude: N/A

Encounter: A *phantasmal killer* trap that affects the first person entering the Room. Anyone witnessing the spell sees only a vague shadowy shape. This trap resets itself one minute after being triggered, but is only sprung again when PCs re-enter the Room. PCs already in the Room do not trigger the spell again.

Phantasmal Killer Trap: CR 5; magic device; proximity trigger (alarm); automatic reset; spell effect (*phantasmal killer,* 7th-level wizard, DC 16 Will save for disbelief, DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29.

Encounter Condition: [Smoke]

Tactics: N/A

Treasure: PCs searching the bodies find various personal effects. The gnoll has four knucklebones used for gaming in a belt pouch, but one has slightly different markings. Anyone finding the bones can make DC 15 Appraise or Craft (alchemy) check to identify the odd bone as an archaic (but functional) thunderstone. Amidst the remains of the two goblins the PCs find a short sword, a rusted dagger, and 1d4 cp.

EL: 5

Scaling: To increase the challenge, add a *fire trap* to the *phantasmal killer* trap. To decrease the challenge, replace the *phantasmal killer* trap with a *magic missile* trap.

C24. DEAD GHOUL ROOM

This door seems normal at first, but its locking mechanism is partially melted. The hinges of the door seem intact, if a bit rusted. Were it not for the mangled lock, this door would not be worth noting.

There is a desiccated corpse in the middle of the room. It is so skeletal and unnatural that it must be an undead creature. It was leaning against the door, as if trying to claw its way out, but it is no longer moving. The only thing remarkable about the corpse is the fascinating silver necklace on around its neck.

Initial Attitude: N/A

Encounter: These are the remains of a ghoul trapped here by the wizard Arum. It is still alive, although the necklace is constantly draining its strength. Thus, the ghoul remains helpless even if the necklace is removed. The ghoul has been trapped here for years.

Encounter Condition: Haunted, Stagnant Air

Tactics: N/A

Treasure: The necklace is a simple silver medallion with the word "sloth" written in Elven. It is cursed and affects any creature with a Strength score that wears it. Every day it's worn, the necklace deals 1d3 points of Strength damage (at midnight). The strength loss is permanent for as long as the necklace is worn and can only be restored with *restoration* or similar. Furthermore, once the necklace is worn around a person's neck or wrist, it cannot be removed by any means save *remove curse*. Without the aid of magic, lost Strength points return at a rate of 1 per week once the item has been removed from its victim.

EL: 6

Scaling: To increase the challenge of this encounter, have the necklace deal 1d4 points of Strength damage. To decrease the challenge, allow the victim to remove the necklace with a DC 18 Will save.

C25. OPEN HALLWAY

The hallway opens into a small chamber before continuing to the east. There is a dark red stain smeared on the floor, as if something was dragged down the eastern corridor.

Initial Attitude: N/A

Encounter: The red stain is a trail of smeared blood leading to Room C28.

Encounter Condition: Echoes 2

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C26. SMALL CLOSET

The door to this small room squeaks open. Inside is a goblin. The creature is dressed in dirty clothes and sobs.

Initial Attitude: Neutral

Encounter: The goblin's name is Ratul (hp 6), which means "stupid weakling." He was a scout for the Goblin King (Room B5), but never provided satisfactory information. In truth, Ratul is an exceptional scout. But, he's timid and less evil than his kin and therefore unwilling to help the Goblin King in his quests.

Ratul continually pulls up a glorified rag that skirts his waist. He is covered in cuts and scars consistent with the lashes of a whip. Ratul is too shocked to speak at first, but is relieved to meet someone who is neither a gnoll or goblin.

If the PCs questions him, Ratul pleads for mercy, offering his service as guide and scout. Anyone who makes a DC 20 Sense Motive check senses Ratul's sincerity. If the PCs threaten him, Ratul becomes afraid and unresponsive once more. If the PCs attack, he offers no defense. Ratul is familiar with the layout of Rooms C19 through C31 and will not willingly travel west into Region B, east past Room C29, or into Room C32. Unless the PCs succeed at a DC 30 Bluff or Diplomacy check, nothing convinces him to travel to those Rooms. If the PCs treat him as a captive, or force him to go where he doesn't want, Ratul escapes the first chance he gets.

If the PCs talk to him, Ratul gives out any information he has about the area. He describes a great "army of dog men" to the east, and their war with the Goblin King to the west. He also knows the "dog king," named Gahrr'k, has "a small jar of grease that makes statues come to life." Ratul witnessed Gahrr'k using the stone salve on one of his lieutenants in Room C19, but he never saw the cockatrice or gargoyle. Finally, Ratul knows that the gnolls and goblin armies avoid this area because of the ghouls in Rooms C27 and C28. He chose this Region as a hiding place because he does not believe anyone else knows the ghouls were destroyed.

If Ratul joins the PCs, he refuses to assist in combat. In fact, the person who is most kind to Ratul suffers a –2 AC penalty in any combat situation, as the goblin clings to that character's leg while in battle. Ratul, however, remains true to his word as long as the PCs do not betray him or leave him unprotected.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

♟ **Ratul, Goblin Rog 1:** CR 1; Small humanoid (goblinoid); HD 1d6+1; hp 7; Init +2; Spd 30 ft.; AC 16, touch 13, flat-footed 17; Base Atk +0; Grp –4; Atk +1 melee (1d4/19-20, short sword) or +3 ranged (1d3, sling); Full Atk +1 melee (1d4/19-20, short sword) or +3 ranged (1d3, sling); SA Sneak attack +1d6; SQ Darkvision 60 ft., trapfinding; AL N; SV Fort +2, Ref +4, Will +1; Str 9, Dex 14, Con 12, Int 13, Wis 11, Cha 8.

Skills and Feats: Climb +1, Disable Devices +4, Escape Artist +6, Hide +10, Listen +4, Move Silently +10, Open Lock +5, Search +3, Spot +3, Use Rope +4; Stealthy.

Sneak Attack (Ex): Any time Ratul's opponent is denied his Dexterity bonus to AC, or if Ratul flanks his opponent, he deals an extra 1d6 points of damage.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Skills: Ratul has a +4 racial bonus on Move Silently and Ride checks. Ratul speaks Common, Gnoll, and Goblin.

Possessions: Studded leather armor, short sword, dagger (2), sling, pouch, sling bullets (7), thieves tools, 25 ft. of twine.

C27. GHASTLY MURAL

Aggravation emanates from crude pictures drawn on the walls here. The pictures are barely recognizable, as the paint used to draw them has faded over time. In the southeastern wall of the chamber is a tiny structure built from gnawed bones. The roof of this miniature house is incomplete, but the thing is otherwise surprisingly detailed. Along the eastern wall, nine white carved figurines are lined up next to the house.

Initial Attitude: N/A

Encounter: Anyone studying the paintings upon the wall is eventually able to discern terrible pictures of horrifying acts of violence. Each PC studying the murals imagines they see something different. The pictures are not magical, but made to inspire the most dreadful imaginings of those who behold them.

PCs searching the wall behind the bone figurines are allowed DC 24 Search checks to find a 5-ft. tall secret door leading to Room C28. The cramped, cobweb-filled corridor should unhinge all but the most seasoned adventurers. Medium or larger PCs must make a DC 20 Will saving throw or be shaken while inside the passageway. Anyone failing the first save must make another DC 20 Will saving throw to prevent being frightened when they find the secret door on the other end of the corridor wedged shut (see Room C28 for further details).

Anyone succeeding at a DC 15 Knowledge (nature) or a DC 20 Heal check can identify the bones as those consistent with humanoid creatures. The corpses are those of three gnolls and a human, but the latter has dry and sickly flesh mashed almost beyond recognition.

Encounter Condition: Distracting Visions 4, Haunted

Tactics: N/A

Treasure: A PC succeeding at a DC 15 Appraise check determines tyhe miniature house or bone figurines hold no value.

EL: N/A

Scaling: N/A

C28. GHAST TOMB

A pile of crushed rocks is piled in the southeast corner of this chamber, blocking the hidden panel behind and making it impossible for anyone to enter this Room via the secret corridor beyond. PCs clearing the debris are allowed a DC 20 Search check to notice the secret wall panel, which opens into the narrow corridor beyond (see Room C27).

A cloud of stench lingers close by. The trail of blood leading from the corridor to the door continues on into the chamber, past the half-opened doorway. The room seems empty except for a pile of crushed stone boulders in the southeast and the remains of several creatures lying upon the floor in the north-west corner.

Entering the room disturbs a cloud of flies hovering above the corpse. A closer look inside reveals the former occupants were smashed into a mealy pulp. The stench obviously emanates from the corpses.

Initial Attitude: N/A

Encounter: Anyone succeeding at a DC 15 Heal or other related check determines there are at least three gnoll corpses in the pile of bones in addition to the remains of the ghast. The gnolls have been dead less than a month, and were torn apart before being left to rot. The gnoll corpses seem to have been purposely dismantled to prevent reanimation.

Gahrr'k, the gnoll chieftain (see Gnashing Fang Tribe and Room C37), destroyed the ghast a few weeks ago, but no one other than the chieftain and Ratul knows that. Gahrr'k plans to use this Room, but is airing it out until it's hospitable.

Encounter Condition: Desecration 4, Stagnant Air

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C29 THROUGH C42. GNASHING FANG TRIBAL GROUNDS

Nine years ago, a hunting party from the Howling Fang Tribe stumbled upon the entrance to the prison. The tribal Chieftain, Hag-grt, decided the tribe needed an additional lair and sent one-third of his tribe into the dungeon to pave the way for the rest of his people. Hag-grt, however, never intended to enter the underground prison.

The Howling Fang Tribe was now too large to control, and Hag-grt too old to fight off younger and stronger gnoll challengers. Wise as he was, he sent the toughest gnolls into the dungeon and remained with a smaller tribe; one he could control without competition.

So it was, that a band of 85 gnolls entered the dungeon. They had great success at first, scaring off or killing many humanoid races and fiendish beasts surrounding the entrance. But, overtime they found the dungeon's massive, sprawling tunnels too difficult to navigate and they soon became lost. Discord broke out among the gnolls and a demand for leadership reared its head. Two fiendish gnoll brothers — Gahrr'k and Yie-ar'k — barked challenges, each claiming leadership of the group.

After some discussion, Gahrr'k agreed to support his brother, Yie-ar'k. But the gnolls did not all agree that he should lead and one by one, the gnolls stepped forth to contest his leadership. After six challengers, a young hot-headed gnoll named Attuk'k stepped forward and, in a ferocious battle, crippled Yier-ar'k. Although Attuk'k was defeated, Gahrr'k stepped forward and decapitated both of them, assuring his place as leader of the tribe.

After that, no one challenged Gahrr'k's right to lead.

Gahrr'k (Room C37) took the remaining gnolls and formed what became the Gnashing Fang Tribe. Although Gahrr'k led his tribe further into the dungeon prison. By the time the gnolls realized he never intended to leave the vast underground complex, they had little choice but to follow their chieftain.



Some time after entering the dungeon, Gahrr'k met the Goblin King, Argliss. Though unafraid of the goblin, he worked out an immediate agreement with Argliss rather than fight (especially without a lair of their own yet). Gahrr'k discovered Argliss was fearful of the wizard Arum (to the east), and volunteered to kill the wizard in exchange for a vague alliance between their two tribes. Thinking either the wizard or the gnolls would be destroyed by such an alliance, the Goblin King agreed, sending along 20 of his own warriors to assist.

Gahrr'k left the Goblin King's domain and paused in Room C29 to inspect his new forces. He charged forward to fight the wizard, but soon realized Arum had left the region long ago. Gahrr'k then took 14 goblins as slaves and killed the other six as an example. In the next few months, Gahrr'k sent several reports to the Goblin King. These reports explained deadly battles fought against the wizard Arum, but in truth Gahrr'k's tribe never found the wizard.

As the months went by, the gnoll chieftain requested more goblin reinforcements, and each time the Goblin King sent more men to their deaths. Gahrr'k, however, grew careless with the arrangement and

a goblin eventually escaped slavery, and returned to tell his king of the gnolls' treachery. The goblins and gnolls then waged war against one another, and both factions lost a great number of warriors. Now, the two groups have troubles of their own and avoid each other almost entirely.

The first encounter between the PCs and the Gnashing Fang Tribe might not be a surprise meeting; at least not for the gnolls. They guard the eastern access (Room C38) and regularly patrol the various western entrances. Despite their chaotic nature, discipline is high among the gnoll warriors. With so few remaining their very survival depends on it.

The gnolls do not attack unless the PCs strike first. They parley with PCs and listen to offers of diplomacy or trade. If the PCs convince the gnolls that they mean them no harm, they are escorted directly to Gahrr'k (Room C37). The Chieftain is willing to parley with non-hostile PCs and cut a deal with them (see Room C37).

If the PCs attacked any gnoll before being allowed passage, the remaining gnolls overwhelm the PCs and take them prisoner. If combat occurs, the gnolls capture the PCs first, using subdual damage. If the PCs killed at least one gnoll (and the gnolls know about it), every encounter with the Gnashing Fang Tribe changes to Hostile. If the PCs gain an upper hand and corner Gahrr'k, he challenges a single PC to an honorable duel. If he wins, he offers amnesty to any other PC who swears fealty to him.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The PCs surprise a hiding gnoll, who flees as soon as he spots the PCs.
2	A howl echoes through the Section.
3	A ghostly moan echoes through the Section.
4–10	Nothing
11	An outcast gnoll (Brb 3), savage and brutal, strangles a goblin to death as the PCs approach. He carries no weapons, other than his fists and a heavy stone (1d4/×2, bludgeoning).
12–14	Six gnolls (from the Gnashing Fang) scout the perimeter of their territory. They enjoy light conversation while they talk, keeping an eye out for intruders. They are willing to parley, but attack aggressive PCs without mercy.
15–16	Five goblins scout the Section. They are verifying rumors of the death of Gahrr'k (unless the PCs have killed the gnoll chieftain, those rumors are false). They engage the PCs (if necessary), but scatter when one falls in combat.
17	The PCs stumble upon a trap. **Camouflaged Pit Trap:** CR 5; mechanical; location trigger; manual reset; DC 22 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 26; Disable Device DC 18.
18	The PCs stumble upon a trap. **Ungol Dust Vapor Trap:** CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft. by 10-ft. area); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.
19	The PCs stumble upon a crude trap. **Razor-Wire across Hallway:** CR 2; mechanical; location trigger; no reset; Atk +10 melee (3d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 22.
20	Nurganar (Room C9) searches for treasure. When encountered, he asks for a tribute — 100 gp from each PC. If the PCs pay up, Nurganar talks with them. Since he travels everywhere, he knows a about the Region.

C29. WESTERN GNOLL MUSTERING ROOM

This large room has a door in each corner and one set into the eastern wall. The floor suggests a high traffic volume, with several scuffed lines trudged out between each of the doors. The walls are completely dirty, as if painted in blood.

Initial Attitude: N/A

Encounter: Regular traffic from the gnoll encampment courses through here. A gnoll patrol moves through the Room once every two to three hours. A DC 20 Search check made here determines that the walls have been spattered with blood over and over again. The blood is thicker near the doors, but is fairly even throughout the Room. The blood is nothing more than a warning to enemies.

Though this Room serves as a passageway, the gnolls from Rooms C33 and C35 remain alert. When the PCs are in this chamber, allow the gnolls a Listen check (–5 for distance) to notice their presence. Once they notice the PCs, the gnolls from Room C33 enter this Room using the eastern door 1d4+1 rounds later. 1d3 rounds after they arrive, more gnolls (from Room C34) come through the southeastern entrance. These warriors are well trained and fight nicely together. Like all members of their tribe, however, they are willing to parley with PCs coming in peace.

Encounter Condition: N/A

Tactics: If a fight breaks out, the gnolls take the PCs prisoner rather than fighting to the death. If this is not possible, they fight ferociously, sending gnolls one at a time for reinforcements if the battle goes poorly for them.

If the PCs keep quiet and are not discovered, roll for a Random Encounter after 30 minutes in this Room.

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, allow the gnolls in Rooms C33 and C35 unmodified Listen checks. To decrease the challenge, increase the Listen check modifier to –10.

C30. WEAPONS STORAGE

Nothing can stop the rusted hinges from squeaking when the door is pushed open. The sound alerts the gnoll guards in Room C33 and C35 if they succeed at DC 15 Listen checks. If they hear the ruckus, the gnolls from Room C33 enter Room C29 using the eastern door 1d4+1 rounds later. More gnolls from Room C35 come through the southeastern door 1d3 rounds after the warriors from Room C33 enter Room C29. These warriors are prepared for anything and remain in Room C29 to block the only available exit from this storage area.

The door to this room squeals loudly when opened. The place seems to be an armory or storage area holding a range of weaponry. A few of the larger weapons are placed in unevenly constructed wall mounts, but most are simply piled up on the floor.

Initial Attitude: N/A

Encounter: This is the Gnashing Fang Tribe' stockpile of unused weapons. Since the members of the tribe train exclusively with only a few different types of weapons, the items gathered here — taken from the surrounding areas over the years — are seldom used. Many of the weapons are in excellent condition, but after years of abuse and neglect none are considered masterwork quality at this point. The gnolls have no use for the weapons, but they do not allow anyone to take any of them without permission from their chieftain Gahrr'k (Room C37).

Encounter Condition: Echoes 4, [Safe]

Tactics: N/A

Treasure: With the exception of warhammers, battleaxes, greataxes, and clubs, nearly any type of standard melee weapon can be found in this Room.

The weapon sizes range from Small to Large and there is a 35% chance of any specific weapon being present (roll once per weapon type).

EL: N/A

Scaling: N/A

C31. HAUNTED ROOM

The floor of this large chamber is filled with piles of crushed stone, broken weapons and furniture, and rotting wood. Amidst the rubbish, the shape of four humanoids can be made out. One of these silhouettes looks human, but the other three are tall and have canine faces. The creatures' bodies are pale where their flesh is exposed, and their gaze is empty.

Initial Attitude: Hostile

Encounter: About a week ago, a lone wight entered Gnashing Fang Tribe territory, killing three gnolls on patrol and turning them into mindless servants. With the help of its newly created spawn, the creature took control of the Room.

The mighty wight (hp 55) and its three wight spawn (hp 29, 27, 22) haunt this Room. The creatures are causing major problems to the Gnashing Fang Tribe, for most of its warriors dare not face these horrors, fearing they — like their former comrades — might be turned into mindless undead servants. Because of this, PCs who destroyed these undead creatures and tell the gnolls about their deed benefit from a +4 circumstance bonus to their Diplomacy check while dealing with any member of the Gnashing Fang Tribe.

Encounter Condition: Desecration 2 or Unhallowed 3, Distracting Visions 4

Tactics: The four wights attack anyone entering their new domain. These fiends do not wield any weapons in combat, preferring to close into melee as soon as possible and use their slam attack in combination with their energy drain ability to weaken their foes.

Treasure: The improved wight wears a tarnished silver chain (worth 10 gp if cleaned) upon which hangs an ivory amulet carved to look like the face of a hawk. This item is worth only 10 gp, but could be sold to historians or sages for 200 gp.

While it does not radiate magic, PCs successfully casting *identify* on the amulet discover it's a (modified) *circlet of persuasion*.

EL: 7

Scaling: To increase the challenge of this encounter, increase the wight spawn to 8 HD. To decrease the challenge, remove two wights.

Wight: CR 5; Medium undead; HD 8d12; hp 55; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +4; Grp +5; Atk +6 melee (1d4+1 plus energy drain, slam); Full Atk +6 melee (1d4+1 plus energy drain, slam); SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +2, Ref +3, Will +7; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 16.

Skills and Feats: Hide +12, Listen +11, Move Silently +20, Spot +11; Alertness, Blind-Fight, Weapon Focus (slam).

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

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 17 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

Possessions: Circlet of persuasion.

Wight: CR 3; Medium undead; HD 4d12; hp 29, 27, 22; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +3 melee (1d4+1 plus energy drain, slam); Full Atk +3 melee (1d4+1 plus energy drain, slam); SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

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

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

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

Skills: Wights have a +8 racial bonus on Move Silently checks.

C32. WESTERN GNOLL MUSTERING ROOM

This large hall contains three mounds of crushed rock. This refuse is lined upon the southern wall, forming six-ft. high piles. It is obvious by the state of disrepair of the ceiling as well as the east and south walls that the rubble was once the the walls and ceilings of this room. The door in the middle of the north wall is wide open, revealing the dark and narrow corridor beyond.

Initial Attitude: Unfriendly

Encounter: It is obvious that this Room suffered some damage, but whether this damage was caused by a minor cave-in or a great battle is hard to tell. Though the southern wall, eastern wall, and ceiling are uneven, the stone of these surfaces looks identical to that of the other walls and floor — relatively smooth and worn.

Before the wights took over Room C31, this Room was used as a mustering place for the gnolls of the Gnashing Fang Tribe and, with the exception of the regular patrol passing through the chamber, it remained for the most part empty at all times. Now, a cunning gnoll ranger guards the place.

Verk'nek (hp 41), a respected gnoll ranger and loyal lieutenant, took it upon himself to set up a permanent vigil in this hall. Fearing the wights in Room C31 might come deeper into Gnashing Fang territory, Verk'nek hides behind broken stones in the southeast corner. He remains hidden and silent when patrols of Gnashing Fang warriors pass through the hall or if his compatriots escort the PCs to Gahrr'k.

If the PCs enter unescorted, Verk'nek remains hidden but demands in a clear voice that the PCs identify themselves and their business in Gnashing Fang territory. Verk'nek's voice is loud and clear, alerting gnolls in Room C31 that succeed at a DC 16 Listen check. Four gnolls enter the hall 1d3 rounds later while the other warns the gnolls in Room C35, who arrive 1d3 rounds after the group from Room C31 arrives.

Unless provoked, Verk'nek does not engage the PCs. Like most members of his tribe, he prefers diplomacy. Verk'nek's most immediate concerns are the wights. If he knows the PCs destroyed the creatures, his attitude shifts to Friendly and he reveals himself. Otherwise, he remains hidden and waits for his tribemates to join him.

Encounter Condition: Ambush, Cover, Hazardous Footing 16

Tactics: In battle, Verk'nek remains hidden behind rubble, which grants him cover. He shoots arrows, targeting the more lightly armored PCs first, until forced into melee. To reach Verk'nek, the PCs must maneuver around the rubble in the eastern portion of the southern wall.

Treasure: The large quiver Verk'nek carries is made of boiled leather and decorated with a multitude of tribal designs, each more intricate than the next. The quiver holds 40 arrows. Because of its artistic value, it is worth five times the value of other items of its kind to most people, and up to ten times that amounts to any gnoll.

EL: 5

Scaling: To increase the challenge of this encounter, add two ranger levels to Verk'nek and give him a *potion of invisibility* (2 doses). To decrease the challenge of this encounter, remove two ranger levels from Verk'nek.

Verk'nek, Gnoll Rgr 4: CR 5; Medium humanoid (gnoll); HD 2d8+4 + 4d8+8; hp 43; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 18; Base Atk +5; Grp +7; Atk +7 melee (1d12+3/×3, greataxe) or +8 ranged (1d8+2/×3, masterwork composite longbow [strength +2]); Full Atk +7 melee (1d12+3/×3, greataxe) or +8 ranged or +6/+6 ranged with rapid shot (1d8+2/×3, masterwork composite longbow [strength +2]); SA —; SQ Combat style (archery), darkvision 60 ft., favored enemy; AL LE; SV Fort +8, Ref +5, Will +2; Str 14, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Hide +4, Listen +8, Move Silently +5, Spot +8, Survival +4; Endurance, Point Blank Shot, Power Attack, Precise Shot, Track.

Favored Enemy (Ex): Verk'nek's Favored Enemy is dwarves. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Possessions: +2 studded leather, greataxe, masterwork composite longbow (strength +2), quivers (2), masterwork arrows (6), arrows (34).

C33. FIRST GUARDROOM

Both doors to this Room are open.

Eight long bunks are lined upon the walls of this chamber, taking up most of the southwestern and northeastern corners. There is a low wooden table and there are several stools in the middle of the room, as well as simple weapon racks near both entrances. These racks contain a variety of clubs and axes.

Initial Attitude: Neutral

Encounter: This guardroom once housed eight gnolls, but only six gnolls (hp 15, 12, 11, 10, 9, 8) are currently here. While off duty, these warriors still remain vigilant. They pay particular attention to any noise coming from Room C29 or Room C32. Like the majority of their tribesmen, these gnolls are content to speak with PCs wishing to trade information or goods. If the PCs wish to pass through Gnashing Fang tribal grounds, the gnolls insist that they speak to their chieftain Gahr'r'k (and escort them to Room C37).

Encounter Condition: N/A

Tactics: If fighting ensues, the gnolls charge the PCs. They target the warriors of the party first and flank them whenever they can.

The gnolls in Room C35 are automatically aware of a fight, and join 1d3 rounds later. Allow the sleeping gnolls in Room C36 a DC 25 Listen check. If they hear trouble, these warriors aid their fellow tribesmen in 1d4+2 rounds.

Treasure: In addition to the weapons they carry, each of these gnolls have 1d4 gold piece in small semiprecious gemstones and silver coins. Additionally, one wears a decorative bronze armband. Carved upon its surface, in simple lines, is a mighty bear. This trinket is worth upwards of 15 gp. The weapons racks near the doors holds a two clubs, a greatclub, and three battleaxes — all average quality.

A successful DC 14 Search check in this Room also reveals a jeweled-hilted dagger (worth 100 gp) tucked under the crude mattress of one of the bunk beds as well as a pouch containing 41 cp.

EL: 5

Scaling: To increase the challenge of this encounter, add one fighter level to each gnoll. To decrease the challenge, remove two gnolls.

Gnoll: CR 1; Medium humanoid (gnoll); HD 2d8+2; hp 15, 12, 11, 10, 9, 8; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +1; Grp +3; Atk +3 melee (1d8+2/×3, battleaxe) or +1 ranged (1d6/×3, shortbow); Full Atk +3 melee (1d8+2/×3, battleaxe) or shortbow +1 ranged (1d6/×3, shortbow); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +4, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

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

Possessions: Studded leather armor, heavy steel shield, battleaxe, shortbow, arrows (20).

C34. SECOND GUARDROOM

This wide room contains the wooden frame of twelve bunk beds. A thin layer of dust covers the bunks and floor of this chamber, suggesting that the place has not been used in awhile.

Initial Attitude: N/A

Encounter: This Room housed gnolls from the Gnashing Fang Tribe, but none have used it in over two years.

Encounter Condition: Safe

Tactics: While this Room is Safe to rest in, the constant traffic of gnolls just outside the doors, is nerve-racking.

Treasure: A successful DC 20 Search check reveals a silver coin tucked under the leg of one of the bunk beds.

EL: N/A

Scaling: N/A

C35. THIRD GUARDROOM

A stone slab dominates the southeast corner of this chamber. The slab is cracked in many places and its surface is filled with crude but colorful graffiti. Several wooden stools have been placed around the painted stone tablet, and a number of empty jars are set upon it. There are a dozen wooden bunk beds lining the north and west walls as well as a simple iron rack holding a handful of weapons besides the southern door, which is wide open.

Three gnolls sit in a circle in the middle of the place. One is holding a handful of bones while the others are eagerly look on. In front of each of the canine-faced humanoids, stacked upon the floor before them, are stacks of copper coins.

Initial Attitude: Neutral

Encounter: Three gnoll warriors (hp 21, 18, 16) are sitting in a circle in the middle of the Room, playing a game of chance. Though their attention is focused on their game, they keep their ears open to any noise coming from Room C29. They suffer a –4 circumstance penalty to any checks made to notice the PCs.

Encounter Condition: Echoes 4

Tactics: These gnolls are more interested in acquiring copper (or silver) to use for gambling, rather than fighting. But, if the PCs pose any threat to them — of if they learn that they have harmed any member of their tribe — they pick up their weapons and attack them.

In combat, two gnolls stand in the middle of the Room, preventing the PCs from reaching their companion, whose task it is to alert the warriors in Rooms C33 and C36, as well as their chieftain in Room C37. This gnolls stays behind his companions and barks loudly. He continues to bark until he is either forced into melee or reinforcements arrive, at which point he joins the fighting.

The gnolls in Room C33 are instantly alerted and arrive 1d2 rounds later. Also allow the sleeping warriors in Room C36 a DC 26 Listen check to notice the ruckus. If they are awakened, these gnolls enter this guardroom 1d4+2 rounds later. Gahrr'k (Room C37) overhear the fighting if he (or anyone one in his throne room) succeeds at a DC 18 Listen check. They, then, rouse the warriors in Room C36 and arrive here in 1d4+2 rounds.

Treasure: There is a total of 151 cp lying upon the ground of this chamber. The tokens the gnolls are using for their game are six elaborately carved bones with several designs printed upon them. Though these are useless, a gnoll might pay upwards of 5 gp for them.

The stone tablet is used as both a table and canvas for painting. The jars lying upon it are empty save for a think layer of dried paint. Most of the images represent animals and magical beasts hunted by bands of gnolls. They are crude and worthless to all but gnolls.

The weapons rack near the southern entrance holds a greataxe, two battleaxes, a warhammer, and a masterwork greatclub.

EL: 5

Scaling: To increase the challenge of this encounter, add two fighter levels to each gnoll. To decrease the challenge, remove one of them.

Gnoll Ftr 1: CR 2; Medium humanoid (gnoll); HD 2d8+2 + 1d8+1; hp 21, 18, 16; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d8+2/×3, battleaxe) or +2 ranged (1d6+2, throwing axe); Full Atk +4 melee (1d8+2/×3, battleaxe) or +2 ranged (1d6+2, throwing axe); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8

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

Possessions: Studded leather armor, heavy steel shield, battleaxe, throwing axe (2).

C36. FOURTH GUARDROOM

There are four humanoids in this chamber. These creatures are tall and their fury bodies and canine-like faces are exposed as they slumber upon large bunk beds. Though there are more bunks here than there are inhabitants — twelve beds in all — only nine of these have mattresses and woolen blankets upon them. There is a pair of well-polished greataxes resting upon the wall close to the northwestern door.

Initial Attitude: Unfriendly

Encounter: This guardroom normally houses nine gnolls, but some currently patrol the Section. Four gnoll warriors (hp 23, 19, 17, 14) are currently sleeping here. If intruding PCs rouse them, they hurry out of their beds and ready themselves for battle. Unlike most other members of their tribe, they are prone to attack PCs entering their private chamber uninvited, but PCs who successfully change their Initial Attitude (through the use of diplomacy) might avoid a confrontation with them.

Encounter Condition: N/A

Tactics: In battle, these warriors fight savagely and flank the more heavily armed and armored foes as often as they can manage.

In combat, these gnolls utter loud barks to alert the rest of their tribe. Allow the gnolls in Room C35 and the chieftain in Room C37 a DC 15 Listen check to notice the ruckus. If they do, these gnolls join the fray in 1d3 rounds. Similarly, allow the gnolls in Room C33 a DC 20 Listen check to hear the commotion. These warriors join the battle 1d4+2 rounds after they are made aware of it.

Treasure: Each gnoll in this chamber carries 1d4 gp worth of gemstones and assorted coins. One of them also has a masterwork warhammer, which he keeps at the foot of his bed. The two greataxes lying upon the north wall near the western door are sound weapons of ordinary quality.

EL: 6

Scaling: To increase the challenge of this encounter, add one fighter level to each gnoll. To decrease the challenge, remove two of them.

Gnoll Ftr 1: CR 2; Medium humanoid (gnoll); HD 2d8+2 + 1d8+1; hp 23, 19, 17, 14; Init +0; Spd 30 ft.; AC 16, touch 10, flat-footed 13; Base Atk +2; Grp +4; Atk +5 melee (1d8+2/×3, battleaxe) or +2 ranged (1d6+2, throwing axe); Full Atk +5 melee (1d8+2/×3, battleaxe) or +2 ranged (1d6+2, throwing axe); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +0, Will +0; Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Jump +3, Listen +2, Spot +3; Power Attack, Weapon Focus (battle axe).

Possessions: Studded leather armor, heavy steel shield, battleaxe, throwing axe (2).

C37. GAHRR'K'S CHAMBER

A wide black pelt covers a good portion of the floor in the middle of this large chamber. There is a bed and an iron chest in the northeast corner of the room, while a narrow wooden desk takes up most of the northwest corner. A stone chair that resembles a kingly throne lies upon the floor in the middle of the northern wall. The flames from several torches set amidst this wall burn, bathing the room in a wavering golden light.

Upon the throne-like chair is a large figure with the features of a wild-dog. The fur of the humanoid — dark and disheveled — is visible where its burgundy clothing and polished scale mail armor do not cover it. The fiery eyes of the inhuman face burn brightly. Another male humanoid baring similar features stands near the chieftain in the throne. Three other gnoll warriors are standing by the southern door, as if waiting for orders.

Initial Attitude: Neutral

Encounter: Gahrr'k One-Ear (hp 74), the powerful fiendish gnoll chieftain of the Gnashing Fang Tribe lives in this Room. Gahrr'k is a fierce and proven warrior who won the respect of his peers long ago. He rules the Gnashing Fang Tribe and his ambitions include the invasion of the goblin tribe to the west, for it is in part because of the little vermin and the war he waged against the Goblin King that his tribe suffered terrible loses. Though Gahrr'k realizes this is a long-term endeavor, he continues to dream of the day when all the territory of Argliss' the Goblin King, falls under his control.

If members of his tribe escorted the PCs to Gahrr'k's chamber and they offered no resistance or threat to his people, the chieftain is eager to talk and negotiate with them. Gahrr'k is more than willing to trade information and safe passage through the territory controlled by the Gnashing Fang Tribe in exchange for weapons and other valuables. He is most interested in hearing what the PCs have learned about the other regions of the dungeon — especially if they have news of Argliss or his lowly goblins. If the PCs inform Gahrr'k that they disposed of the goblin king, the chieftain's attitude automatically shifts one rank towards Helpful.

A cunning gnoll, Gahrr'k negotiates with the PCs, hoping to gain their assistance in getting rid of the hill giant family to the east as well as the goblins to the west. If the PCs show no interest in any of these endeavors but are respectful of Gahrr'k and his people, the chieftain agrees to grant them safe passage through his domain. If the PCs are interested in slaughtering the goblins or routing out the giants, Gahrr'k offers all the gold he possesses (and keeps in his chest) in exchange for the head of the three giants or the goblin king. The gnolls do not actively help the PCs in such a mission, but they offer them assistance and safe haven.

If questioned on the wizard Arum, Gahrr'k reveals he has never seen him and suspects he is either dead or has long ago left the dungeon. He has explored most of the wizard's domain, and even used portions of it in the past to house the warriors of his tribe. Though he abandoned any claims he had on the wizard's territory long ago (because of the many traps found therein, but also because of the diminished number of warriors under his control), Gahrr'k occasionally sends scouts to investigate. As far as he knows, no one lives there.

If asked about the goblin king, Gahrr'k explains that the goblins have long been a thorn in his side, but that in recent years the fighting between Argliss' people and the Gnashing Fang Tribe almost ceased — mainly because Gahrr'k does not have the manpower to wage a constant war against the little vermin.

If the PCs barter with Gahrr'k, he offers any of the weapons stored in Room C30 in exchange for axes, clubs, hammers, bows and arrows, crossbows and bolts, ropes, or oil flasks. Gahrr'k One-Ear has a small jar of *stone salve* with two applications left, enough to restore two people back to flesh. He is willing to trade it for weapons or various other goods valued at 8,000 gp or more. Gold coins alone cannot account for more than 1/2 this, however, as coins are nearly worthless down here. The chieftain has little else to offer, but listens to any offers diplomatic PCs make.

If the PCs barge into his chamber unescorted, or if the chieftain learns they killed members of his tribe, he picks up his enchanted greatclub and attacks. His lieutenant (hp 38) and three bodyguards (hp 21, 18, 16) react instantly.

Encounter Condition: N/A

Tactics: In combat, Gahrr'k lets his men handle the PCs while he drinks a draught of his *potion of barkskin*. The following round, he attacks heavily-armored PCs first. Meanwhile, the bodyguards engage the PCs in melee and the lieutenant attacks the spellcasters.

These warriors bark loudly in combat, and their cries alarm the gnolls in Room C33 if they make a DC 15 Listen check, as well as those in Rooms C33 and C36 if they succeed at a DC 20 Listen check. These warriors come to aid their chieftain 1d4+2 rounds after they have been made aware of the ruckus.

Treasure: In addition to the weapons they carry, the three gnolls have a 1d4 gp worth of small jewels and coins. The lieutenant wears a masterwork leather armor and carries a +1 heavy steel shield. The pelts upon the chieftain's bed are in good condition and could be sold for upwards of 30 gp. Gahrr'k carries a variety of magical items

(as described below) and a small silvery key hangs from a golden chain (worth 35 gp) at his neck. This key unlocks the chest at the foot of the bed.

Gahrr'k's chest is made of iron. It is locked and requires a DC 27 Open Lock check or the chieftain's key to unlock. Inside, there is a total of 754 gp and 1,312 sp. Upon the gold and silver are three small diamonds (each worth 750 gp) in a green velvet pouch, a tarnished silvered dagger, and an empty ivory scroll case. When closed, this scroll case can be submerged in water without risk of damaging any parchment held inside. This object is worth 20 times the value of similar items of its kind.

EL: 9

Scaling: To increase the challenge of this encounter, add a fiendish darkmantle (Region A), that Gahrr'k befriended with wild empathy. To decrease the challenge, remove two gnolls or the lieutenant from the encounter.

♟ **Gahrr'k, Fiendish Gnoll Ftr 5/Rgr 1;** CR 8; Medium humanoid (extraplanar, gnoll); HD 2d8+4 + 5d10+10 + 1d8+2; hp 67; Init +6; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +7; Grp +10; Atk +13 melee (1d10+7, *+1 throwing greatclub*) or +10 ranged (1d10+7, *+1 throwing greatclub*); Full Atk +13/+8 melee (1d10+7, *+1 throwing greatclub*) or +10 ranged (1d10+7, *+1 throwing greatclub*); SA Smite good; SQ Darkvision 60 ft., damage reduction 10/magic, favored enemy, resistance to cold and fire 10, spell resistance 13, wild empathy; AL LE; SV Fort +10, Ref +5, Will +0; Abilities: Str 18, Dex 14, Con 14, Int 13, Wis 8, Cha 10.

Skills: Climb +5, Intimidate +8, Jump +7, Knowledge (dungeoneering) +4, Listen +8, Spot +8, Survival +3, Use Rope +5; Feats: Cleave, Great Cleave, Improved Initiative, Improved Sunder, Power Attack, Track, Weapon Focus (greatclub).

Favored Enemy (Ex): Gahrr'k's Favored Enemy are elves. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Smite Good (Su): Once per day a Gahrr'k can make a normal melee attack to deal 8 extra points of damage against a good foe.

Possessions: +2 scale mail, +1 throwing greatclub, potion of barkskin +2, potion of hide from undead, potion of cure light wounds (2), stone salve (2 oz.).

♛ **Gnoll Bodyguard, Ftr 1:** CR 2; Medium humanoid (gnoll); HD 2d8+2 + 1d10+1; hp 21, 18, 16; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grp +5; Atk +6 melee (1d12+4/×3, greataxe) or +2 ranged (1d8/19-20, light crossbow); Full Atk +6 melee (1d12+4/×3, greataxe) or +2 ranged (1d8/19-20, light crossbow); SA –; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +0, Will +0; Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Jump +4, Listen +2, Spot +3; Power Attack, Weapon Focus (great axe).

Possessions: Greataxe, light crossbow, bolts (20).

♟ **Nirk'na, Gnoll Lieutenant, Ftr 3:** CR 4; Medium humanoid (gnoll); HD 2d8+4+3d10+6; hp 38; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 13; Base Atk +4; Grp +7; Atk +9 melee (1d8+3/×3, warhammer); Full Atk +9 melee (1d8+3/×3, warhammer); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +8, Ref +1, Will +1; Str 16, Dex 10, Con 14, Int 8, Wis 11, Cha 8.

Skills and Feats: Listen +2, Spot +3; Cleave, Improved Initiative, Power Attack, Weapon Focus (warhammer).

Possessions: Masterwork studded leather armor, *+1 heavy steel shield,* masterwork warhammer, *potion of bull's strength.*

C38. CELLBLOCK

The door on the eastern wall is locked and requires the jailer's key (see below) or a successful DC 30 Open Lock check. It can be unlocked from either side, but PCs coming from the east automatically alert the inhabitants.

This wide hallway contains four wooden doors with small windows and iron bars upon both the north and south walls. These eight doors open into what appears to be eight small cells, but only one of them is closed. There are two double doors made out of wood and reinforced with iron plates in the center of the north wall. Similar doors appear in the middle of the south wall.

In the center of the room is a long table made out of wood with six comfortable-looking wooden chairs set around it. There are four gnolls in this room. Three of them hold greataxes and shields while a third is armed with an axe and a whip.

Initial Attitude: Neutral

Encounter: Five of the cell doors have no locks and there is no apparent way to lock them. The other cells have workable locking mechanisms, but only the door to the southeastern cell is closed and locked. Inside this cell is the recently expired body of a goblin. The creature's skin is taut and scarred with countless whip marks. It probably died from both malnutrition and abuse.

Ramk'mva (hp 42), the gnoll jailer, and three gnolls (hp 20, 18, 17) are in charge of securing the prison as well as protecting the borders of the Gnashing Fang Tribe. Ramk'mva is an old and cunning gnoll who earned the trust of his chieftain long ago. He is content with is position within the tribe and happy to be in charge of the prisons — especially since so little needs to be done.

To help control their territory, the gnolls keep the eastern door locked at all times. Ramk'mva holds the key, but does not let anyone through, unless Gahrr'k orders it.

If the PCs enter this Room from the east, they must first pick the lock of the door. The gnolls stand ready to face them in battle when they enter, but Ramk'mva is willing to talk. He informs them that this marks the boundary of the Gnashing Fang tribal grounds and lets his warriors escort the PCs to Gahrr'k (in Room C37). If the PCs refuse, but agree not to disturb the tribe, Ramk'mva is happy to bid them goodbye. If the PCs threaten or attack the gnolls, combat ensues.

Encounter Condition: N/A

Tactics: If combat is inevitable, Ramk'mva lets the three warriors handle the PCs while he makes his way to Room C36, C35, and C37 to alert the gnolls there of the PCs' presence. Though he does not wish to fight, if cornered or unable to escape, Ramk'mva fights until defeated. In combat, he uses both his battleaxe and whip to disarm the PCs every chance he gets. Meanwhile, the three warriors engage in melee, targeting the strongest first, using gang tactics whenever possible.

If fighting breaks out in the cellblock, allow the gnolls in Rooms C33, C34, C36, and C37 a DC 22 Listen check to hear the sound of battle. If they do, they come to aid their fellow tribesmen 1d4+2 rounds thereafter.

Treasure: The cells hold nothing valuable, but each of the warriors in this Room carries a pouch with 1d4 gp worth of small gemstones, silver coins, and copper pieces. Ramk'mva the Jailer has a ring of keys that unlock the eastern door as well as each of the three cells that still have a working locking mechanism upon their doors. One of the keys he carries also unlocks the doors of Rooms C40, C41, and C42, as well as the double doors south of Room C40.

EL: 6

Scaling: To increase the challenge of this encounter, double the number of gnoll warriors present and add two rogue levels to Ramk'mva. To decrease the challenge, remove three gnolls.

♟ **Ramk'mva the Jailer, Gnoll Rog 3:** CR 4; Medium humanoid (gnoll); HD 2d8+6 + 3d6+9; hp 42; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +3; Grp +5; Atk +7 melee (1d8+3/×3, battleaxe) or +6 melee (1d3+3 nonlethal, whip); Full Atk +7 melee (1d8+3/×3,

battleaxe) or +6 melee (1d3+3 non-lethal, whip); SA Sneak attack +2d6; SQ Darkvision 60 ft., evasion, trapfinding, trap sense +1; AL CE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 14, Con 16, Int 8, Wis 11, Cha 8.

Skills and Feats: Hide +5, Intimidate +5, Listen +6, Move Silently +5, Spot +6; Exotic Weapon Proficiency (whip), Power Attack.

Sneak Attack: Ramk'mva's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks his target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Evasion (Ex): Ramk'mva can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20. Finding a non-magical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Possessions: Masterwork studded leather, masterwork battleaxe, whip.

Gnoll Ftr 1: CR 2; Medium humanoid (gnoll); HD 2d8+2+1d8+1; hp 20, 18, 17; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +2; Grp +5; Atk +6 melee (1d12+4/×3, greataxe); Full Atk +6 melee (1d12+4/×3, greataxe); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +0, Will +0; Str 16, Dex 10, Con 13, Int 8, Wis 11, Cha 8.

Skills and Feats: Jump +4, Listen +2, Spot +3; Power Attack, Weapon Focus (great axe).

Possessions: Leather armor, heavy steel shield (worn on back does not add to AC), greataxe.

C39. LIEUTENANTS' QUARTERS

The doors opening into this chamber are unlocked. Inside the small room, cast in the heavy shadows, are two narrow but comfortable-looking beds. The beds are covered with thick animal pelts.

Initial Attitude: N/A

Encounter: This Room is the quarters of two powerful members of the Gnashing Fang Tribe. Verk'nek holds the title of lieutenant and guards Room C32, and Nirk'na is the chieftain's right hand man (in Room C37). Both are feared by the warriors of the tribe and trust Ramk'mva (Room C38) to protect their private chamber.

Encounter Condition: N/A

Tactics: N/A

Treasure: A successful DC 15 Search check made in this Room uncovers a small wooden chest hidden under one of the beds. This chest is unlocked and holds 37 sp, a large chunk of golden amber (worth 95 gp), and a bronze bracelet large enough to cover the entire forearm of a Medium creature (worth upwards of 50 gp).

EL: N/A

Scaling: N/A



C40. SECURED AREA

All the doors to this Room are locked. Ramk'mva (Room C38) possess the only key. Alternately, a DC 30 Open Lock check is required to unlock any of the doors.

This hallway is cast in total darkness. Upon closer examination, the floor here reveals several scuff marks imprinted on the cold stone. The floor, however, is covered with a thick blanket of dust, suggesting that although there once was heavy traffic it this area, this hall has not been entered in years.

Initial Attitude: N/A

Encounter: This Room and the locked double doors leading into it serve as a safety buffer between the cellblock (Room C38) and the jail cells holding dangerous creatures to the south (Rooms C41 and C42).

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C41. RUST MONSTER'S PRISON CELL

The doors of this cell are made out of heavy oak and several wooden beams nailed into the stone wall block it. Anyone wishing to enter this Room must first remove the wooden planks that block the entrance. Each of the five beams can be pulled with a successful DC 20 Strength check. This action reveals a rusted but functional iron lock mechanism. A DC 22 Open Lock check is required to unlock the door, unless the PCs have acquired its key from Room C38. The PC opening this door must succeed at a DC 20 Dexterity check. Failing this check results in the door falling off its hinges, which are completely eaten by rust.

Inside this large and shadowy chamber is an insect-like creature with four squat legs, long antennae, and a squat body protected by an incongruous hide. The walls of this chamber are made out of stone, and like most of the dungeon seem to have been carved out from the sheer bedrock. These walls, however, have turned into a deep rust-colored shade, as if every ounce of metal within them had rusted.

Initial Attitude: Hostile

Encounter: A Large rust monster (hp 101) is locked in this Room. The creature has been feeding on the tiny residues of iron found within the walls of its prison. It is maddened and hateful, standing ready to charge anyone fool enough to unlock its cell.

While the Room itself is not haunted, remaining in it for more than 24 hours can have damaging effects. Soft, almost imperceptible echoes, bounce from the walls of the Room. As time goes on, these echoes become harder and harder to block out, until the creature inside begins to think the sounds are part of his psyche. Anyone failing a Willpower save (DC 15, +1 per previous save) suffers 1 point of permanent Wisdom damage, that takes twice as long to heal. This save must be made every two hours beyond the 24th.

Encounter Condition: Echoes 4, Fearless, [Safe]

Tactics: The rust monster is mindless. It has been trapped in the cell too long. It attacks the nearest PC in metal armor and fights ferociously. It continues to attack the PC until his armor is beyond repair, then targets weapons, finally moving on to the next PC. While rust monsters themselves do not normally act like trapped raccoons, this one has suffered too much trauma from being locked up so long.

Treasure: Anything of value is now a slag of rust, although there is a masterwork cudgel on the floor, in the corner. Allow the PCs to dig through the slag all they like, however.

EL: 6

Scaling: To increase the challenge of this encounter, add one rust monster. To decrease the challenge, have the rust monster wounded (–30 hit points).

Rust Monster: CR 6; Large aberration; HD 14d8+52; hp 101; Init +7; Spd 40 ft.; AC 19, touch 11, flat-footed 17; Base Atk +10; Grp +17; Atk +14 melee (rust, antennae touch); Full Atk +14 melee (rust, antennae touch) and +4 melee (1d4+2, bite); SA Rust; SQ Darkvision, scent; AL N; SV Fort +7, Ref +6, Will +5; Str 18, Dex 15, Con 17, Int 2, Wis 3*, Cha 8.

Skills and Feats: Listen +7, Spot +6; Alertness, Improved Initiative, Improved Natural Armor, Track, Weapon Focus (antennae).

Rust (Ex): A rust monster that makes a successful touch attack with its antennae causes the target metal to corrode, falling to pieces and becoming useless immediately. The touch can destroy up to a 10-foot cube of metal instantly. Magic armor and weapons, and other magic items made of metal, must succeed on a DC 24 Reflex save or be dissolved. The save DC is Constitution-based and includes a +4 racial bonus.

A metal weapon that deals damage to a rust monster corrodes immediately. Wooden, stone, and other nonmetallic weapons are unaffected.

C42. IMPRISONED OCHRE JELLY

The doors leading into this cell are locked. The key to unlock them can be found in Room C38. Otherwise, a DC 22 Open Lock check is enough to bypass the lock.

This chamber contains a mass of yellowish ooze. The strange entity is oddly shaped and, in the darkness, moves slowly. Its slick surface undulates, reflecting light against the black of the dungeon walls.

Initial Attitude: Hostile

Encounter: An ochre jelly (hp 74) is trapped in this cell. The creature has been imprisoned here for decades, and not even the gnolls could say who is responsible for imprisoning it here. Its corrosive jelly eats away at the stonework, turning it black and grey.

Encounter Condition: Ambush (darkness), Fearless, [Safe]

Tactics: As soon as anyone opens the door, the ochre jelly strikes the first target that gets in its way. In combat, it grapples and constricts its prey. If a PC is stunned, it moves on to the next, so it can escape without fear of reprisal. If the PCs leave it a way out, it moves into the corridor outside the door. It does not fight, unless it has to.

Treasure: Any treasure that may have existed is slag now.

EL: 5

Scaling: To increase the challenge of this encounter, give the ochre jelly maximum hit points. To decrease the challenge, replace the ochre jelly with a gray ooze.

Ochre Jelly: CR 5; Large ooze; HD 6d10+36; hp 74; Init –5; Spd 10 ft., climb 10 ft.; AC 4, touch 4, flat-footed 4; Base Atk +4; Grp +10; Atk +5 melee (2d4+3 plus 1d4 acid, slam); Full Atk +5 melee (2d4+3 plus 1d4 acid, slam); Space/Reach 10 ft./5 ft.; SA Acid, constrict 2d4+3 plus 1d4 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL N; SV Fort +8, Ref –3, Will –3; Str 15, Dex 1, Con 22, Int —, Wis 1, Cha 1.

Skills and Feats: Climb +10.

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

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

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

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

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

C43 THROUGH C59. THE WIZARD'S DOMAIN

Following the brutal deaths of the knights and paladins of Merunda and the destruction of his former laboratory (see Rooms C20 and C21), the wizard Arum established a home for himself in this Section of the dungeon. The wizard is responsible for "accidental" liberation of the demon Falortuligo (Room C21). Though Arum left long ago, this Section is still considered his, as few creatures dare venture here and most inhabitants assume he is still around.

DMs wishing to complete the saga of Arum, can place his corpse in one of the Rooms where he committed suicide, somewhere in Region O — where he died trying to escape, or place a dread wraith, ghost, lich, or wight somewhere in this Region to represent his remorse and eternal damnation manifested into evil.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	Half a dozen emaciated rats scurry across the floor before disappearing into a crack in the stone work.
2	A pile of dead goblins blocks the PCs path. Their blood is painted on the walls in a chaotic pattern.
3–13	Nothing
14	A patrol of five gnolls from the Gnashing Fang tribe ventured into this Section. These warriors are alert and ready to face anything crossing their path. They do not attack the PCs unless provoked, preferring to trade goods and information. This encounter happens only once.
15	A pair of gnoll rangers (2nd level) ventured into this Section. Looking to prove their worth, they are out for blood. This encounter happens only once. Ambush, Concealment.
16–17	Several broken bones circle a spot on the floor. The Gnashing Fang Tribe placed the bones to denote a mechanical trap. **Simple Pit Trap**: CR 6; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 16; Disable Device DC 23.
18	The PCs stumble upon a trap. **Ice Storm Trap:** CR 5; magic device; location trigger; automatic reset; spell effect (*ice storm*, 18th-level wizard, 3d6 bludgeoning damage and 2d6 cold damage to anyone within the area); Search DC 29; Disable Device DC 29.

19	The PCs stumble upon a crude trap.
	Razor-Wire across Hallway: CR 2; mechanical; location trigger; no reset; Atk +10 melee (3d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 22.
20	Nurganar (Room C9) searches for treasure. When encountered, he asks for a tribute — 100 gp from each PC. If the PCs pay up, Nurganar talks with them. Since he travels everywhere, he knows a about the Region.

C43. EMPTY STOREROOM

As the PCs approach this door, allow them each a DC 25 Listen check to hear moaning from inside the Room.

Most of the stone floor of this room is hidden under thick wooden crates. Though these crates are sound and their wood is mostly undamaged, many of them are opened and empty. The walls are blackened by age and magic. In the darkness of a nearby corner, the spiny silhouette of a beast hunkers behind a crate.

Initial Attitude: Hostile

Encounter: Like many Rooms in this Section, this area was once claimed as part of the Gnashing Fang Tribe's territory. Over the last decade, the tribe gradually relinquished control of this Section, which was once used to store goods. Now millipedes and other bugs hunt through the cracks of the stonework.

However, before the gnolls left, they mercilessly chained a howler (hp 28) to the wall, leaving it for dead. It has refused to go quietly and moans pitifully. However, the Room's magical nature absorbs a great deal of the sound and muffles it into white noise.

The Room absorbs light and sound, and reduces their effective range to ½.

Encounter Condition: Cover, Echoes 5, Fearless

Tactics: Allow the howler a Listen check to notice the PCs enter the Room. If successful, it barks loudly, targeting everyone with its Wisdom draining howl. The howler cannot move, but pitifully yanks at its own chain in an attempt to free itself. It has no choice, but to fight to the death.

If the PCs try to befriend the creature rather than kill it, allow Handle Animal checks (in place of Diplomacy), but since the beast is an outsider they suffer –6 circumstance penalties.

Treasure: Though most of the crates are empty, some contain gear that could be helpful. The PCs find three tindertwings, a flask of antitoxin, seven empty glass vials, a large clay jug, a bullseye lantern, three pints of oil, two rusty miner's picks, 200 ft. of hempen rope, and a heavy sledge.

EL: 2

Scaling: To increase the challenge of this trap, add two vargouille which torment the howler, but turn their attention to the PCs when the enter. To reduce the challenge, have the howler asleep when they arrive.

Howler: CR 3; Large outsider (chaotic, evil, extraplanar); HD 6d8+12; hp 28; Init +7; Spd 60 ft.; AC 17, touch 12, flat-footed 14; Base Atk +6; Grp +15; Atk +10 melee (2d8+5, bite); Full Atk +10 melee (2d8+5, bite) and +5 melee (1d6+2, 1d4 quills); Space/Reach 10 ft./5 ft.; SA Quills, howl; SQ Darkvision 60 ft.; SV Fort +7, Ref +8, Will +7; Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks); Alertness, Combat Reflexes, Improved Initiative.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a –1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based. A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

Carrying Capacity: A light load for a howler is up to 460 pounds; a medium load, 461–920 pounds; and a heavy load, 921–1,380 pounds. A howler can drag 6,900 pounds.

C44. MODIFIED CHAMBER

This oddly shaped chamber is vacant. The walls here are smooth and undamaged. A closer look at the floor reveals that its surface is spotless, save for a narrow space, some 10-ft. square, linking the only door with the southern wall. The skeletal remains of two goblins and one gnoll rest in one corner.

Initial Attitude: N/A

Encounter: This Room was once a tiny cell, but the wizard Arum changed the layout with powerful magic after settling in. Though no one knows what he intended, those with expertise with stone or masonry, as well as those accustomed to the geography of the dungeon, can tell that something is not quite right with the walls of this Room.

Aside from the 10 ft. wide portion of the south wall directly in front of the doorway and a narrow frame surrounding the door on the north wall, the walls of this Room have a different texture than the other walls in the dungeon. Though most of the walls in this region have the same stone surface, these are smoother, paler, and (most importantly) show no sign of wear. A successful DC 16 Knowledge (architecture and engineering) or Profession (mason) check confirms that the stone used here is not only different, but also that it is strange to find it in the dungeon. A successful DC 22 Spellcraft check reveals the entire Room was shaped with magic.

Encounter Condition: Echoes 1, Hallowed 1, [Positive Energy], Safe

Tactics: N/A

Treasure: Buried within the walls are several *wands of deeper slumber*, that Arum built into this chamber. The wands were corrupted by the chaotic magic of the Region, and constantly target the occupants with a desire for restful sleep. The walls radiate Strong abjuration and enchantment.

PCs spending more than 2 hours in this Room, feel a calming peace come over them. The energy is soothing and beckons the PCs to stay a while. After 5 hours however, they lose the will to leave. PCs trying to leave, must succeed at DC 16 Willpower saves, or rest in a quiet corner for another 8 hours. This rest is very good for the PC, but is hard to resist. While he heals at twice the normal rate in this Room, a DC 16 Willpower save is required every morning to summon the will to leave.

The key to escaping this perpetual trap is for PCs that CAN leave, to either carry out the ones who won't leave or sleep in another Room, until the "trapped" PCs gain the will to escape.

PCs sleeping in the hall (waiting for their comrades) are subject to Random Encounters (once every two hours), while the occupants of the Room are not.

EL: N/A

Scaling: To increase the challenge of this encounter, have the slumber take effect in 2 hours rather than 5 hours. To decrease the challenge, the PCs only need to sleep on day here and can leave the next day.

C45. FALSE TREASURE ROOM

The floor of this small room is filled with gold pieces, though these fail to hide the dusty floor beneath. In the center of the chamber is a simple stone altar upon which a long double-bladed sword lies. The sword is fashioned from a silver alloy that shines brilliantly when light is cast upon it.

Initial Attitude: N/A

Encounter: This Room was converted into a false treasure chamber by the wizard Arum. A successful DC 23 Open Lock check is required to unlock the only door leading into this Room, and the key that once served that purpose was destroyed long ago.

Anyone touching the sword or the altar triggers the trap, which was created by Arum years ago.

Magic Missiles Trap: CR 5; magic device; proximity trigger (detect good); automatic reset; spell effect (*magic missiles*, 15th-level wizard, ten missiles dealing 1d4+1 force damage); Search DC 26; Disable Device DC 26. This trap combines the effect of two *magic missile* spells triggered simultaneously.

Encounter Condition: N/A

Tactics: N/A

Treasure: The longsword is endowed with a permanent *magic aura*, making it appear as a +3 *vorpal longsword* (emanating Strong necromancy and transmutation). In truth, it's a –2 *cursed longsword*. The gold scattered upon the floor is real, though, and totals 327 gp.

EL: 5

Scaling: To increase the challenge of this encounter, replace the *magic missile* trap with a *symbol of fear* trap. To decrease the challenge, the *magic missile* trap triggers once.

C46. TRAPPED DOORWAYS

The corridor leading south ends in a strange intersection. Upon the eastern wall is a wide doorway opening into a dark room. To the west and south, short hallways lead to closed doors, each with a locking mechanism set above their knob.

Initial Attitude: N/A

Encounter: The two doors on the southern end of this corridor are trapped. The first of these doors is real, but the second is fake. It is stuck inside the stone wall and cannot be opened by any means. Both of these doors have a complex locking mechanism set upon them. A successful DC 26 Open Lock check is required to unlock each of them.

The first door is rigged with a *crushing despair* trap, which is triggered as soon as any creature passes through the doorway.

Crushing Despair Trap: CR 5; magic device; location trigger (doorway); automatic reset; spell effect (*crushing despair*, 18th-level wizard, save DC 18 Will save negates); Search DC 29; Disable Device DC 29.

The second door, which is impossible to open — though its lock can be picked normally — is trapped as well and triggers when anyone touches it.

Acid Fog Trap: CR 7; magic device; touch trigger; automatic reset; spell effect (*acid fog*, 18th-level wizard, 2d6 / round acid for 11 rounds); Search DC 31; Disable Device DC 31.

Though no creatures live in this Room, the vargouilles in Room C47 are alerted wen the trap is sprung.

Encounter Condition: Stagnant Air, [Smoke]

Tactics: N/A

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add *cloudkill* to the *crushing despair* trap and have the vargouilles (Room C47) ambush the PCs as they exit. To decrease the challenge, remove the *acid fog* trap.

C47. ROGUE VARGOUILLES

Both doorways leading into this chamber are wide open. Though these once held doors, they were taken out long ago. A closer inspection of these archways reveals the rusted detritus of strong iron hinges.

If the PCs fought the chained howler (Room C43), the vargouilles cannot be surprised.

Beyond the empty archway is an even wider a chamber. The room is dark and an undisturbed blanket of gray dust covers the floor. The stone floor is scuffed and marked under the dust, suggesting that traffic once coursed through here.

Initial Attitude: Hostile

Encounter: Four vargouilles (hp 8, 7, 6, 5) hide in this chamber. These creatures recently ventured into the wizard's domain and decided to turn this Room into their new home. They are content to remain in the darkness, but attack anyone entering what they now consider their lair.

If the PCs use a light source, the vargouilles automatically notice them. Otherwise, allow the vargouilles the appropriate Listen and Spot checks. They remain hidden, waiting for the PCs to enter. If it takes more than 10 rounds for the PCs to reach their lair after they were spotted, the vargouilles come after them instead.

Encounter Condition: Ambush (darkness), Concealment, Fear 14, Fearless, Unhallowed 2

Tactics: The vargouilles use shriek as soon as they reveal themselves (or the moment they are spotted). They close in melee, biting their foes. Though they do not necessarily fight in unison, these creatures are savage and fight to the death. They target the weakest opponents first, and do not hesitate to attack the wounded.

Because vargouille have so few hit points, unless they can surprise the PCs, this will be a short battle. The key to making this an effective encounter is for the howler in Room C43 to reduce the PC's Wisdom before hearing the vargouilles shriek (thus having a lower resistance to it), which also alerts the vargouilles of trouble.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add 3 Hit Dice to each vargouille. To decrease the challenge, remove one vargouille.

Vargouille: CR 2; Small outsider (evil, extraplanar); HD 1d8+1; hp 8, 7, 6, 5; Init +1; Spd Fly 30 ft. (good); AC 12, touch 11, flat-footed 11; Base Atk +1; Grp –3; Atk +3 melee (1d4 plus poison, bite); Full Atk +3 melee (1d4 plus poison, bite); SA Shriek, kiss, poison; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5; Weapon Finesse.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 ft. (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth sharpen into fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

C48. FORMER GREAT HALL

Torches set amidst heavy bronze sconces in the walls are ablaze, their light revealing a massive stone table that dominates the center of this large hall. Broken wooden stools and a rotten tapestry, which is now piled in a corner of the room, complete the collection of furniture, which is covered with dust. Three corridors lead into this place, but the one opening in the middle of the eastern wall is blocked.

Initial Attitude: N/A

Encounter: The Gnashing Fang Tribe used this Room as a meeting hall. Though they have long abandoned the place, it remains unchanged.

This great hall is empty and has not been used in years. Only the vargouilles in Room C47 passed through it in recent months. The stone table in the center of the place is solid and its surface is scarred with various claw marks. These were designed by the gnolls that once lived here, but mean nothing special.

The corridor leading east ends abruptly. When Arum defeated the hill giant in Room C97, he created a permanent stone wall here to block the access. A successful DC 25 Spellcraft check made here reveals that this portion of the wall is indeed a *wall of stone*. It is impossible to dig through this wall.

There is a barely noticeable irregularity in the center of the western wall. PCs succeeding at a DC 28 Search check notices narrow grooves upon the stone surface, suggesting that a portion of the wall is actually a hidden panel. A close examination of this panel reveals a tiny hole in its center. The device is clearly some sort of keyhole. A successful DC 25 Open Lock check is enough to unlock the mechanism. As soon as this is done, the panel sinks into the floor, revealing Room C51 beyond. The secret door closes itself shut one minute after it was opened.

Encounter Condition: N/A

Tactics: N/A

Treasure: PCs observing the degraded tapestry discern faded colors, but no particular image comes to mind based on the design. The item is worthless. The torches have *continual flame* cast on them.

EL: N/A

Scaling: N/A

C49. FORMER BARRACK

Both doors to this Room are locked and require a successful DC 30 Open Lock check to open.

Eery lights and dancing shadows project upon the walls, distracting you. The Room beyond the door is in disarray, as if ransacked. Shattered wooden bunk bed frames line the southern and eastern walls. Though no mattresses or bed sheets cover them, they could once sleep twelve, and if suitable bedding could be acquired, they could still be used.

Initial Attitude: Hostile

Encounter: This Room was once used to house warriors of the Gnashing Fang Tribe. Over the years, the tribe suffered great loses and abandoned the place. Before fleeing, they used this place to trap a feral ghoul (hp 58) they were unable to kill. The beast has been captive for many months and seeks to destroy anyone who enters (including the PCs).

Encounter Condition: Ambush, Fearless, [Safe]

Tactics: The ghoul is fearless and stronger than most of its kind. It waits above the door and descends on the last person to enter. The PCs need a DC 40 Spot check to notice it as they enter and gain a +5 circumstance bonus to the check *only* if they are looking straight up as they enter (the monster knows exactly where to hide in the room's shadows).

During the first round, the ghoul takes full advantage of its abilities, attacking its victim with two claws, one bite, and its special rake attack. The ghoul's claws are razor-sharp from many years of scratching and sharpening upon the dungeon walls, and its critical threat range is increased accordingly.

Once engaged, the ghoul no longer uses its rake attack, but continues to pounce. When it drops a PC, it turns its attention to the next closest or fastest PC. Once all the PCs are down, it feeds upon one PC until he is dead and then flees deeper into the dungeon.

The ghoul fights to the death. Assume it has a Initiative check of 22.

Treasure: A torch imbued with *continual flame* was left behind, perhaps to torment the nocturnal ghoul. The torch was broken into many pieces, but the *continual flame* still casts light from a single 3-in. piece of wood. A successful DC 22 Search check reveals a gold earring (worth 25 gp) tucked between one of the bunks and the wall.

EL: 6

Scaling: To increase the challenge of this encounter, allow the ghoul to sneak attack the first PC for +3d6 damage or permanently bestow *magic fang* on its claws, making them +2 *claws*. In addition, at the end of the first round, have the PCs make DC 18 Will saves or become shaken. To decrease the challenge, have the ghoul be surprised by the PCs.

Feral Ghoul: CR 6; Medium undead; HD 9d12; hp 58; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +4; Grp +6; Atk +7 melee (1d6+2/19–20 plus paralysis, claw); Full Atk +7 melee (1d6+2/19–20 plus paralysis, 2 claws) and +5 melee (1d6+1 plus paralysis, bite); SA Ghoul fever, paralysis, pounce, rake; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +3, Ref +5, Will +8; Str 15, Dex 15, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +12, Climb +13, Hide +13, Jump +13, Move Silently +13, Spot +14; Multiattack, Improved Critical (claws), Improved Natural attack (claws), Weapon Focus (claws).

Ghoul Fever (Su): Disease-bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Pounce (Ex): If a feral ghoul charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +7 melee, 1d8+3 damage.

C50. THE TOMB OF NARR'KRR

Both doors leading into this chamber were sealed with a thick wax, which was applied to the inside of the door frames long ago. Because of the wax, a successful DC 22 Strength check is required to open each door.

The doors opening into this chamber are extremely hard to push open, but once this is done a stench issues from within. Inside this large room is a simple wooden desk, a large stool, an iron chest, and a wide bed. Upon the bed is the source of the stench: A tall humanoid skeleton with bits of rotted flesh sticking to the yellowed bones. The corpse is dressed in rotten clothing, but a large gold torc hangs from a chain upon its neck.

Initial Attitude: N/A

Encounter: Narr'krr, a powerful gnoll warrior, used this chamber as his private abode and office. Narr'krr suffered a crippling injury six years ago and shortly after his death, was laid to rest in this chamber, and both doors were sealed.

With a successful DC 18 Heal check or DC 15 Knowledge (nature) check, PCs observing the corpse can determine this creature was a particularly large gnoll.

Encounter Condition: N/A

Tactics: N/A

Treasure: Upon the desk are a handful of blank scroll pages, which are dried and yellowed but still usable, and an empty vial of ink. The chest here contains rotted clothing and a *+1 handaxe*. Lastly, Narr'krr spent his last few months studying some arcane notes and while he never understood them, he hid them away in a catch under the table. A successful DC 30 Search check reveals a small bone scroll case with an arcane scroll in it. The scroll contains the spells — *gaseous form*, *illusionary script*, *suggestion*, and *water breathing*.

PCs searching the body automatically find a gold torc set upon a heavy chain. The chain is made of tarnished bronze rings and worth a mere 3 gp. The surface of its crescent shape is engraved with multiple tribal designs. It is worth 250 gp to anyone, but twice as much to a gnoll. Members of the Howling Fang Tribe (that never ventured into the dungeon), and most Gnashing Fang gnolls would pay up to 1,000 gp for such a treasure, as it is an heirloom of their people.

If the PCs attempt a trade with Gahrr'k (Room C37), an opposed Appraise or Diplomacy check is necessary to get both *stone salves* for the heirloom. He easily trades one for it.

EL: N/A

Scaling: N/A

C51. WIZARD'S LABORATORY

To enter this Room, the PCs must find the secret panel in Room C48. This panel resets itself one minute after being opened. PCs caught on this side instantly notice the irregularity in the center of the eastern wall, provided they know where to look. From this side, a DC 20 Search check is enough to notice the narrow grooves upon the stone surface as well as the tiny keyhole in the middle of the panel. A successful DC 25 Open Lock check is still required to unlock the mechanism, but the proper key rests on the table in this chamber.

A low table lies is the middle of this chamber, which is illuminated by the flames of four torches, each set into wall sconces in the corner. Upon the table are a variety of clay flasks, glass vials, and pots, some of which containing liquids. Beside these is a minuscule silvery rod.

Initial Attitude: N/A

Encounter: Shortly after the escape of the demon in (Room C21) and the terrible deaths of the knights of Merunda, Arum discovered this hidden chamber and built another laboratory here. Judging by the dust covering everything in this Room, it's clear it hasn't been used in some time.

Encounter Condition: N/A

Tactics: N/A

Treasure: The narrow rod upon the table is the key that unlocks the secret panel leading into this Room. The various flasks contain a *potion of bear's endurance* (3 doses), *a potion of true strike* (5 doses), *a potion of endure element (fire)* (2 doses), and one vial of antitoxin (1 dose). In addition to these items, there are seven empty glass vials, three clay jars, two small cooking pans made of blackened iron, an alembic and a host of crude alchemical tools. The four torches have *continual flame* cast on them.

EL: N/A

Scaling: N/A

C52. WIZARD'S STUDY

Like the laboratory, the burning flames of torches set into each corner illuminate this room. A comfortable-looking chair rests at the foot of the southern wall, facing the chamber's only door. Beside the chair is a small wooden table, on which is placed a thick leather-bound volume, two vials of black ink, and an inkpen.

Initial Attitude: N/A

Encounter: Arum used this chamber to meditate and conduct magical research. Like most Rooms in this part of the dungeon, the furniture in is blanketed with dust. A closer look suggests that no creature has entered this place in years.

Encounter Condition: N/A

Tactics: N/A

Treasure: The most significant treasure in this chamber an unmarked journal. Written in the Draconic (the first half) and scrawled in Common (the second half), the journal reveals a portion of the wizard's account. While trying to gain insight into his future, Arum, a wizard, was contacted by a divine entity known as Merunda, a minor goddess of the oceans, travel, and vigilance. The deity told him to come to the dungeon prison and wait for others to arrive. Shortly after Arum arrived he performed experiments to discover why extraplanar travel was impossible here. After successfully opening up a tiny extraplanar rift, an angel confronted him (in his mind) forbidding him from ever attempting such an experiment again. Arum goes on to explain that the angel was imprisoned with a powerful demon in this Region, and that it would not allow anyone from releasing the fiend. The journal ends shortly after the arrival of three paladins of the deity named Merunda.

After several blank pages, the writing continues, only the handwriting is more chaotic and the verbiage more difficult to decipher. PCs succeeding at a DC 25 Decipher Script check can make out the following information.

Arum (now referring to himself in the third person) communicated with what he believed was an angel trapped within the dungeon to learn how to make his forge more efficient. Following the angel's advice, the wizard placed powerful wards to reflect the heat generated by his forge back to it. What the wizard had not realized, however, was that the wards he placed upon the wall would facilitate Ash's freedom. And that it was indeed the cunning demon that had communicated with him — not an angel. The details of the account are vague, but the text is filled with remorse, as the narrator blames himself for Ash's escape, which ultimately led to the Paladins' fall.

The two vials contain dried and useable ink, but the inkpen is still in good shape. The four torches have continual flame cast on them.

EL: N/A

Scaling: N/A

C53. ARUM'S PRIVATE SANCTUM

A wide bed covered with dusty blankets lies at the foot of the southern wall of this chamber. Besides the bed is a wooden table with a lantern on it. There is an iron chest at the foot of the bed. Its locking mechanism is clearly visible from the room's only entrance.

Initial Attitude: N/A

Encounter: This chamber was Arum's private bedroom. When the wizard left the dungeon, he abandoned some of his personal effects behind, but did not deactivate the trap he placed here. Judging by the dust covering everything in this Room, it is clear that no one has visited in a long time.

The doorway leading to Arum's chamber is rigged with a magical trap (something Arum doesn't even remember doing). Anyone entering the Room must make a DC 19 Will Save or lose 6 points of Wisdom from the *bestow curse* trap. The trap automatically resets after 6 rounds. It can affect the same person more than once. However, a PC's Wisdom score cannot be lowered below 1 by this device.

Bestow Curse Trap: CR 5; magic device; location trigger; automatic reset (6 rounds); spell effect (*bestow curse*, 15th-level wizard, –6 Wisdom, DC 19 Will save negates); Search DC 29; Disable Device DC 29.

Encounter Condition: Cursed 5, Haunted

Tactics: N/A

Treasure: The chest at the foot of the bed is locked and requires a DC 30 Open Lock check to open. It contains two blank spellbooks, three sets of wizard's robes in various shades of blue, and six oil flasks. The lantern upon the table is still in good shape. Copper and silver coins with the faces melted off are scatted along the bottom of the chest.

EL: N/A

Scaling: To increase the challenge of this encounter, have the *bestow curse* trap drain 6 points of Intelligence (or Dexterity) as well as Wisdom. To decrease the challenge, replace the *bestow curse* trap with a *burning hands* trap.

C54. GHASTLY GUARD POST

Half a dozen carcasses lie in the middle of this dark room. A closer look at the corpses indicates these warriors died years ago in brutal combat. The weapons they wielded remains with them.

Initial Attitude: N/A

Encounter: This chamber was once a guard post used by the members of the Gnashing Fang Tribe. The corpses here are six gnolls from the Gnashing Fang Tribe. These creatures died at the hands of a powerful hill giant that ventured into this Section. The tribe abandoned this Room shortly after this battle, leaving the dead behind.

Encounter Condition: Distracting Visions 5

Tactics: N/A

Treasure: PCs searching the corpses find three rusty greataxes, two great clubs, a morningstar, and four large steel shields. One of these shields is a masterwork item. The gnolls also carry a total of 21 gp worth of semiprecious gemstones and coins.

EL: N/A

Scaling: N/A

C55. RIGGED FALSE DOOR

Four doors open into this dark intersection. Though the three doors set amidst the three different eastern walls do not seem to lock, a black iron lock is set in the one at the end of the western corridor.

Initial Attitude: N/A

Encounter: The door at the end of the western corridor is false. It is set in the stone of the wall and cannot be opened, but it nevertheless contains a complex locking mechanism.

The western door is also trapped. It was designed to fool the inhabitants into believing that some powerful creature was imprisoned on the other side. A successful DC 25 Open Lock check is enough to unlock the mechanism upon the door, but it can unfortunately not be opened

Anyone touching the door or lock also triggers its magical trap.

Cloudkill Trap: CR 6; magic device; touch trigger; automatic reset; spell effect (*cloudkill*, 18th-level wizard, save DC 19); Search DC 30; Disable Device DC 30.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add a *freezing sphere* to the *cloudkill* trap. To decrease the challenge, replace the *cloudkill* trap with a *slow* trap; its effect lasts 1 day.

C56. FLOODING ROOM

The floor of this intersecting corridor is surprisingly clean, but there is a layer of green moss covering the walls, which forms an almost straight line around the room some three feet from the floor.

Initial Attitude: N/A

Encounter: This intersection is rigged with a potent flooding Room trap. Unfortunately, the powerful earthquakes that modified parts of the dungeon also damaged this device.

Four rounds after the PCs enter this Room, the doors shut tightly and loud clicking sounds are heard as they are locked into place. Water then pours from minuscule cracks upon the floor, forming a pool in the Room. The water rises at a rate of 1 ft. per round, but fortunately for travelers, the trap is not as effective as it once was and the water stops rising after three rounds (at the level were the moss can be seen). The sound of running water continues to be heard until 10 rounds elapse. At the end of this period, everything is quiet for 15 minutes before the water level drops. 10 additional rounds later, the water dissipates and the doors instantly unlock themselves.

Flooding Room Trap: CR 1; mechanical; proximity trigger; automatic reset; no attack roll necessary (if the trap was working properly, the Room would flood in 10 rounds); Search DC 35; Disable Device DC 32.

PCs unlocking any of the doors must succeed at a DC 30 Open Lock check or remain trapped inside the Room. Disarming the trap requires a DC 32 Disable Device check, which prevents the doors from shutting off on their own as well as preventing water from pouring into the corridor.

Encounter Condition: Distracting Noises 6, Flooded

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C57. HAZARDOUS TUNNEL

A narrow tunnel was dug from the bedrock of the dungeon, connecting two small chambers together. The uneven corridor and the rooms it connects are filled with a multitude of stone debris and it is clear many stone boulders tumbled from the walls and ceiling.

Initial Attitude: N/A

Encounter: Demons imprisoned in the dungeon dug a tunnel linking both ends of this Room, which were once separate. The demons eventually escaped when the geography of the dungeon changed, centuries ago. Now, this Room is a hazardous place and the ceiling threatens to collapse.

PCs examining this Room notice the precarious state of the place. A successful DC 15 Knowledge (architecture and engineering) or Profession (mason) check confirms that journeying through this place is dangerous and might result in an avalanche.

PCs moving through this Room must do so carefully. They must succeed at a DC 15 Dexterity check to avoid a cave-in. Each PC failing this check causes several large blocks of stone to fall to the ground, dealing 6d6 points of crush damage to everyone in the Room. This damage is cumulative, so anyone else failing the check adds another 3d6 points of crush damage. PCs succeeding at a DC 18 Reflex save cut the damage in half.

Encounter Condition: Tremors 18

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, double the damage caused by the cave-in. To decrease the challenge, no extra damage is suffered if more than one PC fails his Dexterity check.

C58. SACKED BED CHAMBER

This room is filled with debris. There are many broken wooden poles and planks, the remnants of a bed as well and the broken remains of what was a small cabinet. The wooden pieces are scattered upon the room, and it is obvious that someone — or something — destroyed everything here.

Initial Attitude: N/A

Encounter: This chamber once housed the only healer of the Gnashing Fang Tribe. This wise old gnoll died long ago, however, and his bedroom was sacked. PCs looking at the debris also find several strips of rotted cotton as well as the dusty remains of dried herbs. A successful DC 15 Heal check made here confirms that these items were once part of a large healer's kit.

Encounter Condition: N/A
Tactics: N/A
Treasure: A successful DC 23 Search check through the debris here reveals a vial containing three applications of *universal solvent* and a *potion of cure critical wounds* (2 doses).
EL: N/A
Scaling: N/A

C59. HALL OF MIRAGES

This room is unlike anything encountered in the region. The walls are made out of dark brown wooden logs and reminiscent of the makings of a comfortable log cabin. Upon the southern wall is a thick frame made out of red bricks to create a hearth. The flames burn within the hearth, raising the temperature of the room to a comfortable level. There are tables in this room, as well as stools and the trophies of various hunting trips hanging on the walls.

Initial Attitude: N/A
Encounter: Arum set a powerful illusion into this hall, as well as a lethal trap. This great chamber is reminiscent of an tavern, without the bar and barkeep. Arum placed a powerful illusion here, and a DC 21 Will save (disbelief) reveals that this Room is, like most in the dungeon, cut from stone. Those who fail, believe it to be a tavern, complete with darts, drinks, kegs, and the like. The Room is totally empty, and the stone floor is cloaked in dust. PCs walking 10 ft. or more release a magical trap, which affects everyone one round later.

Phantasmal Killer Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*phantasmal killer*, 15th-level wizard, save DC 18); Search DC 30; Disable Device DC 30. This device is actually a series of *phantasmal killer* traps. Each of these traps affect a different creature in the Room.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: 5
Scaling: To increase the challenge of this encounter, add *fear* to each *phantasmal killer* trap. To decrease the challenge, have the *phantasmal killer* trap target a single creature.

C60 THROUGH C68. PATH OF THE RIGHTEOUS

This Section was originally designed as a deadly path preventing demonic and devlish creatures from venturing too far. Though the angel and archon wardens of the Region could safely walk from Rooms C60 though Room C68, and even used some of these chambers to rest, non-lawful good creatures found it more difficult to make the journey.

When Arum discovered this area, he essentially kept it as it was. However, he used Room C64 to honor the brave men and women who sacrificed their lives in the service of their god and who died fighting the most powerful demon of the dungeon. Arum's testimony of the paladin's battle is engraved upon the walls of this chamber in maddened Common, Draconic and Abyssal.

PCs notice that the stone surface of the walls, floor, and ceiling is whiter in Rooms C61 through C67. In addition, the material from which they had been hewn is different than in other parts of the vast complex and no dust has accumulated anywhere. Lastly, the spotless white stone surfaces of these halls are illuminated by an unknown light source, as if under the permanent effect of *daylight*.

C60. SECRET ENTRANCE

The door leading to Room C61 is actually a secret stone panel that is extremely hard to notice. The secret panel upon the eastern wall is a 10-ft.-by-10-ft. section of stone that sinks into the floor when opened. The secret door opens instantly if a PC with the Mark of the Righteous (see Room C21 and C103) walks within 5 ft. of it, revealing the bright light on the other side. The panel remains open for 1 minute before rising back into place. A PC with the Mark of the Righteous caught on the other side of this doorway needs only to touch the secret wall panel to open it.

The corridor widens here, but leads simply to a bare wall. Like many places in this region, a thin gray dust covers the floor. This pale cloak is undisturbed and even, suggesting that no one has ventured into this hallway for years.

Initial Attitude: N/A
Encounter: If no one has the Mark of the Righteous, the PCs cannot gain access to this chamber — and thus they cannot reach the eastern Rooms of this Region. Most importantly, the special key in Room C103 is unavailable to them. If the PCs never met Zrino (Room C21), or if they refused the Mark of the Righteous, Zrino arrives, offering the Mark.
If the PCs attacked the lantern archon, however, he is not here.
Encounter Condition: Hallowed 4
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

C61. GOLDEN WEAPON RACK

The western wall of this chamber contains an empty weapon rack. The structure of this item is composed of four long bars that curve slightly. Each of these bars is made of pure gold decorated with a feather pattern. The golden feathers are linked to one another and form an intricate design. Upon the northern door, written in golden Celestial runes are the words: "Leave all weapons behind."

Initial Attitude: N/A
Encounter: This Room was designed so anyone entering Room C61 would do so unharmed. The weapon rack is enchanted and all those leaving their arms behind find the journey through Rooms C67 and beyond more pleasant than it has been. The rack is also the key to unlock the door leading to Room C62. Once a weapon is placed, it cannot be removed from the rack, but an exact duplicate awaits in Room C67. If the PC returns to this Room, the weapon is gone (unless the weapon was placed again in Room C67).

A PC with the Mark of the Righteous (see Room C21 and C103) walking within 5 ft. of the doorway is instantly aware of its existence. He also knows how to open it by simply touching the hidden panel. Only those with the Mark of the Righteous can open it in this fashion, however. When opened, the stone panel sinks to the floor.

The secret panel upon the eastern wall of this chamber is 5-ft.-by-5-ft. It is made from the same white stone as the walls of the Room from this side, but on the other the surface is as ordinary as that of the dark corridor leading to Room C95. Like the secret doorway in Room C60, this panel sinks into the floor when opened. The panel remains sunk inside the floor for 1 full minute before rising back into place. PCs without the Mark of the Righteous cannot open this door.

The door upon the north wall is locked. There are no obvious locking mechanisms and it cannot be unlocked with normal means. The only way to unlock this door and gain access to Room C62 is by placing weapons into the golden rack upon the western wall. A minimum of 1 weapon per PC must be placed in the rack. Once this is done, the weapons disappear and the door opens by itself, allowing the PCs access to Room C62.

Encounter Condition: Hallowed 4
Tactics: N/A
Treasure: The weapons rack is made out of gold and is of significant value (2,000 gp or more). It is, however, bolted to the wall and magically endowed. PCs may pull the rack out from the wall with a successful DC 40 Strength check, but doing so not only cancels its enchantment

but also ruins the item, which crumbles into a fine black dust. Destroying the rack before unlocking the door prevents access to Room C62 permanently.

EL: N/A

Scaling: N/A

C62. ANTECHAMBER OF LAW

This square room is empty, but upon the perfectly smooth white stone floor is an intricate pattern of an angel with outspread wings. The angelic figure sculpted upon the floor holds a wide shield with a scale and sword designed in its center.

Initial Attitude: N/A

Encounter: A successful DC 15 Knowledge (religion) or DC 25 Knowledge (the planes) check made here reveals that the symbol on the shield represents Order. This symbol is used by angels and archons, as well as any religious order that upholds the law.

This Room contains a powerful device that affects all non-lawful beings. Any non-lawful creatures entering this Room must make a DC 30 Will save or be afflicted by nausea for 4d6 minutes. Lawful-aligned characters are not affected by this effect and unarmed non-lawful characters who placed all their weapons in the rack in Room C61 or Room C67 gain a +8 luck bonus to their save. Nauseated characters lose 1d6 temporary points of Constitution, can only one standard action each round, and suffer a –5 circumstance penalty to attack rolls, skill checks, and saves for the duration of the nausea.

Encounter Condition: Hallowed 6, Positive Energy, Safe

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, increase the magical device's saving throw DC to 35 and the Constitution damage to 2d6. To decrease the challenge, reduce the save DC to 25 and the Constitution damage to 1d4.

C63. THE HALL OF LAW

Silken sheets are lined up all along the floor of this large hall. There are eight silk blankets on either side of the room, and all were placed near the eastern and western wall. Though they are no beds under them, the blankets look inviting. Their deep blue shades are in strong contrast to the clean white walls of the place.

Initial Attitude: N/A

Encounter: This Room was a meditation hall. The silken sheets are surprisingly comfortable and lying on them feels like lying on a soft feathery mattress. Anyone stealing the blankets receives a powerful electrical discharge upon exiting (through either door). The discharge deals 12d6 points of electrical damage, but a DC 30 Fortitude save reduces this damage by half.

Lawful PCs resting here rejuvenate lost hit points at a rate of 2 per hour. Lawful PCs resting for 8 hours also recuperate 1d3+1 lost points of one ability score damage they suffered. Upon awakening, they are blessed with *divine favor* for 24 hours. Non-lawful PCs do not benefit from these effects.

Chaotic PCs find no respite here. No matter how long they sleep, they gain none of the benefits normally bestowed by rest. Furthermore, upon entering this Room, chaotic-aligned PCs must make a DC 30 Will save or become immediately fatigued. Chaotic PCs who left all their weapons in the rack in Room C61 or C67 gain a +8 luck bonus to resist this effect.

Encounter Condition: Hallowed 8, [Positive Energy], Safe

Tactics: N/A

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, have all chaotic creatures entering this Room become instantly fatigued (no saving throw allowed) and raise the damage caused by the electrical discharge to 16d6. To decrease the challenge, allow non-lawful PCs to rest normally in this Room and reduce the damage caused by the discharge to 8d6.

C64. AN ACCOUNT OF THE LAST BATTLE

Gouges scar the pure white walls of this hall. The markings are letters of exquisite quality carved into the walls. The writing is in the Celestial, but under each phrase are Common runes translating the language.

Initial Attitude: N/A

Encounter: Arum used this Room to record the account of the brave, final stand of the Paladins of Merunda. The account was made by Arum, who used both languages to make sure any good soul traveling into this chamber would know the truth. PCs succeeding at a DC 30 Sense Motive check, can sense sadness in the words and the style of writing, as if the writer had given up hope.

PCs reading the inscriptions on the walls learn that Merunda, a minor goddess of the ocean, travel, and vigilance, summoned the last of her followers to the dungeon. Though at first they did not know why the deity had called them to the forgotten place, the servants of the goddess eventually learned they were expected to fight the great demon held within the confines of an important prison cell. They were also expected to die; all except Arum, whose signature can be found at the end of the account.

Moments before the tragic event, the paladins of Merunda were told the demon would escape its prison and that a mighty angel would slay the fiend, provided they sacrificed their lives to help it. When the time came and the demon broke through the wall of its prison cell, the servants of Merunda stood ready to face the creature. They sacrificed their lives to allow the angel to kill the demon. Only Arum survived the onslaught, and the wizard saw the angel dissolve into thin air once the demon was dead.

Though the narrator does not explain the events leading to the demon's escape, he does insist that the followers of Merunda allowed the fiend to be destroyed. And he wrote the account upon the walls to honor the memory, the valor, and the sacrifice of the deceased.

Encounter Condition: Hallowed 12, Positive Energy, Safe

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C65. HALL OF GOODNESS

Large sofas of deep blue velvet dominate the eastern and western walls of this large hall. In the center is a low blue marble table. The furniture is elegant and, like the white stone surfaces of the hall, surprisingly clean.

Initial Attitude: N/A

Encounter: Good-aligned PCs entering this hall immediately feel relaxed. Those suffering from ailment such as from poison, disease, or a curse also feel that they could get better if they stay here a while longer. Every hour a good-aligned PC remains, he benefits from one of the following spell-like effects — *neutralize poison, remove blindness/deafness, remove curse, remove disease, remove fear,* and *remove paralysis.* Non-good PCs do not gain any of these benefits.

For evil characters this place is unnerving. Upon entering the hall, they must succeed at a DC 30 Will save or become blind and deaf. They also suffer from 2 negative levels for as long as they remain here. *Remove blindness/deafness* restores their sight and hearing. PCs who placed all their weapons in the rack in Room C61 or Room C67 gain a +8 luck bonus to the save.

Encounter Condition: Hallowed 8, Positive Energy, Safe
Tactics: N/A
Treasure: N/A
EL: 5
Scaling: To increase the challenge of this encounter, add a *bestow curse* (–6 Intelligence) effect to each evil PC traveling in this hall. To decrease the challenge, have evil PCs either blind or deaf rather than both, and reduce the save DC to 25.

C66. ANTECHAMBER OF GOODNESS

An intricate pattern is carved into the center of this room. The design represents a handsome male angel with powerful wings protruding from its back. The angel upon the floor has one hand above his head, palm outstretch in front of him. His other hand holds a delicate lyre at his side.

Initial Attitude: N/A
Encounter: A successful DC 15 Knowledge (religion) or DC 20 Knowledge (the planes) check reveals the pose of the angel signifies peace. Angels, archons, and members of religious institutions frequently depict their greatest heroes in this position.

This Room is imbued with strong magic that affects all non-good creatures. Non-good PCs entering this Room must make a DC 30 Will save or become frightened for 4d6 minutes and lose 1d6 temporary points of Strength. Good characters are not affected and non-good characters who placed all their weapons in the rack in Room C61 or Room C67 gain a +8 luck bonus to their save.

Encounter Condition: [Fear 30], Hallowed 6, Positive Energy, Safe
Tactics: N/A
Treasure: N/A
EL: 6
Scaling: To increase the challenge of this encounter, increase the saving throw DC to 35 and the Strength damage to 2d4. To decrease the challenge, reduce the save DC to 25 and the Strength damage to 1d4.

C67. SILVERY WEAPON RACK

The southern door is locked, but has no locking mechanism upon it. It cannot be unlocked through normal means and the only way to open it is by placing weapons onto the silvery shelves. Each PC must place at least one weapon in the rack. Like Room C61, these weapons cannot be removed.

An empty silver weapon rack is encased upon the western wall of this otherwise empty room. The rack is made from seven curved bars embellished with leafy patterns of wonderful design. The words, "Leave all weapons behind" are written is silver Celestial runes in the center of the southern door.

Initial Attitude: N/A
Encounter: Like Room C61, this chamber was designed to allow everyone entering Rooms C62 through C66 to leave their weapons behind. The weapon rack, although fashioned from a different material, functions as the one in Room C61. It is also the key to unlock the door leading to Room C66.

PCs who left their weapons behind in Room C61, and vice versa, find their weapons here. When non-evil PCs take their arms from the rack in Room C67, they feel the weapons are charged with potent energy. The weapons of lawful PCs become *axiomatic*, while those of good-aligned PCs become *holy*. The weapons of lawful good PCs gain both these powers. The duration of these enchantments lasts for 1 day plus a number of days equal to the character's Wisdom bonus (if any). Weapons may not be enhanced more than once per month, so PCs journeying through this Section several times within a short period may not benefit from this more than once, unless they place different weapons in the rack.

The magical rack does not enhance the weapons of non-lawful or non-good PCs. The weapons of evil PCs are imbued with powerful enchantments that bestow them a –2 luck penalty for a 1d4+1 days. An evil weapon placed in the rack is destroyed and never reappears.

Encounter Condition: Hallowed 4
Tactics: N/A
Treasure: The weapon rack in this Room is made out of the purest silver (it is worth approximately 2,000 gp). PCs can pull the rack from the wall with a successful DC 30 Strength check. Doing so, however, cancels its magical effect and ruins the item, which instantly crumbles into a fine black dust. Destroying the rack before unlocking the southern door also prevents access to Room C66.
EL: N/A
Scaling: N/A

C68. SECRET DOORWAY

The secret stone panel sinks into the floor, revealing a brightly lit hallway leading south. The corridor is narrow and illuminated by an unnatural source. It leads to a simple door.

Initial Attitude: N/A
Encounter: A hidden panel opens into the narrow corridor leading south. It is impossible to notice, but those with the Mark of the Righteous automatically learn of its existence. The secret door is a 5-ft.-by-5-ft. panel that sinks into the floor when opened. It opens automatically if a PC with the Mark of the Righteous (see Room C21 and C103) touches it and remains open for 1 minute before rising back into place.

If no one has the Mark of the Righteous, the PCs cannot gain access to this Room. If the PCs never Zrino (Room C21), or if they met the lantern archon but refused the Mark of the Righteous, Zrino appears to offer the Mark, unless the PCs attacked him before.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

C69 THROUGH C79. BLACK DRAGON TERRITORY

Before Arum fled the dungeon, his scattered mind created a number of monstrosities in this Section, bringing to life inanimate objects (like the furniture) and turning mindless mold into powerful, destructive oozes. Months and years passed, and Arum hid under the shadow of the dragon, before fleeing the Region in search of clarity and to ease his weary mind.

Over the years, this Section been home to a number of beasts, including hill giants, too stupid to stay away and a number of gnoll patrols who learned to leave well enough alone.

Now, uncontested, a mighty black dragon (named Nardarik) controls Rooms C69 through C79. This cunning dragon is aware of every secret door and hidden passage in its territory. Nardarik is smart and agile, and frequently patrols its lair in order to insure no other inhabitants enter it.

While journeying through Nardarik's territory, the PCs notice several scuff marks upon the floor and walls. Nardarik's claws and scaly body created these marks. They are especially obvious in narrow corridors and chambers.

When Nardarik encounters the PCs, he is Hostile. Unless they offer great treasures, the dragon attacks. He wants nothing to do with the PCs. However, if they buy their way out, Nardarik honors the bargain and shows them the way out.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A thin, gray mist escapes though a crack in the wall. It dissipates almost as quickly as appears.
2	The sound of fire, followed by a thunderous explosion echoes through the Section.
3	The charred body of a lone goblin cuts across the PC's path.
4–13	Nothing
15–16	A pair of dire bats attack anyone in sight, but fly away when their hit points are reduced to 50%.
17	The PCs stumble upon a trap. **Fusillade of Spear Ceiling Trap:** CR 5; mechanical; location trigger; automatic reset; lock bypass (DC 22 Open Lock check); Atk +20 range (1d8, spear); multiple targets (1d6 spears for every target within the Room); Search DC 27; Disable Device DC 20.
18	The PCs stumble upon a trap. **Well-Camouflaged Pit Trap:** CR 6; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 26; Disable Device DC 16.
19	Black pudding slinks through the Section, attacking anything that in its path. This encounter happens only once.
20	Nurganar (Room C9) searches for treasure. When encountered, he asks for a tribute — 100 gp from each PC. If the PCs pay up, Nurganar talks with them. Since he travels everywhere, he knows a about the Region.

C69. FIRST MARKED ROOM

The surface of the stone floor and walls here is heavily dented. A closer examination suggests that part of the rock face was burned. There are also several marks upon the floor, suggesting frequent traffic.

Initial Attitude: N/A

Encounter: The walls and floor of this Room are damaged. Their stone surfaces are melted and uneven, as though a potent acid had eaten through the rock. Nardarik (Room C77) — the black dragon that makes his lair in this Region — is responsible for the markings.

There is nothing special in this Room aside from the acid-damaged floor and walls. A successful DC 16 Intelligence check made here confirms the walls and floor were damaged with a strong acid. Another check suggests the acid was thrown or projected against the stone surfaces, as though through a jet or thrown flask. A third check (DC 26) reveals the acid's source was monstrous and unnatural.

A successful DC 25 Search check uncovers a simple secret panel at the end of the western corridor. This panel is made from the same stone as the walls and is just as damaged. It veers precariously upon hidden hinges towards the inside of this Room when opened. A narrow groove into the stone surface allows PCs to pull it open, but a successful DC 15 Strength check is required.

Encounter Condition: [Fog 10 or Smoke]

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: N/A

EL: N/A

Scaling: N/A

C70. DEVASTATED CHAMBER

The three secret doors leading into this Room are simple stone panels that can be noticed with DC 20 Search checks. When pushed with a successful DC 15 Strength check, they veer open, revealing strong iron hinges hidden within the arch way. PCs opening the panels from the outside must use a narrow groove that grips the panel (also requiring a Strength check).

The two secret doors in the corridor to the northwest are identical to those from this Room.

This room is filled with broken furniture, crushed boulders, and bone fragments. The detritus is piled at the foot of the western wall, and a simple looking door separates them in two mounds. Within the debris are bits of rusty iron, thorns and rotted clothing.

Initial Attitude: N/A

Encounter: When Nardarik took control of the Section, he fought powerful hill giant stragglers. The dragon wasted no time hunting down his enemies, and the giants made a brave, but futile last stand. Casting the room in *darkness*, the Nardarik killed each giant, slowly, in turn, Now, only their bony carcasses remain — along with the devastation wrought by Nardarik.

Searching the debris thoroughly takes 2 hours, but PCs succeeding at a DC 25 Search check can determine that the bone fragments from the detritus resulting from the decay of a number of giant-sized creatures. Portions of these bones are marked, twisted, or melted, as though acid had been thrown upon them. PCs studying the bones must succeed at a DC 20 Knowledge (nature) check to ascertain they come from seven different hill giants.

A DC 25 Spot check made here also reveals that behind the debris, portion of the western wall are scarred and damaged, as though by acid.

Encounter Condition: [Deep Darkness], Echoes 4, Fog

Tactics: N/A

Treasure: There is nothing of value in this hall, as Nardarik stripped the giant of any treasure they carried, including their weapons. PCs taking at least 20 minutes to search this Room uncover large pieces of wood, broken iron nails, the dried remains of pine branches, and large but rotted animal pelts. These broken and useless materials framed at least ten very wide bunk beds.

EL: N/A

Scaling: N/A

C71. SECOND MARKED ROOM

The westernmost secret door is discovered with a successful DC 25 Search check. The panel is simple and made from the same damaged stone as the walls. A narrow groove allows the PCs to grip the panel and pull it open. This action requires a DC 15 Strength check.

The floor and walls of this chamber are heavily damaged. The stone surfaces are uneven and marked with unfamiliar patterns.

Initial Attitude: N/A

Encounter: Like Room C69, a strong acid heavily damaged the walls and floor of this chamber. These cryptic marks are a warning to trespassers. A successful DC 16 Intelligence check confirms the substance used to burn and melt the stone was acid.

Encounter Condition: Fog 10, Stagnant Air

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C72. HALL OF RUBBLE

A massive pile of stone rubble dominates this great hall. Boulders and chunks of broken rocks, all neatly put together in the center of the place, form a mount almost as tall as the fifty-ft. high ceiling.

Initial Attitude: N/A

Encounter: Though the PCs can step into this Room, it is extremely difficult to move inside it, as the stone rubble is scattered everywhere. PCs staying close to the walls can make their way around the hall, circling the mound, the summit of which is roughly in the center of the Room. Once rubble has fallen, the PCs may move safely.

Encounter Condition: [Fog 10], Hazardous Footing 16, Tremors 19
Tactics: N/A
Treasure: If the PCs spend 2 hours searching through the rubble, they find several bone fragments (scarred by acid), a small pile of copper slag, and a *bag of holding* (although the sack looks like any other, only undamaged). It does not radiate magic.

After 3 hours, allow the PCs a DC 30 Search check to discover a +3 *dragonbane dagger.* Nardaruk could not destroy it, so he buried it under a massive pile of rubble.
EL: N/A
Scaling: N/A

C73. TRAPPED HALLWAY

The secret door on the northern end of the corridor is easy to spot. The grooves surrounding the stone panel are larger than most and there are obvious markings (wide scuffs) on the floor around it, that disappear under the secret panel. A DC 15 Search check is enough to spot these details, and a subsequent DC 18 Search check is required to uncover the hidden button to the east of the panel. Pushing this button causes the panel to slide through the western wall, disappearing completely.

The westernmost part of the south wall of this 60-ft. high corridor is significantly damaged. The stone is broken and several piles of rubble lay scattered upon the floor, as though some powerful force had struck the wall. On the far end of the hallway, a single wooden lever juts from the stone.

Initial Attitude: N/A
Encounter: At the end of the hallway is a lever (that does nothing). It is designed to get someone to walk down the hallway. Two rounds after the secret door is opened, a potent magical trap is triggered. The magic affects the entire length of the corridor, from either side of the secret panel. PCs succeeding at a DC 26 Search check can find a tiny locking mechanism besides the secret doorway. This lock can be picked with a DC 28 Open Lock check to safely bypass the trap.

When triggered, the trap remains active for 7 rounds. On the first round, the *reverse gravity* sends all creatures and objects hurling toward the ceiling. Creatures take falling damage when they hit the 60 ft. high ceiling. When the spell ends, 7 rounds later, they fall to the ground as the *reverse gravity* effect ends, taking damage again.

Reverse Gravity Trap: CR 8; magic device, touch trigger; automatic reset; lock bypass (Open Lock DC 28); spell effect (*reverse gravity*, 13th-level wizard) 6d6 fall [upon hitting the ceiling], then 6d6 fall [upon hitting the floor when the spell ends], DC 22 Reflex save avoids damage); Search DC 32, Disable Device DC 32.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: 8
Scaling: To increase the challenge of this encounter, increase the ceiling height to 100 ft. or add spikes to the ceiling. To decrease the challenge, reduce the ceiling height to 40 ft. and have the trap trigger 3 rounds later.

C74. MIMIC'S CHAMBER

This wide hall is vacant except for massive wooden shelves dominating the entire northern wall. The shelves are filled with vials, leather-bound books, yellowed scrolls, clay pots, and silvery urns.

Initial Attitude: Hostile
Encounter: A mimic (hp 148), fearful of Nardarik, remains in the form of a large book shelf filled with trinkets to attract anyone foolish enough to enter. It lies in wait, ready to attack intruders. Having suffered years of torment at Nardarik's hand, it is eager to vent its rage upon those who violate its lair. It attacks the PCs when someone steps within 5 ft. of it.

Encounter Condition: Ambush, Fearless, Poor Footing 4
Tactics: The mimic exudes a thick adhesive, hoping to grapple its prey or catch their weapons. Though angry, this creature fights intelligently and when given the chance, it concentrates its attacks upon less armored opponents.
Treasure: N/A
EL: 7
Scaling: To increase the challenge of this encounter, add one mimic. To decrease the challenge, give the PCs an opportunity to spot the mimic.

Mimic: CR 7; Huge aberration (shapechanger); HD 20d8+100; hp 190; Init +4; Spd 10 ft.; AC 16, touch 8, flat-footed 16; Base Atk +15; Grp +31; Atk +22 melee (2d8+8, slam); Full Atk +22 melee (2d8+8, 2 slams); Space/Reach 15 ft./15 ft.; SA Adhesive, crush; SQ Darkvision 60 ft., immunity to acid, mimic shape; AL NE; SV Fort +13, Ref +8, Will +15; Str 27, Dex 10, Con 21, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +15, Disguise +21, Listen +14, Spot +14; Alertness, Great Fortitude, Improved Initiative, Improved Natural Weapon (slam), Iron Will, Lightning Reflexes, Weapon Focus (slam).

Adhesive (Ex): A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 25 Reflex save. A successful DC 25 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush (Ex): A mimic deals 2d6+8 points of damage with a successful grapple check.

Mimic Shape (Ex): A mimic can assume the general shape of any object that fills roughly 450 cubic ft. (7 ft. by 8 ft. by 8 ft.), such as a truly massive chest, a giant's bed, or an arch way. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter its appearance. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

Skills: A mimic has a +8 racial bonus on Disguise checks.

C75. FALSE DRAGON'S HOARD

This cross-shaped hall is filled with coins of all shapes and sizes. Upon the mound of copper, gold, and silver are bronze candelabrums, golden plates, silvery cutlery, ivory cups, and a multiple brightly-colored jewels.

Initial Attitude: N/A
Encounter: Nardarik is a covetous creature, with no understanding of his true lineage, his reptilian mind understands two things – "this is mine" and "how do I get more?" Therefore, in order to protect his valuables from gnolls, giants, and whatever beast was too stupid to stay away, he built a false treasure hoard.

The entire Room is blanketed with a *permanent image* (DC 20 Will save, disbelief) making visitors believe the Room holds impossible treasures. PCs rolling a natural '1' on their saves, see whatever they truly desire in the hoard (weapons, power, et al). In reality, the illusion hides a pit trap covering most of the floor. Only those who see through the illusion can search for the trap (otherwise all Search checks automatically fail). Anyone stepping on the floor triggers the mechanism which opens a pit trap 2 rounds later.

Wide-Mouth Pit Trap: CR 8; mechanical; location trigger; manual reset; DC 22 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within the Room); onset delay (2 rounds); Search DC 20; Disable Device DC 17.

Encounter Condition: N/A

Tactics: N/A

Treasure: There is nothing of value here as the treasure is just an illusion.

EL: 8

Scaling: To increase the challenge of this encounter, increase the depth of the wide-mouth pit trap to 150 ft. to the pit trap. To decrease the challenge, reduce the depth to 60 ft.

C76. GELATINOUS CUBE GUARDIAN

This hallway is completely dark. Like many other rooms in this region, the walls are scarred with scuffs and narrow markings, as though something was dragged upon them.

There is a large cube made out of bluish translucent gelatin in the middle of this hallway. Inside this weird cube is a wooden chest reinforced with golden brackets. The chest appears undamaged.

Initial Attitude: Hostile

Encounter: A huge gelatinous cube (hp 216), born from the chaotic magic of Arum's fractured intellect, has grown to enormous strength. It guards the hallway running around the Nardarik's nests (Room C77), with a mimic (hp 52) — posing as a treasure chest — inside its oozing core. After all, the mimic's acid immunity renders it invulnerable to the cube's touch.

These creatures were already here when Nardarik took control of the Section and seeing no need to destroy them, the dragon kept them alive, to use as sentries. The gelatinous cube and mimic remain close to the door in the northern stretch of the corridor, but can appear anywhere in the Room the DM wishes.

Encounter Condition: Ambush, [Fear 14], Fearless

Tactics: Should the cube suffer 50 or more points of damage, the mimic springs to life and attacks the PCs, catching them flat-footed (even if they are already engaged in combat) unless they succeed at a DC 33 Spot check.

The cube attacks mindlessly, engulfing the first PC it encounters. If the cube is successful, the mimic attacks the PC from inside the cube, rather than waiting for an opening. PCs witnessing such an attack must succeed at a DC 14 Will save or become shaken for 2d4 rounds.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, two mimics inside the cube, each shaped like treasure chest or desks. To decrease the challenge, have the mimic surprise the PCs after the cube suffers 100 points of damage.

Gelatinous Cube: CR 3; Huge ooze; HD 12d10+96; hp 216; Init –5; Spd 15 ft.; AC 3, touch 3, flat-footed 3; Base Atk +8; Grp +16; Atk +6 melee (1d6 plus 1d6 acid, slam); Full Atk +6 melee (1d6 plus 1d6 acid, slam); Space/Reach 15 ft./10 ft.; SA Acid, engulf, paralysis; SQ Blindsight 60 ft., immunity to electricity, ooze traits, transparent; AL N; SV Fort +17, Ref –1, Will –1; Str 10, Dex 1, Con 26, Int —, Wis 1, Cha 1.

Skills and Feats: —

Acid (Ex): A gelatinous cube's acid does not harm metal or stone.

Engulf (Ex): Although it moves slowly, a gelatinous cube can simply mow down Large or smaller creatures as a standard action. It cannot make a slam attack during a round in which it engulfs. The gelatinous cube merely has to move over the opponents, affecting as many as it can cover. Opponents can make opportunity attacks against the cube, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 17 Reflex save or be engulfed; on a success, they are pushed back or aside (opponent's choice) as the cube moves forward. Engulfed creatures are subject to the cube's paralysis and acid, and are considered to be grappled and trapped within its body. The save DC is Strength-based and includes a +1 racial bonus.

Paralysis (Ex): A gelatinous cube secretes an anesthetizing slime. A target hit by a cube's melee or engulf attack must succeed on a DC 24 Fortitude save or be paralyzed for 3d6 rounds. The cube can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 ft.

Transparent (Ex): Gelatinous cubes are hard to see, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a cube and walk into it are automatically engulfed.

Mimic: CR 4; Large aberration (shapechanger); HD 7d8+21; hp 52; Init +1; Spd 10 ft.; AC 15, touch 10, flat-footed 15; Base Atk +5; Grp +13; Atk +9 melee (1d8+4, slam); Full Atk 2 slams +9 melee (1d8+4); Space/Reach 10 ft./10 ft.; SA Adhesive, crush; SQ Darkvision 60 ft., immunity to acid, mimic shape; AL N; SV Fort +5, Ref +5, Will +6; Str 19, Dex 12, Con 17, Int 10, Wis 13, Cha 10.

Skills and Feats: Climb +9, Disguise +13, Listen +8, Spot +8; Alertness, Lightning Reflexes, Weapon Focus (slam).

Adhesive (Ex): A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first.

A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 16 Reflex save. A successful DC 16 Strength check is needed to pry it off.

Strong alcohol dissolves the adhesive, but the mimic still can grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies.

Crush (Ex): A mimic deals 1d8+4 points of damage with a successful grapple check.

Mimic Shape (Ex): A mimic can assume the general shape of any object that fills roughly 150 cubic ft. (5 ft. by 5 ft. by 6 ft.), such as a massive chest, a stout bed, or a wide door frame. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what its appearance. Anyone who examines the mimic can detect the ruse with a successful Spot check opposed by the mimic's Disguise check. Of course, by this time it is generally far too late.

Skills: A mimic has a +8 racial bonus on Disguise checks.

C77. NARDARIK'S NEST

If Nardarik hears the PCs coming (highly likely), the Room is already cast in *darkness*. Otherwise, read the following.

A great mound of copper, gold, and silver coins takes up most of the floor space of this vast chamber. Among the coins are several pieces of jewelry, such as necklaces, rings, and bracelets, as well as a handful of tapestries, goblets, and utensils. What truly catches the eye, however, is the large dragon sitting atop his treasure. The creature's scales are deep black, bearing several scars, and shaped like jagged diamonds. Fire burns within the pits of its eyes.

Initial Attitude: Hostile

Encounter: Nardarik (hp 110) lives here. Though he frequently patrols his own territory, it is found here most of the time. Like most of its peers, Nardarik is clever, cruel, and malevolent. It sees the PCs' presence in its private realm as an affront to its power and does not hesitate to attack anyone entering its nest.

In order to negotiate with Nardarik, the PCs must first be able to change its initial attitude through the use of Diplomacy or Bluff checks. Unless the PCs tempt Nardarik by promising great riches to the black dragon, they suffer from a –4 circumstance penalty to all Diplomacy checks made to change its attitude. If the PCs successfully change the dragon's mind, it listens to what they have to offer hoping to acquire treasure from them. If the PCs fail to pay at least 2,000 gp worth of treasure to Nardarik, combat ensues.

Encounter Condition: Ambush (darkness), [Deep Darkness], Fearless, Fog 10, Smoke



Tactics: In battle, Nardarik is merciless. If he hasn't already done so, he casts the room into *darkness*, unless the PCs surprise him in which case he starts fighting immediately. Before engaging in melee, he uses his line of acid breath (60 ft.), targeting the spellcasters. Due to his ferocious nature, he does not breath acid as quickly as he can, repeating this action every 1d4+1 rounds.

Once engaged in melee, Nardarik tears at the PCs with claw and bite attacks. If too many PCs surround him he tail slaps the largest, reducing his opponent's numbers before returning to his breath weapon and claw attacks.

Due the size of the Room, Nardarik keeps his distance when necessary and jumps about for a better position whenever possible. In the *darkness*, he attacks like a cat, attacking powerful PCs before slinking away to stalk them again.

If the PCs are too strong for Nardarik, he uses *darkness* and his powerful breath weapon to escape to Room C72.

Treasure: Nardarik's treasure hoard includes 8,500 gp worth of small gemstones, assorted coins, and various pieces of jewelry. In a locked (DC 40 Open Lock check) wooden chest are a number of unmarked vials. A *potion of bless*, *a potion of cure moderate wounds* (3 doses), and a small glass vial containing ungol dust can be found.

In another locked (DC 40 Open Lock check) chest — strapped closed with bands of cold iron — the PCs find one large delicate jade *bowl of commanding water elementals*, a *scabbard of keen edges* (that is stuck in long-word size), a small lacquer box (wrapped in silk) containing brushes and marvelous pigments as well as three *incense of meditation* sticks (bound with twine), a *dark blue ioun stone*, a *clear ioun stone*, a plain-looking *ring of evasion*, *a ring of wishes* (with 0 wishes remaining), a *minor ring of energy resistance (fire)* (with a facetted fire opal set in a three-part crown), and an *amulet [choker] of health* (+2) that only fits Small or smaller creatures.

EL: 9

Scaling: To increase the challenge of this encounter, give Nardarik maximum hit points for his size (hp 182). To decrease the challenge, allow the PCs two rounds before Nardarik notices them.

♟ **Nardarik, Young Adult Black Dragon:** CR 9; Large dragon (water); HD 16d12+48; hp 152; Init +4; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 24, touch 9, flat-footed 26; Base Atk +16; Grp +24; Atk +19 melee (2d8+4, bite); Full Atk +19 melee (2d8+4, bite) and +17 melee (2d6+2, 2 claws) and +17 melee (1d6+2, 2 wings) and +17 melee (1d8+6, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA breath weapon, spell-like abilities, spells; SQ Blindsense 60 ft., damage reduction 5/magic, frightful presence, immunity to acid, keen senses, spell resistance 17, water breathing; AL CE; SV Fort +13, Ref +10, Will +11; Str 19, Dex 10, Con 17, Int 12, Wis 13, Cha 12.

Skills and Feats: Hide +15, Intimidation +20, Listen +22, Move Silently +19, Search +20, Spot +22, Swim +22; Alertness, Flyby Attack, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Multiattack

Blindsense (Ex): Dragons can pinpoint creatures within a distance of 60 ft. Opponents the dragon can't actually see still have total concealment against the dragon.

Breath Weapon (Su): Nardarik has one type of breath weapon, a 80 ft. line of acid, 10d4 acid damage Reflex save (DC 21) for half.

Frightful Presence (Ex): Nardarik can unsettle foes with his mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 150 feet are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 19) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Keen Senses (Ex): A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 ft.

Water Breathing (Ex): Nardarik can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Spell-Like Abilities: At will—*darkness*.

Sorcerer Spells (5/3, save DC 11 + spell level): 0—*acid splash, arcane mark, detect magic, mage hand;* 1st—*shield, true strike.*



C78. CONVERTED HALL

This oddly shaped hall was probably two rooms once, but there are now wide gapes in the east and south walls, which open into the second part of it. Though there is nothing special here, the walls and floor bear many scars. The horizontal scarring of the walls suggest that something was dragged up them, and it is obvious that the floor was scarred with claws or sharp tools.

Initial Attitude: N/A

Encounter: This hall was once two separate chambers, but the doors – and indeed the entire doorways — that separated them were destroyed long ago. The oversized arch ways are scorched and a good portion of the stone walls surrounding them has melted under the effect of an acidic substance.

The secret door in the southernmost portion of the east wall is a simple stone panel that has seen much use in recent years. Because of this, it is easy to discern its discolored shade and the large marks around it. A successful DC 16 Search check is enough to notice it. When pushed, the panel opens into the narrow corridor and wide chamber beyond.

Encounter Condition: Stagnant Air

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter. On a 6–14, a gray ooze or ochre jelly shuffles into the Room.

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, a gray ooze is already here, dissolving the stone. To decrease the challenge, remove the possibility of a Random Encounter.

C79. GRAY OOZE PRISON

The narrow hallway opens into a wide room. This dark chamber is empty except for a puddle of water in the northeastern corner.

Initial Attitude: Unfriendly

Encounter: Nardarik keeps a gray ooze (hp 31) prisoner in this room. This creature unwittingly ventured into the black dragon's lair over a year ago and now Nardarik frequently visits the ooze to torment it. The ooze remains motionless and does not attack unless the PCs move within 5 ft., striking the closest target.

Encounter Condition: Ambush, Cover

Tactics: The gray ooze does its best to conceal itself, hiding under cover when possible and generally avoiding outright confrontation. While mindless, months of torture have taught it to lie still and not attract unwanted attention.

If combat is inevitable, unarmored PCs are perfect targets, suffering the gray ooze's acidic touch.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, add one gray ooze. To decrease the challenge, have the ooze recently tortured by Nardarik (hp 20).

Gray Ooze: CR 4; Medium ooze; HD 3d10+15; hp 31; Init –5; Spd 10 ft.; AC 5, touch 5, flat-footed 5; Base Atk +2; Grp +3; Atk +3 melee (1d6+1 plus 1d6 acid, slam); Full Atk +3 melee (1d6+1 plus 1d6 acid, slam); SA Acid, constrict 1d6+1 plus 1d6 acid, improved grab; SQ Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent; AL N; SV Fort +6, Ref –4, Will –4; Str 12, Dex 1, Con 21, Int —, Wis 1, Cha 1.

Skills and Feats: —

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

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

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 ft.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

C80 THROUGH C85. TRICKS AND TRAPS

Once serving as powerful prisons for demons and the like, these Rooms fell out of favor when the celestials were forced into Regions E and G. Each Room in this Section is trapped with powerful magic, capable of bringing the strongest PC to his knees. For thousands of years, these Rooms have stood as cells, holding pens, and "torture" chambers to remind evil of the price of disobedience.

Since the Section is devoid of inhabitants and filled with traps that discourage travel, Nardarik (Room C77) makes no challenge to annex this territory. Most inhabitants of the Region know about this Section and avoid it at all costs, leaving the dragon to focus his energies elsewhere.

The stone floor in this Section is covered with a thick layer of undisturbed dust, suggesting that nothing has entered here in some time.

There are no Random Encounters in this Section.

C80. THE WEARINESS OF THE TRAVELER

This room would be perfectly square if it were not for a thin wall separating it in two sections. Though this wall seems out of place, its surface is exactly as the other stone walls in the area. The only difference is that it is narrower than what would be expected.

Initial Attitude: N/A

Encounter: This Room is rigged with a potent magical device that causes fatigue to those journeying through it. Anyone traveling through this Room, in either direction, falls under its effect. Merely entering the Room through one door is not enough to trigger the enchantment, but PCs entering the Room from one door and exiting through the other instantly becomes fatigued. This effect takes place regardless of the amount of time spent inside the Room. There is no save and condition persists for 24 hours.

The Room radiates a faint necromantic aura.

Encounter Condition: [Fear 16], Haunted, Negative Energy

Tactics: N/A

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add *fear* to the fatigue effect. To decrease the challenge, allow each PC a DC 16 Will save to avoid fatigue.

C81. THE BURDEN OF THE WEAK

The floor in this room is covered in thick dust and dirt. With the exception of the seven burning torches set upon the eastern wall, the place is completely empty. A beautiful sigil criss-crosses the stone pattern of the floor, forming an ellipse with intersecting circles.

Initial Attitude: N/A

Encounter: This Room is trapped with a permanent *symbol of weakness* that affects anyone who steps on or reads the symbol printed on the center of the floor.

If the symbol is touched or read, everyone in the Room must make a DC 22 Fortitude save or suffer 3d6 Strength damage. The symbol of weakness remains active for 3 hours once triggered. Anyone who exits the Room must save again upon re-entering the chamber and viewing the *symbol*. A PC whose Strength is reduced to 0 in this manner lies helpless until his Strength returns to at least 1 (at which point he can crawl out of the Room).

Symbol of Weakness Trap: CR 8; magic device; touch/special trigger; automatic reset; spell effect (symbol of weakness, 18th-level wizard, DC 22 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 32; Disable Device DC 32.

Encounter Condition: [Fear 18]

Tactics: N/A

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add a *symbol of pain* to the *symbol of weakness* trap. To decrease the challenge replace the *symbol of weakness* trap with a *symbol of sleep* trap.

C82. THE STAGGERING STRENGTH

The floor of this room is covered with dust, but this substance is darker than most of the dust blanketing the other chambers and hallways of this region.

Initial Attitude: N/A

Encounter: 1 round after the PCs enter this Room, a powerful *gust of wind* erupts from tiny cracks in the floor. The *gust of wind* affects everyone in the Room and sends poisonous ungol dust into the air. Living creatures inhaling the dust begin choking immediately, and must succeed at a DC 16 Will save or become panicked for 2d6 rounds in addition to any other effects.

Gust of Wind and Ungol Dust Trap: CR 6; magic device and poison; location trigger; automatic reset; spell effect (*gust of wind*, 18th-level wizard, DC 18 Fortitude save negates) and poison (ungol dust, DC 15 Fortitude save resists, 1 Cha / 1d6 Cha +1 Cha drain); multiple targets (all creatures within the Room); Search DC 28; Disable Device DC 28.

Encounter Condition: [Drafty], [Fear 16], Stagnant Air

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add *chain lightning* to the *gust of wind* and ungol dust trap. To decrease the challenge, remove the ungol dust and instead have the PCs pelted with pebbles and debris (2d6 bludgeoning damage each).

C83. THE MIRROR OF TRUTH

This small room is empty except for a large mirror mounted on the diagonal northwest wall. The mirror is framed in an orange copper alloy that reflects light nicely. It is a large but otherwise simple piece of furniture.

Initial Attitude: N/A

Encounter: This tiny chamber is actually a portal to Room C84. In order to pass though the secret door (or even discover it), the PCs must face the mirror in the northwest corner.

Anyone entering this Room must make a DC 17 Will save to resist the *zone of truth* coming from the mirror. Those standing directly in front of the mirror, so as to see their reflections, trigger a *magic mouth*. Everyone in the Room hears — "Shelter and comfort await friends who wish it. What is your name?" To everyone else, the mirror is empty, but to those who answer the mirror see through to the other side.

On the other side of the mirror is a lush, yet confined Room filled with two three-tiered bunk beds, a modest table, two chairs, and a wash basin. The mirror is a doorway to Room C84.

Encounter Condition: Distracting Visions 8

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C84. RESTFUL NIGHTMARE

A pair of three level bunk beds dominates this small room. The beds can easily accommodate six medium-sized creatures and thick sheets rest upon them. In addition to the bunks, there are two small chairs, an ivory washbasin, and a large wooden chest.

Initial Attitude: N/A

Encounter: The basin in this Room is filled with cool fresh water. When water is taken out of it, the basin magically refills itself. Regardless of the quantity of liquid taken out of it, the basin constantly refills. The basin is mounted to the floor and cannot be moved or tipped over.

This Room was designed to attract demons to safety, instead targeting them with a powerful *nightmare*. Any PC trying to rest here is subjected to the *nightmare*.

Nightmare Trap: CR 6; magic device; automatic reset; spell effect (*nightmare*, 18th-level wizard, DC 21 Will save negates); Search DC 30; Disable Device DC 30.

Those who uttered their true names in Room C83 receive personalized nightmares, based on events from their past. Those who lied (as demons are apt to, lest they give away their true name) suffer a –5 circumstance penalty to their Will save and see visions of a future that is horrific, unexplainable, and so abstract that the PC is left unnerved and shaken for 2d4 days after whether the save succeeds or not.

Encounter Condition: [Distracting Visions 4], [Haunted]

Tactics: N/A

Treasure: The wooden chest contains extra blankets and pillows for the six beds.

EL: 6

Scaling: To increase the challenge of this encounter, add *phantasmal killer* to the *nightmare* trap. To decrease the challenge, replace the *nightmare* trap with a *crushing despair* trap.

C85. ANGELIC STATUE

The door to this Room is locked. A DC 30 Open Lock check is required to open it.

A beautiful statue representing a large female humanoid with mighty wings issuing from her back stands in the middle of this room. Though the statue is cloaked with dust, it is clear her eyes are made of the purest emerald stones.

Initial Attitude: N/A

Encounter: This Room is anachronistic in relation to the rest of the Section. It looks and feels alien to anything else they've seen so far. Evil-aligned PCs must succeed at a DC 18 Will save or become shaken for 2d4 rounds after entering the Room. While this effect is not devastating, it is intimidating.

The statue in this Room is made of the same stone as the rest of the dungeon. Despite the obvious valueless nature of its material, it is a truly impressive work of art. The emeralds that make its eyes are priceless and foreign to this world. A successful DC 25 Appraise check confirms these gems are entirely unique and alien, fetching upwards of 10,000 gp each.

The PCs can remove the emeralds from the statue by prying them out with a successful DC 15 Strength check. Three rounds after the precious stones are taken out, they turn into a dull black shape and crumble to dust. Soon after, the real terror begins.

First, when the gems turn to dust, the bearer must succeed at a DC 20 Reflex save or swallow some of them dust, suffering 1 negative level for 1 week. Second, everyone in the Room suffers *bane* for 2d8 days (no saving throw). Third, a beastly howl fills the Room, chilling the PCs to the bone (*eyebite*). They are allowed a DC 21 Fort save to negate the effect. Fourth, a *wave of exhaustion* (no saving throw) strikes everyone in the Room, at which point the angelic statue (hp 70) animates and attacks the PCs.

Each trap effect triggers one after the other in successive rounds.

Special Magical Trap: CR 11; magic device; touch trigger; no reset; spell effect (modified *energy drain*, 18th-level wizard) no save); spell effect (*enhanced bane*, 15th-level cleric, no save); spell effect (*eyebite*, DC 21 Fortitude save negates); spell effect (*waves of exhaustion*, 15th-level cleric, no save); DC Search DC 34; Disable Device N/A.

PCs who did not steal the emeralds are *blessed* when they leave the Room and may rest here as long as they like (so long as the emeralds are untouched).

Encounter Condition: [Fear 18], Fearless, Hallowed 5 or Unhallowed 5, Haunted or Safe, Negative Energy or Positive Energy

Tactics: If the PCs must fight the statue, it fights defensively, pushing the PCs out of the Room, if possible. If necessary, it strikes evil PCs first in an attempt to rid the Room of their foul corruption. Otherwise, it attacks whoever touched the emerald. It does not leave the confines of the Room and if everyone is pushed out, it closes and locks the door.

The statue automatically succeeds at any Will saves required and fights to the death.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, add a *doom* to the *bane* trap. To decrease the challenge, reduce the duration of *bane* to 24 hours.

Animated Celestial Angel Statue: CR 4; Large construct; HD 4d10+30; hp 70; Init +0; Spd 30 ft.; AC 14, touch 9, flat-footed 14; Base Atk +3; Grp +10; Atk +5 melee (1d8+4, slam); Full Atk +5 melee (1d8+4, slam) and +0 (1d6+2, 2 wing buffets); Space/Reach 10 ft./10 ft. (15 ft. with wings); SA Smite evil; SQ Construct traits, damage reduction 5/magic, darkvision 60 ft., low-light vision, resistance to acid, cold and electricity 5, spell resistance 9; AL N; SV Fort +1, Ref +1, Will –4; Str 16, Dex 10, Con —, Int —, Wis 1, Cha 1.

Skills and Feats: —

Hardness (Ex): The animated angel statues has a hardness of 8.

Smite Evil (Su): Once per day, the statue can make a normal melee attack to deal extra damage equal to its HD (+4) against an evil foe.

ROOMS C86 THROUGH C94. NARROW MAZE

A multitude of narrow corridors make up most of this Section. Because the outlying territory is so dangerous, inhabitants of the Region usually avoid this Section. Two years ago, a group of adventurers found their way into the dungeon and entered this Region, establishing a base of operations in Rooms C86 through C91. They passed away soon after. Signs of their passage can be found throughout these isolated chambers.

PCs venturing into the narrow hallways of this area must walk single file.

While Room C94 is technically part of Arnuk's (Room C96) Section, she avoids it and commands her sons do the same.

There are no Random Encounters in this Section.

C86. FORMER ADVENTURERS' CHAMBER

Though this small Room was originally designed to hold a prisoner, the lock was destroyed long ago.

The stench of decay prevails in this room and a glance inside instantly reveals the source of the foul smell. The body of a dwarf, curled up in the fetal position, lies in the southwest corner. Almost no meat remains upon the skeletal corpse, but the odor of rotted flesh lingers.

Initial Attitude: N/A

Encounter: Long after its original captive was gone, the Room was used as a bed chamber. A dwarven male lies on a rotted blanket in this bed chamber, his cancerous form so diseased it doesn't even attract flies.

Anyone touching or examining the dwarf's body must succeed at a DC 18 Fortitude save or contract demon fever. Normally demon fever is spread through injury, but this strain is deadly even centuries after the demon's fled the dungeon.

Demon Fever — Contact, Fortitude DC 18, incubation period 1 day, damage 1d6 Con [When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.]

Encounter Condition: Diseased (demon fever) 18, Stagnant Air
Tactics: N/A
Treasure: There are three old bedrolls in the corner, plus a diseased and rotted blanket on which the dwarf is sleeping. A successful DC 20 Search check reveals a leather scroll case and a small copper holy symbol (worth 5 gp) hidden in the closed skeletal fist of the dwarven corpse. The case contains three divine scrolls — *calm emotion, freedom of movement,* and *protection from evil.*
EL: N/A
Scaling: To increase the challenge of this encounter, add devil chills. To decrease the challenge, replace demon fever with mind fire.

C87. OLD HEARTH

A circle of blackened stone lies at the heart of this room, a small pile of gray ashes in its center. It is obvious that this place was used as a hearth where fire once burnt, but there is no trace of wood anywhere in the chamber.

Initial Attitude: N/A
Encounter: The adventuring band who lived here used this chamber as a common hall.
Encounter Condition: Diseased (demon fever) 18
Tactics: N/A
Treasure: A successful DC 15 Search check uncovers a half-burnt piece of parchment within the ashes. The last phrases of what must have been a longer paragraph remains intact: "No one knew why they were brought together in the bowels of this forgotten place, except that they would be needed to turn the tide at some forthcoming event. Yet the priests and paladins serving Merunda obeyed the will of their deity."

This parchment is part of Arum's notes and anyone reading "Arum's Journal" succeeding at a DC 15 Intelligence check notices that the writing on the parchment is identical to that of the wizard's journal in Room C52. This is another fragment of the accounts of the servants of Merunda who lost their lives fighting Ash (Room C21).
EL: N/A
Scaling: N/A

C88. ANCIENT STOREROOM

Five small crates and two large sacks crowd this chamber. Though the wood from the crates is rotted, some of the items they contain appear sound.

Initial Attitude: N/A
Encounter: Before their demise, the adventurers dwelling here, stored extra gear in this Room.

The door on the west wall is hidden by an illusion, making it appear like the wall. Anyone touching the "door" must succeed at a DC 16 Will save to disbelieve the illusion. Failing this save means the PC is fooled by the illusion.

Those succeeding the save realize the stone wall is an illusion. The illusionary wall never disappears, but those making the save can open the door to Room C89. Due to the nature of the illusion, those who fail their save will never see it as anything but a wall.
Encounter Condition: Diseased (demon fever) 18
Tactics: N/A
Treasure: The large sacks contain several long cords of rotted ropes, as well as torches, arrows, and bolts in similar states of decomposition. Within the crates, the PCs uncover the rusty end of a grappling hook (with a rotted cord), a well-oiled tent in surprisingly good shape, a hooded lantern, seven oil flasks, flint and steel, and a rusted (but still useful) masterwork climber's kit.
EL: N/A
Scaling: N/A

C89. FORMER TREASURE ROOM

In order to enter this Room, PCs must first bypass the illusory wall in Room C88.

The rotted remains of shelving line the walls of this small room. Some of the shelves have fallen atop others, crushing whatever items were displayed on them in their wake. Others remain in place, but it is obvious by the state of the apparatus that they are extremely fragile.

Initial Attitude: N/A
Encounter: This Room was once used to store the adventurers' most precious treasures. When the surviving members of the band abandoned their base of operations, they took most of what was valuable in this Room.
Encounter Condition: N/A
Tactics: N/A
Treasure: There are several broken glass vials, clay pots, and wax candles lying among the debris of the shelves and at first glance there is nothing of value here. A successful DC 18 Search check uncovers an unbroken vial of holy water (3 doses) as well as a *+1 defending battleaxe* laying under the crushed shelves of the western wall. The sword's blade is decorated with thick dwarven runes.
EL: N/A
Scaling: N/A

C90. FUNERAL CHAMBER

The only door leading to this chamber is locked but not trapped. A successful DC 18 Open Lock check is enough to unlock it.

Two stone altars are lined up on the eastern and western walls of this chamber and it is clear to anyone entering the place that something rests upon each. Closer inspection reveals two man-sized corpses wrapped in gauzy layers of yellowed wool.

Initial Attitude: N/A
Encounter: Inside, the bony remains of two humans and their gear are discovered. Both were human males. Sigils were painted on the wool but the paint has faded to red.

Anyone touching or examining the bodies must succeed at a DC 1 Fortitude save or contract demon fever.

Demon Feve — Contact, Fortitude DC 18, incubation period 1 day, damage 1d6 Con [When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.]

Encounter Condition: Diseased (demon fever) 18
Tactics: N/A
Treasure: PCs searching the corpses find a masterwork battleaxe, a *+2 throwing axe,* a rusty breastplate, a pouch containing 71 gp worth of assorted coins, and a small chunk of amber (worth 15 gp).

Each of the items is also riddled with disease and the DM should determine if the PCs can leave without making several Fortitude saves.
EL: N/A
Scaling: To increase the challenge of this encounter, add devil chills. To decrease the challenge, replace demon fever with mind fire.

C91. EMPTY CELL

There is a lock upon the door, but it is busted and completely useless.

The door leading to this room has a barred window set into it, allowing everyone to gaze inside. The floor is cloaked in a thick blanket of undisturbed dust. A closer look reveals that the walls of this cell have turned into a dull brown shade, as though someone or something had painted them long ago.

Initial Attitude: N/A

Encounter: This prison cell has not been used in centuries, but once contained a minor demon. A DC 18 Intelligence check made here confirms the walls were painted with blood. The substance dried long ago, but its dark shade can still be seen.

Anyone touching or examining the blood must succeed at a DC 22 Fortitude save or contract this powerful strain of demon fever.

Demon Fever — Contact, Fortitude DC 22, incubation period 1 day, damage 1d8+1 Con [When damaged, character must succeed on another saving throw or 2 points of damage is permanent drain instead.]

Encounter Condition: Diseased (demon fever) 18

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, add devil chills. To decrease the challenge, replace demon fever with mind fire.

C92. CRUSHING WALL TRAP

This room is devoid of light or furniture, but a narrow pile of broken bones takes up most of the spatial area in this chamber. The crushed skeletons are lined up in the middle of the place, forming an almost straight line from north to south, as if connecting the two corridors opening into this room together.

Initial Attitude: N/A

Encounter: This Room is rigged with a deadly mechanism designed to hold any creature that escaped its original cell. The bony remains in the center of the Room are those of the unfortunate creatures that unwittingly ventured here and never escaped.

Three rounds after anyone enters this Room, the east and west walls quickly move towards the center, crushing everyone within 1 round after this trap is sprung, the walls move back into their proper places.

A minuscule hidden switch can be found with a DC 27 Search check upon the north wall just east of the arch way. Pressing this switch prevents the trap from functioning for 10 minutes.

Compacting Room Trap: CR 7; mechanical; timed trigger; automatic reset; hidden switch bypass (Search DC 27); walls move together (12d6, crush); multiple targets (all targets in the Room); never miss; onset delay (3 rounds); Search DC 20; Disable Device DC 23.

Encounter Condition: [Deep Darkness]

Tactics: N/A

Treasure: A successful DC 16 Search check is enough to notice an ivory ring on one of the bony remains in the center of the Room. The ring is simple, but it is ancient and undamaged. It fits any Medium creature and is worth upwards of 750 gp to a collector.

EL: 7

Scaling: To increase the challenge of this encounter, increase the crushing wall trap's crush damage to 16d6. To decrease the challenge, make the trap deal only 8d6 of crush damage.

C93. IMPRISONED SPECTRE

Due to the design of this Room, opening either door is not easy. There are four different locks on each door. Subsequential DC 30, DC 35, DC 35, and DC 40 Open Lock checks are required to unlock them. If any check fails by 10 or more, all the locks reset and the PC must start over. In addition, each lock is trapped with a powerful ward that activates if the lock is tampered with. Each ward is extremely difficult to notice, as the tiny rune is written inside of the locking mechanism.

The first ward is a *bestow curse* trap.

Bestow Curse Trap: CR 4; magic device; touch trigger; automatic reset; spell effect (*bestow curse*, 15th-level cleric, –6 to Wisdom, DC 18 Will save negates); Search DC 36; Disable Device DC 28.

The second lock is protected by a *symbol of sleep*.

Symbol of Sleep Trap: CR 6; magic device; touch trigger; automatic reset; spell effect (*symbol of sleep*, 18th-level wizard, DC 20 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 38; Disable Device DC 30.

The third lock is protected by *symbol of stunning*.

Symbol of Stunning Trap: CR 8; magic device; touch trigger; automatic reset; spell effect (*symbol of stunning*, 18th-level wizard, DC 22 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 40; Disable Device DC 32.

The fourth lock is guarded by *feeblemind*.

Feeblemind Trap: CR 5; spell; spell trigger; automatic reset; spell effect (*feeblemind*, 16th-level wizard, Intelligence and Charisma drop to 1, DC 15 Will save negates, arcane spellcasters suffer a –4 penalty to this save); single target; Search DC 30; Disable Device DC 30.

Opening the doors from inside this Room requires the PCs to unlock only the last two locks, but the wards protecting these two are still present.

Five massive columns carved out from the bedrock support the fifty-foot high ceiling of this great hall. Like most chambers in the dungeon, the place is bathed in shadows, but the disquieting murmurs of some hidden menace echoes through the wide place. Strange mirrors on the floor, ceiling, and walls reflect light in every direction, casting shadows into every corner and distorting the size of the room.

Initial Attitude: Unfriendly

Encounter: This chamber holds one of the few original inhabitants of the dungeon — a mighty spectre, named Aslur'thyn (hp 91) whose cell was so secure, he never escaped. Magical wards upon the entire stone surfaces of the walls, ceiling, and floor keep him inside. Powerful magic [Strong abjuration and illusion] imbues the walls of this special prison cell, trapping all sound inside. This effect acts as *silence*.

Aslur'thyn has been confined to this cell since the dungeon was first built and has lost all hope of ever escaping. When the PCs open one of the doors leading into its cell, he stares in disbelief for one round. Allow him a DC 30 Will save on the second round. If successful, he rushes for the door, otherwise he waits until the third round to make his escape.

Unless the PCs prevent Aslur'thyn from exiting the Room, he flies past them. If the PCs stand in his way or attack him, Aslur'thyn fights back, venting centuries of accumulated anger. If the doors close, trapping him once again inside, he becomes enraged and gains the benefit of *rage* for 3 minutes.

Encounter Condition: Cursed 4, Distracting Noises 5, Distracting Visions 5

Tactics: Once engaged in battle, Aslur'thyn is relentless and fights until destroyed. He targets the weakest PC, drawing him away or sequestering him from the rest of the party. He continues to attack a single target until either of them is dead. If Aslur'thyn successfully kills a PC (returning as a spawn 1d3 rounds later), he flees so the PCs are forced to fight one of their own.

If Aslur'thyn flees into the dungeon, he escapes via the fastest route possible, hiding from the PCs if they give chase. If the PCs allow him to escape, he immediately looks for victims to convert to spawns and within 1 day's time commands 1d6 spectres. This pattern continues, interminably, until everything is converted or the spectre finds an adversary more powerful than himself.

Aslur'thyn heads north, avoiding the dragon and oozes, but attacking any humanoids he finds. If the PCs emptied this Region, he heads west in search of goblins in Region B before heading toward Region N. If the PCs chase him to Region F or G, he flies across the lava.

Treasure: The spectre's cloak is a *black robe of the archmagi*, with the *ghost touch* ability. The benefits of wearing this robe are bestowed to the wearer against corporeal and incorporeal creatures. If the PC's destroy Aslur'thyn they can take the robe, understanding that it is, of course, evil. The cloak is semi-incorporeal and part of him, but it becomes substantial when Aslur'thyn is destroyed.

The angels hid a powerful tome in this Room, keeping its secrets from the world. The mirrors along the walls are part of the spectre's torment, reminding him of these trappings, no matter where he looks. But, they also serve a second purpose. If the PCs succeed at a DC 30 Search check, they see a series of nodes on the four outside pillars in the mirrors, that they cannot see on the pillars themselves. The center pillar is devoid of these nodes. Clever PCs should note that this means something, but a DC 28 Concentration check, a DC 25 Disable Device check, or a DC 22 Decipher Script check reveals the nodes are part of grand puzzle. [Remember that Search and Spot are based on Intelligence and Wisdom which were more than likely reduced by the traps outside the Room.]

It takes 1 hour for the PCs to study the nodes and note and subtle differences in their shape and color. Allow the PCs a DC 30 Search check to find the four nodes that are identical. If the PCs can find a way to touch them all at the same time (and they are all inconveniently placed and no two can be touched at once), the center pillar slowly opens from top to bottom like a giant puzzle box. As each stone shifts, more and more light from the pillar's core releases until 5 minutes later the room is bathed in *daylight*.

Once the pillar is completely opened (a process that takes 30 minutes), a small pedestal remains, with a book resting on it. This process also disables the traps on the locks, until the pillars are reset by pressing the nodes again (which closes the pillar). The book is shielded by great magic [Strong abjuration] and any PC touching it sets off a powerful *dictum* trap which resets in 5 rounds.

Dictum Trap: CR 7; magic device; touch trigger; automatic reset (5 rounds); spell effect (*dictum*, 13th-level cleric); Search DC 32; Disable Device DC 32.

In addition, the surface of the book is protected by *explosive runes*, which go off once the PCs read the cover. If they turn the book open to the first page, *sepia snake sigil* triggers as well. These spells have an effective caster level of 13th. Neither of these spells can be disabled and neither harms the book. Once triggered, they do not reset.

If the PCs find a way to bypass the *dictum* trap, they can take the book, which is in fact, a vile tome containing every arcane necromancy spell ever written. There are a total of 49 spells in the book. Everything from *The Player's Handbook*™, plus a few more. It is up to the DM if these spells are from other open source material or just so powerful and incomprehensible the PCs can never learn them. The book radiates Strong necromancy (evil). If they do not disable the *dictum* trap, the book can only be removed from the pedestal by a lawful good character.

EL: 13

Scaling: To increase the challenge of this encounter, add a spectre or wight, neither of which wants to leave but instead intends to convert the PCs into the undead. In addition, they can use 'create spawn' on animals as well as humanoids. To decrease the challenge, place *daylight* in the center of the room (in a 20-ft. radius) that affects Alsur'thyn as sunlight.

Aslur'thyn, Spectre: CR 7; Medium undead (incorporeal); HD 14d12; hp 91; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 21*, touch 21*, flat-footed 18*; Base Atk +7; Grp —; Atk +11 melee (1d8 plus energy drain, incorporeal touch); Full Atk +11/+5 melee (1d8 plus energy drain, incorporeal touch); SA Energy drain, create spawn; SQ Darkvision 60 ft., incorporeal traits, +6 turn resistance, spell resistance 18*, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +8*, Ref +13*, Will +15*; Str —, Dex 16, Con —, Int 22, Wis 14, Cha 16.

Skills and Feats: Hide +18, Intimidate +20, Knowledge (religion) +18, Listen +20, Search +19, Spot +20, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative, Lightning Reflexes, Weapon Focus (touch).

Energy Drain (Su): Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 20 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by this spectre becomes a spectre in 1d3 rounds (instead of the normal 1d4 rounds). Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 ft. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range. Sunlight Powerlessness (Ex): Spectres are powerless in natural sunlight (not merely a daylight spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

Possessions: Robe of the archmagi (black) with ghost touch.

C94. CRUSHING GRATE TRAP

The floor of this great hall is arranged with a multitude of square tiles. A gray dust covers most of the floor, but it fails to hide the dented and chipped stone surface. Within each of the cracks separating the floor tiles, caked blood can be seen.

Initial Attitude: N/A

Encounter: The floor of this chamber is rigged with countless pressure plates. Each 5-ft.-by-5-ft. stone square making up the floor of the hall is part of a deadly mechanism that sends a heavy stone grate to the ground. This grate is made out of the same stone as the rest of the region, is as large as Room, and is supported from the ceiling by massive iron poles. When more than 50 lbs. is put upon one of the pressure plates, the grate descends to the floor and crushes everyone inside.

When not activated, the grate looks likes it is part of the ceiling. The only differences being that there are a multitude of small holes (some six inches in diameter) cutting through its surface and dried blood is all over it. It can be spotted with a successful Search DC 2 which also alerts anyone with the trapsense ability of the danger.

Stone Grate Trap: CR 7; mechanical; location trigger; automatic reset; grate moves down (10d6, crushing); multiple targets (all targets within the Room); never miss; onset delay (2 round); Search DC 20; Disable Device 18.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, have the stone grate trap deal 14d6 of crushing damage. To decrease the challenge, have it deal 6d6 points of damage.

C95 THROUGH C102. HILL GIANTS' LAIR

This Section is the home of Arnuk, a hill giant cleric, and her two sons. Arnuk's family was part of a tribe that once dominated a large section of this Region. But when Nardarik (Room C77) came, he killed off most of the tribe and drove the survivors away. Arnuk and her sons are the only living hill giants from this once proud tribe.

To make matters worse, Vernir, one of Arnuk's son, once made a deal with the king of the goblins (Room B75) to fight the wizard Arum for them. Even in his maddened state, Arum was too much for the giant and Vernir nearly lost his life. Fortunately, the wizard showed mercy and only trapped the giant behind several layers of stony walls, rather than kill him. Arnuk and her other son now bear a deep grudge, but are unaware that Arum is gone. Lastly, the giants no longer trust the goblins and seek vengeance, should they ever find a way to escape.

Though they are content with their existence, these hill giants are trapped in the Region and have little hope of ever emerging from the dungeon (they do not know about the secret door in Room C61 nor can they get past the imprisoned spectre (Room C93). If they ever escape, Arnuk plans to destroy the black dragon Nardarik (Rooms C69 through C79), the entire goblin tribe (Region B), and Arum.

Unless the PCs are Hostile, Arnuk asks them to do her bidding by talking about the great riches stolen from her people by the evil dragon Nardarik as well as the treachery of the Gnashing Fang Tribe. If the PCs agree to help Arnuk get rid of her enemies, they are welcome in her lair. If the PCs do not want anything to do with the hill giants, Arnuk and her sons insist that they exit their private domain. If the PCs know a way out, they handsomely reward them and offer an alliance.

Due to the size of the corridors, the giants are rarely found outside Room C97. Their speed is cut in ½ in these tight hallways.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A single copper coin lays on the floor. It looks as though it was once used to mark a trail.
2	Two silver coins lay on the floor, marking a trail of some kind.
3	A bent gold coin lays on the floor.
4–18	Nothing
19–20	The PCs stumble upon a trap. **Symbol of Sleep Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (*symbol of sleep*, 18th-level wizard, DC 20 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 30; Disable Device DC 30.

C95. PRISON CUBICLES

This room is divided in smaller sections by a number of walls. Though these walls are made from the same stone as the rest of the chamber — and indeed most of the dungeon — they are thinner and obviously designed to break the room in small cubicles. Within each of these cubicles, rusted iron chains and manacles hang from the walls.

Initial Attitude: N/A

Encounter: This Room is segmented into smaller alcoves where minor demons were kept in chains centuries ago. There are enough chains and manacles in this chamber to keep 14 Medium creatures shackled. Though the chains are rusty, they remain solidly encased within the walls. The manacles, on the other hand, have all been forced open and are now completely useless.

The secret door on the northeastern wall is seldom used nowadays, but the stone is marked with several dents and its edges are beginning to crumble. A successful DC 14 Search check is enough to notice the stone panel, which can be easily pushed open.

Encounter Condition: Stagnant Air, Unhallowed 3

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C96. BONE ROOM

Large bones litter the floor of this room, covering most of its stone facing. The bones seem old and, judging by the accumulated dust upon them, have not been disturbed in awhile. Within the debris are several skulls, which resemble humanoid heads, only bigger.

Initial Attitude: N/A

Encounter: Arnuk and her sons piled the remains of some dead hill giants here. A successful DC 20 Knowledge (nature) check confirms the bones are those of hill giants. Twelve corpses can be found.

Encounter Condition: N/A

Tactics: N/A

Treasure: This Room is filled with hill giant bones from Arnuk's former tribe. A successful DC 25 Search check reveals a golden tooth in a giant's jaw. The tooth is large and made of pure yellow gold. It is worth 150 gp.

EL: N/A

Scaling: N/A

C97. BROKEN WALLS

PCs in Room C48 can hear a soft clamor of metal on stone, coming from the other side of the *wall of stone*. However, because the stone is so dense, they cannot determine that a hill giant is pounding away at it.

The sound of stone breaking upon stone echoes throughout this chamber and beyond. Inside the wide hall is a large giant in tattered hides. The male giant stands in the middle of the room, surrounded by massive mounds of stony rubble. One of its eyes is swollen shut, as though it suffered a tremendous blow. The creature seems hard at work, as it takes heavy boulders, raises them above its head, and throws them as hard as it can against the surrounding walls, which are heavily damaged from years of such abuse. Each time the giant throws a boulder, it refuses to fragment in smaller pieces.

Initial Attitude: Varies

Encounter: A small portion of the east wall is a corridor blocked with *wall of stone*. A DC 25 Spellcraft check identifies it. When Arum fought the hill giant Vernir, he encased him in stone in this great hall. Though his family eventually freed him, Vernir frequently visits the chamber, hoping to demolish the stony remains of his former prison.

Vernir (hp 99) spends most of his time in this hall smashing the stone walls created by Arum. The rubble is from the damage Vernir dealt the stonework over the years. Because Vernir is working and not paying attention to what goes on around him, he suffers from a –5 circumstance penalty to any Listen or Spot checks.

If one of the PCs is a male human spellcaster (in dark-colored robes), Vernir is Hostile and attacks him on sight. Otherwise, his Initial Attitude is Unfriendly — he is suspicious of humanoids. If the PCs talk to Vernir, the hill giant mutters "You should not be here. This is mother's territory." To reinforce his comment, he demands a 20 gp toll from each of them. If the PCs pay the toll, or if they convince Vernir they mean no harm (through the use of Bluff or Diplomacy), he brings them to his mother in Room C98. If the PCs promise to leave the hill giant's domain, Vernir still insists they pay the toll.

Encounter Condition: Cover, Echoes 5

Tactics: If there is a battle here, Vernir's mother and brother do not come to his aid. Both giants are accustomed to the constant din of breaking boulders and crashing rocks. Unless the PCs make some kind of unusual noise (such as loud screaming, sonic spell effects, etc.) the other hill giants remain in place.

In combat, Vernir takes cover behind a stone pile and throws boulders at the party. He targets the spellcasters first, hoping to kill a wizard or sorcerer. If forced into melee, he handles the enemies within his reach, using his massive steel maul.

Treasure: Vernir carries a pouch with 11 bloodstones, worth 20 gp each.

EL: 7

Scaling: To increase the challenge of this encounter, add three barbarian levels to Vernir. To decease the challenge, Verner becomes shaken when a PC casts an offensive spell at him or uses magic to do anything "obvious."

♟ **Vernir, Hill Giant:** CR 7; Large giant; HD 12d8+48; hp 99; Init –1; Spd 30 ft.; AC 20, touch 8, flat-footed 20; Base Atk +9; Grp +20; Atk +16 melee (2d8+10/×3, maul) or +15 melee (1d4+7, slam) or +8 ranged (2d6+7, rock); Full Atk +16/+11 melee (2d8+10/×3, maul) or +15 melee (1d4+7, 2 slams) or +8 ranged (2d6+7, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub).

Rock Throwing (Ex): The range increment is 120 ft. for a hill giant's thrown rocks.

C98. HILL GIANT SHRINE

If the PCs make any noise or use a light source in the corridor leading to this chamber, Arnuk automatically notices them.

A stone altar dominates this chamber. Upon the altar is a pair of human skulls inside of which yellow candles are set. The candles burn with a pale golden light, illuminating portions of the room. Behind the altar is a giant female. Her long disheveled hair is tangled with small bones and a scorched human skull hangs from a thick gold chain around her neck.

Initial Attitude: Unfriendly

Encounter: Arnuk (hp 124) built a crude shrine to her deity in this wide chamber, and the hill giant priestess spends most of her recreational time here. Unless the PCs have harmed one of her sons or they attack her immediately, Arnuk is more than willing to negotiate. She is especially interested in the dragon's hoard (Room C75) and killing the black dragon guarding it. If the PCs appear interested, she reveals where it is and even warns them about the deadly creature in Room C76 and the trap in Room C94. She does not know Room C75 is a false hoard.

If the PCs offend her god or harmed one of her sons, Arnuk attacks immediately.

Encounter Condition: N/A

Tactics: If battle ensues, Arnuk casts bull's strength on herself, followed by divine favor and shield of faith. She then proceeds to cast an offensive spell to harm or hamper the PCs, target the warriors of the party first. Since she has a 10 ft. reach, she keeps the PCs at bay for a round or two, at least, before using her magical mace to crush her enemies. She continues to cast spells when not engaged directly with two or more PCs.

Arnuk utters loud cries and curses while combating the PCs, which automatically alerts her son Mourgir (Room C101). Mourgir comes to defend his mother 1d2 rounds later.

Treasure: In addition to the magical items Arnuk carries, she also has a pouch with 79 pp, 51 gp, and 19 sp as well as three glass vials of unholy water. The unholy symbol upon her neck is made from a painted human skull and worth upwards of 25 gp to any follower of the faith. The golden chain upon which it is set is also worth 25 gp.

EL: 10

Scaling: To increase the challenge of this encounter, add three cleric levels to Arnuk. To decrease the challenge take away Arnuk's mace and cloak.

♟ **Arnuk, Hill Giant Clr 3:** CR 10; Large giant; HD 12d8+60 + 3d8+15; hp 142; Init –1; Spd 30 ft.; AC 23, touch 8, flat-footed 21; Base Atk +11; Grp +22; Atk +21 melee (2d6+10/19-20, +3 heavy mace) or +17 melee (1d4+7, slam) or +9 ranged (2d6+7, rock); Full Atk +21/+16/+11 melee (2d6+10/19-20, +3 heavy mace) or +17 melee (1d4+7, 2 slams) or +9 ranged (2d6+7, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing, spells; SQ Displacement (20% miss chance), low-light vision, rock catching; AL CE; SV Fort +14, Ref +4, Will +9; Str 25, Dex 8, Con 20, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +7, Jump +7, Knowledge (religion) +1, Listen +5, Spot +8; Cleave, Improved Bull Rush, Power Attack, Improved Critical (heavy mace), Improved Sunder, Weapon Focus (heavy mace).

Rock Throwing (Ex): The range increment is 120 ft. for a hill giant's thrown rocks.

Cleric Spells Prepared (4/4/ 3; DC 12 + spell level): 0—*guidance (2), resistance (2);* 1st—*bane, bless, entropic shield, inflict light wounds*;* 2nd— *bull's strength* (2), resist energy.*

* Domain Spells. Domains: Destruction (smite once a day, for +4 attack and +3 damage) and Strength (feat of strength once a day, free action, +3 enhancement bonus to Str for one round).

Possessions: Scale armor, heavy wooden shield, *+3 heavy mace, cloak of minor displacement,* two rocks, copper holy symbol.

C99. VERNIR'S CHAMBER

A massive bed made out of broken logs, crushed tree branches, and dried leaves occupies most of the floor area of this room. The crude bed is covered with tattered animal pelts and is large enough to accommodate a pair of giants. Beside it are several perfectly round rocks.

Initial Attitude: N/A

Encounter: This Room is the private bedchamber of Vernir, Arnuk's youngest son. Vernir uses this chamber to rest, but spends most of his time in Room C97. Since he does not trust Mourgir (Room C101), he carries his bloodstones with him, leaving only battered skins on his bed.

If the PCs make noise, Arnuk (in Room C98) automatically hears them and investigates 1 round later. Also allow Mourgir the appropriate Listen check to notice the PCs. If he hears them, Mourgir arrives in 1d2 rounds.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C100. ARNUK'S CHAMBER

Four old beds are arranged in the middle of this room, taking up most of the floor. The beds are lined up against one another and a thick layer of animal skins covers them. On top of the pelts is a human skull. The latter is neatly placed at the exact center of the four beds.

Initial Attitude: N/A

Encounter: This is Arnuk's private abode and she does not tolerate anyone coming in to her bedroom. Although she is only here when she rests, the Room is close enough to her shrine that she can keep an eye on it. She investigates 1 round later and does not hesitate to attack would-be thieves. Allow Mourgir (Room C101) the appropriate Listen check to notice the PCs. If he does, the hill giant comes out of his bedchamber and arrives here 1d3 rounds thereafter.

Encounter Condition: N/A

Tactics: N/A

Treasure: A successful DC 18 Search check reveals a wooden coffer tucked under a bed. This chest is unlocked and contains various items fashioned for a giant as well as a total of 541 gp worth of assorted coins and gems, a well wrought sapphire (worth 500 gp), and a *wand of magic missile (5th)* (17 charges).

EL: N/A

Scaling: N/A

C101. MOURGIR'S CHAMBER

A large pile of crushed stone rubble covered with broken twigs and branches dominates the northern area of this room. A dark haired giant dressed in hide armor sits atop the uncomfortable-looking bed.

Initial Attitude: Unfriendly

Encounter: This is the private bedroom of Mourgir (hp 109), Arnuk's eldest son. Though the hill giant sometimes patrol his mother's domain, he spends most of his time in this chamber, dreaming about the fresh air of his mountain home. For such a savage beast, he is (at times), noticeably sensitive. As such, his mother is more protective of him than Vernir (Room C97).

Although suspicious, Mourgir is curious about the PCs and eager to talk with them. He is especially interested in tales of the open country and the mountains surrounding the dungeon. If the PCs are friendly and tell stories, his attitude automatically shifts to Friendly. If, on the other hand, they harmed his brother or mother — of if they tried to steal from Room C102 — Mourgir does not hesitate and attacks the intruders.

Encounter Condition: Stagnant Air

Tactics: Mourgir does not throw rocks, preferring instead to charge the strongest warriors and engage in melee. He fights until his hit point total is reduced to 25 or less, at which point he flees for Room C98. If combat breaks here, Arnuk (in Room C98) arrives 1d3 rounds later.

Treasure: Mourgir wears a large necklace made out of carved bone fragments (worth 20 gp) and carries a pouch with 97 gp worth of small gemstones.

EL: 7

Scaling: To increase the challenge of this encounter, add 3 barbarian levels to Mourgir. To decease the challenge, have him frazzled by a recent argument with his brother, suffering from an effect similar to *doom*.

Mourgir, Hill Giant: CR 7; Large giant; HD 12d8+48; hp 109; Init –1; Spd 30 ft.; AC 20, touch 8, flat-footed 20; Base Atk +9; Grp +20; Atk +16 melee (2d8+10, greatclub) or +15 melee (1d4+7, slam) or +8 ranged (2d6+7, rock); Full Atk +16/+11 melee (2d8+10, greatclub) or +15 melee (1d4+7, 2 slams) or +8 ranged (2d6+7, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Low-light vision, rock catching; AL CE; SV Fort +12, Ref +3, Will +4; Str 25, Dex 8, Con 19, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +7, Jump +7, Listen +3, Spot +6; Cleave, Improved Bull Rush, Power Attack, Improved Sunder, Weapon Focus (greatclub).

Rock Throwing (Ex): The range increment is 120 ft. for a hill giant's thrown rocks.

C102. HILL GIANTS' STOREROOM

A rounded, flat boulder blocks the only door leading to this Room, which is used by the giants to store the various goods they found in the dungeon. A successful DC 22 Strength check is required to move the boulder in front of the door. This action, however, automatically alerts Mourgir that someone is trying to enter the store. Since he is in charge of it, the giant comes out of his chamber (Room C101) to investigate 1 round later. If Mourgir engages the PCs in battle, his mother (in Room C98) joins the fray 1d3 rounds after combat begins.

Three piles of round rocks and a wide mound of broken bones take up most of this room, which is used for storage. Upon the southernmost wall is a collection of weapons and other gear. The trinkets lie in an untidy pile near by.

Initial Attitude: N/A

Encounter: There are piles of boulders here as well as skull trophies and the like. The body of an adventurer can be found among the debris as well, stripped of its gear and left to rot. Fiendish DMs can make the adventurer a familiar face from one of the PC's past.

Encounter Condition: N/A

Tactics: N/A

Treasure: Along the south wall are three large greatclubs, a rusty bastard sword, two disheveled halberds, an ornate masterwork falchion, a Medium suit of masterwork full plate armor, a +2 *large steel shield*, three coils of 50-ft. long hempen rope, two empty backpacks, and a small wooden box containing 16 wax candles.

EL: N/A

Scaling: N/A

C103 THROUGH C105. THE KEY

The doors of this section of the dungeon have not been breached since the angel wardens abandoned it. Built within the vast prison complex, this area was used to store an important key. This special key opens the door in Room B21 (and thus gives access to Region F). It can be found in Room C105 but can only be handled by PCs bearing the Mark of the Righteous (see Room C21), as it is an animated object attacking anyone not bearing the Mark who touches it.

To complicate things, the angel builders of the dungeon designed a false key (in Room C103) as well as a series of six interconnected Rooms (C104) made to deceive would-be robbers.

There are no Random Encounters in this Section.

C103. THE FALSE KEY

Both doors leading into this Room are locked. Anyone succeeding at a DC 34 Open Lock check unlocks each of them.

The walls of this room are beautifully painted. The pictures depict a various angels performing blissful tasks. Some hold weapons and stand at attention. Others are sculpting great works of arts or designing tall buildings. Though a thick dust covers the floor of this room, its painted walls are surprisingly clean. What truly catches one's attention, however, is the glowing silvery key resting upon a simple stone altar in the southern nook of the chamber.

Initial Attitude: N/A

Encounter: The only purpose of this Room is to deceive others into believing a false key is the key needed to unlock the door in Room B21. Unlike the keys found in Room C104, this false key is a perfect replica of the one fitting into the lock of Room B21. When inserted into this lock, however, a powerful sonic blast is triggered and the fake key melts into the mechanism, preventing anyone from unlocking the door.

Anyone with the Mark of Righteous (see Room C21) is allowed a DC 20 Will save learn this key is a fake.

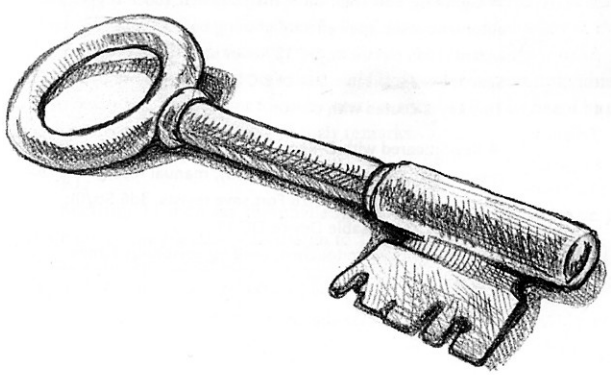
The secret panel upon the south wall is impossible to notice or open by normal means. A PC with the Mark of the Righteous is automatically made aware of the secret door and only needs to touch it to watch the panel sink into the floor. The secret doorway remains open for as long as someone with the Mark of the Righteous stands within Room C103 or the adjacent Room C104.

Tactics: N/A

Treasure: The only treasure in this Room is the false special key upon the altar.

EL: N/A

Scaling: N/A



C104. RIGGED FALSE KEYS

The only door leading into these six interconnected Rooms is locked. A PC succeeding at a DC 34 Open lock check unlocks it. Each of these Rooms holds 20 different keys, hanging at varying length from the ceiling on strands of wire above a simple stone altar. The keys vary in size, shape, and color, and each is made from a unique material.

A small altar lies in the middle of the south wall. Hanging from the ceiling are several keys of various sizes, shapes, and materials. Some are made of silver, gold, bronze, copper, or steel, wood, granite, ivory, colored glass, semi-precious stone, and alien material you've never seen before.

Initial Attitude: N/A

Encounter: These six chambers hold a total of 120 false keys (20 per Room) made to confuse, hamper, or harm trespassers. Each key is different. Some are trapped, while others are mere trinkets serving no real purpose. Every time a PC picks up one of the keys, roll on the following table to determine its effect:

False Key Effects, Table I

1d20	Key
1	This key is a mundane key that does not fit in any lock.
2	This key is brittle and crumbles to dust when touched.
3	This key is actually to a set of manacles in Room I103.
4	This key is caustic to the touch dealing 1 point of damage.
5	This key is cursed, lowering the Strength of the wielder to 3, so long as it is held.
6	This key is heavy, weighing nearly 50 lbs., but no bigger than a dagger.
7	This illusionary key cannot be picked up or moved by any means. Though tangible to those who do not see through the illusion, it remains stuck in place, totally immovable. A DC 20 Will save (disbelieve) is required to see through this harmless illusion.
8	This key is extremely hot, dealing 1d6 fire damage each round. If dropped, it melts to worthless slag.
9	This key is barbed and cannot be held or stored in a pocket without jabbing the PC for 1 point of damage per round. If stored in a sack, it eventually cuts through the material.
10	This key becomes *invisible* when held.
11	This key hums and vibrates (while held), getting louder and louder until its deafening. If not dropped within 2d4 rounds, the key casts *shout*.
12	This key is cursed and a trap is triggered when the key is touched. The curse continues so long as the key is held and for 10 hours after. **Bestow Curse Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (*bestow curse*, 10th-level cleric, DC 18 Will save negates, –6 Charisma); Search DC 28; Disable Device DC 28.
13	This key releases a potent electrical discharge. **Lightning Bolt Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (lightning bolt, 15th-level wizard, 10d6 electricity, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.
14	This key is coated with poison. **Key Smeared with Dragon Bile Poison Trap:** CR 7; mechanical; touch trigger (attached); manual reset; poison (dragon bile, DC 26 Fort save resists, 3d6 Str/0); Search DC 27; Disable Device DC 19.
15	This key melts when touched, sending poisonous fumes into the air. **Burnt Othur Fumes Trap:** CR 6; mechanical; touch trigger; no reset; poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 24; Disable Device DC 24.
16	This oversized key triggers a *nightmare* in the wielder, reminding him or some shameful childhood experience.
17	This key explodes when touched, shattering into fine particles and showering the PCs. **Power Word Blind Trap:** CR 8; magic device; touch trigger; no reset; spell effect (power word blind, 15th-level wizard); Search DC 32; Disable Device DC 32.
18	This key releases an eerie noise when disturbed. The *alarm* continues until the key is dropped.
19	This key casts *chill touch* (as a 12th-level caster), when touched.
20	This key radiates strong evocation. It bestows a curse on the bearer, who can only get rid of it with a *limited wish*, *wish*, or *miracle*. The curse is up to the DM but should be minor, like big sideburns or a thick accent.

False Key Effects, Table II

1d20	Key
1	This key is a mundane key that does not fit in any lock.
2	This key is brittle and crumbles to dust when touched.
3	This key is actually to a the locked door in Room N167.
4	This key is caustic dealing 1d3 points of damage.
5	This key is cursed, lowering the Dexterity of the wielder to 3, so long as it is held.
6	This key is made of gold, worth 5,000 gp. Anyone holding it for 2 rounds must succeed at a DC 18 Will save or run from the room with it (*suggestion*), believing it some great prize.
7	This key is made of solid smoke, which explodes into *obscuring mist*.
8	This key is extremely cold, dealing 1d6 fire damage each round. If dropped, it shatters into 1d100 pieces.
9	This key is the size of pin.
10	This key causes the bearer to become *invisible* (but not the key) when held.
11	This key hums a quiet melody that enchants the bearer as the bardic ability fascinate. The key is considered a 16th-level bard and never stops humming while held.
12	This key is cursed and a trap is triggered when the key is touched. The curse continues so long as the key is held and for 10 hours after. **Bestow Curse Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (*bestow curse*, 10th-level cleric, DC 18 Will save negates, –6 Wisdom); Search DC 28; Disable Device DC 28.
13	This key releases a potent fiery discharge. **Fireball Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (fireball, 15th-level wizard, 10d6 fire, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.
14	This key is coated with poison. **Key Smeared with Malyss Root Paste Poison Trap:** CR 7; mechanical; touch trigger (attached); manual reset; poison (malyss root paste—DC 16 Fort save resists, 1 Dex/2d4 Dex); Search DC 27; Disable Device DC 19.
15	This key causes *fear* in the wielder. No saving throw.
16	This oversized key triggers a *nightmare* in the wielder, forcing him to face his greatest fear.
17	This key seeks to return to Room G5 where the wielder can be judged by Cyrlebrai. The wielder must succeed at a DC 18 Will save or begin the long journey to Room G5.

18	This key speaks to the PC telepathically telling him everything he ever wanted to hear. It slowly manipulates the weak-minded to believe he should be leader, king, etc.
19	This key casts *vampiric touch* (as an 8th-level caster), when touched.
20	This key radiates strong evocation. It bestows a curse on the bearer, who can only get rid of it with a *limited wish, wish,* or *miracle*. The curse is up to the DM but should be minor, like an odd walk or the inability to sleep more than 3 hours a night.

False Key Effects, Table III

1d20	Key
1	This key is a mundane key that does not fit in any lock.
2	This key is brittle and crumbles to dust when touched.
3	This key is actually to a the chest in Room E62.
4	This key is caustic dealing 1d6 points of damage.
5	This key is cursed, lowering the Constitution of the wielder to 3, so long as it is held. If this reduces the wielder to 0 hit points or less, he slips into a coma for 1 week at which time he returns at full health.
6	This key is made of powdered charcoal and explodes into soot when touched.
7	This key is made of negative energy, shooting a cold chill up the wielder's arm. While held, it bestows one negative level. If this drops the wielder below 1st level, he becomes a wight.
8	This key is looks like the perfect key for the task at hand. The wielder must succeed at a DC 18 Will save or believe he carries the true key.
9	This key is made of glass and reflects light like a prism. The wielder believes he gains *true seeing* from it, but instead cannot lie while holding the key.
10	This key makes everyone else appear *invisible* when held.
11	This key projects legend lore in the mind of the wielder, reciting the entire history of the dungeon. It takes 100 years to watch the entire vision, but the PC is allowed a DC 18 Will save each day to stop watching.
12	This key is cursed and a trap is triggered when the key is touched. The curse continues so long as the key is held and for 10 hours after. **Bestow Curse Trap:** CR 4; magic device; touch trigger; automatic reset; spell effect (*bestow curse,* 10th-level cleric, DC 18 Will save negates, –6 Intelligence); Search DC 28; Disable Device DC 28.
13	This key releases a potent thunderous discharge. **Shout Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (shout, 15th-level wizard, 10d6 sonic, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28.
14	This key is coated with poison. **Key Smeared with Sassone Leaf Residue Poison Trap:** CR 7; mechanical; touch trigger (attached); manual reset; poison (sassone leaf residue, DC 16 Fortitude save resists, 2d12 hp/1d6 Con); Search DC 27; Disable Device DC 19.
15	This key grants the wielder *water breathing,* but the inability to breathe air. A DC 18 Will save is required to drop the key. Only one save is allowed per day.
16	This key turns the wielder's hand incorporeal, allowing him to only touch the key and incorporeal creatures. A DC 18 Will save is required to drop the key. Only one save is allowed per day.
17	This key alerts all lawful and good creatures in a 500-ft. radius of the wielder's presence.
18	This key can open any one mundane lock, but drains the wielder of 1 hit point (permanently) after doing so. Afterwards, it turns to a fine sand.
19	This key casts energy drain (as a 18th-level caster), when touched but only bestows 1d3 negative levels.
20	This key radiates strong evocation. It bestows a curse on the bearer, who can only get rid of it with a *limited wish, wish,* or *miracle*. The curse is up to the DM but should be minor, like stumpy fingers or constant dry mouth.

All keys (except 20) radiate strong abjuration and evocation. A PC with the Mark of the Righteous (see Room C21) is allowed a DC 20 Will save in each of these six Rooms to determine all 20 keys are useless.

If at least one PC already has the Mark of the Righteous, he is instantly made aware of the secret doorway in the north wall in the easternmost Room. A PC with the Mark touching the panel watches it sink into the floor.

Otherwise, this secret door is impossible to see.

Tactics: N/A

Treasure: N/A

EL: Varies

Scaling: N/A

C105. TEST OF CHARITY

The door of this Room opens when the PCs step into Room C104, but remains opened only for 5 rounds so PCs need to succeed at the Test of Humility in order to discover this door. However, this secret panel also shuts as soon as one person enters this Room. It is impossible to open once it is closed, but PCs on either side succeeding at a DC 28 Tumble check can move in or out of the Room before the door closes. The door opens by itself once a PC selects an item from one of the cubbyholes.

There are three items in cubbyholes against the northern wall of this otherwise empty room: a chest filled with gold pieces, a beautiful golden rose, and an intricate sword with a strange runic mark on it. Above the items are the words "Choose from the Heart" written in silvery Celestial runes.

Initial Attitude: N/A

Encounter: In order to pass the Test of Charity, the PC must select an item and explain why he chose it. The actual item chosen by the PC is not important, but what he plans to do with it is.

There is no correct answer.

It is up to the DM to determine as best he can what motivated the PC in his selection. Charitable motives include taking one of the treasures to offer it to another, to a faith, or a cause. If the PC was charitable, he passes the test. If he was not, he fails.

Once any item is touched, the rest disappear. Failing the test sends a powerful electrical discharge through the Room.

Chain Lightning Trap: CR 7; magic device; special trigger (see above); automatic reset; spell effect (*chain lightning,* 12th-level wizard, 12d6 electricity to target failing the test plus 6d6 electricity to each of up to twelve secondary targets within the Room, DC 19 Reflex save half damage); Search DC N/A; Disable Device DC N/A.

Succeeding the test results in the PC receiving the Mark of the Righteous (as explained in Room C21) and all benefits it bestows, including being allowed to enter Room C103.

Encounter Condition: N/A

Tactics: It is recommended that this Encounter be run individually with each PC. The answer to each question should NOT be heard by the others, to gauge the honesty of their remarks.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, increase the damage of the electrical discharge to 16d6. To decrease the challenge, reduce the damage to 8d6.

C105. THE REAL SPECIAL KEY

The secret panel leading into this Room is impossible to see or open by normal means. A PC with the Mark of the Righteous is automatically made aware of this secret doorway. He needs to touch the panel to make it sink into the floor. The secret door remains open as long as someone with the Mark of the Righteous stands in Room C105 or the adjacent Room C104.

An untraceable light source simulating daylight illuminates this chamber. The walls, floor, and ceiling are painted white and their surfaces are surprisingly clean. In the center of the room is a simple altar made from the same painted stone. A silver key, glowing brightly in the magical light, rests upon it.

Initial Attitude: Helpful or Hostile (see below)

Encounter: This Room holds the real special key allowing the angels and archons that built the dungeon to move from Room B21 to Region F. The only way to gain access to this Room is by having the Mark of the Righteous. Once the door opens for a PC with the Mark, others can accompany him inside.

The silvery key on the altar is a special animated object (hp 2). When picked by someone with the Mark of the Righteous it remains inanimate, just as any other key. If, however, someone without the Mark takes the key at any time or place, it becomes animated and attacks (and its Attitude changes to Hostile). If destroyed, the key becomes useless. Otherwise, it can be used to unlock the door in Room B21, thus giving access to Region F.

Tactics: This animated object targets creatures not bearing the Mark of the Righteous and never strikes those blessed with such a Mark. It fights until destroyed. However, if 1 full round elapses without anyone trying to strike it, it ceases to attack and falls prone (just as if it was not animated). If this happens, a PC with the Mark of the Righteous can pick it up. If someone without the Mark takes it again, however, it becomes animated and attacks.

Treasure: The special key rests upon the altar. It is the only key that unlocks the door in Room B21.

EL: 1/2

Scaling: N/A

Animated Brass Key: CR 1/2; Tiny construct; HD 1/2d10; hp 2; Init +2; Spd 40 ft.; AC 14, touch 14, flat-footed 12; Base Atk +0; Grp –9; Atk +1 melee (1d3–1, bite); Full Atk +1 melee (1d3–1, bite); Space/Reach 2-1/2 ft./0 ft.; SA – ; SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +2, Will –5; Str 8, Dex 14, Con —, Int —, Wis 1, Cha 1.

Skills and Feats: —

Hardness (Ex): The animated brass key has a hardness of 8.

ROOMS C106 THROUGH C110. THE FINAL MILE

Rooms C106 through C110 are isolated from the rest of the region. Though they connect with Region G and the base of the angels and celestials inhabiting this part of the dungeon, no creatures have graced this Section in many years.

There are no Random Encounters in this Section.

C106. THE ANGELS' INSIGNIA

The floor of the corridor is blanketed in undisturbed dust. The double doors at its northern end are cast from solid bronze. Upon them is a design: a flaming sword encircled by a ring of feathers.

Initial Attitude: N/A

Encounter: These corridors connect Region C and G together. Though there are no traps here, the bronze double doors in these corridors are locked. A successful DC 40 Open Lock check is required to unlock them. The insignia upon them is the symbol of the Order of the Children of the Inner Light, the group of angels and celestial in charge of protecting Region G. The symbol marks the beginning of their territory.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

C107. TRAPPED CORRIDORS

This hallway is dusty, dark, and empty. A closer look at the floor reveals a rune in the center of the corridor. Though covered with dust, the design is easily spotted, as it is over ten ft. in diameter. The marking represents an angel holding a wide blade, its feathery wings spread wide behind its back.

Initial Attitude: N/A

Encounter: The corridors to the east and west of Room C108 are trapped. The designs upon the floor in each of these corridors are meant to attract the attention of travelers. The patterns take the entire width of the hallways and are at least 10 ft. long. Anyone stepping upon the markings or touching them automatically triggers the magical trap placed upon them. There is no way to bypass these traps, and creatures flying above the designs automatically trigger them.

Glyph of Warding (Blast): CR 6; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, increase the save DC of the a *glyph of warding* trap by +4. To decrease the challenge, replace the *glyph of warding* trap with a *burning hands* trap.

C108. INTRICATE MOSAIC

A large and perfectly round mosaic made out of stones of varying shapes and colors take up most of the floor of this chamber. The mosaic is exquisitely designed and its many patterns are abstract and fascinating. They are somewhat reminiscent of the complex patterns made by the artisans who fashion the marvelous carpets in the Southern Realms, yet a thousand times more elaborate.

Initial Attitude: N/A

Encounter: The floor of this chamber is rigged with a simple but effective pit trap. A closer look at the mosaic reveals the colorful stones composing it are not attached to the floor and could be extracted from the pattern. Anyone touching the stones from the mosaic or stepping upon them automatically triggers the pit trap. When activated, the floor of the entire Room opens, sending all the stones from the mosaic inside a deep pit.

PCs who do not disturb the mosaic can move safely through the Room without triggering the trap.

Pit Trap: CR 9; mechanical; location trigger; manual reset; DC 24 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within the Room and first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 30.

Encounter Condition: N/A

Tactics: N/A

Treasure: At the bottom of the pit trap are bony remains of a dead dretch demon. A golden armband (worth 190 gp) is attached to one of the bones and a *+3 halberd* rests under them.

EL: 8

Scaling: To increase the challenge of this encounter, add another 40 ft. to the pit trap. To decrease the challenge, reduce the trap to 60 ft.

C109. DISPIRITING HALL

A series of torches, set some 20 ft. from the floor into thick bronze sconces, burn here. The dancing flames illuminate the great hall, but fail to cast the eerie shadows very far.

Initial Attitude: N/A

Encounter: This great hall is empty but endowed with powerful angelic magic meant to discourage living creatures from venturing through it. Lawful good creatures are not affected by the enchantment, but all other living beings, including outsiders such as demons, are.

Upon entering, all non-lawful good PCs must make a DC 30 Will save or become disheartened for one full week. A disheartened character suffers from a –2 morale penalty to attack rolls, damage rolls, AC, saves, and skill check. A *remove curse* or *lesser restoration* spell is not strong enough to lift this effect, but each one reduces the duration of the effect by 1 day. *Restoration* or *greater restoration* lifts the effect completely.

Encounter Condition: Cursed 5, Fear 16

Tactics: N/A

Treasure: All 40 torches are imbued with *continual flame*.

EL: 8

Scaling: To increase the challenge of this encounter, increase the Will save DC to 35 and add one week to the duration of the disheartening effect. To reduce the challenge, reduce the effect to 1d3 days. Alternately, it only affects non-lawful PCs.

C110. THE GATEWAY

A wide ornate archway dominates the southern wall of this great hall. The archway opens into a surprisingly vast room, but the rest of the hall is empty and dark. A close examination of the cloak of dust upon the floor here reveals that no one has walked here in years.

Initial Attitude: N/A

Encounter: This chamber has a magical gateway that allows travel to Room C21, but offers no means of exiting.

This hall has a portal identical to the large ornate archway in Room C21, with the exception that the interior of the archway is not solid. Instead, it opens into Room C21, just as if the two chambers were connected. This is the one-way entrance into the prison cell where a great demon was once held prisoner. Any object that goes through the archway from Room C110 instantly comes out the other archway in Room C21. Inanimate objects that partially pass through the portal can be retrieved, but anything living or organic is lost to Room C21. Nothing from Room C21 can travel back through the portal in this hall.

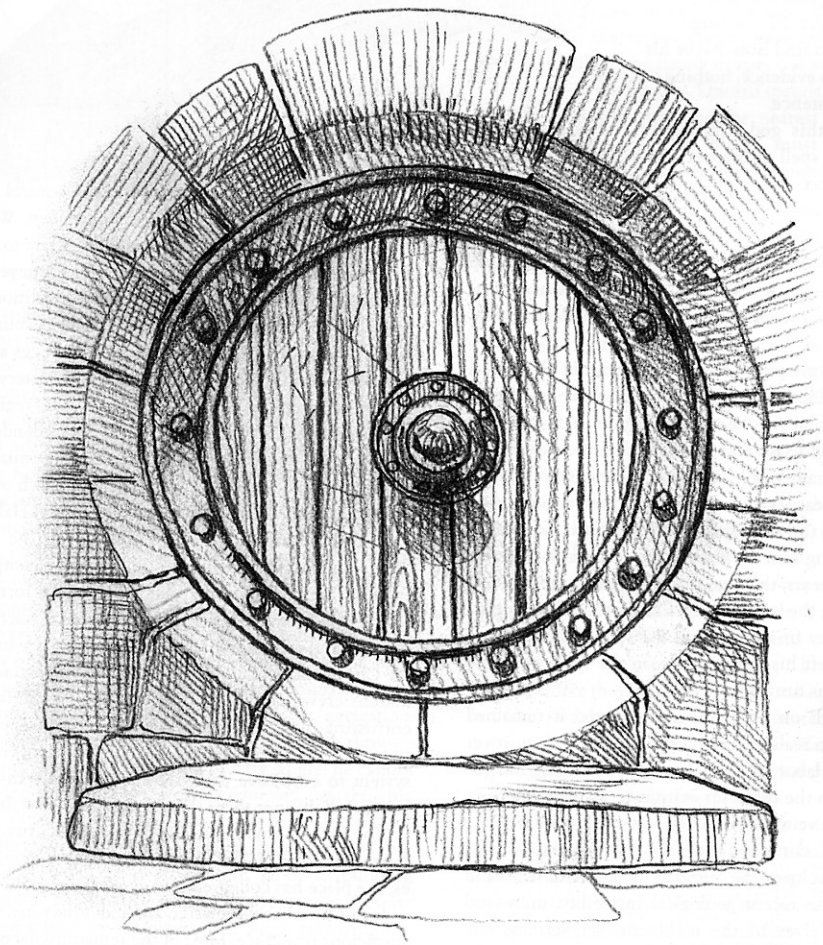
Encounter Condition: N/A

Tactics: N/A

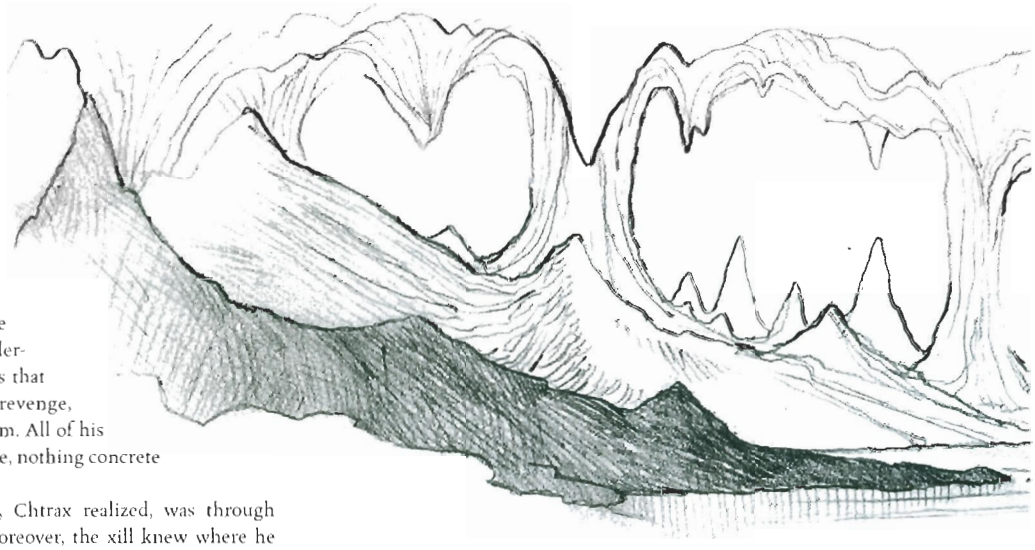
Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, have the PCs lose limbs if they stick their hands through the portal and pull them back. To decrease the challenge, allow the PCs to move back and forth without fail, assuming the wards protecting this prison vanished decades ago.



REGION D. THE TARTAREAN DEPTHS OF THE XILL MASTER



Chtrax is a diabolic xill of such caliber that his society willingly cast him out to wander the planes for the remainder of eternity. Desperately seeking revenge, the xill searched for a good way to destroy his people outright. In the course of his roamings, he came upon information which confirmed the existence of a malevolent, exiled god, Asrakhor the Undying, a terrible threat to the stability of the planes if freed. He understood from the depths of his madness that Asrakhor could help him get his revenge, but he did not know where to find him. All of his searching yielded no clues, no evidence, nothing concrete enough to substantiate its existence.

The only way to reach this god, Chtrax realized, was through the mighty power of a wish spell. Moreover, the xill knew where he could find one at minimal cost. Aware of the world's largest dungeon, and its original purpose, he suspected the devil's vault still contained a powerful pit fiend named Kator. If Chtrax could free this beast, he was certain he could gain the wish. A mad plan to be certain, Chtrax has been especially careful not to reveal the truth behind his goals, for he knows breaching the walls of the vault would surely result in the deaths of all his servants.

The wicked xill traveled a myriad of Material Planes, but alas for all his searching, he could not locate the place, though many had heard of it, and a number of dusty tomes spoke eloquently of it. In frustration, he tortured and maimed many a sage and scholar in his efforts to locate the massive complex until finally one brutalized soul gave him a name: Alkaman. Even Chtrax had heard of this ancient loremaster, but he had believed, like most beings in the planes, the old man dead. He quickly tracked down the sage, finding him deep within the Astral Plane. After torturing the old man for 2 years, the sage finally revealed the location of the Dungeon. Not trusting the information, Chtrax took the crippled scholar with him. When they finally reached the sprawling complex, he killed the old man and left his bones to rot on the surface, before descending into the dungeon's tunnels.

Unable to locate the vault on his own, he suspected it remained concealed and intact. He also realized he could never hope to uncover the vault on his own, as the labor would be too overwhelming for just one creature, so he turned to the derro for assistance. In their warrens, they had uncovered extensive veins of truesilver — a substance especially useful for controlling and containing devils — and deposits of adamantine: two things Chtrax knew the celestials used to create the vault holding the fiends. With the recent geological instability, more and more clues revealed themselves to the malicious, self-serving xill, turning suspicion into solid evidence.

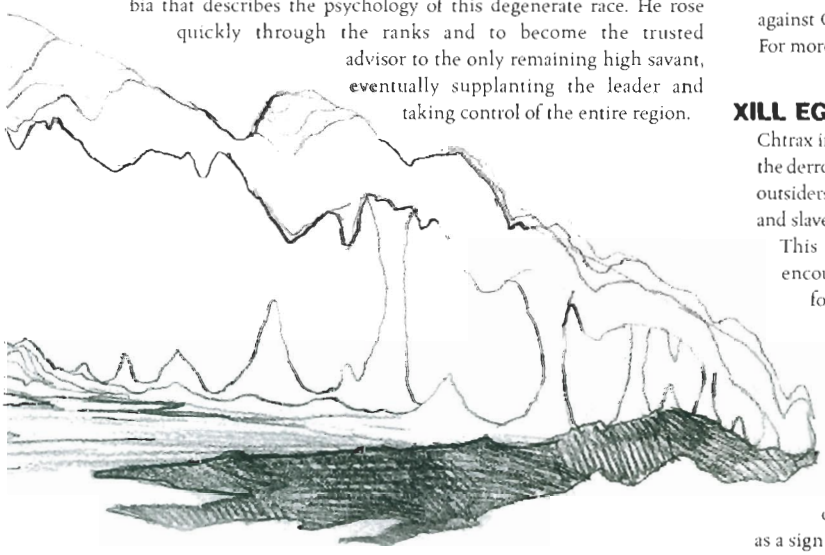
Before the inevitable assumption of control over the mad derro, Chtrax approached a trapped formian queen. Weakened and injured from a costly war with the derro, and desperate to be back in touch with the hive on her native plane, the xill's honeyed words swayed her, and she agreed to transfer control over her most trusted myrmarchs in exchange for her freedom. The xill lied, of course, and murdered her in the shadows of an obscure cave with her eggs all around her, stealing her essence and trapping it in a special phylactery.

Considering the unusual nature of the region, Chtrax organizes his minions with brutal efficiency. He commands the entire operation, answering to none. Serving him are three formian myrmarchs, each of whom have specific duties. The first myrmarch oversees security of the mining outfit and truesilver extraction (Great Hall). His responsibilities include procuring stone golems from the gnome, positioning the golems at checkpoints throughout the complex, and maintaining existing ones. Also serving him are squads of formian warriors, some of whom ride gorgons. These guards oversee extraction caverns, patrol the tunnels, and ensure traps and sentry towers are in working order and so on. Chtrax, not content with the truesilver extracted by the other myrmarch's crews, started drilling into the Great Hall for more truesilver, entrusting this operation in addition to his responsibilities for security. In fact, the Great Hall has transformed from this region's central nervous system to a massive drill, refinement and transportation site. Hence, security is thinner there than it was, just a few short weeks ago.

The second myrmarch controls the security and excavation of the northern mines. With the recent waves of plague and rogue xill ambushes, the place has collapsed into chaos. Furthermore, the myrmarch here does not trust the xill master, and bides his time, waiting for proof of his suspicions to surface. Most of the remaining labor, there, works to build a giant bore to expedite mining.

The last myrmarch oversees excavation. A typical extraction crew consists of a taskmaster, derro leaders, a lesser savant, three handler crews and three teams. Each group of handlers controls one of the following: bulette, destrachan or yrthak. Each monster digging team crushes the rocks, and the teams are responsible for removing the rubble. Two teams are composed of a grimlock foreman and duergar slaves, who clear away much of the debris created by the handler crews. The third team consists of a grimlock foreman and deep dwarf sounders. This crew uses a magic device created by the evil gnome to test the depth of the rock, search for dead caves, and material compositional changes. Their efforts are dangerous and futile. Its dangerous to use the device because is occasionally unleashes crackling electricity, nearly always vaporizing a slave or two. It is futile, because the device only has an accurate range of about 5 to 10 ft. due to the vault's inherent warping nature.

Fortunately, the recent collapses and instability of their excavations severely reduced the derro's command structure, allowing Chtrax to ingratiate himself easily, slipping past the paranoia and the xenophobia that describes the psychology of this degenerate race. He rose quickly through the ranks and to become the trusted advisor to the only remaining high savant, eventually supplanting the leader and taking control of the entire region.



Chtrax amassed a large excavation force. The derro captured duergar and deep dwarves to serve as slaves. A legion of destrachan and several yrthak act as living tools to wear away the rock with their sonic attacks, while the formians offer security and additional labor for digging. The high savant tenuously controls a tarrasque, urging it to break through the bands of adamantine warding the vault. Chtrax has also gained the help from Korus, a particularly evil gnome, who, though cruel enough to appreciate Chtrax's plan, is not worthy in the xill's eyes to be in possession such guarded information. The gnome produces the wailing guardians, stone golems capable of creating a terrific noise, regular stone golems, tools to handle the truesilver, and all manner of other mining equipment. Finally, Chtrax secretly injects eggs into the derro and slaves to replace his flawed subjects with reliable xill.

The warping effects of the vault impede divination spells, and even go so far as to disrupt magnetic impulses rendering mechanical direction sense useless and confusing those with a propensity for navigation. For these reasons, Chtrax commands the workers to tunnel through the whole place, knowing the vault is close, but exactly where, he cannot say. The desperate digging undermines the entire complex, destabilizing it. Earthquakes ripple through the place, along with the aftershocks, collapsing tunnels, killing more slaves and servants daily. Each collapse sets back the operation, as Chtrax must commit labor to building and rebuilding retaining walls to allow the excavation to continue. Despite the losses, Chtrax is committed to uncovering the vault, capturing the pit fiend and discovering for himself where the dark god lies.

HIVE MIND

Formians normally share a collective conscious when within 50 miles of the formian queen, allowing them to react to danger as if they all faced it simultaneously. Chtrax realized if he killed the formian queen, the formians would be useless to him and they would be aware of their queen's death. To galvanize his command over these outsiders, Chtrax trapped her essence in special phylactery allowing the formians to communicate through the myrmarchs, but only to the extent of their respective sections. Though the hive mind is intact, albeit to a lesser extent than before, the myrmarch would have been understandably suspicious, if it were not for the queen's mental missive to her minions commanding them to serve the xill. Now, the queen's retains a presence in the minds of the myrmarch, but it is only an echo from the past.

If a myrmarch controls a section, its death confuses the remaining formians, imposing a –2 circumstance penalty to all attacks, saves and checks. In addition, they lose access to their hive mind ability. If the PCs shatter the phylactery, the formians realize Chtrax duped them, and fight against Chtrax and his minions, turning on slaves, derro, giants and PCs. For more details, see Room D49 in the Great Hall.

XILL EGGS AND THE DERRO

Chtrax injected eggs into the derro and slaves serving him. Consequently, the derro and dwarf population is on the decline, as more and more of these outsiders hatch. Left alone, xill would eventually replace all of the derro and slaves, being a far more disciplined work force for the evil master.

This affliction has interesting side effects. Whenever the PCs encounter a derro or dwarf, there is a 25% chance the creature is host for a xill egg. Infected derro and dwarves are at risk of premature hatching whenever they take damage. When the infected's hit points fall below half their normal total, roll 1d20. If the result is more than his hit point total, a full-grown xill immediately erupts out of its host's chest, killing him in the process. The xill spends 1 round assessing its situation before attacking the nearest non-derro. Any dwarf slaves witnessing the "birth," must succeed DC 15 Will saves or become panicked for 1d4 minutes. Derro see a xill hatching as a sign of their foul goddess' blessing.

CONSTANT EFFECTS

The proximity to the vault makes negotiating these tunnels a challenge. The magical emanations have a warping effect on magnetic north, imposing a –10 circumstance penalty to all Survival checks made to determine direction, stonecunning checks to determine approximate depth below ground, and any other check involving navigation.

The warping field extends to magic too; spells determining direction (*locate object, find the path,* for example) automatically fail. Worse, it effectively impedes all other divination spells. Whenever a spellcaster casts a divination spell, that caster must succeed at a Spellcraft check (DC 25 + the spell's level) or the spell is lost. In addition, the field immediately deals 1d6 points of temporary Wisdom damage to the caster, as unsettling images of devils standing in a sea of blood beat against walls of some invisible barrier. If the caster succeeds, the spell dissipates without effect and he becomes aware of something ominous.

Given these impediments, neither Chtrax nor his minions have any sense of where they dig, causing them to backtrack, dig towards the lava, up or down, just about in any direction. Moreover, because of the haphazard digging, the entire complex is unstable. Each hour the PCs spend in this region, there is a 10% chance of an *earthquake*, as per the spell, centered on their position. The quake lasts for 1 round, as cast by a 20th level sorcerer.

Finally, all Rooms are dark unless otherwise noted. The creatures here are accustomed to working in total darkness. The gnome designed a special alchemical material lighting areas without affecting other creatures with light sensitivity, thereby allowing a few creatures to work alongside the duergar and derro.

A RACE AGAINST TIME

Chtrax is close to achieving his goals. Every day, his servants come closer to stumbling across the vault. The region is highly organized, but the unusual permutations emitted by the vault distort and confound their magical efforts to locate it. Therefore, the likelihood of its discovery is random; no effort, aside from random continued digging, can guarantee its breach. Realizing this, Chtrax does just this — he commands his forces to dig. Their perseverance should ultimately result in the discovery and consequent breech of the unholy tomb, releasing the devils into the world once more.

Timeline

- *Day 0:* PCs enter the derro mines.
- *Day 1:* Nothing
- *Day 2:* Derro miners in Room D22 break through to Room D27. The stone giant chief leads a force to eradicate the rebel derro, exterminating the derro, slaves and beasts in the Old Mines except those derro in Room D19.
- *Day 3:* Tarrasque reaches the first adamantine bands. All surviving formian warriors and gorgons move to Room D58
- *Day 4:* Tarrasque breaches first band.
- *Day 5:* Tarrasque breaches second band.
- *Day 6: Guards and wards* effect in the Old Mines ends. Tarrasque breaches the third band.
- *Day 7:* Tarrasque breaches the vault itself, unleashing the hordes of devils contained within.
- *Day 12:* The miners at Room D79 breach the Vault, if the tarrasque does not.

The derro and the monsters serving them dig through unworked stone (Break DC 65; Hardness 8; 900 hp/ 5-ft. of thickness). To reflect the progress through most of these rooms, expect the depth of each tunnel to continue 10-ft. each day, except in rooms near the tomb (Room D59 though Room D63, Room D78 through Room D80). These rooms are magically treated (Break 85; Hardness 16; 1,800 hp/5-ft. of thickness) and require the tarrasque for much of the digging. In these rooms, mark progress by 5-ft. each day. Once the tunnels cross an existing tunnel, the digging stops, and the formian myrmarchs redistributed crews to other rooms.

Three days after the PCs first enter the complex the tarrasque reaches the adamantine bands (see the Tomb of the Devils). When this happens, Chtrax realizes he is close to his objective. At this point, he moves all formian warriors and gorgons from their respective locations to Room D58, letting those unsupervised crews do as they wish. The tarrasque breaches one adamantine band per day, finally breaches the vault and releasing the devils into the region.

The PCs have about seven days to stop Chtrax and his minions from achieving their goals. It is important to convey urgency, but without directly telling them what is afoot. While there are clues through the locations, feel free to add details in order to keep the PCs on track. If the PCs fail to stop Chtrax, the devils break free and pour through the tunnels, bent on killing and enslaving. For details on the devil's actions if they break free from their prison, consult the Introduction to the vault, below.

D1 THROUGH D6. FOREBODING

D1. SENTRY TOWER

Standing on the broken plain is a 100-ft. tower. Instead of a roof, a large spike bears the impaled effigy of an unrecognizable humanoid. Three bas-reliefs of demonic faces decorate the surface of the structure. On the brows of each of the faces is a bright blue, red and yellow gemstone, each about foot in diameter. Aside from the opened maws spilling reddish fluid, perhaps blood, there are no entrances into the building. A few scattered piles of broken bones litter the immediate vicinity, some partly submerged in the crimson run-off.

Initial Attitude: N/A

Encounter: This encounter refers to all three watchtowers positioned at the perimeter of the derro mines. Derro savants created these towers to deter unwanted attention. With the towers complete and the savant derro dead from the flooding, Chtrax commanded his gnome servant to upgrade each of them. The gnome constructed special wailing golems (hp 107, see below) for the derro placed one on each spike making the golems appear to be nothing more than part of the structure's obscene décor. Unlike normal stone golems, the gnome uses petrified humanoids created by gorgon guards instead of a single block of granite, and their forms are visible in the golem's bodies.

When the heroes approach within 100 ft. of the towers, allow each of them to make a DC 25 Spot check (distance penalties already taken into account). A successful check indicates scorch marks and deep impressions on the plain approaching the tower. A successful check by 10 or more allows the PC to notice the scorch marks have an approximate 20-ft. radius.

Encounter Condition: N/A

Tactics: The tower itself is a proximity trap. The tower targets any non-derro approaching within 100 ft. with one of the following spells once each round — *fireball, lightning bolt* or *ice storm*. The tower can use each spell once per day, as a 12th level caster. The spell resets in 24 hours.

Once the tower exhausts its spells, the impaled golem at the tower's top animates and pulls itself off from the spike in a grisly display. On the following round, it drops to the ground, using its innate *feather fall* ability. Once on the ground, it moves to attack PCs within 100-ft. of the tower. If the PCs retreat beyond the tower's range, or fall into the lava, the stone golem remains at the perimeter for 1d8 minutes before returning to the tower.

Treasure: Scattered about the plain are bits of clothing, bone and the remains of others who thought to approach the complex. PCs may search the Room and find a few valuables left by the fallen. The PCs discover one item every 10 minutes they spend searching — a gem worth 10d10 × 10 gp, a *+1 truesilver melee weapon*, a random potion, a random minor wondrous item.

After finding all four items, or after 40 minutes of searching, the PCs find nothing else.

EL: 13

Scaling: To increase the challenge of this encounter, have the wailing golem activate immediately and allow the tower to use each spell twice per day. To decrease the challenge, the tower can use one of the listed spells, once per day.

Wailing Stone Golem: CR 12; Large construct; HD 14d10+30; hp 107; Init –1; Spd 20 ft.; AC 26; touch 8, flat-footed 26; Base Atk +10; Grp +23; Atk +18 melee (2d10+9, slam); Full Atk +18 melee (2d10+9, 2 slams); Space/Reach 10 ft./10 ft.; SA Slow, spell-like abilities, wail; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Slow (Su): A wailing stone golem can use a *slow* effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 ft. and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

Spell-like Abilities: At will—*feather fall*. Caster Level 12th.

Wail (Su): Whenever the golem engages in melee combat, it lets out a tremendous wail lasting until the melee ends. Like a shrieker, the sound attracts nearby creatures disposed to investigating it.

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

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

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

Construction: A wailing stone golem's body is chiseled from the petrified victims of gorgons, weighing at least 3,000 pounds. The stone must be of exceptional quality, and costs 5,000 gp. Assembling the body requires a DC 17 Craft (sculpting) check or a DC 17 Craft (stonemasonry) check.

CL 14th; Craft Construct (see MM), *antimagic field, alarm, geas/quest, symbol of stunning,* caster must be at least 14th level; Price 90,000 gp; Cost 50,000 gp + 3,400 XP.

TRUESILVER

Truesilver is a scarce and unusual alloy of mithral and silver. Nearly never worked, truesilver loses its special properties, becoming normal silver, if ever touched by a creature other than an outsider. If forged into tools, the metal is just as good as steel; it does not impose the –1 penalty on damage rolls like alchemical silver. Furthermore, wholly or partially constructed truesilver enhances magic items with spell effects from the enchantment school increase save DCs for these spell effects by +2.

Weapons or armors fashioned from truesilver are always masterwork and confer a +2 enhancement bonus to attack and damage rolls, and a +1 enhancement bonus to the armor or shields armor bonus to AC. The masterwork cost is included in the prices listed below. Truesilver has 10 hit points per inch of thickness and hardness 10. Magical enhancement overlaps, does not stack, with these bonuses.

Truesilver is also useful as a material component for casting spells with the good descriptor. A caster may add 25 gp of truesilver per spell level as a material component any good spell he casts. Doing so increases the caster level by +2 and increases the save DCs by +2. Truesilver is also an exceptional material for constructing holy weapons, for it takes good spells easier than other materials during the enchanting process. When an imbuing a truesilver weapon with the holy special ability, the enchantment counts as only a +1 bonus instead of +2. In addition, these weapons deal an extra +1d6 damage against evil creatures. For purposes of overcoming damage reduction, truesilver weapons function as good and silver weapons.

Type of Truesilver Item	Item Cost Modifier
Ammunition	+10 gp
Light Armor	+1,500 gp
Medium Armor	+6,000 gp
Heavy Armor	+13,500 gp
Shield	+1,500 gp
Other Items	+750 gp/lb.

D2. STATUE OF SUPPLICATION

At the edge of the rocky outcropping kneels a statue of a man in carved from grey stone. Much of its body is worn and chipped, seemingly ancient. Its head hangs on its chest, perhaps in prayer or sleep, concealing its facial features for the most part. Behind it rise three stone mounds. Broken stone, trash and other debris litter the floor.

Initial Attitude: N/A

Encounter: The statue is a wailing golem (hp 107, see Room D1). The derro in Room D3 positioned the golem here to warn of any intruders. Unfortunately, this golem is old and unreliable, being a prototype for those on the sentry towers, and does not function properly, only noticing intruders half of the time. Chtrax, lacking the inclination or the resources to construct a replacement, temporarily positioned a number of derro guards in a hollow pillar of rock (see Room D3 for details) to reinforce the weakened defenses.

Encounter Condition: Fear 18

Tactics: When the PCs step onto the landing, the golem rolls a DC 10 Wisdom check to notice. If it fails the check, it does not animate unless the PCs touch it. Should this happen, it immediately animates and starts to wail. Due to the golem's age, it sometimes gets confused. Each round, the golem must make a DC 10 Wisdom check or suffer the effects of confusion for the round. If not confused, it attacks with slow, catching as many PCs as it can. On the next round, it grabs a slowed PC and hurls them into the smoking lava below. It alternates between slow and grabbing PCs until it slows all the PCs.

This construct is under orders to fight to the death.

The wailing attracts the attention of the derro guards in Room D3. One of the derro activates the trap at Room D6, while his comrades ready their repeating light crossbows. On the second round of combat, the derro target the PCs with poisoned bolts.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add one wailing golem. To decrease the challenge, reduce the number of derro by –2 or increase the time it takes them to respond by 1d3 rounds.

Wailing Stone Golem: CR 12; Large construct; HD 14d10+30; hp 107; Init –1; Spd 20 ft.; AC 26; touch 8, flat-footed 26; Base Atk +10; Grp +23; Atk +18 melee (2d10+9, slam); Full Atk +18 melee (2d10+9, 2 slams); Space/Reach 10 ft./10 ft.; SA Slow, spell-like abilities, wail; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Slow (Su): A wailing stone golem can use a *slow* effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 ft. and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

Spell-like Abilities: At will—*feather fall*. Caster Level 12th.

Wail (Su): Whenever the golem engages in melee combat, it lets out a tremendous wail lasting until the melee ends. Like a shrieker, the sound attracts nearby creatures disposed to investigating it.

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

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

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

D3. TOWER OF DEATH

This irregular mound of stone is 25 ft. thick and 25 ft. high. Patches **of multicolored fungus** cling to its surface. Dark clefts and pits in the mound of rock are common higher up, and several webs with scuttling **spiders** fill the smaller holes.

Initial Attitude: Hostile

Encounter: This mound of stone is actually hollow. A DC 25 Search check reveals a false stone, when pressed, opens a secret door. On the inside of the mound, stands a complex arrangement of scaffolding allowing access to the innumerable arrow slits overlooking the entire landing.

Ten derro guards (hp 16 each) man this watchtower. Chtrax positioned these unruly guards here to serve dual purposes. First, he wanted to ensure the golem functioned properly at Room D2, and if not, have a failsafe sentry. Second, confident the golem works, Chtrax wanted to remove these troublesome derro from the main operation.

Each derro knows some portion of the xill's plan, though none was smart enough to understand the significance. As no derro trusts the other, they have not collaborated to compare what they have learned. To make matters worse, the Chtrax impregnated them before exiling them to this remote tower. The master of the mines assumes the young xill take care of the problem for him.

Encounter Condition: Fear 18

Tactics: The derro are not especially watchful, and are lax about their duties. They spend most of their time arguing with each other, or muttering madly to themselves in their darkened corners. Assume the derro are not looking or listening for intruders, expecting the golem to alert them to trouble.

If the PCs open the secret door, make a loud noise outside, or do anything to draw attention, the derro rouse from their bickering and attack PCs using heavy repeating crossbows and poisoned bolts. One derro activates the trap at Room D6 by pulling a lever, and joins his comrades in shooting the PCs on the following round.

The arrow slits give the derro improved cover, granting a +8 circumstance bonus to AC and Reflex saves, Improved Evasion and a +10 bonus to Hide checks. There are so many arrow slits the derro can virtually attack any target with line of sight to the hollowed tower. Despite their isolation and exiled status, these derro are as crazy as any other derro, fighting to the death.

Should the PCs avoid this encounter and return later, a xill replaces one derro for each passing day.

Treasure: Inside the tower are four large barrels of water. There is also a ceramic pot filled with black adder venom, enough to coat 20 bolts.

EL: 10

Scaling: To increase the challenge of this encounter, add 2 levels of rogue to each derro. To decrease the challenge, reduce the number of derro by 2.

Derro: CR 3; Small monstrous humanoid; HD 3d8+3; hp 16; Init +6; Spd 20 ft.; AC 19, touch 13, flat-footed 17; Base Atk +3; Grp –1; Atk +4 melee (1d4/19–20, short sword) or +6 ranged (1d6/19–20 plus poison, repeating light crossbow); Full Atk +4 melee (1d4/19–20, short sword) or +6 ranged (1d6/19–20 plus poison, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +2, Ref +5, Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

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

Possessions: Studded leather armor, buckler, shortsword, black adder venom (2d4 doses), heavy repeating crossbows, bolts (10).

RACIAL TRAITS

Due to the number of derro, deep dwarves, and duergar in this complex, and in the interest of saving space, only the most relevant information is included in these stat blocks.

Deep Dwarf Traits (Ex): Deep dwarves possess the following racial traits.

- *Weapon Familiarity:* Deep dwarves treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- *Stability:* Deep dwarves are exceptionally stable on their feet. A deep dwarf has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +3 racial bonus on saving throws against poison. * Not reflected in the saving throw numbers given here.
- +3 racial bonus on saving throws against spells and spell-like effects. * Not reflected in the saving throw numbers given here.
- +1 racial bonus on attack rolls against orcs (including halforcs) and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- *Light Sensitivity:* Deep dwarves are dazzled in bright sunlight or within the radius of a daylight spell.

Derro Traits (Ex): Derro possess the following racial traits.

- *Madness (Ex):* Derro use their Charisma modifier on Will saves instead of their Wisdom modifier, and have immunity to confusion and insanity effects. A derro cannot be restored to sanity by any means short of a miracle or wish spell. * The racial madness of the derro provides a +6 bonus to their Charisma scores and a –6 penalty to their Wisdom scores. A derro restored to sanity gains 6 points of Wisdom and loses 6 points of Charisma.
- *Poison Use (Ex):* Derro typically carry 2d4 doses of greenblood oil or Medium monstrous spider venom, applying it to their crossbow bolts. Derro are not at risk of poisoning themselves when handling poison.
- *Sneak Attack (Ex):* Any time a derro's opponent is denied his Dexterity bonus to AC, or if a derro flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack and subject to the same limitations.
- *Spell-Like Abilities:* At will—*darkness, ghost sound*; 1/day—*daze* (DC 13), *sound burst* (DC 15). Caster level 3rd. The save DCs are Charisma-based.
- *Vulnerability to Sunlight (Ex):* A derro takes 1 point of Constitution damage for every hour it is exposed to sunlight, and it dies if its Constitution score reaches 0. Lost Constitution points are recovered at the rate of 1 per every 24-hour period spent underground or otherwise sheltered from the sun.
- *Skills:* Derro have a +4 racial bonus on Hide and Move Silently checks.

RACIAL TRAITS CONT.

Duergar Traits (Ex): Duergar possess the following racial traits.

- *Weapon Familiarity:* Duergar treat dwarven waraxes and dwarven urgroshes as martial weapons, rather than exotic weapons.
- *Stability:* Duergar are exceptionally stable on their feet. A duergar has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against spells and spell-like effects. * Not reflected in the saving throw numbers given here.
- +1 racial bonus on attack rolls against orcs (including halforcs) and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- +2 racial bonus on Appraise checks that are related to stone or metal items.
- +2 racial bonus on Craft checks that are related to stone or metal.
- Immunity to paralysis, phantasms, and poison.
- +2 racial bonus on saves against spells and spell-like abilities.
- *Spell-Like Abilities:* 1/day—*enlarge person* and *invisibility* as a wizard of twice the duergar's class level (minimum caster level 3rd); these abilities affect only the duergar and whatever it carries.
- *Light Sensitivity:* Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

D4. MAD SCRAWL

This column of stone reaches 30-ft. high before tapering off into a sharp break. It is apparent this structure was once taller as evidenced by the debris and rubble littering the place. Otherwise, the mound appears commonplace.

Encounter: This earthen column, along with Room D5, once supported a roof, but the recent instability of the caverns caused it to collapse littering this Room with debris. The uncertain footing and debris cuts movement in half. PCs investigating the Room notice with a DC 20 Search check or DC 25 Spot check graffiti on the southern face of the pillar. PCs capable of reading Undercommon make out the following words: "Hurt," "Help me," "It's inside," "Curse all my traitorous brothers and their foul master!" A fleeing duergar driven mad by his captivity found he could not escape for the lava flow, and so in resignation, carved words onto the surface of the rock. The xill egg inside him burst and the xill consumed his body, dumping the bones into the lava before wandering through the uninhabited mines.

Encounter Condition: Echoes 6
Tactics: N/A
Treasure: N/A
Scaling: N/A



D5. TRAPPED COLUMN

This tower of rock extends upward some thirty ft., where it still supports part of the collapsed ceiling once sheltering this place. Rubble and bones litter the floor, making the footing uncertain. Something metallic on the eastern side of this column reflects the light emitted by the lava.

Initial Attitude: N/A

Encounter: The metallic sheen originates from a permanent image (DC 20 Will save disbelieves) of a longsword stuck into the rock. The sword is a lure to ensnare the foolish and greedy, for just above the illusion is a *greater glyph of warding (blast)*.

Greater Glyph of Warding (Blast): CR 6; spell; spell trigger; no reset; spell effect (*greater glyph of warding [blast]*, 16th-level cleric, 8d8 sonic, DC 17 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 31; Disable Device DC 31.

Encounter Condition: Drafty

Tactics: If the golem or the PCs actions did not alert the derro in Room D3, triggering the glyph alerts them. The derro respond as described in Room D3, activating the trap at Room D6, and firing poisoned bolts at the PCs from positions of improved cover.

Treasure: N/A

EL: 6.

Scaling: To increase the challenge of this encounter, replace the *greater glyph of warding* trap with an *acid fog* trap. To decrease the challenge, reduce the damage of the *greater glyph of warding* trap to 6d8.

D6. TRAPPED GATE

In the center of the convex surface of unworked stone is a 10-ft. wide portal opening into an immense gallery. On either side of the gate, bas-reliefs of derro push towards the opening as if trying to shut it. The lintel features bleached and cracked white skulls sitting in a row overtop the whole width of the gate.

Initial Attitude: N/A

Encounter: Unless the PCs alert or otherwise engage the derro at Room D3, the trap in this gate does not function. The derro leave the gate trap disengaged because it kills indiscriminately, and instead of killing their replacements, they opt to leave it disabled. However, combat with the derro guarantees the activation of the trap. The trap activates whenever anyone steps though the gate, causing the walls to slam shut, pulping anyone caught between. The gate automatically resets after each attack, so should someone remain in the Room, it triggers again, dealing damage once more. The gate continues to slam shut and reset as long as anything occupies the Room.

Crushing Gate Trap: CR 10; mechanical; proximity trigger; automatic reset; no attack roll required (18d6, crush); Search DC 20; Disable Device DC 25.

Encounter Condition: N/A

Tactics: If the PCs move past the tower of death, Room D3, and the derro inside are aware of them, the derro activate this trap in the hopes of pasting a few of the invaders, while peppering them with arrows.

The slamming gate creates a lot of noise, certain to attract wandering monsters. Immediately roll for a Random Encounter each time the trap activates.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, increase the damage of the crushing gate trap to 22d8. To decrease the challenge, have the trap jam after the second activation.

D7 THROUGH D20. OLD MINES

Derro rebels control this area. Their racial madness has worsened in isolation, thus derro are exceptionally paranoid and delusional to say the least. Souiji sporadically sends out raiding parties into sections controlled by Chtrax to kill formians, derro, slaves and anything else getting in their way. The rebels use hit-and-run tactics to avoid capture, knowing, despite their madness, they are far outnumbered.

The derro trapped all the corridors leading to their warrens. The traps here are vicious, resulting in countless formian deaths. There are signs of formian remains throughout; their heads decorate the tunnels as grisly trophies.

Souiji, a savant, leads these derro in their guerrilla war. Delusional beyond all the rest, he trusts no one, not even his fellow rebels. Once a week, he sacrifices one of his servants to the goddess of the derro, in a futile effort to forestall the inevitable demise they all face when the xill eggs inside them hatch. Souiji stole a map of warding (see Room D19) from Chtrax before fleeing from the Great Hall. He uses it at the start of each day, but unfortunately, it has only six charges left so he knows his time is running out. The effects of the spell cover all encounter Rooms beginning in Room D8 through Room D24, with particular effects included in the Encounter below. Souiji has six charges starting on Day 0, and all effects attributed to the *guards and wards* spell end on Day 6.

If the PCs have not vanquished Souiji and his minions by Day 2, the miners in Room D22 accidentally break through the wall to Room D27. The stone giant chief in this uncovered Room leads an expedition to kill the rogue derro, bringing 3 additional stone giants, a formian taskmaster with 2 dominated destrachans and 3 formian warriors. Inside the old tunnels, the giants quickly dispatch all derro they find there and establish 3 stone giants as guards. The giants then invade Souiji's sanctuary on Day 6, killing the savant and his remaining minions. Alternatively, if the PCs dispatch the stone giant chief in Room D27 before destroying the rebel derro, the miners conceal the breach and use this exit to mount raids throughout the rest of the complex.

All Rooms here are dark unless otherwise specified. In addition, dense fog fills Room D8 through Room D24, providing concealment (20% miss chance) to all those within the shifting mists, and reducing vision, including darkvision, to 10 ft. The walls are unworked stone and the ceiling averages 10 ft. in height, while smaller, narrow tunnels are only 5 ft. tall. Bones, trash, metal scraps and spider webs litter the corridors and Rooms, making charging impossible and forcing PCs to succeed a DC 15 Balance check for run actions. The air stinks of rot.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A loud shriek echoes down the corridors.
2–14	Nothing
15	A beheaded derro corpse lies slumped over. The taskmasters cut off their heads to prevent *speak with the dead*.
16	Day 0 through Day 2: 1d3 Ankhegs hunting. Day 3 and beyond: One destrachan fleeing the stone giants.
17	One derro sentry watches for intruders. He is Unfriendly and sounds an alarm if he sees aggressive PCs.
18	One formian taskmaster and 1d3 formian warriors hunt for derro rebels. They attack the PCs on sight.
19	1d3 xill carrying the body of a dead duergar slave.
20	Tremors shake the corridor, causing fine streams of dust to spill from cracks in the ceiling. Smoke, Tremors 20.

D7. OLD DERRO ENCAMPMENT

This massive gallery houses the ruins of an ancient village. The buildings once filling this room now stand in ruins, shattered by chunks of fallen rock and massive stalactites. Pools of brackish water glisten in the darkness, and overhead you see just the tips of more stalactites emerging from the darkness of the concealed ceiling. Tunnels lead off into the fog-filled darkness, as distant grinding noises echo from one of the corridors ahead.

Initial Attitude: N/A

Encounter: This Room lays in utter ruin, destroyed by the flooding and the earthquakes that ravaged the entire complex. Individual buildings lay shattered preventing entry altogether. Random Encounters in this Room should be more frequent than recommended, as wandering creatures are prone to be here as they move to the other mines. Roll for Random Encounters every 15 minutes.

Searching the ruins uncovers the remains of derro. Most of the corpses are skeletal, but some are preserved. In addition to the bodies of the derro, there are bones of a destrachan, a few digesters and even a stone giant. Most of the corpses lack the capacity to speak if subject to *speak with dead*, though the preserved corpses could impart the following with the appropriate questions.

What happened in this Room? The goddess grew angry and flooded our mines with her tears. (Instability of the caverns caused a lake from above to flood the caverns decades ago.)

Where are the derro now? Dead. (As far as these corpses know, the floods wiped out all of the derro.)

What were you digging for? I do not know. (The derro savants commanded their followers to dig, after receiving an enigmatic vision. With their destruction, their original motives are now lost.)

The corpses' response to any other questions results with confusion or ignorance.

PCs tracking and succeeding a DC 5 Survival check identify significant traffic from the North to the South. A DC 20 Survival check, with the Track feat, indicates light traffic to the Southwest tunnel.

Encounter Condition: Drafty

Tactics: N/A

Treasure: PCs searching the ruins may uncover treasure in addition to the moldering corpses and trash. If a PC devotes an hour to searching and succeeds a DC 25 Search check, he finds one of the following items: a *potion of good hope* in a metal flask, an arcane scroll (*darkvision, fly, lesser globe of invulnerability*; caster level 7th), flawed sapphire (635 gp) and pair of *gauntlets of ogre strength*.

It is possible for the PCs to uncover more treasure, but the likelihood of searching this Room unmolested is slim. In addition to the increased likelihood of Random Encounters, searching this Room is noisy, so roll for an additional Random Encounter after 30 minutes and whenever the PCs make a loud noise. Subtract 1 from the roll (minimum of 1).

EL: Varies

Scaling: N/A

D8. TRAPPED HALLWAY

Fog fills this corridor, muting light, and making footing uncertain. Broken spider webs hang from the ceiling, and bones litter the floor. The corridor extends as far as you can see.

Initial Attitude: Hostile

Encounter: Halfway down this tunnel, 30 ft. from the entrance, is a large hole in the ceiling. Several weeks ago, a pair of derro miners uncovered an unusual lump of stone covered in runes. One of them foolishly traced the rune and found himself splattered on the ceiling far above, having unlocked the stone's reverse gravity effect. Souiji saw this find as a boon granted by the derro goddess. Experimentation with the stone revealed he could not deactivate it, but devised a way to put its magical properties to work.

The exiled savant commanded miners to dig a 40 ft. hole in the ceiling of the entrance corridor. With sovereign glue, Souiji affixed metal rungs to the wall beneath, and glued the enchanted rock at the top of the hole in the ceiling. In the morning, he places a magic mouth in the pit through his casting of *guards and wards*. The result of his ingenuity is a permanent trap functioning to ensnare enemies and alert the derro to intruders.

Earlier, a destrachan (hp 60) had the misfortune to find itself ensnared by the trap. In its frustration, it used its destructive harmonics to blast away at the walls of its imprisonment. Its rage made escape all the more difficult. By the time the PCs discover the reverse pit trap, the destrachan is enraged, ready to kill. It lashes out at anyone who passes beneath it, or falls inside.

Reverse Gravity Pit Trap: CR 4; magic device; proximity trigger; automatic reset; DC 20 Reflex save avoids; spell effect (reverse gravity) and 40 ft. deep (4d6, fall); Search DC 20; Disable Device N/A.

Encounter Condition: N/A

Tactics: Secretly make a DC 20 Spot check for any PCs moving 25 ft. down the corridor. A successful check indicates the PC notices a series of metal rungs set into the western wall. PCs who see the rungs, may bypass the trap easily, by succeeding a DC 5 Climb check. However, the destrachan, with blindsight, attacks the PC with its destructive harmonics attack. PCs falling into the pit have to contend with the enraged monster as well as taking damage from the fall. Trapped PCs can climb up the walls to escape the ceiling pit by succeeding a DC 25 Climb check.

PCs hitting the bottom of the pit trigger the *magic mouth* created by the *guards and wards* spell. It babbles in a terrifically loud voice "There are intruders invading the sacred halls of Souiji the mighty." The mouth repeats the message, but finishes with "There are intruders…." Once the magic mouth ends, roll for wandering monsters. Allow the derro in Room D22 a DC 25 Listen check to detect the noise.

If the derro hear the screams, two of them move to the edge of the pit to investigate. With the random derro death, formian patrols and the instability of the caverns, if the investigating derro do not return, the rest continue working, fearful of Souiji's rage.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, increase the depth of the fall to 80 ft. To decrease the challenge, replace the destrachan with a digester.

Destrachan: CR 8; Large aberration; HD 8d8+24; hp 60; Init +5; Spd 30 ft.; AC 18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17; Base Atk +6; Grp +14; Atk Claw +9 melee (1d6+4); Full Atk 2 claws +9 melee (1d6+4); Space/Reach 10 ft./5 ft.; SA Destructive harmonics; SQ Blindsight 100 ft., immunities, protection from sonics; AL NE; SV Fort +5, Ref +5, Will +10; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +8, Listen +25, Move Silently +7, Survival +9; Dodge, Improved Initiative, Lightning Reflexes

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 ft. long. It can also use this attack to affect any creatures or objects within a 30-ft. radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 ft. as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Skills: A destrachan has a +10 racial bonus on Listen checks.

D9. FUSILLADE OF DARTS

Though the roiling mists conceal much, the obscene paintings on the walls of this tunnel are clear. The scenes depict imagery of blue-skinned dwarves sacrificing humanoids to warped idols, great dragons with oily black scales breathing death on fleeing orcs, and grotesque scenes of demons and devils cavorting with mortals. The pictures cover the tunnel, floors, walls and ceiling, leading to a disturbing sense of being present in the pictured hell.

Initial Attitude: N/A

Encounter: A talented, but misguided and mad derro artist painted this tunnel to conceal the activation trigger of a lethal trap, firing a hail of poisoned darts. The mechanism is simple, anytime 5 or more pounds of weight touches the sensitive pressure plate a fusillade of darts fires up from the floor. Given the density of the paintings and the persistent fog, this trap has claimed its fair share of formian hunters and treasure seekers. Even the derro have a difficult time remembering exactly where the pressure plate lays.

Fusillade of Deathblade Darts: CR 9; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison; (deathblade poison, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

Encounter Condition: N/A

Tactics: PCs can find the trap by succeeding a DC 32 (the fog adds a +5 to the DC) Search check. Triggering the trap causes a number of darts to fire at the PC stepping on the plate. Once per day, a single derro from Room D20 comes to remove any corpses killed by the trap.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, replace deathblade with wyvern poison. To decrease the challenge, replace deathblade with greenblood oil.

D10. INTERSECTION

Roiling clouds of mist fill this intersection impeding your vision. Odd noises, clacking sounds, and an occasional groan sound from ahead. Through the gloom, you see three tunnels leading away. All of the tunnels are dark and murky, filled with more of the same clammy fog. In the center of the three tunnels is a headless granite statue of a robed man with arms upraised and pointing in your direction. Then, you notice several torches bobbing down one of the tunnels. Shortly after their appearance, they disappear around a corner.

Initial Attitude: N/A

Encounter: Several things happen as soon as the PCs enter this Room. First, their appearance triggers the dancing lights created by *guards and wards*. These bobbing lights appear as torches. Souiji programmed the dancing lights to appear as soon as a living creature enters the intersection at the edge of Room D11 and wait there for three rounds before moving back into the Room and disappearing. The derro savant hopes to lure intruders to the suggestion and *stinking cloud* in Room D11 in an effort to distract and destroy them before they get too deep into his territory.

Second, the statue in the hall always faces the largest number of PCs, pivoting on its base. The derro here constructed it to frustrate and confuse intruders, hoping to stall them long enough to mount a counterstrike. However, with the derro rebels' numbers depleted, the function of the statue serves little more than as a distraction. Not trapped, it carries an enchantment similar to *phantom trap* making PCs believe a trap is there.

Third, this intersection features the *confusion* effect *guards and wards*. The *confusion* makes it 50% probable that the PCs believe they are going in the opposite direction from the one chosen. This feature of *guards and wards* is an enchantment mind-affecting effect, with no saving throw, but spell resistance does apply.

A PC with the Track feat, who succeeds at a DC 29 Survival check notices the tracks of Small creatures moving from the hall leading to Room D22 to the hall leading to Room D13.

Encounter Condition: Drafty

Tactics: When the statue moves on its base, it grinds loudly, echoing down the tunnels. The derro in Room D22 are accustomed to the random noises, but if the PCs are indecisive and test the statue by moving around, three derro from Room D22 and four more from Room D20 come to investigate.

Treasure: N/A

EL: N/A

Scaling: N/A

D11. HASTILY PATCHED HOLE

The tunnels slightly widens before terminating at a cracked and fissured wall. Charred carcasses litter the floor here along with small piles of slag and ash. The room stinks of burned meat and rotten eggs. Bright light shines through the cracks of the far wall. You think you hear whistling of wind as well.

Initial Attitude: N/A

Encounter: A week ago, a team of derro rebels searching for a way out, accidentally broke through this wall to the lava beyond. The Room filled with the molten rock and magma mephits killing all the miners instantly. Souiji realized this Room could serve as an excellent trap. He commanded duergar slaves to erect a shoddy retaining wall, just strong enough to keep the lava out, but easily destroyed with a well-placed hit. Then, he commanded the duergar to chisel away the floor near the wall to allow more lava to fill in should the wall fall.

With the Room complete, Souiji uses the *suggestion* from *guards and wards* to suggest to the first person entering the Room, what lays beyond the wall is in fact the way out, urging them to escape. Beyond the wall the gust of wind blows the *stinking cloud* at the wall, so when the wall collapses, the wind blows the *stinking cloud* inside along with the lava.

The first person entering the Room must succeed a DC 19 Will save or take a *suggestion* to break down the wall and escape the dungeon. The wall has 15 hp and 5 hardness.

Encounter Condition: Tremors 18

Tactics: If the PC reduces the wall's hit points to 0, it shatters and collapses, releasing the *stinking cloud* into the first 20 ft. of this Room and forcing all inside the area of effect to succeed a DC 19 Fortitude save or become nauseated for as long as they remain inside the effected area and for 1d4+1 rounds afterward. In addition to the effects of the spell, lava splashes all PCs in the cloud's effect, dealing 6d6 points of damage, DC 15 Reflex save for half.

Treasure: N/A

EL: 12

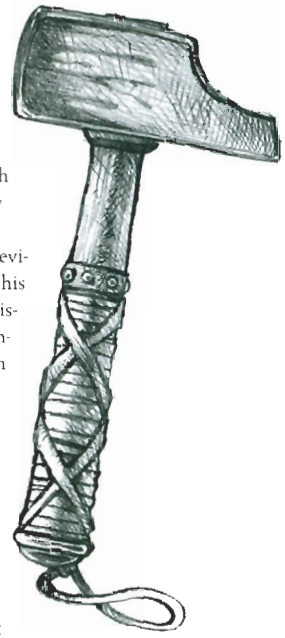
Scaling: To increase the challenge of this encounter, add 1d6 magma mephits and 1d4 steam mephits to the lava. To decrease the challenge, reduce the lava splash to 4d6 points of damage.

D12. SCYTHE GAUNTLET

This tunnel features the same clinging mists encountered since you first entered these mines. Littering the length of the tunnel are dismembered limbs and heads of strange insect creatures, and stains of green ichor splashed in random patterns throughout. The tunnel continues ahead beyond the limits of your vision.

Initial Attitude: N/A

Encounter: This tunnel heads south before turning back to the east. Where it turns, three trip wires stretch across the width of the tunnel, concealed by the mists. Pressure of any kind triggers the trap, causing razor sharp scythes to snap out of hidden recesses and slash anyone in their way. On the following round, poison gas mixes with the fog, filling the air with deadly maddening poison.



A derro name R'Tobn designed this devious trap to impress his master with his ingenuity. Souiji rewarded the enterprising derro by letting him test the trap himself. A PC succeeding a DC 20 Search check finds the rotting severed remains of the derro inventor near the tripwires. Souiji permits no one smarter than he is serve him.

Finding the trip wires is difficult in the poor lighting and the thick fog. Worse, all three wires are at different heights and it only takes triggering one of them to set off the trap. PCs can find the central wire by succeeding a DC 25 Search check. If they succeed by 5 or more, they find the other two wires.

Tripping any one of the three wires can activate the trap. Two wall scythes lash out from hidden recesses for each 10-ft section of the hall's length. Each blade carries a virulent form of filth fever having no incubation time and dealing damage immediately on a failed saving throw. On the following round, the hall fills with poison gas. The gas disperses three rounds after the trap triggers. Roll randomly per 10-ft. section to see determine the scythes' targets.

- **Filth Fever Wall Scythe Traps (2 per 10 ft. section):** CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (Filth fever—bite, Fortitude DC 11, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con); Search DC 24; Disable Device DC 19.

- **Poison Gas Trap:** CR 3; mechanical; timed trigger; manual reset; multiple targets (all within corridor); poison (insanity mist, DC 15 Fortitude save resists 1d4 Wis/2d6 Wis); Search DC 30 and DC 20; Disable Device DC 20.

Encounter Condition: N/A

Tactics: Though the scythe blades create a lot of noise, scraping out of the hidden recesses, the derro in this section are accustomed to the trap's activation and are confident in its ability to dispatch intruders.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, replace the disease with deathblade poison. To decrease the challenge, reduce the number of scythe traps to one per 10 ft. section and eliminate the disease effect.

D13. BURROW

The long tunnel opens into a wide chamber clouded by swirling mist preventing you from gauging its actual size. Through the haze, you see debris consisting of sharp rocks and bones litters the floor. There is a definite stench of rotten meat mixed with another sharp and acrid smell. To the right, warm light shines through the fog, and to the left are sounds of metal ringing on stone.

Initial Attitude: Hostile

Encounter: This Room serves as a large intersection connecting several smaller tunnels leading to the various lairs for the rogue derro controlling this section. In the southern end of this Room are three 5-ft. diameter tunnels housing three ankhegs (hp 41, 27, 26). The derro befriended these beasts and now employ them as guards. The light the PCs notice emanates from Room D14 where the lava has collapsed some of the floor. Otherwise, the fog effect of *guards and wards* permeates this chamber concealing other exits from this Room.

This Room also carries the same confusion effect as found in Room D10. The confusion effect makes it 50% probable that the PCs believe they are going in the opposite direction from the one they chose. This feature of *guards and wards* is an enchantment mind-affecting effect, with no saving throw, but allows spell resistance.

The floor in this Room is worse than other areas in this section. The poor footing reduces speed to half, making charge attacks and running impossible.

Encounter Condition: Fog 10

Tactics: Unless a derro accompanies the PCs — these creatures learned to distinguish the vibrations made by their masters from other tremors — the ankhegs detect intruders as soon as they enter the Room. The ankhegs squirm out from their tunnels and attack the nearest PC. While in the narrow tunnels, they take a –4 penalty to attack rolls and AC, and move at half speed. Once out of the tunnels, the ankhegs move at normal speed having adapted to the treacherous floor. These creatures fight to the death.

Sounds of combat attract the attention of the derro in Room D20. They come to investigate in 1d3 rounds. Allow Souiji (Room D19), a DC 11 Listen check to hear the sounds of the conflict. If he succeeds, he casts a few protective spells in preparation of an invader breech.

If the PCs explore this Room after Day 2, remove the ankhegs and replace them with 4 formian warrior (hp 26 each) sentries.

Treasure: N/A

EL: 6 (10 with derro from Room D20)

Scaling: To increase the challenge of this encounter, add three ankhegs. To decrease the challenge, increase the number of rounds it takes for derro to investigate to 1d6 rounds.

Ankheg: CR 3; Large magical beast; HD 3d10+12; hp 41, 27, 26; Init +0; Spd 30 ft., burrow 20 ft.; AC 18, touch 9, flat-footed 18; Base Atk +3; Grp +12; Atk +7 melee (2d6+7 plus 1d4 acid, bite); Full Atk +7 melee (2d6+7 plus 1d4 acid, bite); Space/Reach 10 ft./5 ft.; SA Improved grab, spit acid; SQ Darkvision 60 ft., low-light vision, tremorsense 60 ft.; AL N; SV Fort +6, Ref +3, Will +2; Str 21, Dex 10, Con 17, Int 1, Wis 13, Cha 6.

Skills and Feats: Climb +8, Listen +6, Spot +3; Alertness, Toughness.

Improved Grab (Ex): To use this ability, an ankheg must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If the ankheg is damaged after grabbing its prey, it retreats backward down its tunnel at its land speed (not its burrow speed), dragging the victim with it.

Spit Acid (Ex): 30-ft. line, once every 6 hours; damage 4d4 acid, Reflex DC 14 half. One such attack depletes the ankheg's acid supply for 6 hours. It cannot spit acid or deal acid damage during this time. The save DC is Constitution-based.

An ankheg does not use this ability unless it is desperate or frustrated. It most often spits acid when reduced to fewer than half its full normal hit points or when it has not successfully grabbed an opponent.

D14. PLAYED-OUT MINE

The narrow tunnel opens into a bright cave, heated to uncomfortable levels by a mass of lava fed by a hole in the wall, where you see a sea of magma, with Small creatures swimming through the molten rock, tossing globules of magma at wispy imps flying near the lava's surface. Steam clouds much of the room, concealing the details, though it is clear the footing is unusual, with ripples and waves common to flowstone. Beyond the pool of smoking magma is another tunnel leading off into more gloom, lit by the feeble light of a fallen torch. A slight tremor shakes the chamber causing streams of dust to fall from above and a rock to splash into the magma. As soon as the tremor stops, you hear someone call out to you from the darkened cave across the pool of lava.

Initial Attitude: N/A

Encounter: Duergar miners, like the ones in Room D11, accidentally broke through the outer wall of this complex flooding the Room with magma. The retreating slaves fled down another tunnel where they died in Room D16. Unable to fill the breach, the derro in the rest of the section leave this Room alone fearing the lava's spread throughout the rest of the tunnels.

Each day, Souiji places a magic mouth inside the small tunnel on the opposite side of the pool of magma. Three rounds after a non-derro enters the Room, the spell calls for help (in Common) saying, "help… I'm trapped… oh please help me," before falling quiet. Lying on the floor in the tunnel's bend is a small globe of light created by the *guards and wards dancing lights* effect to appear as a dropped torch. The effect of this is to lure invaders across the lava to expose them to the concealed *stinking cloud* triggering on their crossing.

Crossing the pool of lava should be relatively simple for PCs of this level, as they probably have the means to fly across it. However, crossing the lava triggers the *stinking cloud* laying just beneath the surface of the lava, causing the lava to bubble up and splash all crossing PCs dealing 2d6 points of fire damage and exposing those PCs to the effects of the *stinking cloud*. PCs in the area of effect must succeed DC 19 Fortitude saves or become nauseated for as long as they remain overtop of the lava and 1d4+1 rounds after they leave.

Encounter Condition: [Deep Darkness]

Tactics: The derro ignore any sounds coming from this Room, as they are used to intruders falling victim to this trap.

Treasure: N/A

EL: N/A

Scaling: N/A

D15. FLOW

Beyond the rift in the wall, it is clear the apparent sea of lava is in fact a wide river of the molten rock flowing sluggishly into an enormous cave farther downstream. Partly submerged in the flow is an odd device, similar to a wagon, but with a large glass canister, several burned hoses and a cone at the end. The lava conceals the rest of the machine.

Corpses crowd the top of the device. Some of the bodies are obviously missing legs or arms, charred by the flow. Despite the condition of the bodies, and the burned hoses, the machine seems intact.

Initial Attitude: Hostile

Encounter: The "wagon" in the lava is a magical device called a sounder (see Room D53 for details). The derro use it to determine depth and direction while digging. The gnome constructed the machine, but with the unusual qualities of the mines, it works sporadically, occasionally unleashing a stroke of raw electricity, killing one or two slaves per discharge. This sounder and the unfortunate slaves fell into the lava at Room D11, and floated downstream before an adamantine spar beneath the surface of the magma snared it. The corpses have all succumbed to poisonous vapors, starvation and slashing lava.

If the PCs cross the lava, they attract the attention of 1d6 magma mephits and 1d6 steam mephits (hp 13 each), who attack at once. See page 14 for details on the magma.

Encounter Condition: N/A

Tactics: The mephits attack any PC crossing the stream. The magma mephits use *pyrotechnics* on the first round to create clouds of smoke, while the steam mephits employ *blur* to mask their positions before closing in for the attack. Thereafter, both types of mephits use breath weapon attacks to hit as many opponents as possible.

Should the combat continue more than four rounds, 1d3 magma and steam mephits come along to join the combat. More show up every four rounds. If the PCs flee, the mephits do not pursue them.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, have mephit reinforcements arrive each round. To decrease the challenge, increase the number of rounds it takes for the mephit reinforcements to arrive to eight rounds.

Magma Mephit: CR 3; Small outsider (fire, extraplanar); HD 3d8; hp 13; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15; Base Atk +3; Grp –1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4 fire, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Breath Weapon (Su): 10-ft. cone of magma, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, a magma mephit can use shapechange to take the form of a pool of lava 3 ft. in diameter and 6 inches deep. The mephit's damage reduction improves to 20/magic when in this form. The mephit can't attack while in lava form but can use other spell-like abilities. It can move at a speed of 10 ft., but it can't run. In this form the mephit can pass through small holes or narrow openings, even mere cracks. The pool's touch ignites flammable materials such as paper, straw, or dry wood.

Once per day a magma mephit can use pyrotechnics (DC 14). It can use itself as the fire source without harm. Caster level 6th. The save DC is Charisma-based.

Fast Healing (Ex): A magma mephit heals only if it is touching magma, lava, or a flame at least as large as a torch.

Steam Mephit: CR 3; Small outsider (extraplanar, fire); HD 3d8; hp 13; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15; Base Atk +3; Grp –1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4 fire, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Breath Weapon (Su): 10-ft. cone of steam, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effect of a blur spell (caster level 3rd). Once per day it can create a rainstorm of boiling water that affects a 20-ft.-square area. Living creatures caught in the storm take 2d6 points of fire damage (Reflex DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A steam mephit heals only if it is touching boiling water or is in a hot, humid area.

D16. THE DEAD

Beyond the pool of smoking lava is an irregular tunnel extending forty ft. into swirling mists before switching back towards the west. At the end of the western tunnel lie five or six bodies in a heap. The bodies are all grey-skinned dwarves and most have fatal burns. A few, though, have empty cavities in their abdomens, as if something ate its way out from the inside.

Initial Attitude: N/A

Encounter: After the derro breached the wall in Room D14, those not killed outright by the lava fled here. Most of the derro succumbed to their burns, but a few tried to dig their way free. Before they were able to make much progress, the xill eggs hatched inside them and the pupae ate its way free. Nothing lives here now.

PCs find nothing of value on the bodies. Most dropped their tools in their haste to get away from the danger. A PC succeeding a DC 20 Search check discovers bloody scratches on the wall. Written in Undercommon, the markings read, "From within…."

Encounter Condition: Fear 18

Tactics: N/A

Treasure: A few tools are scattered about the Room, but nothing of value is found here.

EL: N/A

Scaling: N/A

D17. BARRIER

The door to this Room is closed.

This short mineshaft extends eight ft. before ending at a wall of natural stone.

Initial Attitude: N/A

Encounter: Souiji wards the door leading to the derro encampment and storage facilities by concealing the door with the lost door feature of *guards and wards*. *Arcane lock* also protects the door. Even if the PCs manage to remove both magical wards, they still need to bypass the mechanical lock and the trap to get through. Finally, touching the door triggers the *alarm*, alerting Souiji to the presence of intruders.

Arcane Locked Iron Door: 2 in. thick; hardness 10; hp 60; Open Locks DC 30; Break DC 38 (triggers trap, below)

Door Trap: CR 9; mechanical; touch trigger; automatic reset; multiple targets (all within 5 ft.); poison (burnt other fumes, DC 18 Fortitude save resists 1 Con/3d6 Con); Search DC 30; Disable Device DC 25.

Encounter Condition: N/A

Tactics: If Souiji did not hear the sounds of combat in Room D13, touching the door alerts him to the presence of intruders. He orders the derro scouts sharing his quarters to take positions in the hallway using *darkness* for cover and to conceal the entrance to Room D19. Souiji casts his power-up suite of spells in preparation. These derro do not leave the safety of their tunnels nor do they retreat to Room D18.

The stone giants, if they invade, do not detect this door until Day 6. If the PCs explore this area after this day, the door is shattered.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, replace the poison with a symbol of fear trap. To decrease the challenge, change the poison to insanity mist.

D18. STORAGE CAVE

This thirty-foot egg-shaped room is free of the pervasive fog polluting many of the nearby corridors and rooms. Crates, barrels, boxes and sacks lie in a haphazard jumble. Many of the contents spill out onto the floor, revealing grains, wine bottles, a few weapons and tools. Aside from the flight of a frightened spider, nothing moves.

Initial Attitude: N/A

Encounter: The renegade derro stored their supplies here until yellow mold became problematic. Chtrax's servants, unable to dislodge the renegade derro, contaminated a small store of supplies with yellow mold spores and placed them in a lightly guarded Room for the derro to raid. The renegade derro, thoroughly insane, overlooked how easy it was to gain access to the goods, and in triumph brought them back to Souiji. Placing the purloined swag in their warm storage chamber, they promptly forgot about it. After a few weeks, the yellow mold spores quickly took over the Room killing a few careless derro. Souiji, seeing the gift as another blessing from his goddess, careful constructed a trap, while removing the salvageable supplies. Now the yellow mold has expanded to cover the entire Room concealed by a permanent illusion (he cast it from a stolen scroll) depicting the actual equipment but concealing the threat of the mold.

PCs wishing to disbelieve the illusion must succeed a DC 19 Will save to see the mold fills each 5-ft. space along the perimeter of the Room. PCs touching any of the items disturb the concealed yellow mold, causing a 5-ft. area to burst into a 10-ft. cloud of spores. All PCs in the area of effect must succeed DC 15 Fortitude saves to resist the effects of the mold or take 1d6 points of Constitution damage. One minute later, regardless of whether the PC saved or not, the victim must succeed a second DC 15 Fortitude save or take 2d6 points of Constitution damage.

Encounter Condition: N/A

Tactics: Derro do not come to this Room except to toss more junk inside and from a safe distance too. Therefore, any noise in this area makes the derro in Room D19 suspicious causing them to take up defensive positions as described in Room D17 if they had not already done so.

Treasure: The mold ruined all of the perishable goods in the Room. All of the tools, weapons and armor are ruined. A DC 25 Search check, and likely triggering the mold, uncovers a pair of ceramic bottles. In one is an unlabeled *potion of magic fang +3*. The second bottle is a *potion of resist fire 30*, and has a labeled identifying it in Dwarven.

EL: 6

Scaling: N/A

D19. RENEGADE DERRO WARREN

This unusual shaped natural cavern has a sour stench of charcoal. The ceiling rises to over 60 ft. high and a cloud of smoke hangs there unmoving. Holes in the floor give off streams of foul smoke, strangely sweet. To the right is a large cleft in the rock, where a few clay pots, crates and barrels clutter the area in a jumble. There is no fog here, and there are no visible exits.

Initial Attitude: Hostile

Encounter: This cave is the Souiji's lair and campsite for his loyal renegade derro. When Chtrax seized control over the derro mines for his own purposes, some of the derro refused to serve him. These derro, led by the savant Souiji, fled to the empty mines in the western section of this region. From here, they mount sporadic guerrilla raids to disrupt Chtrax's operations. They have had minimal impact on the efforts, instead drawing formian guards into their complex to fall victim to the nasty traps protecting them.

PCs may believe that because Souiji and his followers fight against Chtrax, they may have an ally here. Nothing is further from the truth. Souiji is a lunatic. He sees the PCs as a threat to his control and eventual power grab.

Souiji (hp 84) is always here. He uses his *map of warding* to defend his section of the tunnels once per day. He knows he only has a few charges left, and when the map runs dry, so too do his defenses. The savant keeps eight elite derro guards (hp 25) with him at all times. Souiji, paranoid as ever also cast *alarm* on Room D19, so any tampering with the door mentally alerts him.

Encounter Condition: N/A

Tactics: If Souiji is aware of the PCs, as is likely if they enter through Room D17, he orders the elite derro guards to take up positions in the hall and conceal themselves with darkness. Souiji then casts the following spells in this order: *eagle's splendor, shield, spider climb* and *resistance*. He crawls up the wall to a hidden nook above the entrance to this cave, where he has cover. He then readies an action to cast flame arrow at any non-derro entering the cave.

The derro in the hall Hide in the concealing *darkness*. When the PCs enter the area, the derro attack the opponents, catching them flat-footed to deal sneak attack damage. The elite derro guards are more frightened by Souiji than they are of the PCs and so fight to the death.

The giants, after Day 2, do not immediately detect this concealed section of tunnels, only discovering it on Day 6. Once discovered, 3 stone giants, a formian taskmaster, 2 dominated destrachan and 3 formian warriors break through the door at Room D18 and attack Souiji and his minions. If the PCs are not present for this confrontation, assume the giants win.

Treasure: Piled in the cleft are boxes, barrels and crates all containing dry goods and water. A thorough search of the area, DC 25 Search check, reveals a small cache of gemstones, stolen from the mines. All of the gems are rough cut, but if polished and finished, their value doubles. The stones include the following: irregular freshwater pearl (14 gp), bloodstone (89 gp), amber (109 gp) and a black opal (1,056 gp).

EL: 13

Scaling: To increase the challenge of this encounter, add three levels of sorcerer to Souiji. To decrease the challenge, reduce the number of elite derro guards from eight to four.

Souiji, Derro Rog 2/Sor 6: CR 11; Small monstrous humanoid; HD 3d8+3 + 2d6+2 + 6d4+6; hp 48; Init +6; Spd 20 ft.; AC 17, touch 16, flat-footed 14; Base Atk +7; Grp +3; Atk +8 melee (1d4/19–20, short sword) or +13 ranged (1d6/19–20 plus poison, masterwork repeating light crossbow); Full Atk +8/+3 melee (1d4/19–20, short sword) or +13/+8 ranged (1d6/19–20 plus poison, masterwork repeating light crossbow); SA Poison use, spells, spell-like abilities, sneak attack +2d6; SQ Madness, spells, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +6, Ref +12, Will +15; Str 10, Dex 18, Con 16, Int 12, Wis 2, Cha 22.

Skills and Feats: Bluff +20, Concentration +9, Craft (trapmaking) +11, Hide +16, Move Silently +16, Spellcraft +7, Use Magic Device +8 (+10 scrolls); Blind Fight, Diehard, Endurance, Improved Initiative.

Sorcerer Spells Known (6/8/7/4, save DC 16 + spell level): 0—acid splash, detect magic, message, prestidigitation, ray of frost, read magic, resistance; 1st—alarm, magic missile, shield, silent image; 2nd—eagle's splendor, spider climb; 3rd—haste.

Possessions: Bracers of armor +1, shortsword, masterwork repeating light crossbow, 2 silver bolts cases (10), ring of protection +1, warding map (6 charges), lesser silent metamagic rod, potion of shield of faith, potion of cure moderate wounds, silver circlet (124 gp).

Elite Derro Guards, Rog 2: CR 5; Small monstrous humanoid; HD 3d8+3 + 2d6+2; hp 25; Init +6; Spd 20 ft.; AC 20, touch 13, flat-footed 18; Base Atk +4; Grp +0; Atk +6 melee (1d4/19–20, masterwork short sword) or +9 ranged (1d6+1/19–20 plus poison, +1 repeating light crossbow); Full Atk +6 melee (1d4/19–20, masterwork short sword) or +9 ranged (1d6+1/19–20 plus poison, +1 repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +2d6; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +1, Ref +8, Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills and Feats: Bluff +7, Hide +12, Listen +3, Move Silently +10, Spot +1; Blind-Fight, Improved Initiative.

Possessions: +1 studded leather, masterwork buckler, masterwork short sword, *+1 repeating light crossbow*, 4 cases of silver bolts (20).

WARDING MAP

Warding Map: This scroll of vellum is simple and unadorned, creased from folding. Each *warding map* has 50 charges just like a wand, and when all 50 charges are used, the map disintegrates. The user can draw on the map with any implement once per day, taking 30 minutes and expending a charge from the item. For the *map of warding* to work, the map must replicate the layout of the section. At the end of the activation time, the map creates an effect identical to *guards and wards* as cast by an 11th level caster. The illustrator makes all determinations of the spell as if he had cast the spell himself.

Moderate Abjuration; CL 11th; Craft Wondrous Item, *guards and wards;* Price 19,800 gp.

D20. DERRO ENCAMPMENT

If the miners did not hear the sounds of combat with the ankhegs in Room D13, read the following.

Two feeble campfires burning on either side of this cave light this wide mist-filled room. To the left huddle six blue-skinned dwarves, clearly derro. To your right is a small crowd of dwarves, some with grey features, while others are pale and bald. Only the derro speak to one another, while the dwarves are silent with heads bowed. In the center of the room is a loose pile of large anthropomorphic insect heads, their blank eyes watching the cave's entrance. The room stinks with fear.

If the PCs encountered the derro in this Room in Room D13 instead, read the following.

This wide room is quiet. Standing in the shifting mists are six bedraggled and hungry duergar and one slender and bald deep dwarf. All of the dwarves wear bloody rags, and most have filthy bandages covering a wound or stump. They watch you with cold eyes and grim expressions.

Initial Attitude: Hostile

Encounter: This Room houses the rebel derro mining encampment, consisting of four derro (hp 16 each), three duergar (hp 9 each), and six deep dwarves (hp 6 each). Souiji keeps all derro rebels he does not fully trust with the slaves, forcing them to share living quarters. The savant's suspicions are ungrounded and the product of his insanity; none of these dwarves or derro has the will or the ability to hatch a plot against their renegade master.

The derro collect the heads of formian warriors and workers, dumping them in the middle of this Room to serve as a demarcation line the slaves cannot cross. This is an arbitrary border. Neither side is better; all live in abject squalor.

If the PCs attracted the attention of the derro by their combat with the ankhegs in Room D13, then this Room houses just the dwarven slaves. All but one of the slaves carries a xill egg in their stomachs, and they know it dooms them, having seen many of the numbers succumb to the hatching. Souiji has promised to cure those slaves who work hard and prove their worth. Elite derro guards take those slaves meeting his criteria to Room D18, where the guards dump the poor slaves into the yellow mold, Souiji's cure. Even though the slaves have not seen any of their number returned, the other derro claim the savant granted the slaves freedom and healing for their loyalty. Consequently, the slaves are fanatically loyal to the savant and see him as the means for their salvation.

Encounter Condition: N/A

Tactics: Shifts change at 12-hour intervals, and the derro and slaves move to Rooms D22, D23 and D24, where they relieve the other derro and their slaves. The shift change takes 1 minute for the relief to reach the other miners and 1 minute for the relieved to return to Room D20. During this time, the derro encampment is empty.

If the PCs did not draw the derro from this Room into the fight at Room D13, the derro "Take 10" on their Listen checks (with a check result of 11), while the slaves "Take 0," too tired and too demoralized to care. If the derro hear the PCs advance, they order the slaves to take up their picks and attack the intruders. Meanwhile, all the derro hide in their *darkness* effects on the first round, awaiting the opportunity to strike dealing sneak attack damage.

If the PCs defeated the derro from this Room in the ankheg battle, the slaves take up their picks and ready themselves for the attack. PCs entering the Room have one round to make a DC 25 Diplomacy or Intimidation check to improve the slaves' attitudes to Indifferent. If the PCs fail, the dwarf slaves attack, fighting to the death.

Finally, if the PCs do not explore this Room until Day 3 or later, they find the bodies of all of the opponents normally encountered here, slaughtered by the giants.

Treasure: Aside from a pile of formian heads, there are 4 extra heavy picks, 2 warhammers and a hand axe in a wheelbarrow, hidden beneath a tarp made of cured yrthak hide (50 gp value).

EL: 8

Scaling: To increase the challenge of this encounter, add two more derro and swap the duergar and deep dwarf warrior levels for fighter levels. To decrease the challenge, reduce the number of derro by two.

Deep Dwarf Slave, War 1 CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/×4, heavy pick); Full Atk +3 melee (1d6+1/×4, heavy pick); SA Dwarf traits; SQ Darkvision 90 ft., deep dwarf traits; AL LG; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe).

Possessions: Heavy pick, ragged clothing.

Derro: CR 3; Small monstrous humanoid; HD 3d8+3; hp 16; Init +6; Spd 20 ft.; AC 19, touch 13, flat-footed 17; Base Atk +3; Grp –1; Atk +4 melee (1d4/19–20, short sword) or +6 ranged (1d6/19–20 plus poison, repeating light crossbow); Full Atk +4 melee (1d4/19–20, short sword) or +6 ranged (1d6/19–20 plus poison, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +2, Ref +5, Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

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

Possessions: Studded leather armor, buckler, shortsword, black adder venom (2d4 doses), heavy repeating crossbows, 2 cases of bolts (10).

Duergar Slave, War 1: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/×4, heavy pick); Full Atk +2 melee (1d6+1/×4, heavy pick); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits, stonecunning; AL LE; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

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

Possessions: Heavy pick, ragged clothing.



D21. SUPPLY ROOM

The narrow tunnel extends 40 ft. before sharply turning to the right where it ends in a small cave, no larger than 10 ft. wide, filled with junk. Bars of corroded silver, bolts of stained cloth, axes, hammers, picks and other mining equipment covers the outer edge of the room, leaving a narrow island in the sea of trash. There are no visible exits and the room is otherwise unoccupied.

Initial Attitude: N/A

Encounter: The derro and slave miners, from Room D20 and Room D22 through Room D24, use this cave for storage. Most of the equipment here is worthless, except the silver bars and a few hidden items (see Treasure below). The derro do not guard this Room and only come here to drop off a broken piece of equipment or unusable items acquired from a raid.

Encounter Condition: [Deep Darkness]

Tactics: PCs exploring this Room do not draw attention to themselves unless they make an inordinate amount of racket, causing a derro from Room D20 to investigate. This is a good place for the PCs to rest, heal and recover spells, with only a 10% chance each day of a Random Encounter.

Treasure: The piles of equipment contain all manner of useless items, including, but not restricted to the following: hempen rope 500 ft., seven barrels of tepid water, an empty bucket, six hammers, ten miner's picks, four spades and a scrap of parchment providing a rough sketch of Room D32 through Room D51, though there are no notes, scale or any useful information aside from just the layout. In addition, there are 10 1-lb. trade bars of truesilver worth 50 gp each wrapped in treated Formian chitin to protect them. If mortals handle the bars, their touch transmutes the metal into mundane silver. Finally, buried beneath the equipment are the following items, recognized as unusable by the rebels: divine *scroll of hold animal* (caster level 3rd), divine *scroll of summon swarm* (caster level 3rd), and one dose of *dust of dryness*.

EL: N/A

Scaling: N/A

D22. MINERS

When the PCs enter the tunnel leading to Room D22, read the following.

The darkened tunnel features the same clinging mists so pervasive in these tunnels, and continues deep into the darkness. Ahead, clangs of tools on stone sound and echo down the tunnel. Amidst the calls of the hammers and picks, you hear voices, and then a weird humming noise jarring your bones. Just as soon as the noise starts, the roar of crumbling rock masks it.

When the PCs approach the entrance, read the following.

This gloomy cavern is clearly a mining work site. Derro overseers monitor the efforts of several slaves who chip away the dense rock in the many shallow mines. The source of the unusual noise is clear, now, as a derro with a spear prods a chained destrachan toward another small tunnel. The room is dark, but lacks the clinging mists of the tunnel.

Initial Attitude: Hostile

Encounter: This cave is the heart of the renegade derro miners. Souiji, though unaware of Chtrax's true goals, knows the xill searches for something in the mines. In a vain effort to defeat his nemesis, Souiji directs the derro under his command to mine the tunnels in the hopes they can beat Chtrax to his goal. Given their position in the complex, the derro have thus far, broken through the outer walls, releasing lava into the tunnels (see Rooms D11 and D14), collapsed several tunnels killing many slaves and derro (not pictured) and are now likely to break through to some of the Rooms under the xill's control. These miners are close to breaking through the walls. Two days after the PCs first enter this complex, the rebel derro break through to Room D27 as described in the opening sidebar.

Before this time, however, five derro overseers (hp 16 each) command five duergar (hp 9 each) and four deep dwarves (hp 6 each) to work the tunnels in the Room. In addition to the slave forces, the derro also control a moody destrachan (hp 60), using it to break up particularly dense sections of rock. There are two miners per alcove, including Room D23. A bulette and its derro handler work the tunnel at Room D24.

DWARVEN ALLIES

The PCs could befriend and gain the help from liberated slaves throughout the region. Having 20 or more dwarven soldiers at their sides could mean a significant difference in the survival rate throughout the adventure. However, before the PCs build an army of ex-slaves to overthrow the evil masters, there are a few issues to consider first.

Xill Eggs: There is a 25% chance any given duergar or deep dwarf carries a xill egg. As the process of gaining the egg is maddening, along with the realization of death's immediacy, many dwarves go insane. Consequently, add +20 to the alignment roll if the xill is in fact infected. See Xill Eggs sidebar above for more details.

Alignment: Unless the PCs are of matching alignment, they may have some difficulties convincing the slaves to join their cause, by dint of alignment alone. Deep dwarves are "often" lawful neutral or just neutral, making them the more amenable to the PCs actions than the "usually" lawful evil duergar (although a Lawful Evil dwarf might be happy to follow a strong leader who promises revenge). To determine the alignment of a particular liberated slave, roll on the following tables.

Roll	Deep Dwarf	Roll	Duergar
01–25	Lawful Neutral	01–70	Lawful Evil
26–50	Neutral	71–78	Lawful Neutral
51–58	Lawful Good	79	Lawful Good
59–66	Lawful Evil	80-86	Neutral Evil
67–74	Neutral Good	87–92	Neutral
75–82	Neutral Evil	93	Neutral Good
83–90	Chaotic Good	94–96	Chaotic Evil
91–98	Chaotic Neutral	97–99	Chaotic Neutral
99+	Chaotic Evil	100+	Chaotic Good

Loyalty: Chtrax uses propaganda and fear to coerce the slaves to work hard and face the innumerable dangers of these mines. As a result, most of the slaves are blind to the depredations of their xill and formian masters. To enlist a dwarf as an ally, a PC must make a Bluff or Diplomacy check against the DC indicated by the rooms' starting attitude for each slave. Make these checks in secret. Dwarves whose attitudes change to helpful are willing to join the PCs. Dwarves whose attitudes are friendly, may offer advice. Other results indicate the dwarves do not help. If more slaves are helpful than the rest, all of the dwarves present help the PCs, though those whose attitudes are unfriendly or worse, betray the PCs and their traitorous brethren at their nearest convenience. If the PCs are willing to arm the slaves, give the PC making the Bluff or Diplomacy check a +2 circumstance bonus to the roll.

Possessions: Most dwarves carry light picks and hammers, wear no armor, and have rags for clothes. It is up to the PCs to outfit these allies adequately if they wish their assistance.

Combat: Recordkeeping for combats involving 20 or more combatants can be nightmarish for a DM. If you have *Empire, Mercenaries,* or *War,* you can employ mass combat rules to expedite the battles for larger Sections, like the Great Hall or the Deep Mines. Alternatively, you could simply roll for groups of slaves, glossing over the damage, and providing cinematic descriptions. However, if keeping up with the slaves, the added burdens to combat and the slowing of the game play that a large number of followers causes, feel free to disallow the slaves from being allies.

Encounter Condition: Echoes 8

Tactics: The derro command the slaves, loyal thanks to Souiji's promises (see Room D20 for details as to why), to attack the PCs. The handler in Room D24 releases his pet bulette as soon as combat breaks out in Room D22. The derro use poisoned crossbow bolts from positions of *darkness*. The destrachan uses the PCs attack to get revenge on its captors. Each round it is 50% likely to attack the derro and their slaves or the PCs. If the PCs attack the destrachan, it focuses its attack on them exclusively. If combat goes against the miners, dwarf slaves fall back to the two tunnels at Room D23 in an effort to lure them to an unstable corridor. All of the miners fight to the death.

On Day 2, the slaves break through the wall to Room D27, creating a permanent connection between these two Rooms. The stone giant chief invades the Old Mines with 3 regular stone giants, a formian taskmaster and 3 formian warriors to destroy the problematic derro. See Room D27 for more details.

If explored on Day 3 or later, the Room holds nothing but corpses.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add one destrchan and replace the deep dwarf slaves with 1st level duergar fighters. To decrease the challenge, replace the duergar miners with deep dwarf miners.



Deep Dwarf Slave, War 1: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/×4, heavy pick); Full Atk +3 melee (1d6+1/×4, heavy pick); SA Dwarf traits; SQ Darkvision 90 ft., deep dwarf traits; AL LG; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe).

Possessions: Heavy pick, ragged clothing.

Derro: CR 3; Small monstrous humanoid; HD 3d8+3; hp 16; Init +6; Spd 20 ft.; AC 19, touch 13, flat-footed 17; Base Atk +3; Grp –1; Atk +4 melee (1d4/19–20, short sword) or +6 ranged (1d6/19–20 plus poison, repeating light crossbow); Full Atk +4 melee (1d4/19–20, short sword) or +6 ranged (1d6/19–20 plus poison, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +2, Ref +5, Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

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

Possessions: Studded leather armor, shortsword, repeating light crossbow, bolts 10.

Destrachan: CR 8; Large aberration; HD 8d8+24; hp 60; Init +5; Spd 30 ft.; AC 18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17; Base Atk +6; Grp +14; Atk Claw +9 melee (1d6+4); Full Atk 2 claws +9 melee (1d6+4); Space/Reach 10 ft./5 ft.; SA Destructive harmonics; SQ Blindsight 100 ft., immunities, protection from sonics; AL NE; SV Fort +5, Ref +5, Will +10; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +8, Listen +25, Move Silently +7, Survival +9; Dodge, Improved Initiative, Lightning Reflexes

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 ft. long. It can also use this attack to affect any creatures or objects within a 30-ft. radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 ft. as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Skills: A destrachan has a +10 racial bonus on Listen checks.

Duergar Slave, War 1: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/×4, heavy pick); Full Atk +2 melee (1d6+1/×4, heavy pick); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits, stonecunning; AL LE; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

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

Possessions: Heavy pick, ragged clothing.

D23. UNSTABLE TUNNEL

This tunnel ends after 15 ft. Spider web cracks cover both walls and ceiling here.

Initial Attitude: N/A or Hostile

Encounter: Two slaves, a duergar (hp 9) and deep dwarf (hp 6) normally work this tunnel. The dwarves have warned their masters of the danger in the tunnels, but the derro make them work it anyway. Any loud noise, such as those created by *fireball* or *ice storm*, causes the tunnel to collapse. Should the ceiling collapse, the cave-in deals 8d6 points of damage, or half on a successful DC 15 Reflex save.

A PC succeeding a DC 20 Knowledge (architecture and engineering) or a DC 20 Craft (stonemasonry) can identify weakened ceilings for what they are.

Encounter Condition: Poor Footing 4, Hazardous Footing 18, Tremors 18

Tactics: If combat goes against the miners in Room D22, a slave retreats to this tunnel in a mad act of sacrifice. Should the PCs follow, a derro uses *sound burst* to collapse the tunnel, bringing it down on himself and the PCs. The dwarves realize they are doomed, and feel their loyalty lies with Souiji.

Treasure: N/A

EL: N/A

Scaling: N/A

Deep Dwarf Slave, War 1: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/×4, heavy pick); Full Atk +3 melee (1d6+1/×4, heavy pick); SA Dwarf traits; SQ Darkvision 90 ft., deep dwarf traits; AL LG; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe).

Possessions: Heavy pick, ragged clothing.

Duergar Slave, War 1: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/×4, heavy pick); Full Atk +2 melee (1d6+1/×4, heavy pick); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits, stonecunning; AL LE; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

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

Possessions: Heavy pick, ragged clothing.

D24. CHAINED BULETTE AND ITS MASTER

If combat does not occur in Room D22, read the following.

A cloud of dust and the sounds of scraping pour out of this tunnel. Through the flying debris, a large armored beast claws at the rock, while an exceptionally mad derro looks on, a wide smile staining his face. Neither the beast, nor the derro notice you.

Initial Attitude: Hostile

Encounter: A bulette (hp 94) and its derro handler (hp 48) work this short tunnel. The derro handler has a tenuous control over the monster, forced to devote his entire attention on goading the bulette to dig through the derro's wild empathy class ability. The noise the monster makes as it digs is deafening, so the derro is unlikely to hear any disturbances or disruptions.

The bulette is loud in its work, deafening all creatures within 10 ft. for as long as they remain in the area. Note, deafened PCs suffer a –4 penalty to Initiative checks, automatically fail Listen checks, and have a 20% chance of spell failure when casting spells with verbal components.

Encounter Condition: Distracting Noises 8, Echoes 4

Tactics: If combat occurs in Room D22, allow the derro handler a DC 10 Spot check to notice each round. Should he succeed this check, he turns from the bulette to investigate. Then allow the bulette a DC 10 Spot check to notice when something other than it holds the handler's attention. If the monster succeeds, it attacks its handler and leaps into the thickest group of combatants, killing PCs, derro and slaves alike.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, add two ranger levels to the derro handler and disallow the bulette from attacking its allies. To decrease the challenge, have the bulette immediately notice the handler's distraction. Instead of having it enter the melee, it burrows away after killing its former master.

Bulette: CR 7; Huge magical beast; HD 9d10+45; hp 94; Init +2; Spd 40 ft., burrow 10 ft.; AC 22, touch 10, flat-footed 20; Base Atk +9; Grp +25; Atk +16 melee (2d8+8, bite); Full Atk +16 melee (2d8+8, bite) and +10 melee (2d6+4, 2 claws); Space/Reach 15 ft./10 ft.; SA Leap; SQ Darkvision 60 ft., lowlight vision, scent, tremorsense 60 ft.; AL N; SV Fort +11, Ref +8, Will +6; Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6.

Skills and Feats: Jump +18, Listen +9, Spot +3; Alertness, Iron Will, Track, Weapon Focus (bite).

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite.

Derro Handler, Rgr 3: CR 6; Small monstrous humanoid; HD 3d8+9 + 3d8+9; hp 48; Init +9; Spd 20 ft.; AC 19, touch 13, flat-footed 17; Base Atk +6; Grp +3; Atk +8 melee (1d4+1/19–20, masterwork short sword) or +12 ranged (1d8+1/19–20 plus poison, *+1 repeating heavy crossbow*); Full Atk +6/+1 melee (1d4/19–20, short sword) and +6 melee (1d3/19-20 plus poison, masterwork dagger) or +12 ranged (1d8+1/19–20 plus poison, *+1 repeating heavy crossbow*); SA Combat style (two weapon fighting), favored enemy (magical beasts +4); Poison use, spell-like abilities, sneak attack +3d6; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +6, Ref +11, Will +9; Str 12, Dex 20, Con 16, Int 8, Wis 4*, Cha 20*.

Skills and Feats: Bluff +7, Handle Animal +8, Hide +14, Jump +4, Knowledge (dungeoneering) +2, Listen –2, Move Silently +10, Survival +0; Blind-Fight, Endurance*, Improved Initiative, Point Blank Shot, Track*.

Possessions: Studded leather armor, masterwork short sword, masterwork dagger, *+1 heavy repeating crossbow*, 2 cases of bolts (10).

D25 THROUGH D31. THE APPROACH

Rooms D25 through D31 serve as the only path to the Chtrax enclave. A mixture of lairs, checkpoints and even a foundry, this path is exceedingly dangerous, fraught with hostile derro, formians and giants, for the PCs' successes or failures here determine the reactions of the rest of this Region. Yet, despite this section's importance to Chtrax's overall plan, his bulwarks are failing as evidenced by the corpses of derro in Room D25 and the malfunctioning trap at Room D26.

There are far fewer traps in these sections, as Chtrax's resources are flagging, forcing him to rely on the stone giant chief to defend the back door to his operations. Still, the xill master barely trusts the giant, so he commands a myrmarch to dispatch regular formian patrols through these areas. These threats, along with the occasional creeping xill, combine to make the approach a dangerous path.

If the PCs have not vanquished the renegade derro in the Old Mines by Day 2, the miners in D22 break through the wall to Room D27. There, the stone giant chief leads an expedition to kill the rogue derro, bringing 3 more stone giants, a formian taskmaster and 3 formian warriors to the fight, leaving this Room empty of hostiles until Day 4, when the stone giant returns. If the PCs have still not defeated the stone giant chieftain by Day 6, he returns to the Old Mines to kill Souiji.

When the PCs first enter this section, they must succeed a DC 10 Listen check to hear the loud slamming noise caused by the malfunctioning trap at Room D26. From Room D27, they must succeed a DC 10 Listen check to hear the hammering noises from the factory at Room D30.

All Rooms here are cloistered unless specified otherwise. Throughout this area are hewn stone walls with average ceiling heights equaling 30 ft. in Rooms and 15 ft. in tunnels. Debris in the tunnels collects at the edges in collections of small rocks, trash, scraps of cloth and luminescent fungi. The scent of smoke lingers in the air and wisps of it are visible near the ceilings.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1–2	Fissures of superheated steam erupt from the floor targeting a random PC and dealing 3d6 points of fire damage. DC 15 Ref save for half damage.
3–4	Tremors shake the corridor, causing fine streams of dust to spill from cracks in the ceiling. Smoke, Tremors 20.
5–9	Nothing
10–12	Renegade derro hunters — one formian taskmaster and 1d6 formian warriors — move toward the Old Mines, searching for renegade derro. Treat this roll as "Nothing" in Rooms D27 throuh D30.
13	An escaped and malicious destrachan waits in darkness for prey. Concealment
14–17	Two formian warriors and two gorgons patrol the tunnels, defending against intruders and renegades. Treat this roll as "Nothing" in Rooms D27 through D30.
18	A stone giant tosses boulders down the tunnel halls. Treat this roll as Nothing in Rooms D25 through D26.
19	1d4 xill hunting for hosts.
20	The PCs stumble upon a trap.

Glyph of Warding (Blast): CR 6; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

After the trap is triggered, tremors shake the corridor. Smoke, Tremors 20.

D25. PLAYED OUT MINE

Rounding the corner, you come upon a grisly heap of corpses. Worse, all have bloody cavities in their chests. Bloody footprints mark the passage leading back in the direction you came before they fade away completely.

Initial Attitude: N/A

Encounter: This was once a derro checkpoint, responsible for defending the approach from intruders. Chtrax implanted his eggs in these guards and a couple of days ago they hatched. The surviving derro fled, but the renegade derro or traps killed them all.

Searching the bodies uncovers precious little. Someone already looted the bodies, so the bodies have no treasure. A DC 20 Knowledge (the planes) identifies their deaths were caused by the hatching of xill eggs. There is nothing else that is of interest. From here the PCs can hear the malfunctioning trap (smashing stones) in Room D26.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

D26. MALFUNCTIONING TRAP

The source of the awful din comes from this 30 ft. long corridor. From the ceiling, huge 5 ft. by 5 ft. by 10 ft. stone blocks drop and slam to the floor making a terrible racket and sending clouds of rock dust in the air. Soon after they fall, they rise back up into the darkness, while another block falls, randomly. Bloody stains, broken bits of bone and teeth, and none too few flattened corpses litter the floor here.

Initial Attitude: N/A

Encounter: This trap is broken. When working properly, mere passage down the tunnel would trigger the trap, causing blocks to fall onto unsuspecting intruders. A secret level on either side of the trap, when pulled, would disable it. Now, however, the levers on both sides are broken and the trap triggers at random. For four hours each day, the trap stops functioning, allowing passage into the Great Hall.

Each round, roll 1d12 to determine the 5 ft. section malfunctions and triggers the trap automatically. In addition, whenever a PCs stands in any of the 5 ft. sections of the hall, there is a 50% chance for the trap to trigger.

Falling Block Trap: CR 3; mechanical; location trigger (each square in tunnel has a 50% chance of triggering each round); automatic reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.

Encounter Condition: N/A

Tactics: No creatures come to investigate the trap. However, if the PCs disable the trap, 1d3 stone giants from Room D27 (unless it is Day 2 or 6) come to investigate the odd silence.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, have the trap trigger 75% of the time and have the blocks deal 6d6 points of damage. To decrease the challenge, have the sections trigger their respective traps just once.

D27. STONE GIANT QUARTERS

This large cavern is nearly 40 ft. across, and 50 ft. above stretches the dripping ceiling. Boulders litter the floor along with the skins of an unspecified enormous reptile. Through the gloom, you think you see blankets, a few overlarge crates and a fire pit radiating light.

Initial Attitude: Unfriendly

Encounter: This large cave houses the stone giants in service to the xill. Most times Talig (hp 163) and 1d6 stone giants (119 hp each) recline here, relaxing and entertaining themselves while biding their time before rising against their newest masters. While they wait, they frequently kill lone derro in revenge for their years of captivity, and hide the bodies under a pile of loose rocks. These giants are not immediately hostile, though they attack if they sense an easy opponent for the sheer enjoyment of the act.

The stone giants have maintained a presence in these mines. Before Chtrax, the derro had enslaved them as a labor force. When Chtrax assumed control, however, he approached them as equals instead of in the more traditional hierarchy of a master-slave relationship. The xill approached the elder stone giant, Talig, and lied, requesting the giant's assistance in recovering a lost artifact. The giant agreed on the promise of power in return and seeing the puny outsider as no immediate threat. The stone giant elder offered his stone giant minions to serve as laborers and guards to survey the progress of the artifact's recovery. Talig ordered his minions to seize the object as soon as the derro and their workers uncover it. By positioning stone giants throughout the complex, Talig expects an easy victory over the xill. Until Chtrax recovers the artifact, the giants are content to work, watch and wait.

Encounter Condition: Distracting Noises 7, Echoes 10

Tactics: The giants are wary of trespassers, like solitary derro, moving to and from Room D28 through Room D26, so when the PCs enter this Room, the giants know. While not overtly hostile — the PCs do not represent a threat to them — they are suspicious. They watch from hidden positions among the rocks. If the party is small, they attack hurling boulders until the PCs close. Otherwise, they allow well-armed PCs to pass unmolested. If the PCs explore this Room, however, Talig steps into view and questions why they intrude. Respectful PCs succeeding at a DC 25 Diplomacy check improve the giants' attitude to friendly. If they manage this, the giants give them the following information if asked. If the PCs succeed a DC 40 Diplomacy check, the giants give the following information freely. Otherwise, they simply tell the PCs to move on or die.

A canny red-skinned devil named Chtrax controls the mines now with the help of formians, orderly insect men. He commands the surviving derro, their slaves and even our brethren to dig into the depths to reach some lost artifact. We are not certain as to what this artifact is or what it does, but Chtrax is adamant about retrieving it. While we serve him now, it is out of convenience. Ahead is the Great Hall. There the slaves process silver for tools and other equipment. Beyond the Hall are the deeper mines. It is dangerous there, certainly no place for a group such as yourselves.

The giants have no interest in helping the PCs, and if requested, they refuse. If the PCs are respectful, the giants let them pass freely.

Should combat occur, Talig takes cover behind the myriad of huge rock piles, hurling rocks at the PC spellcasters. The other giants in the Room close after one round of ranged attacks. These giants fight to the death.

If the PCs kill the giants and leave their carcasses in the open, the Great Hall has a 20% chance each day of going on alert (see below).

Depending on developments in other parts of this region, this Room may be empty. The renegade derro, if undefeated, punch through the wall on Day 2. The giants here react by gathering a force and wiping out the rebels, leaving this Room empty. The chieftain returns with 1d3 stone giants on Day 3, watchful of the new exit. On Day 6, the chieftain, if still alive goes back into the Old Mines to kill Souiji.

Treasure: The giants hide their accumulated wealth with the bodies of the slain derro in a rock pile. Clearing the rock requires 2 hours of hard labor and exposes diggers to Slimy Doom, carried by the rotting derro. PCs digging must succeed a DC 14 Fortitude save or contract the disease.

PCs succeeding in excavating the treasure find 1567 gp divided somewhat equally between three leather sacks. In a fourth bag are 6 gems, consisting of a tourmaline (800 gp), 2 red spinels (700 gp, 600 gp), zircon (70 gp), onyx (50 gp) and a small shard of obsidian (8 gp).

Each stone giant, including the chieftain carries a large sack holding 2d12 throwing rocks and 1d4+6 mundane items.

Slimy Doom—Contact, Fortitude DC 14, incubation period 1 day, damage 1d4 Con (When damaged, PC must succeed on another saving throw or 1 point of damage is permanent drain instead)

EL: 15

Scaling: To increase the challenge of this encounter, have the stone giants' attitude start as Hostile. To decrease the challenge, reduce the number of additional stone giants to 2.

Stone Giant: CR 8; Large giant (earth); HD 14d8+56; hp 119; Init +2; Spd 30 ft.; AC 25, touch 11, flat-footed 23; Base Atk +10; Grp +22; Atk +17 melee (2d8+12, greatclub) or +17 melee (1d4+8, slam) or +11 ranged (2d8+12, rock); Full Atk +17/+12 melee (2d8+12, greatclub) or +17 melee (1d4+8, 2 slams) or +11 ranged (2d8+12, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Darkvision 60 ft., low-light vision, rock catching; AL NE; SV Fort +13, Ref +6, Will +7; Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +11, Hide +6*, Jump +11, Spot +12; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot.

Rock Throwing (Ex): The range increment is 180 ft. for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: * A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

Talig, Elder Stone Giant Sor 4: CR 13; Large giant (earth); HD 14d8+70 + 4d4+20; hp 163; Init +3; Spd 40 ft.; AC 23, touch 12, flat-footed 20; Base Atk +16; Grp +27; Atk +22 melee (3d6+10/17-20, masterwork large greatsword) or boulder +17 ranged (2d8+12); Full Atk +22/+17/+12 melee (3d6+10/17-20, masterwork large greatsword) or boulder +17 ranged (2d8+12); SA Rock throwing; SQ Darkvision 60 ft., low-light vision, rock catching; AL NE; SV Fort +15, Ref +8, Will +13; Str 25, Dex 16, Con 21, Int 10, Wis 16, Cha 16

Skills: Bluff +7, Climb +20, Hide +6 (+14 rocky environments), Jump +14, Listen +7, Spellcraft +4, Spot +14.

Feats: Alertness (from familiar), Cleave, Combat Reflexes, Improved Critical (greatsword), Iron Will, Point Blank Shot, Power Attack, Precise Shot.

Spell-like Abilities: Once per day they can use stone shape, stone tell, and either *transmute rock to mud* or *transmute mud to rock* (DC 18). As a 10th-level sorcerer. The save DC is Charisma-based.

Sorcerer Spells Known (6/7/4; DC 13 + spell level): 0—*acid splash, detect magic, mage hand, mending, read magic, resistance;* 1st—*cause fear, magic missile, protection from law;* 2nd—*bull's strength.*

Rock Throwing (Ex): The range increment is 180 ft. for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: * A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

Possessions: Masterwork large greatsword, pouch of 4 boulders.

Familiar: Lizard, tiny animal; CR *; HD [18]; hp 81; Init +2; Spd 20 ft., climb 20 ft; AC 16, touch 14, flat-footed 14; Base Atk +16; Grp +4; Atk +20 melee (1d4-4, bite); Full Atk +20 melee (1d4-4, bite); SA —; SQ empathic link, improved evasion, low-light vision, share spells; AL NE; SV Fort +10, Ref +7, Will +9; Str 3, Dex 15, Con 10, Int 7, Wis 12, Cha 2

Skills: Balance +10, Climb +12, Hide +10, Listen +3, Spot +3; Weapon Finesse.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.



D28. SOUNDS OF INDUSTRY

Weird lights and ghastly shadows play on the walls of this 30 ft. long tunnel. Pounding noise of metal clanging on metal echo up ahead, making the tunnel inordinately loud. Otherwise, the tunnel is as dark as it is ordinary.

Initial Attitude: N/A

Encounter: This tunnel leads to the sentry post at Room D29. There are no creatures here and the tunnel is debris-free. PCs clearly hear the sounds of metalworking and smelting coming from ahead in Room D30.

There are too many tracks here to get an accurate read on the types and numbers of creatures travelling through this tunnel.

Encounter Condition: N/A

Tactics: If the PCs retreat from the formian and gorgon guards in Room D29, and if they did not befriend or encounter the giants in Room D27, the formians and the stone giants trap the PCs here, flanking them.

Treasure: N/A

EL: N/A

Scaling: N/A

D29. GUARDS

The tunnel takes a sharp turn to the left, opening into a small room serving as an antechamber for a larger cavern. Mounted on two armor-plated bulls with green mist curling from their nostrils and dead empty eyes, are two insect men, each holding a guisarme.

Initial Attitude: Unfriendly

Encounter: Functioning as guards overseeing traffic coming from Room D27 and beyond to enter Rooms D30 and the Great Hall are two formian warriors (hp 35, 26) mounted on gorgons (hp 87, 76). These creatures are vigilant about their duties, allowing only stone giants, derro, and dwarves to pass into D30 without question. They are watchful for intruders, cautious about creatures they do not recognize and readily attack any who threaten the complex.

Encounter Condition: N/A

Tactics: PCs have 1 round to make their case to these guards to avert combat, by succeeding a DC 25 Bluff, Diplomacy or Intimidate check. PCs suffer a –5 circumstance penalty, as the guards are exceptionally suspicious. If combat sounded from Room D27, the guards attack without question.

One gorgon uses its breath weapon, while the other tramples into combat. The formian warriors attack PCs using their pole-arms. On the second round of combat, one of the mounted formians urges its mount to charge surviving PCs, while the other uses its breath weapon attack. Thereafter, the formians and gorgons use charge attacks and attacks with reach weapons until the gorgons' respective breath weapons recharge.

Combat with any formian alerts all formians in the region due to their hive mind ability, though only those nearest the threat respond (see Tactics, Rooms D30, D32, and D33). Consequently, fighting the formians here alerts those in the factory and the Great Hall.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, advance the formian warriors to 8 HD. To decrease the challenge, reduce the guards to two formian warriors and one gorgon.

Formian Warrior: CR 3; Medium outsider (lawful, extraplanar); HD 4d8+8; hp 35, 26; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +7; Atk +7 melee (2d4+3 plus poison, sting); Full Atk +7 melee (2d4+3 plus poison, sting) and +5 melee (1d6+1, 2 claws) and +5 melee (1d4+1, bite); SA Poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18; AL LN; SV Fort +6, Ref +7, Will +5; Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12; Mounted Combat, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Gorgon: CR 8; Large magical beast; HD 8d10+40; hp 87, 76; Init +4; Spd 30 ft.; AC 20, touch 9, flat-footed 20; Base Atk +8; Grp +17; Atk +12 melee (1d8+7, gore); Full Atk +12 melee (1d8+7, gore); Space/Reach 10 ft./5 ft.; SA Breath weapon, trample 1d8+7; SQ Darkvision 60 ft., lowlight vision, scent; AL N; SV Fort +11, Ref +6, Will +5; Str 21, Dex 10, Con 21, Int 2, Wis 12, Cha 9.

Skills and Feats: Listen +9, Spot +8; Alertness, Improved Init:, Iron Will.

Breath Weapon (Su): 60-ft. cone, once every 1d4 rounds (but no more than five times per day), turn to stone permanently, Fortitude DC 19 negates. The save DC is Constitution-based.

Trample (Ex): Reflex DC 19 half. The save DC is Strength-based.

D30. FACTORY

This gallery houses a major operation. Scores of derro work at various tables and forges, constructing weapons, tools, carts and rails. More insect men stand at locations throughout the room, overseeing the operation. In the center of the room is a stone golem, obviously built from petrified humanoids. A crucible, where liquid iron and other metals bubble, spitting sparks and belching toxic fumes, lights the room with a struggling inconsistent warmth. Ahead, another tunnel leads to a large cavern with several buildings and attendant toiling slaves.

Initial Attitude: Hostile

Encounter: The factory is where the derro work raw materials into useable items. Here they forge tools, weapons, ore carts, tracks, spikes, and braces for tunnel ceilings out of the corrupted truesilver and iron. Twenty infected derro (hp 16 each) work in this Room. Chtrax does not trust the slaves to handle the vital manufacturing needed to keep his excavation moving. As a result, only derro work here and only under constant guard of six formian warriors (hp 26 each) and a wailing golem (hp 107) ensuring against sabotage or intrusion.

The derro, focused on their work, "Take 0" on Listen checks. The formians are wary of intruders. They question any non-derro entering the Room. Unless a formian, stone giant or Chtrax accompany and vouch for the PCs, the formians attack.

Encounter Condition: N/A

Tactics: If PCs battle the sentries in Room D29, the wailing golem and half of the formians move to Room D29 to aid the guards, while the remaining formians go to Room D31 and ready an action to tip the crucible of molten ore to spill into the Room once all the PCs enter. The derro climb on top of their worktables, using *darkness* for concealment and level crossbows at the Room's entrance, firing as soon as they see the PCs.

When the PCs enter the Room, the formians and the derro at Room D31, tip the crucible spilling liquid metal over the whole floor. PCs on foot take 8d6 points of fire damage each round they remain in the liquid metal, no save. The derro avoid the damage, because the worktables hang on chains suspended from the ceiling. The metal cools after 20 minutes.

The formians in Room D32 hold their positions, waiting for the intruders to enter the Great Hall.

Treasure: This Room is home to over one hundred hammers, picks, shovels and an assortment of mining tools, though none are valuable enough to warrant plundering. There are also 24 short swords, 15 warhammers and 18 light maces. Finally, there are over 300 spikes, three Huge ore carts, and 200 ft. of linear track.

EL: 14 (15 with molten ore and derro from Room D31)

Scaling: To increase the challenge of this encounter, increase the number of wailing golems by one. To decrease the challenge, remove the formian warriors.

Derro Worker: CR 3; Small monstrous humanoid; HD 3d8+3; hp 16; Init +6; Spd 20 ft.; AC 18, touch 13, flat-ft.ed 16; Base Atk +3; Grp –1; Atk +4 melee (1d4/19–20, warhammer); Full Atk +4 melee (1d4/19–20, warhammer); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +2, Ref +5, Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

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

Possessions: Studded leather armor, warhammer.

Formian Warrior: CR 3; Medium outsider (lawful, extraplanar); HD 4d8+8; hp 26; Init +3; Spd 40 ft.; AC 18, touch 13, flatfoot-ed 15; Base Atk +4; Grp +7; Atk +7 melee (2d4+3 plus poison, sting); Full Atk +7 melee (2d4+3 plus poison, sting) and +5 melee (1d6+1, 2 claws) and +5 melee (1d4+1, bite); SA Poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18; AL LN; SV Fort +6, Ref +7, Will +5; Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12; Mounted Combat, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen are in unbroken communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Wailing Stone Golem: CR 12; Large construct; HD 14d10+30; hp 107; Init –1; Spd 20 ft.; AC 26; touch 8, flat-footed 26; Base Atk +10; Grp +23; Atk +18 melee (2d10+9, slam); Full Atk +18 melee (2d10+9, 2 slams); Space/Reach 10 ft./10 ft.; SA Slow, spell-like abilities, wail; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Slow (Su): A wailing stone golem can use a *slow* effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 ft. and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

Spell-like Abilities: At will—*feather fall*. Caster Level 12th.

Wail (Su): Whenever the golem engages in melee combat, it lets out a tremendous wail lasting until the melee ends. Like a shrieker, the sound attracts nearby creatures disposed to investigating it.

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

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

A *stone to flesh* spell does not actually change the golem's structure but negatesits damage reduction and immunity to magic for 1 full round.

D31. FOUNDRIES

A crucible hanging from an iron frame and filled with bubbling molten metal dominates this alcove. Beneath it burns a white-hot fire, fed by jets of gas from numerous holes set into the walls. All around this area are barrels containing water. Some derro climb a ladder leading up to the bowl and drop broken weapons, tools, chucks of ore and on occasion a squeaking rat into the molten mixture, while others dip smaller crucibles attached to long poles to withdraw a portion and pour it into the casts at the base.

Initial Attitude: Hostile

Encounter: This is where the 5 derro (hp 16 each) smelt the raw metals into a liquid state. When the metal is hot enough, they extract a portion to pour into casts. They then carry the cast, using tongs, to one of the workbenches, where workers allow the cast to cool, before stripping the flash and finishing the object. While most cast metal is weaker than forged metal, the derro add a small amount of adamantine to the mixture to reinforce the tools. There is not enough of this material to give the tools and weapons any special properties; just enough to make it as strong as steel.

Encounter Condition: N/A

Tactics: The formian warriors in Room D30 move to this area to tip the crucible and cover the floor with flaming metal. Tipping the crucible is simple, requiring a pull of a lever. The formians take positions on the ladders, using ranged attacks against the PCs. Near the water barrels is a stack of repeating light crossbows. At the first sign of trouble, each derro grabs one and moves to a position of cover, if any, before firing.

Pouring hot metal onto the floor causes the water barrels to burst, resulting in billows of steam. All creatures in this Room gain *concealment* (20% miss chance) from the obscured vision. There is no way to tamper with the gas jets fueling the fire. PCs unlucky enough to find themselves in the inferno take 20d6 points of fire damage and automatically catch fire. To put themselves out, they must make a DC 15 Reflex save.

Treasure: Though none of the derro have any personal treasure, they do possess ten 1-lb. bars of adamantine, each worth 50 gp.

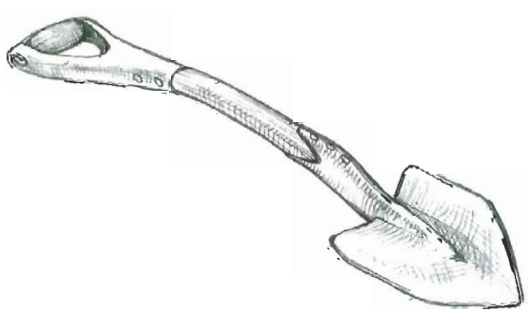
EL: 8

Scaling: To increase the challenge of this encounter, increase the damage dealt by the liquid metal to 20d6. To decrease the challenge, do not allow the crucible to be tipped.

Derro Smith: CR 3; Small monstrous humanoid; HD 3d8+3; hp 16; Init +6; Spd 20 ft.; AC 18, touch 13, flat-footed 16; Base Atk +3; Grp –1; Atk +4 melee (1d4/19–20, warhammer); Full Atk +4 melee (1d4/19–20, warhammer); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +2, Ref +5, Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

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

Possessions: Studded leather armor, warhammer.



D32 THROUGH D51. GREAT HALL

This section is the central nervous system of the complex, comprised of Rooms D32 through D51. This is an enormous cavern, over 200 ft. wide and with a ceiling towering 100 ft. overhead. Nine buildings dominate the center of the cavern. Several of these structures feature connecting ramps and tracks leading to other buildings and ultimately the track at Room D51. Three balconies overlook the workings, while the two major entrances feature more guards. Filling this vast gallery are stone giants, derro, xill and more, too numerous to count. In short, a direct confrontation is tantamount to suicide.

The massive bore dominates the Hall. Four stone giants push the handles turning it which pull the truesilver out of the earth. The extracted truesilver climbs the helical thread with each turn, until it reaches the platform at the top. There, derro workers use force clamps to retrieve the ore and place it into large metal carts. A fifth stone giant pushes the cart to a conveyer carrying the metal to the separation Room, where the slaves separate the ore from the rock before sending the truesilver on to the refinery. In this Room, slaves heat the truesilver and form it into bars where they are loaded onto palettes. Stone giants carry the palettes to the wheeled carts, depositing them into the gnome's lab in Room D53. The slaves move the separated rock to Room D37, where an yrthak uses its sonic lance to pulverize it into gravel, so the dwarves can easily dump it in the lava at the lava flow.

Chtrax uses the Great Hall as his command center, where he oversees operations in the mines, from discussing security issues with his myrmarch captain to inspecting the extraction process, to checking on the various excavation sites. In all, Chtrax keeps a close eye on his servants' progress, and he does so from this quasi cockpit.

If the PCs combat any formians before entering this place, the entire cavern is put on alert because of the hive mind link between formians. Each Room below details normal encounters and encounters when alert. In addition, each Room also details what reinforcements, if any arrive to aid their beleaguered allies. Even though many Rooms list the number of formian warriors as they arrive in waves, there are only so many formian warriors. The Great Hall has 30 unattached formian warriors, 10 unattached elite formian warriors and 2 unattached formian taskmasters. Each time the PCs engage in a combat in one of the Great Hall's Rooms, they undoubtedly draw more formians to their position as indicated in the Room's description. The formian warrior reinforcements number 30. After all 30 formian warriors or formian taskmasters arrive or fall, no more arrive. You could, move formian warriors from other encounter sites to engage the PCs, but those formians are under orders to protect their respective Rooms. Regardless, the Great Hall resumes its normal activity after 1 hour lapses (unless the PCs kill or rout everyone).

Chtrax remains in the Great Hall from Day 0 until Day 3. Later, he moves to Room D58 after the tarrasque reaches the first adamantine bands. Thereafter he has a 10% chance to be in a random Room in the Great Hall, a 50% chance of being in Room D58 and a 40% chance to be inspecting the mines in Rooms D78 through Room D80.

Destroying the myrmarch in Room D39 or the phylactery in Room D49 changes the dynamics of the section. If the PCs kill the myrmarch, formians in the Great Hall, the Approach, and the Old Mines suffer a –2 penalty to attacks, saves and skill checks and lose their hive mind ability. Destroying the phylactery, however, removes the hive mind ability from all the formians in the region, telling them their queen is dead. The formians stay in their respective locations attacking any non-formians encountered, including the giants, derro, slaves, xill and PCs. While in this enraged state, PCs cannot reason with them. All formians fight to the death.

Allow cautious PCs to move unmolested through this area, as long as they do nothing to draw attention to themselves. There are plenty of places for the PCs to move such as by skirting the edge of the cavern, keeping out of range of the inhabitants' darkvision and as long as they avoid combat, they should be fine. Should the PCs make a direct assault, let them feel the full weight of Chtrax's power.

Buildings have masonry walls 1 ft. thick. Each wall and roof has an 8 hardness and 90 hp. Climbing these walls requires a DC 15 Climb check.

The Great Hall has a sunken floor, but it is relatively level and free of debris. Unlike most of this section, purplish flames erupt from the floor, lighting the Great Hall. The flames are not hot, but offer light equivalent in brightness to moonlight. Water extinguishes them for a time, five minutes, before drying enough to flare up again.

RANDOM ENCOUNTERS

Roll for a Random Encounter once every thirty minutes.

1d20	Encounter
1	A malfunction occurs in the extraction-separation-refinement process, bringing the system to a halt. All workers stop and stand outside their locations, enjoying the short respite. Work continues in 1d3 hours, when formian workers correct the problem.
2–4	Tremors shake the corridor, causing fine streams of dust to spill from cracks in the ceiling. Smoke, Tremors 20. In addition, roll 1d20. A random structure suffers 100 points of damage.
	1d20 Random Structure
	1–2 Room D33
	3 Room D34
	4 Room D35
	5–6 Room D37
	7 Room D38
	8 Room D39
	9 Room D40
	10–11 Room D41
	12–13 Room D42
	14 Room D46
	15 Room D47
	16–17 Room D48 and D49
	18–20 A major tremor functioning as an *earthquake*. Each tremor carries a cumulative 10% chance for the entire cavern to collapse, burying the Great Hall under a mountain of rock. It takes 1d10 rounds for the ceiling to collapse completely, destroying all of the structures and dealing 20d6 points of damage to all of the structure's inhabitants.
5–6	Off-duty deep dwarf slaves gather around a cistern.
7	A derro handler and his bulette move from D47 to either D44 or D51. They attack the PCs on sight or call for help.
8	3d6 formian workers run to repair a minor problem in the extraction-separation-refinement process.
9–12	Nothing
13–14	1d8 duergar slaves walk towards Room D44 to work in a random tunnel.
15–16	1d4 formian warriors patrol the Great Hall looking for slackers, intruders, or dead.
17–18	1d4 stone giant laborers move towards Room D39 to relieve the workers there.
19–20	1d6 xill prowl the shadows looking for hosts.

D32. SENTRY

Guarding this wide staircase are two insect men and a large stone creature, its face chiseled into a cruel smile. Behind the guards is a vast cavern filled with several buildings and creatures, all working near a massive bore drilling into the heart of the earth. Balconies overlook the cavern occupied by watchful guards manning ballistae. This is a fearsome place, filled with more opponents than even the bravest army could hope to overcome.

Initial Attitude: Unfriendly or Hostile (if alerted)

Encounter: Guarding this entry are two formian warriors (hp 26 each) and a stone golem (hp 107). The formian warriors vigilantly protect the Great Hall from intruders and are even suspicious of derro, with the recent raids from the renegades.

Getting past these sentries requires a successful DC 25 Bluff check (DC 35 if alerted). Combat with these formians puts the Great Hall on alert.

Encounter Condition: N/A

Tactics: If the PCs fought the derro and formians in Room D31, these guards are ready for the PCs, positioning themselves on either side of the door and leaving the stone golem in the middle blocking the passage into the hall. When the PCs engage the golem, the formian warriors take full attacks on the closest PCs.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, increase the number of formian warriors by four. To decrease the challenge, remove the formian warriors.

Formian Warrior: CR 3; Medium outsider (lawful, extraplanar); HD 4d8+8; hp 26; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +7; Atk +7 melee (2d4+3 plus poison, sting); Full Atk +7 melee (2d4+3 plus poison, sting) and +5 melee (2d4+4/×3, guisarme) and +5 melee (1d4+1, bite); SA Poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18; AL LN; SV Fort +6, Ref +7, Will +5; Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12; Mounted Combat, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Stone Golem: CR 11; Large construct; HD 14d10+30; hp 107; Init –1; Spd 20 ft.; AC 26; touch 8, flat-footed 26; Base Atk +10; Grp +23; Atk +18 melee (2d10+9, slam); Full Atk +18 melee (2d10+9, 2 slams); Space/Reach 10 ft./10 ft.; SA Slow; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Slow (Su): A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 ft. and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

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

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

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

D33. SEPARATION ROOM

This large building stands between a smaller connected building and a ramp descending from the platform housing the bore. With no windows and only a single door, the plumes of smoke rising from stacks on its roof make the structure more imposing.

If the PCs enter, read the following text.

Inside, a tracked ramp dumps nuggets of rock mixed with some glowing metal into bins. Dwarven slaves move the full bins to worktables where other slaves use odd devices to handle the materials and separate the silvery metal from the base rock. Once they separate the metal, they place the pure substance on a conveyor carrying it out of the room into the attached building. Clouds of dust boil up from the tables, venting through the ceiling. Overseeing the entire operation is a large ant creature with a derro with a glazed expression at its side.

Initial Attitude: Indifferent or Hostile (if alert)

Encounter: A formian taskmaster (hp 39) is in charge of the separation of the truesilver from the rock. At his side is a *dominated* [derro] overseer (hp 29). Working the Room are 12 duergar (hp 9 each) and 20 deep dwarf (hp 6 each) slaves.

Encounter Condition: [Stagnant Air], Unhallowed 6

Tactics: If not alerted to intruders, the taskmaster scuttles over to the PCs inquiring of their business. To convince the formian they belong, they must succeed a DC 15 Bluff/Intimidate check. The taskmaster does not respond to Diplomacy. If the Great Hall is alert, the formian alerts his fellow formians through the hive mind of the presence of intruders.

Combat with the formian taskmaster alerts the rest of the Great Hall. If alerted, in 1d6 rounds a patrol of 1d4 formian warriors arrives to aid the combatants against the heroes. More formians join the fight every 1d6 rounds thereafter until the threat is suitably contained. The reinforcements continue until 12 formian warriors have answered the call. Then, the formian myrmarch from Room D39 arrives to destroy any surviving PCs.

If the PCs or a tremor destroys this building, production stops for 1d6 days, as formian workers hasten to rebuild the structure. In the meantime, the formian myrmarchs confine the slaves to their quarters or the formians send the dwarves to work in other tunnels.

Treasure: There is a considerable fortune of truesilver in this Room, however direct contact by a mortal turns it to normal silver. There are 75 pounds of the stuff scattered between the bins and the various tables, worth over 75,000 gp if the PCs can handle it without contaminating it. Otherwise, the silver is worth 375 gp.

EL: 11

Scaling: To increase the challenge of this encounter, decrease the amount of time for reinforcements to just 1d3 rounds. To decrease the challenge, increase the amount of time for reinforcements to 2d6 rounds.

Dominated Overseer, Derro Ftr 2: CR 5; Small monstrous humanoid; HD 3d8+3 + 2d10+2; hp 29; Init +6; Spd 20 ft.; AC 20, touch 13, flat-footed 18; Base Atk +5; Grp +2; Atk +8 melee (1d4+1/19–20, masterwork short sword) or +8 ranged (1d6/19–20 plus poison, repeating light crossbow); Full Atk +8 melee (1d4+1/19–20, masterwork short sword) or +8 ranged (1d6/19–20 plus poison, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +2d6; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +1, Ref +8, Will +6; Str 12, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

Skills and Feats: Bluff +5, Hide +10, Intimidate +9, Listen +1, Move Silently +8; Blind-Fight, Dodge, Improved Initiative, Mobility.

Possessions: masterwork studded leather, buckler, masterwork short sword, repeating light crossbow, 4 cases of silver bolts (20).

Deep Dwarf Slave, War 1: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/×4, heavy pick); Full Atk +3 melee (1d6+1/×4, heavy pick); SA Dwarf traits; SQ Darkvision 90 ft., deep dwarf traits; AL LG; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe).

Possessions: Leather armor, dagger.

Duergar Slave, War 1: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/×4, heavy pick); Full Atk +2 melee (1d6+1/×4, heavy pick); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits, stonecunning; AL LE; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

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

Possessions: Leather armor, dagger.

Formian Taskmaster: CR 7; Medium Outsider (Lawful, Extraplanar); HD 6d8+12; hp 39; Init +7; Spd 40 ft.; AC 19, touch 13, flat-footed 16; Base Atk +6; Grp +10; Atk +10 melee (2d4+4 plus poison, sting); Full Atk +10 melee (2d4+4 plus poison, sting) and +8 melee (1d6+2, 2 claws); SA Dominate monster, dominated creature, poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 21, telepathy 100 ft.; AL LN; SV Fort +7, Ref +8, Will +8; Str 18, Dex 16, Con 14, Int 11, Wis 16, Cha 19.

Skills and Feats: Climb +13, Diplomacy +6, Hide +12, Intimidate +13, Listen +12, Search +7, Spot +8, Survival +1 Move Silently +12, Search +9, Sense Motive +12, Spot +12, Survival +3 (+5 following tracks); Dodge, improved Initiative, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Dominate Monster (Su): A taskmaster can use a dominate monster ability as the spell from a 10th-level caster (Will DC 17 negates), although the subject may be of any kind and may be up to Large size. Creatures that successfully save cannot be affected by the same taskmaster's dominate monster ability for 24 hours. A single taskmaster can dominate up to four subjects at a time. The save DC is Charisma-based.

Dominated Creature (Ex): A taskmaster is never encountered alone. One dominated nonformian creature always accompanies it (choose or determine randomly any creature of CR 4).

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

D34. REFINERY

Inside this smaller, attached and windowless building, slaves work to melt silver metal taken from a conveyor from the adjoining building. They then cast the metal into bars. When suitably cooled, the slaves load the bars onto low carts, for the stone giants to move to yet another structure. More insect men watch the slaves' progress with blank and unblinking stares. The room is replete with poisonous fumes.

Initial Attitude: Indifferent or Hostile (if alert)

Encounter: Once the slaves separate the ore from the rock in Room D33, they send it here on a conveyer belt, where ten deep dwarf slaves (hp 6 each) smelt the ore into liquid and cast it into bars, making it easy to transport for the gnome in Room D54. Six formian warriors (hp 26 each) are vigilant in the security here, keeping alert and watching for treachery. Two stone giant laborers (hp 119) load the palettes of bars onto carts and roll them to Room D42. This process is extremely slow and dangerous.

The fumes from the refining process are toxic. As the dwarves are extremely resistant to poison, and the formians immune, most are unaffected. PCs entering this Room must succeed DC 15 Fortitude saves or take 1d6 points of Constitution damage from the poisonous atmosphere. Ten rounds later, they must succeed a second save, regardless of the success or failure of the first, against the same DC, or take an additional 1d6 points of Constitution. This continues for every 10 rounds they remain in the Room and for ten rounds after they leave.

Encounter Condition: N/A

Tactics: If the Room is alert, the formian warriors alert the other formians in the Great Hall to the presence of intruders. Otherwise, the formian warriors question the PCs about their presence. PCs must succeed a DC 15 Bluff check to convince the formian warriors they belong. On a failed check, the warriors ask the PCs to leave. On a failed check by 5 or more, the formians warn the other formians in the Great Hall of intruders and then attack.

The formians command the slaves to attack the PCs, though the slaves only fight until half their number fall before fleeing. The stone giants hurl carts at the PCs dealing damage as boulders. They have enough for two carts apiece. Finally, the formian warriors move to gain flanks against the PCs.

Combat with the formians alerts the rest of the Great Hall. If alerted, a patrol of 1d4 formian warriors arrives in 1d6 rounds to aid the combatants against the heroes. The reinforcements continue until a total of 12 formian warriors answer the call, and then the formian myrmarch from Room D39 arrives to destroy any surviving PCs.

If the PCs or a tremor destroys this building, refinement moves to the factory at Room D30. If the PCs destroyed the factory there, production stops altogether for 2d6 days until the formian workers can rebuild the structure. In the meantime, the formian myrmarchs confine the slaves to their quarters or send dwarves to work in other tunnels.

Treasure: There are 50 pounds of truesilver in bars and in raw form in this Room. The haul is worth over 37,500 gp if the PCs can handle them without contamination. Otherwise, the silver is worth 250 gp.

EL: 11

Scaling: To increase the challenge of this encounter, decrease the amount of time for reinforcements to arrive to just 1d3 rounds. To decrease the challenge, reduce the number of stone giants by 1 and increase the amount of time for reinforcements to 2d6 rounds.

Deep Dwarf Slave, War 1: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 12, touch 10, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d4+1/19–20, dagger); Full Atk +3 melee (1d4+1/19–20, dagger); SA Dwarf traits; SQ Darkvision 90 ft., deep dwarf traits; AL LG; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe).

Possessions: Leather armor, dagger.

Formian Warrior: CR 3; Medium outsider (lawful, extraplanar); HD 4d8+8; hp 26; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +7; Atk +7 melee (2d4+3 plus poison, sting); Full Atk +7 melee (2d4+3 plus poison, sting) and +5 melee (2d4+4/×3, guisarme) and +5 melee (1d4+1, bite); SA Poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18; AL LN; SV Fort +6, Ref +7, Will +5; Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12; Mounted Combat, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Possessions: Guisarme.

Stone Giant: CR 8; Large giant (earth); HD 14d8+56; hp 119; Init +2; Spd 30 ft.; AC 25, touch 11, flat-footed 23; Base Atk +10; Grp +22; Atk +17 melee (2d8+12, greatclub) or +17 melee (1d4+8, slam) or +11 ranged (2d8+12, rock); Full Atk +17/+12 melee (2d8+12, greatclub) or +17 melee (1d4+8, 2 slams) or +11 ranged (2d8+12, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Darkvision 60 ft., low-light vision, rock catching; AL NE; SV Fort +13, Ref +6, Will +7; Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +11, Hide +6*, Jump +11, Spot +12; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot.

Rock Throwing (Ex): The range increment is 180 ft. for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: * A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

D35. TRACKED RAMP

Large carts filled with rock travel down the tracked ramp descending from the large platform to end inside of an adjacent building.

Initial Attitude: N/A

Encounter: An ore cart travels down the ramp once per five minutes from Room D39. The ramp itself is unguarded. Walking on this ramp reduces a PC's speed by half and requires a successful DC 20 Balance check to keep one's footing. A failed check indicates the PC falls on the ramp. A failed check by 5 or more indicates the PC fell to the floor below, taking 8d6 points of falling damage. The ore carts are unavoidable, taking up the whole of the ramp. PCs struck by a cart take 2d6 points of damage and tumble down the ramp into a bin in Room D33.

Encounter Condition: N/A

Tactics: The ramp has a hardness of 5 and 40 hp. If the PCs or tremors destroy it, slaves unload the rock from the threads of the bore at Room D40 and load it into carts and the giants push the carts to Room D33. It takes the formian workers 1d3 days to rebuild this ramp.

Treasure: N/A

EL: N/A

Scaling: N/A

D36. TRACK

Two stone giants push a cart along this track. With each movement, the contents splash and run down its sides. The track originates at an angled building and ends at the drill site.

Initial Attitude: Indifferent

Encounter: Two stone giants (hp 119 each) haul grease to the drill site. The giants ignore PCs unless they attack or if a formian taskmaster commands them to attack. If the Great Hall is alert, the giants continue about their business.

Encounter Condition: N/A

Tactics: PCs improving the giants' attitude to Friendly or better, requiring a successful DC 15 Diplomacy check, convince the giants to divulge what they know about the Great Hall. The giants know the basic operations in the Hall, but are unfamiliar with anything beyond the Hall. They do know formians take injured derro to the Infirmary at Room D48. Most derro return, but all notice they return changed.

If drawn into a fight, the giants are ruthless, having lived under the oppressive rule of first the derro and then the xill. They use the opportunity to vent their frustration, by hurling a cart at the PCs, dealing damage as a thrown rock, before they close with slam attacks.

Combat here instantly alerts formians warriors, who in turn alert the rest of the Hall. Every 1d4 rounds, 1d6 formian warriors arrive, continuing until 18 formian warriors have arrived. In addition, the derro sentries at Room D45 fire ballista bolts at the PCs for as long as they can see them. After six rounds of fighting, the formian myrmarch from Room D39 arrives to dispatch the remaining intruders.

If the PCs or tremors destroy this track, slaves manually carry tubs of the grease until the formian workers repair the track in 1d3 days.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, decrease the amount of time for reinforcements to arrive to just 1d2 rounds. To decrease the challenge, reduce the number of stone giants by 1 and increase the amount of time for reinforcements to 1d8 rounds.

Stone Giant: CR 8; Large giant (earth); HD 14d8+56; hp 119; Init +2; Spd 30 ft.; AC 25, touch 11, flat-footed 23; Base Atk +10; Grp +22; Atk +17 melee (1d4+8, slam) or +11 ranged (2d8+12, rock); Full Atk +17 melee (1d4+8, 2 slams) or +11 ranged (2d8+12, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Darkvision 60 ft., low-light vision, rock catching; AL NE; SV Fort +13, Ref +6, Will +7; Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +11, Hide +6*, Jump +11, Spot +12; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot.

Rock Throwing (Ex): The range increment is 180 ft. for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: * A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

D37. GRAVEL AND RENDERING SHOP

This angled building is nondescript, featuring two entrances. The first is a wide bay, large enough to allow the giant exiting to pass without ducking. The second is a smaller wooden door. The air here stinks of rock dust, mixed with the stench of a charnel house.

Once inside…

Inside, the twin purposes of this building become abundantly clear. First, a chained, large winged reptile and two blind bipedal creatures with cone-like mouths shatter rock with a magical sonic ability. Derro overseers watch the progress, while dwarf slaves drag more large boulders into the path of the blasting. Clouds of grey dust swirl into the air. It is safe to say the noise is deafening.

The second function of the room is less mundane. Corpses of slaves, derro and even giants sit in a pile while a weird dinosaur creature hoses them with a stream of liquid. Where the fluid falls, the flesh breaks down and streams of acrid smoke rise. Four masked slaves squeegee the runoff into troughs to carry the fluids into a sunken vat. There three more slaves stir the mixture with long poles. Occasionally, one dips a bucket into the stinking pool to pull forth a fresh batch of lubricant.

Initial Attitude: Unfriendly

Encounter: This building serves to break down rock and flesh. The chained creature is an yrthak (hp 102) and the others are destrachan (hp 60 each). Two derro handlers (hp 64 each) watch their progress, and 4 deep dwarves (hp 6 each) shovel the gravel into carts to be dragged away at a later time to Room D7. The derro and the dwarves are deaf from the noise.

On the other side is a digester (hp 68) and his handler. The slaves are all deep dwarves (hp 6 each). These slaves make lubricants for drilling from liquefied carcasses.

If the PCs enter this Room, the derro are suspicious but ignore the PCs. As this Room lacks a formian presence, even if the Great Hall is under direct assault, the derro handlers have no way of knowing about it without going outside, something they only do at shift changes. Consequently, all of the creatures here ignore the PCs.

Encounter Condition: N/A

Tactics: The derro are not interested in conversing with PCs. Any questions about the complex, its operation, or leadership tell the derro the PCs are outsiders. Should a fight break out, the derro fall back and command the others to attack.

Round 1: Derro handlers fall back and fire crossbow bolts at the PCs. The digester uses its acid spray in a cone effect. The destrachan move to catch the PCs in crossfire of destructive harmonics (flesh), while the yrthak uses its sonic lance on the chain holding it. The slaves flee.

Round 2: Derro handlers fire another barrage of poisoned crossbow bolts or use sound burst on groups of PCs. The digester charges the nearest living creature, ally or enemy and attacks using its claw until its acid recharges. The destrachan use their destructive harmonics (flesh) again if losing, or if they have the upper hand, switch to the nerves effect. The yrthak wings out through the wide door and takes to the air, launching sonic lance attacks at the various buildings and individuals in the Great Hall. The slaves flee to Room D42.

Round 3: If the combat goes against the derro and their minions, they create *darkness* and flee, leaving the combat to their remaining minions. Otherwise, the derro alternate between *sound burst* and poisoned bolts. Surviving destrachan continue with their destructive harmonics, intent on reducing the PCs to quivering puddles of flesh. The digester continues its attack.

Following Rounds: If the yrthak escaped, it wreaks havoc in the Great Hall, using its sonic attacks to destroy structures and villains alike. In response to those attacks, the ballistae at Room D43 and Room D45 launch attacks at the winged reptile. Formian workers scramble to repair damaged structures and 2d12 formian warriors and a formian myrmarch move to Room D37 to eliminate the PCs on round 6. The rest of the Great Hall is alert until the formians destroy yrthak and the PCs.

If the PCs or tremors destroy the gravel and rendering house, the formians force the slaves to carry the larger rocks directly to the lava. For lubrication, they simply slaughter slaves at the drill site and dump the bodies in near the bore. This is not effective, but the derro do not care. It takes the formian workers 2d3 days to rebuild this structure.

Treasure: One of the derro handlers has an iron key. The key unlocks the gate to Room D47.

EL: 12

Scaling: To increase the challenge of this encounter, add a formian taskmaster to this Room and have it control the digester. To decrease the challenge, remove the yrthak.

Deep Dwarf Slave, War 1: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 12, touch 10, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/×4, heavy pick); Full Atk +3 melee (1d6+1/×4, heavy pick); SA Dwarf traits; SQ Darkvision 90 ft., deep dwarf traits; AL LG; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe).

Possessions: Leather armor, heavy pick.

Derro Handler, Rgr 3: CR 6; Small monstrous humanoid; HD 3d8+9 + 3d8+9; hp 48; Init +9; Spd 20 ft.; AC 19, touch 13, flat-footed 17; Base Atk +6; Grp +3; Atk +8 melee (1d4+1/19–20, masterwork short sword) or +12 ranged (1d8+1/19–20 plus poison, +1 repeating heavy crossbow); Full Atk +6/+1 melee (1d4/19–20, short sword) and +6 melee (1d3/19–20 plus poison, masterwork dagger) or +12 ranged (1d8+1/19–20 plus poison, +1 repeating heavy crossbow); SA Combat style (two weapon fighting), favored enemy (magical beasts +4); Poison use, spell-like abilities, sneak attack +3d6; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +6, Ref +11, Will +9; Str 12, Dex 20, Con 16, Int 8, Wis 4*, Cha 20*.

Skills and Feats: Bluff +7, Handle Animal +8, Hide +14, Jump +4, Knowledge (dungeoneering) +2, Listen –2, Move Silently +10, Survival +0; Blind-Fight, Endurance (b), Improved Initiative, Point Blank Shot, Track*.

Possessions: Studded leather armor, masterwork short sword, masterwork dagger, +1 heavy repeating crossbow, 2 cases of bolts (10).

Destrachan: CR 8; Large aberration; HD 8d8+24; hp 60; Init +5; Spd 30 ft.; AC 18 (–1 size, +1 Dex, +8 natural), touch 10, flat-footed 17; Base Atk +6; Grp +14; Atk Claw +9 melee (1d6+4); Full Atk 2 claws +9 melee (1d6+4); Space/Reach 10 ft./5 ft.; SA Destructive harmonics; SQ Blindsight 100 ft., immunities, protection from sonics AL NE; SV Fort +5, Ref +5, Will +10; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +8, Listen +25, Move Silently +7, Survival +9; Dodge, Improved Initiative, Lightning Reflexes.

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 ft. long. It can also use this attack to affect any creatures or objects within a 30-ft. radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 ft. as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Skills: A destrachan has a +10 racial bonus on Listen checks.

Digester: CR 6; Medium magical beast; HD 8d10+24; hp 68; Init +6; Spd 60 ft.; AC 17, touch 12, flat-footed 15; Base Atk +8; Grp +11; Atk +11 melee (1d8+4, claw); Full Atk +11 melee (1d8+4, claw); SA Acid spray; SQ Darkvision 60 ft., immunity to acid, low-light vision, scent; AL N; SV Fort +9, Ref +10, Will +3; Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +9, Listen +6, Jump +21, Spot +6; Alertness, Improved Initiative, Lightning Reflexes.

Acid Spray (Ex): A digester can spray acid in a 20-ft. cone, dealing 4d8 points of damage to everything in the area. Once a digester uses this ability, it can't use it again until 1d4 rounds later.

The creature can also produce a concentrated stream of acid that deals 8d8 points of damage to a single target within 5 ft. In either case, a DC 17 Reflex save halves the damage. The save DC is Constitution-based.

Skills: A digester's coloration gives it a +4 racial bonus on Hide checks. It also has a +4 racial bonus on Jump checks.

Yrthak: CR 9; Huge magical beast; HD 12d10+36; hp 102; Init +6; Spd 20 ft., fly 60 ft. (average); AC 18, touch 10, flat-footed 16; Base Atk +12; Grp +25; Atk +15 melee (2d8+5, bite) or +12 ranged touch (6d6, sonic lance); Full Atk +15 melee (2d8+5, bite) and +13 melee (1d6+2, 2 claws); or +12 ranged touch (6d6, sonic lance); Space/Reach 15 ft./10 ft.; SA Sonic lance, explosion; SQ Blindsight 120 ft., immunities, vulnerability to sonic; SV Fort +11, Ref +10, Will +5; AL N; Str 20, Dex 14, Con 17, Int 7, Wis 13, Cha 11.

Skills and Feats: Listen +12, Move Silently +10; Endurance, Flyby Attack, Improved Initiative, Multiattack, Snatch.

Sonic Lance (Su): Once every 2 rounds, a yrthak can focus sonic energy in a ray up to 60 ft. long. This is a ranged touch attack that deals 6d6 points of damage to a single target.

Explosion (Su): A yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or the like to create an explosion of shattered stone. This attack deals 2d6 points of piercing damage to all within 10 ft. of the

effect's center. This counts as a use of the sonic lance attack and thus is usable only once every 2 rounds, and never on the round following a sonic lance attack.

Blindsight (Ex): A yrthak can ascertain all foes within 120 ft. Beyond that range it is considered blinded. Yrthaks are invulnerable to gaze attacks, visual effects of spells such as illusions, and other attack forms that rely on sight. A yrthak whose sense of hearing is impaired is effectively blinded, treating all targets as having total concealment.
Immunities: Yrthaks have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: Yrthaks have a +4 racial bonus on Listen checks.

D38. CISTERN

A 40-ft. tall tank, nearly 30 ft. in diameter, stands in the center of the chamber. Guarding it are five insect men and a crippled derro who fills cups with water drawn from the massive container. The floor around the cistern is muddy.

Initial Attitude: Hostile

Encounter: This reservoir holds fresh water. Six formian warriors (hp 26 each) stand guard, while a crippled derro (hp 13) rations out the water to dusty workers. The formians pay little attention to the humanoid, being watchful of trespassers or idle workers. Four formians stand evenly spaced, guarding each cardinal point. The other two flank the derro.

Mylthran, the crippled derro, on the other hand, despises his lot, the formians and the xill controlling the entire region. In fact, his hatred is so fierce he despises even his own people, seeing them only as traitors. Several weeks ago, he broke his leg in a cave-in. He refused treatment in the infirmary, and managed to set the bone himself. Somehow, he was not condemned to the rendering house, and instead forced to work the cistern.

Since taking his new post, he has secretly poisoned the well, adding more and more toxins with the intention of murdering the region's population. What has happened instead is most of the inhabitants have resisted the poison and grown immune to it. Those that have not, are easier to paralyze and thereby easier to inject with eggs. Now the well is extremely toxic and anyone who has not been acclimated to it must succeed a DC 15 Fortitude save or take 1d6 points of Constitution damage. Ten rounds later, regardless of whether they made the initial save or not, the victim must succeed another save against the same DC, or the poison deals 2d6 points of Constitution damage.

Encounter Condition: Poor Footing 4

Tactics: The formian warriors do not wait for discussion before attacking. A myrmarch ordered them to protect the cistern at all costs, as it is the only fresh water supply in the region. Hence, if the PCs approach and the formian warriors notice them, they attack first, alert the rest of the Hall to the threat if it is not already aware, and call for reinforcements.

Mylthran runs as fast as he can to Room D32, where he believes he can make a quick escape.

If the PCs or tremors destroy the cistern, the entire operation is in jeopardy. With no water, the inhabitants dehydrate. However, there is a supply of water in Rooms D72 and D75, Chtrax does not divert labor to acquire it. Instead, he doubles and triples the shifts, intent on finding the vault before his labor force perishes. Should this take place, escalate the tarrasque's timeline as detailed in the Introduction by two days, meaning the devils escape on Day 5 instead of Day 7.

PCs without water can survive for 1 day plus the number of hours equal to their Constitution scores. On the third day after the cistern's destruction, all slaves take 1d6 points of nonlethal damage. On the fourth day, they take another 1d6 points of nonlethal damage. This continues until the tarrasque breaks through to the devil vault.

Treasure: Mylthran carries 6 doses of dark reaver powder (300 gp each).

EL: 8

Scaling: To increase the challenge of this encounter, add a normal stone golem. To decrease the challenge, reduce the number of formian warriors by two.

Formian Warrior: CR 3; Medium outsider (lawful, extraplanar); HD 4d8+8; hp 35, 26; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +7; Atk +7 melee (2d4+3 plus poison, sting); Full Atk +7 melee (2d4+3 plus poison, sting) and +5 melee (1d6+1, 2 claws) and +5 melee (1d4+1, bite); SA Poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18; AL LN; SV Fort +6, Ref +7, Will +5; Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12; Mounted Combat, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Mylthran, Derro: CR 3; Small monstrous humanoid; HD 3d8+3; hp 16; Init +6; Spd 15 ft.; AC 15, touch 13, flat-footed 13; Base Atk +3; Grp –1; Atk +4 melee (1d4/19–20, dagger); Full Atk +4 melee (1d4/19–20, dagger); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE;SV Fort +2, Ref +5, Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 5*, Cha 16*.

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

Possessions: Dagger, dark reaver powder (6 doses).

D39. BORE

A giant drill descends into the earth. Sprouting from it are four large iron bars, pushed by four stone giants. The drill threads carry chunks of rock upward to the platform overhead. The rock surrounding the drill head is slippery with lubricant and smokes with a foul odor. Overseeing the bore's progress is an enormous insect creature and four small insect warriors.

Initial Attitude: Hostile

Encounter: Four stone giants (hp 119 each) push the handles of an enormous bore. As they rotate it, chunks of truesilver emerge near the cavity. Shifts change in 8 hours, effectively doubling the stone giants here for 1 minute.

Watching their progress is the formian myrmarch (hp 102) in charge of truesilver extraction and refinement. He keeps eight formian warriors (hp 30 each) nearby to ensure security. Aside from overseeing the drilling process, he is aware of disruptions in the Great Hall, and commands his formian warriors through the hive mind to deal with disruptions. In addition, he also is responsible for repairing structures and so oversees the formian workers in Room D46.

The formian warriors are watchful for slackers and intruders and actively make Spot checks. Each round the PCs remain within line of sight with the bore, allow the formian warriors there to make Spot checks. If they see the PCs, they immediately report the information to the myrmarch, who in turn alerts the rest of the Hall to the presence of intruders.

Encounter Condition: N/A

Tactics: The myrmarch has his orders: destroy all intruders. Leading his warriors, he sends out a mental alert to all the formians in the complex, and attacks the PCs. Each round 1d3 additional formian warriors arrive to help their master, until 18 formians (hp 28 each) arrive. The giants continue to turn the bore, but defend themselves if attacked. The derro ballistae crews at Rooms D43 and D45 target PCs they can see.

Killing the myrmarch removes the formians' hive mind ability and imposes a –2 circumstance penalty to all of their attacks, saves and skill checks.

If the PCs, tremors, or the destruction of the platform above collapses and destroys the bore, truesilver extraction stops, lacking the materials to construct another one. Fortunately, Chtrax has enough truesilver for the gnome to construct the collar for the Pit Fiend. With the extraction processes halted, Chtrax leaves this section to oversee the digging at Room D61 or with the gnome in Room D63, with a 50% chance of each. The formians divert the slaves and derro to various tunnels throughout the complex to aid in the digging efforts. Thereafter, only a token force remains in this chamber; halve the number of all creatures encountered in this section.

Treasure: N/A

EL: 13 (15 with reinforcements)

Scaling: To increase the challenge of this encounter, advance the myrmarch to 20 HD. To decrease the challenge, increase the time it takes reinforcements to arrive to 1d6 rounds and remove one of the stone giants.

Formian Warrior: CR 3; Medium outsider (lawful, extraplanar); HD 4d8+8; hp 30, 28; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +7; Atk +7 melee (2d4+3 plus poison, sting); Full Atk +7 melee (2d4+3 plus poison, sting) and +5 melee (1d6+1, 2 claws) and +5 melee (1d4+1, bite); SA Poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18; AL LN; SV Fort +6, Ref +7, Will +5; Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12; Mounted Combat, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Formian Myrmarch: CR 10; Large outsider (lawful, extraplanar); HD 12d8+48; hp 102; Init +8; Spd 50 ft.; AC 28, touch 13, flat-footed 24; Base Atk +12; Grp +20; Atk +15 melee (2d4+4 plus poison, sting) or +15 ranged (1d6+4, javelin); Full Atk +15 melee (2d4+4 plus poison, sting) and +13 melee (2d6+2, bite); or +15/+10 ranged (1d6+4, javelin); Space/Reach 10 ft./5 ft.; SA Poison, spell-like abilities; SQ Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 25; AL LN; SV Fort +12, Ref +12, Will +11; Str 19, Dex 18, Con 18, Int 16, Wis 16, Cha 17.

Skills and Feats: Climb +19, Concentration +18, Diplomacy +20, Hide +15, Knowledge (any one) +18, Listen +18, Move Silently +19, Search +18, Sense Motive +18, Spot +18, Survival +3 (+5 following tracks); Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 2d6 Dex. The save DC is Constitution-based.

Spell-like Abilities: At will—charm monster (DC 17), clairaudience/clairvoyance, detect chaos, detect thoughts (DC 15), magic circle against chaos, greater teleport; 1/day—dictum (DC 20), order's wrath (DC 17). Caster level 12th. The save DCs are Charisma-based.

Stone Giant: CR 8; Large giant (earth); HD 14d8+56; hp 119; Init +2; Spd 30 ft.; AC 25, touch 11, flat-footed 23; Base Atk +10; Grp +22; Atk +17 melee (1d4+8, slam) or +11 ranged (2d8+12, rock); Full Atk +17 melee (1d4+8, 2 slams) or +11 ranged (2d8+12, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Darkvision 60 ft., low-light vision, rock catching; AL NE; SV Fort +13, Ref +6, Will +7; Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +11, Hide +6*, Jump +11, Spot +12; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot.

Rock Throwing (Ex): The range increment is 180 ft. for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: * A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

D40. PLATFORM

Framing the great drill are four huge metal poles, easily 5 ft. thick. Atop of the poles, 80 ft. high, stands a platform. From one side descends a ramp. Two ladders, on the opposite side offer access to the top.

Initial Attitude: Indifferent

Encounter: Working atop the platform are six formian workers (5 hp) who use force clamps to move the rock from the helical thread to the iron carts. Two stone giants (hp 119 each) push the carts onto the tracked ramp, Room D35, to travel down to Room D33. These creatures are oblivious to combat and do nothing to aid those below, focused obsessively on their work.

Encounter Condition: Tremors 18

Tactics: These creatures do not initiate combat, nor do they converse with PCs. If attacked, however, the stone giants fight back. The formian workers flee, scuttling down the ladders as quickly as they can. The stone giants hurl chunks of rock as they come up the thread until the PCs close to melee combat. Then, the giants make bull rush attacks to knock them from the platform. The ballistae at Room D43 and Room D45 have a clear line of sight to the platform and direct their attacks there if combat breaks out, unconcerned if they happen to hit a stone giant or formian. If the PCs reduce the giants to 10 hit points or less, they surrender.

A fall from the platform deals 8d6 points of damage.

If platform is destroyed, the bore falls to the floor in a random direction. With the platform, the ramp at Room D35 falls as well. To see the falling drills' direction, roll 1d20 and consult the table below.

1d20	Result
1–3	Falls on Room D47 and collapses the building. All creatures within take 3d6 points of damage and the monsters go on a killing spree, heading in random directions, attacking as many creatures as possible.
4–7	Falls to the floor, creating a tremor as if you had rolled 2–4 on the Random Encounter Table for this Section.
8–10	Falls to the floor, creating a tremor as if you had rolled 2–4 on the Random Encounter Table for this Section. In addition, it lands on the track between Rooms D34 and D41, halting the transport of truesilver.
11–13	Falls on Room D33 and collapses the building. All creatures inside take 3d6 points of damage.
14–16	Falls on Room D37 and collapses the building. All creatures inside take 3d6 points of damage. In addition, the surviving monsters go on a killing spree, wreaking havoc throughout the Section.
17–19	Falls on Room D38, destroying the cistern, killing the formian warriors and the crippled derro.
20	Falls on Room D46, killing all inhabitants. Destruction of this magnitude shuts down the entire operation as described in Room D39.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, make the platform unstable, requiring PCs to succeed at DC 15 Balance checks to keep their footing. If they fail by 5 or more, they fall to the ground 80 ft. below. In addition, add two more formian workers, so they can heal one of the stone giants. To decrease the challenge, remove one of the stone giants.

Formian Worker: CR 1/2; Small outsider (lawful, extraplanar); HD 1d8+1; hp 5; Init +2; Spd 40 ft.; AC 17, touch 13, flat-footed 15; Base Atk +1; Grp –2; Atk +3 melee (1d4+1, bite); Full Atk +3 melee (1d4+1, bite); SA —; SQ Cure serious wounds, hive mind, immunity to poison, petrification, and cold, make whole, resistance to electricity 10, fire 10, and sonic 10; AL LN; SV Fort +3, Ref +4, Will +2; Str 13, Dex 14, Con 13, Int 6, Wis 10, Cha 9.

Skills and Feats: Climb +10, Craft (stonemasonry) +5, Hide +6, Listen +4, Search +2, Spot +4; Skill Focus (Craft [stonemasonry]).

Cure Serious Wounds (Sp): Eight workers together can heal a creature's wounds as though using the *cure serious wounds* spell (caster level 7th). This is a full-round action for all eight workers.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Make Whole (Sp): Three workers together can repair an object as though using the *make whole* spell (caster level 7th). This is a fullround action for all three workers.

Stone Giant: CR 8; Large giant (earth); HD 14d8+56; hp 119; Init +2; Spd 30 ft.; AC 25, touch 11, flat-footed 23; Base Atk +10; Grp +22; Atk +17 melee (1d4+8, slam) or +11 ranged (2d8+12, rock); Full Atk +17 melee (1d4+8, 2 slams) or +11 ranged (2d8+12, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Darkvision 60 ft., low-light vision, rock catching; AL NE; SV Fort +13, Ref +6, Will +7; Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +11, Hide +6*, Jump +11, Spot +12; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot.

Rock Throwing (Ex): The range increment is 180 ft. for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: * A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

D41. TRANSPORTATION AND INVENTORY

A cart track runs into this building from one side and out another. A stone giant wheels the cart into the building and then walks up the track. Outside of the building stand three insect warriors.

Initial Attitude: Hostile

Encounter: Three elite formian warriors (hp 52 each) guard this Room. Their orders are to ensure no one tampers with arriving or departing ore carts. These creatures are watchful, so allow them to make Spot checks against any creatures in line of sight.

Inside a formian taskmaster (hp 39) and its winged half-fiend destrachan servant (hp 74) inventory the truesilver bars going to the gnome. He submits a weekly report to the formian myrmarch, who in turn reports to Chtrax to show their progress.

Encounter Condition: N/A

Tactics: The formian warriors generally ignore anyone moving past this Room, only attacking anyone not of the Great Hall and approaching this Room. When attacking, they do not move more than 10 ft. away from the Room, falling back should PCs attempt to lure them away. Combat with these formians alerts the rest of the Great Hall to the intruders. On the following round, the formian taskmaster exits the Room commanding the half-fiend destrachan to attack, while it enters melee. Each round of combat, 1d4 formian warriors arrive until 12 have arrived. Then, the formian myrmarch from Room D39 comes to dispatch any surviving PCs.

If the PCs or tremors destroy this Room, business continues as normal; a formian taskmaster goes to Room D34 to count.

Treasure: At any given time, there are 2d20 1-lb. bars of truesilver. Each bar is worth 750 gp. Recall, if any creature touches the bar, the bar becomes standard silver, worth about 5 gp.

EL: 12

Scaling: To increase the challenge of this encounter, double the number of elite formian warriors. To decrease the challenge, remove the half-fiend template.

Elite Formian Warrior: CR 5; Medium outsider (lawful, extraplanar); HD 8d8+16; hp 52; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15; Base Atk +8; Grp +11; Atk +12 melee (2d4+3 plus poison, sting); Full Atk +12 melee (2d4+3 plus poison, sting) and +9 melee (2d4+4/×3, guisarme) and +9 melee (1d4+1, bite); SA Poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18; AL LN; SV Fort +8, Ref +9, Will +7; Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +18, Hide +18, Jump +22, Listen +16, Move Silently +18, Survival +9(+11 following tracks), Tumble +20; Mounted Combat, Multiattack, Weapon Focus (sting).

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Formian Taskmaster: CR 7; Medium outsider (lawful, extraplanar); HD 6d8+12; hp 39; Init +7; Spd 40 ft.; AC 19, touch 13, flat-footed 16; Base Atk +6; Grp +10; Atk +10 melee (2d4+4 plus poison, sting); Full Atk +10 melee (2d4+4 plus poison, sting) and +8 melee (1d6+2, 2 claws); SA Dominate monster, dominated creature, poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 21, telepathy 100 ft.; AL LN; SV Fort +7, Ref +8, Will +8; Str 18, Dex 16, Con 14, Int 11, Wis 16, Cha 19.

Skills and Feats: Climb +13, Diplomacy +6, Hide +12, Intimidate +13, Listen +12, Search +7, Spot +8, Survival +1 Move Silently +12, Search +9, Sense Motive +12, Spot +12, Survival +3 (+5 following tracks); Dodge, Improved Initiative, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Dominate Monster (Su): A taskmaster can use a dominate monster ability as the spell from a 10th-level caster (Will DC 17 negates), although the subject may be of any kind and may be up to Large size. Creatures that successfully save cannot be affected by the same taskmaster's dominate monster ability for 24 hours. A single taskmaster can dominate up to four subjects at a time. The save DC is Charisma-based.

Dominated Creature (Ex): A taskmaster is never encountered alone. One dominated nonformian creature always accompanies it (choose or determine randomly any creature of CR 4).

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Half-Fiend Destrachan: CR 10; Large outsider (augmented aberration); HD 8d8+32; hp 74; Init +5; Spd 30 ft., fly 30 ft.; AC 21, touch 12, flat-footed 20; Base Atk +6; Grp +16; Atk +11 melee (1d6+6, claw); Full Atk +11 melee (1d6+6, 2 claws) and +6 melee (1d8+3, bite); Space/Reach 10 ft./5 ft.; SA Destructive harmonics, smite good; SQ Blindsight 100 ft., darkvision 60 ft., damage reduction 5/magic, immunities, protection from sonics, resistance to acid 10, cold 10, electricity 10, and fire 10, spell-like abilities, spell resistance 18; AL NE; SV Fort +5, Ref +5, Will +10; Str 22, Dex 16, Con 18, Int 16, Wis 18, Cha 14.

Skills and Feats: Hide +8, Listen +25, Move Silently +7, Survival +9; Dodge, Improved Initiative, Lightning Reflexes.

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 ft. long. It can also use this attack to affect any creatures or objects within a 30-ft. radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Smite Good (Su): Once per day a half-fiend destrachan can make a normal melee attack to deal extra damage equal to its HD total (+8) against a good foe.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 ft. as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. Half-fiend destrachan have an immunity to poison.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Spell-like Abilities: 3/day—darkness, poison (DC 16); 1/day—desecrate, unholy blight (DC 16). Caster level 8th. The save DCs are Charisma-based.

Skills: A destrachan has a +10 racial bonus on Listen checks.

D42. BARRACKS

Ramshackle cots fill this large building. Cobwebs cling to corners and the floor is filthy with dust, hair and dirt. Otherwise, the room is empty.

Initial Attitude: N/A

Encounter: This large building is not much more than a warehouse filled with beds, its rear wall exposed rock. Once, the derro slept here, but now it is always empty as the derro sleep in or around their work areas.

Encounter Condition: [Safe]

Tactics: This is a good place for the PCs to rest as no one ever comes here anymore. Only roll for Random Encounters once per day at this location.

If the PCs or tremors destroy this Room, no one notices.

Treasure: PCs searching under the cots and succeeding a DC 20 Search check, find a secret compartment concealed by years of grime. The compartment is locked, its key long lost, requiring a successful DC 25 Open Locks check to open. Alternatively, a PC succeeding a DC 20 Strength check can break it open. Inside are the following items: six cut sapphires (1,000 gp each), a small charcoal diagram of a repeating ballista (100 gp), obsidian bracelet with three small spheres each etched with a decorative rune (140 gp), a perfect cylinder made of cherry wood (800 gp), a smooth slate ring (500 gp), a doll made of human skin (no value), +2 *keen kukri*, *ring of improved swimming*, and a *pearl of power (3rd level)*. Souiji's daughter, a consummate thief, left this hidden cache. She intended to return for her things, but a xill egg killed her before she could.

EL: N/A

Scaling: N/A

D43. GUARD BALCONY

A dark staircase carved into the rock winds upward, presumably to the balcony 80 ft. above the Great Hall. From below, you can see a large ballista mounted on the rail and derro leaning over the rail to watch those below.

Initial Attitude: Hostile

Encounter: Three derro sentries (hp 33 each) guard the Great Hall. One mans a repeating ballista (see below) mounted on a swivel base. The other two carry heavy repeating crossbows. As they keep an eye out for trouble, they use the repeating ballista against any foes combating the inhabitants of the Great Hall. With their height advantage along with the dim lighting in the Hall, the derro have a good view of the entire complex.

Repeating Ballista: 3d8/19–20; range 120 ft; crew 1; cost 1,000 gp.

Unlike normal ballistae, the repeating ballista may fire up to six projectiles before needing a new cartridge. The crew makes a ranged attack with this weapon, but at a –6 penalty for size. It takes 3 rounds to reload this weapon, 2 if two people work together.

There are five cartridges in all for the ballista.

Encounter Condition: N/A

Tactics: If the derro sentries spot a combat in the Great Hall, they use the repeating ballista and heavy crossbow attacks against the PCs. If the PCs come up the access tunnel, the three derro ready actions to fire their heavy repeating crossbows against any intruders coming up the stairs behind them. These derro are infected and fight to the death.

If the PCs or tremors destroy this Room, the balcony and its survivors fall to the ground, destroying both the ballista and the sentries. The formian workers repair the balcony in 1d2 days.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add a second ballista and make both *+1 flaming ballistae*. To decrease the challenge, take away the ballista's repeating function.

Sentry, Derro Ftr 3: CR 6; Small monstrous humanoid; HD 3d8+3 + 3d10+3; hp 29; Init +6; Spd 20 ft.; AC 18, touch 13, flat-footed 15; Base Atk +6; Grp +2; Atk +8 melee (1d4+1/19–20, short sword) or +9 ranged (1d8/19–20 plus poison, repeating heavy crossbow); Full Atk +8 melee (1d4+1/19–20, short sword) or +9 ranged (1d8/19–20 plus poison, repeating heavy crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +1, Ref +8, Will +6; Str 12, Dex 15, Con 13, Int 10, Wis 5*, Cha 16*.

Skills and Feats: Bluff +5, Hide +10, Listen +1, Move Silently +8, Spot +0; Blind-Fight, Dodge, Improved Initiative, Mobility, Point Blank Shot, Precise Shot.

Possessions: Mithril chain shirt, buckler, short sword, repeating heavy crossbow, Bolts (20).

D44. EAST SENTRY

Three steps lead up to this exit. At the top, a single sentry defends this exit. It resembles a giant derro, except it is made of granite. Bloodstains and shattered bones cover the floor below.

Initial Attitude: Hostile

Encounter: The stone golem (hp 107) guards this exit and is under orders to attack any creature not accompanied by a formian or derro. Hence, the golem has killed many slaves trying to get back to work in the mines. The golem attacks the PCs as soon as they either attack it or come within 20 ft.

Encounter Condition: N/A

Tactics: The golem closes with the PCs and uses its slow attack. On the following rounds, it uses full attack actions as much as possible. This golem fights until destroyed. Combat with this sentry is common, so 1d6 formian warriors only come to investigate 50% of the time. If the warriors do come to the fight, they alert the rest of the Great Hall, and 1d4 more formian warriors arrive every 1d6 rounds until a total of 12 formian warriors arrive. Thereafter, no one else in the Hall comes to investigate.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, advance the stone golem to 21 HD. To decrease the challenge, reduce the chance of reinforcements to 25%.

Stone Golem: CR 11; Large construct; HD 14d10+30; hp 107; Init –1; Spd 20 ft.; AC 26; touch 8, flat-footed 26; Base Atk +10; Grp +23; Atk +18 melee (2d10+9, slam); Full Atk +18 melee (2d10+9, 2 slams); Space/Reach 10 ft./10 ft.; SA Slow; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +4, Ref +3, Will +4; Str 29, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Slow (Su): A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 ft. and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

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

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

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

D45. GUARD PLATFORM

A dark staircase carved into the rock winds upward, presumably to the balcony 80 ft. above the Great Hall. From below, you see a ballista extending over the railing. At ground level, there is a dark tunnel leading to some steps.

Initial Attitude: Hostile

Encounter: The derro sentries that once manned this ballista have succumbed to the xill eggs. Now, three xill (hp 32) occupy this Room, feasting on the remains of their former hosts. They are uninterested in the developments in the great hall, but if the PCs, or any other creature approach within 20 ft. of this Room, allow the xill Spot checks to notice. If they catch sight of the intruders, one creeps forward to the repeating ballista and takes aim, while the other two outsiders Move Silently down the stairs.

Repeating Ballista: 3d8/19–20; range 120 ft; crew 1; cost 1,000 gp.

Unlike normal ballistae, the repeating ballista may fire up to six projectiles before needing a new cartridge. The crew makes a ranged attack with this weapon, but at a –6 penalty for size. It takes 3 rounds to reload this weapon, 2 if two people work together.

Encounter Condition: N/A

Tactics: Once in position, the xill on the balcony fires, hoping to herd the PCs into the darkened tunnel where the xill's comrades wait. PCs foolishly scaling the wall or flying reach the balcony 80 ft. up, while the xill targets PCs still on the ground. Once any PCs reach the balcony, the xill retreats to the tunnel entrance, where he fights to the death or until his allies come up from below. Meanwhile, the xill in the tunnel "ready an action" to attack the first PC entering the tunnel. One focuses on grappling and injects an egg into the subject, while the other joins the grapple. If more PCs approach, one xill struggles to inject an egg in the first victim, while the second withdraws from the grapple to defend its ally. These creatures fight to the death.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add two levels of rogue to each xill. To decrease the challenge, remove one xill.

Xill: CR 6; Medium outsider (extraplanar); HD 5d8+10; hp 32; Init +7; Spd 40 ft.; AC 20, touch 13, flat-footed 17; Base Atk +5; Grp +7; Atk +7 melee (1d6+2/19–20, short sword) or +7 melee (1d4+2, claw) or +8 ranged (1d8/×3, longbow); Full Atk +5 melee (1d6+2/19–20, 1d6+1/19–20, 2 short swords) and +5 melee (1d4+1, 2 claws); or +5 melee (1d4+2, 1d4+1, 4 claws); or +4 ranged (1d8/×3, 2 longbows); SA Implant, improved grab, paralysis; SQ Darkvision 60 ft., planewalk, spell resistance 21; AL LE; SV Fort +6, Ref +7, Will +5; Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11.

Skills and Feats: Balance +13, Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings); Improved Initiative, Multiattack[B], Multiweapon Fighting.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A remove disease spell rids a victim of the egg, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It receives a +2 bonus on the grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite deals no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 14 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution-based.

Planewalk (Su): Xill cannot use planewalk in this adventure.

D46. FORMIAN BARRACKS

This long, low-slung structure is made of stone worked in honeycomb patterns. The structure is immaculate, the ground around the place smooth and level, adorned with line patterns on the floor extending outward away from the building some 10 ft. Round portals offer access to the building's dark interior.

Initial Attitude: N/A (or Indifferent)

Encounter: This unusual building, designed by its occupants, serves as the formian barracks. Though outsiders do not need to sleep, formians function better with a place to collect their thoughts between shifts. The barracks are in effect eight different cells. Each cell is bare, except for a conical mound in the center where a small orb of granite rests. The formians focus their thoughts on the perfect sphere as a means to maintain perfectly ordered thoughts. Complex line patterns cover the walls and floors, leading through the patterns to the mounted spheres.

Presently, the barracks are empty, giving the PCs a chance to rest, stage an ambush, or investigate their enemy. After 30 minutes roll for a Random Encounter.

Encounter Condition: N/A

Tactics: If the PCs or tremors destroy this Room, the Great Hall continues as normal, except there is a 15% chance any given Room has its numbers halved. In addition, the loss to the formian workers increases the number of days needed to repair a damaged or destroyed building by 1d3.

Treasure: Each Room houses a perfect sphere of granite. The craftsmanship, not the material, makes these 10-lb. spheres valuable. There are eight spheres, each worth 20 gp.

EL: Varies

Scaling: N/A

D47. CORRAL OF THE BEAST HANDLERS

The Gate to the corral is locked, requiring a DC 25 Open Locks check to unlock it; the beast handler at Room D37 has the key. Inside the gate, the monsters all wander about the open area. A large trough of semi-clean water sits at one end. The monsters here are beyond caring and have little fight left in them. They are fatigued, and only fight if attacked. [A fatigued PC can neither run nor charge and takes a –2 penalty on Strength and Dexterity checks.] They fight to the death, battling mostly in defense and not working together.

A 9 ft. tall wall of stone corrals this place. From inside, you hear growling and roaring, the crunching of bones and other disturbing sounds associated with feasting. Guarding the gate on the side facing the great drill are three formian warriors holding halberds. Behind them, you clearly see a collection of fearsome monsters, including a bulette, a couple of digesters and even a destrachan.

Initial Attitude: Unfriendly

Encounter: Three elite formian warriors (hp 52 each) guard the corral to ensure no one tampers with the beasts. Inside, there is one bulette (hp 94), one destrachan (hp 60), and two digesters (hp 68). The formians are watchful; assume they "take 10" on all Listen and Spot checks. If the PCs approach, and the formians are not on alert, one of the formian warriors demands to know the PCs' business. The PCs must succeed a DC 25 Bluff check to prevent the formians from attacking. If the encounter turns to combat, the elite formian warriors alert the rest of the Great Hall with their Hive Mind ability before attacking. The monsters are all fatigued from their work in the Great Hall, and are not interested in fighting unless provoked. If the PCs keep out of the corral, the monsters ignore them.

Encounter Condition: N/A

Tactics: After combat starts, 1d2 more elite formian warriors arrive every 1d4 rounds until a total of 2 more have arrived. On the round after the last elite formian warrior arrives to reinforce the guards, the formian myrmarch at Room D39 comes to destroy the attackers.

The elite formian warriors work to make full attacks, letting the PCs come to them rather than charging into the thick of the battle. Reinforcements surprise attack the PCs from the rear. Even if the desperation of the fight escalates, the elite formian warriors do not draw the monsters inside the corral into the fight.

If the PCs or tremors destroy this Room all surviving monsters escape and head in random directions to kill as many formians and derro as possible.

Treasure: N/A

EL: Varies

Scaling: To increase the challenge of this encounter, remove the fatigued condition from the monsters inside the corral. To decrease the challenge, replace the elite formian warriors with standard formian warriors.

Elite Formian Warrior: CR 5; Medium outsider (lawful, extraplanar); HD 8d8+16; hp 52; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15; Base Atk +8; Grp +11; Atk +12 melee (2d4+3 plus poison, sting); Full Atk +12 melee (2d4+3 plus poison, sting) and +10 melee (1d10+4/×3, *+1 halberd*) and +9 melee (1d4+1, bite); SA Poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18; AL LN; SV Fort +8, Ref +9, Will +7; Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +18, Hide +18, Jump +22, Listen +16, Move Silently +18, Survival +9(+11 following tracks), Tumble +20; Mounted Combat, Multiattack, Weapon Focus (sting).

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Possessions: +1 halberd.

Fatigued Bulette: CR 7; Huge magical beast; HD 9d10+45; hp 94; Init +2; Spd 40 ft., burrow 10 ft.; AC 22, touch 10, flat-footed 20; Base Atk +9; Grp +25; Atk +16 melee (2d8+8, bite); Full Atk +16 melee (2d8+8, bite) and +10 melee (2d6+4, 2 claws); Space/Reach 15 ft./10 ft.; SA Leap; SQ Darkvision 60 ft., lowlight vision, scent, tremorsense 60 ft.; AL N; SV Fort +11, Ref +8, Will +6; Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6.

Skills and Feats: Jump +18, Listen +9, Spot +3; Alertness, Iron Will, Track, Weapon Focus (bite).

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite.

Fatigued Destrachan: CR 8; Large aberration; HD 8d8+24; hp 60; Init +5; Spd 30 ft.; AC 18, touch 10, flat-footed 17; Base Atk +6; Grp +14; Atk +9 melee (1d6+4, claw); Full Atk +9 melee (1d6+4, 2 claws); Space/Reach 10 ft./5 ft.; SA Destructive harmonics; SQ Blindsight 100 ft., immunities, protection from sonics; AL NE; SV Fort +5, Ref +5, Will +10; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +8, Listen +25, Move Silently +7, Survival +9; Dodge, Improved Initiative, Lightning Reflexes.

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 ft. long. It can also use this attack to affect any creatures or objects within a 30-ft. radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A destrachan can refocus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

Material: When using this harmonic structure, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 ft. as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Skills: A destrachan has a +10 racial bonus on Listen checks.

Fatigued Digester: CR 6; Medium magical beast; HD 8d10+24; hp 68; Init +6; Spd 60 ft.; AC 17, touch 12, flat-footed 15; Base Atk +8; Grp +11; Atk +11 melee (1d8+4, claw); Full Atk +11 melee (1d8+4, claw); SA Acid spray; SQ Darkvision 60 ft., immunity to acid, low-light vision, scent; AL N; SV Fort +9, Ref +10, Will +3; Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +9, Listen +6, Jump +21, Spot +6; Alertness, Improved Initiative, Lightning Reflexes.

Acid Spray (Ex): A digester can spray acid in a 20-ft. cone, dealing 4d8 points of damage to everything in the area. Once a digester uses this ability, it can't use it again until 1d4 rounds later.

The creature can also produce a concentrated stream of acid that deals 8d8 points of damage to a single target within 5 ft. In either case, a DC 17 Reflex save halves the damage. The save DC is Constitution-based.

Skills: A digester's coloration gives it a +4 racial bonus on Hide checks. It also has a +4 racial bonus on Jump checks.

D48. HEADQUARTERS

As the PCs approach this Room read the following text.

Clearly, this structure is new and imposing when compared to the other structures in this massive gallery. Blending alien architecture with the grim utilitarian features characteristic of this region, it sports fluted columns, odd and apparently useless spinning gears, in an intricate stone pattern. The building is windowless and has a single entrance, a purple steel crystal trapezoid shaped door.

If the PCs enter, read the following text.

Beyond the glowing door is a foyer of sorts, extending 10 ft. to either side and ahead about 12 ft. The room is barren both of furnishings and décor, except for a puce colored disk inset at the center of the room. A single door of the same material and shape as the one you just entered stands closed in the center of each wall.

Consult the Great Hall introduction for details on Chtrax placement in this Section.

Initial Attitude: N/A

Encounter: This Room is the entrance to Chtrax's most private sanctum and headquarters. When a petition wishes to speak with the xill master, they know to stand on the circle, call to their master and state the purpose of their visit. If Chtrax is not present or does not wish to address the petitioner, he ignores them. The derro and formians know to leave if they do not hear a response within a minute.

To prevent unwanted intrusions and to command fear and respect from his minions, Chtrax warded all of the doors leading to the inner sanctum with terrible traps. If Chtrax agrees to speak with the petitioner, he deactivates the traps from inside Room D49 and opens the central door. Otherwise, PCs or foolish servants who would reach the inner sanctum must contend with the nasty devices protecting the xill.

All three interior doors and the speaking circle detect as magical. On a successful Spellcraft check and in conjunction with the spell's effects, the speaking circle detects as faint transmutation and the doors moderate evocation (right), moderate transmutation (center), and moderate evocation (left).

- **Door Trap of Heightened Fireball:** CR 9; magic device; touch trigger; automatic reset; spell effect (heightened (5th) *fireball*, 10th level wizard, 10d6 fire, DC 15 Reflex save half damage); Search DC 30; Disable Device DC 30.

- **Door Trap of Baleful Polymorph;** CR 9; magical and mechanical device; touch trigger; automatic reset; spell effect (*baleful polymorph*, 9th level wizard, DC 15 Fortitude negates); Search DC 30; Disable Device DC 30.

- **Door Trap of Cloudkill:** CR 9; magic device; touch trigger; automatic reset; spell effect (*cloudkill*, 10th level, DC 15 Fort partial, see spell); Search DC 30; Disable Device DC 30.

Encounter Condition: N/A

Tactics: N/A. However, if Chtrax is present in Room D49, he readies for combat if one of the traps trigger or a PC stands on the speaking circle and says nothing. If afforded the time, he grabs the phylactery and hides. See Room D49 for more details.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, replace all three traps with *wail of the banshee* traps. To decrease the challenge, change all the door traps to the following: *acid fog* trap (right), *chain lightning* trap (center) and *black tentacles* trap (left).

D49. INNER SANCTUM

The stink of this enormous hall is overpowering. Overhead hang globes of purplish light casting obscure shadows on the walls. Filling the room are innumerable tables holding twitching, barely conscious derro, duergar and deep dwarves. Given their supine positions and distended abdomens, it is clear something is gestating inside them. Sprays of reddish-brown liquid stain the walls and ceiling. The floor is black and sticky.

If the PCs enter through the center door, or round one of the corners, read the following text if Chtrax is not present:

In the center of the chamber and upon a dais stands a silver tripod holding a 1 cubic ft. box of some silvery metal and encrusted with gems, etched with runes, and flickering with unfathomable intelligence.

If Chtrax is present, read the following text instead.

In the center of the chamber and upon a dais stands an empty silver tripod.

Initial Attitude: N/A or Hostile

Encounter: This Room is a testimony to the depths of Chtrax's fathomless evil. In an effort to replace the substandard derro, Chtrax breeds his here. Summoning an occasional derro or dwarf to receive reward for their labors and wisdom, Chtrax injects an egg inside the host. Some he releases back into the mines, others, especially the dangerous ones, he keeps locked up in here.

Amid the developing wombs, Chtrax plots his course, tracking the progress of his tunneling, truesilver extraction and the birth rate of his spawn. He also keeps the formian queen's phylactery here, keeping it in proximity so he can maintain the hive mind.

If Chtrax (hp 118) is present, see the Great Hall introduction for chances, and aware of the PCs approach, the protection of the phylactery is of paramount importance. He snatches the phylactery from its stand and casts as many spells as he can before the PCs enter.

Encounter Condition: N/A

Tactics: If present, and allowed time to prepare, he casts the following spells in order: *expeditious retreat*, *stoneskin*, *greater invisibility*, and *fox's cunning*. When the PCs enter the Room, he then casts *cone of cold*, targeting as many PCs as he can. On the following round, he flees, alerting the entire Great Hall. All surviving unattached elite formian warriors arrive on round 3 and 1d6 formian warriors arrive every 2 rounds until all surviving members of the 30 unattached formians arrive. Finally, in five rounds, the formian myrmarch arrives to aid his leader. Chtrax takes any opportunity he can to escape, fleeing to Room D61, where he remains until the tarrasque breaches the vault.

Encounter Condition: N/A

Chtrax prefers not to fight alone and retreats to alert the entire Great Hall. All surviving unattached elite formian warriors arrive on round 3 and 1d6 formian warriors arrive every 2 rounds until all surviving members of the 30 unattached formians arrive. Finally, in five rounds, the formian myrmarch arrives to aid his leader. Chtrax takes any opportunity he can to escape, fleeing to Room D61, where he remains until the tarrasque breaches the vault. If combat becomes unavoidable, Chtrax strikes from surprise, using *greater invisibility* and *spider climb* to first observe his foe and then strike from unexpected angles. If he has time to prepare for an encounter, Chtrax casts the following spells on himself (in this order): *greater invisibility*, *spider climb*, *protection from arrows*, *displacement*, and *haste*. Chtrax casts *stoneskin* fighters approach.

Chtrax uses *acid fog* and *cloudkill* to control the terrain of the encounter. If he has the chance, he uses *animate dead* to provide a distraction and expendable troops, he combines zombie troops with *cloudkill* (zombies are immune to the poison). Chtrax saves his *baleful*

polymorph for opposing sorcerer or wizards, preferring to change them into peacocks. If an encounter turns against him, Chtrax does not hesitate to flee.

He is desperate to release the devils and never forfeits his life for mere formians. If prevented from fleeing, he uses his offensive spells, using his *staff of fire* if necessary.

If Chtrax dies, the phylactery vanishes freeing the formians from the xill's hold and having results as described in this region's Introduction. However, the digging continues. The tarrasque, driven by the commands of the derro savant controlling it, continues to press forward unless somehow stopped. On the other hand, the tunnels descend into bloody death traps, with formians killing derro and dwarf, stone giants attacking the derro, and the bulette and other monsters rampaging. All truesilver extraction halts, and the gnome in Room D53 ceases production of the mining equipment, and emerges to seize control over Rooms D57 through D61. If the PCs do not stop the tarrasque, the devils break free on schedule and sweep through the tunnels bent on genocide.

If the PCs or tremors destroy this Room and Room D48, check to see if Chtrax was present. If he was, he escapes with the phylactery to Room D61, where he remains until Day 7. If he was not present, the destruction of the building destroys the phylactery and the formians act as described above.

Treasure: Hidden beneath one of the tables is Chtrax's journal and notes, written in Infernal. Players able to translate the book learn all the details in this region's Introduction, including details on Asrakhor the Undying, the devil vault and Chtrax's nefarious plan.

EL: 16

Scaling: To increase the challenge of this encounter, add two more levels of wizard to Chtrax and advance his xill HD by 2. To decrease the challenge, remove Chtrax from this Room.

Chtrax, Fiendish Xill Wiz 11: CR 17; Medium outsider (extraplanar); HD 8d8+24 + 11d4+33; hp 123; Init +9; Spd 40 ft; AC 30, touch 18, flat-footed 24; Base Atk +13; Grp +15; Atk +16 melee (1d6+3/19–20, *+1 adamantine short sword*); Full Atk +14/+14/+9 melee (1d6+3, 1d6+2/19–20, 2 *+1 adamantine short swords*) and +13 melee (1d4+1, 2 claws); SA Implant, improved grab, paralysis, spells; SQ Darkvision 60 ft., DR 10/magic, planewalk, resistance to cold and fire 10, spell resistance 24, spells; SV Fort +12, Ref +14, Will +13; Str 14, Dex 20 [22], Con 17, Int 18 [24], Wis 10, Cha 12.

Skill and Feats: Balance +18, Climb +13, Craft (alchemy) +18, Craft (trapmaking) +18, Diplomacy +14, Escape Artist +17, Intimidate +12, Knowledge (arcana) +23, Knowledge (architecture and engineering) +17, Knowledge (dungeoneering) +18, Knowledge (the planes) +23, Listen +11, Move Silently +17, Sense Motive +12, Spellcraft +19, Spot +11, Tumble +17, Use Rope +17; Combat Expertise, Dodge, Empower Spell, Heighten Spell, Improved Initiative, Mobility, Multiattack[F], Multiweapon Fighting, Scribe Scroll, Spring Attack, Whirlwind Attack

Implant (Ex): As a standard action, Chtrax can lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A remove disease spell rids a victim of the egg, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Improved Grab (Ex): To use this ability, Chtrax must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It receives a +2 bonus on the grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite deals no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by Chtrax must succeed on a DC 22 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution-based.

Planewalk (Su): Xill cannot use planewalk in this adventure.

Smite Good (Su): Once per day Chtrax can make a normal melee attack to deal extra damage equal to its HD total (+19) against a good foe.

Wizard Spells Prepared (4/6/6/6/4/3/2; DC 17 + spell level): 0—*detect magic, read magic, resistance, touch of fatigue;* 1st—*cause fear, color spray, disguise self, expeditious retreat, feather fall, magic missile;* 2nd—*acid arrow, protection from arrows, scorching ray, spider climb, touch of idiocy;* 3rd—*displacement, fireball, haste, nondetection, suggestion, vampiric touch;* 4th—*animate dead, baleful polymorph, greater invisibility, stoneskin;* 5th—*cloudkill, cone of cold, telekinesis;* 6th—*acid fog, globe of invulnerability.*

Possessions: Amulet of natural armor +2, bracers of armor +3, two +1 adamantine short swords, ring of protection +2, gloves of dexterity +2, headband of intellect +4, staff of fire, scroll of permanent image, potion of cure serious wounds (3), phylactery of the formian queen.

D50. RUINED BUILDING

The shattered ceiling must have collapsed here, for nothing remains of this building aside from a few broken walls, bones and rubble.

Initial Attitude: N/A

Encounter: This building was at one time, a storage facility, but tremors collapsed part of the ceiling causing it to fall and destroy the contents. This building serves to clue your players in about the Great Hall's instability. If the PCs make a frontal assault, allow them to make a Spot check to catch sight of this ruined building before they recklessly engage the formians. Of course, if they do not see the clue for what it is, let them die.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

D51. SILVER TRACK

A line of track runs on the floor from a circular building to a large exit.

Initial Attitude: N/A or Indifferent

Encounter: Two stone giants (hp 119) push an ore cart laden with truesilver from Room D41 to Room D53. It takes 1 minute to move the ore cart from Transportation and Inventory to reach the Gnome's Workshop. There, it takes three minutes to unload them, and then eight minutes to return. The giants, then, work at the bore, or return to their lair in Room D27. Typically, the giants make 1d3 trips per day, and there is always at least 1d6 hours between each trip. Therefore, there is a 30% chance the giants are at a random point, somewhere on the track.

The giants hate their work, and are thus both slow and slothful. Should they encounter the PCs, they are Indifferent and depending on the PCs' attitudes, may or may not let them move about their business. Confronted with well-armed and dangerous opponents, the stone giants ignore them, and move about their business. On the other hand, if the PCs are weak, the giants attack them.

Encounter Condition: N/A

Tactics: Should combat occur, the giants attack to kill the PCs quickly and efficiently by pummeling them with slam attacks. If combat turns against them, they call out for help. If they start calling, roll for Random Encounters to see what happens or who comes to investigate. These giants flee if one falls below 50 hit points.

Treasure: If the giants head toward the Gnome's Workshop (Room D53), then their cart holds 1d6 x 10 1-lb. bars of truesilver. Each bar is worth 750 gp, but if touched by a mortal, the metal transmutes to normal silver, reducing the bars' value to 5 gp.

EL: 10

Scaling: To increase the challenge of this encounter, add two warrior levels to each stone giant. To decrease the challenge, remove one giant.

Stone Giant: CR 8; Large giant (earth); HD 14d8+56; hp 119; Init +2; Spd 30 ft.; AC 25, touch 11, flat-footed 23; Base Atk +10; Grp +22; Atk +17 melee (1d4+8, slam) or +11 ranged (2d8+12, rock); Full Atk +17 melee (1d4+8, 2 slams) or +11 ranged (2d8+12, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Darkvision 60 ft., low-light vision, rock catching; AL NE; SV Fort +13, Ref +6, Will +7; Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +11, Hide +6*, Jump +11, Spot +12; Combat Reflexes, Iron Will, Point Blank Shot, Power Attack, Precise Shot.

Rock Throwing (Ex): The range increment is 180 ft. for a stone giant's thrown rocks. It uses both hands when throwing a rock.

Rock Catching (Ex): A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Skills: * A stone giant gains a +8 racial bonus on Hide checks in rocky terrain.

D52. TUNNEL AND INTERSECTION

Following the rail, you travel down the wide tunnel. Words of encouragement, praises to the Master, and solemn reminders of duty echo in your ears. The exhortations continue from invisible mouths until you reach an intersection, where an enormous statue of a multi-armed demon stands proudly, with one hand on the head of an adoring derro servant, another hand on the shoulder of a proud formian warrior and dwarves and derro groveling at his feet. The dark corridor grows brighter with flickering light to the right, and sounds of deep rumbling and tools working away stone from the left.

Initial Attitude: N/A

Encounter: A permanent *wall of force* protects this statue. Chtrax believes it to be a symbol of inspiration for the derro and the slaves, and it pleases him to walk by it. There is a 5% chance Chtrax (Room D49) is here admiring his features.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

D53. LABORATORY

The tunnel opens into a large cave with multicolored walls, places of flowstone near the high, 30 ft. tall ceiling with attached stone draperies. Crystal coral and gypsum flowers cover the floor, reflecting the light and presenting a dazzling scenario. Marring this natural artistic display are four cages hanging from the ceiling, each housing a half-starved and much-abused dwarf slave. At the far end of the cave is a small forge, seconding as the light in the room. Several worktables hold mechanical atrocities, devices of unspeakable purpose. Against the walls, between the occasional stalactite and column stands a half carved granite humanoid twitching, as if alive. Emerging from the shadows is a petite humanoid, with pale skin, curly brown hair, and a wry smile distorting his face. In one hand, he carries overlarge fork, but instead of metal tines, there are crackling electricity sparks.

Initial Attitude: Unfriendly

Encounter: Chtrax's pet artificer, Korus (hp 89), works in this laboratory, designing tools and devices to aid in the mining, the extraction of truesilver and whatever evil designs hatched by the xill tyrant. Though the gnome nominally works for the xill, he is not exceptionally loyal, and instead enjoys working and hurting others in the process. He keeps four derro and deep dwarf slaves in cages suspended from the ceiling as test subjects for his horrid experiments. They are on the verge of death.

Korus' greatest task, one requiring vast amounts of truesilver, is a collar and manacles he is building. Knowing the importance of these items to the xill, he hides them behind one of the stone draperies and conceals his progress in their manufacture. He feels once the collar and manacles are complete, Chtrax's use for him may end, and Korus does not know if the xill will allow him the same amounts of freedom he has thus far enjoyed.

Korus does not attack immediately, though he is suspicious. He waits to see what the PCs do or say, to assess their usefulness as allies or the threat they pose as enemies. If the PCs are amenable to conversation, despite the Room's sinister atmosphere, and the nasty tool in the gnome's hand, Korus eagerly engages them in conversation. On the other hand, if combat erupts, the gnome throws a hidden lever on the eastern wall of the tunnel, releasing his pet digesters before hammering the PCs with a barrage of spells.

Encounter Condition: N/A

Tactics: With a successful DC 25 Diplomacy check, Korus tells the PCs the following.

Chtrax (a powerful xill) controls these mines. He easily assumed control of the region, especially after the flooding and subsequent chaos. Having murdered most of the derro savants, and with the might of his formian slaves, he enjoys complete control over the derro and their minions. The xill searches for something in the depths of the world, something called the vault, though what exactly is inside, only Chtrax knows. Of his minions, only the derro are truly loyal. The stone giants work for the master only because it serves their purpose. Even the formians serve through coercion.

With a successful DC 40 Diplomacy check, Korus adds the following.

Chtrax's control over the formians exists only because he has stolen the formian queen's essence and trapped it inside a special phylactery. If you want to disrupr Chtrax's plans, destroy the box and watch it explode. One more thing, beware the tunnels in the deeper mines. Chtrax controls a tarrasque and uses it to dig the deepest tunnels.

If diplomacy fails, Korus first uses *quickened mage hand* to throw the lever releasing his digesters in Room D54, and then casts *greater invisibility*, moving toward the exit. On the next round, he casts *expeditious retreat* and flees. If prevented from fleeing, he casts *spell turning*, *waves of exhaustion* and then *delayed blast fireball*. If there are any survivors, he casts *wall of force*, blocking the PCs inside the Room and then flees to warn Chtrax. Korus, despite his power, would rather flee than face a band of well-armed adventurers.

The digesters, unfailingly loyal to their wicked master, open combat with a spray of acid, crossing each other's cones for maximum effect. If an opponent is particularly troublesome, surviving digesters use concentrated streams on the most threatening foes.

Killing the gnome avails the PCs little, for the manacles and collar are complete. If the PCs do not find and destroy these items, Chtrax has a 20% chance of finding them each day. If the PCs destroy the items, simply touching them is enough, or if Chtrax fails to find them, he automatically fails to capture Kator on the seventh day when the tarrasque breaches the Vault.

The captured slaves all carry xill eggs and they succumb to the infestation in 1d6 days. Up until the xill eggs hatch, they aid the PCs in whatever capacity they can.

Treasure: Aside from the gnome's personal possessions, he has a wide assortment of his creations. Hidden behind a stone drapery (Search check, DC 20) are the truesilver collar and manacles. Mortal hands touching these items destroy their magical properties, and these items become nothing more than mundane, albeit silver, items. Scattered throughout the Room are three force clamps, six rocks of forgefire, two pocket airs, ten doses of softlight, three incomplete sounders (worth nothing) and one finished sounder. See the sidebar for details on these items.

EL: 16

Scaling: To increase the challenge of this encounter, add two levels of wizard to Korus and three more digesters. To decrease the challenge, remove all of the digesters, and reduce Korus' wizard level to 14.

Korus, Gnome Wiz16: CR 16; HD 16d4+48; hp 89 + 15*; Init +2; Speed 20 ft; AC 22, touch 15, flat-footed 20; Base Atk +8; Grp +3; Atk; +11 ranged touch (by ray spell); Full Atk +11 ranged touch (by ray spell); SA Spells; SQ Gnome traits, low-light vision, spell-like abilities; SV Fort +10, Ref +9, Will +13; Str 8, Dex 13 [15], Con 16, Int 21 [27], Wis 12, Cha 8.

* 15 temporary hp from false life

Skill Ranks: Concentration +21, Craft (Alchemy) +27, Craft (stonemasonry) +21, Craft (weaponsmithing) +16, Knowledge (arcana) +27, Knowledge (dungeoneering) +13, Knowledge (the planes) +21, Listen +3, Spellcraft +27.

Feats: Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Dodge, Mobility, Quicken Spell, Scribe Scroll, Skill Focus (craft [alchemy]), Spell Focus (Evocation), Weapon Focus (ray).

Gnome Traits: +2 racial bonus on saving throws against illusions. Adds +1 to the Difficulty Class for all saving throws against illusion spells cast by gnomes. This adjustment stacks with those from similar effects, such as the Spell Focus feat. +1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears). +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).

A SAMPLE OF KORUS' TOOLS AND OTHER DEVICES

Force Clamp: This tool looks for all intents and purposes like a small fork, but instead of metal tines, it projects contained force. These tools allow the slaves and derro to handle truesilver without touching it, or without channeling the mortal taint through metal. A force clamp is a viable weapon; it uses the same statistics as a club, but requires an Exotic Weapon Proficiency to use without penalty. Force clamps have all the characteristics and immunities as a wall of force, making them virtually indestructible to physical damage.

Moderate transmutation; CL 9th; Craft Wondrous Item, telekinesis, wall of force; Price 250 gp.

Forgefire: This alchemical fuel burns hotter and longer than normal fire. The slaves use it to smelt truesilver faster and more efficiently. Unlike alchemist fire, forgefire is a solid and does not ignite unless exposed to fire. Once lit, a half-pound brick of forgefire burns for 1d6 days. You can throw forgefire, with adequate protection, but as a standard ranged attack and not as a ranged touch attack. If you hit, the target takes 2d6 points of fire damage and must succeed a DC 20 Reflex save to avoid catching on fire. If lit, the victim takes 1d6 points of fire damage each additional round, but may extinguish the flames by succeeding a DC 15 Reflex save.

Faint transmutation; CL 5th; Craft Wondrous Item, Craft (alchemy) 8 ranks, flame arrow; Price 1,500 gp.

Pocket Air: Created to produce a pocket of air in the case of a cave-in, this wondrous item looks like small blue marble. When cast to the ground, though, it shatters and releases a gust of wind originating from the point of impact caused by the introduction of 300 cubic ft. of new fresh air. One can throw pocket air with a 10 ft. range increment, up to 50 ft. In sealed spaces, the new air fills the available space and stops.

Faint evocation (air); CL 3rd; Craft Wondrous Item, Knowledge (the planes) 2 ranks, gust of wind; Price 600 gp.

Softlight: When spread out onto a flat surface, this purple dust ignites. It burns, but generates no heat. Furthermore, its luminescence does not affect creatures with light sensitivity, but is still enough light to cast light equivalent to bright light in a 5 ft. radius and dim lighting 10 ft. beyond. Softlight burns for 8 hours. Once lit, you cannot move it, nor does it ignite other combustibles. In effect, softlight is harmless.

Craft (alchemy) DC 25; Price 10 gp per 5 ft. section.

Sounder: This unusual device looks more like a laden cart than a digging tool. Measuring 10 ft. long, the sounder rolls about on a flat bed atop six wheels. The mechanism consists of a 4 ft. wide metal cylindrical tank mounted in an iron cradle. Coolant hoses run from the tank to its water reservoir and pumps into the tank, where it cools its magical processes venting the steam from the top. The rear of the tank houses the operation assembly. There, four levers move up and down to control the depth, height and width and intensity of the probing pulse (the greater the intensity, the more accurate the results, but the greater the risk for the machine to malfunction). The tank has small bound wire leads running into the directionally reversed cone. The cone has handles to allow its manipulation and placement onto the rock's surface. Three sharp spikes emerge from the front, e.g. its narrow end, and they automatically drill into a rocky surface. Depressing a button disengages the drills.

When activated, the machine sends an electromagnetic pulse into the rock that magically returns once it reaches the specified depth, height and width. When it has pulsed out and contracted, pulse carries with it information back to the reverse cone. Affixed the fluted edge of the cone are seven lenses, tied to each color in the visible light spectrum. The color determines the density of the rock, where red is the presence of an empty space, orange signifies it is filled with heavy gases, yellow water, green loose earth, and blue rock. The darker colors imply heavier deposits such as lead or gold. If the sounder pulse hits adamantine, it emits all seven colors. In wide pulses, many densities result. In this case, the brightest light is the dominate density, while unusual pockets and anomalies may register as only a flicker. The best pulses are the high intensity, narrow beams. A pulse can extend 50 ft. into rock, with a 50 ft. width and height.

As mentioned above, a pulse's intensity dictates its accuracy. A low pulse has a 75% chance of a misread, firing a random color, but without a malfunction. A mid pulse has a 50% chance of a misread, but a 10% chance of a malfunction. A mid-high pulse has a 25% chance of a misread, but a 30% chance of malfunction. Finally, a high pulse has a 10% chance of a misread, but a 60% malfunction.

If a malfunction results, an arc of electricity leaps from the sounder to ground in the nearest living target up to 40 ft. away and dealing 8d6 points of electricity, DC 15 Reflex save for half damage.

Chtrax's obsession in uncovering the vault forces the engineers to use high-pulses rather than the safer mid- or low-pulses. As a result, the sounders claim nearly as many lives as the cave-ins.

Large Device; Spd drawn; hp 30 (hardness 5); AC 4; Space/Reach 10 ft/ 0 ft.; Height 9 ft.; Crew 2; Weight 300 lb.; Cost 30,000 gp.

Truesilver Collar and Manacles: Forged from truesilver and never touched by mortal hands, this matching collar and manacles fit a large devil. When so placed, the devil may only utilize his special attacks if the owner of the collar and manacles permits it. Chtrax commissioned these items to coerce the pit fiend Kator to give up his wish.

Strong Abjuration: CL 15th; Craft Wondrous Item, magic circle against evil, must be crafted from 75,000 gp of truesilver; Price 165,000.

Spell-like Abilities: 1/day—speak with animals (burrowing mammal only, duration 1 minute).

Spells Prepared (4/ 6/ 6/ 6/ 6/ 5/ 4/ 4/ 3; DC 18 + spell level, 19 + spell level for Evocation and Illusion Spells, Evocation and Illusion spells are underlined): 0—*detect magic, mage hand, mending, read magic;* 1st—*color spray, expeditious retreat, magic missile* (x2), *ray of enfeeblement, shield;* 2nd—*bear's endurance, blur, false life*, gust of wind, scorching ray, whispering wind;* 3rd—*dispel magic, displacement, fireball, haste, ray of exhaustion, slow;* 4th—*ice storm, greater invisibility, lesser globe of invulnerability, mnemonic enhancer, quickened mage hand;* 5th—*cone of cold, dominate person, hold monster, telekinesis, wall of force;* 6th—*chain lightning, disintegrate, geas/quest, greater dispel magic;* 7th—*delayed blast fireball, force cage, spell turning, waves of exhaustion;* 8th—*greater shout, iron body, polar ray.*

* Already cast.

Possessions: amulet of natural armor +2, bracers of armor +5, ring of protection +2, headband of intelligence +6, cloak of resistance +2, gloves of dexterity +2, ring of feather falling, 2 potions cure serious wounds, 3 vials of antitoxin.

Spellbook: 0—all;1st—*color spray, expeditious retreat, mage armor, magic missile, ray of enfeeblement, shield;* 2nd—*bear's endurance, blur, false life, gust of wind, scorching ray, whispering wind;* 3rd—*dispel magic, displacement, fireball, haste, ray of exhaustion, slow;* 4th—*ice storm, greater invisibility, lesser globe of invulnerability, r's mnemonic enhancer;* 5th—*cone of cold, dominate person, hold monster, telekinesis, wall of force;* 6th—*chain lightning, disintegrate, geas/quest, greater dispel magic;* 7th—*delayed blast fireball, force cage, spell turning, waves of exhaustion;* 8th—*greater shout, iron body, polar ray.*

D54. PEN

Piles of rotting straw and bits of bone fill this pen.

Initial Attitude: Hostile

Encounter: Four digesters (hp 68) live in this pen. If combat erupts in Room D53, Korus releases these monsters to aid him against his attackers. Otherwise, the digesters feasts on the occasional slave Korus offers them, content with their fate as beloved pets.

Encounter Condition: Stagnant Air

Tactics: If the PCs somehow prevent Korus from releasing the digesters, and his life is threatened, the digesters use their acid attacks against the gate until they break out on their own. Once they engage Korus' attackers, they fight to the death, using their acid spray attacks to hit as many targets as possible.

Gate: hardness 5, hp 60, Break DC 40.

Treasure: A fist-sized diamond lies under some hay, apparently undigestible. It is easily worth 5,000 gp or more, but can only be found with a DC 30 Search check.

EL: 9

Scaling: To increase the challenge of this encounter, add four digesters. To decrease the challenge, two.

Digester: CR 6; Medium magical beast; HD 8d10+24; hp 68; Init +6; Spd 60 ft.; AC 17, touch 12, flat-footed 15; Base Atk +8; Grp +11; Atk +11 melee (1d8+4, claw); Full Atk +11 melee (1d8+4, claw); SA Acid spray; SQ Darkvision 60 ft., immunity to acid, low-light vision, scent; AL N; SV Fort +9, Ref +10, Will +3; Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +9, Listen +6, Jump +21, Spot +6; Alertness, Improved Initiative, Lightning Reflexes.

Acid Spray (Ex): A digester can spray acid in a 20-ft. cone, dealing 4d8 points of damage to everything in the area. Once a digester uses this ability, it can't use it again until 1d4 rounds later.

The creature can also produce a concentrated stream of acid that deals 8d8 points of damage to a single target within 5 ft. In either case, a DC 17 Reflex save halves the damage. The save DC is Constitution-based.

Skills: A digester's coloration gives it a +4 racial bonus on Hide checks. It also has a +4 racial bonus on Jump checks.

D55. DEAD MINE

This narrow shaft extends some 40 ft. before it ends at a wall.

Initial Attitude: N/A

Encounter: Chtrax, growing more impatient by the day, ordered the gnome's workshop excavated to see if the vault lays there. When the workers started to feel the heat from the lava, they moved to a different spot, abandoning this particular shaft. PCs with stonecunning automatically or 5 or more ranks of Knowledge (dungeoneering) recognize this was a tunnel carved manually.

Encounter Condition: Desecration 4, Distracting Noises 8, Distracting Visions 8, Echoes 6, Negative Energy

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

D56. MINES

This narrow tunnel plunges into the rock some 40 ft. before reaching a fork. Both connecting tunnels dead-end after just a few feet.

Initial Attitude: N/A

Encounter: This was another excavated tunnel, as ordered by Chtrax. After a week of incessant noise, Korus murdered all of the miners and fed their corpses to his pet digesters. Now there is nothing of interesr left in these tunnels.

Encounter Condition: Distracting Noises 8, Distracting Visions 8, Echoes 6, Unhallowed 4

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A



D57 THROUGH D68. DEEP MINES

This section is the vanguard of the vault miners. The center of activity occurs in Room D58, with connecting tunnels branching off in many directions. The central chamber is nearly as vast as the Great Hall, nearly 100 ft. wide and 70 ft. long. Its ceiling rises to 60 ft. in the center and 40 ft. at the caverns' perimeter. The large tunnels branching off from the central cave, Rooms D59 through D62 feature ceilings 40 ft. tall. The smaller tunnels are almost all 5 ft. wide and 10 ft. tall to accommodate the grimlock foremen. Room D58 is lit softlight, but all other Rooms are dark unless it is mentioned otherwise. The tarrasque's noise imposes a –10 circumstance penalty to all Listen checks, and the dust filling the air imposes a –5 circumstance penalty to Spot checks. Just like the Great Hall, this is a dangerous location, and subterfuge and infiltration are the preferred tactics over a frontal assault.

The greatest threat in this section is the tarrasque in Room D61. Tenuously controlled by a mad derro savant, this monster rapidly digs through the rock, excavating enormous amounts of stone and earth. The slaves bring the stone to Room D58, where delvers, destrachan and others work to break it down for retaining walls, gravel or simple disposal. The spider web of other tunnels house digging teams of grimlock led slaves. These miners suffer. Their lives are nothing more than 16-hour days of toil and death. Commanding this section is the second formian myrmarch, whose responsibility it is to locate the mysterious vault.

Combat with formians in this place has similar results to combat with formians throughout this region. Once one group of formians engages the PCs, the entire section goes on alert because of the hive mind link between all the formians. Each Room below details normal encounters and encounters when alert. In addition, each Room also details what reinforcements, if any, arrive to aid their allies. Even though many Rooms list the number of formian warriors who arrive in waves, there are only so many formian warriors. The Deep mines have 15 unattached formian warriors, 5 unattached elite formian warriors and 1 unattached formian taskmaster. Each time the PCs engage in a combat in one of the Great Hall's Rooms, they undoubtedly draw more formians to their position as indicated in the Room's description. Strike the number of formian warrior reinforcements killed from those listed above. When the unattached number of formian warriors or formian taskmasters falls to 0, no more formian warriors arrive. You could move formian warriors from other encounter sites to engage the PCs, but those formians are under orders to protect their respective Rooms. Regardless, the Deep Mines resumes normal activity after an hour lapses between combats.

On Day 3, Chtrax moves to Room D58 when the tarrasque reaches the first adamantine bands. Thereafter he has a 10% chance to be in a random Room in the Great Hall, a 50% chance of being in Room D58 and a 40% chance to be inspecting the mines in Rooms D78 through D80.

Destroying the Myrmarch in Room D58 or the phylactery in Room D49 alters the dynamics of the section. If the PCs destroy the Myrmarch, formians in this section suffer a –2 penalty to attacks, saves and skill checks and lose their hive mind ability. Destroying the phylactery, however, removes the hive mind ability from all the formians in the entire region, telling them their queen is dead. The formians stay in their respective locations attacking any non-formians encountered, including the giants, derro, slaves, xill and PCs. While in this enraged state, PCs cannot reason with them. All formians fight to the death.

Allow cautious PCs to move unmolested through this Section, as long as they do not draw attention to themselves. There are plenty of places for the PCs to move such as by skirting the edge of the cavern and remain out of range of the inhabitants' darkvision. Should the PCs make a direct assault, let them feel the full weight of Chtrax's power.

If the savant retains control over the tarrasque, the tarrasque reaches the first adamantine bands on Day 3, breaches it on Day 4, breaches the second band on Day 5, breaches the third band on Day 6 and finally penetrates the vault on Day 7. See the Vault (page 220) for details on what happens after a breach.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour. If the tarrasque (Room D61) breaks free, no longer roll for Random Encounters.

1d20	Encounter
1–2	Tremors shake the corridor, causing fine streams of dust to spill from cracks in the ceiling. There are no ill effects.
3–15	Nothing
16–18	Patrol of 1d8 formian warriors and 1 gorgon search for escaped slaves.
19	Chtrax (Room D49) inspects the operation.
20	Tremors shake the corridor, causing fine streams of dust to spill from cracks in the ceiling. Smoke, Tremors 20. If this result occurs twice in this Section, increase the Tremors to 25.

D57. ENTRANCE TO THE DEEP MINES

The track ends at the entrance to an enormous cavern filled with slaves, formians, and more. In the center of the vast cavern, dozens of dwarven slaves are employed, hammering the rock into smaller pieces. Formians move through their ranks, their razor sharp claws flashing in the dim light of the purple flames dancing on the floor. Branching off from this central chamber are numerous tunnels of various sizes. What is immediately obvious is the noise-level, for across the tunnel, great plumes of dust and debris pour out of a tunnel. As you watch, a roar shakes the entire cavern, and all work stops, as formians, derro and dwarves alike, stop to look at the ceiling far above.

Initial Attitude: N/A
Encounter: N/A
Encounter Condition: Distracting Noises 8, Echoes 8
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

D58. DIGGING NEXUS

Note. This is a very difficult encounter, possibly the most difficult in the dungeon. It should take several hours of game play and we recommend DMs use crib notes before, during, after, and throughout all stages of combat. Read and re-read this section before combat begins.

Loose rock and gravel covers much of the floor area. From the connecting tunnels, emerge dusty slaves dragging large rocks to a central site in the chamber, where the debris is thickest. Deep dwarf and duergar slaves hammer at the collected rock under a formian myrmarch's watchful eyes.

Initial Attitude: Hostile

Encounter: This is the heart of the digging operation. Working the rock piles are 24 duergar (hp 9 each) and 12 deep dwarves (hp 6 each). Overseeing their efforts are 8 formian warriors (hp 26 each), 2 formian taskmasters (hp 39 each), each with a dominated destrachan (hp 60), and a formian myrmarch (hp 102). The destrachan use sonic attacks to shatter the larger rocks, while the slaves shatter the small rocks into gravel with mauls and picks, or chisel them into blocks to use as buttresses for unstable tunnels.

Allow the myrmarch and the formian warriors Spot checks to notice the PCs. If they beat the PCs Hide check, the formians attack. They consider the PCs a threat to the operation, and worse as a catalyst for loosing the tarrasque on the rest of the region.

Encounter Condition: Distracting Noises 8, Echoes 8

Tactics: The taskmasters set the destrachan against the PCs and use their dominate monster ability against the PCs, while the warriors circle the group. The myrmarch uses dictum, followed by order's wrath before closing and engaging in melee. If Chtrax is absent and the PCs surrender, the formian myrmarch dispatches two warriors to escort the PCs to the region's entrance at Room D6. If Chtrax is present, the formians give no quarter, cutting the PCs down to the last. The slaves keep working throughout combat, defending themselves only if attacked.

If combat persists for more than 3 rounds, 1d6 unattached formian warriors arrive each round until all of the unattached formian warriors arrive. If combat continues for 6 rounds, the formian sentries at Room D65 come to help. The inhabitants of other Rooms do not assist, holding their positions, rather than risk the ire of the xill master.

If the tarrasque breaks free at Room D61, the formians dive the slaves forward to meet the threat in a futile effort to halt the monsters advance. The myrmarch sends one of the formian warriors to Chtrax to warn the master of the monsters' release.

Treasure: N/A

EL: 14 (not including slaves)

Scaling: To increase the challenge of this encounter, advance each formian warrior to 8 HD. To decrease the challenge, remove one of the taskmasters and destrachan.

Deep Dwarf Slave, 1st-Level Warrior: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +3 melee (1d4+1/×4, light pick); Full Atk +3 melee (1d4+1/×4, light pick); SA Dwarf traits; SQ Darkvision 90 ft., deep dwarf traits; AL LG; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe).

Possessions: Light pick, ragged clothing.

Destrachan: CR 8; Large aberration; HD 8d8+24; hp 60; Init +5; Spd 30 ft.; AC 18, touch 10, flat-footed 17; Base Atk +6; Grp +14; Atk +9 melee (1d6+4, claw); Full Atk +9 melee (1d6+4, 2 claws); Space/Reach 10 ft./5 ft.; SA Destructive harmonics; SQ Blindsight 100 ft., immunities, protection from sonics; AL NE; SV Fort +5, Ref +5, Will +10; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +8, Listen +25, Move Silently +7, Survival +9; Dodge, Improved Initiative, Lightning Reflexes.

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 ft. long. It can also use this attack to affect any creatures or objects within a 30-ft. radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 ft. as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Skills: A destrachan has a +10 racial bonus on Listen checks.

Duergar Slave, War 1: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d4+1/×4, light pick); Full Atk +2 melee (1d4+1/×4, light pick); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits, stonecunning; AL LE; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

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

Possessions: Light pick, ragged clothing.

Formian Myrmarch: CR 10; Large outsider (lawful, extraplanar); HD 12d8+48; hp 102; Init +8; Spd 50 ft.; AC 28, touch 13, flat-footed 24; Base Atk +12; Grp +20; Atk +15 melee (2d4+4 plus poison, sting) or +15 ranged (1d6+4, javelin); Full Atk +15 melee (2d4+4 plus poison, sting) and +13 melee (2d6+2, bite); or +15/+10 ranged (1d6+4, javelin); Space/Reach 10 ft./5 ft.; SA Poison, spell-like abilities; SQ Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 25; AL LN; SV Fort +12, Ref +12, Will +11; Str 19, Dex 18, Con 18, Int 16, Wis 16, Cha 17.

Skills and Feats: Climb +19, Concentration +18, Diplomacy +20, Hide +15, Knowledge (any one) +18, Listen +18, Move Silently +19, Search +18, Sense Motive +18, Spot +18, Survival +3 (+5 following tracks); Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 2d6 Dex. The save DC is Constitution-based.

Spell-like Abilities: At will—charm monster (DC 17), clairaudience/clairvoyance, detect chaos, detect thoughts (DC 15), magic circle against chaos, greater teleport; 1/day—dictum (DC 20), order's wrath (DC 17). Caster level 12th. The save DCs are Charisma-based.

Formian Taskmaster: CR 7; Medium Outsider (Lawful, Extraplanar); HD 6d8+12; hp 39; Init +7; Spd 40 ft.; AC 19, touch 13, flat-footed 16; Base Atk +6; Grp +10; Atk +10 melee (2d4+4 plus poison, sting); Full Atk +10 melee (2d4+4 plus poison, sting) and +8 melee (1d6+2, 2 claws); SA Dominate monster, dominated creature, poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 21, telepathy 100 ft.; AL LN; SV Fort +7, Ref +8, Will +8; Str 18, Dex 16, Con 14, Int 11, Wis 16, Cha 19.

Skills and Feats: Climb +13, Diplomacy +6, Hide +12, Intimidate +13, Listen +12, Search +7, Spot +8, Survival +1 Move Silently +12, Search +9, Sense Motive +12, Spot +12, Survival +3 (+5 following tracks); Dodge, Improved Initiative, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Dominate Monster (Su): A taskmaster can use a dominate monster ability as the spell from a 10th-level caster (Will DC 17 negates), although the subject may be of any kind and may be up to Large size. Creatures that successfully save cannot be affected by the same taskmaster's dominate monster ability for 24 hours. A single taskmaster can dominate up to four subjects at a time. The save DC is Charisma-based.

Dominated Creature (Ex): A taskmaster is never encountered alone. One dominated nonformian creature always accompanies it (choose or determine randomly any creature of CR 4).

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Formian Warrior: CR 3; Medium outsider (lawful, extraplanar); HD 4d8+8; hp 35, 26; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +7; Atk +7 melee (2d4+3 plus poison, sting); Full Atk +7 melee (2d4+3 plus poison, sting) and +5 melee (1d6+1, 2 claws) and +5 melee (1d4+1, bite); SA Poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18; AL LN; SV Fort +6, Ref +7, Will +5; Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12; Mounted Combat, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Possessions: Guisarme.

D59. MINE

Working in this wide tunnel is a score of duergar slaves, slowly chipping away at the dense rock. Barking orders in Undercommon are two humanoids. Though blind, they are clearly aware of the goings on in this tunnel.

Initial Attitude: Indifferent

Encounter: Slowly digging through the dense rock are 18 duergar slaves (hp 9 each), suffering under the whips and lashings of the grimlock overseers (hp 16 each). They live to please their master, but take no part in combat in the neighboring areas. Replacement slaves come from the Great Hall and other sections throughout the region.

Encounter Condition: Distracting Noises 10, Echoes 8

Tactics: No amount of conversation or bargaining distracts these workers from their task, cowed as they are by Chtrax and the neighboring tarrasque. A successful DC 25 Intimidate check panics the teams, who flee to Room D58 seeking protection from the myrmarch. If the PCs have already destroyed the myrmarch, they flee to the Great Hall and out of the region if possible. These creatures are no threat to the PCs, unless, of course, they succeed in locating the vault.

Treasure: N/A

EL: 8

Scaling: N/A

Duergar Slave, War 1: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d4+1/×4, light pick); Full Atk +2 melee (1d4+1/×4, light pick); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits, stonecunning; AL LE; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

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

Possessions: Light pick, ragged clothing.

Grimlock Foreman: CR 2; Medium monstrous humanoid; HD 2d8+2 + 1d10+1; hp 17 hp; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +5; Atk +4 melee (1d8+3/×3, battleaxe); Full Atk +6 melee (1d2+2 non-lethal, masterwork whip) or +5 melee (1d8+3/x3, battleaxe); SA —; SQ Blindsight 40 ft., immunities, scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +4, Hide +3*, Listen +5, Spot +3; Alertness, Exotic Weapon Proficiency (whip), Power Attack, Track*

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: * A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Equipment: Masterwork whip, battle axe.

D60. BIG MINE

A line of four formian sentries stands guard here, as clouds of dust and small rocks spew past them from behind. Beyond the line of guards, you see a mammoth monster of enormous proportions. Armored and bristling with horns, its massive claws tear through the rock with ease. Standing at its side is a bloodied and dusty derro, whose features are blank aside from a beatific smile.

Initial Attitude: Hostile

Encounter: In a futile effort to curb the tarrasque should he break the derro's control, these four formian warriors (hp 102) stand guard. While they maintain a constant vigilance in watching the tarrasque behind them, they also guard against saboteurs who would throw the region into chaos should the monster break free. Given Souiji's recent efforts, these guards are extra watchful.

If the PCs approach within 10 ft. of the tunnel's entrance, the formian warriors attack. These creatures fight to the death.

Encounter Condition: N/A

Tactics: If attacked, these warriors alert the rest of the formians in the deep mines of the presence of intruders. Two move forward while two remain in the tunnel to prevent anyone from getting past them. The formian myrmarch at Room D58, if he still lives, sends one warrior to alert Chtrax and then joins the fight with his remaining warriors on the following round. On the next round, any remaining unattached formians in the Deep Mines arrive. On the round after, the formian sentries, if they still survive, at Room D65 join the fight.

If combat continues through six rounds, the mad savant in Room D61 comes to see what is wrong. The savant heroically joins the fight, using destructive spells. However, each round the savant is away from the tarrasque, there is a cumulative 5% chance for the tarrasque to break the derro's control. Worse, if the savant dies, the tarrasque automatically breaks free. Should this happen, consult this section's introduction for details.

If the tarrasque at Room D61 breaks free, these formians act as the first line of defense, concerting their attacks in a futile effort to defeat the monster.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add two advanced formian warriors. To decrease the challenge, remove one of the advanced formian warriors and delay the reinforcements by 2 rounds for each wave.

Formian Warrior: CR 8; large outsider (lawful, extraplanar); HD 12d8+48; hp 102; Init +6; Spd 40 ft.; AC 18, touch 11, flat-footed 16; Base Atk +12; Grp +23; Atk +18 melee (2d6+7/19-20 plus poison, sting); Full Atk +18 melee (2d6+7/19–20 plus poison, sting) and +15 melee (2d6+10/x3, large guisarme) and +15 melee (1d6+3, bite); SA Poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18; AL LN; SV Fort +12, Ref +10, Will +9; Str 25, Dex 14, Con 18, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +22, Hide +18, Jump +26, Listen +20, Move Silently +22, Survival +13(+15 following tracks), Tumble +24; Improved Critical (sting), Improved Initiative, Mounted Combat, Multiattack, Weapon Focus (sting).

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

D61. THE DOOM OF THE DERRO

Amidst clouds of dust and rock, ploughs the greatest terror in the entire world. Great chunks of stone collapse and pull away from the walls as the tarrasque digs and digs. Standing behind the creature is a robed derro, whose focused expression belies his madness. The sound of the monsters digging is awesome to be sure. After a moment, the derro turns, as if somehow aware, and looks at you, a smile blooming on his face.

Initial Attitude: Hostile

Encounter: This encounter is both deadly to the PCs and instrumental to defeating Chtrax and his terrible plan. Excavating this tunnel is the tarrasque (hp 858), controlled by its mad master Rroliq (hp 103). Through a well-worded wish, cast years before Chtrax ever arrived, Rroliq gained control over this monster, but only as long as it remained within 5 ft. If he ever leaves the monster, the tarrasque breaks free. Each round the Rroliq is more than 5 ft. from the tarrasque there is a cumulative 5% chance the tarrasque breaks free. If the PCs kill Rroliq,

the tarrasque automatically breaks free and goes on a killing rampage. Chtrax, when he dispatched the savants, dared not touch Rroliq lest the tarrasque destroy him. Instead, he allied with the savant, exploiting him for his powers over this monstrosity.

When the PCs approach this area, Rroliq starts casting offensive spells. He does not send the tarrasque after them, fully confident in his own abilities. PCs naturally want to defend themselves, and may strike back against the derro. If they kill him, they have bigger problems on their hands.

Letting the tarrasque go wild is the surest way to defeat Chtrax, short of killing the xill. However, PCs ought to get clear as quickly as they can, and avoid confrontation with this monster. If they are foolish enough to fight the tarrasque, let them die.

Encounter Condition: N/A

Tactics: Rroliq casts spells with little regard for his own safety. First, he casts a maximized fireball as a full-round action and takes a 5 ft. step towards the PCs. He repeats this tactic again on the following round, before falling back to lower level offensive spells, saving a limited wish for something spectacular. Rroliq does not care if he dies, knowing the tarrasque would avenge him. If the PCs flee, Rroliq does not pursue.

Area of effect spells, like maximize fireballs, have additional effects in this tunnel, creating an earthquake on ceiling directly above the area of effect. See the PHB for details.

As long as the savant lives, the tarrasque digs, ignoring the events around it. However, the savant's death looses the tarrasque giving it free reign to kill and destroy all it can. The tarrasque attacks the nearest creatures, snapping up unfortunate victims with its bite attack and swallowing them whole. The loosed tarrasque takes the following actions.

- Round 1—Takes full attack against any creatures it threatens and moves 5 ft. towards Room D58.
- Round 2—Rushes to Room D58, taking a bite attack at a random creature.
- Round 3—Swallows grabbed creature and moves 20 ft. forward.
- Round 4—Full attack against any creatures it threatens, 5 ft. step towards the tracked exit (Room D57).
- Round 5—Swallows whole any bitten creature and moves 20 ft. towards the tracked exit.
- Round 6—Attacks anything else left standing or that threatens it.
- Beyond—Thereafter the monster follows moves, kills and destroys all it can moving along the following path — Room D58, Room D57, Room D52, Room D52, spends several rounds leveling the Great Hall (this triggers cave-ins each round), and then moves toward Room D32 and beyond, widening the passage as necessary. If not stopped, the tarrasque moves out of the region, entering the lava flow from Room D2 and entering another region, laying waste to the dungeon, unless the denizens somehow rally and stop the monster. It continues its rampage for 1d2 weeks before finding a new place to sleep.

Surviving formians, if still under the control of their respective myrmarch and the phylactery is intact, rally to fight this monster, doing what they can to slow its movements. All surviving formian in the respective sections move to stop this monster's progress. The derro use destrachan, bulette and any other creatures at their disposal to fight as well. The slaves, however, use this opportunity to flee, moving away from the tarrasque's path and hiding in tunnels or the ruins of Room D7.

Chtrax has no interest in dying at the tarrasque's mercy, and flees to the Western Mines, away from the path of destruction. There he bides his time, plotting to break into the Vault some other way. However, It is likely the tarrasque destroys the entire operation, setting back Chtrax's plans for years if not decades. If he knows the PCs are responsible, they have certainly earned his wrath for years to come.

On the other hand, if the PCs leave the monster alone, the tarrasque punches through the final barrier on Day 7 releasing the devils imprisoned in the vault. Rroliq dies immediately and a spectacular fight ensues between the devils and the tarrasque. PCs would do best to get away quickly, and explore some other region in this dungeon. You can play through the combat, perhaps even letting the PCs control the tarrasque, formians, or even the hordes of shrieking fiends finally released after thousands of years of imprisonment. This could be a massive multi-night conflict, extending beyond the borders of this region, or simply a highlight, where you describe the events in cinematic detail. If you choose the latter, allow the devils to defeat the tarrasque after 20 rounds of combat before moving on to conquer the rest of this region. For more information on the devils, their numbers, tactics and goals, consult the Vault, Rooms D81 through D84.

Treasure: N/A

EL: 20

Scaling: To increase the challenge of this encounter, have the tarrasque enrage as soon as the PCs attack the derro. To decrease the challenge, have the tunnel cave in once the tarrasque breaks free, requiring it to take 6 rounds to pull itself free from the rubble.

♟ **Rroliq, Derro Sor 14:** CR 17; Small monstrous humanoid; HD 3d8+3 + 14d4+42; hp 93; Init +8; Spd 20 ft.; AC 19, touch 19, flat-footed 15; Base Atk +10; Grp +6; Atk spells; Full Atk spells; SA Poison use, spells, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +5, Ref +11, Will +19; Str 10, Dex 18, Con 16, Int 12, Wis 2*, Cha 23*.

Skills and Feats: Bluff +12, Concentration +17, Hide +18, Knowledge (arcana) +15, Move Silently +14, Spellcraft +15; Blind Fight, Empower Spell, Eschew Materials, Improved Initiative, Maximize Spell, Widen Spell.

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

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

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

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

Spell-like Abilities: At will—darkness, ghost sound; 1/day—daze (DC 15), sound burst (DC 17). Caster level 3rd. The save DCs are Charisma-based.

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

Skills: Derro have a +4 racial bonus on Hide and Move Silently checks.

Sorcerer Spells Known (Cast per day: 6/8/8/7/7/7/6/3; save DC 16 + spell level): 0—*acid splash, daze, detect magic, message, open/close, ray of frost, read magic, resistance, touch of fatigue;* 1—*cause fear, expeditious retreat, mage armor, magic missile, shocking grasp;* 2—*bear's endurance, eagle's splendor, scorching ray, summon swarm, touch of idiocy;* 3—*dispel magic, fireball, lightning bolt, ray of exhaustion;* 4—*fear, ice storm, shout, solid fog;* 5—*cloudkill, cone of cold, waves of fatigue;* 6—*chain lightning, disintegrate;* 7—*limited wish.*

Note: Rroliq casts *mage armor* at the beginning of the day and if he senses the slightest hint of trouble he casts *bear's endurance* (granting him +38 hit points and increase his Fort save bonus by +2).

Tarrasque: CR 20; Colossal magical beast; HD 48d10+594; **hp 858; Init** +7; Spd 20 ft.; AC 35, touch 5, flat-footed 32; Base Atk +48; **Grp +81;** Atk +57 melee (4d8+17/18–20/×3, bite); Full Atk +57 melee (4d8+17/18–20/×3, bite) and +52 melee (1d10+8, 2 horns) and +52 melee (1d12+8, 2 claws) and +52 melee (3d8+8, tail slap); Space/Reach 30 ft./20 ft.; SA Augmented critical, frightful presence, improved grab, rush, swallow whole; SQ Carapace, damage reduction 15/epic, immunity to fire, poison, disease, energy drain, and ability damage, regeneration 40, scent, spell resistance 32; AL N; SV Fort +38, Ref +29, Will +20; Str 45, Dex 16, Con 35, Int 3, Wis 14, Cha 14.

Skills and Feats: Listen +17, Search +9, Spot +17, Survival +14 (+16 following tracks); Alertness, Awesome Blow, Blind-Fight, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Initiative, Iron Will, Power Attack, Toughness (6).

Augmented Critical (Ex): The tarrasque's bite threatens a critical hit on a natural attack roll of 18–20, dealing triple damage on a successful critical hit.

Frightful Presence (Su): The tarrasque can inspire terror by charging or attacking. Affected creatures must succeed on a DC 36 Will save or become shaken, remaining in that condition as long as they remain with 60 ft. of the tarrasque. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, the tarrasque must hit a Huge or smaller opponent with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe the following round.

Rush (Ex): Once per minute, the normally slow-moving tarrasque can move at a speed of 150 ft.

Swallow Whole (Ex): The tarrasque can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the tarrasque's digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the tarrasque's digestive tract (AC 25). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. The tarrasque's gullet can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller creatures.

Carapace (Ex): The tarrasque's armorlike carapace is exceptionally tough and highly reflective, deflecting all rays, lines, cones, and even magic missile spells. There is a 30% chance of reflecting any such effect back at the caster; otherwise, it is merely negated. Check for reflection before rolling to overcome the creature's spell resistance.

Regeneration (Ex): No form of attack deals lethal damage to the tarrasque. The tarrasque regenerates even if it fails a saving throw against a disintegrate spell or a death effect. If the tarrasque fails its save against a spell or effect that would kill it instantly (such as those mentioned above), the spell or effect instead deals nonlethal damage equal to the creature's full normal hit points +10 (or 868 hp). The tarrasque is immune to effects that produce incurable or bleeding wounds, such as mummy rot, a sword with the wounding special ability, or a clay golem's cursed wound ability.

The tarrasque can be slain only by raising its nonlethal damage total to its full normal hit points +10 (or 868 hit points) and using a wish or miracle spell to keep it dead.

If the tarrasque loses a limb or body part, the lost portion regrows in 1d6 minutes (the detached piece dies and decays normally). The creature can reattach the severed member instantly by holding it to the stump.

Skills: The tarrasque has a +8 racial bonus on Listen and Spot checks.

D62. SOUNDERS

At the far end of this massive tunnel hums a six-wheeled wagon carrying a metal cylindrical tank mounted in an iron cradle, with connecting hoses running to another reservoir. At the tank's rear is a deep dwarf who manipulates several levers, while towards the front, another dwarf holds a cone of sorts, and presses the narrow end to the wall.

Beyond the odd machine are two narrow tunnels. The sound of hammering is undeniable.

Initial Attitude: Unfriendly

Encounter: A sounder crew, consisting of two deep dwarves (hp 6 each), tests the walls with harmonic resonances here to see if they are any closer to the Vault. Six duergar (hp 9 each) and a grimlock overseer (hp 16) work in each of the narrow tunnels. The sounder crew, if left alone, turns on the device, to a narrow beam, high-pulse with results as described in Room D53, likely arcing and killing one of the workers. If the PCs approach, the sounder crew alerts the grimlocks in the side tunnels, who lead the slaves to attack.

Encounter Condition: N/A

Tactics: The PCs can negotiate with the sounder crew, but a failed Diplomacy check results as above. If the PCs improve their attitude to Friendly, the deep dwarves urge them to leave. They know nothing of the Chtrax's plans, although they can explain how sounders work.

Combat is straightforward. The grimlocks lead the van, charging into the largest body of the PCs. If the grimlock overseers fall, the slaves surrender. All of the duergar slaves carry xill eggs inside them.

If the tarrasque breaks free, the duergar turn on their grimlock overseers, possibly hatching the xill eggs should the grimlocks hit or kill any of these slaves. The deep dwarves flee to the Great Hall.

Treasure: N/A

EL: 8

Scaling: N/A

Deep Dwarf Slave, War 1: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +3 melee (1d4+1/×4, light pick); Full Atk +3 melee (1d4+1/×4, light pick); SA Dwarf traits; SQ Darkvision 90 ft., deep dwarf traits; AL LG; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe).

Possessions: Light pick, ragged clothing.

Duergar Slave, War 1: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d4+1/×4, light pick); Full Atk +2 melee (1d4+1/×4, light pick); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits, stonecunning; AL LE; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

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

Possessions: Light pick, ragged clothing.

Grimlock Foreman: CR 2; Medium monstrous humanoid; HD 2d8+2 + 1d10+1; hp 17 hp; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +5; Atk +4 melee (1d8+3/×3, battleaxe); Full Atk +6 melee (1d2+2 non-lethal, masterwork whip) or +5 melee (1d8+3/×3, battleaxe); SA —; SQ Blindsight 40 ft., immunities, scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +4, Hide +3*, Listen +5, Spot +3; Alertness, Exotic Weapon Proficiency (whip), Power Attack, Track*.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: * A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Equipment: Masterwork whip, battle axe.

D63. SLAVES

Digging through the rock is a team of slaves led by a grimlock alongside a large armored horror. Sharp rocks, dust and bones litter the area. They seem focused on their task.

Initial Attitude: Hostile

Encounter: A crew of duergar slaves (hp 9 each) propelled by the lash of the grimlock overseer's (hp 16) whip slowly digs through the dense rock. Working in the narrow tunnel is a bulette (hp 107) and its derro handler (hp 48). The handler and half of the slaves carry xill eggs inside them. At sign of the PCs, the grimlock sends one of the slaves to fetch the handler and its beast, before it commands the slaves to attack.

Encounter Condition: Stagnant Air

Tactics: As long as the derro handler and the grimlock foreman live, the slaves fight the PCs, fearful as they are of their masters. The duergar enlarge and circle the PCs, moving to gain flanks against the spellcasters, while the bulette barrels into the warriors. The grimlock and the handler aid the bulette. If both of the leaders fall, the duergar flee to Room D58 to gain the myrmarch's protection. If the PCs already dispatched the myrmarch, the slaves flee to the Great Hall and out of the region if possible.

If the tarrasque breaks free in Room D61, the grimlock and the derro handler lead the bulette and the duergar to help stop the monster from destroying the whole complex.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, make all of the humanoids infected. To decrease the challenge, remove the duergar slaves and foreman.

Bulette: CR 7; Huge magical beast; HD 9d10+45; hp 94; Init +2; Spd 40 ft., burrow 10 ft.; AC 22, touch 10, flat-footed 20; Base Atk +9; Grp +25; Atk +16 melee (2d8+8, bite); Full Atk +16 melee (2d8+8, bite) and +10 melee (2d6+4, 2 claws); Space/Reach 15 ft./10 ft.; SA Leap; SQ Darkvision 60 ft., lowlight vision, scent, tremorsense 60 ft.; AL N; SV Fort +11, Ref +8, Will +6; Str 27, Dex 15, Con 20, Int 2, Wis 13, Cha 6.

Skills and Feats: Jump +18, Listen +9, Spot +3; Alertness, Iron Will, Track, Weapon Focus (bite).

Leap (Ex): A bulette can jump into the air during combat. This allows it to make four claw attacks instead of two, each with a +15 attack bonus, but it cannot bite.

3 Derro Handler, Rgr 3: CR 6; Small monstrous humanoid; HD 3d8+9 + 3d8+9; hp 48; Init +9; Spd 20 ft.; AC 19, touch 13, flat-footed 17; Base Atk +6; Grp +3; Atk +8 melee (1d4+1/19–20, masterwork short sword) or +12 ranged (1d8+1/19–20 plus poison, +1 repeating heavy crossbow); Full Atk +6/+1 melee (1d4/19–20, short sword) and +6 melee (1d3/19-20 plus poison, masterwork dagger) or +12 ranged (1d8+1/19–20 plus poison, +1 repeating heavy crossbow); SA Combat style (two weapon fighting), favored enemy (magical beasts +4); Poison use, spell-like abilities, sneak attack +3d6; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +6, Ref +11, Will +9; Str 12, Dex 20, Con 16, Int 8, Wis 4*, Cha 20*.

Skills and Feats: Bluff +7, Handle Animal +8, Hide +14, Jump +4, Knowledge (dungeoneering) +2, Listen –2, Move Silently +10, Survival +0; Blind-Fight, Endurance[B], Improved Initiative, Point Blank Shot, Track*.

Possessions: Studded leather armor, masterwork short sword, masterwork dagger, *+1 heavy repeating crossbow*, 2 cases of bolts (10).

Duergar Slave, War 1: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d4+1/×4, light pick); Full Atk +2 melee (1d4+1/×4, light pick); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits, stonecunning; AL LE; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

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

Possessions: Light pick, ragged clothing.

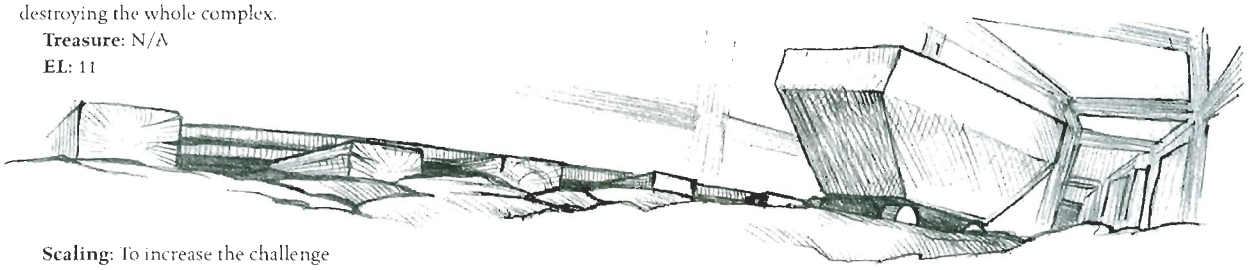
Grimlock Foreman: CR 2; Medium monstrous humanoid; HD 2d8+2 + 1d10+1; hp 17 hp; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +5; Atk +4 melee (1d8+3/×3, battleaxe); Full Atk +6 melee (1d2+2 non-lethal, masterwork whip) or +5 melee (1d8+3/×3, battleaxe); SA —; SQ Blindsight 40 ft., immunities, scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +4, Hide +3*, Listen +5, Spot +3; Alertness, Exotic Weapon Proficiency (whip), Power Attack, Track*.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: * A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Equipment: Masterwork whip, battle axe.



D64. TARRASQUE NEST

This deep tunnel is a stinking morass of dung, rotting carcasses and cast off equipment parts. The stench is unbearable. Great rents in the floor of this cave speak of some enormous clawed inhabitant.

Initial Attitude: N/A

Encounter: This is where the tarrasque retires after a long day of work. Filthy and disease ridden, rotting body parts, mostly dwarven arms and heads, lie scattered throughout. PCs exploring this area are at risk of contracting filth fever.

Encounter Condition: N/A

Tactics: N/A

Treasure: A search through this area turns up some incidental items left by the tarrasque's victims. Lodged into the rock is a large jacinth worth 5,000 gp, star ruby worth 1,400 gp, an emerald worth 1,000 gp, and 4 pieces of tourmaline worth 400 gp each. Scattered throughout the tunnel, created by the tarrasque's friction as it scratches against the tunnel are 23 various-sized chunks of obsidian, each worth 30 gp each. Beneath one partly intact corpse of a derro savant (DC 20 Search check) is a rod of flame extinguishing, a fully charged wand of cure serious wounds.

EL: N/A

Scaling: N/A

D65. SENTRIES

Two insect men stand guard at this intersection, ready for anything.

Initial Attitude: Hostile

Encounter: Two formian warriors (hp 26 each) watch over the slaves in the tunnels behind them.

Encounter Condition: Echoes 4

Tactics: These monsters immediately alert the rest of the formians in this section and attack any creature they encounter not a derro, dwarf, formian or xill. They do not negotiate and they fight to the death. No one in the connecting tunnels comes to help these formians.

If the tarrasque breaks free in Room D61, these formian warriors move to Room D58 to help defend the rest of the region.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, advance these warriors to 8 HD. To decrease the challenge, remove the sentries.

Formian Warrior: CR 3; Medium outsider (lawful, extraplanar); HD 4d8+8; hp 35, 26; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +7; Atk +7 melee (2d4+3 plus poison, sting); Full Atk +7 melee (2d4+3 plus poison, sting) and +5 melee (1d6+1, 2 claws) and +5 melee (1d4+1, bite); SA Poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18; AL LN; SV Fort +6, Ref +7, Will +5; Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12; Mounted Combat, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Possessions: Guisarme.

D66. DIGGERS

The narrow tunnel opens into a small cave, where dwarves slowly chip away at the rock. Standing over them and gauging their progress is a blind humanoid with a drawn whip.

Initial Attitude: Unfriendly

Encounter: A crew of slaves and a grimlock mine this tunnel. They attack any PCs intruding on their tunnel, unless the PCs succeed a DC 15 Bluff or Intimidate check. Otherwise, the duergar attack the PCs, using their tools as weapons.

Encounter Condition: N/A

Tactics: The grimlock knows nothing more detailed than the basic organization of the crews and teams working in this area. He also knows about the tarrasque at Room D61. The duergar, if allowed to speak, know a little, having heard rumors from their fellow slaves. They think the xill master is close to reaching some hidden treasure, and they mutually fear the outcome of his finding.

If combat breaks out, the duergar enlarge and charge, while the grimlock switches to his battleaxe. If combat goes against the slaves and their master, the surviving duergar use invisibility to flee.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, worsen the Initial Attitude to Hostile and add three levels of fighter to each grimlock foreman. To decrease the challenge, improve the Initial Attitude to Indifferent.

Duergar Slave, War 1: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d4+1/×4, light pick); Full Atk +2 melee (1d4+1/×4, light pick); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits, stonecunning; AL LE; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

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

Possessions: Light pick, ragged clothing.

Grimlock Foreman: CR 2; Medium monstrous humanoid; HD 2d8+2+1d10+1; hp 17 hp; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +5; Atk +4 melee (1d8+3/×3, battleaxe); Full Atk +6 melee (1d2+2 non-lethal, masterwork whip) or +5 melee (1d8+3/×3, battleaxe); SA —; SQ Blindsight 40 ft., immunities, scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +4, Hide +3*, Listen +5, Spot +3; Alertness, Exotic Weapon Proficiency (whip), Power Attack, Track*.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: * A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Equipment: Masterwork whip, battle axe.

D67. MINE

More slaves and an overseer work this tunnel. In an adjoining cave is a weird mechanical device manned by two deep dwarf slaves, connecting the machine's odd cone apparatus to the wall. All focus on their labor.

Initial Attitude: Unfriendly

Encounter: A team of six duergar slaves (hp 9 each) and a grimlock overseer (hp 16) mine this tunnel. The device in the cave is a sounder (see Room D58), manned by two deep dwarf slaves (hp 6 each). When the PCs approach, the deep dwarves turn on the sounder using a mid-pulse. Allow the grimlock to make a Listen check opposed by the PCs Move Silently check. If he notices the PCs, he takes no obvious action and waits to "see" using his blind sight ability to see where they go. If the PCs leave, he ignores them; if they position themselves for an attack, he commands the duergar to the ready.

Encounter Condition: N/A

Tactics: Should combat occur, the grimlock commands his duergar to vanish, and the duergar use their innate *invisibility* ability to disappear, attacking only when a PC happens to walk by them. The grimlock retreats to the sounders position, and commands the deep dwarves to fire a high-pulse as soon as the PCs close. These opponents are uninterested in talk and fight to the death.

Treasure: The deep dwarves have an intact and operational sounder.

EL: 6

Scaling: To increase the challenge of this encounter, add one level of rogue to each of the duergar slaves. To decrease the challenge, remove the sounder and deep dwarves.

Deep Dwarf Slave, War 1: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +3 melee (1d4+1/×4, light pick); Full Atk +3 melee (1d4+1/×4, light pick); SA Dwarf traits; SQ Darkvision 90 ft., deep dwarf traits; AL LG; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe).

Possessions: Light pick, ragged clothing.

Duergar Slave, War 1: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d4+1/×4, light pick); Full Atk +2 melee (1d4+1/×4, light pick); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits, stonecunning; AL LE; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

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

Possessions: Light pick, ragged clothing.

Grimlock Foreman: CR 2; Medium monstrous humanoid; HD 2d8+2+1d10+1; hp 17 hp; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +5; Atk +4 melee (1d8+3/×3, battleaxe); Full Atk +6 melee (1d2+2 non-lethal, masterwork whip) or +5 melee (1d8+3/×3, battleaxe); SA —; SQ Blindsight 40 ft., immunities, scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +4, Hide +3*, Listen +5, Spot +3; Alertness, Exotic Weapon Proficiency (whip), Power Attack, Track*.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: * A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Equipment: Masterwork whip, battle axe.

D68. ABANDONED TUNNELS

This tunnel steeply descends deeper into the earth. Algae and luminescent fungus line the walls, fed by water droplets beading on the rock's surface. After 30 ft., the tunnel ends at a staircase spiraling down into a great black void. The scent of moisture is clear.

Initial Attitude: N/A

Encounter: Where this tunnel goes off the map, it leads to an underground lake filled with horror. The exact details of this site are up to you. The lake could be a flooded derro city, inhabited now by a powerful aboleth lord and his skum slaves. Alternatively, it could lead to more tunnels, with more derro miners working to uncover the vault. In any case, these details are up to the DM, and for those not wishing to expand the dungeon beyond this point, simply remove this tunnel from your map.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

D69 THROUGH D75. WESTERN MINES

The Western Mines encompass Rooms D69 through D75. These tunnels are all new and recently excavated in just the last few weeks. Unlike other sections in this region, there is no single center of activity; the tunnels are still in the exploratory stages, resulting in small groups of expert miners as opposed to massive networks of miners.

Chtrax commanded his forerunners to explore this section, lay track in the tunnels, and excavate the area entirely, but a large section collapsed killing more than thirty miners, see Room D69. Worse, a few of the deeper probes to the north, beyond Rooms D72 and D75, released a flood of water, killing even more slaves and formians. Along with some unusual properties throughout these tunnels, progress has slowed, with many of the miners replaced by xill.

A single stone giant (hp 117) works the rails leading from Room D44 throughout these tunnels. He goes to the various digging sites, loads the rock, and takes the rock to Room D77, where the delver dissolves the rubble. The stone giant has no interest in fighting, and flees in the face of well-armed PCs. He does not interact at all and only fights if prevented from fleeing.

All of the tunnels here are at least 10 ft. tall, extending to heights equal to the widths in larger tunnels and Rooms. The floors are treacherous, prohibiting charges and run actions. PCs moving more than half speed must succeed a DC 10 Balance check or fall prone. All tunnels and Rooms are dark unless otherwise specified in the Rooms' descriptions.

Day 0 through Day 3, Chtrax sends his minions to explore these tunnels and to excavate the Rooms to find the Vault. After Day 3, however, he focuses on Room D61 and the tarrasque's progress through the adamantine bands. Consequently, the supplies, guards and materials moved to other areas in the region, leaving this area virtually abandoned.

If the PCs have not yet stopped the tarrasque in Room D61 and explore this region after Day 3, treat all Rooms featuring mining teams, those Rooms featuring deep dwarves, duergar, grimlocks, and or derro, as empty.

RANDOM ENCOUNTERS

During Days 0 through 3, check for Random Encounters once every two hours the PCs explore this section. Day 4 or later, roll for random encounters just once per day.

1d20	Encounter
1	The earth groans, causing a small tremor to shake the place. No result, other than streams of rock dust spill down from the ceilings.
2–15	Nothing
16	A confused and lost derro stumbles into the PCs; when he does, his chest explodes releasing the xill inside. This encounter occurs just once.
17	Patrol of 1d4 formian warriors looking for escaped slaves.
18	A stone giant pushes an ore cart up and down the rails.
19	Pack of 1d6 hungry xill looking for flesh.
20	Tremors shake the Room causing dust to spill down from overhead. Each PC must succeed a DC 10 Balance check to keep his footing. Roll 1d20. If an 18-20 results, there is a major tremor functioning as an earthquake cast on the ceiling.

D69. CAVED-IN ROOM

PCs moving down the tunnel to Room D77 and succeeding a DC 26 Listen check, hear the following.

From the wall, you hear a faint scratching noise. You strain to listen, and you think you hear cries for help. Trinkets, stone carvings and the like lie scattered on the floor near the base of a pile of loose rock.

Initial Attitude: Friendly

Encounter: An earthquake caved-in a large portion of the tunnels, trapping and killing many of Chtrax's workers. Still alive and trapped inside this cave are 4 duergar (hp 9 each) and 6 deep dwarf (hp 6 each) slaves who hammer at the walls for help. The sounds echo eerily throughout the tunnels outside. The duergar slaves joke about the sounds, but the deep dwarves leave offerings and secretly work at the walls to free their trapped comrades, when no one watches.

The slaves inside are half-starved, bruised and beaten. They lack the strength to dig themselves out, and succumb to the ravages of hunger and thirst by Day 5. The PCs can clear the rock and debris where the wall is narrowest. A PC with stonecunning can make DC 20 Spot check, or anyone may roll a DC 25 Knowledge (dungeoneering) check to find the narrowest wall. In 1 minute, without tools, a PC can clear rock and debris equal to five times her heavy load limit. With tools, they clear double this amount. Assume there is 3,000 lb of rock.

The PCs may also tunnel through the rock. The walls have a thickness as indicated on the map and count as hewn stone (hardness 8, hp 540 per 10 ft. by 10 ft. section). Alternatively, the PCs can use passwall, stone shape or similar magic to punch a hole through the walls.

Encounter Condition: Distracting Noises 9, Echoes 8.

Tactics: If the PCs manage to break through the walls and free the slaves, the dwarves are friendly, offering to help the PCs in any way they can, even the duergar. The dwarves are equipped as below. These dwarves have the standard chances of carrying a xill egg inside them (see region Introduction).

Trapped in the slide, and given their lowly status, they do not know much. They do know the general layout of the various sections in the region, at least by name, though they do not know much about the creatures dwelling in any particular Rooms. They warn the Deep Mines house the most dangerous creature in the entire world, and encourage the PCs to avoid those tunnels.

Treasure: N/A
EL: N/A
Scaling: N/A

Deep Dwarf Slave, War 1: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +3 melee (1d4+1/×4, light pick); Full Atk +3 melee (1d4+1/×4, light pick); SA Dwarf traits; SQ Darkvision 90 ft., deep dwarf traits; AL LG; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe).

Possessions: Light pick, ragged clothing.

Duergar Slave, War 1: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d4+1/×4, light pick); Full Atk +2 melee (1d4+1/×4, light pick); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits, stonecunning; AL LE; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

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

Possessions: Light pick, ragged clothing.

D70. TRACK END

The rails of the track end abruptly, as the walls get rougher and the ceiling drops to 5 ft. Further, the tunnel twists and narrows further into a darkened crack. Dust covers the floor, and cobwebs clutter the cracks and crevices.

Initial Attitude: N/A
Encounter: The rails end here. The slaves did not finish widening these tunnels to lay the track further. The tunnels ahead are hand dug, leading to the probes ending in watery doom.
Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

D71. PILE OF BONES

The narrow tunnel widens into a small grotto. Two more tunnels lead out of this room. The floor is rough slate, and clearly treacherous. There are pits and holes in the floor, filled with black stagnant water. The floor clearly slants to the right exit. Black bones with bits of rotted flesh collect in a pile near the left wall. Otherwise, this room appears to be empty.

Initial Attitude: N/A
Encounter: This Room once held the campsite for the expeditionary force. When they breached the underground lake, this Room flooded and some fearsome subterranean aquatic monster devoured the inhabitants. Now, just their bones and a few puddles of toxic water remain. Foolish PCs who drink the water must succeed a DC 16 Fortitude save or contract Blinding Sickness.

Blinding Sickness—Ingested, Fortitude DC 16, incubation period 1d3 days, damage 1d4 Str (Each time victim takes 2 or more damage from the disease, he must make another fortitude save or be permanently blinded.)

Encounter Condition: N/A
Tactics: PCs moving down the tunnel to Room D72 must move at one-quarter speed. Moving faster requires the PCs to succeed a DC 15 Balance check, or slide down the tunnel to land in the murky waters and the vast sea of green slime below.
Treasure: N/A
EL: N/A
Scaling: N/A

D72. WATER-FILLED CAVE

The now steeply angled tunnel ends on the shores of brackish water that gently laps against the sand. The watery room extends back into darkness, but there are no other visible exits.

Initial Attitude: N/A
Encounter: This Room was originally connected to a network of deeper tunnels, but when the miners accidentally breached the underground lake, the Room flooded, killing scores of miners, derro, and formian guards. Now, this Room serves as one of the two entrances for these subterranean realms. It descends 30 ft. to the bottom. At the far end is a tunnel leading to the watery tunnels. Unfortunately, this Room is also the home for an enormous colony of aquatic green slime resting just below the surface of the water, unseen for all the water's contaminates. It owes its massive size to corpses of the drowned beneath its surface.
Encounter Condition: Stagnant Air
Tactics: PCs entering the pool meet with a horrible surprise as green slime coats their bodies. The slime fills the entire Room, beneath the water.

Green Slime (CR 4)—This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (most likely destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a remove disease spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

DMs not wishing to expand this dungeon should remove the exit at the far end of the Room.
Treasure: Beneath the green slime, at the bottom of the pool, are 6 adamantine picks.
EL: N/A
Scaling: N/A

D73. XILL CAVE

The tunnel opens into a wide and awkwardly shaped chamber. Hanging 2 ft. from the floor from hooked chains descending from the 30 ft. ceiling, are seven corpses of derro, duergar and dwarves. They are all in various states of decomposition. One thing unifies them, though, they all feature terrible holes in their chests.

Initial Attitude: Hostile

Encounter: Seven xill (hp 32 each) cling to the backs of the hanging carcasses, feeding. When the PCs arrive, assume the xill took "10" on their Hide checks, and allow PCs a Spot check to detect them. If the PCs see them and take any action revealing their awareness, the xill attack. Otherwise, the xill are content to watch them while they eat.

Encounter Condition: N/A

Tactics: These xill are aggressive warriors, driven to barbarism after a life in these tunnels. They give no quarter. The xill use bite attacks to paralyze their foes first, and destroy those still moving before implanting their eggs.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add one level of fighter to each of the xill. To decrease the challenge, reduce the number of xill present to just four.

Xill: CR 6; Medium outsider (extraplanar); HD 5d8+10; hp 32; Init +7; Spd 40 ft.; AC 20, touch 13, flat-footed 17; Base Atk +5; Grp +7; Atk +7 melee (1d4+2/×4, light pick) or +7 melee (1d4+2, claw) or +8 ranged (1d8/×3, longbow); Full Atk +7 melee (1d4+2/×4, 1d4+1/×4, 2 light picks), and +5 melee (1d4+1, 2 claws); or +5 melee (1d4+2, 1d4+1, 4 claws); or +4 ranged (1d8/×3, 2 longbows); SA Implant, improved grab, paralysis; SQ Darkvision 60 ft., planewalk, spell resistance 21; AL LE; SV Fort +6, Ref +7, Will +5; Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11.

Skills and Feats: Balance +13, Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings); Improved Initiative, MultiattackB, Multiweapon Fighting.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A remove disease spell rids a victim of the egg, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It receives a +2 bonus on the grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite deals no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 14 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution-based.

Planewalk (Su): Xill cannot use planewalk in this adventure.

D74. DEAD END

Aside from a few bones and scraps of sodden cloth, this dead-end tunnel is empty.

Initial Attitude: N/A

Encounter: Soon after the water flooding these tunnels receded, a crew of miners worked to salvage the mines. Unfortunately, their grimlock overseer was a bit overzealous, and drove them with its whip harder than normal. The damage caused by his abuse, trigger the xill to emerge early from their hosts. The xill consumed the grimlock leaving his bones here, before pulling the corpses of their hosts to Room D73. Now, this tunnel is empty.

Encounter Condition: N/A

Tactics: N/A

Treasure: Beneath the grimlock's bones is a +1 keen battleaxe, masterwork whip and a potion of spider climb.

EL: N/A

Scaling: N/A

D75. THE DROWNED GUARDIANS

Floating on the surface of the glistening waters are ten sodden corpses of dwarves. Where exposed to the air, they have rotted, explaining the stink.

Initial Attitude: N/A or Hostile

Encounter: If you would like to expand this dungeon to include subterranean depths of your own design, the corpses are deep dwarf zombies (hp 9 each) animated by an aboleth necromancer living in the underground sea and dispatched here to prevent intrusion. However, if you choose not to expand this dungeon, treat these corpses as just corpses, and remove the exits from the map.

Encounter Condition: N/A

Tactics: If these creatures are indeed zombies, they move to attack as soon as the PCs come within 5 ft. of the shore. These creatures are mindless and fight to the death.

Treasure: N/A

EL: N/A or 3

Scaling: N/A

Deep Dwarf Zombie: CR 1/2; Medium undead; HD 2d12+3; hp 16; Init +0; Spd 20 ft. (can't run); AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +3; Atk +3 melee (1d4+3/×4, light pick) or +3 melee (1d6+3, slam); Full Atk +3 melee (1d4+3/×4, light pick) or +3 melee (1d6+3, slam); SA —; SQ DR 5/slashing, Darkvision 60 ft., single actions only; AL NE; SV Fort +0, Ref –1, Will +3; Str 15, Dex 9, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —; Toughness.

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

Possessions: Light pick, ragged clothing

D76. SOUNDER CREW

At the far end of this massive tunnel hums a six-wheeled wagon carrying a metal cylindrical tank mounted in an iron cradle, with connecting hoses running to another reservoir. At the tank's rear is a deep dwarf manipulating several levers, while towards the front, another dwarf presses a cone to the wall. In the smaller tunnel beyond unusual creatures are at work, using their cone-like heads and a loud sonic assault to erode the rock.

Initial Attitude: Hostile

Encounter: The odd device is a sounder (see Room D53) manned by two deep dwarf engineers (hp 6 each). Four loyal destrachan (hp 60 each) use their destructive harmonics to tunnel through the rock as directed by the sounder crew.

Encounter Condition: N/A

Tactics: At sign of the PCs, the malevolent destrachan turn their harmonics on the PCs, while the deep dwarf engineers hide beneath the device. The destrachan use their nerve effects first, hoping to have a little fun before killing the intruders. However, if combat goes against them, they resort to the flesh destroying attacks.

The dwarves are terrified of the PCs and unswervingly loyal to Chtrax. They do not fight the PCs, but do not offer any assistance.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add three formian warriors to the group. To decrease the challenge, remove two of the destrachan.

Deep Dwarf Engineer, War 1: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +3 melee (1d10+1/×3, maul); Full Atk +3 melee (1d10+1/×3, maul); SA Dwarf traits; SQ Darkvision 90 ft., deep dwarf traits; AL LG; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe).

Possessions: Maul, ragged clothing.

Destrachan: CR 8; Large aberration; HD 8d8+24; hp 60; Init +5; Spd 30 ft.; AC 18, touch 10, flat-footed 17; Base Atk +6; Grp +14; Atk +9 melee (1d6+4, claw); Full Atk +9 melee (1d6+4, 2 claws); Space/Reach 10 ft./5 ft.; SA Destructive harmonics; SQ Blindsight 100 ft., immunities, protection from sonics; AL NE; SV Fort +5, Ref +5, Will +10; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +8, Listen +25, Move Silently +7, Survival +9; Dodge, Improved Initiative, Lightning Reflexes

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 ft. long. It can also use this attack to affect any creatures or objects within a 30-ft. radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all within the area (Reflex DC 15 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 ft. as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan whose sense of hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Skills: A destrachan has a +10 racial bonus on Listen checks.

D77. DIGGING ZONE

This large cavern extends nearly 60 ft. across, with a ceiling just as high. Sifting down from above are constant streams of dust and pebbles landing onto the back of an enormous cyclopean, an armed slug-like creature situated in the room's center. Duergar slaves scurry about feeding rocks to the thing, and scramble back before the monsters bodily secretions dissolve them in addition to the stone. Two blind overseers lend an imposing physical presence and the bite of their whips to encourage the duergar to work harder.

Initial Attitude: Indifferent

Encounter: The massive central creature is a delver (hp 145), who dissolves the rock chunks with its corrosive slime. It serves Chtrax, believing the xill holds its mate and brood hostage. Hauling the rock to the delver are ten duergar slaves (hp 9 each) and their grimlock overseers (hp 16 each). The delver is disinterested in working, and so does not excavate the rock unless ordered, content to dissolve the rock brought to it instead. The delver remains here after Day 3 along with half of the duergar and one grimlock.

The farthest edge of the map may extend to more tunnels, more workers and other horrors at the DMs discretion. If you do not wish to expand the dungeon, enclose this Room.

Encounter Condition: N/A

Tactics: When the PCs approach this Room, allow the grimlocks Listen check opposed by the PCs Move Silently checks. If they succeed, they order their forces to attack. The delver aids the grimlocks 50% of the time. If he does not aid the grimlocks, he either does nothing, or sides with the PCs, with a 50% chance of either.

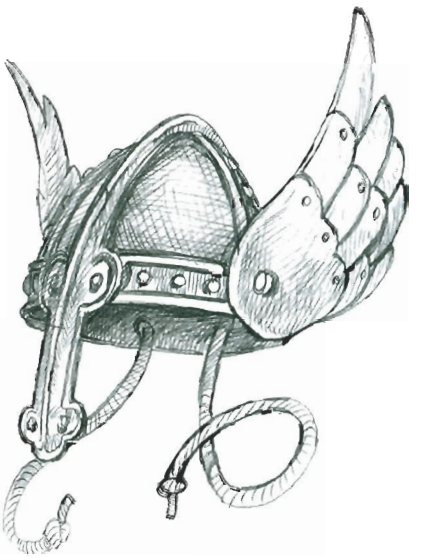
The duergar enlarge and turn invisible, maneuvering to gain flanks, while the grimlocks drop their whips, draw their battleaxes and charge if possible. The delver, if it attacks, lashes out with its slam attacks against heavily armored foes, leaving the spellcasters for the grimlocks and duergar to deal with.

If the both grimlocks die, the delver and the duergar surrender. The delver does not aid the PCs beyond this Room, and instead moves toward the Great Hall to find its mate and brood.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add one level of rogue to each of the duergar slaves. To decrease the challenge, reduce the number of duergar to five and remove the grimlocks altogether.



Duergar Slave, War 1: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +2 melee (1d4+1/×4, light pick); Full Atk +2 melee (1d4+1/×4, light pick); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits, stonecunning; AL LE; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

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

Possessions: Light pick, ragged clothing.

Grimlock Foreman: CR 2; Medium monstrous humanoid; HD 2d8+2 + 1d10+1; hp 17 hp; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +5; Atk +4 melee (1d8+3/×3, battleaxe); Full Atk +6 melee (1d2+2 non-lethal, masterwork whip) or +5 melee (1d8+3/×3, battleaxe); SA —; SQ Blindsight 40 ft., immunities, scent; AL NE; SV Fort +1, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +4, Hide +3*, Listen +5, Spot +3; Alertness, Exotic Weapon Proficiency (whip), Power Attack, Track.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: * A grimlock's dull gray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Equipment: Masterwork whip, battle axe.

Delver: CR 9; Huge aberration; HD 15d8+78; hp 145; Init +5; Spd 30 ft., burrow 10 ft.; AC 24, touch 9, flat-footed 23; Base Atk +11; Grp +27; Atk +17 melee (1d6+8 plus 2d6 acid, slam); Full Atk +17 melee (1d6+8 plus 2d6 acid, 2 slams); Space/Reach 15 ft./10 ft.; SA Corrosive slime; SQ Darkvision 60 ft., immunity to acid, stone shape, tremorsense 60 ft.; AL N; SV Fort +12, Ref +6, Will +11; Str 27, Dex 13, Con 21, Int 14, Wis 14, Cha 12.

Skills and Feats: Knowledge (dungeoneering) +14, Knowledge (nature) +4, Listen +20, Move Silently +17, Spot +20, Survival +14 (+16 underground); Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Toughness.

Corrosive Slime (Ex): A delver produces a mucus-like slime that contains a highly corrosive substance. The slime is particularly effective against stone. A delver's mere touch deals 2d6 points of acid damage to organic creatures or objects. Against metallic creatures or objects, a delver's slime deals 4d8 points of damage, and against stony creatures (including earth elementals) or objects it deals 8d10 points of damage. A slam attack by a delver leaves a patch of slime that deals 2d6 points of damage on contact and another 2d6 points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime. An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds on a DC 22 Reflex save. Weapons that strike a delver also dissolve immediately unless the wielder succeeds on a DC 22 Reflex save. A creature attacking a delver with natural weapons takes damage from its slime each time an attack hits unless the creature succeeds on a DC 22 Reflex save. These save DCs are Constitution-based.

Stone Shape (Ex): A delver can alter its slime to temporarily soften stone instead of dissolving it. Once every 10 minutes, a delver can soften and shape up to 25 cubic ft. of stone, as a stone shape spell (caster level 15th).

D78. CONFUSED MINERS

The railed track ends up in a small alcove. Four duergar miners steadily dig a tunnel through the rock while a grimlock's presence more than guarantees their labor is happening.

Initial Attitude: Hostile

Encounter: This crew of 4 duergar miners (hp 9 each) along with their grimlock foreman (hp 16) digs, unknowingly, toward the Great Hall. The confusing effects of the region have turned them around, and they can faintly hear sounds coming through the rock from the Hall beyond.

Encounter Condition: N/A

Tactics: If the PCs engage these miners, they fight to the death, thinking they are close to reaching Chtrax's prize. The duergar use their spell-like abilities to gain advantage when able, while the grimlock battles the armored PCs.

Left to their own devices, the miners breach the wall of the Great Hall on Day 5, creating a tremor collapsing part of the ceiling onto a random structure. See Random Encounters in the Great Hall for details. After the tremors, Chtrax executes the miners and their grimlock overseer, by dumping them all into the lava flow.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add two fighter levels the duergar slaves and three fighter levels to the grimlock. To decrease the challenge, have the PCs to surprise the miners.

Duergar Slave, War 1: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d6+1/×4, heavy pick); Full Atk +2 melee (1d6+1/×4, heavy pick); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits, stonecunning; AL LE; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

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

Possessions: Studded leather armor, heavy pick.

Grimlock Overseer, Ftr 1: CR 2; Medium monstrous humanoid; HD 2d8+2 + 1d10+1; hp 17; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +3; Grp +5; Atk +6 melee (1d3+2 nonlethal, whip) or +5 melee (1d8+3/×3, battleaxe); Full Atk +6 melee (1d3+2 nonlethal, whip) or +5 melee (1d8+3/x3, battleaxe); SA —; SQ Blindsight 40 ft., immunities, scent; AL NE; SV Fort +3, Ref +4, Will +2; Str 15, Dex 13, Con 13, Int 10, Wis 8, Cha 6.

Skills and Feats: Climb +6, Hide +3, Listen +5, Spot +3; Alertness, Exotic Weapon Proficiency (whip), Track^, Weapon Focus (whip).

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound-based and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as ghost sound or silence) and overpowering odors (such as stinking cloud spell or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Skills: A grimlock's dullgray skin helps it hide in its native terrain, conferring a +10 racial bonus on Hide checks when in mountains or underground.

Possessions: Battleaxe, whip, leather armor.

D79. MINERS

The railed track ends in a small alcove. A weird creature with a tubular mouth destroys the rock with a sonic attack, while dwarf slaves shovel away the rubble.

Initial Attitude: Hostile

Encounter: A destrachan (hp 60) destroys the rock with its destructive harmonics, while 4 infected deep dwarf (hp 6 each) slaves clear away the debris. These creatures are engrossed in their work, so are unlikely to notice the PCs, unless they draw attention to themselves in some egregious way. If so, the slaves and the destrachan fight to a suicidal death.

Encounter Condition: N/A

Tactics: The slaves grapple the closest PC, while the destrachan uses its destructive harmonics to collapse the ceiling on the party's rear ranks. If the deep dwarves gain a hold, the destrachan blasts them and the held victim with a flesh destroying sonic attack.

The destrachan and its deep dwarf slaves hit the first adamantine barrier on Day 5. It takes them two days to break through each barrier. Therefore, these creatures eventually complete the xill master's task on Day 12, but only if the PCs somehow stop the tarrasque first.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, replace the deep dwarves with a derro handler. To decrease the challenge, replace the destrachan with a bulette.

Deep Dwarf Slave, War 1: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +3 melee (1d4+1/×4, light pick) or +3 melee (1d6+1/×2, shovel); Full Atk +3 melee (1d4+1/×4, light pick) or +3 melee (1d6+1/×2, shovel); SA Dwarf traits; SQ Darkvision 90 ft., deep dwarf traits; AL LG; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe).

Possessions: Light pick, shovel, ragged clothing.

Destrachan: CR 8; Large aberration; HD 8d8+24; hp 60; Init +5; Spd 30 ft.; AC 18, touch 10, flat-footed 17; Base Atk +6; Grp +14; Atk +9 melee (1d6+4, claw); Full Atk +9 melee (1d6+4, 2 claws); Space/Reach 10 ft./5 ft.; SA Destructive harmonics; SQ Blindsight 100 ft., immunities, protection from sonics; AL NE; SV Fort +5, Ref +5, Will +10; Str 18, Dex 12, Con 16, Int 12, Wis 18, Cha 12.

Skills and Feats: Hide +8, Listen +25, Move Silently +7, Survival +9; Dodge, Improved Initiative, Lightning Reflexes.

Destructive Harmonics (Su): A destrachan can blast sonic energy in a cone up to 80 ft. long. It can also use this attack to affect any creatures or objects within a 30-ft. radius. It can tune the harmonics of this destructive power to affect different types of targets. All save DCs are Charisma-based.

Flesh: Disrupting tissue and rending bone, this attack deals 4d6 points of damage to all within the area (Reflex DC 15 half).

Nerves: A destrachan can focus its harmonics to knock out foes rather than slay them. This attack deals 6d6 points of nonlethal damage to all present in the area (Reflex DC 15 half).

Material: When using this form of harmonics, a destrachan chooses wood, stone, metal, or glass. All objects made of that material within the area must succeed on a DC 15 Fortitude save or shatter. Objects (or portions of objects) that have up to 30 hit points are potentially affected by this attack.

Blindsight (Ex): A destrachan can use hearing to ascertain all foes within 100 ft. as a sighted creature would.

Immunities: Destrachans have immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight.

Protection from Sonics (Ex): While they can be affected by loud noises and sonic spells (such as ghost sound or silence), destrachans are less vulnerable to sonic attacks (+4 circumstance bonus on all saves) because they can protect their ears. A destrachan hearing is impaired is effectively blinded, and all targets are treated as having total concealment.

Skills: A destrachan has a +10 racial bonus on Listen checks.

Scaling: To increase the challenge of this encounter, add six fiendish rat swarms that emerge on the second round of combat. To decrease the challenge, replace the fiendish rat swarm with a rat swarm.

Fiendish Rat Swarm: CR 3; Tiny magical beast (extraplanar, swarm); HD 4d8; hp 13; Init +2; Spd 15 ft., climb 15 ft.; AC 14; touch 14, flat-footed 12; Base Atk +3; Grp —; Atk (1d6 plus disease, swarm); Full Atk (1d6 plus disease, swarm); Space/Reach 10 ft./0 ft.; SA Disease, distraction, smite good; SQ Darkvision 60 ft., half damage from slashing and piercing, low-light vision, resistance to cold and fire 5, spell resistance 5, scent, swarm traits; AL NE; SV Fort +4, Ref +6, Will +2; Str 2, Dex 15, Con 10, Int 3, Wis 12, Cha 2.

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

Swarm: A fiendish rat swarm seeks to surround and attack any prey it encounters. A fiendish rat swarm deals 1d6 points of damage to any creature whose space it occupies at the end of its move.

In order to attack, a single fiendish rat swarm moves into opponents' spaces, which provokes an attack of opportunity. It can occupy the same space as a creature of any size, since it crawls all over its prey, but remains a creature with a 10-ft. space. Fiendish rat swarms never make attacks of opportunity, but they can provoke attacks of opportunity.

Unlike other creatures with a 10-ft. space, a fiendish rat swarm is shapeable. It can occupy any four contiguous squares, and it can squeeze through any space large enough to contain one of its members.

Disease (Ex): Devil Chills—bite, Fortitude DC 12, incubation period 1d4 days, damage 1d4 Str. The save DC is Constitution-based. It requires three successful Fortitude saving throws in a row to recover from devil chills.

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

Smite Good (Su): Once per day a fiendish rat swarm can make a normal melee attack to deal extra damage equal to its HD total (+2) against a good foe.

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

D80. RATS

The railed track ends in a small alcove. A rat swarm feeds on the carcass of a former slave. A light-weight pick lies discarded on the floor.

Initial Attitude: Indifferent

Encounter: A lone deep dwarf miner thought to escape from this region by secretly mining a tunnel into the floor of this cave when no one was looking. Instead, what he found was a nest of fiendish rats lying dormant in a pocket in the earth. The rats boiled out of the hole and made short work of the poor dwarf. The swarm of fiendish rats (hp 13) is content to feast on the bones of the dwarf.

This Room is empty after Day 4.

Encounter Condition: N/A

Tactics: If the PCs provoke the rats, say by attacking or casting a spell, the rats turn on the lead PC, in a frenzy of bites and claws. The rats open with a smite good attack, regardless of whether the opponent is good or not. The rats fight till death.

Treasure: N/A

EL: 3

D81 THROUGH D84. DEVIL VAULT

Chtrax's goal, the Devil Vault, is a nest of vile evil, a prison withstanding thousands of years, earthquakes, the rise and fall of civilizations, as it has never failed to contain the darkness within. Eons ago, before mankind stirred from the sleep of creation, Asrakhor the Undying, the Destroyer and the Void incarnate surged madly in the planes, and brought war to the heavens. Great celestial cities, infernal strongholds and even the halls of the gods succumbed in the clutches his foul hand. Though the Nemesis' destructive ability was a dire threat, his corrupting aura brought all manner of outsiders beneath his banner. From these fallen celestials rose a particularly corrupted Solar called Kator. This fallen angel gathered to him a host of loyal followers and served the mad god and his fell purposes, laying siege to the gates of heaven. Thousands of years passed, with terrific losses to both sides. It was only when the good and evil gods joined forces, were they able to defeat Asrakhor and imprison him beyond reach in some cosmic prison for all eternity.

With the dark god at bay, there remained the matter of its servants. The evil gods demanded the destruction of these dark servants, but the good gods offered quarter and the gods of light took responsibility for their incarceration. The gods dispatched celestials to the Material Plane to construct a prison to contain these fallen celestials for all eternity.

The total area of the Vault measures 140 ft. by 100 ft., but the actual prison itself is small. Its size is deceptive however, for it originally held all 300,000 of Asrakhor's servants in the sphere appearing only 50 ft. in diameter. The sphere is actually a nexus to a pocket dimension large enough to house all of the fiends, but encapsulated by a sphere of sacred force.

The borders of the Demiplane were not strong enough to contain the raw hate and evil within, so the celestial designers gave their lives to serve as conduits to fuel the energies required to reinforce the heavenly boundaries. The essence of four solars occupied the four corners of the vault, their inherent goodness enough to channel the energies of their divine creatures to buttress the magical barrier (the red lines in Room D81).

Even the sacrifice of the four archangels was not enough to guarantee the permanence of the prison. The builders coated the interior walls with truesilver from the natural deposits found throughout the area surrounding the site. Celestial craftsmen surrounded the vault with bands of magical adamantine and as long as those bands remained intact, they would generate an effect similar to a wall of force (the green lines, Room D82). Filling in the gaps are clouds of raw sacred magical energy, making the Vault inhospitable for fiends, and lending to the magical impediments preventing teleportation effects, plane travel and divination magic.

With these defenses in place, the gods and celestials were confident in the vault's defenses, and over time, expanded the dungeon, imprisoning more of Asrakhor's minions, using inevitables, celestials and more to safeguard the world from the evil inside the massive dungeon. Eventually, the gods and the forces of good forgot about the massive complex, their attention turned to the affairs of mortals and creation.

Now, Chtrax threatens the Vault's integrity, pressing forward with his minions. As he draws closer to his goals, the wards and defenses gradually fail until ultimately, when the tarrasque breaches the walls, the prison's collapses releasing Kator into the world once more. As noted in the Introduction, if the PCs do nothing to stop the tarrasque, it breaches the first set of adamantine bands on Day 4, collapsing two of the walls of force and depleting the sacred energies within. The impediment on divination magic ends. On Day 5, the tarrasque breaches the second band of adamantine, collapsing another wall of force. The impediments on teleportation end in this region. On Day 6, the tarrasque breaks through the final adamantine band, and the final wall of force collapses, dispersing all of the sacred energies and ending the plane travel impediments in this region. Finally, on the seventh Day, the tarrasque breaks inside the Vault. With the Vaults integrity destroyed, the solars' essences fail and the reinforcement to the magical barrier collapses entirely. The sphere warps and twists, collapsing completely after 3 rounds and returning the devils to the Material Plane after 3 rounds. Chtrax cannot place the collar and manacles on Kator before the devil and his legions overwhelm him.

As soon as the devils break free they fight the tarrasque, led by the infamous Kator, with a mixture of spell-like abilities and the devils' ability to summon more of their kind, they quickly overrun the tarrasque and punch through the formian defenses, spilling throughout the region, slaughtering formians, derro, dwarves and other living things they encounter along the way. After one day, the devils conquer the entire region, and plot to conquer the rest of the dungeon. After two more weeks of feasting and terrible hunting, the army of devils marches on the neighboring regions.

The release of the devils has a dynamic effect on the rest of this region. During the day of the devil raids, all of the devils use their summon abilities to draw more of their kind into the region. They move quickly throughout the complex.

Follow this timeline:

Hours 0 to 3	Devils gain control of the Deep Mines.
Hours 4 to 5	Devils conquer the Great Hall.
Hour 6	Devils take the Western and Northern Mines.
Hour 7	Devils take the Old Mines.

Once the devils conquer the region, replace the inhabitants with the following creatures, regardless of whether the PCs defeated the original inhabitants.

Original Inhabitant	Devilish Inhabitant
Ankheg	Hellcat
Bulette	Bone Devil
Chtrax	Kator, the Pit Fiend; His movements are those of Chtrax during Days 0 through 3.
Delver	None
Derro	Imp
Destrachan	Barbed Devil
Digester	Hellcat
Dwarf, Deep	Lemure
Dwarf, Duergar	Lemure
Formian Warrior	Bearded Devil
Formian Taskmaster	Ice Devil
Formian Myrmarch	Horned Devil
Gorgon	Hellcat
Grimlock	Chain Devil
Stone Giant	None
Stone Golem	None
Xill	Xill remain, as the devils find them entertaining and useful.
Yrthak	None

The only way the PCs can save the day is to take the truesilver manacles and collar, and place them on Kator. This is exceptionally difficult as the pit fiend never sleeps and has no interest in wearing them. Thus, the PCs must ensnare the devil though a magic circle, or defeat the creature in combat, dealing nonlethal damage until he falls unconscious or in some other way. If they position the manacles and collar on the devil, they can use its wish to return all of the devils to prison. Be as lenient as possible on the wish's wording, unless the PCs are foolish enough to use the wish for themselves. If the PCs fail, what happens is up to the DM. Perhaps the gods return their attention to the lost prison and exert their influence to restore the devils to their prison. On the other hand, Kator could simply leave the dungeon from this region and unleash the Nemesis onto the Planes once more for a campaign of epic proportions.

RANDOM ENCOUNTERS

Once the devils are free from the Vault, replace all random encounter tables with this one. Check for random encounters once per hour.

1d20	Encounter
1–12	Tremors shake the corridor, causing fine streams of dust to spill from cracks in the ceiling. Smoke, Tremors 20.
13	1d3+2 barbed devils move to secure closest Room.
14	1d4+5 bearded devils hunt for survivors.
15	1d3+1 bone devils torture a formian for information.
16	1d4 fleeing deep dwarves run from a swarm of 1d8+8 lemures.
17	A pair of hellcats hunts for fresh meat.
18	A horned devil greedily stuffs derro corpses into its mouth.
19	An imp plucks the eyes from a screaming, dying derro.
20	Kator walks his new domain, with Chtrax's head on a pike.

D81. DIVINE SHELL

If the PCs somehow enter this Room without breaching the adamantine bands, read the following.

This multi-hued field sparkles with powerful energy, pulsing as beams originating from four statues in the corners which feed it.

If the PCs explore this Room after the devils break free, read the following.

A great black pit dominates this room, stinking of brimstone and dung. The walls and the ceiling feature tarnished metal strips. In the corners stand the shattered remains of statues, apparently once depicting angelic heroes. The room is quiet, heavy with tragedy.

Initial Attitude: N/A
Encounter: N/A
Encounter Condition: Positive Energy
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

D82. WALLS OF FORCE

If the PCs enter this Room without breaching the adamantine bands, read the following. Otherwise, refer to Room D81 for descriptions of the vault.

Bright walls of pale green energy shimmer and pulse, surrounding another swirling mass of dark energy.

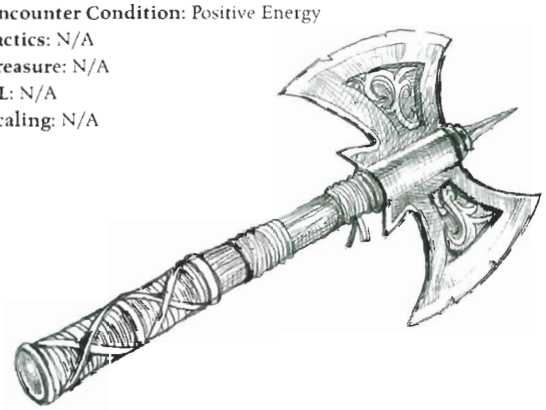
Initial Attitude: N/A
Encounter: N/A
Encounter Condition: Positive Energy
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

D83. WARDS

If the PCs enter this Room without breaching the adamantine bands, read the following. Otherwise, refer to Room D81 for descriptions of the vault.

Nimbi of bright light suffuse the area between the walls of force and the swirling orb of darkness.

Initial Attitude: N/A
Encounter: N/A
Encounter Condition: Positive Energy
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A



D84. DEVILS

If the PCs somehow enter this Room without breaching the adamantine bands, read the following. Otherwise, refer to Room D81 for descriptions of the vault.

In the center of this vast room is an orb of an utterly dark nature. Clouds of swirling energies dance on its surface and beyond them you can see screaming faces refracted into warped and twisted horrors. Ephemeral hands pound against the walls, and ever so faintly, you think you hear blasphemous mutterings whispering in the air.

Initial Attitude: Hostile

Encounter: This swirling nexus is the border to the Demiplane housing the devils. Inside lurks Kator, and hundreds of other devils, ranging from imps to hellcats and the fearsome horned devils. The only way to release these devils is to destroy the outer adamantine bands and then breach the Vault's interior. The defenses fall like dominoes and release all the imprisoned fiends to destroy the world. See page 21 for details when the devils break free.

Encounter Condition: Cursed 8, Desecration 4, Distracting Noises 6, Distracting Visions 6, Echoes 6, Extreme Cold, Extreme Heat, Fear 25, Haunted, Negative Energy, Unhallowed 6

Tactics: N/A
Treasure: N/A
EL: N/A

Scaling: This Room is appropriate for PCs of any level, as long as the devils remain inside their prison.

Barbed Devil (Hamatula): CR 11; Medium outsider (evil, extraplanar, lawful); HD 12d8+72; hp 126; Init +6; Spd 30 ft.; AC 29, touch 16, flat-footed 23; Base Atk +12; Grp +22; Atk +18 melee (2d8+6 plus fear, claw); Full Atk +18 melee (2d8+6 plus fear, 2 claws); SA Fear, improved grab, impale 3d8+9, summon devil; SQ Barbed defense, damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, spell-like abilities, telepathy 100 ft.; AL LE; SV Fort +14, Ref +14, Will +12; Str 23, Dex 23, Con 23, Int 12, Wis 14, Cha 18.

Skills and Feats: Concentration +21, Diplomacy +6, Hide +21, Intimidate +19, Knowledge (any one) +16, Listen +19, Move Silently +21, Search +16, Sense Motive +17, Spot +19, Survival +2 (+4 following tracks); Alertness, Cleave, Improved Grapple, Iron Will, Power Attack.

Fear (Su): A creature hit by a barbed devil must succeed on a DC 20 Will save or be affected as though by fear (caster level 9th). Whether or not the save is successful, that creature cannot be affected by that same barbed devil's fear ability for 24 hours. The save DC is Charisma-based.

Impale (Ex): A barbed devil deals 3d8+9 points of piercing damage to a grabbed opponent with a successful grapple check.

Improved Grab (Ex): To use this ability, a barbed devil must hit with a claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can impale the opponent on its barbed body.

Summon Devil (Sp): Once per day a barbed devil can attempt to summon 1d6 bearded devils or another barbed devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Barbed Defense (Su): Any creature striking a barbed devil with handheld weapons or natural weapons takes 1d8+6 points of piercing and slashing damage from the devil's barbs. Note that weapons with exceptional reach, such as longspears, do not endanger their users in this way.

Spell-like Abilities: At will—greater teleport (self plus 50 pounds of objects only), hold person (DC 16), major image (DC 17), scorching ray (2 rays only). 1/day—order's wrath (DC 18), unholy blight (DC 18). Caster level 12th. The save DCs are Charisma-based.

Bearded Devil (Barbazu): CR 5; Medium outsider (evil, extraplanar, lawful); HD 6d8+18; hp 45; Init +6; Spd 40 ft.; AC 19; touch 12, flat-footed 17; Base Atk +6; Grp +8; Atk +9 melee (1d10+3 plus infernal wound, glaive) or +8 melee (1d6+2, claw); Full Atk +9/+4 melee (1d10+3 plus infernal wound, glaive) or 2 claws +8 melee (1d6+2, claw); Space/Reach 5 ft./5 ft. (10 ft. with glaive); SA Infernal wound, beard, battle frenzy, summon devil; SQ Damage reduction 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.; AL LE; SV Fort +8, Ref +7, Will +5; Str 15, Dex 15, Con 17, Int 6, Wis 10, Cha 10

Skills and Feats: Climb +11, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spot +9; Improved Initiative, Power Attack, Weapon Focus (glaive).

Spell-like Abilities: At will—greater teleport (self plus 50 pounds of objects only). Caster level 12th.

Infernal Wound (Su): The damage a bearded devil deals with its glaive causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 16 Heal check, a cure spell, or a heal spell. However, a PC attempting to cast a cure spell or a heal spell on a creature damaged by a bearded devil's glaive must succeed on a DC 16 caster level check, or the spell has no effect on the injured PC.

A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The infernal wound is a supernatural ability of the bearded devil, not of the weapon. The check DC is Constitution-based.

Beard (Ex): If a bearded devil hits a single opponent with both claw attacks, it automatically hits with its beard. The affected creature takes 1d8+2 points of damage and must succeed on a DC 16 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). Damage is dealt each day until the afflicted creature succeeds on three consecutive Fortitude saves, the disease is cured magically, or the creature dies. The save DC is Constitution-based.

Battle Frenzy (Ex): Twice per day, a bearded devil can work itself into a battle frenzy similar to the barbarian's rage (+4 Strength, +4 Constitution, +2 morale bonus on Will saves, –2 AC penalty). The frenzy lasts for 6 rounds, and the bearded devil suffers no ill effects afterward.

Summon Devil (Sp): Once per day a bearded devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bearded devil with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Bone Devil (Osyluth): CR 9; Large outsider (evil, extraplanar, lawful); HD 10d8+50; hp 95; Init +9; Spd 40 ft.; AC 25, touch 14, flat-footed 20; Base Atk +10; Grp +19; Atk +14 melee (1d8+5, bite); Full Atk +14 melee (1d8+5, bite) and +12 melee (1d4+2, 2 claws) and sting +12 melee (3d4+2 plus poison); SA Spell-like abilities, fear aura, poison, summon devil; SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.; AL LE; SV Fort +12, Ref +12, Will +11; Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (any one) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks); Alertness, Improved Initiative, Iron Will, Multiattack.

Fear Aura (Su): Bone devils can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a fear spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-like Abilities: At will—greater teleport (self plus 50 pounds of objects only), dimensional anchor, fly, invisibility (self only), major image (DC 15), wall of ice. Caster level 12th. The save DC is Charisma-based.

Summon Devil (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Chain Devil (Kyton): CR 6; Medium outsider (evil, extraplanar, lawful); HD 8d8+16; hp 52; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +8; Grp +10; Atk +10 melee (2d4+2/19–20, chain); Full Atk +10 melee (2d4+2/19–20, 2 chains); Space/Reach 5 ft./5 ft. (10 ft. with chains); SA Dancing chains, unnerving gaze; SQ Damage reduction 5/silver or good, darkvision 60 ft., immunity to cold, regeneration 2, spell resistance 18; AL LE; SV Fort +8, Ref +8, Will +6; Str 15, Dex 15, Con 15, Int 6, Wis 10, Cha 12.

Skills and Feats: Climb +13, Craft (blacksmithing) +17, Escape Artist +13, Intimidate +12, Listen +13, Spot +13, Use Rope +2 (+4 with bindings); Alertness, Improved Critical (chain), Improved Initiative.

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based.

A chain devil can climb chains it controls at its normal speed without making Climb checks.

A chain devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Unnerving Gaze (Su): Range 30 ft., Will DC 15 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a –2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6 × 10 minutes. Holding the severed member against the stump enables it to reattach instantly.

Skills and Feats: Chain devils have a +8 racial bonus on Craft checks involving metalwork.

Hellcat (Bezekira): CR 7; Large outsider (evil, extraplanar, lawful); HD 8d8+24; hp 60; Init +9; Spd 40 ft.; AC 21, touch 14, flat-footed 16; Base Atk +8; Grp +18; Atk Claw +13 melee (1d8+6); Full Atk +13 melee (1d8+6, 2 claws) and +8 melee (2d8+3, bite); Space/Reach 10 ft./5 ft.; SA Improved grab, pounce, rake 1d8+3; SQ Damage reduction 5/good, darkvision 60 ft., invisible in light, resistance to fire 10, scent, spell resistance 19, telepathy 100 ft.; AL LE; SV Fort +9, Ref +11, Will +8; Str 23, Dex 21, Con 17, Int 10, Wis 14, Cha 10.

Skills and Feats: Balance +16, Climb +17, Hide +13, Jump +21, Listen +17, Move Silently +20, Spot +13, Swim +17.

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

Pounce (Ex): If a hellcat charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +13 melee, damage 1d8+3.

Invisible in Light (Ex): A hellcat is invisible in any area lit well enough for a human to see. In a darkened area, it shows up as a faintly glowing outline visible up to 30 ft. away (60 ft. if the viewer has low-light vision). Magical darkness smothers the glow and conceals the outline.

Skills: Hellcats have a +4 racial bonus on Listen and Move Silently checks.

Horned Devil (Cornugon): CR 16; Large outsider (evil, extraplanar, lawful); HD 15d8+105; hp 172; Init +7; Spd 20 ft., fly 50 ft. (average); AC 35, touch 16, flat-footed 28; Base Atk +15; Grp +29; Atk +25 melee (2d6+15 plus stun, spiked chain) or +24 melee (2d6+10, claw) or +24 melee (2d6+10 plus infernal wound, tail); Full Atk +25/+20/+15 melee (2d6+15 plus stun, spiked chain) and +22 melee (2d8+5, bite) and +22 melee (2d6+5 plus infernal wound, tail); or +24 melee (2d6+10, 2 claws) and +22 melee (2d8+5, bite) and +22 melee (2d6+5 plus infernal wound, tail); Space/Reach 10 ft./10 ft. (20 ft. with spiked chain); SA Fear aura, infernal wound, spell-like abilities, stun, summon devil; SQ Damage reduction 10/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 28, telepathy 100 ft.; AL LE; SV Fort +16, Ref +16, Will +15; Str 31, Dex 25, Con 25, Int 14, Wis 18, Cha 22.

Skills and Feats: Bluff +24, Climb +28, Concentration +24, Diplomacy +10, Disguise +6 (+8 acting), Hide +21, Intimidate +26, Listen +22, Move Silently +23, Search +20, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks); Cleave, Improved Sunder, Iron Will, Multiattack, Power Attack, Weapon Focus (spiked chain).

Spell-like Abilities: At will—*dispel chaos* (DC 21), *dispel good* (DC 21), *magic circle against good*, *greater teleport* (self plus 50 pounds of objects only); *persistent image* (DC 21) 3/day—*fireball* (DC 19), *lightning bolt* (DC 19). Caster level 15th. The save DCs are Charisma-based.

Fear Aura (Su): A horned devil can radiate a 5-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 23 Will save or be affected as though by a *fear* spell (caster level 15th). A creature that successfully saves cannot be affected again by the same horned devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Stun (Su): Whenever a horned devil hits with a spiked chain attack, the opponent must succeed on a DC 27 Fortitude save or be stunned for 1d4 rounds. The save DC is Strength-based. This ability is a function of the horned devil, not of the spiked chain.

Infernal Wound (Su): The damage a horned devil deals with its tail attack causes a persistent wound. An injured creature loses 2 additional hit points each round. The wound does not heal naturally and resists healing spells. The continuing hit point loss can be stopped by a DC 24 Heal check, a cure spell, or a heal spell. However, a PC attempting to cast a cure spell or a heal spell on a creature damaged by a horned devil's tail must succeed on a DC 24 caster level check, or the spell has no effect on the injured PC. A successful Heal check automatically stops the continuing hit point loss as well as restoring hit points. The check DC is Constitution-based.

Summon Devil (Sp): Once per day a horned devil can attempt to summon 2d10 lemures or 1d6 bearded devils with a 50% chance of success, 1d6 barbed devils with a 35% chance of success, or another horned devil with a 20% chance of success. This ability is the equivalent of a 6th-level spell.

Regeneration (Ex): A horned devil takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

Ice Devil (Gelugon): CR 13; Large outsider (evil, extraplanar, lawful); HD 14d8+84 (147 hp); Init +5; Spd 40 ft.; AC 32, touch 14, flat-footed 27; Base Atk +14; Grp +24; Atk +20 melee (2d6+9/×3 plus slow, spear) or +19 melee (1d10+6, claw); Full Atk +20/+15/+10 melee (2d6+9/×3 plus slow, spear) and +14 melee (2d6+3, bite) and +14 melee (3d6+3 plus slow, tail); or +19 melee (1d10+6, 2 claws) and +14 melee (2d6+3, bite) and +14 melee (3d6+3 plus slow, tail); Space/Reach 10 ft./10 ft.; SA Fear aura, slow, spell-like abilities, summon devil; SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 25, telepathy 100 ft.; AL LE; SV Fort +15, Ref +14, Will +15; Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20.

Skills and Feats: Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Jump +27, Knowledge (any three) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Spot +25, Survival +6 (+8 following tracks); Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear).

Fear Aura (Su): An ice devil can radiate a 10-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 22 Will save or be affected as though by a fear spell (caster level 13th). A creature that successfully saves cannot be affected again by the same ice devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Slow (Su): A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a slow spell for 1d6 rounds. The save DC is Constitution-based.

Spell-like Abilities: At will—cone of cold (DC 20), fly, ice storm (DC 19), greater teleport (self plus 50 pounds of objects only), persistent image (DC 20), unholy aura (DC 23), wall of ice (DC 19). Caster level 13th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an ice devil can attempt to summon 2d10 lemures or 1d6 bearded devils, 2d4 bone devils with a 50% chance of success, or another ice devil with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

Regeneration (Ex): An ice devil takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Imp: CR 2; Tiny outsider (evil, extraplanar, lawful); HD 3d8; hp 13; Init +3; Spd 20 ft., fly 50 ft. (perfect); AC 20, touch 15, flat-footed 17; Base Atk +3; Grp –5; Atk +8 melee (1d4 plus poison, sting); Full Atk +8 melee (1d4 plus poison, sting); SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/good or silver, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 5; AL LE; SV Fort +3, Ref +6, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 12, Cha 14.

Skills and Feats: Diplomacy +8, Hide +17, Knowledge (any one) +6, Listen +7, Move Silently +9, Search +6, Spellcraft +6, Spot +7, Survival +1 (+3 following tracks); Dodge, Weapon Finesse.

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

Spell-like Abilities: At will—detect good, detect magic, invisibility (self only); 1/day—suggestion (DC 15). Caster level 6th. The save DC is Charisma-based.

Once per week an imp can use commune to ask six questions. The ability otherwise works as the spell (caster level 12th).

Alternate Form (Su): An imp can assume other forms at will as a standard action. This ability functions as a polymorph spell cast on itself (caster level 12th), except that an imp does not regain hit points for changing form, and an individual imp can assume only one or two forms no larger than Medium. Common forms include monstrous spider, raven, rat, and boar.

Lemure: CR 1; Medium outsider (evil, extraplanar, lawful); HD 2d8; hp 9; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk +2; Grp +2; Atk +2 melee (1d4, claw); Full Atk +2 melee (1d4, 2 claws); SA —; SQ Damage reduction 5/good or silver, darkvision 60 ft., immunity to fire and poison, mindless, resistance to acid 10 and cold 10, mindless, see in darkness; AL LE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 10, Con 10, Int —, Wis 11, Cha 5.

Skills and Feats: —

Mindless (Ex): Immunity to mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).

Kator, Pit Fiend: CR 20; Large outsider (evil, extraplanar, lawful); HD 18d8+144; hp 225; Init +12; Spd 40 ft., fly 60 ft. (average); AC 40 (–1 size, +8 Dex, +23 natural); touch 17, flat-footed 32; Base Atk +18; Grp +35; Atk +30 melee (2d8+13, claw); Full Atk +30 melee (2d8+13, 2 claws) and +28 melee (2d6+6, 2 wings) and +28 melee (4d6+6 plus poison plus disease, bite) and +28 melee (2d8+6, tail slap); Space/Reach 10 ft./10 ft.; SA Constrict 2d8+26, fear aura, improved grab, spell-like abilities, summon devil; SQ Damage reduction 15/good and silver, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10,

regeneration 5, see in darkness, spell resistance 32, telepathy 100 ft.; AL LE; SV Fort +19, Ref +19, Will +21; Str 37, Dex 27, Con 27, Int 26, Wis 26, Cha 26.

Skills and Feats: Balance +10, Bluff +29, Climb +34, Concentration +29, Diplomacy +10, Disguise +29 (+31 acting), Hide +25, Intimidate +31, Jump +40, Knowledge (arcana) +29, Knowledge (nature) +10, Knowledge (the planes) +29, Knowledge (religion) +29, Listen +29, Move Silently +29, Search +29, Spellcraft +31, Spot +29, Survival +8 (+10 on other planes, +10 when tracking), Tumble +31; Cleave, Great Cleave, Improved Initiative, Iron Will, Multiattack, Power Attack, Quicken *Spell-like Abilities:* Ability (fireball).

Constrict (Ex): A pit fiend deals 2d8+26 points of damage with a successful grapple check.

Disease (Su): A creature struck by a pit fiend's bite attack must succeed on a DC 27 Fortitude save or be infected with a vile disease known as devil chills (incubation period 1d4 days, damage 1d4 Str). The save DC is Constitution-based.

Fear Aura (Su): A pit fiend can radiate a 20-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 27 Will save or be affected as though by a fear spell (caster level 18th). A creature that successfully saves cannot be affected again by the same pit fiend's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a pit fiend must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Poison (Ex): Injury, Fortitude DC 27, initial damage 1d6 Con, secondary damage death. The save DC is Constitution-based.

Spell-like Abilities: At will—*blasphemy* (DC 25), *create undead, fireball* (DC 21), *greater dispel magic, greater teleport* (self plus 50 pounds of objects only), *invisibility, magic circle against good, mass hold monster* (DC 27), *persistent image* (DC 23), *power word stun, unholy aura* (DC 26); 1/day—*meteor swarm* (DC 27). Caster level 18th. The save DCs are Charisma-based.

Once per year a pit fiend can use *wish* as the spell (caster level 20th).

Summon Devil (Sp): Twice per day a pit fiend can automatically summon 2 lemures, bone devils, or bearded devils, or 1 erinyes, horned devil, or ice devil. This ability is the equivalent of an 8th-level spell.

Regeneration (Ex): A pit fiend takes normal damage from good-aligned silvered weapons, and from spells or effects with the good descriptor.

D85 THROUGH D103. NORTHERN MINES

Encompassing Rooms D85 through D103, these blighted tunnels are a deadly gauntlet of pestilence, where despite the ravaging plagues wreaking havoc throughout, some mining continues, and where the traps are aplenty, lying in wait for interlopers who have no business exploring them. Commanding these tunnels is a tired and nearly broken formian myrmarch, whose control is tenuous at best. Fighting the plagues ravaging the tunnels has been no small feat and has claimed the lives of countless slaves, derro and formians. Making matters worse, a band of xill have organized and ambush miners, formian sentries and stall the process for some esoteric purpose.

In a rare meeting between Chtrax and the myrmarch, the xill commanded the myrmarch's forces to construct a bore to assist in the mining process, as the master was dissatisfied with the progress. Furthermore, Chtrax did not intend to reveal this project to the gnome, as it would great undue conflict between the artificer and the master. The command came three weeks ago, before the plagues and xill strikes. Hence, progress on the bore has been slow.

Unlike the other two formian myrmarchs, this one suspects the formian queen is dead at the hands of the xill master. If the PCs demonstrate evidence of this, and with some smooth talking, the myrmarch throws his lot in with the PCs to defeat the xill overlord. However, if the PCs betray him, he becomes an implacable enemy and hunts the PCs throughout the region.

All Rooms here are dark unless otherwise specified. The walls are unworked stone and the ceiling averages 10 ft. in height, while smaller, narrow tunnels are only 5 ft. tall. Bones, trash, metal scraps and spider webs litter all the corridors and Rooms, making charging impossible and forcing PCs to succeed a DC 15 Balance check to run. The air is sulfurous and foul.

RANDOM ENCOUNTERS

Check for random encounters once each hour the PCs explore this section.

1d20	Encounter
1	A crack in the floor vents sulfurous fumes, forcing all PCs within 5 ft. to make DC 20 Fortitude saves or become nauseated for 1d3 rounds. Smoke, Stagnant Air.
2–10	Nothing
11–13	1d4 formian warriors hunt for rogue xill.
14–15	Two formian warriors astride gorgon, patrolling for xill.
16–17	1d6 xill fight over a shackled, screaming duergar slave.
18–19	1d3 xill carrying the body of a dead duergar slave.
20	Tremors shake the corridor, causing fine streams of dust to spill from cracks in the ceiling. Smoke, Tremors 20.

D85. WARNING

On the floor, about ten feet inside this wide tunnel is some softly glowing writing scribbled on the floor. The corridor continues ahead into darkness.

Initial Attitude: N/A

Encounter: The writing is in Undercommon, scribed in ink made from luminescent mold. PCs able to read the writing or succeeding a DC 20 Decipher Script learn danger lies ahead. The message is a true warning, alerting derro to the russet mold contaminating Room D86.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

D86. MOLDY ROOM

As you move further down the corridor, it gets colder. When you finally reach the mouth of the cave, you note a brown powdery substance fills the entire room hanging in strands from floor to ceiling and covering the rocks. In the center of the room lies a gleaming longsword, in the grip of a dead humanoid. The room is exceedingly cold, and your breath puffs out in steam.

Initial Attitude: N/A

Encounter: When the waters poured into the tunnels from above, much of the water collected here. The resulting moisture and the rotting flesh from the drowned made this an ideal location for various molds. Over time, the water evaporated, leaving a thriving colony of brown mold in its wake. Brown mold covers this Room, so whenever anyone enters a 5 ft. space, they take 3d6 points of damage from each 5 ft. square of mold, for a total of 27d6 points of cold damage.

Encounter Condition: Flooded

Tactics: N/A

Treasure: The corpse of Ulrad the Unlucky rots in the center of the Room, a cursed fighter who found himself lost in the dungeon and finally crawled in here to die. All of his other equipment has long since rotted away, except for his particularly unlucky longsword, a –2 *cursed adamantine longsword.*

EL: 14

Scaling: To increase the challenge of this encounter, replace the brown mold with yellow mold. To decrease the challenge, shrink the area of the brown mold to just the central 10 ft. by 10 ft. section.

D87. MORE BODIES

The narrow tunnel extends deep into the rock. Four corpses with large gaping wounds in their chests fill the end of tunnel. Their tools, picks and shovels lie scattered about, rusting. The bodies look like they have been dead for a while.

Initial Attitude: N/A

Encounter: These bodies once housed xill eggs, but no longer. Two of the corpses were duergar and the other two were deep dwarves. Their jaws have been removed to prevent speak with dead spells.

Encounter Condition: N/A

Tactics: N/A

Treasure: Aside from a few rusty tools, there is no treasure.

EL: N/A

Scaling: N/A

D88. TUNNEL

Another small tunnel delves into the rock. Scratching noises sound from the darkness.

Initial Attitude: Hostile

Encounter: Three xill (hp 32 each) hide at the end of the tunnel. Newly emerged from the bodies of three duergar miners, they have just killed the grimlock overseer and are making a meal of his remains. If anyone enters the tunnel, the xill hide in the shadows, waiting for the opportunity to strike.

Encounter Condition: N/A

Tactics: The xill are merciless combatants. If a lone scout enters the tunnel, two make grab attacks to hold the unfortunate victim steady, while a third tries to inject the egg. Against more opponents, the xill lash out with melee attacks, but keep at least one opponent alive to act as a host.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, add two more xill. To decrease the challenge, remove one xill.

Xill: CR 6; Medium outsider (extraplanar); HD 5d8+10; hp 32; Init +7; Spd 40 ft.; AC 20, touch 13, flat-footed 17; Base Atk +5; Grp +7; Atk +7 melee (1d6+2/×4, heavy pick) or +7 melee (1d4+2, claw); Full Atk +5 melee (1d6+2/×4, 1d6+1/×4, 2 heavy picks) and +5 melee (1d4+1, 2 claws); or +5 melee (1d4+2, 1d4+1, 4 claws); SA implant, improved grab, paralysis; SQ Darkvision 60 ft., planewalk, spell resistance 21; AL LE; SV Fort +6, Ref +7, Will +5; Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11.

Skills and Feats: Balance +13, Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings); Improved Initiative, Multiattack B, Multiweapon Fighting.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A remove disease spell rids a victim of the egg, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It receives a +2 bonus on the grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite deals no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 14 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution-based.

Planewalk (Su): Xill cannot use planewalk in this adventure.

D89. CHUTE TRAP

For PCs searching for secret doors, or elves and other creatures who notice such things, read the following text.

Something about this empty stretch of wall is suspicious. Perhaps it is the scuff marks on the floor, or the flash of something behind it, but you are certain you spy a secret door here.

Initial Attitude: N/A

Encounter: Designed to snare the snoops, this secret door is more of a trap than a passage. PCs succeeding at a DC 25 Search check notice scuff marks on the rock surrounding the door, similar to claw marks. The stone door itself is poorly concealed, requiring a DC 15 Search check to locate. The door spins on a horizontal, central spindle, but pushes on a false vertical spindle, so pushing either side of the door causes the top to spin forward, while the bottom lifts the PC up and into the chute beyond. Opening the door is simple, requiring a DC 5 Strength check. PCs pushing on the door must succeed a DC 20 Reflex save or tumble to the other side, sliding down the chute to fall in a spectacular splash into the lava below. See lava in this region's Introduction for details.

Once in the lava, 1d6 magma mephits (13 hp each) attack the PC. The unfortunate PC can swim out of the lava to reach the lip of the chute, taking damage as if immersed each round in the lava. Climbing back up the chute requires a DC 20 Climb check.

Encounter Condition: N/A

Tactics: The magma mephits attack PCs in the lava. They are nearly mindless, so they favor claw attacks over breath weapons. Each round the PC fights the mephits in the lava there is a 20% chance for 1d6 more steam and magma mephits to join the fight.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, double the number of attacking mephits. To decrease the challenge, reduce the Reflex DC to 15.

Magma Mephit: CR 3; Small outsider (fire, extraplanar); HD 3d8; hp 13; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15; Base Atk +3; Grp –1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4 fire, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Breath Weapon (Su): 10-ft. cone of magma, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is constitution-based and includes a +1 racial bonus.

Spell-like Abilities: Once per hour, a magma mephit can use shapechange to take the form of a pool of lava 3 ft. in diameter and 6 inches deep. The mephit's damage reduction improves to 20/magic when in this form. The mephit can't attack while in lava form but can use other spell-like abilities. It can move at a speed of 10 ft., but it can't run. In this form the mephit can pass through small holes or narrow openings, even mere cracks. The pool's touch ignites flammable materials such as paper, straw, or dry wood.

Once per day a magma mephit can use pyrotechnics (DC 14). It can use itself as the fire source without harm. Caster level 6th. The save DC is Charisma-based.

Fast Healing (Ex): A magma mephit heals only if it is touching magma, lava, or a flame at least as large as a torch.

Steam Mephit: CR 3; Small outsider (extraplanar, fire); HD 3d8; hp 13; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15; Base Atk +3; Grp –1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4 fire, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Breath Weapon (Su): 10-ft. cone of steam, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effect of a blur spell (caster level 3rd). Once per day it can create a rainstorm of boiling water that affects a 20-ft.-square area. Living creatures caught in the storm take 2d6 points of fire damage (Reflex DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A steam mephit heals only if it is touching boiling water or is in a hot, humid area.

D90. SOUNDER

The large tunnel descends into the earth at a sharp angle. At the end of the tunnel, a large six-wheeled wagon carrying a metal cylindrical tank mounted on an iron cradle, with connecting hoses running to another reservoir of sorts hums as a deep dwarf manipulates several levers at the rear of the machine, while another dwarf presses the narrow end of a cone to the wall. Insect men stand guard, evaluating their progress.

Initial Attitude: Unfriendly

Encounter: A sounder crew, consisting of two deep dwarves (hp 6 each), tests the walls with harmonic resonances to see if they are any closer to the Vault. The sounder crew, if left alone, turns on the device, to a narrow beam, mid-pulse with results as described in Room D53. The deep dwarf engineers are sick with cackle fever and frequently stop their detections while they suffer bouts of coughing. Furthermore, the disease has eroded their minds, so they have a 50% chance of switching the sounder up to a high pulse. Three formian warriors stand guard, watchful for xill saboteurs.

Cackle Fever—Inhaled, Fortitude DC 16, incubation period 1 day, damage 1d6 Wis.

Encounter Condition: N/A

Tactics: The PCs can negotiate with the formians, as the formians count the roaming xill among their enemies and not so much outsiders. PCs succeeding a DC 25 Diplomacy check prevent combat from occurring and the formian warriors request the PCs to accompany them to their myrmarch in Room D93. If the PCs agree, one of the formian warriors leads the PCs there.

PCs interacting with the deep dwarves must succeed DC 16 Fortitude saves or catch Cackle fever.

If the PCs engage the formians in melee, they fan out to gain flanks where possible, and concentrate their attacks on the spellcasters first. The deep dwarves switch up the sounder to a high-pulse in the hopes an arc will kill a PC.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, advance the formian warriors to 8 HD. To decrease the challenge, have the formians start with a Friendly attitude.

Deep Dwarf Miner, 1st-Level Warrior: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +3 melee (1d4+1/×2, light hammer); Full Atk +3 melee (1d4+1/×2, light hammer); SA Dwarf traits; SQ Darkvision 90 ft., deep dwarf traits; AL LG; SV Fort +4*, Ref +0*, Will –3*; Str 13, Dex 11, Con 14, Int 10, Wis 5, Cha 6.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +0, Spot +0; Weapon Focus (dwarven waraxe).

Possessions: Light hammer, ragged clothing.

Formian Warrior: CR 3; Medium outsider (lawful, extraplanar); HD 4d8+8; hp 35, 26; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +7; Atk +7 melee (2d4+3 plus poison, sting); Full Atk +7 melee (2d4+3 plus poison, sting) and +5 melee (1d6+1, 2 claws) and +5 melee (1d4+1, bite); SA Poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18; AL LN; SV Fort +6, Ref +7, Will +5; Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12; Mounted Combat, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

D91. DIGGING DELVER

Astride the back of a huge brown cyclopean slug monster rides a derro dressed in rags. The creature reaches out with its squiggly arms and liquefies the rock it touches. The air is acrid and foul. The mounted derro shrieks with pleasure when he swats his mount with his improvised riding crop.

Initial Attitude: Unfriendly/Friendly

Encounter: An insane, crazed derro (hp 16) rides atop a delver (hp 145). Made even more insane by a nasty run of cackle fever, he is perilously close to comatose. With no concern for his actions, he commands the monster beneath him to find the prize at any cost. The delver, eager to find her mate, who resides at Room D77, agrees in the hopes she can destroy as much of the region as she can. She tolerates the rider only because it serves her purpose.

If not stopped, the delver cuts a swathe across the dungeon, reaching the lava flow on the other side in 7 days.

Encounter Condition: N/A

Tactics: If the PCs make their presence known to the delver and her rider, the delver stops its digging. The delver is willing to talk with the PCs, but the derro is not. After three rounds of conversation, and if the PCs seem trustworthy, the delver crushes the derro, silencing him.

The delver is interested in any information the PCs have, especially details about what Chtrax's intentions actually are. The delver does not know much, only that a myrmarch controls this section, and the formian workers spend their time constructing a massive drill. Once the PCs have finished speaking, she turns back to her digging, to find her mate.

If the PCs attack, the delver and the rider charge the PCs, intent on destroying them. The delver concentrates her attacks at the armored PCs first, while the derro uses *sound burst* to disrupt spellcasters.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, change the Initial Attitude of the delver to Unfriendly. To decrease the challenge, remove the mad derro.

Mad Derro: CR 3; Small monstrous humanoid; HD 3d8+3; hp 16; Init +6; Spd 20 ft.; AC 19, touch 13, flat-footed 17; Base Atk +3; Grp –1; Atk +4 melee (1d4/19–20, short sword) or +6 ranged (1d6/19–20 plus poison, repeating light crossbow); Full Atk +4 melee (1d4/19–20, short sword) or +6 ranged (1d6/19–20 plus poison, repeating light crossbow); SA Poison use, spell-like abilities, sneak attack +1d6; SQ Madness, spell resistance 15 vulnerability to sunlight; AL CE; SV Fort +2, Ref +5, Will +6; Str 11, Dex 14, Con 13, Int 10, Wis 1*, Cha 16*.

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

Possessions: Studded leather armor, buckler, shortsword, black adder venom (2d4 doses), heavy repeating crossbows, 2 cases of bolts (10).

Delver: CR 9; Huge aberration; HD 15d8+78; hp 145; Init +5; Spd 30 ft., burrow 10 ft.; AC 24, touch 9, flat-footed 23; Base Atk +11; Grp +27; Atk +17 melee (1d6+8 plus 2d6 acid, slam); Full Atk +17 melee (1d6+8 plus 2d6 acid, 2 slams); Space/Reach 15 ft./10 ft.; SA Corrosive slime; SQ Darkvision 60 ft., immunity to acid, stone shape, tremorsense 60 ft.; AL N; SV Fort +12, Ref +6, Will +11; Str 27, Dex 13, Con 21, Int 14, Wis 14, Cha 12.

Skills and Feats: Knowledge (dungeoneering) +14, Knowledge (nature) +4, Listen +20, Move Silently +17, Spot +20, Survival +14 (+16 underground); Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Power Attack, Toughness.

Corrosive Slime (Ex): A delver produces a mucus-like slime that contains a highly corrosive substance. The slime is particularly effective against stone. A delver's mere touch deals 2d6 points of acid damage to organic creatures or objects. Against metallic creatures or objects, a delver's slime deals 4d8 points of damage, and against stony creatures (including earth elementals) or objects it deals 8d10 points of damage. A slam attack by a delver leaves a patch of slime that deals 2d6 points of damage on contact and another 2d6 points of damage in each of the next 2 rounds. A large quantity (at least a quart) of water or weak acid, such as vinegar, washes off the slime. An opponent's armor and clothing dissolve and become useless immediately unless the wearer succeeds on a DC 22 Reflex save. Weapons that strike a delver also dissolve immediately unless the wielder succeeds on a DC 22 Reflex save. A creature attacking a delver with natural weapons takes damage from its slime each time an attack hits unless the creature succeeds on a DC 22 Reflex save. These save DCs are Constitution-based.

Stone Shape (Ex): A delver can alter its slime to temporarily soften stone instead of dissolving it. Once every 10 minutes, a delver can soften and shape up to 25 cubic ft. of stone, as a stone shape spell (caster level 15th).

D92. THE BORE

The tunnel slants down and opens into an enormous cave, filled with the din of industrial noise. Muted stone guardians stand at attention, blankly watching the workers toil. Duergar smiths forge the plates the deep dwarf craftsmen shape into components for the large bore. Other slaves hoist the panels, and other parts to the hive of activity, where formian workers labor to assemble a great bore. The cavern echoes the sounds of beating hammers, footfalls, and the occasional shout.

Initial Attitude: Indifferent

Encounter: Inside this half of the enormous cave, 20 formian workers (hp 5 each) assemble the bore Chtrax commissioned in secret. Ten duergar smiths (hp 9 each) and their 8 deep dwarf assistants (hp 6 each) busily melt the metal fragments turned up from the rich iron veins in Rooms D101 and D102. Two stone golems (hp 107) stand ready to attack any intruder not a derro, dwarf, or formian taking a hostile action while in this Room. Chtrax called for the bore once he lost patience with Korus', the gnome artificer, devices. The formian workers do not respond to conversation, though the duergar and deep dwarves direct PCs to Room D93. If the PCs attack the workers, the golems animate and move to engage, while the dwarves and formian workers flee Room D93.

Encounter Condition: N/A

Tactics: Should the PCs fight the inhabitants of this Room the formian workers alert the myrmarch at Room D93, who in turn alerts the rest of the section to the presence of intruders. The stone giants close with the PCs, opening with their slow effect, before pummeling PCs with slam attacks. On the third round, the myrmarch and all the formian warriors from Room D93, join the combat.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, add an additional stone golem. To decrease the challenge, remove one stone golem, and delay the myrmarch's arrival by 1d3 rounds.

Deep Dwarf Slave, War 1: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 6; Init +0; Spd 20 ft.; AC 12, touch 10, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1/19–20, short sword); Full Atk +3 melee (1d6+1/19–20, short sword); SA Dwarf traits; SQ Darkvision 90 ft., deep dwarf traits; AL LG; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe).

Possessions: Leather armor, short sword.

Duergar Slave, War 1: CR 1; Medium humanoid (dwarf); HD 1d8+5; hp 9; Init +0; Spd 20 ft.; AC 13, touch 10, flat-footed 13; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/×3, warhammer); Full Atk +2 melee (1d8+1/×3, warhammer); SA Duergar traits, spell-like abilities; SQ Darkvision 120 ft., duergar traits, stonecunning; AL LE; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 4.

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

Possessions: Studded leather armor, warhammer.

Formian Worker: CR 1/2; Small outsider (lawful, extraplanar); HD 1d8+1; hp 5; Init +2; Spd 40 ft.; AC 17, touch 13, flat-footed 15; Base Atk +1; Grp –2; Atk +3 melee (1d4+1, bite); Full Atk +3 melee (1d4+1, bite); SA —; SQ Cure serious wounds, hive mind, immunity to poison, petrification, and cold, make whole, resistance to electricity 10, fire 10, and sonic 10; AL LN; SV Fort +3, Ref +4, Will +2; Str 13, Dex 14, Con 13, Int 6, Wis 10, Cha 9.

Skills and Feats: Climb +10, Craft (stonemasonry) +5, Hide +6, Listen +4, Search +2, Spot +4; Skill Focus (Craft [stonemasonry]).

Cure Serious Wounds (Sp): Eight workers together can heal a creature's wounds as though using the *cure serious wounds* spell (caster level 7th). This is a full-round action for all eight workers.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Make Whole (Sp): Three workers together can repair an object as though using the *make whole* spell (caster level 7th). This is a fullround action for all three workers.

D93. FORMIAN HIVE

Mounds of stone and mud cover this half of the large cavern. Several insect men move among the mounds conversing, antennae twitching. In the center of these creatures stands a larger and more powerful figure who directs the smaller warriors through practice drills.

Initial Attitude: Indifferent

Encounter: The myrmarch (hp 102) in charge of this section resides here, drilling his troops and honing their abilities to fight against the all-too-frequent xill raids. With him are 10 formian warriors (hp 26 each) and a formian taskmaster (hp 39) with a dominated xill (hp 32). From the captive xill, the myrmarch learned the xill in this section are conspiring to replace all of the formians, using the slaves as hosts for their eggs. This has fueled this myrmarch's suspicions all is not well with the queen, and

the deal between Chtrax and the formians is nothing more than a ruse. Consequently, the formian has no use for the derro and plots to use the new bore against the Hall and disrupt the entire operation.

With the arrival of the PCs, the myrmarch's plans are in jeopardy unless the PCs can convince him they fight the same fight. This requires a DC 15 Diplomacy check to improve the formian's attitude from Indifferent to Friendly. If the PCs succeed, the formian explains they served the great Hive Mother, T'chtcheralaz, until the xill master met with her some few months back. The formian myrmarchs receive instruction from their leader to follow the commands of the xill as if they were her own. Now, they control the mining operations, truesilver extraction and security throughout the complex.

Encounter Condition: N/A

Tactics: If the PCs enter the Room, itching for a fight, they find one. A fight with the formians here draws the attention of the stone golems in Room D92, who arrive to face the PCs on round 3. The formian taskmaster sends the xill to fight the spellcaster PCs, while it tries to dominate the warrior PCs. Meanwhile, the warriors charge into the combat, working to gain flanks where possible, and to separate the PCs from the main body, while the myrmarch employs its spell-like abilities against chaotic PCs. The myrmarch and his minions fight to the death.

If the PCs slay the myrmarch, all formians in this section take a –2 circumstance penalty to all attacks, saves and checks. In addition, they lose access to their hive mind ability.

If the PCs befriend the formians, they can rest and heal here worry-free. The myrmarch refuses to make an assault against the Great Hall until the bore is ready. The formian workers complete the bore on Day 8, far too late to stop the devils from breaking free.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, advance the formian warriors by 3 Hit Dice. To decrease the challenge, delay the stone golems' arrival by 1d4 rounds.

Dominated Xill: CR 6; Medium outsider (extraplanar); HD 5d8+10; hp 32; Init +7; Spd 40 ft.; AC 20, touch 13, flat-footed 17; Base Atk +5; Grp +7; Atk +7 melee (1d6+2/19–20, short sword) or +7 melee (1d4+2, claw) or +8 ranged (1d8/×3, longbow); Full Atk +5 melee (1d6+2/19–20, 1d6+1/19–20, 2 short swords) and +5 melee (1d4+1, 2 claws); or +5 melee (1d4+2, 1d4+1, 4 claws); or +4 ranged (1d8/×3, 2 longbows); SA Implant, improved grab, paralysis; SQ Darkvision 60 ft., planewalk, spell resistance 21; AL LE; SV Fort +6, Ref +7, Will +5; Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11.

Skills and Feats: Balance +13, Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings); Improved Initiative, MultiattackB, Multiweapon Fighting.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A remove disease spell rids a victim of the egg, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It receives a +2 bonus on the grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite deals no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 14 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution-based.

Planewalk (Su): Xill cannot use planewalk in this adventure.

Formian Myrmarch: CR 10; Large outsider (lawful, extraplanar); HD 12d8+48; hp 102; Init +8; Spd 50 ft.; AC 28, touch 13, flat-footed 24; Base Atk +12; Grp +20; Atk +15 melee (2d4+4 plus poison, sting) or +15 ranged (1d6+4, javelin); Full Atk +15 melee (2d4+4 plus poison, sting) and +13 melee (2d6+2, bite); or +15/+10 ranged (1d6+4, javelin); Space/Reach 10 ft./5 ft.; SA Poison, spell-like abilities; SQ Fast healing 2, hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 25; AL LN; SV Fort +12, Ref +12, Will +11; Str 19, Dex 18, Con 18, Int 16, Wis 16, Cha 17.

Skills and Feats: Climb +19, Concentration +18, Diplomacy +20, Hide +15, Knowledge (any one) +18, Listen +18, Move Silently +19, Search +18, Sense Motive +18, Spot +18, Survival +3 (+5 following tracks); Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 2d6 Dex. The save DC is Constitution-based.

Spell-like Abilities: At will—*charm monster* (DC 17), *clairaudience/clairvoyance, detect chaos, detect thoughts* (DC 15), *magic circle against chaos, greater teleport*; 1/day—*dictum* (DC 20), *order's wrath* (DC 17). Caster level 12th. The save DCs are Charisma-based.

Formian Taskmaster: CR 7; Medium Outsider (Lawful, Extraplanar); HD 6d8+12; hp 39; Init +7; Spd 40 ft.; AC 19, touch 13, flat-footed 16; Base Atk +6; Grp +10; Atk +10 melee (2d4+4 plus poison, sting); Full Atk +10 melee (2d4+4 plus poison, sting) and +8 melee (1d6+2, 2 claws); SA Dominate monster, dominated creature, poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 21, telepathy 100 ft.; AL LN; SV Fort +7, Ref +8, Will +8; Str 18, Dex 16, Con 14, Int 11, Wis 16, Cha 19.

Skills and Feats: Climb +13, Diplomacy +6, Hide +12, Intimidate +13, Listen +12, Search +7, Spot +8, Survival +1 Move Silently +12, Search +9, Sense Motive +12, Spot +12, Survival +3 (+5 following tracks); Dodge, Improved Initiative, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Dominate Monster (Su): A taskmaster can use a dominate monster ability as the spell from a 10th-level caster (Will DC 17 negates), although the subject may be of any kind and may be up to Large size. Creatures that successfully save cannot be affected by the same taskmaster's dominate monster ability for 24 hours. A single taskmaster can dominate up to four subjects at a time. The save DC is Charisma-based.

Dominated Creature (Ex): A taskmaster is never encountered alone. One dominated nonformian creature always accompanies it (choose or determine randomly any creature of CR 4).

Poison (Ex): Injury, Fortitude DC 15, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

Formian Warrior: CR 3; Medium outsider (lawful, extraplanar); HD 4d8+8; hp 35, 26; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +7; Atk +7 melee (2d4+3 plus poison, sting); Full Atk +7 melee (2d4+3 plus poison, sting) and +5 melee (1d6+1, 2 claws) and +5 melee (1d4+1, bite); SA Poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18; AL LN; SV Fort +6, Ref +7, Will +5; Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12; Mounted Combat, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

D94. ABANDONED MINE

Tools, junk and debris fill the end of this hot tunnel. There are no apparent exits, the trash is immobile.

Initial Attitude: N/A

Encounter: Just as it appears, trash fills this tunnel. The miners originally dug here, but stopped when they felt the heat from the lava. Otherwise, this Room is empty.

Encounter Condition: N/A

Tactics: N/A

Treasure: Beneath the pile of broken tools, cast off bits of scrap metal and cloth lies a bone scroll tube, containing a divine scroll of resurrection, left here by a derro priest months ago.

EL: N/A

Scaling: N/A

D95. EMPTY TUNNEL

Loose rock and piles of dust fill this narrow tunnel, before ending some 25 ft. deep.

Initial Attitude: N/A

Encounter: Xill raids forced the miners to halt work on this tunnel.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

D96. SENTRY

A large insect guard stands watch here, periodically looking into the room behind it and then testing the air with its antennae.

Initial Attitude: Indifferent

Encounter: A formian warrior (hp 26) stands guard here, keeping an eye out for hatching xill eggs, unruly slaves or any other disturbance disrupting the integrity of this section. He redirects any questions posited to him, back to the myrmarch in Room D93.

Encounter Condition: N/A

Tactics: If the PCs attack this guard, it alerts the myrmarch, if it still lives, in Room D93. Thereafter, it fights defensively, until reinforcements arrive. It fights to the death, regardless of whether reinforcements arrive.

The myrmarch sends 1d4 more formian warriors to aid the sentry. These reinforcements, if the PCs did not destroy them in Room D93, arrive in 2 rounds.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, add a gorgon to this encounter. To decrease the challenge, remove the formian warrior.

Formian Warrior: CR 3; Medium outsider (lawful, extraplanar); HD 4d8+8; hp 35, 26; Init +3; Spd 40 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +7; Atk +7 melee (2d4+3 plus poison, sting); Full Atk +7 melee (2d4+3 plus poison, sting) and +5 melee (1d6+1, 2 claws) and +5 melee (1d4+1, bite); SA Poison; SQ Hive mind, immunity to poison, petrification, and cold, resistance to electricity 10, fire 10, and sonic 10, spell resistance 18; AL LN; SV Fort +6, Ref +7, Will +5; Str 17, Dex 16, Con 14, Int 10, Wis 12, Cha 11.

Skills and Feats: Climb +10, Hide +10, Jump +14, Listen +8, Move Silently +10, (+3 following tracks), Tumble +12; Mounted Combat, Multiattack.

Hive Mind (Ex): All formians within 50 miles of their queen are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flat-footed, none of them are. No formian in a group is considered flanked unless all of them are.

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Str. The save DC is Constitution-based.

D97. SLAVE ENCAMPMENT

This large cavern rivals the one you just came from, but instead of hard working slaves, you encounter bedrolls, mostly empty lie in neat and organized rows. At one time, this room probably held some 50 or more slaves. Now, just a few dwarves recline, nursing injuries, or stealing a few hours of sleep before they return to work.

Initial Attitude: Indifferent

Encounter: Eight diseased deep dwarf slaves (hp 4 each) rest here. All have a random disease, as determined by the DM. The dwarves are not interested in conversation, just rest. If the PCs cure a dwarf, they gain an ally for the rest of their time in this Region. Otherwise, these dwarves are no threat to the PCs.

Encounter Condition: Diseased (any) 20

Tactics: Count these dwarves as noncombatants. They do not fight and lack the means to defend themselves.

Treasure: The dwarves own nothing except their rags. There is no treasure in this Room.

EL: N/A

Scaling: N/A

Diseased Deep Dwarf Slave, War 1: CR 1/2; Medium humanoid (dwarf); HD 1d8+2; hp 4; Init +0; Spd 20 ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +2; Atk +3 melee (1d3+1/×2, unarmed); Full Atk +3 melee (1d3+1/x, unarmed); SA Dwarf traits; SQ Darkvision 90 ft., deep dwarf traits, diseased; AL LG; SV Fort +4*, Ref +0*, Will –1*; Str 13, Dex 11, Con 14, Int 10, Wis 9, Cha 6.

Skills and Feats: Appraise +2, Craft (blacksmithing) +2, Craft (stonemasonry) +2, Listen +2, Spot +2; Weapon Focus (dwarven waraxe).

Diseased: Each of these slaves is dying from a disease, chosen by the DM.

D98. DEBRIS

This small niche stinks of refuse. Its purpose is made clear by the hole in the floor.

Initial Attitude: N/A

Encounter: This place serves as a dump for trash.

Encounter Condition: Diseased (devil chills) 20*, Stagnant Air

Tactics: Every 15 minutes the PCs spend in this Room, require a Fortitude save against disease.

Treasure: N/A

EL: N/A

Scaling: N/A

D99. GRAFFITI

The railed track leads down a long and narrow tunnel. About midway down it is a vast painting, a caricature, of a red-skinned, horned devil with its finger up its nose.

Initial Attitude: N/A

Encounter: In a small act of rebellion, some brave denizen painted a caricature of Chtrax here.

Encounter Condition: Echoes 6

Tactics: If the PCs can read dwarven, they understand the graffiti. Otherwise, it looks like a crudely drawn bug with demon horns.

Treasure: N/A

EL: N/A

Scaling: N/A

D100. SLOPED ROOM

The track ends in a hot light filled room, emanating warmth from luminescent fungi growing on the walls. The floor steeply descends to two tunnels branching off into the darkness.

Initial Attitude: N/A

Encounter: Hot geothermal gases formed this unusual cave. The moisture created lent an atmosphere hospitable to these harmless and glowing plants. Weeks ago, the miners came across this place and continued to dig deeper into the earth. What they did not realize was the weird atmosphere in this Room weakened their immune system, imposing a –4 circumstance penalty to all saves against disease. As a result, many of the miners succumbed to an outbreak of disease, spread by poor water and stale air.

Encounter Condition: N/A

Tactics: PCs making a lot of noise here may attract the attention of the xill lurking in the tunnels of Rooms D101 and D102. Allow the xill to make Listen checks opposed by the PCs Move Silently checks. If the xill's succeed, they emerge in 1d2 rounds to investigate.

Treasure: N/A

EL: N/A

Scaling: N/A

D101. MINE TUNNEL

This narrow tunnel extends nearly thirty ft. before branching into two more tunnels ending in darkness.

Initial Attitude: Hostile

Encounter: Hidden in the shadows of this tunnel are eight xill (hp 32 each). These frequently make raids against the dwarves and formian in Rooms D92 and D93, but between combats, they return here to rest. These xill have designs on taking over the entire region, one section at a time.

Encounter Condition: N/A

Tactics: If the xill hear the PCs in Room D100, or if the PCs enter their tunnels, the xill creep forward as quietly as they can to ambush the PCs. These xill are relatively young, and are not as intelligent. They fight to the death, trying to implant as many eggs as they can.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, make one of the xill an 8th level wizard. To decrease the challenge, remove two xill.

Xill: CR 6; Medium outsider (extraplanar); HD 5d8+10; hp 32; Init +7; Spd 40 ft.; AC 20, touch 13, flat-footed 17; Base Atk +5; Grp +7; Atk +7 melee (1d6+2/19–20, short sword) or +7 melee (1d4+2, claw) or +8 ranged (1d8/×3, longbow); Full Atk +5 melee (1d6+2/19–20, 1d6+1/19–20, 2 short swords) and +5 melee (1d4+1, 2 claws); or +5 melee (1d4+2, 1d4+1, 4 claws); or +4 ranged (1d8/×3, 2 longbows); SA Implant, improved grab, paralysis; SQ Darkvision 60 ft., planewalk, spell resistance 21; AL LE; SV Fort +6, Ref +7, Will +5; Str 15, Dex 16, Con 15, Int 12, Wis 12, Cha 11.

Skills and Feats: Balance +13, Climb +10, Diplomacy +2, Escape Artist +11, Intimidate +8, Listen +9, Move Silently +11, Sense Motive +8, Spot +9, Tumble +11, Use Rope +3 (+5 with bindings); Improved Initiative, MultiattackB, Multiweapon Fighting.

Implant (Ex): As a standard action, a xill can lay eggs inside a paralyzed creature. The young emerge about 90 days later, literally devouring the host from inside. A remove disease spell rids a victim of the egg, as does a DC 25 Heal check. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Improved Grab (Ex): To use this ability, a xill must hit with one or more claw attacks. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. It receives a +2 bonus on the grapple check for each claw that hits. If it wins the grapple check and maintains the hold in the next round, it automatically bites the foe at that time. The bite deals no damage but injects a paralyzing venom.

Paralysis (Ex): Those bitten by a xill must succeed on a DC 14 Fortitude save or be paralyzed for 1d4 hours. The save DC is Constitution-based.

Planewalk (Su): Xill cannot use planewalk in this adventure.

D102. MINE

This tunnel is as quiet as it is dark. It extends some thirty ft. before it branches into two more tunnels ending in darkness.

Initial Attitude: N/A

Encounter: These tunnels are empty, cleared by the neighboring xill.

Encounter Condition: [Ambush], Echoes 6

Tactics: If a Random Encounter occurs here, it gains the benefit of the Ambush Encounter Condition.

Treasure: N/A

EL: N/A

Scaling: N/A

D103. BURIAL VAULT

The air quickly sours as you round the corner. At the end of the tunnel is a wide room filled with corpses twitching with vermin. Three odd reptilian creatures spew viscous streams of fluid onto the bodies, causing smoke to rise where the droplets fall.

Initial Attitude: Hostile

Encounter: When a slave in this Section dies, the dwarves carry the corpse to this Room to be dissolved by the three digesters (hp 68). The digesters are always listening for the approach of fresh bodies, but have learned not to attack formians or dwarves.

Encounter Condition: N/A

Tactics: If a formian or dwarf accompanies the PCs, the digesters do not attack. Otherwise, all three digesters turn their acid spray onto the PC. Afterwards, they charge into melee, attacking the closest PC first. The digesters use their acid spray as often as possible, fighting until they are reduced to 18 hit points or less. They then retreat into the deeper recesses of the cave.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, increase the Hit Dice of the digesters to 12. To decrease the challenge, remove one digester.

Digester: CR 6; Medium magical beast; HD 8d10+24; hp 68; Init +6; Spd 60 ft.; AC 17, touch 12, flat-footed 15; Base Atk +8; Grp +11; Atk +11 melee (1d8+4, claw); Full Atk +11 melee (1d8+4, claw); SA Acid spray; SQ Darkvision 60 ft., immunity to acid, low-light vision, scent; AL N; SV Fort +9, Ref +10, Will +3; Str 17, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +9, Listen +6, Jump +21, Spot +6; Alertness, Improved Initiative, Lightning Reflexes.

Acid Spray (Ex): A digester can spray acid in a 20-ft. cone, dealing 4d8 points of damage to everything in the area. Once a digester uses this ability, it can't use it again until 1d4 rounds later.

The creature can also produce a concentrated stream of acid that deals 8d8 points of damage to a single target within 5 ft. In either case, a DC 17 Reflex save halves the damage. The save DC is Constitution-based.

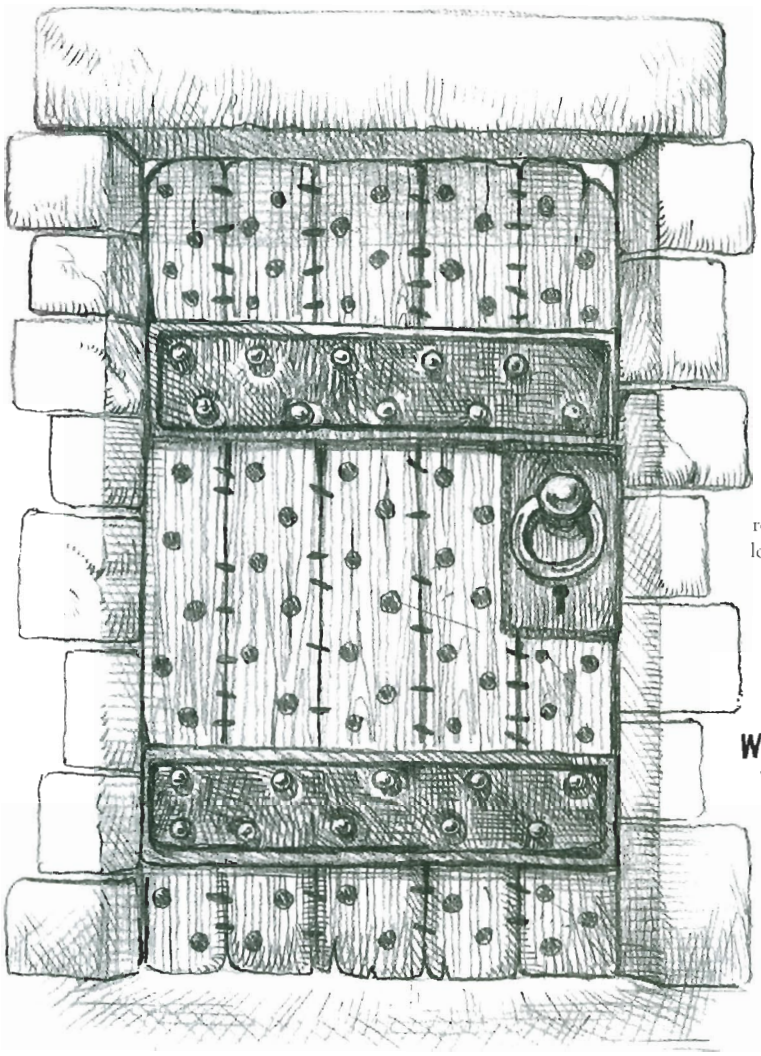
Skills: A digester's coloration gives it a +4 racial bonus on Hide checks. It also has a +4 racial bonus on Jump checks.

REGION E. THE LAST STAND

Region E is a hodge-podge of Sections, each fighting for control in an uneven battle to depose the current celestial garrison of inevitables. For reasons that will become clear, this Region is divided into disparate Sections that require deeper discussion. For the most part, the following rules apply to this Region, but each Section details its own story.

ILLUMINATION

The celestials who man the garrison know darkness is the ally of evil so they filled Region E, the heart of the garrison, with magical light sources. Unless otherwise specified in the description, every Room in this Region has a continual flame lantern built into the ceiling at the center of every 10-ft. square. This provides complete and total illumination in the Rooms where the *continual flame* torches still function, but over time some of the magic fueling the torches failed, has been dispelled, or the lantern has been destroyed. Such abnormalities are described in the various Room descriptions.



INITIAL ATTITUDES

Initial attitudes provided in the Rooms of Region E assume that the PC party is comprised of good- (or at worst) neutrally-aligned characters and are pursuing peaceful interactions with the inhabitants. If the PCs approach the Region with hostile intent, however, all "Friendly" areas become at best "Unfriendly," and more likely "Hostile," at the DM's discretion. Use common sense when determining the initial attitude of the various Rooms under alternate conditions, bearing in mind that the inevitables in this Region are not going to welcome marauders with open arms.

WARDS AND GLYPHS

The celestial garrison was established in this section not only to act as jailers, but also to keep the primary wards of the dungeon functional. The wards are located in the northern reaches of Region E on the doors that lead to Region I. These wards, forged with the powers of gods and angels, prevent any creature with an evil alignment from crossing them heading into Region E from Region I without succeeding at a DC 40 Will save. If another creature tries to carry an evil creature across the wards, the carrying creature must make the Will save. If an evil creature wishes to make a ranged attack against a creature in Region E across a ward, it must succeed in a DC 40 Will save.

All these checks only apply if the creature is moving from Region I to Region E or attacking something in Region E from Region I. An evil creature can pass from Region E to Region I without difficulty. Neutral and good aligned creatures are not affected by the wards. The wards also prevent any incorporeal creature from traveling through the walls, doors, and floors of Region E, but this effect goes away if any of the wards fail.

These wards require constant upkeep by the celestial garrison using *ward staves* (see below). Each day a ward is not recharged its caster level drops by 1. Also each time an outsider of any alignment crosses the ward its caster level decreases by 1. Each reduction in caster level also reduces the Will save DC by the same amount. If the caster level reaches 0 the ward is destroyed. These lost caster levels can be restored by spending one extra hour charging the ward with a *ward staff* for each point restored.

Destroying the wards by other means is difficult at best. They are considered to have a caster level of 30th, a hardness of 50, and 250 hit points.

WARD STAVES

When the wards were devised at the northern end of Region E a set of eight magical staffs were created to assist the members of the celestial garrison in recharging the wards. The wards were built to be of such a power that they needed to be recharged regularly by drawing on the power of the celestials making up the garrison. The *ward staves* focused the energies of the celestials into the wards, originally requiring each celestial to spend eight hours every few weeks charging one of the eight primary wards. Unfortunately in the chaos of the last few centuries four of the *ward staves* were lost in Rooms of

Region E claimed by other creatures. This, combined with the diminished celestial garrison, makes keeping the wards functional, a challenging endeavor. The remaining four *staves* see constant use through a rotating schedule of the remaining members of the garrison, meaning four of them are always on an eight hour shift charging wards. Also the lack of four *ward staves* forces the garrison to alternate the four remaining *staves* amongst eight wards; the wards are slowly weakening and will eventually fail if the lost ward staves are not found and subsequently returned.

Currently the inevitables possess two of the *ward staves* while the other two are in the hands of the remainder of the celestial garrison. These items are the most highly prized treasures of the celestials and they readily sacrifice themselves to protect them. The celestials reward anyone who brings them one of the *ward staves* with healing, support, and equipment from their stores while the inevitables offer no reward, expecting the honor of the deed to be a sufficient one.

Using a *ward staff* to charge a ward requires eight hours of uninterrupted concentration. Only good or neutrally aligned outsiders and divine spell casters capable of channeling positive energy can use ward staves. A *ward staff* may be used to charge one ward a day without detriment to the user. If the ward staff is used to charge a second ward the staff draws power from the user, consuming one daily use of channeling positive energy or inflicts 1 negative level on the creature. Because of this drain, the garrison members charge the wards in groups to protect themselves.

Also *ward staves* can 'transport' the wielder twice a day. This transportation is done by warping local space instead of traveling through other planes or dimensions, bypassing the limitations on dimensional travel within the dungeon. However, it was specifically designed for the guardians of the dungeon and only celestial creatures or creatures with the ability to channel positive energy can use this ability.

After the charging is complete, the *ward staff* transports the user exactly back to the spot the user started from on command. This power only works within the confines of Region E.

Caster Level: 30th; *Prerequisites:* Craft Wondrous Item, *miracle*; *Weight:* 5 lbs.

THE ALL-DOORS

Wishing to secure certain areas against intruders, the celestial garrison created a number of Rooms with no exit throughout Region E. These walled off Rooms each contain a doorway built into one wall with no door. These hidden Rooms can only be reached through use of a magic item called the *all-door* which the celestials created to go along with these hidden Rooms. By warping space the *all-door* creates a path between itself and one of the hidden Rooms, chosen by articulating a specific command word when the door is opened. The *all-door* need not be attached to any means of support to function; if a command word is said within 1 ft. of the *all-door*, it immediately rights itself, floating a few inches off the ground and establishes a connection to the specified Room; once activated the *all-door* cannot be physically moved until it is opened and shut, cutting off the connection to the specified Room. The *all-door* does not use planar or dimensional travel to function, instead changing the properties of local space.

Both groups of celestials want the *all-door* due to the many supplies and other assets that are locked up behind it. The celestials reward those who bring them the door with choice equipment from the hidden storehouses and access to the hidden library, while the inevitables offer no reward other than the satisfaction of the deed. Both groups know the *all-door* was originally located in Room E18.

The *all-door* requires a standard action to activate and the user must know at least one of the all-door's command words listed below. Once activated the *all-door* remains active until it is shut; any number of beings may pass through. Creatures inside the hidden Rooms cannot activate the *all-door* from their end. Creatures cannot go straight from one hidden Room to another; they must go out through the all-door and reenter the system. An *all-door* only functions within the bounds of Region E.

Command Word	Destination
Illtherin	Hidden Library (Room E8)
Sebardin	Hidden Supply Room (Room E19)
Kasil	Hidden Robe Room (Room E45)
Silinear	Hidden Store Room (Room E50)
Dellacks	Hidden Prison (Room E82)
Kelara	Hidden Armory (Room E84)
Genda	Hidden Trap Room (Room E111)
Maclan	Hidden Trap Lab (Room E112)

Caster Level: 19th; *Prerequisites:* Craft Wondrous Item, *miracle*; *Weight:* 150 lbs.

GARRISON CHARTER

When the garrison was created a *charter* was written out detailing the tasks and responsibilities of the garrison, and the oaths its members took. The oaths boil down to always do what is right, defend the weak, help your brothers in arms, and never relent to evil. It also states that those who sign the *charter* and break its tenets are struck with vengeance should they touch the *charter* again.

Each member of the garrison signed the *charter* and in doing so they bound their spirits to the garrison. Those signatories gain a +2 bonus to Will saves as long as they serve the purpose of the garrison. Anyone who signed the *charter*, broke its precepts, and is brought into physical contact with the *charter* takes 5d6 points of holy damage with no saving throw. Anyone who has signed the *garrison charter* knows instantly if any evil creatures cross the wards of Region E or if any of the wards fail.

If any of the inevitables touch the *charter* they take damage, making perfectly clear even to themselves that they have strayed from the intended purpose of the garrison. Until all the Redeemed who do not wish to be part of the garrison are set free the inevitables take damage each time they touch the *charter*. This undeniable proof that they have failed the purpose of the garrison forces the inevitables to rethink their plans and heal the split between factions.

The *garrison charter* is a unique magic item with a caster level of 20th. It cannot be recreated. It weighs 5 lbs.

THE TRAPS

The celestials are fond of traps. In fact, they are fond of a handful of traps that they use again and again, throughout this Region. The traps always harm evil creatures, do relatively the same thing, and few if any can be bypassed.

The celestials also want evil creatures to know the traps are there. If the trap is obvious, the creatures keep to themselves and stay out of harm's way. This makes the job of patrolling and guarding the Region that much easier. DMs that tire of the same traps over and over again are welcome to change them out at will (for a trap of equal strength), but be aware of how this changes the theme of the Region. Also note, *glyph of wardings* do not normally reset, but many of the traps in this Region do. This is a symptom of the power of the inevitables and their wards.

Once the PCs have been stung by the same trap once or twice, give them a competence bonus (+3 to +5) to Spot them in the future.

BARGHEST TACTICS

Many Sections of Region E have barghest in them. In fact, two packs of barghests are actually at war with one another. Whenever the PCs encounter Morat's pack, chances are they are attacked on sight as Morat is an antagonistic and territorial leader. Sarraas, on the other hand, plans out her actions. She does not fight unless she has to, but also knows when a prey is weak to strike hard.

Typically when the PCs encounter the barghest they do not take goblin or wolf form. Wolf form is reserved for moving through the dungeon quietly and quickly, and goblin form is reserved for drawing members of Region B into their little war. If either leader suspects that the PCs will be more friendly toward a goblin, they have no problem assuming that form.

Neither group of barghest are stupid or willing to die for the sake of their leaders. In any instance where their life will be spared by working with the PCs, they most certainly take it. Fleeing and getting help is also an option.

FINALE

Unlike other Regions of this dungeon, Region E does not have any clear finales. Many of the factions in this Region have an agenda and how the PCs interact with the environment, determines how things play out. If they fight for the inevitables, things will turn out very different. Should they choose one barghest pack over another, or fight for the shadows instead of against them, they will undo the delicate balance of this Region and possibly the surrounding ones.

Since the distance from Region E to G is so great, it is unlikely that the celestials in Region G will even know about the events in E, unless the PCs tell them. Especially if the redeemed and/or inevitables are destroyed.

If the DM is running the World's Largest Dungeon as a full campaign, then a lot of work is required after the PCs leave this Region, to detail the aftereffects of their actions.

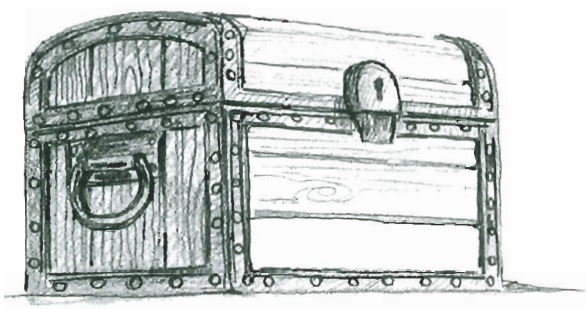
E1 THROUGH E5. LOST TERRITORY

Room E1 through Room E5 lay unclaimed by any faction in the dungeon, hidden behind secret doors and glyphs. None of the other factions regularly travel through these Rooms.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A howl of a dog echoes through the Section.
2	There is a cold rush of air and then a scuttling sound, like an approaching or fleeing creature. A trumpet blast echoes in the distance.
3	The charred corpse of an unidentifiable "thing" lies in the Room.
4–16	Nothing
17–18	1d4 dire rats scavenge the Room, looking for whatever they can find. They do not attack, unless provoked, and flee when reduced to 50% hit points.
19	The PCs stumble upon a trap. **Glyph of Warding (Blast):** CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.
20	The PCs stumble upon a trap. **Lightning Bolt Trap:** magic device; proximity trigger (alarm); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.



E1. ENTRY WAY

A *glyph of warding (blast)* is activated whenever an evil creature touches the door.

Glyph of Warding: CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 6th-level cleric, 3d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

The stone walls of this room are surprisingly clean cut and well maintained with only hints of moss and wear on their surfaces. A soft light from a lantern attached to the ceiling illuminates the room. The door in the north wall is a large iron door covered in a steel relief sculpture of an open eye in the middle of a flaming sun, around which is an obscure script. The room is unnaturally quiet, as if something immense waits just around the corner.

Initial Attitude: N/A

Encounter: The script reads "Eternal Vigilance, Eternal Duty," the motto of the celestial garrison, in Celestial.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter change the *glyph of warding* trap to a *blade barrier* trap. To decrease the challenge, change the *glyph of warding* trap to a *burning hands* trap.

E2. TRAP HALL

Illuminated by five torches mounted in the ceiling along the length of this corridor, this hallway has no discernible exit other than the southern entrance. It is utterly clean of refuse except for a grappling hook with a short length of rope stuck in one wall. The rope is obviously cut.

Initial Attitude: N/A

Encounter: The secret door on the north wall activates by pressing a stone in the center of the north wall six and a half ft. above the ground. This stone, carved with the eye in the sun symbol of the garrison is made of marble while the rest of the wall is granite. Pressing this stone opens the secret door by sliding the stone blocks aside. The door remains open for five minutes before closing.

The entirety of this Room except for the 10 ft. in front of each door is a massive pit trap that is set off whenever more than 50 lbs. of pressure are placed on the floor. Next to each door is a stone with a small circle carved in it; if this stone is pressed the trap is disarmed for 10 minutes. After the trap is set off, it resets itself 1 minute later.

At the bottom of the pit are three goblin corpses, former tomb robbers whose luck ran out. It is their grappling hook and rope above, which was cut when the trap door swung shut while they tried to climb out.

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

Encounter Condition: N/A

Tactics: N/A

Treasure: If the bodies are searched, the PCs find 8 sp, 12 cp, two short swords, one short bow, 14 arrows, three Small suits of studded leather, 26 ft. of frayed rope, and a *potion of cure light wounds*.

EL: 2

Scaling: To increase the challenge of this encounter, add spikes to the bottom of the pit trap (increasing the fall damage by 1d4 per 10 ft.) or increase the depth to 60 ft. To reduce the challenge, make the pit trap 20 ft. deep.

E3. DIVINING ROOM

Four torches attached to the ceiling, one in each corner, illuminate this large rectangular room. At the center of the room is a reflecting pool perched on a thin, stone pedestal. The pool is cracked and can no longer be filled more than to half capacity. The walls of the room are covered in runes and symbols, several of which are marred by cracks or scratches. A number of silver candelabra lay on the floor, broken into pieces.

Initial Attitude: N/A

Encounter: This Room was previously used to focus and increase the power of divination spells cast by members of the celestial garrison. It was ransacked during the battles following the second earthquake, but due to the glyph on the door in Room E1 it has remained uninhabited. Much of the magic of the Room is gone, but there is still a faint trace of power. Any divination spells cast in this Room have their caster level increased by +2.

With a successful DC 30 Spellcraft check and six hours of work, some of the damage to this Room can be repaired. If this is done, any divination spells cast in this Room have their caster level increased by +4.

Encounter Condition: N/A

Tactics: N/A

Treasure: The five silver candelabras can be sold for 40 gp, but they weigh 3 lbs. each.

EL: N/A

Scaling: N/A

E4. TEMPLE

Unlike many of the rooms in this area, this one is largely undamaged and has been left alone by the inhabitants. The room is lit by several dozen candles held in a number of large candelabra spread about the room. At the center of the western wall is an altar, above which lays a symbol of an open eye over a flaming sun. The altar is plain, made of marble with little adornment, with a pool of water on its top. The walls of the room are covered in frescoes of angels and various celestials smiting demons and similar creatures.

Initial Attitude: N/A

Encounter: This Room is warded against evil; any creature with the evil or undead creature descriptors succeed at a DC 24 Will save to enter this Room. Failure means the creature cannot enter the Room again for 10 minutes.

This Room was one of the many temples that served the needs of the members of the celestial garrison. This temple was dedicated to serve as a non-specific temple to any lawful good god. Any spells cast within this Room with the lawful or good descriptor have their caster level increased by +3.

Encounter Condition: N/A

Tactics: N/A

Treasure: The water on the altar is holy water and there is sufficient to fill five vials.

EL: N/A

Scaling: N/A

E5. TEMPLE LIVING QUARTERS

This darkened room was at one time someone's living quarters, but now it lays in ruins. Two torches burn in ceiling sconces, but they are concealed by the ruins of a once magnificent four poster bed smashed into pieces, along with several pieces of oak furniture. A humanoid skeleton stands against one wall, held in place with a rotted, and rusty spear stuck through its abdomen; its once fine robes long since given way away to dust.

Initial Attitude: Indifferent

Encounter: This Room served as living quarters for priests who attended to the temple in Room E3. The ghost of the slain priest Iridinhael (hp 41) inhabits this Room; he continues to watch the temple and the surroundings even in death. He cannot rest until all the creatures of evil who have taken up residence in Region E are removed and the garrison is strengthened. Until then he protects his area of the dungeon from any who would defile it. He is devoted to the cause of the garrison and the welfare of its members, to the point where his spirit cannot rest as long as strife threatens the unity of the garrison.

Iridinhael aids any good or neutral characters who seek to kill the evil creatures infesting Region E and help the garrison. Iridinhael is hungry for news and if he learns of the split between the inevitables and the other celestials he mends it. He suggests the PCs do so by reclaiming the garrison charter in Room E39 but he warns that to do so they must pass a number of tests of virtue.

If the PCs are evil, Iridinhael attacks them or forces them away, hoping the shadows do the job for him. He has no traffic with creatures of evil.

Encounter Condition: N/A

Tactics: Iridinhael primarily uses his clerical spells in combat, and uses his manifest ability so he can interact with the material world. He does not chase opponents beyond Room E5, but pursues them unrelentingly until then. Iridinhael does not hide or act subtly; fear is one of his favored weapons.

Treasure: The skeleton wears a *ring of protection +1*, and a holy symbol. With a successful DC 15 Search check the PCs find a silver masterwork longsword, two vials of holy water, and two *potions of cure moderate wounds*.

EL: 8

Scaling: To increase the challenge of this encounter, add two cleric levels to Iridinhael. To decrease the challenge, reduce Iridinhael's cleric levels by four.

Iridinhael, Ghost, Clr 6: CR 8; Medium undead (augmented humanoid) (incorporeal); HD 6d12; hp 41; Init +1; Spd Fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +3; Grp —; Atk Incorporeal touch +4 melee or +3 against ethereal foes (1d6); Full Atk Incorporeal touch +4 melee or +3 against ethereal foes (1d6); SA Draining touch, manifestation, spells; SQ Rejuvenation, turn resistance +4, incorporeal traits, spells, undead traits, turn undead; AL LG; SV Fort +5, Ref +3, Will +10; Str 10, Dex 12, Con —, Int 14, Wis 17, Cha 19.

Skills and Feats: Concentration +15, Diplomacy +14, Heal +10, Hide +9, Knowledge (Planar) +9, Knowledge (Religion) +9, Listen +11, Search +10, Spellcraft +9, Spot +11; Combat Casting, Extra Turning, Iron Will, Skill Focus (Diplomacy).

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Spells: (5/5/4/3; base DC 13 + spell level): 0th—*detect magic, detect poison, light* (2), *read magic;* 1st—*bless, command, obscuring mist, protection from evil**, *sanctuary;* 2nd—*consecrate, lesser restoration, shield other**, *zone of truth;* 3rd—daylight, *magic circle against evil**, *searing light.*

* Domain spell. *Domains:* Good (+1 caster level on good spells) and Protection.

Turn Resistance (Ex): A ghost has +4 turn resistance.

Turn Undead (Su): Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead).

A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures.

A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

Skills: Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks.

E6 THROUGH E34. SHADOWS

Seraxes (Room E7) and his fellow shadows control the southern region of Region E.

The shadows of Region E arrived in the dungeon under the control of a necromancer by the name of Ezrael Lostander, who investigated the dungeon shortly after the second earthquake. Ezrael had only his two apprentices and ten shadows under his control when he arrived, but as he went deeper in to the dungeon, the many creatures he slew rose to swell his ranks. When Ezrael entered Region E he quickly found his shadow minions bottlenecked by the inability to have his minions walk through the section's walls and the tests in Room E35. Ezrael managed to find the secret door in Room E2 and lead his minions deeper into Region E, drawing the attention of the celestial garrison. The majority of the garrison was still engaged with the creatures that tried to escape directly following the earthquake, but Besar the Bralani broke off and went after the shadows. He quickly engaged them and killed Ezrael after hacking down a number of shadows. The two apprentices and the remaining shadows fled, dragging their master's body with them. The two apprentices wanted to immediately return to the surface, but the lone greater shade, called Seraxes, saw an opportunity. Seraxes had been the subject of experimentation by Ezrael and was marginally smarter than the other shades, in addition to being startlingly ambitious.

Intimidating the two apprentices into following his commands, Seraxes had them use a *rod of negation* to remove many of the *continual flames*, making Region E more comfortable. The shadows then settled in, but could not progress deeper into the dungeon because they could not open the secret door in Room E2 or bypass the wards placed by the celestial garrison. Seraxes insisted on the two apprentices being kept alive in case they proved useful later, but one of them, Farggalaan escaped. Seraxes wants him back and the shadows are always on the look out for Farggalaan.

Currently there are 64 shadows under Seraxes command in addition to Seraxes himself and the surviving apprentice, Phinadar Solas (Room E12). Any creatures slain by the shadows are added to their number, causing their population to increase gradually. They cannot reach the barghests due to a number of glyphs, but they can attack the creatures in Regions A, C, and F if they so choose.

All the doors in this Section are nailed open unless otherwise noted; when they are closed the shadows cannot pass through them and the shadows cannot open them on their own due to their incorporeal nature. Prying a door loose requires a DC 18 Strength check. Any doors found closed arouse the suspicions of the shadows and attracts lots of attention.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	Inexplicable screams echo through the Section.
2	Inhuman screams of anguish and suffering echo through the Section.
3	The piercing scream (of a shrieker fungus) echoes through the Section.
4	There is a cold rush of air and then a scuttling sound, like an approaching or fleeing creature.
5–12	Nothing
13–16	1d6 shadows hunt for more "shells" to convert. They attack any living creatures they come across and pursue them to the limits of the Section.
17	The PCs stumble upon a trap. **Glyph of Warding (Blast):** CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.
18	1d4 kobold stragglers wander lost. They are from Region A, raiding for whatever they can find, but wary of the shadows.
19	Besar (Room E102) heads off to hunt shadows, shadow mastiffs, or barghests when he should be patrolling or resting. If the PCs are allies he invites them along.
20	Persal (Room E69) hunts shadows. He hails creatures he does not recognize and ascertains their reason for being in this Section. He leads the PCs to see Dubar (Room E75) or Tekarus (Room E64) if they seem useful.

E6. EZRAEL'S CRYPT

At the lightless junction of three hallways a crude throne has been erected by placing a large wooden chair taken from some other area of the dungeon atop a pile of loose rocks. The whole situation looks precarious. Sitting in the chair is an unmoving body, dressed in fading and rotten robes, a wand in one hand.

Initial Attitude: Hostile

Encounter: This primitive throne was constructed by Phinadar and Farggalaan on orders from Seraxes after Ezrael's death in the hopes that Ezrael would either return as undead on his own or that eventually Seraxes would find someone able to restore life to Ezrael. Seraxes keeps four shadows (hp 23, 22, 22, 20) guarding the body at all times, fearful someone will steal it.

Encounter Condition: Unhallowed 10

Tactics: The shadows attack anyone that approaches the body, though if significant resistance is encountered one of the shadows flees to tell Seraxes. The shadows remain hidden until a PC wanders too close, at which point they attack. Spotting the shadows before they strike requires a DC 18 Spot check.

Treasure: The wand in Ezrael's hands is a *rod of negation* (that only works once per day). Behind the throne is an *+1 unholy undeadbane quarterstaff*. A DC 15 Search check for Ezrael's body reveals 69 gp, 98 sp, 102 cp, a silver dagger, a *wand of inflict critical wounds* (2 charges), and a *darkskull*.

The *darkskull* is not present if Phinadar (Room E12) has already taken it for himself (see Room E12, Scaling).

EL: 7

Scaling: To increase the challenge of this encounter, add two shadows. To decrease the challenge, remove two.

Shadow: CR 3; Medium undead (incorporeal); HD 3d12; hp 23, 22, 22, 20; Init +2; Spd Fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +1; Grp —; Atk +3 melee (1d6 Str, incorporeal touch); Full Atk +3 melee (1d6 Str, incorporeal touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13.

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

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

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

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

E7. SERAXES' THRONE ROOM

A crudely constructed throne made of stone fragments and debris dominates the center of this large, dark room. The rest of the room is littered with desiccated corpses and rubble; clearly many creatures died here. As you enter, a soft moaning reverberates around the room and single large shadow form erupts from the throne, its eyes glowing bright red.

Initial Attitude: Hostile

Encounter: This Room is used by Seraxes as a throne Room, the decorations for it constructed by Phinadar, who knows nothing of furniture making or stonecraft so the construction is unsteady at best. Seraxes sees himself as the ruler of this side of Region E, and he is a ruler who controls with an iron fist.

Seraxes (hp 80) attacks the PCs as soon as they enter. Seraxes wants to destroy the PCs and feast upon their bodies. But, if the PCs display significant magical power he stops his attack and brokers a deal to help him bypass the wards and secret doors stopping the continued advance of Seraxes' minions.

Encounter Condition: Ambush (darkness), Desecration 4, Negative Energy, Unhallowed 6

Tactics: Seraxes considers himself much more powerful than anything in the vicinity except for the celestials. He does not flee unless he is badly injured.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, add two shadows. To decrease the challenge, remove one shadow.

Seraxes, Greater Shadow: CR 8; Medium undead (incorporeal); HD 9d12; hp 80; Init +2; Spd Fly 40 ft. (good); AC 14, touch 14, flat-footed 12; Base Atk +4; Grp —; Atk +6 melee (1d8 Str, incorporeal touch); Full Atk +6 melee (1d8 Str, incorporeal touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +3, Ref +5, Will +7; Str —, Dex 15, Con —, Int 9, Wis 12, Cha 14.

Skills and Feats: Diplomacy +4, Hide +15*, Listen +10, Search +7, Sense Motive +5, Spot +10; Alertness, Dodge, Mobility, Spring Attack.

Strength Damage (Su): The touch of a greater shadow deals 1d8 points of Strength damage to a living foe. A creature reduced to Strength 0 by a greater shadow dies. This is a negative energy effect.

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

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



E8. HIDDEN LIBRARY

Two gleaming orbs are suspended from the ceiling, bathing the entire room in a warm glow. This room is filled from ceiling to floor with books, all of which are in good condition, without dust. This room has the feeling of being untouched. It is as lonesome as a tomb.

Initial Attitude: N/A

Encounter: This Room can only be reached by using the *all-door*, and its command word is "Illtherin," the name of the original head librarian of the garrison. This library contains the complete history of the garrison, its membership roles, stories of fallen members, and all the previous documents of the garrison other than the *garrison charter*. With a six-hour effort and a successful DC 25 Search check the PCs can learn the basics of the history of the dungeon (until the first earthquake) and of the surviving members of the garrison. All of the books are written in celestial. By spending an additional six hours researching in these books a PC can gain a +4 competence to a single Knowledge or Bardic Lore check regarding celestials or the history of the garrison.

If any of the books are removed from the library a *glyph of warding* above the door strikes the offending PC. It resets one minute later.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 6th-level cleric, 3d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Encounter Condition: Hallowed 4, Safe

Tactics: N/A

Treasure: There are 50 books in here worth 500 gp each to collectors in the outside world, but each book weighs 20 lbs. The celestials do not want any of these books removed from the library.

EL: 5

Scaling: To increase the challenge of this encounter, increase the damage of the *glyph of warding* trap to 5d8. To decrease the challenge, change the *glyph of warding* trap to a *burning hands* trap.

E9. RUINED SMITHY

Coal strewn across the floor and a pair of overturned anvils makes the former purpose of this room obvious. Metal ingots lay in piles around the room, as does a collection of tools. A large forge and bellow dominates the northeastern corner and the device appears to be in working order. In the northwestern corner a small smelter sits. Near the forge lies a rotted skeleton in rusted armor clutching a worn warhammer, his breastplate ripped asunder and his ribs broken into countless shards.

Initial Attitude: N/A

Encounter: This was one of the primary smithies for the garrison, charged with keeping weapons and armor in tip top condition. It was run by a half-celestial dwarf named Fendrick Foehammer, who died defending his smithy from a group of derro that broke through after the second earthquake. The forge is in working order and it escaped most of the destruction visited on other areas of the garrison. The only thing missing to run the forge is a sufficient supply of coal.

Encounter Condition: N/A

Tactics: N/A

Treasure: There are 100 iron ingots in this Room, each weighing 50 lbs. and worth 5 gp each. There are also 10 silver ingots weighing 50 lbs. and worth 250 gp each.

The hammer held by Fendrick Foehammer's corpse is a +2 *warhammer* known as the Foe-Smith that grants a +4 enhancement bonus to any of the wielder's Profession skills related to smithing, but the hammer's magical bonuses only take effect if the wielder has at least one rank in a Profession skill related to smithing.

EL: N/A

Scaling: N/A

E10. WARD STAFF ROOM

The door to this Room is closed and is trapped.

- **Glyph of Warding (Blast):** CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

This small room has a single feature: a raised pedestal on which a six-ft. metal staff rests. A brightly glowing orb illuminates the room from above the staff, which is covered in runes. This room seems completely untouched by the ravages that have affected the other areas of the dungeon, feeling instead pristine and peaceful.

Initial Attitude: N/A

Encounter: This Room is one of the original store Rooms for one of the *ward staves*. The staff on the pedestal is one of the missing *ward staves* that the garrison seeks to recover. The door to this Room is protected by a *glyph of warding* against evil creatures, as is the staff. Both *glyphs of warding* reset after one minute.

- **Glyph of Warding (Blast):** CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 fire, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

The light in the Room is a *daylight* spell and all creatures in the Room are under the effect of a *magic circle against evil*. The shadows and other denizens of the dungeon do not chase the PCs into this Room and do not enter under any circumstances.

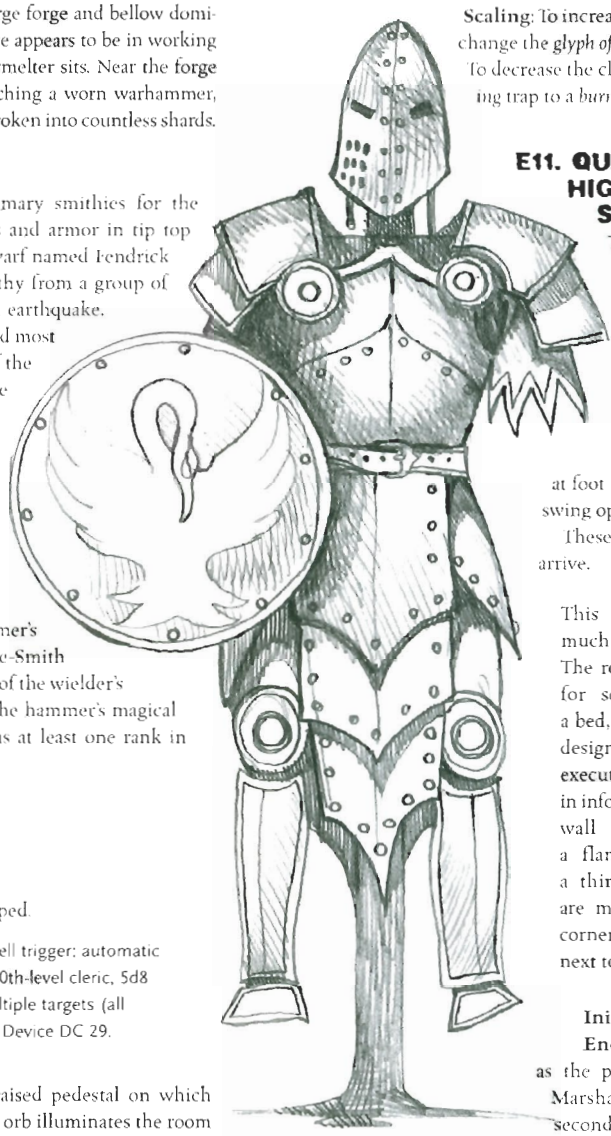
Encounter Condition: N/A

Tactics: N/A

Treasure: The only treasure is the ward staff.

EL: 6

Scaling: To increase the challenge of this encounter change the *glyph of warding* trap to a *blade barrier* trap. To decrease the challenge, change the *glyph of warding* trap to a *burning hands* trap.



E11. QUARTERS FOR LORD HIGH MARSHAL SERENNETH

The doors on the east and west sides of the Room require a DC 30 Search check to find from outside this Room, but they are easily visible from inside Room E11. Both of these doors are triggered by pressing a discolored stone block in the wall next to the door at foot level. Once this is done the doors swing open and close.

These doors are closed when the PCs arrive.

This sparsely decorated room is much neglected, but is not damaged. The room served as living quarters for someone, since it still has a bed, desk and several comfortably designed chairs. On the walls well-executed landscape paintings hang in informal wood frames. On another wall a banner of an eye over a flaming sun hangs, while on a third wall two crossed swords are mounted. In the northeastern corner an empty armor rack stands next to an unused sword rack.

Initial Attitude: N/A

Encounter: This Room served as the personal quarters of Lord High Marshal Serenneth, the original second in command of the garrison. He was slain in the battles following the first earthquake.

Encounter Condition: N/A

Tactics: N/A

Treasure: There are four paintings in the Room, each worth 500 gp but each weighs 20 lbs. and would be difficult to transport without damage. The two crossed swords are antiques of an ancient celestial war against an infernal invasion of this plane far in the ancient past, but the swords break if used. The swords are worth at least 400 gp to a collector who knew of their historical value.

A successful DC 25 Search check reveals a *scroll of lesser restoration* in the desk and two vials of holy water.

EL: N/A

Scaling: N/A

E12. PHINADAR'S QUARTERS

The door to this Room has no lock despite serving as Phinadar's prison; the shadows could not lock it if they wanted to due to their incorporeal nature.

This room is filthy. Gnawed bones are piled around and a thoroughly unkempt and ramshackle bed dominates the northeastern corner. A single torch attached to the ceiling in the northwestern corner of the room provides illumination, perched directly above a desk piled with papers. Clothes and books are tossed randomly about the floor.

Initial Attitude: Unfriendly

Encounter: Phinadar is an inhuman wizard, his race of origin unknown. He specializes in necromancy and is something of a professional toady, earning his way into Ezrael's service not by showing promise, but by licking boots. Phinadar kowtows to whomever seems the greatest threat — meaning he may help the PCs if he thinks they have a good chance of taking down Seraxes. He is willing to help them with directions, knowledge of Seraxes and his minions, and even spell-casting assistance, but he does not take part in actual combat. Phinadar wants to escape the dungeon, eventually, because he knows Seraxes will tire of him before too long. But Phinadar is too cowardly and cannot do it alone. Given the chance Phinadar steals the magical items left on Ezrael's corpse in Room E6, specifically the *darkskull*.

Encounter Condition: Unhallowed 3

Tactics: Phinadar avoids combat at all costs, striking only from behind or by surprise when forced into violence. He pleads and begs when threatened, hoping his wheedling gets him out of trouble. He uses his spells to escape danger or defend himself if required, delivering touch attack spells (mostly) through *spectral hand*. If given time Phinadar casts *haste*, *stoneskin*, and *mage armor* (or *shield*) before entering combat.

Treasure: Phinadar's spell book is in this Room, a map of Room E6 through Room E34, a gold ring in the shape of a ram's head worth 50 gp, and a silver necklace from the college of wizardry Phinadar graduated from denoting his major of necromancy worth 100 gp.

EL: 7

Scaling: To increase the challenge of this encounter, raise Phinadar's level to be equal with the lowest party member's character level. To decrease the difficulty, give Phinadar one less spell per day per level.

Phinadar, Inhuman Wiz (nec) 7: CR 7; Medium humanoid; HD 7d4; hp 18; Init +2; Spd 30 ft.; AC 13, touch 13, flat-footed 11; Base Atk +3; Grp +2; Atk +2 melee (1d4, dagger); Full Atk +2 melee (1d4, dagger); SA Spells; SQ Spells; AL NE; SV Fort +2, Ref +4, Will +4; Str 9, Dex 14, Con 10, Int 17, Wis 9, Cha 12.

Skills and Feats: Concentration +10, Craft (alchemy) +13, Craft (brewing) +8, Knowledge (arcana) +13, Knowledge (history) +8, Knowledge (undead) +13, Spellcraft +13; Brew Potion, [Scribe Scroll], Spell Focus (necromancy), Spell Penetration, Still Spell, [Summon Familiar]

Wizard Spells Prepared: (5/6/5/4/2; base DC 13 + spell level): 0th—*detect magic, prestidigitation, read magic, resistance, touch of fatigue;* 1st— *cause fear, chill touch, expeditious retreat, mage armor, sleep;* 2nd—*blindness/deafness, darkvision, ghoul touch, resist energy, spectral hand;* 3rd—*dispel magic, haste, ray of exhaustion, vampiric touch;* 4th—*enervation, stoneskin.*

Wizard Spellbook: 0—*arcane mark, detect magic, detect poison, mending, open/close, prestidigitation, read magic, resistance, touch of fatigue;* 1st—*alarm, cause fear, chill touch, comprehend languages, endure elements, expeditious retreat, hold portal, identify, mage armor, obscuring mist, ray of enfeeblement, sleep;* 2nd—*arcane lock, blindness/deafness, darkvision, fox's cunning, ghoul touch, resist energy, scare, see invisibility, spectral hand;* 3rd—*dispel magic, haste, hold person, ray of exhaustion, slow, vampiric touch;* 4th—*bestow curse, enervation, fear, stoneskin.*

Possessions: Spellbook, dagger, *ring of protection +1, potion of cure light wounds, potion of lesser restoration,* two thunderstones, one tanglefoot bag, 3 gp, 21 sp, pearl (100 gp).

E13. PHINADAR'S WORKSHOP

This well ordered room is largely occupied with oversized work tables and shelves, most of which contain a collection of scrolls, writing implements, unidentifiable powders, metal ingots, and metal working tools. A small anvil and forge are in the north eastern corner of the room. Two torches illuminate this room from the ceiling.

Initial Attitude: N/A

Encounter: Phinadar uses this Room as his workshop where he toils, searching daily for a means to bypass the celestial's defenses, or at least that's what he tells Seraxes. Phinadar knows now his magic is not powerful enough to accomplish the task. Instead, he works on a means to escape the shadows, doing his best to look busy and fool Seraxes into believing he is actually making progress

Encounter Condition: N/A

Tactics: N/A

Treasure: This Room contains any common spell components for 1st through 4th level arcane spells. Scattered throughout the Room the PCs find a 100 gp pearl, 100 gp of silver dust, 30 cp, 100 gp of gold dust, 3 small silver rods worth 4 gp each, 50 gp of ruby dust, three flasks of oil, two quarts of ink, and a large glass mirror. Also a thief's kit can be put together from the tools in this Room.

EL: N/A

Scaling: N/A

E14. FIRST HALL OF PORTRAITS

This dark hall stretches east to west and has an open door on each end. The walls are dominated by large paintings, four on each side of the hall. The paintings have suffered damage, but are aging well. All the paintings are posed shots against an array of backgrounds. Each painting has a small informational plaque beneath it naming the subject.

Initial Attitude: N/A

Encounter: The portraits in this Room commemorate the leaders and heroes of the garrison. All the paintings are ensorceled to resist normal wear and tear and have a hardness of 10 and 50 hit points. The paintings are on canvas and can be cut from their frames, which requires inflicting 20 hit points of damage on the portraits. Unfortunately doing so disrupts the magic protecting the paintings, meaning they may very well be ruined in transport if due care is not taken.

The subjects of the eight portraits are:

- Lord High Commander Saerius Lorsenahll, Highest of the Garrison: A winged angel clad in full plate mail, greatsword in one hand and helmet in the other, he stands amongst a quiet forest of ancient trees. He was the original leader of the garrison, slain during the battles following the first earthquake.

- Xyhcichyl, Queen of the Holy Swarm: A large queen celestial formian surrounded by a host of large celestial formians in a huge cavern. These celestial formians made up a large number of the foot soldiers of the garrison.

- Lord High Marshal Serenneth: Second in command of the garrison, this aged looking angel wears a suit of sparkling adamantine chain mail and carries a matching pair of longswords. He served as the second in command of the garrison until his death after the first earthquake.

- Genda Who's Hands Break Bones: A female ghaele armed with an enormous mace, she stands on a mountain side looking out into the distance. She served as one of the garrisons most skilled warriors, but perished in the battle following the first earthquake.

- High Magus Silinear, Keeper of Secrets Arcane: An aasimar of extreme age, he sits in a large chair surrounded by piles of books. An extremely powerful wizard, he advised the leaders of the garrison in matters regarding arcane magic and helped in the design of the wards.

- Bella, the Incarnate: A human-like figure clothed in skins and carrying weapons of bone, she stands amidst a raging river, unmoved by its current. Bella was given great longevity and power by her deity and came to serve the garrison at its direction.

- Dellacks the Unseen: This painting appears to have no one in it; instead is a landscape depicting a copse of trees in the middle of a plain. With a Search check (DC 30) a PC can spot a male bralani hiding amongst the trees, clad in black leather. Dellacks served as a scout and spy amongst the garrison.

- Kasil Who's Tales Shame the Stars: An aasimar clothed in leather and colorful clothes, Kasil served as the tale teller of the garrison, keeping up spirits with stories of adventure and heroics.

Encounter Condition: N/A
Tactics: N/A
Treasure: These paintings are worth at least 1,000 gp each to a collector, but each painting weighs 25 to 75 lbs. and is awkward to carry.
EL: N/A
Scaling: N/A

E15. SECOND HALL OF PORTRAITS

This, long dark hall stretches east to west and has a door on each end. The door at the far end is fire-damaged and barely stands on its hinges. The walls are dominated by large paintings, four on each side of the hall, but three of the paintings are damaged beyond recognition by flame. All the paintings are posed shots against an array of backgrounds. Each painting has a small plaque beneath it naming its subject.

Initial Attitude: N/A
Encounter: The portraits in this Room commemorate the leaders and heroes of the garrison. All the paintings are enchanted to resist normal wear and tear and the surviving paintings have a hardness of 10 and 50 hit points. The paintings are on canvas and can be cut from their frames, which requires inflicting 20 hit points of damage on the portraits. Unfortunately doing so disrupts the magic protecting the paintings, meaning they may very well be ruined in transport if not well taken care of.

The subjects of the five surviving portraits are:

- Lady Sapphim, Caller of the Dawn: This painting depicts a pensive looking trumpet archon holding her trumpet gingerly in a field of long grass. She served as the garrison bugler and signaler until her death during the battles following the second earthquake.

- Demon Hunter General Maclan: A hound archon wearing splint mail and carrying a long metallic bow, Maclan was originally charged with keeping the population of the prisoners at reasonable levels.

- Kelara the Fearsome: A leonal without armor or weapons, she sits in a meditative stance in a snowy field.

- Illtherin the Keeper: A hooded angel whose features are hidden in shadow, this figure holds a large book and quill. The Keeper served as the main historian of the garrison, but was felled during the battles following the second earthquake.

- Sebardin, Tallier of the Stock: A Kolyarut Inevitable, he sits in a vast warehouse of endless crates. He served as the overall steward and quartermaster of the garrison.

Encounter Condition: N/A
Tactics: N/A
Treasure: These paintings are worth at least 1,000 gp each to a collector, but each painting weighs 25 to 75 lbs. and is awkward to carry due to its size.
EL: N/A
Scaling: N/A

E16. TRAPPED PORTRAIT HALL

This wall looks to have once been a hall of portraits, but a fire long ago consumed the paintings that once graced its walls. The walls are scorched and small piles of ashes and bone litter the floor. There is no source of light in this room.

Initial Attitude: N/A
Encounter: If any creature passes more than halfway through the Room without tapping a specially colored red rock next to the door a *fireball* trap goes off, filling the Room with fire. The trap resets after one minute. The shadows cannot disarm this trap without Phinadar.

Fireball Trap: CR 5; magic device; special trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: 5
Scaling: To increase the challenge of this encounter, change the *glyph of warding* trap to a *blade barrier* trap. To decrease the challenge, change the *glyph of warding* trap to a *burning hands* trap.

E17. GUARD HALL

The three doors in this T shaped room are each flanked by alcoves, each just large enough for a human to stand in comfortably. Several old, empty weapon racks line the walls and blood stains cover large areas of the floor.

Initial Attitude: Hostile
Encounter: This Room served as a guardroom to create a bottleneck in case anything attacked from Region A. After the second earthquake the sentries were killed and new ones were never assigned. Three shadows (hp 22, 21, 20) currently guard this Room, charged with stopping incursions from Region A.
Encounter Condition: N/A
Tactics: The shadows lurk in the racks on the north and south walls, hiding amidst the piles of goods. They seek to surprise characters that come to inspect what's on the shelves, leaping out when the characters get within arm's reach. Spotting the shadows before they attack requires a DC 22 Spot check.
Treasure: N/A
EL: 6
Scaling: To increase the challenge of this encounter, add two shadows. To decrease the challenge, remove one.

Shadow: CR 3; Medium undead (incorporeal); HD 3d12; hp 22, 21, 20; Init +2; Spd Fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +1; Grp —; Atk +3 melee (1d6 Str, incorporeal touch); Full Atk +3 melee (1d6 Str, incorporeal touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13.

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

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

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

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

E18. DOORWAY ROOM

This small room has a door in its northern and eastern walls, but the eastern doorway leads nowhere. It is boarded up like some ancient architect's long forgotten joke. Next to the doorway to nowhere lays a wooden door bound in silver and steel, barely touched by the passage of years. The rest of this room is ransacked and littered with broken furniture, shattered weapons, and more than a few corpses, all of which are dressed in rotting armor and carrying long rusted weapons. A hard fought battle took place here. The lights in this room went out long ago.

Initial Attitude: N/A

Encounter: This Room is the home of the *all-door*, containing both the door and the doorway that were originally designed to store it. Many traps once guarded it, but they were set off long ago by the occassional wandering monster. They were never reset and the wards have failed ever since.

Encounter Condition: Haunted

Tactics: N/A

Treasure: The Room was ransacked of everything except for the door, which past looters have not considered valuable enough to move due to its immense weight. Few realize the door's true power.

EL: N/A

Scaling: N/A

E19. HIDDEN SUPPLY ROOM

This room is in good shape, looking as if someone cleaned it only scant moments ago. Its shelves are filled to capacity with a variety of supplies, from blankets to backpacks to torches. It is illuminated by four torches mounted in the ceiling.

Initial Attitude: N/A

Encounter: This Room served as an emergency supply Room for the garrison, accessible by the *all-door*. The command word to activate the *all-door* for this Room is Sebardin, the name of the head quartermaster of the garrison. It has been untouched since the loss of the *all-door*.

Encounter Condition: N/A

Tactics: N/A

Treasure: This Room contains three of every piece of adventuring gear, tool or skill kit, and article of clothing. No spyglasses or alchemist's labs are present, nor are masterwork items.

EL: N/A

Scaling: N/A

E20. WARD STAFF ROOM

Finding the door to this Room requires a DC 25 Search check. It is opened when any good aligned creature touches the door. The door is also protected by a glyph of warding against evil creatures.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

This small room has a single feature within it: a raised pedestal on which a six-ft. metal staff rests. The staff is covered in runes and it is illuminated from above by a brightly glowing orb. A single corpse wearing battered plate mail armor stands propped up against the staff, flail and shield held at the ready.

Initial Attitude: N/A

Encounter: This Room is an original storage Room for one of the *ward staves*. The *staff* on the pedestal is one of the missing *ward staves* the garrison seeks to recover. A *glyph of warding* against evil creatures protects the *staff*. Both *glyphs of warding* reset after one minute.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 fire, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

The light is *daylight* and all creatures in the Room are under the effect of a *magic circle against evil*. The shadows and other denizens of the dungeon do not chase the PCs into this Room and do not enter under any circumstances. Evil PCs feel the presence of the circle, as well.

The body is an aasimar paladin who spent his last days keeping the *ward staff* safe after this Section of Region E was taken by the shadows.

Encounter Condition: N/A

Tactics: N/A

Treasure: In addition to the ward staff *two potions of cure moderate wounds* and a *+1 shield of light fortification* can be found on the aasimar's body.

EL: 6

Scaling: To increase the challenge of this encounter, change the *glyph of warding* traps to *blade barrier* traps. To decrease the challenge, change the *glyph of warding* traps to *burning hands* traps.

E21. HELL'S SWARM

Glyphs of warding have been put on both sides of the door that activate when an evil creature touches the door.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

When the PCs *approach* this door, read the following.

The door to this room is shut. Behind it you can hear an intense buzzing sound like the roar of a thousand insects or a jet engine.

Once the PCs *open* the door, read the following.

This room served at one point as a church, but now seconds as a hive. Inside hundreds of insects buzz about the room, attacking everything they come in contact with, including you. A single corpse rests up against the wall next to the door. The room is illuminated by multiple torches in the ceiling, but several old candles also litter the room.

Initial Attitude: Hostile

Encounter: This Room served as a church, long before the fall of the garrison. After the second earthquake, a hellwasp swarm (hp 90) was trapped with the priest who cared for the temple. Not having the power to defeat the hellwasp swarm, he trapped it with glyphs of warding, but was slain shortly thereafter. Now the swarm wants out, and the PCs opening the door has given it the opportunity.

Encounter Condition: N/A

Tactics: The hellwasp swarm instantly attacks anyone who opens the door in a bid for freedom. They surround the first person to come in the door and work their way down the line until everyone is dead. If the party closes the door again the swarm animates the corpse and uses it to attack if the PCs return.

Treasure: Investigating the corpse the PCs find two spoiled vials of holy water, a silver holy symbol, and a *potion of cure light wounds*. There are also 100 candles in the Room.

EL: 8

Scaling: To increase the challenge of this encounter change the *glyph of warding* trap to a *blade barrier* trap and increase the HD of the hellwasp swarm by two. To decrease the challenge, change the *glyph of warding* trap to a *burning hands* trap and reduce the HD of the swarm by -2.

Hellwasp Swarm: CR 8; Diminutive magical beast (extraplanar, evil, swarm); HD 12d10+27; hp 90; Init +10; Spd 5 ft., fly 40 ft.; AC 20, touch 20, flat-footed 14; Base Atk +12; Grp —; Atk (3d6 plus poison, swarm); Full Atk (3d6 plus poison, swarm); Space/Reach 10 ft./0 ft.; SA Distraction, inhabit, poison; SQ Damage reduction 10/magic, darkvision 60 ft., hive mind, immune to weapon damage, resistance to fire 10, low-light vision, swarm traits; AL LE; SV Fort +10, Ref +14, Will +7; Str 1, Dex 22, Con 14, Int 6, Wis 13, Cha 9.

Skills and Feats: Hide +19, Listen +10, Spot +10; Ability Focus (poison), Alertness, Improved Initiative, Iron Will, Toughness.

Distraction (Ex): Any living creature that begins its turn with a hellwasp swarm in its space must succeed on a DC 18 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Inhabit (Ex): A hellwasp swarm can enter the body of a helpless or dead creature by crawling into its mouth and other orifices. Inhabiting requires 1 minute, and the victim must be Small, Medium, or Large (although four swarms working together can inhabit a Huge creature). The swarm can abandon the body at any time, although doing this takes 1 full round. Any attack against the host deals half damage to the hellwasp swarm as well, although the swarm's resistances and immunities negate some or all of this damage.

If a hellwasp swarm inhabits a dead body, it restores animation to the creature and controls its movements, effectively transforming it into a zombie of the appropriate size for as long as the swarm remains inside. If a hellwasp swarm inhabits a living victim, it neutralizes the effects of its own poison and controls the victim's movement and actions as if using dominate monster on the victim. The hellwasps quickly consume a living victim, dealing 2d4 points of Constitution damage per hour they inhabit a body. A body reduced to Constitution 0 is dead.

A hellwasp-inhabited creature is easy to spot, since its skin crawls with the insects beneath the surface. The swarm is intelligent enough to hide beneath loose clothing or a large cloak to keep its presence from being detected. The swarm can attempt a Disguise check to conceal its inhabitation of a host, with a –4 penalty if currently inhabiting a Small host.

A remove disease or heal spell cast on an inhabited victim forces the hellwasp swarm to abandon its host.

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d6 Dex. The save DC is Constitution-based.

Hive Mind (Ex): Any hellwasp swarm with at least 1 hit point per Hit Die (or 12 hit points, for a standard hellwasp swarm) forms a hive mind, giving it an Intelligence of 6. When a hellwasp swarm is reduced below this hit point threshold, it becomes mindless.

E22. ENTRY ROOM TO THE HOLY SWARM'S CHAMBERS

This small square room is remarkably different from the rest of the dungeon. The walls and floor are made out of hexagonal stones instead of square stones and the mortar is replaced with resin. A translucent substance covers the walls and floor, giving the room an organic feel. There are tables and weapon racks in this room made of bone and resin, but they are broken. On the north wall is a mural depicting an endless stream of armed and armored humanoid ants spiraling out around a huge hexagonal fortress.

Initial Attitude: Hostile

Encounter: The door to this Room once held a *glyph of warding*, but it was dispelled by Ezrael during his exploration of the dungeon. This Room served as the entry way and guardroom for the area of the garrison controlled by the Holy Swarm, a group of celestial formians that comprised the rank and file of the garrison. Unfortunately their queen was killed right after the first earthquake by an unknown assailant, driving the Holy Swarm into disarray, limiting their effectiveness in beating back the evils contained below.

Four shadows (hp 25, 22, 21, 20) guard this Room, attacking any who enter, except those they recognize.

Encounter Condition: N/A

Tactics: The shadows in this Room have no Room to hide and attack the PCs immediately. If the PCs appear strong, the shadows split up and flee into the Holy Swarm living quarters, attacking the PCs using hit and fade tactics until the PCs leave or the shadows are destroyed.

Treasure: A DC 15 Search check reveals a matched set of a masterwork trident and masterwork heavy shield, both made of bone and resin. If sold together they fetch double the market price.

EL: 7

Scaling: To increase the challenge of this encounter, add two shadows. To decrease the challenge, remove one shadow.

Shadow: CR 3; Medium undead (incorporeal); HD 3d12; hp 25, 22, 21, 20; Init +2; Spd Fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +1; Grp —; Atk +3 melee (1d6 Str, incorporeal touch); Full Atk +3 melee (1d6 Str, incorporeal touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13.

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

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

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

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

E23 THROUGH 30. HOLY SWARM LIVING QUARTERS

Rooms E23 through E30 are essentially alike. Use the following description for all of them.

This small room was a barracks with hexagonal sleeping chambers stacked high on each wall. This room held at least two dozen creatures, each with little more than a few feet of private space. These sleeping quarters are built out of hard resin and chitin, warm to the touch but hard. Few of these structures are damaged, but the remaining contents of this room have been ransacked. Also numerous corpses of centaur-like armored insects can be found spread about the room, scarred with gaping battle wounds.

Initial Attitude: N/A

Encounter: These Rooms served as living quarters for the many members of the Holy Swarm assigned to the garrison. They were either slain on the front lines or in these Rooms when the battle moved into Region E itself.

Encounter Condition: N/A

Tactics: N/A

Treasure: For each Room the PCs successfully search (Search check, DC 20), roll 1d20 (once) and consult the table to see what is found.

1d20	Treasure
1	1d6 gp
2	1d6 +1 *arrows*
3	2d8 arrows
4	Masterwork heavy spiked shield
5	Masterwork kukri made of bone and resin
6	Masterwork suit of banded mail made of bone and chitin
7–14	Nothing
15	*Potion of cure light wounds*
16	*Potion of lesser restoration*
17	*Ring of climbing*
18	Silver necklace in the shape of a faceted oval (worth 75 gp)
19	Small gold covers for a celestial formian's mandibles (celestial formian formal wear) (worth 100 gp)
20	*Wand of cure light wounds* (3 charges)

EL: N/A
Scaling: N/A

E31. CAPTAIN OF THE HOLY SWARM'S QUARTERS

This small room appears to have been a room for a solitary occupant unlike the previous rooms, containing only one of the hexagonal sleep chambers. It also contains a desk and some normal furniture, both of which have suffered some damage. A single horse sized insectoid corpse leans against the north wall, surrounded by a circle of eight other non-insectoid corpses, one of which still rests on the insect's sword.

Initial Attitude: N/A
Encounter: This Room served as the quarters for the head myrmarch of the Holy Swarm, a celestial formian known as Xychos, who was slain here after the first earthquake.
Encounter Condition: N/A
Tactics: N/A
Treasure: Xychos's sword is a +1 *ghost touch bastard sword.*
EL: N/A
Scaling: N/A

E32. QUEEN OF THE HOLY SWARM'S QUARTERS

The door to this Room is barred from the inside and requires a DC 30 Strength check to break. It has a hardness of 15 and 150 hit points. There are no Random Encounters in Room E32.

A huge rotting insectoid creature dominates this room. Once it probably appeared powerful and majestic due to its large size, but now it is simply a rotting pile of meat with strange bones protruding from it. The rest of this room has been set up to accommodate the creature complete with oversized trays, writing instruments, and pillows. Several smaller insectoid corpses are scattered about the room, but most appear to be in positions of repose rather than combat. A metal pedestal against the western wall holds a rune covered staff, looking incongruent to the rest of the room because of its more mundane design.

Initial Attitude: N/A
Encounter: This was the Room of Xyhcichyl, Queen of the Holy Swarm. She led the members of the Holy Swarm assigned to the garrison until her demise shortly after the first earthquake. Xyhcichyl was slain after the wards went down by a member of the swarm who fell victim to the dominate monster power of a balor demon that attempted to fight its way through the garrison. The controlled celestial formian took a Nine Lives Stealer from the balor and used it to coup de grace Xyhcichyl when he returned to the hive, after which he attacked the other celestial formians. The controlled celestial formian was slain, but not before the queen was slain and several of her minions as well. The Nine Lives Slayer was used up in the process, becoming a +2 *longsword.*

The formans who survived in this Room barricaded themselves in so they could give their queen the proper rites, after which they all committed ritual suicide so they could serve their queen in the afterlife. There are six such corpses in the Room in addition to five other celestial formians slain by violence, one of which holds the former Nine Lives Stealer.

Xyhcichyl was also charged with keeping one of the *ward staves* safe. It remains in the Room, protected by a *glyph of warding.*

There is a *glyph of warding* set on the pedestal holding the *ward staff* that activates whenever an evil creature touches the *staff.* The *glyph* resets one minute after being triggered.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 cold, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

Encounter Condition: N/A
Tactics: N/A
Treasure: The following can be found scattered around the Room with a DC 20 Search check. A +2 *short sword,* a large gem-encrusted golden bowl worth 500 gp, and two *potions of cure critical wounds.*
EL: N/A
Scaling: N/A

E33. ARMORY (SENSIL'S CORPSE)

Filled up to the ceiling with shelves, spider web encrusted armor, and rusted weapons, this room must have previously operated as an armory. Most of its stores have long ago rusted away to uselessness. Suddenly the stench of decaying flesh assaults you, drawing your eyes to an armored humanoid corpse on the floor. There are no light sources here.

Initial Attitude: Hostile
Encounter: The corpse is that of Sensil, a ghaele slain two months ago by the shadows while looking for more ward staves. The garrison only knows that she left and never returned, but did not have intelligence concerning the circumstances of her death and they are appreciative if the PCs bring word of it. Doj is especially thankful as Sensil was his mate. If the PCs are able to return the body, Doj owes them a debt of honor and becomes very well disposed towards them.

The body has decomposed but has not been disturbed by any inhabitants of the Region. It is obvious the corpse was not human, but identifying exactly what type of creature it is requires a DC 20 Knowledge (the planes) check.

Seraxes has stationed four shadows (hp 24, 22, 19, 15) here at the scene of his most recent triumph.

Encounter Condition: N/A
Tactics: The four shadows hide amongst the armor and weapon stores until the PCs enter the Room to investigate the body or the equipment. Spotting the shadows before they attack requires a DC 22 Spot check. They surround the PCs and prevent them from fleeing.
Treasure: Sensil's body still holds her +2 *holy greatsword.* The rest of the Room contains the following, found with a DC 15 Search check — one suit of full plate mail, two short swords, one lance, one longbow, 45 arrows, one heavy crossbow, one spiked chain, two heavy shields, one chain shirt, and a suit of splint mail.
EL: 7
Scaling: To increase the challenge of this encounter, add one shadow and increase the Spot check DC to 28. To decrease the challenge, remove one shadow.

Shadow: CR 3; Medium undead (incorporeal); HD 3d12; hp 24, 22, 19, 15; Init +2; Spd Fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +1; Grp —; Atk +3 melee (1d6 Str, incorporeal touch); Full Atk +3 melee (1d6 Str, incorporeal touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13.

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

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

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

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

E34. CONTAINMENT ROOM

The door to this room is made of solid steel and is covered in wards and glyphs, as is most of the interior. The walls are coated with steel, on top of which runes and etchings are engraved. As you enter the room you feel a distinct change in temperature and there is suddenly a profound silence.

Initial Attitude: N/A

Encounter: This small Room served as a temporary holding ground for other planar prisoners or unexpected guests. The entire Room is under the effect of a spell to suppress magic. Creatures with magical abilities feel distinctly uncomfortable in this Room and the shadows do not willingly enter it.

Encounter Condition: Drafty, Fearless, Safe, Spell Resistance 35

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

E35 THROUGH E50. MORAT'S BARGHEST PACK

Morat's pack of barghests controls the central-eastern part of Region E, between the shadows, the celestials, and Sarraas barghest pack. This includes Rooms E35 through E50.

Shortly after the first earthquake a group of barghests wandered into the dungeon complex, eventually settling in a part of Region E abandoned by the celestials. The barghests found the region to be much to their liking. Rarely bothered by the celestials, they in turn caused little trouble. Realizing the celestials could wipe them out, the barghests wisely kept to themselves.

Shortly before the second earthquake a barghest named Morat ascended to lead the tribe, largely due to his natural intelligence and inborn magical skills. Morat encouraged the tribe to take a proactive role in the dungeon and to take control of some of the humanoid groups. Before Morat could put his plan in motion the second earthquake occurred, throwing the dungeon into chaos. By the time Morat and the pack recovered, the shadows and shadow mastiffs had moved in, making it difficult for the barghests to hunt.

The barghest population remained steady and Morat has become complacent. He no longer plans to take control of the humanoids, grown complacent with his easy life. He actively stops any members of his pack from attacking the Broken Axe tribe, claiming the minotaurs are too strong for the barghests to defeat without significant losses. The lack of humanoids prevented any other barghests from becoming greater barghests, ensuring Morat's place at the head of the pack. Unfortunately for him the other barghests are not as complacent; one of them, a female named Sarraas, became particularly skilled at sneaking into Regions A and B, devouring the creatures that live there. Through this practice she became a greater barghest and returned to her tribe with two radical notions.

The first was to ally with the inevitables and other creatures in Region E against the shadows, clearing the path to a readily available source of humanoids. The second idea was to organize, large scale hunting of the Broken Axe tribe, creating another, more risky, source. Being lawful, some of the barghests found the prospect of allying with the inevitables not particularly repugnant, and it certainly gave them an improved chance of removing the shadows. Also the risk of hunting the minotaurs was more palatable than a lifetime of scavenging. Morat, seeing the possibility of losing his powerful position, said the two ideas were foolhardy and forced Sarraas from the tribe, assuming the pack would remain with him instead of becoming outcasts.

Morat considers this dissension a direct insult to him and is now filled with a burning hatred of all those who left his pack, regarding them as traitors. Morat now concentrates much of his efforts on killing Sarraas, but the fact that Sarraas settled right next to the celestials forces Morat to be cautious. Also Sarraas has numbers comparable to Morat's pack with the advantage of having more of the intelligent members of the tribe as well. Morat hopes that the celestials rebuff her offer and kill Sarraas, letting the problem take care of itself.

The 35 member tribe is ruthlessly controlled by Morat and his hand picked group of personal guards, all but one of which are completely loyal. The one traitor, Mislik, secretly sabotages Morat's pack and passes information to Sarraas, but he knows his actions will be exposed eventually and he shall have to flee. Due to the many wards protecting Rooms E34 through E42 do not roll for Random Encounters in those Rooms.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	Horrifying screams echo through the Section, unnerving even the strongest PCs. Each PC must succeed at a DC 18 Will save of be shaken for 2d6 × 10 minutes.
2	An unholy rush of air chills the PCs to the bone. Each PC must succeed at a DC 18 Fort save or be panicked for 1d6 × 5 minutes.
3	A goat of flame erupts from a vent in the wall or floor. Each PC must succeed at a DC 18 Ref save or their non-magical armor is singed and its AC bonus reduce by –1.
4–10	Nothing
11–12	1d6 barghests from Morat's pack are hunting. They attack humanoids on sight, but retreat if they suffer casualties.
13–14	1d6 barghests from Sarraas' pack are hunting. They scout out PCs, before attacking or approaching for aid.
15	1d6 barghest from Morat's pack are facing down 1d6 barghests from Sarraas' pack. If the PCs do not intervene, the fight begins in 1d6 rounds.
16	A dead barghest lies in the Room, attracting a rat swarm. The rats ignore the PCs, unless they approach too close.
17	The PCs stumble upon a trap. **Fireball Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
18	The PCs stumble upon a trap. **Wall Scythe Trap:** CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/×4, scythe); Search DC 21; Disable Device DC 18.
19	The PCs stumble upon a trap. **Lightning Bolt Trap:** CR 4; magic device; spell trigger; automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
20	Doj (Room E101) is hunting barghests. He Ambushes any evil creatures, disappearing into the shadows after combat is over. He observes unfamiliar PCs until their intentions are clear.

E35. ROBE ROOM

There is a *glyph of warding* against evil creatures on the door that activates whenever an evil creature touches it. The *glyph* rests after one minute.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

Clothes and faded finery fill this room, once stored in a substantial armoire; they are now, alas, simply cast haphazardly on the floor. These are ceremonial robes that were once of great quality, but are ruined now. Above the door in the western wall a short message is scrawled in an undecipherable script.

Initial Attitude: N/A

Encounter: This Room served as a storehouse for the clothes designated for the various rituals through which the *garrison charter* was signed or consulted, but that has not happened in centuries. The clothes are mostly silver, white, gold, red, and blue robes.

The script above the door says "Seek only the charter," in celestial.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, the *glyph of warding* trap triggers regardless of alignment. To decrease the challenge, the *glyph of warding* trap triggers against chaotic evil creatures only.

E36. TESTING ROOM ONE

There is a *glyph of warding* against evil creatures on the door that activates whenever an evil creature touches it. The *glyph* rests after one minute.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

This small, stone walled room is featureless except for the doors on the east and west walls, a sword sticking out of the floor, and the symbol of an eye above a flaming sun is inscribed above the western door.

Initial Attitude: N/A

Encounter: As soon as all the characters enter the Room the eastern door slams shut and it requires a Strength check, DC 25, each round to keep it open. The sword *identifies* as a +2 *holy longsword*, but in truth this is a complex illusion that even fools *identify* spells. If any PC tries to remove the sword from the floor the western door becomes magically sealed; the door gains a hardness of 30 and the magical effect holding the door shut has a caster level of 20th. If the characters do not remove the sword the door functions normally.

After the PCs pass through this Room once without touching the sword the sword disappears and they can pass through without difficulty. After the test is passed the garrison symbol disappears and is replaced with celestial script reading "Temptation."

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, the *glyph of warding* trap triggers regardless of alignment. To decrease the challenge, the *glyph of warding* trap triggers against chaotic evil creatures only.

E37. TESTING ROOM TWO

There is a glyph of warding against evil creatures on the door that activates whenever an evil creature touches it. The glyph resets one minute after being triggered.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 fire, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

This small, stone walled room is featureless except for the doors on the east and west walls, a symbol of an eye above a flaming sun appears above the western door, and a distressed humanoid body on the floor.

Initial Attitude: N/A

Encounter: As soon as all the characters enter the Room or anyone touches the body, the eastern door slams shut and it requires a DC 25 Strength check to open. The body is that of a human male decked out in robes who is badly wounded in the chest, but amazingly the man is still moving, crawling toward the PCs. The man is in fact a specially crafted illusion; if the PCs give any sort of aid to the man within a minute of entering the Room the man fades away and the door on the western wall opens. If they refuse to aid the man or attack him, the western door is magically sealed; the door gains a hardness of 30 and the magical effect holding the door shut has a caster level of 20th. The illusion radiates strong magic (20th level).

After the PCs pass through this Room once by helping the injured man the man disappears and they can pass through without difficulty.

Also the garrison symhol disappears and is replaced with celestial text reading "Charity."

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, the *glyph of warding* trap triggers regardless of alignment. To decrease the challenge, the *glyph of warding* trap triggers against chaotic evil creatures only.

E38. TESTING ROOM THREE

There is a *glyph of warding* against evil creatures on the door that activates whenever an evil creature touches it. The glyph rests one minute after it is triggered.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 cold, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

This small, stone walled room is featureless except for the doors on the east and west walls, a symbol of an eye over a flaming sun above the western door, and hulking arachnoid creature with giant cleavers on the end of each of its arms.

Initial Attitude: N/A

Encounter: As soon as the entire group enters the Room the eastern door slams shut and it requires a Strength check, DC 25, each round to keep it open. The creature is an illusion of a retriever demon with a caster level of 20th and it is a convincing illusion. If the PCs flee from the creature the western door is magically sealed; the door gains a hardness of 30 and the magical effect holding the door shut has a caster level of 20th. If the PCs attack the retriever it fades away and the western door opens.

After the PCs pass through this Room once by attacking the illusionary retriever the retriever disappears and they pass through without difficulty. Also the garrison symbol disappears and is replaced with celestial script reading "Bravery."

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: 6
Scaling: To increase the challenge of this encounter, the *glyph of warding* trap triggers regardless of alignment. To decrease the challenge, the *glyph of warding* trap triggers against chaotic evil creatures only.

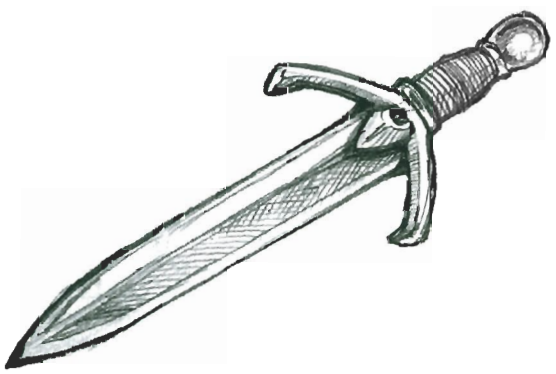
E39. MEDITATION CHAMBER

There is a glyph of warding against evil creatures on the northern door that activates whenever an evil creature touches it. The glyph resets one minute after it is triggered.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 electricity, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

This small room contains a set of cushioned wooden chairs arrayed in a circle around a raised stone table. A crystal is held tight by the table, almost as though it grew inside the table. The crystal glows radiating thousands of pin pricks of light. There is a stout door on the northern wall bound with silver and iron bands, all of which are inscribed with glowing runes. Above the door in the north wall is a single word in a strange script.

Initial Attitude: N/A
Encounter: The word written above the door (in Celestial) is "Knowledge". A DC 25 Decipher Script check reveals this. There is one chair for each member of the PC's party, including NPCs. If the PCs sit in the chairs, the crystal glows brightly and shoots a ray of light toward each PC. Evil PCs must succeed at a DC 24 Will save or suffer 1d4 negative levels. Neutral and good PCs are informed of the true purpose of the dungeon — a giant prison built to house the evil that heaven's denied death. While not torturous, the conditions of the prison were designed to remind demonic, devilic, and undead hordes of the punishment for their transgressions and to deny them the freedoms so dear to their kind. Good and neutral PCs also receive the benefit of *aid* and *owl's wisdom* (caster level 20th).
Encounter Condition: N/A
Tactics: The northern door has a hardness of 30 and 300 hit points. It does not open until all the PCs sit in the chairs and interact with the crystal. After the PCs have passed through this Room once by sitting in the chairs the chairs disappear and the PCs can pass through without difficulty.
Treasure: N/A
EL: N/A
Scaling: To increase the challenge of this encounter, the *glyph of warding* trap triggers regardless of alignment. To decrease the challenge, the *glyph of warding* trap triggers against chaotic evil creatures only.



E40. GARRISON CHARTER ROOM

Any PC who tries to remove the garrison charter from the pillar without passing through Rooms E34 through E38 is struck by a *glyph of warding*. The glyph resets one minute after being activated.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

This room is illuminated by a globe attached to the ceiling that shines with wattage equivalent to that of a noonday sun. At the center of the room stands a waist level steel pillar, on which is set a scroll, aged and cracked but still in one piece.

Initial Attitude: N/A
Encounter: The object on the pillar is the *garrison charter*, which can be removed by any PC who has entered the Room through Room E38. Other characters are struck by a *glyph of warding* on the pillar if they remove the *garrison charter*. Characters may sign the *garrison charter* if they pass the tests.
Encounter Condition: N/A
Tactics: N/A
Treasure: The only treasure present in this Room is the *garrison charter*.
EL: 6
Scaling: To increase the challenge of this encounter, increase the damage of the *glyph of warding* trap to 12d8. To decrease the challenge, reduce the damage to 4d8.

E41. CHAMBER OF WISDOM

The eastern door has a *glyph of warding* on it that is set off by an evil creature touching the door. The *glyph* resets a minute after being triggered.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 electricity, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

Small rugs and pillows cover the floor of this room, giving it a spartan but comfortable appearance. It has an unusual peaceful feeling, as if the conflicts of the world do not penetrate into this space. While there are torches burning in ceiling sconces, they have been dimmed with shades to cast a warm amber glow over the room. The only thing marring this serene scene is a dog-headed corpse in the middle of the floor, long ago shriveled to be little more than bones and dust.

Initial Attitude: N/A
Encounter: This Room served as a place of meditation and contemplation for those who had just joined the garrison, hopefully granting them the wisdom they would need to carry out their appointed task. Unfortunately it is now disturbed by the body of one of the hound archon members of the garrison who died in this Room in the battle after the second earthquake.
Encounter Condition: N/A
Tactics: After the body is removed this Room reattunes to its proper state. Once so repaired any PC in this Room receives a +4 circumstance bonus to all Concentration and Wisdom based skill checks.
Treasure: On the hound archon's body is a masterwork glaive (with non-magical celestial runes all over it) and a *potion of lesser restoration*.
EL: 6
Scaling: To increase the challenge of this encounter, the *glyph of warding* trap triggers regardless of alignment. To decrease the challenge, the *glyph of warding* trap triggers against chaotic evil creatures only.

E42. CHAMBER OF ENDS

The eastern door has a *glyph of warding* on it that is set off by an evil creature touching the door. The glyph resets one minute after being triggered.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 electricity, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

The walls of this chamber are covered with hundreds of tiny alcoves, each of which holds a small candle. On the top of each alcove is a small bit of odd little text. Of the thousands of candles only nineteen remain alight; the rest have gone out, though judging from the height some went out earlier than others. Several more unused candles sit on a small table next to the western door.

Initial Attitude: N/A

Encounter: When a new member of the garrison reached this Room they would light a candle and place it in an alcove on which their name appeared. Any person who signs the charter has an alcove with their name on it, including the PCs if they signed the garrison. Once the candle is lit and placed in an alcove it remains lit until that candle's person is slain, at which point the candle goes out. The nineteen candles that remain lit are for the surviving members of the garrison.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, the *glyph of warding* trap triggers regardless of alignment. To decrease the challenge, the *glyph of warding* trap triggers against chaotic evil creatures only.

E43. CHAMBER OF ASSIGNATION

The northern door has a glyph of warding on it that is set off by an evil creature touching the door. The glyph resets one minute after being triggered.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 electricity, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

A thick rug covers the floor of this room, but it has been worn bare in a number of spots near the center of the room. On the eastern wall hangs a sword, while on the western wall a book sits on a small shelf. This room has an air of gravity to it, as if waiting for a solemn event to conclude.

Initial Attitude: N/A

Encounter: Years ago, this Room was used often, giving ceremony to the induction of new guardians. The new member knelt in the center of the Room and was tapped with either a book or sword as their title and duties were pronounced. The applicant then rose and was considered a full member of the garrison. Now the Room houses these ceremonial items that have collected centuries of dust.

Encounter Condition: N/A

Tactics: N/A

Treasure: The sword is a non-magical weapon, but it was the first sword ever raised against evil. It is of immense symbolic significance, but its historic significance is greatly diminished since knowledge of the days of its use is completely lost. A PC succeeding at a DC 50 Knowledge or Bardic Knowledge check might be able to decipher its significance from the runes, but otherwise it looks like a plain longsword.

When opened, the book holds the primary religious text of whatever religion the holder follows, as long as it is not an evil religion. This book is worth 2,000 gp to a collector, but the surviving members of the garrison do not take its removal well.

EL: 6

Scaling: To increase the challenge of this encounter, the *glyph of warding* trap triggers regardless of alignment. To decrease the challenge, the *glyph of warding* trap triggers against chaotic evil creatures only.

E44. CHAMBER OF RETURNING TO THE WORLD

This room is littered with half a dozen corpses; some human, one with wings, another with a dog head. They all bear battle injuries and tattered armor, inflicted years ago, but a few of the injuries seem far more recent. More the marks of a scavenger than a warrior, something has been chewing on these bodies. Scattered amongst the bodies are several shattered goblets, broken candelabra, and both blood and wine have stained this floor. As you survey the scene three large, blue furred wolves enter the room from a door on the northern wall and begin sniffing around the bodies.

Initial Attitude: Hostile

Encounter: In the days where the garrison was fully operational this Room served as a celebratory space for new members to be toasted by their fellows. Some groups used it as a place for a rollicking good time, others carried out dignified and refined ceremonies of honor and remembrance. Unfortunately the creatures welling up from the deep had no such interests and a group of celestials fought a desperate last stand here in the hopes of preventing any of the intruders from reaching the garrison charter. They were successful, but at great cost.

The three barghests (hp 36, 34, 30) are on guard duty, charged with watching this Room for the next eight hours. They take no great joy in this task since this Room is not comfortable, but there is little chance of actual combat.

Encounter Condition: N/A

Tactics: The barghests attack the PCs on sight, using their blink and dimension door power to cause confusion. The barghests continue to attack PCs, even after they are knocked down. If one of the barghests is defeated the others flee to reach Room E46 and warn Morat, who comes with reinforcements in a few minutes.

Treasure: If the PCs search the bodies they find a suit of scale mail, a silver masterwork longsword and a *potion of barkskin*.

EL: 6

Scaling: To increase the challenge of this encounter, the *glyph of warding* trap triggers regardless of alignment. To decrease the challenge, the *glyph of warding* trap triggers against chaotic evil creatures only.

Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shape-changer); HD 6d8+8; hp 36, 34, 30; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.

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

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

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

A barghest advances in HD by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its HD, and it gains skill points, feats, and ability score improvements normally. The barghest only advances by consuming the corpses of creatures whose HD or levels are equal to or greater than its own current total. A barghest that reaches 9 HD through feeding immediately becomes a greater barghest.

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

Pass Without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

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

E45. LIVING QUARTERS

The door to this room has been shattered from it hinges, causing it to hang open. Inside, the furniture of this room has been chopped up and pushed to the edges of the room, clearing out an open area in the middle of the floor where blankets and tapestries are piled to form a small nest. In this pile of bedding four large, blue furred wolf creatures sit, having a quiet conversation amongst themselves.

Initial Attitude: Hostile

Encounter: The four barghests (hp 40, 36, 34, 28) in this Room were placed on watch duty by Morat, but watch duty on this end of Morat's territory is considered a plum assignment due the lack of hostiles coming through this way. The barghests suffer a –4 penalty to Spot and Listen checks because they are paying more attention to their discussion of possible mates than guard duty.

Encounter Condition: Echoes 4

Tactics: If the PCs attract the attention of the barghests and do not immediately surrender they are attacked by all the barghests. If any of the PCs are knocked down the barghests attack him in unison. The barghests flee if two of them are slain, running to Room E46 to warn Morat. It takes at least 6 rounds for Morat to arrive and twelve rounds for the rest of the pack, which arrives at a rate of four barghests every six rounds until twenty four barghests have arrived.

Treasure: One of the pieces of cloth the barghest lays on is actually a *cloak of elvenkind*, but finding it requires a DC 25 Search check. However, the barghest stench requires the wearer to make a DC 14 Fortitude save to avoid becoming nauseated for 1d4 rounds each time it is put on.

EL: 7

Scaling: To increase the challenge of this encounter, add one barghest. To decrease the challenge, remove one barghest.

Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shape-changer); HD 6d8+8; hp 40, 36, 34, 28; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.

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

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

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

A barghest advances in HD by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its HD, and it gains skill points, feats, and ability score improvements normally. The barghest only advances by consuming the corpses of creatures whose HD or levels are equal to or greater than its own current total. A barghest that reaches 9 HD through feeding immediately becomes a greater barghest.

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

Pass Without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

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

E46. HIDDEN ROBE ROOM

From its appearance this room has not been in use for some time. It is essentially a giant closet, filled with unusual costumes. Its surfaces are free of dust. Its walls lined with hooks, from each of which hangs a robe, cloak, or tunic bearing the crest of an eye in front of a flaming sun, some with added symbols like a pair of crossed swords or a hexagonal gold field. Some of the clothes are ceremonial in nature, while others seem strictly utilitarian.

Initial Attitude: N/A

Encounter: Hidden behind the *all-door*, this Room served as an emergency stash for important types of clothing used by the garrison, such as uniforms, ceremonial robes, or disguises for traveling in the mortal world. This place has been unattended to for quite some time and the remaining celestials do not take well to the PCs removing outfits from it. The command word for connecting the *all-door* to this Room is "Kasil."

Encounter Condition: N/A

Tactics: N/A

Treasure: All of the outfits in this Room are ensorcelled to constantly clean and repair themselves. Some of them have more powerful magic upon them and none are labeled, but the celestials can identify most of them if asked. On a DC 25 Search check the PCs find a *cloak of resistance +1*, *boots of elvenkind*, and a *vest of escape*.

EL: N/A

Scaling: N/A

E47. MORAT'S ROOM

This room's floor is covered with a layer of pillows, rugs, and sheets that at one point were of fine silk, but now are smudged with dirt and dog fur. The ceiling torches are covered over with wooden boxes and the room is instead illuminated by candles, giving the room a small, cozy feel. The three blue wolf creatures in the room diminish this feeling greatly especially since one of them is as large as a horse.

Initial Attitude: Hostile

Encounter: Morat (hp 89) calls this Room home and decorates it with the finest materials the pack has found. If the alarm has been sounded by other members of the pack Morat is elsewhere, rousing the defense of the pack and finding strength in numbers.

If Morat is particularly impressed with the PCs' abilities he may strike a deal with them, such as hiring them to kill Sarraas (Room E57).

Encounter Condition: N/A

Tactics: Morat holds off on attacking the first round, using his spell-like abilities first. He first uses *crushing despair* on the PCs, and if given a chance he also uses *rage* and *mass bull's strength*. If Morat hears the PCs coming he uses these abilities before they arrive. Morat uses *invisibility sphere* to escape if he is in danger of dying.

Treasure: A DC 19 Search check turns up a *+1 greataxe* and a *potion of cure moderate wounds*.

EL: 7

Scaling: To increase the challenge of this encounter, add one barghest to the encounter. To decrease the challenge, allow the PCs to surprise Morat.

Morat, Greater Barghest: CR 5; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 11d8+33; hp 89; Init +6; Spd 30 ft.; AC 20, touch 11, flat-footed 18; Base Atk +11; Grp +20; Atk +15 melee (1d8+5, bite); Full Atk +15 melee (1d8+5, bite) and +10 melee (1d6+2, 2 claws); SA Spell-like abilities, feed; SQ Change shape, damage reduction 10/magic, darkvision 60 ft., scent; AL LE; SV Fort +10, Ref +9, Will +11; Str 20, Dex 15, Con 16, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +16, Climb +17, Concentration +15, Diplomacy +8, Disguise +4 (+6 acting), Hide +10*, Intimidate +18, Jump +21, Listen +16, Move Silently +14, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks); Combat Casting, Combat Reflexes, Improved Initiative, Track.

Spell-Like Abilities: At will—*blink, invisibility sphere, levitate, misdirection* (DC 16), *rage* (DC 17); 1/day—*charm monster* (DC 18), *crushing despair* (DC 18), *dimension door, mass bull's strength, mass enlarge*. Caster level 11th. The save DCs are Charisma-based.

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

A greater barghest advances in HD by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its HD, and it gains skill points, feats, and ability score improvements normally. The greater barghest only advances by consuming the corpses of creatures whose HD or levels are equal to or greater than its own current total.

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

Pass Without Trace (Ex): A greater barghest in wolf form can use pass without trace (as the spell) as a free action.

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

E48. MORAT'S GUARD'S ROOM

Scattered and torn mattresses litter the floor of this room, covered by a selection of torn tapestries and rugs. This mess is concentrated at a T intersection of three halls, but the trash stretches for several yards down each hall. In one corner a pile of badly cleaned skulls are visible, all of which are obviously humanoid. Four blue furred, wolverine creatures roam about the room restlessly, snapping at each other.

Initial Attitude: Hostile

Encounter: These four barghests (hp 42, 38, 36, 33) are Morat's personal guard and some of his most loyal supporters. They have a privileged position in the pack. When Morat is in his Room they can be found here; when Morat is out they are normally with him. These barghests attack anyone who enters their Room with complete abandon.

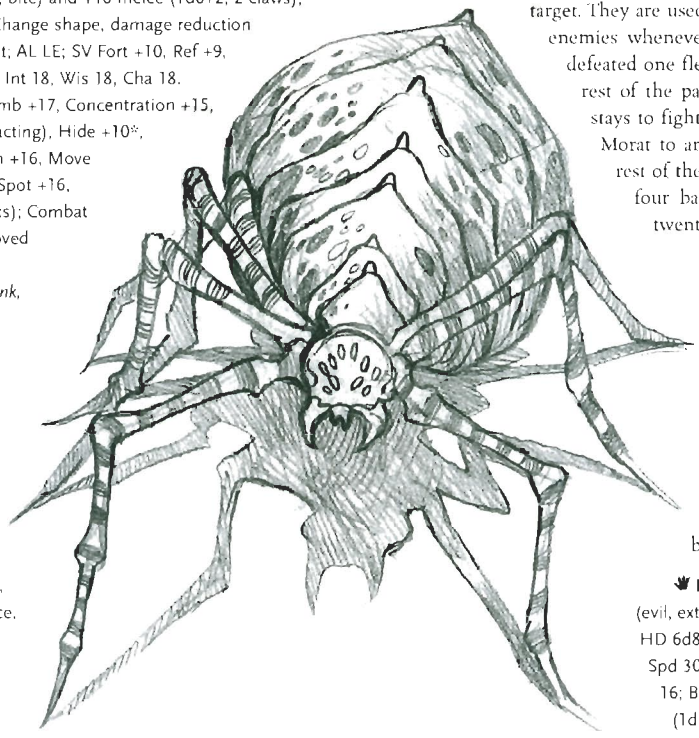
Encounter Condition: N/A

Tactics: These barghests simply charge attackers, working in pairs to concentrate their attacks before moving on to the next target. They are used to working together and flank enemies whenever possible. If any of them are defeated one flees to tell Morat and collect the rest of the pack while the rest of the group stays to fight. It takes at least six rounds for Morat to arrive and twelve rounds for the rest of the pack, which arrives at a rate of four barghests every six rounds until twenty four barghests have arrived.

Treasure: A DC 15 Search check reveals two flasks of alchemist's fire, a silver dagger, and a ring bound with platinum and gold (worth 200 gp).

EL: 7

Scaling: To increase the challenge of this encounter, add one barghest. To decrease the challenge, remove one barghest.



Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 6d8+8; hp 42, 38, 36, 33; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.

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

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

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

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

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

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

Pass Without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

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

E49. PRACTICE HALL

Looking into this room is like looking into the world above; the entire room is a primeval forest. The stone floor is replaced with an earthen mat, and trees stretch out as far as the eye can see. The only hints as to your true location are two doors in the northern and southern walls of this room.

Initial Attitude: Hostile

Encounter: This Room was previously used for rest and relaxation and for occasional war games between members of the garrison. Now it serves as one of the main locations of Morat's pack. The arboreal appearance of the Room is an illusion with a caster level of 20th.

The five barghests (hp 33) are asleep if the alarm has not been raised by other members of the pack. Unless the PCs make significant noise the barghests remain asleep.

Encounter Condition: N/A

Tactics: If awakened the barghests are groggy for three rounds, suffering a –2 penalty to attacks and saving throws, but after that they fight with all their strength. One of them immediately flees to Room E47 to warn Morat and his guard if the path is not blocked. It take at least 8 rounds for Morat to arrive with his guard and twelve rounds for the rest of the pack, which arrives at a rate of four barghests every six rounds until twenty barghests have arrived.

Treasure: Hidden among the debris are 14 gp, 2 pp, a *scroll of darkvision*, and a *wand of light* (5 charges).

EL: 8

Scaling: To increase the challenge of this encounter, add one barghest. To decrease the challenge, remove two.

Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shape-changer); HD 6d8+8; hp 33; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.

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

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

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

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

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

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

Pass Without Trace (Ex): A barghest in wolf form uses pass without trace (as the spell) as a free action.

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

E50. MEETING HALL

Long stone tables running east west take up much of the space in this room, along with three smaller circular stone tables against each of the northern and southern walls. Along each of the tables are jumbles of wooden benches, some of which have been hacked to pieces and burned in the eastern edge of the room. At the eastern end of the room there is a small raised pedestal, on which there is a podium and three stone chairs, one of which holds a rotting corpse. The door on the western wall is boarded and barricaded with piles of stone and wood. Four blue-furred wolf creatures dig through the rubble.

Initial Attitude: Hostile

Encounter: Originally this Room served as a meeting place for members of the garrison, but now it serves as living space for Morat's pack. The corpse in the chair is a bralani corpse they propped up as a joke that has been long ago stripped of anything of value. They have barricaded the western door to prevent any curious celestials from investigating their activities.

There are four barghests (hp 35, 33, 32) assigned to guard this Room. Sarraas' spy in Morat's pack, Mislik (hp 30), is stationed here. The other guards attack the PCs on sight, but Mislik stays in the background until the guards are dispatched and then approaches the PCs about working with Sarraas against Morat. Mislik tries to set up a meeting between Sarraas and the PCs, offering the pack's assistance while they are in the dungeon. If Mislik accompanies the PCs through Sarraas' territory the initial attitude of all the barghests in that area changes to friendly.

Encounter Condition: N/A

Tactics: Unless the PCs try to negotiate, the barghests attack the PCs on sight. Mislik hangs back and avoids combat.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add one barghest. To decrease the challenge, remove one.

Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shape-changer); HD 6d8+8; hp 35, 33, 32, 30*; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.

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

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

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

A barghest advances in HD by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its HD, and it gains skill points, feats, and ability score improvements normally. The barghest only advances by consuming the corpses of creatures whose HD or levels are equal to or greater than its own current total. A barghest that reaches 9 HD through feeding immediately becomes a greater barghest.

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

Pass Without Trace (Ex): A barghest in wolf form uses pass without trace (as the spell) as a free action.

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

Note: Mislik gains a +1 bonus to all Intelligence-based and Wisdom based skill checks. In addition, she gains a +1 bonus to Will saves.

E51 THROUGH E60. SARRAAS' PACK

Sarraas' pack of barghests controls the northeastern region of Region E, north of Morat's barghest pack and east of the Inevitable garrison. This includes Rooms E51 through E60.

The renegade pack of barghests is led by Sarraas in the hopes of making an alliance with the celestials against the shadows and Morat, and to hunt the minotaurs of the Broken Axe tribe (Region F). Such a "coup" would surely make her appear a more effective leader than Morat and other barghests will flock to her banner. Also she hopes that by feasting on minotaurs she can advance her followers to greater barghests, increasing her power base. While she is likely to lose some of her pack in doing so, Sarraas feels this is an acceptable trade.

Sarraas is more intelligent, cunning, and open-minded than Morat, but she is still thoroughly self-interested and malicious. She keeps deals she makes, but she makes little effort to live up to the letter of such agreements. Sarraas is willing to make alliances with anyone she can trust to meet her goals, including the PCs. Sarraas has commanded her followers to bring outsiders to her before killing them so she may see if they might be useful in her schemes. Because of this it is likely the PCs can speak with her, but her minions are also likely to use violence to subdue the PCs (if necessary), making the initial meetings rocky. Sarraas is currently on the look out for someone to speak to the celestials for her. Sarraas sees their efforts with the Redeemed as a good that they are willing to work with evil creatures for what they see as the greater good.

Sarraas has 21 members in her pack, comprising most of the forward thinking and clever members of the barghest population in this section. While her pack does not rival Morat's for sheer numbers, its members are more cunning and adaptable. Through attacks on the Broken axe tribe Sarraas' second in command, Menerr, has recently become a greater barghest, greatly boosting the pack's strength.

RANDOM ENCOUNTER

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The sound of loud screaming echoes through the Section.
2	The sound of metal clanging echoes through the Section.
3	A cold rush of air threatens to blow out light sources. Drafty.
4–8	Nothing
9–10	1d6 barghests from Morat's pack are hunting. They attack humanoids on sight, but retreat if they suffer casualties.
11–12	1d6 barghests from Sarraas' pack are hunting. They scout out PCs, before attacking or approaching for aid.
13	1d6 barghest from Morat's pack are facing down 1d6 barghests from Sarraas' pack. If the PCs do not intervene, the fight begins in 1d6 rounds.
14	A dead barghest lies in the Room, attracting a rat swarm. The rats ignore the PCs, unless they approach too close.
15	A phantom fungus is far from its home. It attacks any humanoids that wander too close.
16	A shrieker fungus screams if anyone approaches. Immediately roll another encounter, ignoring traps or shrieker fungus results.
17	The PCs stumble upon a trap. **Poison Wall Spikes:** CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 17; Disable Device DC 21.
18	The PCs stumble upon a trap. **Camouflaged Pit Trap:** CR 5; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17.)
19	The PCs stumble upon a trap. **Fusillade of Spears:** CR 6; mechanical; proximity trigger; automatic reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10-ft. by 10-ft. area); Search DC 26; Disable Device DC 20.
20	Doj (Room E101) is hunting barghests. He Ambushes any evil creatures, disappearing into the shadows after combat is over. He observes unfamiliar PCs until their intentions are clear.

E51. HIDDEN STORE ROOM

Broken glass crunches under foot as you step into this room. While the shelves of this room hold glass containers of various colored liquids, a number of these containers are broken. Amidst the broken glass and multi-hued liquids sit two corpses, one of a humanoid twice the size of a man wearing the remains of bright, loose fitting clothes carrying a scimitar while the other is a female humanoid with a bundle of snakes for hair. Both have been dead for quite some time, the large humanoid's scimitar sticking through the other's abdomen.

Initial Attitude: N/A

Encounter: This Room served as a repository of potions and miscellaneous magical supplies for the garrison, but it has been unused for some time. Unfortunately the last visitors to the Room were a medusa who tried to steal supplies from the Room and the djinn who tracked her down. Unfortunately the two killed each other and in the process destroyed some of the stores.

Encounter Condition: N/A

Tactics: If any of the potions are carried from this Room by a creature who is not a member of the garrison the potion becomes a poison potion as soon as it crosses the threshold of the *all-door*. The command word to set the *all-door* for this Room is "Silnear."

Treasure: There are a great many potions in here, all of which are labeled in celestial. There are five *potions of cure light wounds*, three *potions of endure elements*, one *potion of jump*, two *potions of mage armor*, four *oils of magic weapon*, four *potions of protection from evil*, six *potions of remove fear*, three *potions of shield of faith +2*, three *oils of bless weapon*, two *potions of aid*, one *potion of bear's endurance*, one *potion of bull's strength*, two *potions of cat's grace*, two *potions of cure moderate wounds*, one *potion of delay poison*, one *potion of eagle's splendor*, one *potion of owl's wisdom*, two *potions of lesser restoration*, and one *potion of remove paralysis*.

EL: N/A

Scaling: To increase the challenge of this encounter, change the *glyph of warding trap* to a *burning hands* trap. To decrease the challenge, change the *glyph of warding* trap to a *blade barrier* trap.

E52. GUARDROOM

If the PCs enter from the south read the following.

Around the door to this room a sizeable barricade was erected using several old bed frames and shelves. Numerous slits and holes were left through which now jut arrowheads and the occasional eye. From behind the barricade comes a rough, growl, "Who trespasses in the territory of Sarraas?"

If the PCs enter from any other direction read the following.

The southern door to this room is barricaded with a small semi-circle of overturned beds and shelved, behind which crouch four small, goblin-like humanoids armed with shortbows. The rest of the room is filled with shelves holding arrows, weapons, and unlabeled bottles.

Initial Attitude: Unfriendly

Encounter: The four barghests (hp 35, 33, 33, 32) assigned to guard this Room constructed a makeshift barricade from which they pelt attackers with arrows. This gives them a strong sense of security and makes them bold. The barghests parlay with the PCs for a few rounds before attacking, assuming the PCs have something interesting to say. The barghests play the part of being dumb goblins if they think it gives them an advantage over the PCs.

Encounter Condition: N/A

Tactics: The barricade is constructed to only allow access to one five ft. square just inside the door, meaning the PCs have to enter in small numbers. While behind the barricade the barghests gain cover and attack through the holes with their shortbows, which does not provoke an attack of opportunity due to the barricade. If the barghests are pressed one of them throws alchemist's fire over the top of the barricade so it rains down on the PCs. If the barricade catches fire the barghests have several buckets of water ready.

The barricade has a hardness of 5 and 60 hit points. It is ten ft. high and can be climbed with a climb check, DC 15, but this grants an attack of opportunity to the barghests, which use their claws for this attack.

Treasure: On the shelves of this Room are five shortbows, 256 arrows, 5 vials of alchemist's fire, and a *potion of cure moderate wounds*.

EL: 7

Scaling: To increase the challenge of this encounter, add one barghest. To decrease the challenge, remove one.

Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shape-changer); HD 6d8+8; hp 35, 33, 33, 32; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.

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

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

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

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

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

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

Pass Without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

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

Possessions: Shortbow, 30 arrows, quiver.

E53. PIT GUARDROOM

Except for a ledge in front of each door the entire floor of this Room is a pit trap triggered by the lever. The trap resets when the lever is switched back to its original position.

Well-Camouflaged Pit Trap: CR 7; mechanical; location trigger; automatic reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (entire room except for the five foot squares in front of each door); Search DC 27; Disable Device DC 18.

Bereft of dust and debris, this room received an unusual level of care by someone. There is no furniture in the room, only two small goblin-like humanoids standing next to the door on the western wall, one of which holds an iron lever built directly into the wall.

Initial Attitude: Hostile

Encounter: There are two barghests (hp 33) charged with guarding this Room who rely on the trap to kill anyone who enters. They flip it gleefully when the time comes. They are not keen on talking, but rather prefer to flip the switch first and ask questions later.

Encounter Condition: N/A

Tactics: The barghests lure the PCs onto the trapped area, at which point one throws the switch while the other uses *crushing despair* on the PCs. Any PCs who remain on the ledges are peppered with arrows or attacked in barghest form, as the situation demands.

Treasure: There are several other bodies at the bottom of the pit trap, including a minotaur corpse wearing a silver chain worth 20 gp.

EL: 8

Scaling: To increase the challenge of this encounter add one barghest or increase the damage of the trap to 10d6. To decrease the challenge, remove one barghest or lower the damage of the trap to 4d6.

Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 6d8+8; hp 33; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.

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

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

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

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

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

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

Pass Without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

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

Possessions: Shortbow, 30 arrows, quiver.

E54. WARD STAFF ALCOVE

Little more than a small hallway off the side of a larger hallway, a brightly glowing sphere attached to the ceiling illuminates this alcove. Below the sphere is a metal pedestal covered in ruins that would normally hold a staff. On the floor next to the pedestal a staff sits on the floor along with rocks and arrows.

Initial Attitude: N/A

Encounter: This small alcove is one of the storage points for the *ward staves.* The alcove is illuminated by a *daylight* spell and protected by a *magic circle against evil* and four *glyphs of warding,* one on each wall, the ceiling, and the floor. All the glyphs activate if an evil creature moves past them.

Each glyph is positioned just before the pedestal, set to activate if any evil creature passes them. There is another glyph on the pedestal itself that activates if an evil creature touches the *staff* within 5 ft. of the pedestal.

On the pedestal.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast],* 10th-level cleric, 5d8 fire, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

The four *glyphs* before the pedestal.

Glyph of Warding (Blast): CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast],* 10th-level cleric, 5d8 acid/cold/electricity/ fire, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 29; Disable Device DC 29.

The barghests cannot reach the *ward staff* without taking damage, but they do make a sport of throwing things at the staff to knock it off the pedestal. Now the barghests simply ignore the staff, their curiosity squelched by the numerous glyphs blocking the way.

Encounter Condition: N/A

Tactics: N/A

Treasure: A *ward staff.*

EL: 11

Scaling: To increase the challenge of this encounter, change the *glyph of warding* traps to *blade barrier* traps. To decrease the challenge, change the *glyph of warding* traps to *burning hands* traps.

E55. LIVING QUARTERS

Several blankets and rugs are piled together in the center of this room, while the remaining pieces of furniture, mostly shelves, are pushed up against the walls. In the center of the rugs and blankets lay five sleeping blue-furred wolf creatures.

Initial Attitude: Hostile

Encounter: This Room is one of the main sleeping areas for Sarraas' pack of five barghests (hp 35, 34, 33, 32, 32). It is usually filled with those not currently on watch.

Encounter Condition: N/A

Tactics: If roused, the barghests fight furiously (as *rage*), except for one who flees to Room E55 to warn Menerr and Sarraas, who come to aid in the fight eight rounds later. They only use their spell-like abilities as a last resort.

Treasure: A DC 18 Search check reveals a heavy pick, a dwarven waraxe, a heavy shield, and a diamond worth 50 gp.

EL: 8

Scaling: To increase the challenge of this encounter, add two barghests. To decrease the challenge, remove one.

Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 6d8+8; hp 35, 34, 33, 32, 32; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.

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

Spell-Like Abilities: At will—*blink, levitate, misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door.* Caster level 6th. The save DCs are Charisma-based.

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

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

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

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

Pass Without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

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

E56. MENERR'S QUARTERS

Weapons, bits of armor, and cast off clothing lay scattered around this room, most of which are stained with blood. A single mattress lays on the floor with a pile of sheets and a pillow beside it.

Initial Attitude: N/A

Encounter: This is the room of Menerr, Sarraas' right hand man. He has a preference for moving around in his goblinoid form and explores other areas of the dungeon under that guise. Menerr is usually only found here for a few hours each day.

If Menerr is found here, he is asleep and only wakes up if the PCs make noise. Once awakened he attacks any unfamiliar creatures and flees when he is reduced to half hit points. He flees to Room E57, warning Sarraas, and then the two fight the PCs together, waiting for them in Room E57. Despite his favor for his goblinoid form, Menerr fights in his barghest form.

If the PCs calm Menerr, he stops attacking and listens to them. If they talk about making an alliance and appear trustworthy he leads them to Sarraas in the next room. If the PCs have already caused trouble for the pack Menerr stops his attacks, and considers them enemies.

Encounter Condition: N/A

Tactics: N/A

Treasure: A successful DC 20 Search check reveals a suit of studded leather armor, a Small suit of padded armor, a Small chain shirt, a Small suit of banded mail, a Small shortsword, a light shield, a shortbow, 13 arrows, 5 sp, and a tindertwig.

EL: N/A

Scaling: N/A

E57. SARRAAS' QUARTERS

Everything in this room is oversized. The chairs are extra stuffed and reinforced, the table is a dastardly oak affair, and the bed of blankets and pillows on the floor are big enough to hold a horse. On the table are several scrolls and books, along with an ink and quill. Books line the two bookshelves in the room, but most of them are badly battered and worn. At the center of the room next to the table stand a small goblinoid and a huge beast of a wolf, covered in blue fur.

Initial Attitude: Indifferent

Encounter: Sarraas (hp 84) and Menerr (hp 78) are going over plans to contact the celestials when the PCs interrupt. While they do not appreciate the intrusion, they do not react violently. Sarraas is looking for allies, and the PCs may fit that bill.

Encounter Condition: Cover

Tactics: If the PCs leave the Room, Sarraas engages them with a proposition. However, if the PCs attack, Sarraas fights back and Menerr goes for help, running around the long way through Room E57. Sarraas flees using invisibility sphere if hard pressed. She then gathers reinforcements, using *mass bull's strength* and *mass enlarge* on her followers, going after the PCs in force.

Treasure: A DC 20 Search check reveals a masterwork rapier, a silver warhammer, and a suit of Small masterwork banded mail.

EL: 7

Scaling: To increase the challenge of this encounter, add two barghests. To decrease the challenge, remove Menerr.

Sarraas/Menerr, Greater Barghests: CR 5; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 10d8+30; hp 84, 78; Init +6; Spd 30 ft.; AC 20, touch 11, flat-footed 18; Base Atk +9; Grp +18; Atk +13 melee (1d8+5, bite); Full Atk +13 melee (1d8+5, bite) and +8 melee (1d6+2, 2 claws); SA Spell-like abilities, feed; SQ Change shape, damage reduction 10/magic, darkvision 60 ft., scent; AL LE; SV Fort +9, Ref +8, Will +10; Str 20, Dex 15, Con 16, Int 20, Wis 18, Cha 18.

Skills and Feats: Bluff +16, Climb +17, Concentration +15, Diplomacy +12, Disguise +8 (+10 acting), Hide +10*, Intimidate +18, Jump +21, Listen +17, Move Silently +14, Sense Motive +17, Spot +17, Survival +17 (+19 following tracks); Combat Casting, Combat Reflexes, Improved Initiative, Track.

Spell-Like Abilities: At will—*blink, invisibility sphere, levitate, misdirection* (DC 16), *rage* (DC 17); 1/day—*charm monster* (DC 18), *crushing despair* (DC 18), *dimension door, mass bull's strength, mass enlarge.* Caster level 10th. The save DCs are Charisma-based.

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

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

The greater barghest only advances by consuming the corpses of creatures whose HD or levels are equal to or greater than its own total.

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

Pass Without Trace (Ex): A greater barghest in wolf form uses pass without trace (as the spell) as a free action.

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

E58. TRAP HALL

This long hallway is conspicuously empty. There is no furniture to speak of and only a few scorch marks on the wall.

Initial Attitude: N/A

Encounter: This Room served as a first line of defense if the wards ever failed.

There are two traps in this Room, both of which are disarmed by taping a small red stone built into the doorway near the level of the door handle. Doing so disarms both traps. If the traps are not disarmed before a PC steps into the north-south hallway a lightning bolt trap triggers, covering the entirety of the north-south hallway. The following round the Room's floor gives way to a pit trap.

Lightning Bolt Trap: CR 6; magic device; location trigger; automatic reset; spell effect (lightning bolt, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Camouflaged Pit Trap: CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17.

Encounter Condition: [Fog]

Tactics: N/A

Treasure: N/A

EL: 7

Scaling: To increase the challenge of the encounter, increase the damage of the pit trap to 8d6. To decrease the challenge, remove the pit trap.

E59. DEFENSIVE POINT

The entire floor of this room is caked and covered with stains, as if a great many creatures were slain in this room. The stains even reach up the walls, as if the blood was knee deep. Bits of bone and rotting flesh can also be found in some spots, as can a handful of broken weapons.

Initial Attitude: N/A

Encounter: After the earthquakes, many battles took place here. Now it sees little use. Just beyond the northern door lay wards that keep the evils locked up below. There was no easy escape from this Room when the fighting started so all of its defenders were slain.

Encounter Condition: Safe

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

E60. BARGHEST COMMON ROOM

At the center of this room are two large, circular stone tables. The floor around each table is littered with bones, most of which appear to have been gnawed on. Around the stone tables a number of wooden tables and benches are haphazardly arranged. Amongst the tables stalk a pair of blue-furred wolves.

Initial Attitude: Hostile

Encounter: The barghests (hp 34, 33) assigned to guard this Room, do so out of territorial necessity. They protect this Room to the death, unwilling to parlay.

Encounter Condition: Ambush; Concealment or Cover

Tactics: They have no easy route to seek help through so they fight on their own. One of the barghests uses *crushing despair* on the PCs while the other uses rage on himself and his comrade during the first round of combat.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add two barghests. To decrease the challenge, remove one.

Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 6d8+8; hp 34, 33; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.

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

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

The save DCs are Charisma-based.

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

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

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

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

Pass Without Trace (Ex): A barghest in wolf form uses pass without trace (as the spell) as a free action.

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

E61 THROUGH E84. INEVITABLE GARRISON

Some inevitables have fractured from the remainder of the garrison, claiming Rooms E61 through E84. The inevitables and the Redeemed control the central and eastern portions while the rest of the celestials control the western part. The entirety of the inevitables' efforts is directed towards keeping the evils from Regions F, I, and M from escaping and they pay little attention to the creatures that have infiltrated Regions A, B, and C. They are unaware of the conditions in Regions D, J, K, and L and unable to help Region G. Instead they concentrate on keeping the wards charged with their remaining *wand staves*. Also most of the inevitables do not expend energy hunting down the creatures that have taken up residence nearby, thinking these creatures too weak to really concern them. This strategy cost the lives of a few inevitables who wandered the tunnels alone, so some of the other celestials are beginning to consider removing these threats.

Initially the celestial garrison numbered in the hundreds and the majority of this Region and several neighboring Regions were made up of quarters to house these troops. Over the millennia the garrison has been whittled down to nineteen members who occupy a small region in the northern half of Region E. The inevitables pay lip service to following the orders of Kelara, but usually do as they please due. The inevitables stand an unfailing watch over the wards, so the other celestials are limited in their criticism, but as time has gone by the inevitables have become more and more focused on keeping the wards intact at the expense of all other considerations. This includes creatures coming from the surface and the morality of the creatures the inevitables ally with. The inevitables continue their chosen course oblivious to the displeasure of the other celestials, mystified when anyone speaks against their strategies. The other celestials now believe they may come to blows with their brethren if things continue in this fashion for another few centuries, for they fear the inevitables will accept a wider and wider variety of beings as allies, even if those beings were what the prison was built to contain. Normally inevitables are called home every few centuries to update their programming, but those in the dungeon have never been recalled. They behave erratically, leading Kelara to fear they may have to be put down violently some time in the future if nothing can be done to help them.

The largest bone of contention between the inevitables and the other celestials are the Redeemed. The inevitables have recruited a few of the more "morally compatible" inhabitants of the dungeon in the hopes of reforming them and creating a new garrison force for the dungeons. The Leonals and Bralani think this is an awful idea and the Bralani have done everything short of sabotage to stop the inevitables plan. Despite this disagreement the inevitables now have a handful of lawful and neutral creatures working in a group they call the Redeemed. The inevitables see no goals as being above their duty to guard the wards of the dungeon. If given the chance, the inevitables impress others into their service against their will, including good aligned creatures they stumble across. They are flabbergasted that anyone would refuse the honor and call of duty their watchfulness entails.

The members of the garrison and the Redeemed tend to move around a lot between going on patrols and recharging wards so some of the Rooms list a percentage chance of finding the inhabitants of that Room at home.

SURVIVING INEVITABLES

Dorsam, Bringer of Law to Chaos. Although as zealous as the other Zelekhut in pursing those who escape justice, Dorsam is concerned with educating those transgressors about what they did wrong. He is one of the main proponents of the Redeemed and spends all of his time with them. Dorsam defends the Redeemed with his life, refusing to let them come to any harm no matter what their deeds, convinced they can be turned to good.

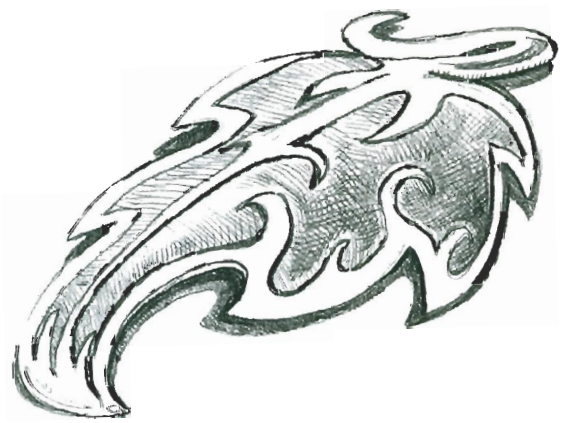
Dubar, Master of Submission. Charged with enforcing agreements of fealty or surrender, Dubar was assigned to the garrison to help any agents of evil who surrendered or decided to walk the path of redemption. Unfortunately none of the prisoners ever made this choice willingly, so Dubar eventually made the choice for them, forming the Redeemed. He is the Inevitable who is going the furthest from his original programming, slipping into the methodology of the ends justifying the means.

Fastur the Ending, Astol the Last, and Toras Who Seeks Without Ceasing. These three Marut inevitables were created together and think of themselves as siblings, though such a concept is tough to apply to constructs. They were assigned to the dungeon to stop any of the prisoners from extending their lives beyond a reasonable length, but the casualties the garrison suffered and the damage the wards suffered has the efforts of the marut strained. Now they simply take their turns standing watch with the other celestials, their true purpose going unfulfilled.

Morsaq, Slayer of Falsehood. While Morsaq hunts those who escape justice like all Zelekhut, he prefers to hunt liars. He has an uncanny knack for detecting falsehood and views everyone with suspicion, even other garrison members. He is paranoid, but generally does not act on his paranoia unless given cause. Of the Zelekhuts he is possibly the most balanced because he can fulfill his programming, despite his paranoid tendencies. He is not likely to trust the PCs under any circumstances unless he's known them for at least six months with no sign of treachery.

Persal, Slayer of the Unliving. While no maruts like undead, Persal spends more time hunting them than the other marut in the garrison. He actively hunts the shadows in the southern reaches of Region E, usually doing so alone when he is not on watch. Of the inevitables he maintains the strongest set of ideals and spends much of his time with the other celestials instead of the inevitables, finding their mindset more agreeable.

Presin, Adjudicator to the Host. Master of laws and legal history in the garrison, he helps Tekarus settle disputes amongst the members of the garrison. Presin is more a scholar than a warrior and of all the inevitables is the most anxious to leave the dungeon. While his sense of duty keeps him here, he has no interest in a glorious death surrounded by the corpses of his enemies. Presin carries one of the ward staves when it is not in use.



Senar, Keeper of the List. Historian of the garrison, Senar keeps the list of all those who have fallen in the line of duty. He spends much of his time recording every minute detail of the garrison's daily life. Senar is overly upbeat and tries hard to convince everyone that the daily grind of keeping the garrison's records is really interesting; he longs for the days of recording great battles and the deeds of heroes, not how many hours each member of the garrison spends charging wards. Of the surviving celestials he is most interested in finding the *all-door* so the Hidden Library may be reached.

Smeras, Follower of Those Who Flee. Leader of the Zelekhut, Smeras tasked with hunting down creatures who somehow over come the wards. This happens every few centuries, but not nearly often enough for Smeras' tastes. Smeras feels that the rest of the garrison does not appreciate his skills and is constantly looking for a way to prove his abilities.

Tekarus, Watcher of Bargains. Tekarus is an inevitable charged with seeing bargains are kept and contracts carried out, specifically in terms of political arrangements or trade agreements. In the garrison he serves as an intermediary between factions and adjudicator, but now he has few means to answer his calling. He has tried reaching out to the non-evil inhabitants of the dungeon in the hopes of serving in the same capacity for others, but has thus far been unsuccessful. Despite this he is the default leader of the inevitables, a responsibility he carries out without excitement or interest. Tekarus normally carries one of the ward staves when it is not in use.

Wetoq, Keeper of Stores. Well-liked but not respected, Wetoq was originally assigned to the garrison to serve as the assistant quartermaster for the garrison, helping the quartermaster dole out supplies as needed. Unfortunately the quartermaster was slain during the first earthquake, leaving Wetoq in charge. Wetoq over time has become more and more stingy, growing reluctant to give supplies, even in life or death situations.

THE REDEEMED

The Redeemed are the makeshift band of creatures the inevitables have recruited in an attempt to bolster their numbers and hopefully reform a few of the inhabitants of the dungeon. On the whole the creatures in the Redeemed were recruited by force and do not want to have anything to do with the celestials. Most escape given the chance, but they are also terrified of the celestials and usually do as ordered, as long as the celestials are around. Except for Ackersan the Redeemed don't care about the evils locked up below, ultimately seeing it as someone else's problem.

Morigssen recently found the secret door into Room E61 and uses the Rooms in that area as secret meeting places and storage for items they do not want the inevitables to know about. Using these Rooms as a staging ground Morigssen is considering contacting the various factions of Region E and forging an alliance against the celestial garrison that has the power to wipe it out. Morigssen hopes to use the confusion created in such a conflict to rob the celestials of everything of value and escape the dungeon. When the PCs arrive at Region E Morigssen is preparing his first overture to Morat and Sarraas' packs, unaware of the enmity between them.

The inevitables do not allow the Redeemed weapons and armor when they are not being directly supervised, except for Ackersan who is allowed to carry his weapons and armor. When the Redeemed go on patrol they are issued weapons by the inevitable leading the patrol, but the weapons are taken back after the patrol. This usually involves thoroughly searching the Redeemed because of multiple attempts by Morigssen to sneak weapons back to his Room. Acquiring a source of weaponry has been one of Morigssen's main concerns, and he has found it in the armory in E61.

Ackersan Redsword. Ackersan is the leader of the Redeemed according to the celestials, but in truth Morigssen Skullbreaker has more influence over the group. Ackersan is a disciplined, skilled soldier but he has the leadership of a head of lettuce.

Croo. Dumb even for an ogre, Croo likes being a Redeemed. He is clueless where the idea of reform is concerned; he just enjoys the attention. He follows the orders of the celestials but uses any means available to carry out those orders, regardless of the moral implications of those actions. Croo usually uses the most violent means he can come up with to solve problems. He gets confused when the celestials punisb him for such actions, not learning a thing from the negative reinforcement.

Cul'tharic. An unfortunate lizardman who wandered too close to the wards while exploring the dungeon, Cul'tharic just wants to go home and see his family. He is not evil, just not interested in the grand crusade the celestials are on. He may talk the PCs into helping him escape, or get them to convince the celestials to let him leave. Cul'tharic is from outside the dungeon and is willing to accompany the PCs until he can escape with them.

Killian Earthscar. A duergar miner who wandered too far from his people's territory, Killian is hoping to find a way to dig around the wards and let the creatures trapped below out, for a small toll of course. He seeks wealth and allies amongst the creatures below and may use the PCs to contact them.

Klarihg'en. Taken from his tribe by the inevitables, Klarihg'en is an abject coward who stays with the Redeemed because he is terrified of the celestials. He is easily bullied and normally follows Morigssen's commands.

Morigssen Skullbreaker. Morigssen wants out of the Redeemed, but he's patient enough to bide his time and greedy enough to make sure he escapes with a fortune when he does make a run for it. He is the de facto leader of the Redeemed as most of the other members respect or fear him enough to listen to Morigssen.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	Strange howling noise echoes through the Section
2	The sound of dogs barking echoes through the Section.
3	A whisper prayer carried on a warm breeze.
4	A trumpet sounds through the halls, following by the sounds of a marching army.
5	A dead barghest lies in the Room, its throat cut open. Its body is still warm, and the blood is fresh.
6–9	Nothing
10	1d4 kolyaruts are on patrol, led by Tekarus (Room E64). The kolyaruts check general wards and for incursions. If they encounter non-evil, non-chaotic creatures, they recruit them for the garrison or the Redeemed.
11	1d4 zelekhuts are on patrol, checking stores, and examining wards. The zelekhuts encourage the PCs to speak with Dubar (Room E75).
12	The three marut brothers (Room E68) are on patrol. They attack any creatures they suspect of being evil, but interrogate them afterwards. Anyone important, is brought back to the garrison to speak with Dubar (Room E75).
13	Ackersan Redsword (Room E77) is on patrol. Unlike the other Redeemed, Ackersan is allowed to wander on his own. He flees most creatures he encounters. But leads non-evil PCs to the garrison to meet Dubar.
14	The Redeemed are on patrol with Dorsam (Room E78), Dubar (Room E75) and 1d4 inevitables. The inevitables question the PCs to learn of their intentions and usefulness. The Redeemed make an alliance against the inevitables if the PCs are powerful and willing.
15	The PCs stumble upon a trap. ♦ **Camouflaged Pit Trap:** CR 5; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17.)
16	The PCs stumble upon a trap. ♦ **Lightning Bolt Trap:** CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
17	The PCs stumble upon a trap. ♦ **Fusillade of Spears:** CR 6; mechanical; proximity trigger; automatic reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft. by 10-ft. area); Search DC 26; Disable Device DC 20.
18	The PCs stumble upon a trap. ♦ **Glyph of Warding (Blast):** CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 acid, fire, or sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.
19	The PCs stumble upon a trap. ♦ **Poison Wall Spikes:** CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 17; Disable Device DC 21. Market Price: 12,650 gp.
20	A lantern archon examines the surrounding wards, ignoring known PCs and the garrison. It flees to report anything else.

E61. ARMORY

The secret door in the northwestern corner of the Room can be found with a DC 25 Search check. The door is opened by pressing a specific flagstone in the floor that bares no special marker.

If the secret door is opened in any other fashion, it triggers one of the many *glyphs of warding* found within the Region.

6 **Glyph of Warding (Blast):** CR 5; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 fire, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Rusted weapons and armor fill this room, held on racks and shelves covering many of the walls of the room. Nearly all of them are badly damaged, but a few weapons were recently cleaned and rest atop a table in the center of the room next to a whetstone, several bottles, and a few primitive smithing tools.

Initial Attitude: N/A

Encounter: Morigssen plans on using the weapons in this Room to arm the Redeemed when the rebellion against the inevitables comes since the inevitables do not allow the Redeemed to keep weapons unsupervised. Unfortunately most of the weapons in this Room are not useable, but with Killian's help Morigssen has begun repairing some of them as best he can.

Inevitable patrols are not encountered in this Room. Treat such encounters as Nothing.

Encounter Condition: Echoes 6, [Safe]

Tactics: N/A

Treasure: Most of the weapons and armor in this Room are useless, but two longswords, a shortsword, a battle axe, a warhammer, two suits of splint mail, and a suit of studded leather armor have been repaired.

EL: N/A

Scaling: N/A

E62. MORIGSSEN'S HIDEOUT

The door to this Room is locked, requiring an DC 30 Open Lock check. Morigssen carries the key to this Room. The lock was built into the door by Morigssen. Once the door is open read the following.

The walls of this room are covered in faded tapestries crudely hung from the ceiling while the floor is covered with several layers of rugs. In the north western corner sits a large bed piled with pillows, while a comfortable chair sits in the southeastern corner in front of a large desk. A small chest sits next to the desk, a heavy iron padlock holding it shut. Bits of debris are scattered amongst several plates placed all around the room. Books are also visible, most of which have pages torn out.

Initial Attitude: N/A

Encounter: Morigssen built this Room to be his private hideaway where he hoards his wealth. He tried to make the Room as luxurious as possible and he considers the Room his private abode; no one else is allowed inside. He reacts violently to anyone disrupting his privacy. The chest is locked, and requires a DC 30 Open Lock check. Morigssen carries the only key on a ring with the key to this Room.

Encounter Condition: Safe

Tactics: N/A

Treasure: The tapestries in this Room are in good condition and worth 500 gp, but weigh anywhere from 25 to 50 lbs. each. Inside the chest the PCs find 458 gp, 859 sp, 237 cp, 12 pp, a ruby worth 100 gp, a gold necklace worth 75 gp, a platinum circlet in the shape of an circling dragon worth 150 gp, a *+1 dagger*, *a potion of cure moderate wounds*, *a potion of invisibility*, and a *potion of hide from undead*.
The books were once valuable works of history and philosophy, but age has ravaged them beyond repair.

EL: N/A

Scaling: N/A

E63. HIDDEN PRISON

The bare walls of this room are marred by a series of rings bolted to the walls, through which run chains and shackles, six of which still hold rotting corpses. Some of the bodies have fallen apart under their own weight, while others remain intact. A single unchained humanoid body sits in the center of the room, a sword in hand.

Initial Attitude: N/A

Encounter: This Room served as a prison for creatures that escaped to Region E until they could be returned to their cells. During the battle following the second earthquake several creatures were placed in this Room to be questioned about other "invading" inhabitants taking advantage of the earthquakes. Unfortunately with the loss of the *all-door* the prisoners died from starvation, including the aasimar assigned to guard them. The prisoners were two dretches, a derro, two ogres, and an orc. The command word to open the *all-door* to this Room is "Dellacks."

Encounter Condition: Hallowed 6, Safe (creepy), Spell Resistance 30

Tactics: N/A

Treasure: The only treasure in this Room is the aasimar's holy bastard sword, holy symbol, heavy shield, and a suit of half plate.

EL: N/A

Scaling: N/A

E64. TEKARUS' QUARTERS

This room is so thoroughly clean and straightened to such a precise degree it seems a sin to step inside. Papers sit in organized piles, each with a paper weight or bound together, and the two book shelves in the room are filled with books that all look exactly the same. In the center of the room stands a podium, at which stands a humanoid made of black mechanical parts, wearing armor of gold and a flowing robe. A sword hangs at its side as the creature studiously reads a scroll, occasionally making notes or changes with a metal large quill.

Initial Attitude: Friendly

Encounter: This Room is the home and research library of Tekarus, Watcher of Bargains, who is the leader of the remaining inevitables. Tekarus spends all his time recharging the wards or examining the many documents of the garrison that survive, looking for a by-law or rule that backs up the creation of the Redeemed or replace Kelara as the commanding officer.

Tekarus is friendly with the PCs, using his discern lies spell-like ability at the beginning of the conversation to get the truth out of the PCs. If the PCs come across to Tekarus as being good aligned he explains the history of the garrison to them, its current needs (ward staves and the *all-door*) and asks them for help, but does not offer any reward beyond thanks. If the PCs come across as evil or do not seem interested in helping the garrison at all Tekarus captures them and forces them to join the Redeemed, calling the other inevitables if necessary.

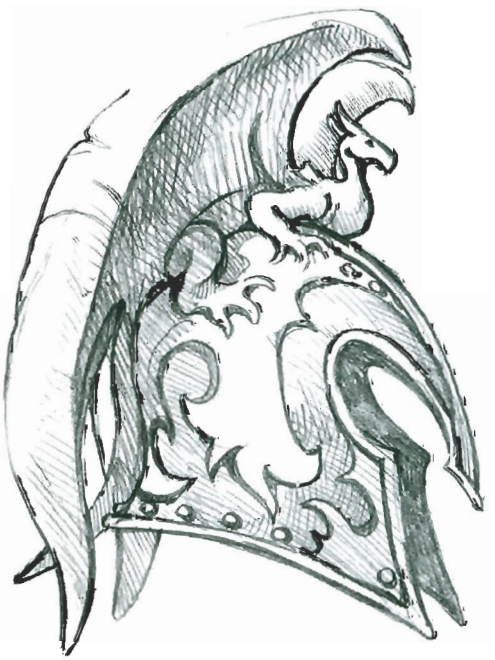
Encounter Condition: Hallowed 4, Safe

Tactics: If a fight breaks out with Tekarus he subdues the PCs so they join the Redeemed and are reeducated. He uses both his *vampiric touch* and *enervation ray* abilities in the hopes of cowing the PCs into surrendering.

Treasure: N/A

EL: 20

Scaling: To increase the challenge of this encounter, give Tekarus maximum hit points. To decrease the challenge, replace Tekarus's *+2 holy longsword* with a masterwork longsword.



♟ **Tekarus, Kolyarut:** CR 12; Large construct (extraplanar, lawful); HD 13d10+20; hp 93; Init +1; Spd 20 ft.; AC 27, touch 11, flat-footed 26; Base Atk +9; Grp +11; Atk +11 melee touch (6d6, *vampiric touch*) or +10 ranged touch (enervation ray) or +13 melee (1d8+5/19–20, *+2 holy longsword*) or +11 melee (1d6+3, slam); Full Atk +11/+6 melee touch (6d6, *vampiric touch*) or +10 ranged touch (*enervation ray*) or +13/+8 melee (1d8+5/19–20, *+2 holy longsword*) or +11/+6 melee (1d6+3, slam); SA Enervation ray, spell-like abilities, *vampiric touch;* SQ Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 22; AL LN; SV Fort +6, Ref +7, Will +7; Str 14, Dex 13, Con —, Int 16, Wis 17, Cha 16.

Skills and Feats: Diplomacy +5, Disguise +12, Gather Information +12, Knowledge (Celestial Garrison) +19, Knowledge (History) +19, Knowledge (Planar) +19, Listen +11, Search +5, Sense Motive +12, Spot +11, Survival +3 (+5 following tracks); Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Quickened Spell-Like Ability (suggestion).

Enervation Ray (Su): A kolyarut can fire a black enervation ray at targets within 200 feet. The effect is identical with the enervation spell (caster level 13th).

Fast Healing (Ex): An kolyarut inevitable heals 5 points of damage each round as long as it has at least 1 hit point. However, damage dealt by chaotic weapons heals at the normal rate.

Spell-Like Abilities: At will—*discern lies* (DC 17), *disguise self, fear* (DC 17), *hold person* (DC 16), *invisibility, locate creature, suggestion* (DC 16); 1/day—*hold monster* (DC 17), *mark of justice;* 1/week— *geas/quest*. Caster level 13th. The save DCs are Charisma-based.

Vampiric Touch (Su): As a melee touch attack, a kolyarut can steal life force from its foe, as the vampiric touch spell (caster level 13th).

Skills: A kolyarut has a +4 racial bonus on Disguise, Gather Information, and Sense Motive checks.

Possessions: Banded mail, *+2 holy longsword.*

♟ **Senar, Kolyarut:** CR 12; Large construct (extraplanar, lawful); HD 13d10+20; hp 93; Init +1; Spd 20 ft.; AC 27, touch 11, flat-footed 26; Base Atk +9; Grp +11; Atk +11 melee touch (6d6, *vampiric touch*) or +10 ranged touch (*enervation ray*) or +13 melee (1d8+5/19–20, *+2 holy longsword*) or +11 melee (1d6+3, slam); Full Atk +11/+6 melee touch (6d6, *vampiric touch*) or +10 ranged touch (*enervation ray*) or +13/+8 melee (1d8+5/19–20, *+2 holy longsword*) or +11/+6 melee (1d6+3, slam); SA Enervation ray, spell-like abilities, vampiric touch; SQ Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 22; AL LN; SV Fort +6, Ref +7, Will +7; Str 14, Dex 13, Con —, Int 16, Wis 17, Cha 16.

Skills and Feats: Diplomacy +5, Disguise +12, Gather Information +12, Knowledge (Celestial Garrison) +19, Knowledge (History) +19, Knowledge (Planar) +19, Listen +11, Search +5, Sense Motive +12, Spot +11, Survival +3 (+5 following tracks); Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Quickened Spell-Like Ability (suggestion);

Enervation Ray (Su): A kolyarut can fire a black enervation ray at targets within 200 ft. The effect is identical with the enervation spell (caster level 13th).

Fast Healing (Ex): An kolyarut inevitable heals 5 points of damage each round as long as it has at least 1 hit point. However, damage dealt by chaotic weapons heals at the normal rate.

Spell-Like Abilities: At will—*discern lies* (DC 17), *disguise self, fear* (DC 17), *hold person* (DC 16), *invisibility, locate creature, suggestion* (DC 16); 1/day—*hold monster* (DC 17), *mark of justice;* 1/week—*geas/quest*. Caster level 13th. The save DCs are Charisma-based.

Vampiric Touch (Su): As a melee touch attack, a kolyarut can steal life force from its foe, as the vampiric touch spell (caster level 13th).

Skills: A kolyarut has a +4 racial bonus on Disguise, Gather Information, and Sense Motive checks.

Possessions: Banded mail, *+2 holy longsword.*

E65. SENAR'S QUARTERS

The walls of this room are completely hidden by a number of large bookcases, each of which is full of books, most of which are of very similar appearance. All the books are neatly organized and the room has a feeling of just being cleaned. At the center of the room sits three podiums arranged in a semi-circle, behind which stands a humanoid made of black mechanical parts and clothed in golden armor. The creature appears to be reading from a book on the center podium and writing in two books simultaneously on the other two podiums.

Initial Attitude: Friendly

Encounter: These are the quarters of Senar, Keeper of the List who is the current acting historian of the garrison. He is interested in the PCs since they represent something different to record in his journals. If allowed he questions the PCs for hours on end about their history and adventures, recording all of it in his journals. If they are inducted into the garrison this can stretch out for days, since Senar feels he must have a complete recording of all garrison members.

Encounter Condition: Hallowed 4, Safe

Tactics: Senar only fights the PCs in self-defense and if combat does break out he seeks to take the fight out of his Room as quickly as possible. Senar fights to end the battle as quickly as possible and has no reservations about killing the PCs. He favors the use of his enervation ray over his other weapons.

Treasure: Senar's *+2 holy longsword* sits in its sheath leaning against one of the bookshelves in the Room.

EL: 12

Scaling: To increase the challenge of this encounter, increase the AC of Senar by +3. To decrease the challenge, have Senar start wounded (–10 hit points).

E66. GARRISON COMMON ROOM

This open, clean room has a tree growing out of a circular bed of soil at its center, but the tree died long ago. Most of its leaves have fallen off, but a few remain. Leaves are scattered across the floor, but the rest of the room has a pristine feel. Stone benches line all the walls of this room and a stone podium sits directly north of the tree. Two circular stone tables flank either side of the tree.

Initial Attitude: N/A

Encounter: This Room serves as a common Room for the surviving inevitable members of the garrison, but they rarely do more than walk through it. The Redeemed clean it regularly, maintaining a work ethic despite the morale of the guardians. However, there always seem to be leaves on the floor.

The tree was planted as a symbol of the garrison, but now is withered and all but dead. If the PCs join the garrison and are able to lend substantial aid to it, the tree recovers somewhat. If the split between the inevitables and the other celestials is healed, the tree makes a significant recovery.

Encounter Condition: Hallowed 5, Safe

Tactics: Since leaves are a sign of dying and not death, PCs inquire as to why the tree was neglected. It is ultimately up to the DM if there is a way to save the tree, but this is a minor subplot of the dungeon and can easily be ignored. The details are for flavor and nothing more.

Treasure: N/A

EL: N/A

Scaling: N/A

E67. WETOQ'S ROOM

There is barely enough free space in this room for air, let alone for you and your companions. The room is overflowing with bags, sacks, weapons, bottles, chests and tools, all in orderly piles or placed neatly on shelves. Despite the quantity of items in the room there are deep undercurrents of logic or planning to their placement, even if it isn't apparent. Amongst these many goods moves a humanoid creature made of black mechanical parts decked out in golden armor, counting items and straightening piles.

Initial Attitude: Friendly

Encounter: This is the Room of Wetoq and the primary supply Room for the inevitables. Wetoq is in charge of keeping the supplies ordered and accounted for in addition to procuring more supplies. Unfortunately Wetoq's programming has degraded over time and now he feels the garrison can never have enough supplies. Unless the PCs are violent with members of the inevitable garrison Wetoq offers to trade with the PCs; he is specifically interested in magic weapons, potions, silver, holy water, and armor. While he does trade fairly, he is also stingy and pushes for better deals.

Encounter Condition: Hallowed 5, Safe

Tactics: If attacked Wetoq (hp 93) tries to move the fight into Room E66 and call for help so the stores are not disturbed. Wetoq favors his vampiric touch power in combat and readily fights to the death to protect his supplies.

Treasure: The supplies of the garrison contain at least three of every type of simple and martial weapon, at least one of every type of armor (medium sized for heavy and medium, both small and medium sized for light armor), at least three of every item listed under adventuring gear, special substances and items, tools and skill kits (no alchemist's labs), and clothing. There may be more of these items at the DM's discretion. Finding a specific item requires a DC 25 Search check.

The stores also contain two silver longswords, one silver battleaxe, one masterwork shortsword, one masterwork silver longspear, three masterwork silver daggers, a masterwork mighty [+2 Str bonus] composite longbow, a masterwork great axe, a *+1 dagger*, a shatterspike, a suit of masterwork small studded leather armor, a suit of masterwork chain shirt, *+1 chain mail*, a suit of elven chain, *+1 splint mail of cold resistance, five potions of cure light wounds, three potions of lesser restoration, two potions of mage armor, two potions of remove fear, three potions of cure moderate wounds, two scrolls of fireball, two scrolls of halt undead, one wand of cure moderate wounds* (8 charges), one *wand of knock* (12 charges), *gloves of arrow snaring*, and *boots of speed*.

EL: 12

Scaling: To increase the challenge of this encounter, add two fighter levels to Wetoq. To decrease the challenge, lower Wetoq's HD by 3.

♟ **Wetoq, Kolyarut:** CR 12; Large construct (extraplanar, lawful); HD 13d10+20; hp 93; Init +1; Spd 20 ft.; AC 27, touch 11, flat-footed 26; Base Atk +9; Grp +11; Atk +11 melee touch (6d6, *vampiric touch*) or +10 ranged touch (*enervation ray*) or +13 melee (1d8+5/19–20, *+2 holy longsword*) or +11 melee (1d6+3, slam); Full Atk +11/+6 melee touch (6d6, *vampiric touch*) or +10 ranged touch (*enervation ray*) or +13/+8 melee (1d8+5/19–20, *+2 holy longsword*) or +11/+6 melee (1d6+3, slam); SA enervation ray, spell-like abilities, vampiric touch; SQ Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 22; AL LN; SV Fort +6, Ref +7, Will +7; Str 14, Dex 13, Con —, Int 16, Wis 17, Cha 16.

Skills and Feats: Diplomacy +5, Disguise +12, Gather Information +12, Knowledge (Celestial Garrison) +19, Knowledge (History) +19, Knowledge (Planar) +19, Listen +11, Search +5, Sense Motive +12, Spot +11, Survival +3 (+5 following tracks); Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Quickened Spell-Like Ability (suggestion);

Enervation Ray (Su): A kolyarut can fire a black enervation ray at targets within 200 ft. The effect is identical with the enervation spell (caster level 13th).

Fast Healing (Ex): An kolyarut inevitable heals 5 points of damage each round as long as it has at least 1 hit point. However, damage dealt by chaotic weapons heals at the normal rate.

Spell-Like Abilities: At will—*discern lies* (DC 17), *disguise self, fear* (DC 17), *hold person* (DC 16), *invisibility, locate creature, suggestion* (DC 16); 1/day—*hold monster* (DC 17), *mark of justice*; 1/week—*geas/quest*. Caster level 13th. The save DCs are Charisma-based.

Vampiric Touch (Su): As a melee touch attack, a kolyarut can steal life force from its foe, as the vampiric touch spell (caster level 13th).

Skills: A kolyarut has a +4 racial bonus on Disguise, Gather Information, and Sense Motive checks.

Possessions: Banded mail, *+2 holy longsword*.

E68. THE MARUT BROTHERS' QUARTERS

The walls of this room are decorated with bones and skulls, under each of which is a small stone plaque with a label in a strange tongue. There is no furniture in this room except a single table on which rests a few blank sheets of paper.

Initial Attitude: Friendly

Encounter: This Room serves as the home of the three Marut brothers, Fastur the Ending, Astol the Last, and Toras Who Seeks Without Ceasing. They are only here about 20% of the time. All the bones are trophies taken from former enemies. The plaques are written in celestial and have no names, simply a date on which they were defeated (all of these are labeled at least six hundred years ago, most falling around 1,000 years ago).

Encounter Condition: Hallowed 4, Safe

Tactics: If the Marut brothers are present and attacked they attack with full fury, incapacitating their enemies so they may be interrogated later. They fight to the death and only call for reinforcements if one of them is taken. The Marut brothers favor using their fists over their spell-like abilities.

Treasure: N/A

EL: 18

Scaling: To increase the challenge of this encounter, increase each marut's HD by 2. To decrease the challenge, remove 20 hit points from each.

♟ **Fastur the Ending, Astol the Last, and Toras Who Seeks Without Ceasing, Marut:** CR 15; Large construct (extraplanar, lawful); HD 15d10+30; hp 112; Init +1; Spd 30 ft.; AC 34, touch 10, flat-footed 33; Base Atk +11; Grp +27; Atk +22 melee (2d6+12, plus 3d6 sonic or 3d6 electricity, slam); Full Atk +22 melee (2d6+12 plus 3d6 sonic or 3d6 electricity, 2 slams); SA Fists of thunder and lightning, spell-like abilities; SQ Construct traits, damage reduction 15/chaotic, darkvision 60 ft., fast healing 10, low-light vision, spell resistance 25; AL LN; SV Fort +7, Ref +6, Will +8; Str 35, Dex 13, Con —, Int 12, Wis 17, Cha 18.

Skills and Feats: Concentration +13, Diplomacy +6, Knowledge (religion) +10, Listen +16, Search +10, Sense Motive +12, Spot +16, Survival +3 (+5 following tracks); Ability Focus (fists), Awesome Blow, Combat Casting, Great Fortitude, Improved Bull Rush, Power Attack.

Fast Healing (Ex): An marut inevitable heals 10 points of damage each round as long as it has at least 1 hit point. However, damage dealt by chaotic weapons heals at the normal rate.

Fists of Thunder and Lightning (Su): A marut's left fist delivers a loud thunderclap whenever it hits something, dealing an extra 3d6 points of sonic damage and causing the target to be deafened for 2d6 rounds (Fortitude DC 31 negates the deafness). Its right fist delivers a shock for an extra 3d6 points of electricity damage, and the flash of lightning causes the target to be blinded for 2d6 rounds (Fortitude DC 31 negates the blindness). The save DCs are Strength-based and include the marut's Ability Focus feat.

Spell-Like Abilities: At will—*air walk, dimension door, fear* (DC 18), *greater command* (DC 19), *greater dispel magic, mass inflict light wounds* (DC 19), *locate creature, true seeing;* 1/day—*chain lightning* (DC 20), *circle of death* (DC 20), *mark of justice, wall of force;* 1/week—*earthquake* (DC 22), *geas/quest, plane shift* (DC 21). Caster level 14th. The save DCs are Charisma-based.

Skills: A marut has a +4 racial bonus on Concentration, Listen, and Spot checks.

Possessions: Full plate mail.

E69. PERSAL'S QUARTERS

This bare room has no decorations to speak of other than a small stone shrine topped by the symbol of an enormous cog. Around the shrine several candles burn and a soft clicking sound can be heard from the machinery within.

Initial Attitude: Friendly

Encounter: This Room is the home of Persal, Slayer of the Unliving, but he is rarely around to use it. Instead he is out charging wards, chasing shadows, or socializing. The shrine is a shrine to the powers of the heavens. Persal is only found here 10% of the time.

Encounter Condition: Hallowed 2, Safe

Tactics: If Persal is attacked in his home he seeks help from the other inevitables and then fights to incapacitate his foes. Persal mainly fights with his fist, but because of the massive damage they *inflict* he will offer any badly wounded enemy who is not clearly evil a chance to submit. Persal uses his *hold person* and *mass inflict light wounds* spell-like abilities against particularly troublesome foes.

Treasure: The only treasure is Persal's spiked chain.

EL: 19

Scaling: To increase the challenge of this encounter, increase Persal's HD by +4. To decrease the challenge, reduce his HD by 4.

♟ **Persal, Marut:** CR 19; Large construct (extraplanar, lawful); HD 19d10+30; hp 140; Init +1; Spd 30 ft.; AC 34, touch 10, flat-footed 33; Base Atk +14; Grp +30; Atk +26 melee (2d6+12, slam plus 3d6 sonic or 3d6 electricity, slam); Full Atk +26 melee (2d6+12 plus 3d6 sonic or 3d6 electricity, 2 slams); SA Fists of thunder and lightning, spell-like abilities, turn undead; SQ Construct traits, damage reduction 15/chaotic, darkvision 60 ft., fast healing 10, low-light vision, spell resistance 25; AL LN; SV Fort +9, Ref +8, Will +13; Str 35, Dex 13, Con —, Int 12, Wis 18, Cha 18.

Skills and Feats: Concentration +13, Diplomacy +6, Knowledge (religion) +10, Knowledge (undead) +23, Listen +17, Search +15, Sense Motive +13, Spot +17, Survival +3 (+5 following tracks); Ability Focus (fists), Awesome Blow, Cleave, Combat Casting, Great Fortitude, Improved Bull Rush, Power Attack.

Fast Healing (Ex): An marut inevitable heals 10 points of damage each round as long as it has at least 1 hit point. However, damage dealt by chaotic weapons heals at the normal rate.

Fists of Thunder and Lightning (Su): A marut's left fist delivers a loud thunderclap whenever it hits something, dealing an extra 3d6 points of sonic damage and causing the target to be deafened for 2d6 rounds (Fortitude DC 31 negates the deafness). Its right fist delivers a shock for an extra 3d6 points of electricity damage, and the flash of lightning causes the target to be blinded for 2d6 rounds (Fortitude DC 31 negates the blindness). The save DCs are Strength-based and include the marut's Ability Focus feat.

Spell-Like Abilities: At will—*air walk, dimension door, fear (DC 18), greater command* (DC 19), *greater dispel magic, mass inflict light wounds* (DC 19), *locate creature, true seeing;* 1/day—*chain lightning* (DC 20), *circle of death* (DC 20), *mark of justice, wall of force;* 1/week—*earthquake* (DC 22), *geas/quest, plane shift* (DC 21). Caster level 14th. The save DCs are Charisma-based.

Skills: A marut has a +4 racial bonus on Concentration, Listen, and Spot checks.

Possessions: Full plate mail.

E70. SMERAS' QUARTERS

This mostly empty room is decorated by a dozen skulls and other trophies, such as large horns or claws. None of them are labeled, but much of the wall space is taken up by these objects. There is precious little organization to their placement.

Initial Attitude: Indifferent

Encounter: This Room serves as Smeras' (hp 102) quarters, where he spends several hours each day practicing and going over the methods used to kill each of his trophies. Mostly, Smeras is out recharging the wards or on patrol. He is found here 40% of the time.

Smeras has little interest in the PCs unless they are causing trouble for the garrison, in which case he attacks them immediately. He directs the PCs to Tekarus if they have questions and says precious little to the PCs otherwise. If the PCs are part of the garrison he treats them with more patience.

Encounter Condition: N/A

Tactics: If attacked Smeras defends himself with his spiked chain, attacking every possible target with no thought to capturing the PCs. Smeras does not call for help and avoids letting the other inevitables get involved. He seeks glory on his own in order to up his standing in the eyes of others, or so he thinks.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter increase Smeras' HD by 4. To decrease the challenge, remove 30 hit points.

♟ **Smeras, Zelekhut:** CR 9; Large construct (extraplanar, lawful); HD 14d10+30; hp 102; Init +0; Spd 35 ft., fly 40 ft. (average); AC 27, touch 9, flat-footed 27; Base Atk +10; Grp +19; Atk S +14 melee (2d6+5 plus 1d6 electricity, spiked chain); Full Atk 2 +14 melee (2d6+5, plus 1d6 electricity, 2 spiked chains); SA Spell-like abilities; SQ Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 20; AL LN; SV Fort +8, Ref +5, Will +8; Str 21, Dex 11, Con —, Int 10, Wis 17, Cha 15.

Skills and Feats: Diplomacy +4, Listen +11, Search +11, Sense Motive +12, Spot +11, Survival +12 (+14 following tracks); Great Fortitude, Ride-By Attack, Spirited Charge, Skill Focus (Survival), Track.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, dimensional anchor, dispel magic, fear* (DC 17), *hold person* (DC 16), *locate creature, true seeing;* 3/day—*hold monster* (DC 18), *mark of justice;* 1/week—*lesser geas* (DC 18). Caster level 8th. The save DCs are Charisma-based.

Skills: A zelekhut has a +4 racial bonus on Search and Sense Motive checks.

Feats: Due to its centaur-like construction, a zelekhut qualifies for feats as if it had the Mounted Combat feat.

Possessions: Plate barding, spiked chain.

E71. PRESIN'S QUARTERS

Several large, comfortable chairs are scattered around a large table at the center of this room, on which sit several pieces of paper and a handful of books. Two book cases lean against the southern wall while tables run the length of the eastern and western walls. Sitting in an abnormally long chair is a mechanical centaur-like construction made up of white and gold parts, a pair of gold wings stretching up from its back. It pours over several of the books on the table before it.

Initial Attitude: Friendly

Encounter: Home of Presin, Adjudicator to the Host (hp 102), this Room also serves as law library and courtRoom for the remaining members of the garrison. Presin currently researches a means to remove Kelara from command at the behest of Tekarus, but he personally has no interest in the dispute; Presin knows there is no legal basis for such an action, but Tekarus does not believe him.

Presin welcomes the PCs to his Room and is more than willing to speak to them at length. He's always looking for more information on laws and their structure, even those from the mortal world outside the dungeon.

Encounter Condition: Hallowed 4, Safe

Tactics: If attacked Presin tries to flee and get reinforcements immediately. If cornered he fights with his spiked chain, but he makes every attempt to find allies.

Treasure: The books in this Room are about celestial law, 10 of which would fetch 100 gp from a book collector.

EL: 9

Scaling: To increase the challenge of this encounter, increase Presin's HD by +4. To decrease the challenge, remove 30 hit points.

Presin, Zelekhut: CR 9; Large construct (extraplanar, lawful); HD 14d10+30; hp 102; Init +0; Spd 35 ft., fly 40 ft. (average); AC 27, touch 9, flat-footed 27; Base Atk +10; Grp +19; Atk S +14 melee (2d6+5 plus 1d6 electricity, spiked chain); Full Atk 2 +14 melee (2d6+5, plus 1d6 electricity, 2 spiked chains); SA Spell-like abilities; SQ Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 20; AL LN; SV Fort +8, Ref +5, Will +8; Str 21, Dex 11, Con —, Int 10, Wis 17, Cha 15.

Skills and Feats: Diplomacy +4, Listen +11, Search +11, Sense Motive +12, Spot +11, Survival +12 (+14 following tracks); Great Fortitude, Ride-By Attack, Spirited Charge, Skill Focus (Survival), Track.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, dimensional anchor, dispel magic, fear* (DC 17), *hold person* (DC 16), *locate creature, true seeing;* 3/day—*hold monster* (DC 18), *mark of justice;* 1/week—*lesser geas* (DC 18). Caster level 8th. The save DCs are Charisma-based.

Skills: A zelekhut has a +4 racial bonus on Search and Sense Motive checks.

Feats: Due to its centaur-like construction, a zelekhut qualifies for feats as if it had the Mounted Combat feat.

Possessions: Plate barding, spiked chain.

E72. MORSAQ'S QUARTERS

The door to this Room is trapped. If it is opened without first knocking twice, a blade slices down from the ceiling, hitting the person entering the Room.

Deathblade Wall Scythe: CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19.

This room is completely dark, the torches in the ceiling are shuttered with heavy cloth. There is little in the room beyond a table containing some tools, a sword, some bottles, and a quill. A single, long, oddly shaped bench sits at the head of the table. On the eastern wall hangs a map of a region of this dungeon.

Initial Attitude: N/A, Indifferent

Encounter: The bench is also trapped. If one sits in the chair without first stomping on it the bench collapses, dumping the victim into a pit trap in the floor behind the bench.

Well-Camouflaged Pit Trap: CR 8; mechanical; touch trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18.

Morsaq (hp 94) only uses this Room to repair his weapons, brew poison, and contemplate all the ways in which the entire universe is out to get him. He set the various traps in his Room because he feels someone will eventually come after him. When the PCs enter the Room it is assumed Morsaq is out patrolling but returns in twenty minutes, and if he finds the PCs in his Room he interrogates them at length about who sent them, their exact intentions, and about how much they know concerning a variety of topics, such as the local barghest population.

Encounter Condition: Hallowed 4

Tactics: If Morsaq is forced to fight he fights with his spiked chain to subdue the PCs as long as he has more than half his hit points in the hopes he can later interrogate them. If reduced to less than half his hit points Morsaq uses his poisons on his spiked chain and becomes less concerned with interrogating the PCs.

Treasure: The sword on the table is a masterwork longsword that Morsaq is considering using in a trap. The bottles are a dose of large scorpion venom, a dose of blue whinnies poison, and a dose of black adder venom.

EL: 14

Scaling: To increase the challenge of this encounter, increase the pit trap damage to 14d6. To decrease the challenge, remove the poison from the deathblade wall scythe trap, reduce the pit trap damage to 7d6, and remove Morsaw's rogue levels.

Morsaq, Zelekhut Rog 5: CR 14; Large construct (extraplanar, lawful); HD 8d10+30 + 5d6; hp 94; Init +0; Spd 35 ft., fly 40 ft. (average); AC 27, touch 9, flat-footed 27; Base Atk +9; Grp +18; Atk +13 melee (2d6+5 plus 1d6 electricity, spiked chain); Full Atk 2 +13 melee (2d6+5 plus 1d6 electricity, 2 spiked chains); SA Sneak attack +3d6, spell-like abilities; SQ Construct traits, damage reduction 10/chaotic, darkvision 60 ft., evasion, fast healing 5, low-light vision, spell resistance 20, trap sense +1, trapfinding, uncanny dodge 1; AL LN; SV Fort +4, Ref +2, Will +5; Str 21, Dex 11, Con —, Int 10, Wis 17, Cha 15.

Skills and Feats: Craft (Poisonmaking)+16, Craft (Trapmaking) +16, Diplomacy +6, Listen +9, Search +10, Sense Motive +21, Spot +9, Survival +3 (+5 following tracks); Great Fortitude, Negotiator, Ride-By Attack, Spirited Charge, Skill Focus (Sense Motive);

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Sneak Attack: If a rogue catches an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 ft.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies — undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, dimensional anchor, dispel magic, fear* (DC 17), *hold person* (DC 16), *locate creature, true seeing;* 3/day—*hold monster* (DC 18), *mark of justice;* 1/week—*lesser geas* (DC 18). Caster level 8th. The save DCs are Charisma-based.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Skills: A zelekhut has a +4 racial bonus on Search and Sense Motive checks.

Feats: Due to its centaur-like construction, a zelekhut qualifies for feats as if it had the Mounted Combat feat.

Possessions: Plate barding, spiked chain, large scorpion poison (2 doses), giant wasp poison (1 dose).

E73. KILLING ZONE

This hallway is a pit trap that is armed by the lever in the south wall.

Poisoned Spiked Pit Trap: CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (entire hallway); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 16; Disable Device DC 25.

The floor of this room is a collage of blood stains, scorch marks, and the chipped stone. The room echoes with combat long past and a yearning for more. A large metal lever is built into the southern wall.

Initial Attitude: N/A

Encounter: This Room served as the primary killing ground for the creatures charging up from the depths after the two earthquakes.

The PCs have a 10% change of finding Doj (Room E101), Persal (Room E69), Smeras (Room E70), or Morsaq (Room E72) here checking on the garrison's defenses.

Encounter Condition: Hallowed 3

Tactics: N/A

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, increase the damage of the pit trap to 8d6. To decrease the challenge, remove the poison from the pit trap spikes.

E74. MURDER HOLE WEST

This room contains multiple racks of arrows, spears and similar ranged weapons along with a number of wands. A large metal lever is located on the wall next to the entrance. Several unstrung bows lean against the northern walls, their bowstrings wrapped around the handle.

Initial Attitude: N/A

Encounter: This Room served as a flanking position to pepper invading enemies as they passed through Room E73. When the lever is flipped a reinforced metal grate slides down where indicated on the map, with a hardness of 15, 200 hit points and a break DC of 30. Characters can easily fire through the grate into Room E73 for cover.

The PCs have a 10% change of finding Doj (Room E101), Persal (Room E69), Smeras (Room E70), or Morsaq (Room E72) here checking on the garrison's defenses.

Encounter Condition: N/A

Tactics: N/A

Treasure: This Room contains 872 arrows, 54 silver arrows, 37 masterwork arrows, three *+1 arrows*, five masterwork longbows, two masterwork shortbows, two mighty (+3 Str bonus) composite longbows, two heavy crossbows, 400 bolts, 34 silver bolts, five vials of alchemist's fire, and two tanglefoot bags. The members of the garrison do not take well to any of these objects being removed.

EL: N/A

Scaling: N/A

E75. DUBAR'S QUARTERS

This room contains a number of chairs of varying sizes. These are all gathered around a table which is covered with a variety of papers, both drawing and letters or contracts. A whip hangs on one wall and a club on another. There are shelves holding plates, and there is a large locked metal chest against the western wall. At the table sits a humanoid made of black mechanical parts wearing a suit of gold armor and a flowing, red cloak.

Initial Attitude: Friendly

Encounter: This Room serves as Dubar's quarters and the primary location of the attempted conversion of the Redeemed to the cause of good. Dubar (hp 93) uses it as a school house, trying to teach lessons of how not to be evil and how to serve the greater good to his charges, punishing them as need be to get the point across. There is a 20% chance the Redeemed are here getting such a lesson when the PCs arrive.

Dubar is interested in the PCs; if they seem of good or neutral alignment to him he informs them of the garrison's needs and tells them to go accommodate them. If they seem evil or do not listen to his commands Dubar sizes them up for joining the Redeemed.

The metal chest holds the weapons and armor for the Redeemed, to be distributed by Dubar when he feels they are needed. The chest has a hardness of 10 and 100 hit points. Picking the lock requires an Open Locks check (DC 30).

Encounter Condition: Ambush, Hallowed 2, Safe

Tactics: If attacked Dubar fights alone, confident no mere mortals can beat him in combat. He favors the use of his enervation ray in combat. If the Redeemed are present he invites them to join the fight, but only Croo and Ackersan readily do so.

Treasure: If the Redeemed are currently in their Rooms and unarmed the chest holds one masterwork longsword, one normal longsword, a great axe, two light crossbow with 30 bolts each, a short sword, a warhammer, a trident, a heavy mace, four heavy shields, one light shield, two Medium suits of chain mail, a Large suit of studded leather, a Small suit of studded leather, a Medium suit of splint mail, and a Medium chain shirt.

If the Redeemed are on patrol it is empty.

EL: 12

Scaling: To increase the challenge of this encounter increase Dubar's HD by 4. To decrease the challenge, remove 30 hit points.

Dubar, Kolyarut: CR 12; Large construct (extraplanar, lawful); HD 13d10+20; hp 93; Init +1; Spd 20 ft.; AC 27, touch 11, flat-footed 26; Base Atk +9; Grp +11; Atk +11 melee touch (6d6, *vampiric touch*) or +10 ranged touch (*enervation ray*) or +13 melee (1d8+5/19–20, *+2 holy longsword*) or +11 melee (1d6+3, slam); Full Atk +11/+6 melee touch (6d6, *vampiric touch*) or +10 ranged touch (*enervation ray*) or +13/+8 melee (1d8+5/19–20, *+2 holy longsword*) or +11/+6 melee (1d6+3, slam); SA enervation ray, spell-like abilities, vampiric touch; SQ Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 22; AL LN; SV Fort +6, Ref +7, Will +7; Str 14, Dex 13, Con —, Int 16, Wis 17, Cha 16.

Skills and Feats: Diplomacy +5, Disguise +12, Gather Information +12, Knowledge (Celestial Garrison) +19, Knowledge (History) +19, Knowledge (Planar) +19, Listen +11, Search +5, Sense Motive +12, Spot +11, Survival +3 (+5 following tracks); Alertness, Combat Casting, Great Fortitude, Lightning Reflexes, Quickened Spell-Like Ability (suggestion);

Enervation Ray (Su): A kolyarut can fire a black enervation ray at targets within 200 ft. The effect is identical to the enervation spell (caster level 13th).

Fast Healing (Ex): An kolyarut inevitable heals 5 points of damage each round as long as it has at least 1 hit point. However, damage dealt by chaotic weapons heals at the normal rate.

Spell-Like Abilities: At will—*discern lies* (DC 17), *disguise self, fear* (DC 17), *hold person* (DC 16), *invisibility, locate creature, suggestion* (DC 16); 1/day—*hold monster* (DC 17), *mark of justice;* 1/week—*geas/quest.* Caster level 13th. The save DCs are Charisma-based.

Vampiric Touch (Su): As a melee touch attack, a kolyarut can steal life force from its foe, as the vampiric touch spell (caster level 13th).

Skills: A kolyarut has a +4 racial bonus on Disguise, Gather Information, and Sense Motive checks.

Possessions: Banded mail, *+2 holy longsword.*

E76. HALL TO THE REDEEMED

The secret door at the eastern end of the passage requires a DC 30 Search check to open. On both sides it is opened by pressing a specific stone in the wall above the door.

This long, thin hallway has no visible exit beside the door you just came through. The walls and floor are bare.

Initial Attitude: N/A

Encounter: This Room serves as a secret passage to the Rooms now used to house the Redeemed.

Encounter Condition: Fog 10, Safe

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

E77. ACKERSAN'S QUARTERS

Presently, the door to this Room is locked and requires a DC 35 Open Lock check. Oddly, this door is normally not locked.

Tidy and clean, this room looks like that of a soldier. The bed is neatly made and everything is dusted. The only furniture in the room is a basic bed and dresser set.

Initial Attitude: Indifferent

Encounter: This is the home of Ackersan Redsword (hp 40), the garrison appointed leader of the Redeemed. He is here 40% of the time, sleeping or reading one of the many books he borrows from the inevitables to learn more about the garrison. He respects other members of the garrison who enter but he is more than wary of strangers and he tries to warn the inevitables as soon as possible.

Encounter Condition: Concealment, Fearless

Tactics: Ackersan only attacks if directed by the inevitables or in self defense. Unless equipped by Dubar or Dorsam, Ackersan is unarmed.

Treasure: Ackersan's only valuable possession is a silver locket depicting a flying angel worth 60 gp. It was a gift from the inevitables and is of great sentimental value to him.

EL: 4

Scaling: To increase the challenge of this encounter add two fighter levels to Ackersan. To decrease the challenge, remove his chain mail armor and heavy shield.

Ackersan Redsword, Hobgoblin Ftr 4: CR 4; Medium humanoid; HD 4d10+12; hp 40; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +8; Atk +10 melee (1d8+6, longsword); Full Atk +10 melee (1d8+6, longsword); SQ Darkvision 60 ft.; AL LN; SV Fort +7, Ref +2, Will +2; Str 18, Dex 13, Con 16, Int 12, Wis 12, Cha 7.

Skills and Feats: Climb +8, Hide +5, Intimidate +2, Listen +5, Jump +8, Move Silently +5, Swim +8; Cleave, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword);

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Chain mail, heavy shield, masterwork longsword.

E78. DORSAM'S QUARTERS

A table, two chairs, and a writing desk are the only furniture in this room. A banner of an eye over a flaming sun hangs on one wall and a banner with a large gold cog on it hangs on another wall. On the desk sit several piles of paper and a quill. A small wooden chest sits in the northeastern corner of the room.

Initial Attitude: Friendly

Encounter: Dorsam's Room serves as a first warning point if the wards fail and creatures cross over through the adjacent hallway and as a place to teach the Redeemed. While Dubar focuses on teaching them "good" (by example), Dorsam (hp 100) teaches them to be polite and courteous, hoping to encourage them to change their habits for the better. He also records their progress in his journal.

Dorsam is in his Room 50% of the time. If the PCs are part of the garrison and Dorsam is here he allows them free reign. If they are not part of the garrison he interrogates them at length, fearful they will destroy all the progress he has made with the Redeemed. If the PCs come across as good- or neutrally-aligned (and are interested in helping out) he takes them to Tekarus to see about having them join the garrison, while if they come across as evil or show no interest in aiding the garrison Dorsam subdues them and adds them to the Redeemed.

Encounter Condition: Hallowed 1, Safe

Tactics: If attacked Dorsam subdues his foes (they are obviously in need of rehabilitation). If possible, he rallies the Redeemed to take part, hoping that in helping another's redemption it will help them make progress toward their own.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, increase Dorsam's HD by 4. To decrease the challenge, remove 4 HD.

Dorsam, Zelekhut: CR 12; Large construct (extraplanar, lawful); HD 11d10+30; hp 100; Init +0; Spd 35 ft., fly 40 ft.; AC 27, touch 9, flat-footed 27; Base Atk +9; Grp +18; Atk +13 melee (2d6+5 plus 1d6 electricity, spiked chain); Full Atk +13 melee (2d6+5 plus 1d6 electricity, 2 spiked chains); SA Spell-like abilities; SQ Construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 20; AL LN; SV Fort +6, Ref +4, Will +6; Str 21, Dex 11, Con —, Int 10, Wis 14, Cha 18.

Skills and Feats: Bluff +12, Diplomacy +17, Intimidate +13, Listen +7, Search +8, Sense Motive +10, Spot +7, Survival +2 (+4 following tracks); Great Fortitude, Ride-By Attack, Spirited Charge.

Spell-Like Abilities: At will—*clairaudience/clairvoyance, dimensional anchor, dispel magic, fear* (DC 17), *hold person* (DC 16), *locate creature, true seeing;* 3/day—*hold monster* (DC 18), *mark of justice;* 1/week—*lesser geas* (DC 18). Caster level 8th. The save DCs are Charisma-based.

Skills: A zelekhut has a +4 racial bonus on Search and Sense Motive checks.

Feats: Due to its centaur-like construction, a zelekhut qualifies for feats as if it had the Mounted Combat feat.

Possessions: Plate barding, spiked chain.

E79. CROO'S QUARTERS

The door to this Room requires a DC 30 Open Lock check to unlock. This door is normally locked if Croo is home.

Everything in this room is larger than normal; the huge oak bed is at least twelve ft. long, the only chair in the room is five ft. high and has legs the size of tree stumps. There is an organized pile of clothes on the chair and a broken plate on the floor.

Initial Attitude: Indifferent

Encounter: Croo (hp 39) is here 75% of the time sleeping or sitting around bored (he is not good at entertaining himself). If he is home when the PCs arrive, Croo talks to them, only attacking in self-defense or if the PCs do something Croo the inevitables wouldn't like. If the PCs find a way to entertain Croo, they earn themselves a loyal ally.

Encounter Condition: Fearless

Tactics: Croo is unarmed while in his Room, so if attacked he fights with his fists or picks up the chair and uses it as a club, suffering a –2 penalty to hit due to the awkward weight of the chair. Croo fights to the death.

Treasure: N/A

EL: 2

Scaling: To increase the difficult of this encounter add two fighter levels to Croo.

♟ **Croo, Ogre:** CR 2; Large giant; HD 4d8+11; hp 39; Init –1; Spd 40 ft.; AC 16, touch 8, flat-footed 16; Base Atk +3; Grp +12; Atk +9 melee (2d8+9, greataxe); Full Atk +9 melee (2d8+9, greataxe); SQ Darkvision 60 ft., low-light vision; AL NE; SV Fort +7, Ref +0, Will +1; Str 22, Dex 8, Con 16, Int 4, Wis 10, Cha 7.

Skills and Feats: Climb +3, Listen +1, Spot +1; Toughness, Weapon Focus (greataxe).

Possessions: Studded leather, greataxe.



E80. CUL'THARIC'S QUARTERS

The door to this Room requires a DC 30 Open Lock check to unlock. This door is normally locked if Cul'tharic is home.

This room smells faintly of mold and mildew mixed with the smell of decay. A bed in the northeastern corner is covered with leaves instead of a sheet and a large tub of water sits in the southeastern corner. Water lilies and algae are present in the water, giving it a greenish tinge. On the single table in the room sits a folded tunic, a leather belt and loincloth, and a small bone statue of a dragon.

Initial Attitude: Friendly

Encounter: Cul'tharic (hp 50) spends all the time he can in this Room and away from all the other crazy people in this dungeon. Cul'tharic is here 80% of the time, most of the time sleeping or submerged in his tub of water. He is more than willing to talk to anyone who stops by because he dearly wants to escape this hell he is caught up in.

Encounter Condition: Safe

Tactics: Cul'tharic only fights in self-defense and flees combat to avoid any possible punishment by the inevitables.

Treasure: The bone dragon statue, an image of Cul'tharic's god, is worth 50 gp.

EL: 6

Scaling: To increase the challenge of this encounter, increase Cul'tharic's fighter level by 2. To decrease the challenge of this encounter, remove two of Cul'tharic's fighter levels.

Cul'tharic, Lizardfolk Ftr 5: CR 6; Medium humanoid; HD 7d10+14; hp 50; Init +0; Spd 30 ft.; AC 17, touch 10, flat-footed 17; Base Atk +6; Grp +8; Atk +8 melee (1d4+2, claw) or +9 melee (1d8+4, trident) or +6 ranged (1d6+2, javelin); Full Atk +8 melee (1d4+2, 2 claws) and +6 melee (1d4, bite); or +8 melee (1d8+4, trident) and +6 melee (1d4, bite); or +9/+4 melee (1d8+4, trident); or +6 ranged (1d6+2, javelin); SA —; SQ Hold breath; AL NG; SV Fort +6, Ref +2, Will +5; Str 14, Dex 10, Con 15, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +4, Balance +4, Jump +5, Survival +9, Swim +4; Iron Will, Multiattack, Power Attack, Skill Focus (Survival), Weapon Focus (Trident), Weapon Specialization (Trident).

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks. The skill modifiers given in the statistics block include a –2 armor check penalty (–4 on Swim checks) for carrying a heavy shield.

Possessions: Trident, heavy shield, 6 javelins.

E81. KILLIAN'S QUARTERS

The door to this Room is locking, requiring a DC 30 Open Lock check to unlock. The door is normally locked if Killian is home, but Morgissen can pick the lock when required.

Two beds in the southeastern and southwestern corners take up much of the space of this small room. Both the beds are four ft. in length and the two chairs in the room are equally small. A mixture of bottles, metal nuggets, rocks and tools fill the lone shelf in the room.

Initial Attitude: Indifferent

Encounter: Killian Earthscar makes his home in this Room. He is here 50% of the time; much of the time the inevitables think they are in their Room they are in fact working on Morigssen's secret plans in E60. Both are willing to talk to the PCs, but are guarded because they do not want to give away their escape plans, or the fact that they have contraband in their Room. They suggest the PCs talk to Ackersan (Room E77) or Dorsam (Room E78) if they have questions.

Encounter Condition: Ambush (darkness), Fearless

Tactics: Killian snuck two daggers into his Room. If attacked, he spends one round flipping his bed over and drawing the dagger hidden beneath the mattress. He then fights his way free and goes to get help from the inevitables (disposing of the dagger beforehand).

Treasure: There is a dagger under each bed, which requires two DC 15 Search checks to locate. Also in the bottles on the shelf there is a jug of dwarven moonshine worth 2 gp and a vial of large scorpion venom.

EL: 5

Scaling: To increase the challenge of this encounter add two fighter levels to Killian. To decrease the challenge, remove Killian's expert class levels.

♟ **Killian Earthscar, Duergar, Exp 2/Ftr 4:** CR 5; Medium humanoid; HD 4d10+12 + 2d6+6; hp 56; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +5; Grp +7; Atk +7 melee (1d8+2, warhammer); Full Atk +7 melee (1d8+2, warhammer); SQ Darkvision 120 ft., Immunity to paralysis, phantasms, and poison, +2 racial bonus on saves against spells and spell-like abilities, Spell-Like Abilities, Light Sensitivity; AL LE; SV Fort +8, Ref +0, Will +3; Str 14, Dex 10, Con 17, Int 12, Wis 10, Cha 8.

Skills and Feats: Appraise +6, Climb +4, Craft (Armorsmith) +12, Craft (Weaponsmith) +9, Listen +5, Move Silently +5, Profession (Miner) +12, Spot +5; Great Fortitude, Skill Focus (profession [armorsmith]), Skill Focus (profession [mining]), Weapon Focus (warhammer), Weapon Specialization (warhammer).

Light Sensitivity: Duergar are dazzled in bright sunlight or within the radius of a daylight spell.

Spell-Like Abilities: 1/day—*enlarge person* and *invisibility* as an 8th-level caster; these abilities affect only Killian and whatever he carries.

Possessions: Splintmail, heavy shield, warhammer.

E82. KLARIHG'EN'S QUARTERS

The door to this Room requires a DC 30 Open Lock check to unlock. The door is normally locked if Klarihg'en is home. Morigssen can pick the lock if required.

Scattered around this room are bits of paper, small shiny pieces of metal, and a bunch of blankets removed from the unusually small bed. The whole room is in a complete state of disarray.

Initial Attitude: Indifferent

Encounter: Klarihg'en's Room is a perfect demonstration of how easily bored he gets. He spends 60% of his time here, for most of which he jumps around the Room like a hyperactive child, bored out of his skull. When away from his Room Klarihg'en is usually on patrol with the Redeemed or helping Morigssen with his plans of rebellion.

Klarihg'en is absolutely terrified of anyone (unknown) entering his Room and "toadies" immediately to the obvious leader. He answers questions, but does not betray Morigssen or his plans.

Encounter Condition: N/A

Tactics: Being a coward, Klarihg'en flees if at all possible. If it is not possible he uses *charm person* and *invisibility* to make his escape. If Klarigh'en expects trouble, he casts *mage armor* on himself ahead of time.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, increase Klarihg'en's level by two. To decrease the challenge, Klarihg'en must spend one round getting to his feet.

♟ **Klarihg'en, Kobold, Sor 4:** CR 4; Small humanoid; HD 4d4; hp 18; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +2; Grp –4; Atk +1 melee (1d2–2, unarmed); Full Atk +1 melee (1d2–2, unarmed); SA Spells; SQ Light sensitivity, spells; AL NE; SV Fort +1, Ref +2, Will +3; Str 7, Dex 12, Con 11, Int 13, Wis 8, Cha 16.

Skills and Feats: Bluff +12, Climb +1, Concentration +7, Intimidate +5, Search +3, Spellcraft +8; Combat Casting, Persuasive;

Light Sensitivity (Ex): Kobolds are dazzled in bright sunlight or within the radius of a *daylight* spell.

Sorcerer Spells Known: (6/7/4; save DC 13 + spell level): 0—*detect magic, detect poison, light, mending, prestidigitation, read magic;* 1st—*charm person, cause fear, expeditious retreat, hold portal, mage armor, magic missile, sleep;* 2nd—*arcane lock, flaming sphere, invisibility.*

Skills: Kobolds have a +2 racial bonus on Craft (trapmaking), Profession (miner), and Search checks.

E83. MORIGSSEN'S QUARTERS

The door to this Room requires a DC 35 Open Lock check to unlock. The door is normally locked if Klarihg'en is home. The door is normally locked if Morigssen is home. Morgissen can pick the lock if desired.

Neat and orderly, this room is organized with military precision. There are two beds in both northern corners, but only the one in the eastern has seen recent use. There is a shelf against both the eastern and western walls, both of which hold a few books.

Initial Attitude: Indifferent

Encounter: Morigssen is here 60% of the time. A quarter of the time Morigssen is patrolling and the rest of the time he is working on a plan to revolt. Morigssen usually sneaks out after the inevitables put him to bed for the evening because the inevitables only check in every four hours on the Redeemed, giving Morigssen plenty of time to sneak out.

Morigssen is guarded in his discussions with the PCs, wanting to feel out the PCs' intentions towards the inevitables without giving away his own plans. If the PCs are obvious in their dislike for the inevitables Morigssen may decide to bring them in on his plan, but if they learn of his plan and go to tell the inevitables Morigssen attacks them with the intent to kill.

Encounter Condition: Ambush, Concealment

Tactics: Morigssen brought a longsword with him into his Room. It is hidden behind the eastern bookshelves, but it is set up to be easy to draw, requiring a move equivalent action. Morigssen attacks if his plans have been discovered or in self defense and aims to kill. When at all possible Morigssen uses his sneak attack ability.

Treasure: The only treasure present is the longsword and short-sword they have smuggled in, both of which can be found with a DC 20 Search check.

EL: 8

Scaling: To increase the challenge of this encounter, add two rogue levels to Morgissen. To decrease the difficulty, remove two fighter levels.

♟ **Morigssen, Hobgoblin Ftr 4/ Rog 4:** CR 8; Medium humanoid; HD 4d10+8 + 4d6+8; hp 66; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +7; Grp +11; Atk +12 melee (1d8+6, longsword); Full Atk +12/+7 melee (1d8+6, longsword); SA Sneak attack +2d6; SQ Darkvision 60 ft., evasion, trapfinding, trap sense +1, uncanny dodge; AL LE; SV Fort +7, Ref +7, Will +2; Str 18, Dex 14, Con 15, Int 14, Wis 10, Cha 12.

Skills and Feats: Climb +11, Bluff +8, Diplomacy +6, Escape Artist +9, Hide +9, Jump +8, Intimidate +15, Listen +5, Move Silently +13, Open Lock +11, Search +7, Sense Motive +7, Sleight of Hand +9, Spot +5; Dodge, Negotiator, Persuasive, Skill Focus (open lock), Weapon Focus (longsword), Weapon Specialization (longsword).

Sneak Attack: If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and it increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 ft.

With a sap (blackjack) or an unarmed strike, a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

A rogue can sneak attack only living creatures with discernible anatomies — undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to sneak attacks. The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Trapfinding: Rogues (and only rogues) can use the Search skill to locate traps when the task has a Difficulty Class higher than 20.

Finding a nonmagical trap has a DC of at least 20, or higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it.

Rogues (and only rogues) can use the Disable Device skill to disarm magic traps. A magic trap generally has a DC of 25 + the level of the spell used to create it.

A rogue who beats a trap's DC by 10 or more with a Disable Device check can study a trap, figure out how it works, and bypass it (with her party) without disarming it.

Evasion (Ex): At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Trap Sense (Ex): At 3rd level, a rogue gains an intuitive sense that alerts her to danger from traps, giving her a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made

by traps. These bonuses rise to +2 when the rogue reaches 6th level, to +3 when she reaches 9th level, to +4 when she reaches 12th level, to +5 at 15th, and to +6 at 18th level.

Trap sense bonuses gained from multiple classes stack.

Uncanny Dodge (Ex): Starting at 4th level, a rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If a rogue already has uncanny dodge from a different class she automatically gains improved uncanny dodge (see below) instead.

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Chain mail, heavy shield, masterwork longsword.

E84. HIDDEN ARMORY

Weapons, armor, and shields fill this room from floor to ceiling. They all appear to be in good repair and little dust has collected on them. At the center of the room sits a forge surrounded by a circle of inlaid silver. The anvil is made out of white marble and glows slightly. The hammer is made out of adamantine and sits atop the anvil, calling out to be used.

Initial Attitude: N/A

Encounter: This Room served as an emergency armory for the garrison, reached by using the *all-door*. The command word to open the *all-door* to this Room is "Kelara."

None of the weapons in here are magic, but the forge allows them to be imbued temporarily with magic. If a weapon or suit of armor is placed on the anvil and struck with the hammer it can be imbued with magic by draining hit points (permanently) from the wielder of the hammer. For every hit point drained, the item is enchanted with a *+1 enhancement* bonus for 1 day, up to a *+5 enhancement bonus*. These bonuses only last for 24 hours.

Any armor or weapon qualities with a market value rated in enhancement bonus may also be added to an item by trading in the appropriate amount of enhancement bonuses. The process takes ten minutes. This process may only be performed on non-magical weapons and the weapons need not be masterwork.

Encounter Condition: Hallowed 1, Safe

Tactics: N/A

Treasure: There is at least one of every type of weapon and armor within this Room. There may be more than one at the DM's discretion.

EL: N/A

Scaling: N/A

E85. LOST GARDEN

Originally Room E85 was a garden tended by the celestials as a reminder of the green world they fought to protect. Unfortunately with the depleted numbers of the garrison the garden has not been properly cared for, and now it is a miniature jungle. As a result, a number of undesirable creatures have taken up residence here. These creatures live off of the magical *daylight* that bathes the Room.

The garden's most common inhabitants are phantom fungus and purple fungus, though a few celestial shambling mounds are also in the area. These shambling mounds are formed of mutated celestial plants, making them far more agreeable than most shambling mounds. While not particularly intelligent these creatures protect the garden from harm and chase evil creatures out of it if they can. They leave the various fungi alone, counting them as part of the garden. Few creatures from other areas of the dungeon come to the garden, knowing the danger of its inhabitants.

The shambling mounds are Friendly to non-evil PCs, who do no damage to the garden or its plants. The shambling mounds do not leave the garden under any circumstances, but work with the celestials if given the option.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The PCs find a small bush with gleaming red berries. A Survival check (DC 25) reveals them as blood berries — consuming one cures 1d4 hit points. There is 1d10 berries on the bush.
2	The PCs find a large, branching tree with wide, green leaves weighted down by large fruit. A Survival check (DC 30) reveals this tree to be a sinter tree — eating the fruit restores 1 point of temporary Strength and temporary Constitution damage. The tree holds 1d6 ripe fruit.
3	The PCs find a small green fern with abnormally thick leaves. A Survival check (DC 25) reveals the plant to be an angel fern — smeared on a the skin, it duplicates the effect of hide from animals (caster level 8th). There is enough sap to cover 1d4 Medium creatures.
4	The PCs find a red shrub covered with orange berries. A Survival check (DC 25) reveals it to be a fire bush — properly crushed and treated, a flask of alchemist's fire can be made from one berry (requiring a DC 15 Craft (alchemy) check). There are 1d6 berries on the shrub.
5	The PCs find a darkwood tree. — chopped down it provides enough wood to make five heavy shields. The shambling mounds do not react well to such actions, however.
6	The PCs hear the sound of water falling from the upper branches, mimicking the sound of rain.
7	Rain. The PCs are suddenly drenched by a heavy down pour falling with no discernible source. The rain lasts for 5 minutes, covers the entire garden, and creates Concealment.
8–12	Nothing
13–14	A phantom fungus attacks anyone that wanders too close.
15	A violet fungus attacks any creature that comes within reach.
16	A celestial shambling mound approaches the PCs. It attacks those who harm the garden or anyone evil. Otherwise, it leaves the PCs alone and continue on its way.
17	Farggalaan (Room E86) traveling *invisibly* through the Garden. He avoids the PCs if he does not know them.
18	A large monstrous spider attacks a group of less than three, but avoids larger groups.
19–20	A shrieker fungus screams if anyone approaches. Immediately roll another encounter on this table, ignoring a shrieker fungus result.

E85. LOST GARDEN

Both the secret doors at the southern end of the Room can be found with a DC 30 Search check. They are both triggered by pressing a stone in the wall next to the door; these stones are currently underneath a layer of vines, but they can still be pushed easily.

This large room appears to be an interior garden. The ceiling is masked with a blue sky, complete with a sun and the occasional storm cloud. The floor is covered with dirt and plant life abounds. In the distance you hear creatures moving through the forest and you swear you hear rain falling somewhere in the room. Someone put a very large forest in the middle of this dungeon.

Initial Attitude: Varies

Encounter: This Room is one giant forest with little in the way of landmarks or features. If the Room were larger one could easily get lost in it. The creatures that inhabit it are largely nomadic wanderers that have little in the way of dens, so there are no specifically important regions of the Room.

Encounter Condition: N/A

Tactics: See the Section description above.

Treasure: None of the creatures of the Lost Garden have anything of value. There is one possible source of treasure; in the southeastern corner of the Room a tree's roots have covered the corpse of a hound archon, but a DC 35 Search check is required to find the body. On the body are a silver dagger, 6 *+1 arrows*, a mighty composite longbow (+2 Str bonus), and a spiked chain.

EL: Varies

Scaling: To increase the challenge of these encounters, increase the HD of all creatures by +2. To decrease the challenge, reduce their HD by 2.

♟ **Celestial Shambling Mound:** CR 8; Large Plant (extraplanar); HD 8d8+24; hp 64; Init +0; Spd 20 ft., swim 20 ft.; AC 20, touch 9, flat-footed 20; Base Atk +6; Grp +15; Atk +11 melee (2d6+5, slam); Full Atk +2 melee (2d6+5, 2 slams); SA Improved grab, constrict 2d6+7, smite evil; SQ Acid resistance 10, cold resistance 10, damage resistance 5/magic, darkvision 60 ft., immunity to electricity, low-light vision, plant traits, resistance to fire 10, spell resistance 13; AL NG; SV Fort +9, Ref +2, Will +4; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9.

Skills and Feats: Hide +3*, Listen +8, Move Silently +8; Iron Will, Power Attack, Weapon Focus (slam)

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

Constrict (Ex): A shambler deals 2d6+7 points of damage with a successful grapple check.

Immunity to Electricity (Ex): Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily grants it 1d4 points of Constitution. The shambler loses these points at the rate of 1 per hour.

Skills: Shamblers have a +4 racial bonus on Hide, Listen, and Move Silently checks. * They have a +12 racial bonus on Hide checks when in a swampy or forested area.

Smite Evil (Su): Once per day a celestial creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against an evil foe.

Fungus, Shrieker: CR 1; Medium plant; HD 2d8+2 (11 hp); Init –5; Spd 0 ft.; AC 8, touch 5, flat-footed 8; Base Atk +1; Grp –4; Atk —; Full Atk —; Space/Reach 5 ft./0 ft.; SA Shriek; SQ Low-light vision, plant traits; AL N; SV Fort +4, Ref —, Will –4; Str —, Dex —, Con 13, Int —, Wis 2, Cha 1.

Skills and Feats: —

Shriek (Ex): Movement or a light source within 10 ft. of a shrieker causes the fungus to emit a piercing sound that lasts for 1d3 rounds. The sound attracts nearby creatures that are disposed to investigate it.

Fungus, Violet Fungus: CR 3; Medium plant; HD 2d8+6 (15 hp); Init –1; Spd 10 ft.; AC 13, touch 9, flat-footed 13; Base Atk +1; Grp +1/+3; Atk +3 melee (1d6+2 plus poison, tentacle); Full Atk +3 melee (1d6+2 plus poison, 4 tentacles); Space/Reach 5 ft./10 ft.; SA Poison; SQ Low-light vision, plant traits; AL N; SV Fort +6, Ref –1, Will +0; Str 14, Dex 8, Con 16, Int —, Wis 11, Cha 9.

Skills and Feats: —

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d4 Str and 1d4 Con. The save DC is Constitution-based

Phantom Fungus: CR 3; Medium plant; HD 2d8+6; hp 15; Init +0; Spd 20 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d6+3, bite); Full Atk +3 melee (1d6+3, bite); SA —; SQ Low-light vision, plant traits, greater invisibility; AL N; SV Fort +6, Ref +0, Will +0; Str 14, Dex 10, Con 16, Int 2, Wis 11, Cha 9.

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

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

Skills: A phantom fungus has a +5 racial bonus on Move Silently checks.

E86 THROUGH E88. FARGGALAAN THE NECROMANCER

One of Ezrael's apprentices, Farggalaan escaped Seraxes and the shadows shortly after their defeat by the celestials. Farggalaan is usually found in Rooms E86 through E88.

Farggalaan is a goblin wizard of moderate power. He was raised by humans for most of his childhood due to an early indication of his magical abilities, but he really just wants to be a goblin. He has no dreams of grand conquest at the head of undead hordes like his master Ezrael had; Farggalaan just wants a comfortable life, a mate, and to live to a ripe old age. If given the chance to escape he does anything in his power to make it so, short of facing the shadows in direct combat. But, he can only be trusted as long as his best interests are at stake unless the PCs actually befriend him, a process that would take several weeks. Farggalaan has never had a non-goblin friend that treated him as an equal. Doing so earns his trust quickly and garners the PCs a ready ally in Region E.

More than anything in the dungeon Farggalaan fears Seraxes and the shadows, who he knows seek to capture him. Farggalaan does not enter the shadow territory for any reason and avoids going anywhere near it. Farggalaan actively wants to destroy the shadows, thinking Seraxes a creature too dangerous to allow to live, and aids in any plan to destroy him. Farggalaan has no interest in rescuing Phinadar Solas from the captivity of the shadows because the two often clashed while under the tutelage of Ezrael. Farggalaan avoids the celestial garrison, fearing they will kill him outright, but he has learned of the Redeemed and seeks to contact them as possible allies. If the celestials learn of Farggalaan they either kill him or press him into the Redeemed, depending on what faction of the garrison finds him.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	An intense, piercing scream echoes through the Section.
2	A cold rush of air followed by a hot rush of air.
3	A ghostly image of celestials dying in battle.
4–13	Nothing
14	Farggalaan rushes from one Room to another, avoiding the PCs. If pressed he casts *greater invisibility* and flees into the Lost Garden or Shadow Mastiffs' Section.
15	Edgar (Room E87) shuffles about. He ignores the PCs unless attacked or there is a Small creature with them.
16	2d4 shadow mastiffs attack any group of less than five and flee from anything they can't outnumber. Groups accompanied by Farggalaan are ignored.
17	The PCs stumble upon a trap. ♦ **Glyph of Warding (Blast):** CR 5; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 acid, fire or sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.
18	The PCs stumble upon a trap. ♦ **Fusillade of Spears:** CR 6; mechanical; proximity trigger; automatic reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft. by 10-ft. area); Search DC 26; Disable Device DC 20.
19	The PCs stumble upon a trap. ♦ **Lightning Bolt Trap:** CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
20	Four members of Sarraas' pack seeking Farggalaan for magical assistance. They avoid contact unless forced.

E86. FARGGALAAN'S LABORATORY

The door to this Room is locked, requiring a DC 25 Open Lock check. Farggalaan keeps the only key.

The sound of bubbling liquids and boiling water mix in this room filled with beakers, glass tubes, oddly colored slimes, and dangerous looking unlabeled clay flasks. There are tables against all the walls of the room and another in the center, all of which are pot marked with scorch marks. Several chairs of varying designs surround the tables, all of which are made for someone fairly short.

Initial Attitude: N/A

Encounter: This Room serves as Farggalaan's laboratory. It is a fully functional alchemist's lab. He spends much of his time here working on alchemical or magical items. He is not presently around.

Encounter Condition: Smoke

Tactics: N/A

Treasure: If the PCs search this Room, allow them a DC 15 Search check. The number the highest roll exceeds the check by is the number of items they find from the following — a set of masterwork thieves' tools, a magnifying glass, a set of merchant's scales, a water clock, 500 gp worth of potion making materials that weigh 20 lbs., 500 gp worth of scroll making materials that weigh 10 lbs., two flasks of acid, three flasks of alchemist's fire, three vials of antitoxin, one *everburning torch*, three smokesticks, two sunrods, two tanglefoot bags, three thunderstones, five tindertwigs, *two potions of mage armor*, and a *scroll of identify*.

EL: N/A

Scaling: N/A

E87. FARGGALAAN'S QUARTERS

If you cram one more book, bone, or odd-looking shiny object into this room it would explode. Numerous shelves line the walls of this room, except for the southeastern corner where a bed juts up against the wall. The shelves are all overflowing with a wide variety of knick-knacks to the point where the floor before each shelf is completely covered. A table in the northwestern corner of the room is the only clear space, on which rests an open book that is blank. A small goblin bolts upright in the bed when you enter, a wand held at the ready, a questioning look on his face. "Do I barge into your bedroom?" it queries sounding very annoyed.

Initial Attitude: Indifferent

Encounter: This is Farggalaan's living quarters and he does not appreciate being disturbed. However, he is not necessarily looking for a fight, either. Assuming the PCs do not attack, Farggalaan invites them in, his wand sitting on his lap — ready for use. Farggalaan was raised by humans so he speaks fluent and even poetic common, and he is polite and well mannered.

The book on the table is Farggalaan's journal which details his daily activities since escaping the shadows, including magical experiments, and logged entries regarding ingredients for alchemical research.

Encounter Condition: Ambush, Concealment, Spell Resistance 15 (PCs only)

Tactics: If attacked Farggalaan takes the first round to cast *darkness* on himself and then targets the largest PC with *blindness* the round after that. He uses his *wand of lightning bolt* to defend himself, saving his prepared offensive spells for more appropriate situations (scorching ray for spellcasters, cause fear on rogues, etc.).

Farggalaan takes prisoners if he can, hoping that after a sound beating the PCs may be more willing to listen to reason. Farggalaan has no place to flee to so he makes his stand here unless an opportunity to escape via *gaseous form* or *expeditious retreat* presents itself. If Farggalaan reaches the door, he uses *wall of force* to keep the PCs from pursuing him.

If he expects trouble, Farggalaan casts *greater invisibility, haste, lesser globe of invulnerability, mage armor,* and *stoneskin* on himself before the fight begins.

If the fight lasts for more than 8 rounds Edgar (Room E88) investigates.

Treasure: A Search check (DC 20) reveals a *scroll of darkness, a potion of cure light wounds*, 56 gp, 79 sp, 34 cp, and a pearl worth 100 gp in various hiding places throughout the Room.

EL: 10

Scaling: This encounter is designed to be exceptionally challenging. It is not recommended that you alter it. However, if the PCs beat Farggalaan too easily, allow him to escape and prepare for a second battle.

To increase the challenge of this encounter, increase Farggalaan's level by two. To decrease the challenge, reduce Farggalaan's level by two and have Edgar arrive in 12 rounds.

♟ **Farggalaan, Goblin Wiz 9:** CR 9; Small humanoid; HD 9d4+9; hp 33; Init +3; Spd 30 ft.; AC 16, touch 16, flat-footed 13; Base Atk +4; Grp –1; Atk +4 melee (1d4–1, dagger); Full Atk +4 melee (1d4–1, dagger); SA Spells; SQ Darkvision 60 ft., spells; AL LE; SV Fort +4, Ref +6, Will +8; "Str 9, Dex 16, Con 12, Int 18, Wis 14, Cha 9.

Skills and Feats: Concentration +15, Craft (Alchemy) +14, Decipher Script +12, Handle Animal +6, Hide +11, Knowledge (Arcana) +15, Knowledge (History) +8, Move Silently +10, Ride +9, Spell Craft +14; Animal Affinity, Brew Potion, Combat Casting, Craft Wand, Scribe Scroll, Stealthy.

Wizard Prepared Spells: (4/5/5/4/3/1; save DC 14 + spell level): 0—*daze, detect magic, detect poison, resistance;* 1st—*cause fear, expeditious retreat, hold portal, mage armor, sleep;* 2nd—*blindness/deafness, darkness, glitterdust, invisibility, scorching ray;* 3rd—*dispel magic, gaseous form, haste, lightning bolt;* 4th—*greater invisibility, lesser globe of invulnerability, stoneskin;* 5th—*wall of force.*

Spell Book: 0—*acid splash, arcane mark, daze, detect magic, detect poison, disrupt undead, flare, light, read magic, resistance;* 1st—*alarm, cause fear, comprehend languages, detect undead, endure elements, expeditious retreat, hold portal, mage armor, obscuring mist, shield, sleep;* 2nd—*acid arrow, arcane lock, blindness/deafness, darkness, glitterdust, invisibility, resist energy, see invisibility, scorching ray, spider climb;* 3rd—*daylight, dispel magic, displacement, gaseous form, haste, halt undead, hold person, lightning bolt, tongues;* 4th—*charm monster, greater invisibility, lesser globe of invulnerability, polymorph, stoneskin, wall of fire;* 5th—*cone of cold, hold monster, wall of force.*

Skills: Goblins receive +4 racial bonus on Move Silently and Ride checks.

Possessions: Spellbook, *wand of lightning bolt* (15 charges), *a ring of protection +2, a scroll of invisibility,* and a *potion of cure moderate wounds.*

E88. FARGGALAAN'S DISPOSAL ROOM

The ceiling of this room is stained by fire as evidenced by two small, blackened piles of wood in the southeastern and western corners of the room. Refuse is scattered across the northern section of the room. At the center of the room is a circular stone table. A monstrous spider sits before the tables, clacking its claws excitedly.

Initial Attitude: Unfriendly

Encounter: This Room serves as Farggalaan's garbage disposal. It also serves as a home for Farggalaan's charmed pet monstrous spider Edgar (hp 31), who attacks anyone who bothers him.

Encounter Condition: N/A

Tactics: Edgar is more concerned with being left alone and keeping Farggalaan safe than killing the PCs so he leaves them alone if they do not bother him. If they attack him Edgar tries to grab the PCs and use his web ability to trap the PCs and then use his poison attack on them.

Treasure: Beyond the blackened debris, there is nothing of value here. Farggalaan only throws away what he cannot use.

EL: 4

Scaling: To increase the challenge of this encounter, increase Edgar's HD by two. To decrease the challenge, reduce Edgar's HD by two.

Edgar, Large Monstrous Spider: CR 2; Large vermin; HD 4d8+4; hp 23, 31; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 12, flat-footed 11; Base Atk +3; Grp +9; Atk +4 melee (1d8+3 plus poison, bite); Full Atk +4 melee (1d8+3 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2.

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

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

Web (Ex): Monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

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

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

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

* Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks.



E89 THROUGH E92. THE INSECT HORDE

A number of unusually large insects inhabit Rooms E89 through E92, driving out other creatures by sheer numbers.

One of the many deceased members of the celestial garrison was a trumpet archon known as Sedar the Hive, renowned for her special affinity for insects. In addition to the normal powers of her horn it could create a horde of oversized insects, ready to do her bidding. Unfortunately during the battle that followed the second earthquake Sedar chased down a group of lesser devils who had breached the ward and cornered them in Room E92. In the fight that followed the devils were slain but Sedar lost her life as well, driving her sword through the last devil with her dying breath. Unfortunately in the fight Sedar's trumpet was cleaved in twain and the summoned insects all suddenly were free to wander as they desired, taking over a small section of the dungeon. The insects do not battle each other, but they attack any other creature they encounter. The celestials are aware of their presence but unaware of their source, while most of the other creatures simply avoid them when possible.

The Large insects have some trouble fitting through many of the doors in the dungeon but manage it, requiring a full round action to crawl through a doorway.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The howl of a shadow mastiff echoes through the Section. All PCs must make a Will save (DC 13) or become panicked for 2d4 rounds.
2	A cold rush of air, threatens your torchlight. Drafty.
3–12	Nothing
13–14	A large monstrous spider attacks any creatures encounters.
15–16	A large monstrous centipede avoids the PCs and only attacks in self defense.
17	1d6 giant fire beetles wandering aimlessly unless attacked.
18	The PCs stumble upon a trap. **Camouflaged Pit Trap:** CR 5; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17.)
19	The PCs stumble upon a trap. **Wall Scythe Trap:** CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/×4, scythe); Search DC 21; Disable Device DC 18.
20	The PCs stumble upon two traps that trigger together. **Fireball Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 5th-level wizard, 5d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28. **Lightning Bolt Trap:** CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

E89. SPIDER ARMORY

Overturned shelves and racks cover the floor of this room, many of which are cracked and broken. Bones and dried husks are stacked on top of the shards of wood. Above the broken remains are a number of large spider webs, cover much of the ceiling and all the corners. In the webs in both the northwestern and southeastern corners a large spider sits, eyeing you eight times over.

Initial Attitude: Hostile

Encounter: Three monstrous spiders (hp 23, 22, 21) wait in this Room for prey to wander by. The third spider hangs above the door the PCs enter through, requiring a DC 22 Spot check or DC 21 Listen check to notice before it attacks.

Encounter Condition: Ambush, Echoes 6

Tactics: The spider above the door tries to attack the third person to enter the Room. The other two spiders attack once their sneaky comrade drops down, using their web spinners to entangle the front two people and then close in to bite them once they are entangled.

Treasure: A DC 20 Search check reveals the following in the Room: 12 sp, a masterwork morning star, a rapier, a light crossbow, 12 bolts, and a small silver statue of an angel taking to flight worth 100 gp.

EL: 4

Scaling: To increase the challenge of this encounter, add two more monstrous spiders. To decrease the challenge, remove one monstrous spider.

Monstrous Spider, Large: CR 2; Large vermin; HD 4d8+4; hp 23, 22, 21; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 12, flat-footed 11; Base Atk +3; Grp +9; Atk +4 melee (1d8+3 plus poison, bite); Full Atk +4 melee (1d8+3 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +5, Ref +4, Will +1; Str 15, Dex 17, Con 12, Int —, Wis 10, Cha 2.

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

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

Web (Ex): Monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

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

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

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

* Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks.

E90. HALL OF THE FALLEN

Fog clings to the floor of this room, crawling up the many columns reaching the ceiling. The floor is moist and the lights subdued, giving the room the feel of a natural subterranean formation. Skittering creatures can be heard in the distance, but with all this fog, the source of the noise may be much closer. The columns are all covered in text in a range of languages, all carved directly into the stone.

Initial Attitude: Hostile

Encounter: There are five giant fire beetles (hp 5 each), two Medium monstrous scorpions (hp 13 each), and three Medium monstrous spiders (hp 11 each) lurking in this Room. A heavy stench hangs in the air, as the vermin dig through the rot of the dungeon walls, wallowing in filth.

The texts on the columns are eulogies and messages written by members of the garrison to those who fell in battle.

Encounter Condition: Ambush, Concealment, Fog, Spell Resistance 16, [Stagnant Air]

Tactics: Insects of a like type swarm a single target before moving on to a new victim. If any of the PCs are dropped, the insects swarm the PCs' bodies.

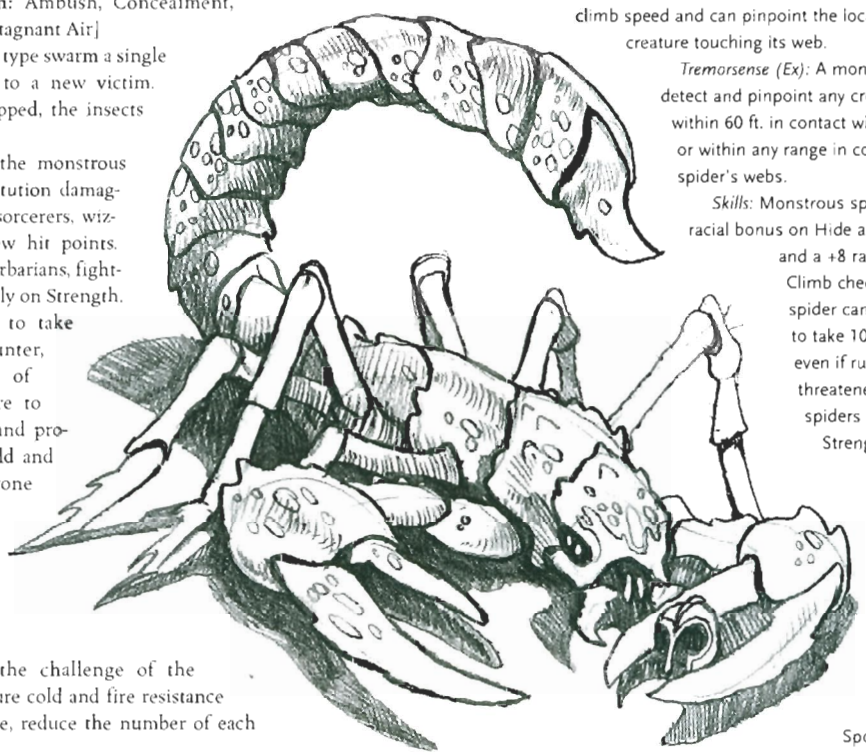
The DM should have the monstrous scorpions use their Constitution damaging poison to hurt bards, sorcerers, wizards, and anyone with few hit points. Lastly, the spiders target barbarians, fighters, and PCs who rely heavily on Strength.

DMs who fully want to take advantage of this encounter, should increase the DC of these saves by 3 or more to really challenge the PCs and provide the vermind with cold and fire resistance. If anyone escapes this encounter without ability score damage, this encounter was too easy.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of the encounter, give each creature cold and fire resistance 10. To reduce the challenge, reduce the number of each insect type by one.



Giant Fire Beetle: CR 1/3; Small vermin; HD 1d8; hp 5; Init +0; Spd 30 ft.; AC 16, touch 11, flat-footed 16; Base Atk +0; Grp –4; Atk +1 melee (2d4, bite); Full Atk +1 melee (2d4, bite); SA —; SQ Darkvision 60 ft., vermin traits; AL N; SV Fort +2, Ref +0, Will +0; Str 10, Dex 11, Con 11, Int —, Wis 10, Cha 7.

Skills and Feats: —

Monstrous Scorpion, Medium: CR 1; Medium vermin; HD 2d8+4; hp 13; Init +0; Spd 40 ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d4+1, claw); Full Atk +2 melee (1d4+1, 2 claws) and –3 melee (1d4 plus poison, sting); SA Constrict 1d4+1, improved grab, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +5, Ref +0, Will +0; Str 13, Dex 10, Con 14, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +5, Hide +4, Spot +4.

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

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

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d3 Con. The save DC is Constitution-based.

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

Monstrous Spider, Medium: CR 1; Medium vermin; HD 2d8+2; hp 11; Init +3; Spd 30 ft., climb 20 ft.; AC 14, touch 13, flat-footed 11; Base Atk +1; Grp +1; Atk +4 melee (1d6 plus poison, bite); Full Atk +4 melee (1d6 plus poison, bite); SA Poison, web; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +4, Ref +3, Will +0; Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +11, Hide +7*, Jump +0*, Spot +4*; Weapon Finesse*.

Poison (Ex): Injury, Fortitude DC 12, initial and secondary damage 1d4 Str. The save DC is Constitution-based.

Web (Ex): Monstrous spiders often wait in their webs or in trees, then lower themselves silently on silk strands and leap onto prey passing beneath. A single strand is strong enough to support the spider and one creature of the same size.

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

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

Skills: Monstrous spiders have a +4 racial bonus on Hide and Spot checks and a +8 racial bonus on Climb checks. A monstrous spider can always choose to take 10 on Climb checks, even if rushed or threatened. Monstrous spiders use either their Strength or Dexterity modifier for Climb checks, whichever is higher.

*Hunting spiders have a +10 racial bonus on Jump checks and a +8 racial bonus on Spot checks.

E91. FOUNTAIN ROOM

Two large stone tables are in the center of this room. In the southern wall a fountain gurgles slowly as four large centipedes click softly while drinking from the fountain. They look up as you enter, eyeing you.

Initial Attitude: Hostile

Encounter: This Room provides an unnatural water supply for most of the nearby garrison members. However, recently, it was taken over by vermin and it now serves the local insect population. Four monstrous centipedes (hp 15 each) have wedged themselves in, waiting for prey looking to drink from the fountain.

Encounter Condition: Cover, Echoes 4, Hallowed 3, Spell Resistance 18

Tactics: Four centipedes charge the PCs, using their poison to incapacitate them. As in Room E90, they use their poison against the PCs least likely to resist their venom. To severely hamper the PCs, have the monstrous scorpion attack the physically weakest party member.

Because of the magical properties of this Room, each centipede and scorpion has its poison DC increased by 2; this is not noted in the stat block below.

Treasure: The fountain in this Room is invigorating and refreshing, but beyond that it can heal creatures of life-threatening ailments. Anyone drinking from this fountain immediately turns permanent ability score damage to temporary ability score damage, and temporary ability score damage is healed immediately to all but 1 point (which heals normally in 24 hours). In addition, everyone drinking from the fountain heals 2d8 points of damage as if they drank a *cure* potion.

PCs may only gain benefit from the fountain once per week, but cannot drink as much as they want without getting sick. Like all *cure* spells, this water harms undead.

If placed in a flask (or any container), the water spoils after 24 hours.

EL: 4

Scaling: To increase the challenge of this encounter add two monstrous centipedes and increase the DC of their poison by +3. To decrease the challenge, remove one centipede.

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

Skills and Feats: Climb +10, Hide +6, Spot +4; Weapon FinesseB

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

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

E92. HOME OF THE TRUMPET

While this room looks to have once been a sparring room or practice area of some type, its character is drastically changed now. At the center of the room sits a winged, bald humanoid, a broken trumpet clutched in one hand and a spear in the other. The spear is impaling a horrid, white insectoid creature the size of four men combined. Also in the room are corpses of horned and winged creatures, all decomposing. Several slain insects also sit rotting on the floor of the room. Chittering noises can be heard coming from the pile of corpses.

Initial Attitude: Hostile

Encounter: There is no illumination in this Room. This is where Sedar and her enemies fell. Now, five monstrous scorpions (hp 26), attracted by the residue of magic, make their home among the bodies.

Encounter Condition: Ambush (darkness), Deep Darkness, Hallowed 2, Spell Resistance 15

Tactics: The monstrous scorpions, hiding among the corpses, attack the PCs as soon as they investigate the bodies. They sting and drag the PCs back to the pile of corpses where the victims are devoured. The scorpions attack targets without armor first and concentrate their attacks on a single target when possible.

Treasure: Sedar's spear is a *+1 holy longspear*.

EL: 7

Scaling: To increase the challenge of this encounter, add two monstrous scorpions. To decrease the challenge, remove two of the monstrous scorpions.

Monstrous Scorpion, Medium: CR 2; Medium vermin; HD 4d8+8; hp 26; Init +0; Spd 40 ft.; AC 14, touch 10, flat-footed 14; Base Atk +3; Grp +5; Atk +5 melee (1d4+2, claw); Full Atk +5 melee (1d4+2, 2 claws) and +0 melee (1d4 plus poison, sting); SA Constrict 1d4+2, improved grab, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +5, Ref +0, Will +0; Str 14, Dex 10, Con 14, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +6, Hide +4, Spot +4.

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

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

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d3 Con. The save DC is Constitution-based.

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

E93 THROUGH E100. HOUNDS OF SHADOW

A group of mastiffs who escaped during the second earthquake live in the western portion of Region E, waiting for their chance to free other creatures from behind the *wards* of the celestials. These shadow mastiffs serve no master and control Rooms E93 through E100.

Of all the groups in Region E, the shadow mastiffs are the only group the celestials are actively concerned with. The shadow mastiffs are not much of a threat, but they did manage to escape during the second earthquake due to a ward that was not properly charged because of the missing ward staves. The shadow mastiffs waited in Region E for other creatures to join them from below and to lick their wounds, but soon found that no one else had escaped. By the time they had decided no one else was coming they were already trapped, both by the repaired wards of the celestials and Seraxes shadow legions. If the shadow mastiffs could find the secret door leading to Room E2 they could easily escape, but as yet they have not been able to.

The goal of the shadow mastiffs is to help the creatures imprisoned below escape, which means destroying the wards. Having little magical power, the shadow mastiffs have decided destroying the surviving members of the garrison is the best way of destroying the wards. They do not fight the garrison openly, instead occasionally ambushing lone celestials or stealing supplies. The shadow mastiffs mainly trouble Kelara and her side of the garrison, rarely interfering with the inevitables or their operations.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A loud clanging noise echoes through the Section.
2	There is a cold rush of air and then a scuttling sound, like an approaching or fleeing creature.
3	A ghostly image of a celestial's death. This image is nothing but a spiritual echo, depicting fiends and shadows slaying the celestial.
4–11	Nothing
12–16	Four shadow mastiffs out looking for a meal. Non-allies and non-celestials are attacked without pause.
17	A Large monstrous scorpion hunting. It attacks anything.
18	The PCs stumble upon a trap. **Fusillade of Spears:** CR 6; mechanical; proximity trigger; automatic reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10-ft. by 10-ft. area); Search DC 26; Disable Device DC 20.
19	The PCs stumble upon a trap. **Fireball Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (fireball, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
20	Farggalaan (Room E87) out looking for spell components. He avoids the PCs unless he knows them; in which case he is merely Unfriendly.

E93. SHRINE

Six fountains are built into the walls of this room, each in a different design. All the fountains feature a humanoid statue at their center, but these statues have long since been damaged to the point of being unrecognizable. The fountains bubble slightly, but all the fountains now leak water onto the floor through numerous cracks. A small shrine sits against the center of the eastern wall, but it was long ago savagely attacked and its wood frame lays splintered and battered. Three large, black furred dogs cavort in the marble fountains.

Initial Attitude: Hostile

Encounter: This Room served the garrison as a place of contemplation and purification, each of the fountains dedicated to a godly patron of the garrison. Now it lays in disarray, the divine long absent. Instead three shadow mastiffs (hp 32, 31, 30) use this Room to bathe.

Encounter Condition: Ambush (darkness), Distracting Visions 6, Echoes 6, [Total Concealment]

Tactics: If the PCs are exceptionally noisy, the shadow mastiffs are ready. Otherwise, they howl at the PCs at a distance the first round of combat and close quickly for melee thereafter. They divide and conquer, corralling a single prey into a corner and weakening the "herd." Should the fight last 3 rounds or more, the mastiffs flee to Room E95.

Treasure: The fountain in this Room draws upon the same spring as Room E91. Drinking from these fountains produces the same effect.

EL: 7

Scaling: To increase the challenge of this encounter, add one shadow mastiff. To decrease the challenge, remove one.

Shadow Mastiff: CR 5; Medium outsider (extraplanar); HD 4d8+12; hp 32, 31, 30; Init +5; Spd 50 ft.; AC 14, touch 11, flat-footed 13; Base Atk +4; Grp +7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA Bay, trip; SQ Darkvision 60 ft., shadow blend, scent; AL NE; SV Fort +7, Ref +5, Will +5; Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13.

Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8*; Dodge, Improved Initiative, Track*.

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-ft. spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Skills: * A shadow mastiff has a +4 racial bonus on Survival checks when tracking by scent.

E94. ROOM OF WARMTH

A blindingly bright globe of light illuminates this room from the ceiling, completely filling the room with daylight. Making the light seem even brighter this room is abnormally warm. While not likely to cause serious harm, staying in this room for long will be very uncomfortable.

Initial Attitude: N/A

Encounter: This Room stays at a constant 90 degrees Fahrenheit, allowing creatures used to a slightly warmer environment to remain comfortable. The shadow mastiffs avoid this Room due to the daylight spell attached to the ceiling. They do not chase characters into the Room, but set ambushes for them outside instead.

Encounter Condition: Safe, Spell Resistance 10

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

E95. SILENCE

As soon as you enter this room everything goes dead quiet; you can't even hear your own heartbeat. The walls are coated in dull gray metal plating that reflects little light and makes the room gloomy. Three small straw mats sit on the floor of the room along with a single wooden chair. A single humanoid corpse leans against the north wall, several arrows sticking out of his chest. Three large black dogs are asleep on the floor of the room, apparently taking advantage of the utter and complete silence.

Initial Attitude: Hostile

Encounter: This Room is under the effect of a permanent silence spell; no sound of any type can be heard within the confines of this Room. The three shadow mastiffs (hp 30 each) do not awaken unless the PCs touch them or the PCs drop something heavy enough on the floor to make it vibrate.

Encounter Condition: N/A

Tactics: If awakened the shadow mastiffs flee the Room immediately so they can use their bay ability, concentrating their attacks on any character blocking the door until they escape. If unable to escape they fight until the last.

Treasure: The corpse, that of a slain aasimar paladin, carries a *potion of cure moderate wounds*, a masterwork halberd, and a dented suit of chain mail.

EL: 7

Scaling: To increase the challenge of this encounter, add one shadow mastiff and have them all awake, ready to ambush the PCs. To decrease the challenge, remove one shadow mastiff.

Shadow Mastiff: CR 5; Medium outsider (extraplanar); HD 4d8+12; **hp 30; Init** +5; Spd 50 ft.; AC 14, touch 11, flat-footed 13; Base Atk +4; **Grp** +7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); **SA** Bay, trip; SQ Darkvision 60 ft., shadow blend, scent; AL NE; SV Fort +7, Ref +5, Will +5; Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13.

Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8*; Dodge, Improved Initiative, Track*.

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-ft. spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff 's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Skills: * A shadow mastiff has a +4 racial bonus on Survival checks when tracking by scent.

E96. WHITE NOISE

As soon as you open the door to this room an intense wall of noise assaults your senses, reflexively cover your ears for a few seconds. The inside of the room is covered in shiny metal plating and contains only a few metal chairs and a straw mat. These facts are nearly completely ignored in the face of the overwhelming noise with no discernable source in the room. The sounds are also difficult to identify; they are too loud to easily recognize.

Initial Attitude: N/A

Encounter: Anyone staying in this Room suffers 1d3 points of sonic damage each minute and they must make a DC 14 Fortitude save or be deafened for 1d10 hours. Creatures with sonic resistance are immune to these effects.

Encounter Condition: Distracting Noises 10

Tactics: It is inexplicable why a Room of this kind could be built, but perhaps it was used as a tool to subdue beasts the inevitables could not normally contain.

Treasure: N/A

EL: N/A

Scaling: N/A

E97. A ROOM OF COGS

From within this room comes a number of soft, repetitive click noises, the source of which are dozens of cogs, cranks, pulleys, and chains. This room looks like an automated device of some sort, but its exact purpose is not clear. The only unusually thing about the cogs is that there seems to be the body of a humanoid corpse clogging the gears in the northeastern corner. Three large black dogs sit in the center of the room.

Initial Attitude: Hostile

Encounter: The cogs do not actually perform any useful function, other than grate on the nerves of those unaccustomed to the sound. The one extraordinary feature of the Room is that all the walls have gravity pushing down on them, meaning characters can walk on the walls or ceiling as easily as they walk on the floor.

Encounter Condition: Ambush (darkness), Distracting Noises 8

Tactics: The three shadow mastiffs (hp 33 each) bay as soon as they see the PCs, summoning help from the surrounding Rooms and hopefully causing some of the PCs to panic. They then close for melee combat, using the odd gravity of the Room to circle around the PCs and attack the rear if possible. The shadow mastiffs flee or hide in the shadows if seriously wounded and no help arrives.

The body is that of an aasimar wizard who was slain by the shadow mastiffs a few months ago.

Treasure: On the wizard's body the PCs can find a scroll of *scroll of sculpt sound*, a *scroll of gentle repose*, a *scroll of keen edge*, and a *wand of shatter* with 12 charges.

EL: 7

Scaling: To increase the challenge of this encounter, add one shadow mastiff and increase the Distracting Noise to 12. To decrease the challenge, remove one shadow mastiff and reduce the Distracting Noise to 5.

Shadow Mastiff: CR 5; Medium outsider (extraplanar); HD 4d8+12; hp 33; Init +5; Spd 50 ft.; AC 14, touch 11, flat-footed 13; Base Atk +4; Grp +7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA Bay, trip; SQ Darkvision 60 ft., shadow blend, scent; AL NE; SV Fort +7, Ref +5, Will +5; Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13.

Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8*; Dodge, Improved Initiative, Track*.

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-ft. spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff 's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Skills: * A shadow mastiff has a +4 racial bonus on Survival checks when tracking by scent.

E98. MEDITATION

Framed collections of shredded canvas hang where there were once paintings in this room, setting the theme of destruction for the entirety of the room. There are three smashed wooden tables, several broken chairs, and several destroyed bottles, incense burners and jars. Two large black dogs stalk through the room, growling at each other.

Initial Attitude: Hostile

Encounter: This Room once served as a meditation Room for the garrison. Unfortunately it has been completely demolished by the two shadow mastiffs (hp 33 each) who reside here now.

Encounter Condition: Ambush, Concealment, Echoes 5

Tactics: Upon spotting the PCs, the shadow mastiffs use their bay ability and then flee to Room E99. From there, they run to Room E100 to warn Leirkos. They only fight if trapped.

Treasure: NA

EL: 6

Scaling: To increase the challenge of this encounter, add one shadow mastiff (who stays behind to hold off the PCs). To decrease the challenge, allow the PCs a surprise round before the shadow mastiffs can run for help.

Shadow Mastiff: CR 5; Medium outsider (extraplanar); HD 4d8+12; hp 33; Init +5; Spd 50 ft.; AC 14, touch 11, flat-footed 13; Base Atk +4; Grp +7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA Bay, trip; SQ Darkvision 60 ft., shadow blend, scent; AL NE; SV Fort +7, Ref +5, Will +5; Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13.

Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8*; Dodge, Improved Initiative, Track*.

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-ft. spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff 's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Skills: * A shadow mastiff has a +4 racial bonus on Survival checks when tracking by scent.

E99. ROOM OF NIGHT

This room is completely black. Your light sources can barely penetrate the inky darkness within, reaching only a fraction of their normal range. It sounds like there is something moving inside, but it is impossible to make out what it is.

Initial Attitude: Hostile

Encounter: This Room served as a place for those members of the garrison who needed a temporary respite from the garrison. The *darkness* effect in this Room reduces the range of all light sources to 1/4th of their normal range. It cannot be dispelled.

There are three shadow mastiffs (hp 34, 33, 32) in this Room, waiting for the PCs to enter. The floor of the Room is covered in scavenged sheets and pillows because the shadow mastiffs often sleep in this Room.

Encounter Condition: Ambush (darkness), Concealment, Deep Darkness, Hazardous Footing 18, Spell Resistance 12

Tactics: The shadow mastiffs are aware of the PCs and cannot be surprised. They fight as long as the PCs seem intimidated by the *darkness*, but they bay as soon as they face serious opposition. This baying draws Leirkos and his two guards from Room E100 in 1d3 rounds.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add one shadow mastiff and have reinforcements arrive in 1 round. To decrease the challenge, remove one shadow mastiff and have reinforcements arrive in 1d6 rounds.

Shadow Mastiff: CR 5; Medium outsider (extraplanar); HD 4d8+12; hp 34, 33, 32; Init +5; Spd 50 ft.; AC 14, touch 11, flat-footed 13; Base Atk +4; Grp +7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA Bay, trip; SQ Darkvision 60 ft., shadow blend, scent; AL NE; SV Fort +7, Ref +5, Will +5; Str 17, Dex 13, Con 17, Int 4, Wis 12, Cha 13.

Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8, Survival +8*; Dodge, Improved Initiative, Track*

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-ft. spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff 's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Skills: * A shadow mastiff has a +4 racial bonus on Survival checks when tracking by scent.

E100. ROOM OF DEATH

This dark gray room is illuminated at a light level equal to twilight, casting a strange pale tone of light around the room. Several black iron chairs are scattered about the room and a number of skulls are attached to the walls. A small nest of blankets and pillows sits in the southwestern corner of the room. The whole room has a serious, oppressive feel, as if only weighty matters are allowed to be contemplated here.

Initial Attitude: Hostile

Encounter: This Room was intended as a place for those mortal members of the garrison to contemplate and cherish their own humanity and for the immortal members of the garrison to understand what it is to be mortal. It became a place for the marut inevitables to deal with the failures of the Region and its leadership.

In time, the Room was lost and now Leirkos (hp 50), the leader of the shadow mastiff pack, makes his home in this Room. His mate Phaer (hp 48) can be found here with him at all times.

Encounter Condition: Ambush, Fearless, Smoke, [Total Concealment]

Tactics: Leirkos attacks any intruders unless they submit immediately by baring their neck to him. Otherwise he and his mate bay for two rounds, before leaping into the fray. They are fearless and fight without mercy. Leirkos fights to the death, knowing that a show of weakness would lose him his alpha status among the pack.

Treasure: Leirkos has collected a number of items, which he keeps in his nest. A DC 15 Search check reveals his stash — an eversmoking bottle, a ruby worth 200 gp, and a silver necklace worth 150 gp.

EL: 9

Scaling: To increase the challenge of this encounter, add one shadow mastiff guard. To decrease the challenge, remove Phaer.

Leirkos and Phaer, Shadow Mastiff: CR 6; Medium outsider (extraplanar); HD 6d8+18; hp 50, 48; Init +5; Spd 50 ft.; AC 14, touch 11, flat-footed 13; Base Atk +6; Grp +9; Atk +9 melee (1d6+4, bite); Full Atk +9/+4 melee (1d6+4, bite); SA Bay, trip; SQ Darkvision 60 ft., shadow blend, scent; AL NE; SV Fort +8, Ref +6, Will +6; Str 17, Dex 13, Con 17, Int 7, Wis 12, Cha 13.

Skills and Feats: Climb +5, Hide +10, Intimidate +5, Listen +10, Move Silently +10, Spot +10, Survival +10*; Dodge, Improved Initiative, Mobility, Track*

Bay (Su): When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-ft. spread must succeed on a DC 13 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same mastiff's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A shadow mastiff that hits with its bite attack can attempt to trip the opponent as a free action (+3 check modifier) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the shadow mastiff.

Shadow Blend (Su): In any condition of illumination other than full daylight, a shadow mastiff can disappear into the shadows, giving it total concealment. Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability. A *daylight* spell, however, will.

Skills: * A shadow mastiff has a +4 racial bonus on Survival checks when tracking by scent.

E101 THROUGH E112. CELESTIAL GARRISON

The surviving members of the celestial garrison that do not believe in the efforts of the inevitables live in the northwestern corner of Region E, claiming Rooms E101 through E112. Despite their small numbers these steadfast survivors continue their duty to keep the ancient evils below locked away; millennia without backup, relief, or even acknowledgement of their existence has worn on these proud celestials, but they still stand strong against the darkness they swore to imprison so long ago.

The celestials are led by Kelara the Fearsome, a Leonal that originally was twelfth in command of the garrison. Attrition has forced her to take charge of the remaining members of the garrison to keep the wards active, despite the lost ward staves and the issues with the inevitables. Due to the low number of celestials available for charging the wards a good portion of the celestial garrison is level-drained at any given time, which makes it difficult for Kelara to force the inevitables to shape up, or take the fight to the shadows or shadow mastiffs encroaching on the garrison.

The celestials spend all their time recharging the wards, patrolling the wards, or resting and protecting their home territory. The Bralani occasionally venture into other Regions of Region E to hunt, but the rest of the garrison stays within their own territory for security. They know there are a number of items somewhere in the section they could use, such as the *all-door* or the missing ward staves.

The celestials attack evil creatures that enter their domain, but they seek to parlay with other creatures and are more than willing to form alliances with other good creatures. Kelara requires some type of test of the PCs' intentions and abilities though, such as collecting half a dozen barghest pelts or slaying a certain number of shadows. They can exchange healing, some magical equipment, and knowledge for help recovering lost items or assistance with charging the wards. Kelara is greatly appreciative of any help the PCs can give; possibly even inducting them into the garrison as honorary members if they are extremely helpful.

Kelara and her celestials avoid interacting with the inevitables, not wanting to be a party to their questionable methods. Kelara does not feel she and her followers have the strength to force a resolution currently, but if her position improves she tries to force the inevitables to disband and the Redeemed to forsake their current course. Kelara's ultimate goal is to get the inevitables to return home so their programming can be updated.

Due to the celestial ability to always use tongues as a spell-like ability when around strangers the celestials often speak in extremely archaic versions of celestial that are not known to mortals. This allows them to keep their discussions private and can be disconcerting to those not accustomed to it.

THE GARRISON

Besar. Rabble-rouser of the garrison, he often disobeys inconsequential orders if they interfere with his efforts to get the most out of life. He thinks the garrison should spend more time hunting down the barghests and shadow mastiffs. Besar does not disobey orders that are vital to the garrison, such as ward charging duty, but he readily skips out on helping out with supplies or removing rubble. He accepts whatever punishments these actions earn him with aplomb, always ready to do his part, but on his own schedule.

Doj. While he lives within the confines of the garrison, Doj spends most of his time apart from the others, seeking solitude or the thrill of the hunt. He can be counted on to be ready in times of battle, but otherwise he is rarely around. Doj's mate, Sensil, recently disappeared and is presumed dead. Doj has been consumed with sadness and guilt for not saving her.

Kelara the Fearsome. The leader and (currently) highest ranking celestial in the garrison. Weary but ready to die with honor, she is the epitome of honor and martial prowess. Kelara was originally twelfth in line for command of the garrison a squad commander in charge of one of the elite heavy combat teams in the garrison. Kelara is very much a "smash it until it's not a problem" sort of leader at heart, but she realizes this and tempers her actions with patience. Kelara carries one of the *ward staves* when it is not in use.

Lilig. Originally stationed in the deeper reaches of the dungeon, Lilig retreated when her post was overrun shortly after the first earthquake. She still mourns her lost comrades and wishes someone would find their bodies down in the depths where they lie unburied. She questions anyone who returns from the lower depths about any celestials they find beneath, hoping against hope some of her comrades survive.

Morkor, Whose Arms Are Soaked in Blood. Kelara's right hand man, he is the most powerful individual combatant amongst the surviving members of the garrison, but has no desire to lead. He merely wants his enemy's blood on his hands and the innocents saved from the predation of evil. Morkor has been Kelara's right hand man since they were assigned to the garrison and the two are nearly inseparable. Morkor carries one of the *ward staves* when it is not in use.

Sanjid. One of the reserve healers assigned to the garrison, Sanjid has not seen as much combat as other members of the garrison. More a scholar than a warrior, he is unsure of his skills as a warrior. He always tries his best, but often fears the results will shame him in the eyes of others.

Sorjin. An unusually large lantern archon, Sorjin keeps an eye on the garden area and the shadows, always concerned about the growing number of shadows. If he was more martially capable Sorjin would go shadow hunting himself, but instead he accompanies the PCs if they think to ask him. Sorjin is protective of the other lantern archons and sees himself as their defender as he is bigger than the others.

Spark. This lantern archon is charged with continually checking on the major wards in the Region, reporting any damage to them. Spark is playful with those it encounters who are not evil, helping them find their way through dark Regions. Spark normally avoids combat, fleeing to the protection of the other celestials.

Spers. While Morkor is not the most capable warrior in the garrison, none desire combat more than Spers. She spends much of her time checking wards and training, always spoiling for a fight.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A strange chanting echoes through the dungeon.
2–3	A trumpet sounds through the halls, followed by the sounds of marching army.
4–12	Nothing
13	Kelara and Morkor patrol their territory. They attack any evil creatures, but are Friendly to non-evil PCs.
14	Spark (Room E108) checks the *wards* in this Section. He avoids combat, directing friendly PCs to Kelara (Room E109).
15	Smeras (Room E70) sniffs around, making sure nothing has escaped the wards. He is abrupt with non-evil PCs, directing them to Kelara. He attacks evil creatures on sight.
16	Besar (Room E102) heads off to hunt shadows, shadow mastiffs, or barghests when he should be patrolling or resting. If the PCs are allies he invites them along.
17	Doj (Room E101) stealthily wandering the halls alone. He watches the PCs and avoids contact unless they are known allies (or evil). He attacks evil creatures on sight.
18	The PCs stumble upon a trap. **Glyph of Warding (Blast):** CR 6; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 5d8 acid, fire, or sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.
19	The PCs stumble upon a trap. **Lightning Bolt Trap:** magic device; proximity trigger (alarm); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
20	A phantom fungus is hunting. It mindlessly attacks anything.

E101. DOJ'S QUARTERS

A disheveled room with little semblance of organization, sheets, plates, weapons, and clothes lay strewn about the room. The bed in the northeastern corner is almost stripped of its sheets and the pillow has been cast to the floor. A large mirror sits on top of a chest of drawers, but it has been broken. A wooden chair sits unsteadily near the door to the room, one of its legs crudely reattached after being lost some time in the past.

Initial Attitude: Friendly

Encounter: This is the Room of Doj, a bralani. He is here 30% of the time; spending his time charging wards, patrolling, or looking for Sensil. Doj only comes here to sleep or shout out his frustration. He is rarely in an entertaining mood.

Encounter Condition: Hallowed 1, Safe

Tactics: Doj only fights creatures he knows are evil or in his own self-defense. If attacked by creatures of questionable alignment he seeks to capture them for interrogation. If he is attacked by creatures he is sure are evil he does not hesitate to kill them. In either case he normally fights with his +1 holy spiked chain or uses his spell-like ability. Doj is a loner by nature and does not seek out the aid of his fellow celestials in combat and he does not flee combat.

Treasure: A DC 20 Search check reveals a masterwork longsword/short sword set, a silver hand axe, a *potion of cure critical wounds*, and a small platinum statue of a trumpet archon worth 500 gp.

EL: 12

Scaling: To increase the challenge of this encounter increase Doj's fighter levels by two. To decrease the challenge, remove two fighter levels.

Doj, Bralani Ftr 6: CR 12; Medium outsider (chaotic, extraplanar, good); HD 6d8+24+6d10+24; hp 114; Init +8; Spd 40 ft., fly 100 ft. (perfect); AC 20, touch 14, flat-footed 16; Base Atk +12; Grp +16; Atk +17 melee (1d6+4, *+1 holy spiked chain*) or +17 melee (1d6+4, slam); Full Atk +17/+12/+7 melee (1d6+4, *+1 holy spiked chain*) or +22 melee (1d6+4, slam); SA Spell-like abilities, whirlwind blast; SQ Alternate form, damage reduction 10/cold iron or evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, resistance to cold 10 and fire 10, spell resistance 17, tongues; AL CG; SV Fort +13, Ref +11, Will +9; Str 18, Dex 18, Con 18, Int 13, Wis 15, Cha 14.

Skills and Feats: Concentration +13, Diplomacy +4, Escape Artist +14, Handle Animal +12, Hide +14, Jump +12, Listen +14, Move Silently +15, Ride +6, Sense Motive +11, Spot +14, Tumble +14, Use Rope +4 (+6 with bindings); Alertness, Blind-Fight, Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip, Improved Two Weapon Fighting, Track, Two Weapon Fighting.

Whirlwind Blast (Su): When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 17 half). The save DC is Constitution-based.

Alternate Form (Su): A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form, it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed. A true seeing spell, however, reveals both forms simultaneously.

Tongues (Su): Bralanis can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

E102. BESAR'S QUARTERS

A giant bed made by pushing together several smaller beds takes up the entirety of the eastern portion of this chamber. Covered in a number of sheets and blankets, the bed could easily hold ten people. The rest of the room looks as though a whirlwind has hit, but there was little for it to hit. Only a few bits of clothing lay scattered about and much of the room is completely bare.

Initial Attitude: Friendly

Encounter: Besar loves his bed, and he thinks the bigger it is the better. Besar is here 35% of the time, spending the rest of his days on patrol, charging wards, or being punished for disobeying orders. If the PCs catch him at home he welcomes them to his home, especially if they are members of the garrison. If they are not members he tries to discern their intentions through discussion and then take them to meet Kelara or attack them, as appropriate to the situation.

Encounter Condition: Hallowed 3, Safe

Tactics: Besar makes regular use of his whirlwind form, often using it in combat to increase his mobility. He also favors using his spell-like abilities and whirlwind blast to fighting in melee, but he does so only once he uses up his other options. Besar usually fights his battles alone, only seeking help from his comrades when he is badly injured.

Treasure: A DC 15 Search check reveals a masterwork falchion, *a potion of aid*, *a scroll of bear's endurance*, and 34 gp — dented and gnawed.

EL: 9

Scaling: To increase the challenge of this encounter, add Spers (Room E103). To decrease the challenge, reduce Besar's fighter levels by 2.

Besar, Bralani, Ftr 4: CR 10; Medium outsider (chaotic, extraplanar, good); HD 6d8+4d10+30; hp 86; Init +8; Spd 40 ft., fly 100 ft. (perfect); AC 20, touch 14, flat-footed 16; Base Atk +10; Grp +14; Atk +17 melee (1d8+8/×3, +2 holy battleaxe) or +14 melee (1d6+4, slam); Full Atk +17/+12 melee (1d8+8/×3, +2 holy battleaxe) or +14 melee (1d6+4, slam); SA Spell-like abilities, whirlwind blast; SQ Alternate form, damage reduction 10/cold iron or evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, resistance to cold 10 and fire 10, spell resistance 17, *tongues*; AL CG; SV Fort +12, Ref +13, Will +10; Str 18, Dex 18, Con 17, Int 12, Wis 14, Cha 16.

Skills and Feats: Concentration +13, Diplomacy +4, Escape Artist +13, Handle Animal +11, Hide +13, Jump +10, Listen +14, Move Silently +13, Ride +6, Sense Motive +13, Spot +14, Tumble +14, Use Rope +4 (+6 with bindings); Alertness, Blind-Fight, Improved Initiative, Improved Two Weapon Fighting, Iron Will, Two Weapon Fighting, Weapon Focus (battleaxe), Weapon Specialization (battleaxe).

Spell-Like Abilities: At will—*blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*; 2/day—*lightning bolt* (DC 15), *cure serious wounds* (DC 15). Caster level 6th. The save DCs are Charisma-based.

Whirlwind Blast (Su): When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 17 half). The save DC is Constitution-based.

Alternate Form (Su): A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form, it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed. A true seeing spell, however, reveals both forms simultaneously.

Tongues (Su): Bralanis can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

E103. SPER'S QUARTERS

At the center of this room stands a badly beaten fighting dummy that clearly had been the recipient of a great deal of violence in its day. Against the eastern wall a pile of hay stands behind a collection of targets, all shaped like demons and several have thrown daggers sticking out of them. Other than a simple bed and chest of drawers all the decorations in this room are violent. A short, stocky female elf with white hair stands before the hay targets, bow in hand, preparing to take aim.

Initial Attitude: Friendly

Encounter: Spers is only here for a limited amount each day, but the PCs are lucky enough to catch her. Spers is mainly interested in keeping her combat skills in top shape so conversation holds little interest for her. Sparring is far more enjoyable, especially since she's tired of sparring with the other members of the garrison.

If the PCs are not yet part of the garrison Spers suggests they go see Kelara and she gathers a group of celestials to escort the PCs to Kelara's chamber.

Encounter Condition: Hallowed 2, Safe

Tactics: Spers prefers ranged combat to up front warfare, but knows that the close confines of a dungeon environment often make ranged combat impractical. She does not favor her whirlwind form, preferring the heft of a weapon in her hand. Spers generally does not concern herself with taking prisoners and she readily accepts aid from other members of the garrison.

Treasure: Scattered throughout the Room are a battle axe, 67 arrows, a repeating crossbow, *a potion of cat's grace*, and a *+1 heavy spiked shield*.

EL: 10

Scaling: To increase the challenge of this encounter, add Besar (Room E102) or Doj (Room E101). To decrease the challenge, reduce Spers' fighter levels by 2.

♟ **Spers, Bralani Ftr 4:** CR 10; Medium outsider (chaotic, extraplanar, good); HD 6d8+4d10+40; hp 102; Init +8; Spd 40 ft., fly 100 ft. (perfect); AC 20, touch 14, flat-footed 16; Base Atk +10; Grp +15; Atk +16 melee (1d6+5/18-20, +1 holy scimitar) or +15 ranged (1d8+5/×3, +1 holy composite longbow (+4 Str bonus)) or +15 melee (1d6+5, slam); Full Atk +16/+11 melee (1d6+5/18-20, +1 holy scimitar) or +15/+10 ranged (1d8+5/×3, +1 holy composite longbow (+4 Str bonus)) or +15 melee (1d6+5, slam); SA Spell-like abilities, whirlwind blast; SQ Alternate form, damage reduction 10/cold iron or evil, darkvision 60 ft., immunity to electricity and petrification, low-light vision, resistance to cold 10 and fire 10, spell resistance 17, tongues; AL CG; SV Fort +13, Ref +10, Will +8; Str 20, Dex 18, Con 18, Int 12, Wis 14, Cha 13.

Skills and Feats: Concentration +13, Diplomacy +3, Escape Artist +13, Handle Animal +10, Hide +13, Intimidate +8, Jump +11, Listen +13, Move Silently +13, Ride +11, Sense Motive +11, Spot +13, Tumble +13, Use Rope +4 (+6 with bindings); Alertness, Blind-Fight, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run.

Spell-Like Abilities: At will—*blur*, *charm person* (DC 13), *gust of wind* (DC 14), *mirror image*, *wind wall*; 2/day—*lightning bolt* (DC 15), *cure serious wounds* (DC 15). Caster level 6th. The save DCs are Charisma-based.

Whirlwind Blast (Su): When in whirlwind form, a bralani can attack with a scouring blast of wind, dealing 3d6 points of damage in a 20-foot line (Reflex DC 17 half). The save DC is Constitution-based.

Alternate Form (Su): A bralani can shift between its humanoid and whirlwind forms as a standard action. In humanoid form, it cannot fly or use its whirlwind blast, but it can use its spell-like abilities and its weapons. In whirlwind form, it can fly, make slam attacks and whirlwind blast attacks, and use spell-like abilities.

A bralani remains in one form until it assumes a new one. A change in form cannot be dispelled, nor does the bralani revert to any particular form when killed. A true seeing spell, however, reveals both forms simultaneously.

Tongues (Su): Bralanis can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

E104. GARBAGE ROOM

This room smells of rot and the floor has stains and gouges. It is unremarkable, except for the pit at least ten ft. across, in the center of the room.

Initial Attitude: N/A

Encounter: The bottom of the pit is 40 ft. down and anything thrown in the pit is hit with a disintegrate spell when it strikes the bottom. Each round more than one hundred lbs. of material are in the pit a *disintegrate* spell is cast from the bottom of the hole, eliminating one 10-ft. cube of material every ten rounds until there is less than one hundred lbs. of material.

If a living being is thrown into the hole they suffer 20d6 points of damage every ten rounds they are at the bottom of the hole, but they are allowed a DC 15 Fortitude save for half damage.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, increase the DC of the *disintegrate* trap's Fortitude save DC to 20. To decrease the challenge, reduce the DC to 10.

E105. LIBRARY

On this door is a glyph of warding that is activated whenever an evil creature touches the door. The glyph resets one minute after being triggered.

♦ **Glyph of Warding (Blast):** CR 6; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 10th-level cleric, 8d8 electricity, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

The walls of this room are completely covered with a mass of bookcases, most of which are filled with books. A long wooden table stretches east-west through the center of this room, surrounded by cushioned wooden chairs. Several books lay open on the table.

Initial Attitude: N/A

Encounter: This Room serves as the one remaining library still held by the celestial garrison. Its books are mostly about the creatures trapped below in the dungeon and threats from other planes. All of the books are written in celestial. By spending six hours researching, a PC gains a +4 competence to a single Knowledge or Bardic Lore check regarding the prisoners or evil outsiders in general.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, change the *glyph of warding* trap to a blade barrier trap. To decrease the challenge, change the *glyph of warding* trap to a *burning hands* trap.

E106. WARD HALL

The lever next to the southern door opens a pit trap that lays beneath the entire floor from the southern doorway to the ward at the north edge of Region E.

♦ **Wide-Mouth Spiked Pit with Poisoned Spikes:** CR 9; mechanical; manual trigger; manual reset; DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets in the room); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (giant wasp poison, DC 14 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 20; Disable Device DC 20.

This long hallway's floor is stained deep red with blood, though in some areas the caked blood still remains. Bone fragments and shards of armor are also scattered about the room, providing further proof of the great battle that must have taken place here. To the north a large silver glyph in the floor glows slightly. There is a large metal lever directly next to the door in the southern wall.

Initial Attitude: N/A

Encounter: This Room serves as the first line of defense if the *ward* at the end of the hallway failed. Now it stays empty and unused most of the time. The celestials patrol it regularly and traverse it to reach the wards for recharging, but otherwise do not enter the Room. Some believe the Room to be haunted by the dead — both celestial and infernal.

Encounters happen here every 2 hours and only once per day.

Encounter Condition: Echoes 8, [Haunted]

Tactics: N/A

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, increase the pit trap damage to 12d6. To decrease the challenge, remove the poison from the pit trap.

E107. SANJID'S QUARTERS

This room is spartan with only a small altar, several paintings and a sculpture of an angel in flight. On the northern and southern walls there is a bed and a chest of drawers, but they seem unused. A single bookshelf stands against the eastern wall. A dog-headed humanoid sits on the edge of the southern bed looking up at you.

Initial Attitude: Friendly

Encounter: This Room is the home of the hound archon Sanjid. Sanjid spends much of his time praying and can be found here 50% of the time. The rest of the time he is out on patrol or charging wards. If the PCs are part of the garrison Sanjid welcomes them to his Room, and if they are not he invites them to come in and sit, but is wary of them. Sanjid tries to get an idea of the alignment of the PCs; if they seem like good allies he leads them to Kelara and if they seem like trouble he leads them to Morkor.

Encounter Condition: Hallowed 2, Safe

Tactics: Against most foes Sanjid tries to end fights as quickly as possible using his clerical spells, such as hold person. Against demons, undead, or similarly vile creatures he fights mainly in melee, using his spells for support and healing.

Treasure: The sculpture is worth 600 gp.

EL: 10

Scaling: To increase the challenge of this encounter, add one bralani. To decrease the challenge, lower Sanjid's cleric level by 2 or reduce his prepared spell by 1 per day.

♟ **Sanjid, Hound Archon Clr 6:** CR 10; Medium outsider (archon, extraplanar, good, lawful); HD 12d8+6; hp 65; Init +4; Spd 40 ft.; AC 19, touch 10, flat-footed 19; Base Atk +9; Grp +11; Atk +11 melee (1d8+2, bite) or +11 melee (2d6+3/19–20, greatsword); Full Atk +11 melee (1d8+2, bite) and +6 melee (1d4+1, slam); or +11/+6 melee (2d6+3/19–20, greatsword) and +6 melee (1d8+1, bite); SA Spell-like abilities; SQ Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, SR 16, teleport, tongues, turn undead; AL LG; SV Fort +11 (+15 against poison), Ref +7, Will +11; Str 14, Dex 10, Con 12, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +14, Diplomacy +7, Heal +7, Hide +9*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks); Cleave, Combat Casting, Extra Turning, Improved Initiative, Power Attack, Track.

Spell-Like Abilities: At will-aid, continual flame, detect evil, message. Caster level 12th.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 16 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds an archon (caster level equals the archon's HD). (The defensive benefits from the circle are not included in an archon's statistics block.)

Cleric Spells Prepared: (5/5/4/3; save DC 13 + spell level): 0—*detect magic, detect poison, light (2), resistance;* 1st—*bless, magic weapon, protection from evil*, sanctuary, shield of faith;* 2nd—*aid*, consecrate, lesser restoration, shield other;* 3rd—*daylight, magic circle against evil*, searing light.*

* Domain Spell. *Domains:* Good (cast good spells at +1 caster level), Healing (cast good spells at +1 caster level).

Teleport (Su): Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs. of objects. Within the confines of this dungeon, the hound archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a tongues spell (caster level 14th). This ability is always active.

Turn Undead (Su): Any cleric, regardless of alignment, has the power to affect undead creatures by channeling the power of his faith through his holy (or unholy) symbol (see Turn or Rebuke Undead).

A good cleric (or a neutral cleric who worships a good deity) can turn or destroy undead creatures.

A cleric may attempt to turn undead a number of times per day equal to 3 + his Charisma modifier. A cleric with 5 or more ranks in Knowledge (religion) gets a +2 bonus on turning checks against undead.

Skills: * While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

E108. LANTERN ARCHON QUARTERS

The walls of this room are covered by tapestries and paintings, most of which have seen better days. On the floor sits a collection of statues, many of which are cracked or damaged. A small potted plant grows in the northwest corner of the room. In the way of furniture there are only two chairs. Two glowing balls of light float in the center of the room, gently bobbing up and down.

Initial Attitude: Friendly

Encounter: This Room is shared by all the surviving lantern archons, but Spark (hp 4) is rarely here. Instead he spends most of his time checking the wards or wandering about the Section. Sorjin (hp 8) and Lilig (hp 5) remain here, when not checking wards or some other duty. They are both willing to accept visitors, but are fearful of unfamiliar creatures, knowing there are many creatures in the dungeon that can easily destroy them. If the PCs can over come this apprehension through discussion, acts of kindness or joining the garrison the lantern archons gladly act as guides in the dungeon.

The lantern archons know Region E well in terms of layout and what the Rooms used to be when the garrison was in full force, but have little information as to current inhabitants other than the inevitables, and so on. They can point out important landmarks on a map if offered. If allowed, they accompany the PCs, but avoid combat unless it is against the shadows, who they particularly dislike.

The lantern archons can also give a general idea of the creatures to be found in Region F but cannot be specific about what creatures live where. They know a chaos beast resides in Region I and that it should be avoided.

The lantern archons encourage the PCs to join the garrison if the PCs are good-aligned.

Encounter Condition: Hallowed 3, Safe

Tactics: If combat erupts Sorjin charges to the forefront in the hopes Lilig has time to flee. Lilig of course does not want to leave more of her friends to die, so she stays to fight as well. After three rounds of being frustrated with each other both archons flee to get help. All the archons use their light ray attack when threatened.

Treasure: One of the intact paintings is a landscape of a winding river and it is worth 200 gp, but it weighs 30 lbs. Two of the statues, a matched set of dragons rampant, are worth 300 gp each, or 800 gp as a set.

EL: 4

Scaling: To increase the challenge of this encounter, add Spark to the encounter. To decrease the challenge, remove Lilig from the encounter.

♟ **Lilig, Sorjin, and Spark, Lantern Archon:** CR 2; Small outsider (archon, extraplanar, good, lawful); HD 1d8; hp 8, 5, 4; Init +4; Spd Fly 60 ft. (perfect); AC 15, touch 11, flat-footed 15; Base Atk +1; Grp +1/–8; Atk +2 ranged touch (1d6, light ray); Full Atk +2 ranged touch (1d6, 2 light rays); SA Spell-like abilities; SQ Aura of menace, damage reduction 10/evil and magic, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, teleport, tongues; AL LG; SV Fort +2 (+6 against poison), Ref +2, Will +2; Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10.

Skills and Feats: Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4; Improved Initiative.

Aura of Menace (Su): Will DC 12 negates.

Light Ray (Ex): A lantern archon's light rays have a range of 30 ft. This attack overcomes damage reduction of any type.

Spell-Like Abilities: At will—aid, detect evil, continual flame. Caster level 3rd.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 12 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds an archon (caster level equals the archon's HD). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs. of objects. Within the confines of this dungeon, the lantern archon can only *teleport* within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

E109. KELARA AND MORKOR'S QUARTERS

Everything in this room is neat, orderly, and speaks of residents who are disciplined. One bed sits in the north eastern corner of the room, while the other sits in the southeastern corner. On the western wall a large map hangs which depicts the layout of a section of this dungeon. In front of this map stand two lion headed, athletic humanoids that appear to have been considering the map, but have now turned to face you.

Initial Attitude: Friendly

Encounter: This Room is shared by Kelara the Fearsome (hp 226) and Morkor (hp 260). Not willing to ask their followers to do something they would not, Morkor and Kelara took the Room closest to the ward, and the first line of defense, should the ward ever drop.

Kelara and Morkor discuss various strategies of cutting off the shadows' collective strength. But, unfortunately they lack the strength to mount an expedition into their territory.

Encounter Condition: N/A

Tactics: Kelara prefers to use her roar supernatural ability and her ranged spell-like abilities to incapacitate her enemies, avoiding melee combat when possible. Morkor charges straight into combat, using *fireball* at close range to wipe out weaker targets and *wall of force* to split up his foes into manageable groups.

Treasure: On the table is a small bag containing two *potions of cure critical wounds*.

EL: 23

Scaling: To increase the challenge of this encounter, add Sanjid (Room E107) or one of the bralani to the encounter. To decrease the challenge, remove Morkor.

♟ **Kelara the Fearsome and Morkor, Leonal:** CR 22; Medium outsider (extraplanar, good); HD 22d8+110; hp 260, 223; Init +3; Spd 60 ft.; AC 30*, touch 16, flat-footed 27*; Base Atk +19; Grp +27; Atk +28 melee (1d6+8, claw); Full Atk +28 melee (1d6+8, 2 claws) and +22 melee (1d8+4, bite) or +28/+23/+18 melee (1d6+8, 2 claws); SA Roar, pounce, improved grab, rake 1d6+8, Spell-Like Abilities: abilities; SQ Damage reduction 10/evil and silver, darkvision 60 ft., immunity to electricity and petrification, lay on hands, lowlight vision, protective aura, resistance to cold 10 and sonic 10, speak with animals, spell resistance 28; AL NG; SV Fort +18 (+22 against poison), Ref +17, Will +18; Str 27, Dex 17, Con 20, Int 18, Wis 20, Cha 22.

Skill and Feats: Balance +22, Bluff +14, Concentration +24, Diplomacy +14, Heal +17, Hide +22, Intimidate +26, Jump +35, Knowledge (religion) +19, Knowledge (History) +18, Knowledge (the planes) +18, Listen +20, Move Silently +22, Sense Motive +22, Spot +20, Spellcraft +17, Survival +20; Ability Focus (roar), Dodge, Mobility, Negotiator, Persuasive, Spring Attack, Track, Weapon Focus (Claws).

Roar (Su): A leonal can roar up to three times per day. Each roar releases a blast in a 60-ft. cone that duplicates the effects of a holy word spell and deals an extra 2d6 points of sonic damage (Fortitude DC 22 negates). The save DC is Charisma-based.

Pounce (Ex): If a leonal charges a foe, it can make a full attack, including two rake attacks.

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

Rake (Ex): Attack bonus +28 melee, damage 1d6+8.

Spell-Like Abilities: At will-detect thoughts, fireball (DC 17), hold monster (DC 19), polymorph, wall of force; 3/day-cure critical wounds (DC 18), neutralize poison, remove disease; 1/day-heal (DC 20). Caster level 10th. The save DCs are Charisma-based.

Lay on Hands (Su): As the paladin class feature, except that each day, a leonal can heal an amount of damage equal to its full normal hit points.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 ft. of the leonal. Otherwise, it functions as a magic circle against evil effect and a lesser globe of invulnerability, both with a radius of 20 ft. (caster level equals leonal's HD). (The defensive benefits from the circle are not included in a leonal's statistics block.)

Speak with Animals (Su): This ability works like speak with animals (caster level 8th) but is a free action and does not require sound.

Skill: Leonals have a +4 racial bonus on Balance, Hide, and Move Silently checks.

Possessions: * Morkor wears *+4 half plate* which is not included in his stats above.

E110. TRAP HALL

Any creature that comes within 10 ft. of the wall at the southern end of this corridor sets off a pair of lightning bolt traps that fill the entire hallway. The trap resets itself one minute after being triggered.

Lightning Bolt Trap: CR 6; magic device; proximity trigger (alarm); automatic reset; spell effect [twice] (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

The walls of this hallway bear scorch marks and a collection of badly burned corpses. At least twenty corpses line the floor of this hallway.

Initial Attitude: N/A

Encounter: This Room served as another measure to slow down any creatures that breached the wards.

Encounter Condition: N/A

Tactics: N/A

Treasure: A DC 25 Search check reveals a *potion of protection from energy (fire)*, a masterwork hand axe, and a *bag of dust of appearance*.

EL: 6

Scaling: To increase the challenge of this encounter, add a 40-ft. pit trap that activates immediately after the *lightning bolt* trap. To decrease the challenge, reduce the damage of the *lightning bolt* trap to 7d6.

E111. HIDDEN BUNKER

This wall has a handful of weapons and supplies scattered about in a haphazard fashion. The mortar looks new, as do the two doorways that don't go anywhere in the south wall. Only half of the continual light torches are functioning.

Initial Attitude: N/A

Encounter: Originally these tunnels connected with Room E110 and the nearby ward, but after the battle following the first earthquake the garrison decided they did not want creatures that make it through the wards to be able to regroup so easily. Several walls were boarded up, some traps laid, and the *all-door* was attuned to the western doorway in southern wall of this Room. This created a pocket of hidden resistance on the front lines, but it saw little use in the battle of the second earthquake.

The command word to set the *all-door* to open to this Room is "Genda."

Encounter Condition: Safe

Tactics: N/A

Treasure: There are three heavy maces, two crossbows, 126 bolts, one quarterstaff, two shortspears, one longsword, one heavy shield, a *scroll of fireball*, a *potion of heroism*, and a *potion of cure moderate wounds*.

EL: N/A

Scaling: N/A

E112. HIDDEN TRAP LAB

This large room is dominated by a number of large metal tables, on which sit a large collection of gears, metal plates, vials, and bottles of dust. The walls of the room are a mishmash of shelves containing small mechanical parts, books and work tables covered in tools and gadgets. There is a slight covering of dust in the room, creating a feeling that no one has been here for awhile.

Initial Attitude: N/A

Encounter: This Room was used to build and repair the dozens of traps the garrison used in their defense. Many of the traps were designed to reset themselves, but even these require occasional maintenance. Due to the many tools in this Room characters using the skill Craft (trap-making) in this Room gain a +2 circumstance bonus.

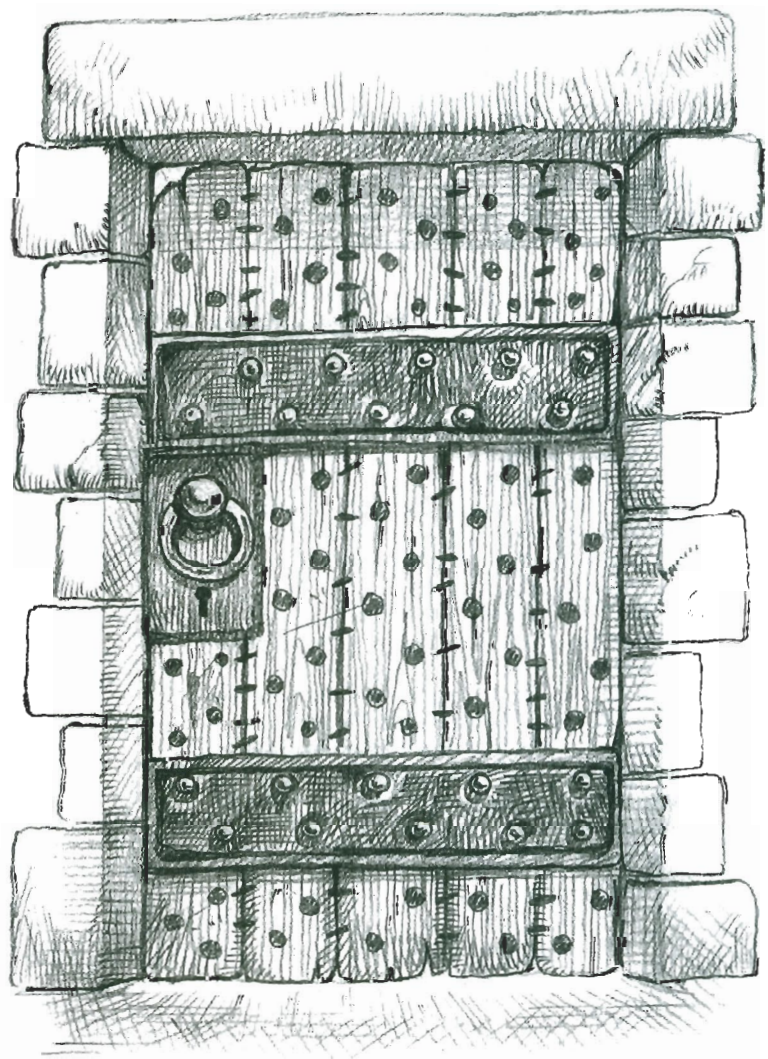
Encounter Condition: Safe

Tactics: N/A

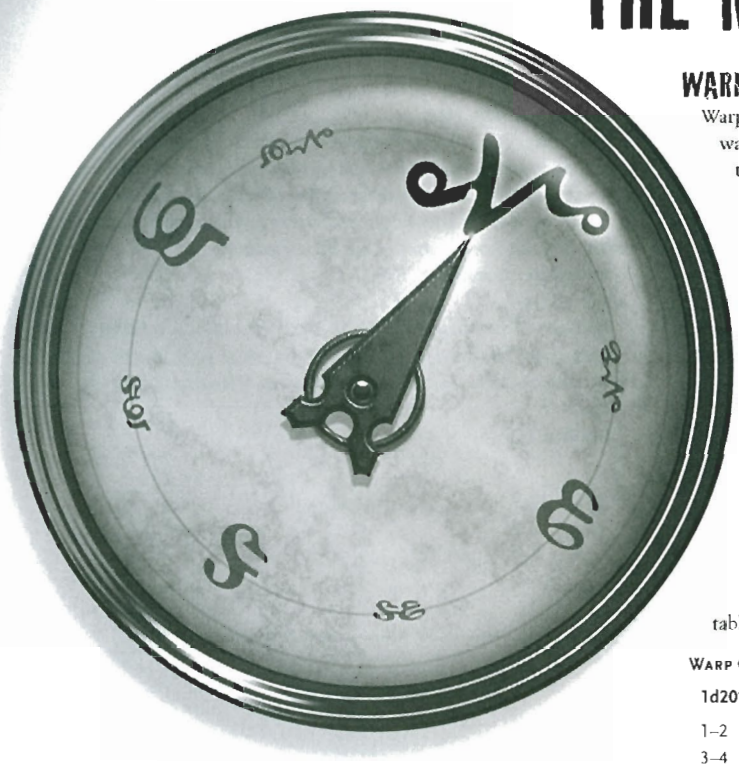
Treasure: This Room contains 15,000 gp worth of raw materials for making traps, weighing 1,500 pounds and 4,000 gp of worth of powdered diamonds for creating *glyphs of warding*, weighing 50 pounds.

EL: N/A

Scaling: N/A



REGION F. THE MAZE



This Region of the dungeon is a complex labyrinth. Originally designed to comprise Rooms of various shapes and sizes as well as all manners of corridors often leading nowhere, this labyrinth was once a prison to house minor demons.

Because of its complex layout, it is difficult to move to or from this Region, which is the most isolated area in the underground dungeon complex. This is mostly due to the fact that the majority of the entrances leading into the Region offer no means of exiting. The presence of several warp gates, which open in random locations within the Region every time they are used, renders leaving difficult at best. These warp gates prevent anyone from leaving the Region, but also to trap trespassers in its labyrinth-ine environment.

The Region comprises countless traps, both magical and mechanical. Though many of the traps within the Region were dismantled over the years, several of them remain active. The current inhabitants use these devices to protect their respective territories.

Originally, this Region housed several hellish minions, but overtime the stronger demon prisoners used the weaker ones to conduct experiments that eventually led to understanding of the warp gates. The demons trapped here are now long gone, but other creatures have moved into the area. Because the inhabitants of this Region made pacts with each other, there have not been any major conflicts here for several years. Several empty Rooms (which are not numbered on the map) and hallways are considered neutral grounds, belonging to none of the various factions living in these parts.

WARP GATES

Warp gates are, at first glance, indistinguishable from any other doorway except for the fact that there are small locking devices set upon them. When someone opens the door of a warp gate, an interdimensional connection between the gates is created. Thus, the warp gate opens into a random location, as determined by the Warp Gates: Random Locations table below.

All warp gates in this Region are intrinsically linked. When a warp gate is opened, the PCs can see on the other side of the doorway, just as if opening a regular door. What they see, however, is not necessarily a Room next to the one they are coming from, but rather another area containing a warp gate. What the PCs observe on the other side of the gateway is just as real as a Room standing next to the one they occupy. The warp gate's magic simply links two of these enhanced doorways together, so PCs may travel from one end of the Region to the other without ever noticing it. This is not astral travel, but rather its own kind of magic, created centuries before to seal the demons forever.

When PCs open the door of a warp gate, roll on the following table to determine in which Room the doorway leads.

Warp Gates Locations

1d20*	Room
1–2	Room F2
3–4	Room F19
5–6	Room F22
7–8	Room F23
9–10	Room F29
11–12	Room F37
13–14	Room F43
15–16	Room F62
17–18	Room F90
19–20	Room F95

* If the roll of the die indicates the Room in which the PCs are currently standing, ignore the result and roll again.

IDENTIFYING WARP GATES

There are three ways to notice the warp gate. First, a successful DC 28 Search check reveals small indentations within inside the doorframe of each gate. A closer look at these lightly carved marks confirms they were not made by the passage of time or by the claws of an unknown creature that once journeyed through the doorway, but indeed finely detailed runes.

Detect magic reveals strong conjuration. The magic of a warp gate can be cancelled by a successful DC 25 *dispel magic* which negates its power for 1d4 days, or a DC 35 *greater dispelling*, which renders the warp gate useless for 1 month. Dispelled warp gates opening into walls become unusable doorways while those leading into other Rooms (such as the one in Room F2) become simple doors opening to adjacent chambers.

The third way to uncover the presence of a warp gates is by unwittingly going through it and suffering from its random side effects. Lawful good PCs are totally immune to these side effects, as were the celestials that originally created the warp gates.

Every time the PCs move through a warp gate, roll 1d20 to determine whether they suffer ill effects from their journey.

Warp Gate Side Effects

1d20	Side Effect
1	Dead: A DC 20 Fortitude save negates this effect and causes the PCs to instead suffer catatonia for 1d4 days.
2	Petrification: Per the spell *flesh to stone*. Caster level 15th.
3	Insanity: Per the spell. Caster level 15th.
4	Feeblemind: Per the spell. Caster level 15th.
5	Energy Drain: Per the spell. Caster level 15th.
6	Rage and confusion: Per the spells. Caster level 15th.
7	Blinded: PCs using the warp gate must succeed at a DC 20 Fortitude save or become blinded for 1d6 hours.
8	Dazed: PCs must succeed at a DC 20 Will save or become dazed for 2d6 rounds.
9	Dazzled: PCs must succeed at a DC 20 Will save or become dazzled for 2d6 minutes.
10	Deafened: PCs must succeed at a DC 20 Will save or become deafened for 1d6 hours.
11	Exhausted: PCs must succeed at a DC 20 Fortitude save or become exhausted for 2d6 x 10 minutes.
12	Fascinated: PCs must succeed at a DC 20 Will save or become fascinated for 2d6 minutes.
13	Fatigued: PCs must succeed at a DC 20 Will save or become fatigued for 2d6 hours.
14	Nauseated: PCs must succeed at a DC 20 Fortitude save or become nauseated for 2d6 rounds.
15	Panicked: PCs must succeed at a DC 20 Will save or become panicked for 2d6 rounds, then frightened for 2d6 minutes, and finally shaken for 2d6 hours.
16	Paralyzed: PCs must succeed at a DC 20 Fortitude save or become paralyzed for 2d6 rounds.
17	Sickened: PCs must succeed at a DC 20 Fortitude save or becomes sickened for 2d6 x 10 minutes.
18	Stunned: PCs must succeed at a DC 20 Fortitude save or become stunned for 2d6 minutes.
19	Weakened: PCs must succeed at a DC 20 Fortitude save or become weakened, suffering a –2 to Strength and Constitution for 1d6 hours.
20	Roll twice, combining the results, ignoring 1 or 2.

WARP GATE KEYS

To navigate through this maze of warp gates, the celestials generated a set of special keys, which were given to the warden of the Region. This warden was killed long ago and the keys were scattered, some keys were lost definitively, others remain within the Region and can be found in several places.

A warp gate key is shaped like an ordinary key but fashioned from clear blue crystal. Before opening the door to a warp gate, a character can insert such a key within the keyhole to "unlock" it. Doing so opens the warp gate to a specific location, as determined by the key itself. For instance, if a PC has in his possession the warp gate key F22 — which is linked to the warp gate in Room F22 — using this key before opening the door to any warp gate results in the gate opening into Room F22.

If a PC possesses two warp gate keys, he passes through the gate as if it weren't there.



F1 THROUGH F39. BROKEN AXE TRIBAL GROUNDS

Rooms F1 through F39 are controlled by a powerful minotaur tribe known as the Broken Axe. Ten years ago, this all mighty tribe dominated this Region of the dungeon, sharing only small portions of the southern sections with the other monstrous humanoids and magical beasts that secured these areas.

The tribe, then referred to as the Golden Axe — after the ancestral relic held by each successive chieftain since its founding, centuries ago — gradually lost portions of its territory to the aggressive harpies and manticores that moved into the Region. Internal conflicts surfaced and a small clans of minotaurs began to question their chieftain's leadership qualifications.

It was during this time that Durtenian Vaielle came into the Region. A cunning elven wizard and the ally of the gynosphinx Arnarah (Room F48), Durtenian willingly locked himself in a cell and, using a potent magical device, took control of other people's bodies. When he entered the body of a Grauki, he traded places — permanently.

While Grauki's spirit was trapped in the elf's unhealthy body within the confines of a prison cell, the devious wizard became intrinsically involved in the politics of the Golden Axe tribe. Within months, the elf organized a series of bloody raids that split the tribe in two — those loyal to Chieftain Markuli and those believing Grauki should replace him.

In a brutal showdown that maimed Markuli, Grauki broke the ancestral golden axe the tribe took its name from. Though both opponents survived the encounter, it was clear that the tribe had to separate in order to save what remained of their people. Grauki and Markuli made peace and split the territory of the Golden Axe tribe in two. Those remaining loyal to Markuli renamed their tribe the Broken Axe.

Today, the Broken Axe tribe remains under the leadership of the aging Markuli, controlling the northwest portion of this Region and its people live in peace. Because the tribe considers the sexes equal, both males and females are trained as warriors and given access to weapons and armors.

While venturing in this section of the Region, DC 20 Spot checks reveal small runes carved into the walls. These simplistic markings depict a long-handled axe broken in three pieces, which serve as boundary markers delimiting the territorial grounds of the Broken Axe tribe.

For more on the minotaur tribes, see the sidebar on page 285.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The sound of metal against metal rings through the halls.
2–12	Nothing
13	Two unsuspecting minotaurs move from one Room to the next. These members of the Broken Axe tribe laugh loudly, their booming voices echoing through the halls.
14	Four Broken Axe minotaurs return from a peaceful exchange with members of the Red Horn clan. They suffer a –4 penalty to Listen and Spot checks.
15	Four Broken Axe minotaurs patrol this Section, attacking anyone they do not recognize on sight.
16	Three Broken Axe minotaurs led by a minotaur barbarian patrol the halls. These men move in silence, constantly on the lookout for trespassers. Ambush 4.
17	Five Broken Axe minotaurs lie in wait, hiding in the shadows. They attack anyone they do not instantly recognize as Broken Axe or Red Horns. Ambush 6.
18	The PCs stumble upon a trap. **Camouflaged Pit Trap:** CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 19.
19	Two harpies from Mortgul's Den trespass into Broken Axe territory. They use their captivating song to attract the PCs, before rending them with their clawed hands.
20	A pack of four barghests from Region E (in goblin form) seek something to "feed" on. Ambush 8.

F1. ENTRANCE

This door is unlocked.

The wide hallway narrows into a corridor that ends with a door in the middle of the south wall. The door looks like any other in the dungeon, but there is a lock made of black iron just above the knob.

Initial Attitude: N/A

Encounter: This door is unlocked, but not ordinary in any sense of the word. It is in fact one of the ten warp gates within this Region. Though entering the door leads to Room F2 (as any ordinary door would) without the risk of suffering any side effects from the warp gate, leaving the Region from Room F2 is impossible. In fact, once a creature finds itself in Room F2, the warp gate door automatically shuts behind them. When opened from Room F2, roll on the Warp Gates: Random Locations table to determine in which Room the gate leads. If Room F2 is rolled, then the warp gate opens from Room F2 into Room F1, just as a normal door would.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

F2. BROKEN AXE GUARD POST

The door on the north wall of this Room is a warp gate (see Room F1 for further details). The minotaurs in Room F20 hold special keys allowing them to journey from any warp gate to Room F2 or Room F22. A red dot with the blue circle around painted upon the doorway indicates to them which key they need to use (see Room F20 for further details).

The wavering flames from torches set upon bronze sconces on the east and west wall cast orange light to all corners of this narrow hall. Though the burning torches fail to keep darkness at bay, it is strong enough to illuminate the room.

The door on the north wall is painted with a large blue circle with a thick red dot in the center.

The armored figures of four large humanoids bearing the heads of bulls with long yellowish horns stand guard here. One of these minotaurs has a deep scar running across the length of his face, and one of his dark eyes has tuned an eerie whitish color.

Initial Attitude: Unfriendly

Encounter: The scarred minotaur is Brumni the Blind (hp 70), a minotaur barbarian loyal to his cousin Markuli and the Broken Axe tribe. He is charged with the protection of this area with the other three minotaur warriors (hp 45, 41, 36) he leads. Even though this portion of the Broken Axe territory is relatively uninhabited, these men are responsible for ensuring no unwanted visitors enter their tribal grounds via the northern doorway.

When the PCs enter this Room, there is a 10% chance that Brumni is not here, but in Room F7.

Brumni is a loyal member of the Broken Axe tribe. He views any intrusion into tribal territory as a potential threat. However, he is willing to parley with PCs who make good use of the Bluff or Diplomacy skill. If the PCs change the minotaur's attitude to Friendly, Brumni might even be willing to trade with them, offering the tarnished silver dagger he carries and information in exchange for gold or a sound weapon.

Encounter Condition: Echoes 6

Tactics: If combat takes place here, the three minotaurs attack using their horns to deliver powerful charges, after which they use the greataxes they carry, attacking the strongest PCs first. Brumni initiates his barbarian's rage and charges any who would oppose him.

Treasure: There is no furniture or treasure in this Room, but each minotaur carries 1d8 gp in various coins and small gems. In addition to his *+1 longspear*, Brumni carries a magical *potion of cure serious wounds*, a tarnished silver dagger (worth 30 gp), and a pouch with three small pieces of raw amber (worth a total of 180 gp).

EL: 9

Scaling: To increase the challenge of this encounter, add two barbarian levels to Brumni and two minotaurs. To decrease the challenge, remove two barbarian levels from Brumni and remove one minotaur.

♟ **Brumni the Blind, Minotaur Brb 3:** CR 5; Large monstrous humanoid; HD 6d8+12 + 3d12+6; hp 70; Init +0; Spd 30 ft.; AC 19, touch 9, flat-footed — (see text); Base Atk +9; Grp +18; Atk +15 melee (2d6+8/×3, *+1 longspear*), or +10 melee (1d8+5, gore); Full Atk +15/+10 melee (2d6+8/×3, *+1 longspear*) and +8 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., illiteracy, natural cunning, rage 1/day, scent, trap sense +1, uncanny dodge; AL CE; SV Fort +8, Ref +5, Will +5; Str 20, Dex 10, Con 15, Int 7, Wis 11, Cha 8.

Skills and Feats: Climb +8, Jump +8, Intimidate +8, Listen +7, Search +2, Spot +7; Cleave, Great Fortitude, Power Attack, Track, Weapon Focus (longspear).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 7 rounds.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: +1 chain shirt, +1 longspear, potion of cure serious wounds (3 doses).

Broken Axe Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 45, 41, 36; Init +0; Spd 30 ft.; AC 18, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +9 melee (3d6+6/×3, greataxe) or +9 melee (1d8+4, gore); Full Atk +9/+4 melee (3d6+6/×3, greataxe) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Chain shirt, greataxe.

F3. SECRET CHAMBER

A successful DC 25 Search check reveals a tiny groove in the southern wall of this Room. A closer inspection uncovers the outline of a 5-ft. square stone panel beginning at floor level. To open this secret door, PCs must succeed at a DC 20 Strength check, which is enough to push the heavy panel inside the Room. Because of the simplicity of this door, only someone from the inside can close it properly into place.

The hidden panel upon the north wall opens into a small and oddly shaped room. Several torches are set on sconces upon the walls, their pale yellowish light casting long and brooding shadows to the four corners of the place.

A simple wooden table, a wide bed covered with coarse gray wool sheets, and a simple chest made out of pale oak and reinforced with black iron take most of the chamber. Upon the table is a large wooden mug filled with a foamy liquid and a large bowl holding various slices of cut meats. An eight-ft. wide tapestry hangs from ceiling to floor upon the easternmost portion of the south wall.

Initial Attitude: Hostile

Encounter: Sarmnush (hp 81), a minotaur barbarian, resides in this Room. The brother of Markuli, Chieftain of the Broken Axe tribe, Sarmnush was once one of the most outspoken opponents of his leader. When Grauki initiated the bloody revolt that led to fracturing the tribe, however, the bonds between Sarmnush and Markuli solidified. During these troubled times, the barbarian showed so much loyalty to his brother that Markuli, at first, believed it was a trick on Sarmnush's part. In a brutal combat, however, Sarmnush slew many rebels loyal to Grauki, proving his loyalty to the tribe and its chieftain.

Sarmnush lives for battle. During Grauki's revolt, the barbarian allied himself with Markuli because he yearned for the survival of his people and believed in his brother's capacity as both a combatant and a cunning tactician. Sarmnush's gamble paid off. He won the trust of his chieftain and was given the command of several squadrons during the revolutionary war. The conclusion of the civil war that divided his tribe in two, however, also marked the end of Sarmnush's glory days.

A few years after the bloody conflict ended, several mutual and peaceful accords were established between the inhabitants of the Region. Sarmnush, a warrior born, found himself without a function. Though he occasionally raided the other Regions, Sarmnush struggled to find a purpose. But Markuli eventually found a task worthy of his skill. He appointed his brother with the delicate mission of guarding the broken pieces of the Golden Axe tribe's ancestral relic. Although he misses combat, Sarmnush is content to care for the relic.

Encounter Conditions: Echoes 8

Tactics: Only Sarmnush and his chieftain Markuli are allowed in this Room. Whenever Markuli travels here, he knocks three times upon the secret panel, then three times more. If the PCs imitate this secret code, Sarmnush expects his brother's company and sits on the corner of his bed, heedless of the PCs.

THE TRIBES

THE GOLDEN AXE TRIBE

Both minotaur factions dwelling in this Region hail from a now defunct tribe, known as the Golden Axe Tribe. After Grauki's revolt, ten years before, two groups emerged from this bloody civil war — The Broken Axe tribe, which remained loyal to Chieftain Markuli, and the Red Horn Clan, which followed the rebel Grauki.

THE BROKEN AXE TRIBE

Through the many hardships they endured, the Broken Axe tribe remained true to its ancient origins and way of life. Proud warriors and cunning explorers, they who would do anything to protect what is theirs. Like most of their kind, the minotaurs of the Broken Axe Tribe are territorial and independent, but their Chieftain and his councilors are also skilled diplomats. They are the architects of the relative peace that exists throughout the Region, and most other inhabitants of the area either fear or respect them. Without the alliances they made with the various creatures of the dungeon, the tribe would have perished long ago.

To a member of the Broken Axe Tribe, gold is the most precious thing of all. The Chieftain's crown and the suits of armor worn by the tribe's elite warriors are fashioned from this material. And many minotaurs of would go to great lengths to acquire more gold. Fortunately for those who encounter them, Broken Axe minotaurs prefer to bargain and trade over organizing ambushes and war parties. This is mainly due to the fact that the tribesmen's survival has long depended on the wits of their diplomats rather than the brute force of their warriors. However, they recognize, that nothing backs up an argument better, than a strong contingent of armored barbarians.

The warriors of the Broken Axe Tribe are disciplined — at least by barbarian standards — and work well together. They carry greataxes in battle (their ancestral weapon) and wear well-maintained armor, like chain shirts and polished breastplates. Though they sometimes use their horns as part of a charge, it's a point of honor to use weapons once engaged in melee.

They fight intelligently, flanking the most heavily armed opponents and ganging up on a single foe when given the chance. They distrust spellcasters, and turn their attention against any enemy casting a visible spell against them.
each Red Horn minotaur engaged in the battle.

THE RED HORN CLAN

The members of the Red Horn Clan share their origin with those of the Broken Axe tribe, but they are crueler, haughtier, and more primitive. Indeed, the Red Horns consider the tribesmen of the Broken Axe too civilized, too reliant on metallic weapons and armor, and too eager to talk with their rivals. To them, the Broken Axe Tribe lost its way long ago, becoming weaklings and cowards who compromise the nobility of minotaur blood.

When they broke from their original tribe, the Red Horns followed their instincts and reverted to a savage way of life. They rejected the arts their people had taken centuries to perfect, embracing simpler ways. Like their ancient forefathers had done before them, they dipped their horns in blood red paint to identify their new clan and the brutal nature in which they would rule.

The Red Horns are more inclined to fight than the other minotaurs in the Region. They are cunning, fearless warriors who believe non-minotaurs should be slaughtered or enslaved — all other races are inferior. However, they hold proven warriors of any race in high esteem. Though many still hold metallic weapons, such as flails and picks, most prefer the use of cruder arms, like clubs and morningstars. The Red Horns never wield axes as a sign of defiance.

In battle, they charge their foes with their horns, which by their credo must be reddened by the blood of their enemies. They initiate this maneuver as often as they can, targeting whoever is closest. Once a Red Horn draws blood, his opponent is considered marked and no other minotaur is allowed to fight the wounded foe — unless there are fewer enemies than Red Horn combatants, at which point a stray minotaur has his pick of enemies. When this happens, the Red Horns share the kill.

To represent their fighting style, DMs should roll Initiative for each Red Horn minotaur engaged in the battle.

If the PCs fail to tap upon the panel as the chieftain would, Sarmnush hears the ruckus caused by the stone panel being moved upon the rocky floor when they push open the secret wall. The barbarian hides in the shadowy nook in the northwest corner of the Room and readies himself to charge the intruders with his horns, hoping to surprise them.

After 1 round, he enters his barbarian's rage and uses his axe to cleave the PCs, targeting the warriors first. Sarmnush is fervently loyal to his duty and he does everything in his power to protect the treasure he guards. In battle, he utters loud screams that may alert other minotaurs in the vicinity. Allow the minotaurs in Room F2 DC 17 Listen checks to notice the battle. If they do, they come to Sarmnush's aid 1d3+1 rounds later.

Treasure: The large tapestry in the eastern corner of the south wall depicts a great battle between a small group of minotaurs in golden armors and a great host of frog-like humanoids with sharp fangs bearing long spears with strangely dented bladed heads. Though some of the embroideries on the tapestry are damaged and most of their colors are faded by time, its greater than average quality is obvious. This tapestry is worth upwards of 800 gp, but a connoisseur succeeding at a DC 35 Knowledge (history) check realizes it depicts an epic battle fought by the first members of the Golden Axe minotaur tribe and is worth five times this amount.

Behind the thick tapestry is a locked door, which can only be discerned by moving the tapestry or with a successful DC 20 Search check. A DC 28 Open Lock check is required to unlock it. Behind the door is a thin stone altar. Upon the altar lays the three broken pieces of a large greataxe, which seems to be made out of pure gold.

This broken golden greataxe was once the most important relic of the Golden Axe minotaur tribe, and it was passed down from one chieftain to the next for centuries uncounted. The axe was broken during Grauki's revolt and, shortly after, Markuli renamed his tribe the Broken Axe. The ancient relic is priceless to the members of both the Broken Axe tribe and the Red Horn clan who were once proud members of the Golden Axe tribe.

The broken axe can be restored to its original form by a master smith able to fashion magical weapons. If mended, it functions as a *+3 shock greataxe* that bestows its wielder with resistance to electricity 10.

Sarmnush's enchanted breastplate is fashioned from gold (worth 500 gp) and worth twice as much to the members of the Broken Axe or the Red Horn tribes. He also carries a pouch with six small emeralds (worth 125 gp each).

EL: 9

Scaling: To increase the challenge of this encounter, add two barbarian levels to Sarmnush and add one minotaur. To decrease the challenge, remove two barbarian levels from Sarmnush.

Sarmnush, Minautor Brb 5: CR 9, Large monstrous humanoid; HD 6d8+18 + 5d12+15; hp 96; Init +1; Spd 20 ft.; AC 21, touch 10, flat-footed — (see text); Base Atk +11; Grp +20; Atk +16 melee (3d6+6/×3, masterwork large greataxe) or +15 melee (1d8+4, gore); Full Atk +16/+11/+6 melee (3d6+6/×3, masterwork large greataxe) and +10 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+7; SQ Darkvision 60 ft., improved uncanny dodge, natural cunning, rage, scent; AL NE; SV Fort +11, Ref +7, Will +6; Str 20, Dex 12, Con 16, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +4, Listen +12, Search +2, Spot +7, Survival +3; Cleave, Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +15 attack bonus that deals 4d6+7 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 8 rounds.

Improved Uncanny Dodge (Ex): Sarmnush can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions:+1 breastplate, masterwork large greataxe.

F4. MINOTAUR GUARD CHAMBER

The burning torches set at various places on the walls illuminate this wide but narrow room, revealing a wooden table upon the south wall. Thick bunk beds fashioned from dark brown wood dominate the east and west portions of the room and a barrel with six empty wooden mugs on top of it lays in the southeast corner.

Three large humanoids with muscular arms and powerful legs sit on the edge of the beds, talking in low tones. Under long horns, their bovine faces bear disquieting and vigilant brown eyes.

Initial Attitude: Unfriendly

Encounter: This Room serves as the bedchamber of six minotaurs from the Broken Axe tribe. Three are on duty in Room F2 while their companions, three female minotaurs (hp 44, 38, 37), currently guard this Room. They regard any unknown trespasser as a threat, but are willing to parley with PCs making good use of the Diplomacy skill. If offered, they might be willing to trade goods or information with the party.
Encounter Condition: N/A

Encounter Condition: N/A

Tactics: These warriors are used to fighting with one another. If combat ensues here, two of them use their powerful horns to charge the toughest-looking PCs, while the other readies her greataxe and attacks one of the spellcasters.

Treasure: The minotaurs in this Room possess nothing of great value, but each carries 1d8 gp in assorted coins. Additionally, a successful DC 18 Search check reveals a pair of medium-sized gauntlets hidden under the woolen blankets of one of the six bunk beds. The gauntlets are fashioned from thick gray hide. They are of high quality and a small silvery rune in the form of a closed fist is imprinted at the base of each gauntlet, where the wearer's wrist would be. This is a pair of gauntlets of ogre power.

The barrel is filled with a bitter tasting, black ale. See Room F7 for details on the effects of this potent substance.

EL: 7

Scaling: To increase the challenge of this encounter, add two minotaurs. To decrease the challenge, remove one of them.

Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 45, 41, 36; Init +0; Spd 30 ft.; AC 18, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +9 melee (3d6+6/×3, greataxe) or +9 melee (1d8+4, gore); Full Atk +9/+4 melee (3d6+6/×3, greataxe) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Chain shirt, greataxe.

F5. SECRET WALL PANEL

Initial Attitude: N/A

Encounter: A successful DC 25 Search check reveals the secret door opening into the maze of narrow corridors and empty Rooms to the southeast. The 5-ft. wide by 8-ft. tall panel, which at first glance seems identical to the stone making up the walls in this Region, is set upon hinges that can only be seen when the secret door is opened, inside doorway. PCs need to succeed at a DC 18 Strength check to push the heavy door open. PCs coming from the south must pull upon the panel, which is extremely difficult to accomplish because it offers nothing the PCs can grab on to. A successful DC 32 Strength check is needed to open the secret panel from that side.

Encounter Condition: N/A

Tactics: If the PCs spend 30 minutes in the hallway, roll for a Random Encounter.

Treasure: N/A

EL: N/A

Scaling: N/A

F6. TRAINING ROOM

Like many chambers in this section, the wavering torch light set upon the walls illuminates this large hall. At first glance, the room seems void of furniture and decoration, but upon the west wall is a massive structure built from dark wood. A closer look at it reveals a wide weapons' rack running the entire length of the western wall. Various weapons, mostly greataxes and halberds, are stored there.

Initial Attitude: N/A

Encounter: The warriors of the Broken Axe tribe use this Room to hone their fighting skills. They frequently come here to practice combat maneuvers and fight mock duels against one another.

Encounter Condition: N/A

Tactics: If the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: The weapons' rack upon the western wall holds a dozen greataxes, seven halberds, five longspears, two tridents, a bastard sword, and a masterwork heavy pick.

EL: N/A

Scaling: N/A

F7. ALE STORAGE

The narrow corridor leading south opens into a dark chamber. A potent smell emanates from the room and a look inside reveals a multitude of wooden barrels stacked upon the south wall and a door to the east.

This door leads to another narrow and winding corridor opening into a small chamber. The smell intensifies here, becoming quite nauseating. Three wooden baskets filled with a dark brown and foamy liquid take up most of the space in the room.

Initial Attitude: Unfriendly

Encounter: This Room is divided into two chambers comprising the Broken Axe tribe's ale and beer storage. It is unclear where Brumni the Blind (in Room F2) got the booze, but he keeps a constant guard over it, making sure that no one gets a drink from his limited supply. There is a 10% chance that Brumni is here guarding it. If not, there is a 20% chance 1d3 minotaurs are here looking to sneak a keg.

Encounter Condition: N/A

Tactics: Brumni is willing to trade a pony keg of ale or beer in exchange for something exotic. Coin is worthless to him, but a magic item or strange gem might get his attention. Otherwise, he does not part with his precious wares.

Treasure: The first chamber contains twenty pony kegs filled with black and bitter tasting ale or beer. Each goblet of this potent substance a PC ingests requires a DC 20 Fortitude save. A failed saving throw results in the PC suffering from a –1 circumstance penalty to all Reflex saves and skill checks for one full hour. A PC drinking more of the stuff must attempt another DC 20 (+1 per previous save) Fortitude save after each goblet-full he ingests. The penalties bestowed by the ale and the amount of time the PC is affected stack. These penalties reduce by 1 with each hour that follows, so a PC who drank five goblets of the ale and failed his Fortitude saving throw three times suffers from a –3 penalty to his Reflex saves and skill checks for the first hour, a –2 penalty for the following hour, and a –1 penalty for the third. Minotaurs do not suffer any ill effects from potent liquid.

The second chamber contains another 40 barrels of the same drink. These are stacked floor to ceiling.

EL: N/A

Scaling: N/A

F8. LONE MINOTAUR BARD

A lone female minotaur with thick black fur paces near the north door of this dark chamber. She holds a piece of yellowed parchment in her large right hand. A long-handled axe hangs from the lower portion of the weapon's belt she wears across her chest. Her left hand rests upon the tip of the axe dangling at her side.

Initial Attitude: Indifferent

Encounter: Vornmik (hp 63), a lonely minotaur bard, is having trouble finishing the last stanza of her sonnet. She does not come here often, but she needed a quiet place to think. This piece will be a great epic for her clan and she hopes to impress Markuli with its timeless rhythm and diction.

Vornmik is a relatively easy-going minotaur. She is smart, charming, and used to having things done her way. She is one of Chieftain Markuli's most respected advisors. If she encounters the PCs, she remains quiet and unmoving, preferring to let them make the first move. If they act friendly and talk to her, she converses with them. If the PCs make good use of Diplomacy and improve her attitude to Friendly, she offers to introduce them to the chieftain of the Broken Axe tribe.

Encounter Condition: Echoes 2

Tactics: If combat ensues here, Vornmik uses her enchanted battleaxe in battle and initiates a loud chant to inspire her with courage. The guards in Room F9 hear her automatically and come to her rescue 1d2 rounds thereafter.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add one minotaur and add two bard levels to Vornmik and equip her with a +2 *studded leather armor*. To decrease the challenge, remove two bard levels from Vornmik.

♟ **Vornmik, Minotaur Brd 4:** CR 8; Large monstrous humanoid; HD 6d8+12+ 4d6+8; hp 63; Init +2; Spd 30 ft.; AC 21, touch 11, flat-footed — (see text); Base Atk +9; Grp +16; Atk +13 melee (2d6+4/×3, *+1 battleaxe*) or +11 melee (1d8+3, gore); Full Atk +13/+8 melee (2d6+4/×3, *+1 battleaxe*) and +6 melee (1d8+1, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+4; SQ Bardic knowledge 3, bardic music, countersong 4/day, darkvision 60 ft., *fascinate* 4/day, inspire courage +1 4/day, inspire competence 4/day, natural cunning, scent, spells; AL CN; SV Fort +7, Ref +11, Will +10; Str 17, Dex 15, Con 15, Int 9, Wis 12, Cha 15.

Skills and Feats: Diplomacy +9, Intimidate +5, Listen +8, Perform (oratory) +9, Search +3, Spot +8; Great Fortitude, Power Attack, Track, Weapon Focus (battleaxe).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +11 attack bonus that deals 4d6+4 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 ft. of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 ft. and able to see and hear the bard. The bard must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are infeasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Bard Spells Known (3/3/1; save DC 12 + spell level): 0—*detect magic, flare, light, mending, message, resistance;* 1st—*cure light wounds, expeditious retreat, hideous laughter;* 2nd—*heroism, sound burst.*

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Studded leather armor, buckler, *+1 battleaxe, potion of charisma* (2 doses), pouch with two rose-colored gems (25 gp each), 7 pp, and 19 gp.

F9. MINOTAUR GUARD POST

This small square room in the middle of the maze-like Region is totally dark. A pair of minotaurs stands guard. They hold long halberds and talk in low tones.

Initial Attitude: Unfriendly

Encounter: Sarmish and Erki, two minotaur barbarians (hp 56, 52) stand guard here. Though this is a strange place for a guard post, the minotaurs make a habit of posting guards here 50% of the time. These barbarians are at the end of their shifts and eager for rest and recreation.

Erki is Vornmik's (Room F8) best friend. Both Sarmish and Erki are elite members of the Broken Axe tribe with ambitions of one day being admitted into the ranks of the chieftain's personal guard (Room F38).

Encounter Condition: N/A

Tactics: If the PCs engage the minotaurs, they initiate their barbarian rage. Erki charges with his horn while Sarmish wields his halberd. They fight to the death.

Treasure: Erki carries a large chunk of amber (worth 375 gp) in a leather pouch. Sarmish has 27 gp in a small leather pouch.

EL: 8

Scaling: To increase the challenge of this encounter, add two barbarian levels to each minotaur. To decrease the challenge, remove two barbarian levels.

♟ **Sarmish and Erki, Minotaur Brb 2:** CR 4; Large monstrous humanoid; HD 6d8+12 + 2d12+4; hp 56, 52; Init +0; Spd 30 ft.; AC 18, touch 9, flat-footed — (see text); Base Atk +8; Grp +17; Atk +13 melee (2d8+7/×3, halberd), or +9 melee (1d8+5, gore); Full Atk +13/+8 melee (2d8+7/×3, greataxe) and +7 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., illiteracy, natural cunning, rage 1/day, scent, uncanny dodge; AL CE; SV Fort +8, Ref +5, Will +5; Str 20, Dex 10, Con 15, Int 7, Wis 11, Cha 8.

Skills and Feats: Climb +8, Jump +8, Intimidate +6, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track, Weapon Focus (halberd).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 7 rounds.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Chain shirt, halberd.

F10. GATHERING HALL

Half a dozen large piles made out of dried branches tied with long pieces of cotton and woolen cloth simulating low sofas are lined along the south and north walls. A massive table dominates the room. In the northeast corner is a barrel with several empty wooden goblets upon it.

Two female minotaurs sit upon one of the crude sofas, sipping black ale from goblets. Long-handled axes lay at their feet. A broad-shouldered male minotaur holding a halberd stands near the table.

Initial Attitude: Unfriendly

Encounter: The three minotaurs (hp 43, 39, 36) relaxing in the hall do not react well to PC intrusion. Unless members of their tribe accompany the PCs, the two females cast their goblets aside, pick up their weapons, and stand to face them. Meanwhile, the male turns to them, pointing his halberd in a threatening manner.

Encounter Condition: Fearless

Tactics: In combat, the male minotaur wields his halberd while the two females charge the PCs with their horns before engaging them in melee.

Treasure: Each of these minotaurs carry 1d8 gp worth of coins and semi-precious stones. One of the females wears a pair of mithral armbands of dwarven design. The items were part of a full suit of armor and protected the front of the thighs of a dwarven warrior. The minotaur strapped the pieces upon her large forearms, displaying its wonderful design. Though these pieces of armor do not seem valuable by themselves, they depict a pair of crossed hammers in front of a burning sun. When polished, the mithral of the leg greaves shines brilliantly. Any Medium PC wearing these leg greaves to complement their armor benefit from an additional +1 AC bonus. The items are worth upwards of 500 gp, but historians and dwarves might pay up to three times this amount for them.

EL: 7

Scaling: To increase the challenge of this encounter, add one minotaur and equip them all with chain shirts. To decrease the challenge, remove the male minotaur.

Broken Axe Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 43, 39, 36; Init +0; Spd 30 ft.; AC 18, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +10 melee (2d8+6/×3, halberd); Full Atk +10/+5 melee (2d8+6/×3, halberd) and +4 melee (1d8+2, gore); or +10/+5 melee (2d8+6/×3, greataxe) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Weapon Focus (greataxe).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Chain shirt, halberd.

F11. EMPTY BEDCHAMBER

Four massive beds are placed along the north and south walls of this darkly lit chamber.

Initial Attitude: N/A

Encounter: This Room serves as the bedchamber of the minotaurs in Room F17.

A successful DC 28 Search check reveals the secret 5-ft. square stone panel in the middle of the eastern wall. The edges of this panel form a deeply indented groove into the wall and a pair of metal hinges painted to resemble stone protrudes from one side. The panel can be pushed open with a DC 18 Strength check, revealing the hall beyond.

Encounter Condition: N/A

Tactics: N/A

Treasure: PCs succeeding at a DC 15 Search check uncover the following treasures hidden under the rough woolen sheets upon the beds — an eye patch made of blue silk (worth 35 gp), an embroidered glove upon which three small chrysoberyls are set (worth 75 gp), and a pair of *+2 darts*.

EL: N/A

Scaling: N/A

F12. OLD COMMON HALL

This oddly shaped room is dark. There is no furniture anywhere in the hall, but a closer look at the north wall reveals the image of a bright golden axe painted upon its rough stone surface.

Initial Attitude: N/A

Encounter: This large hall was a meeting place for the warriors of the Golden Axe tribe of olden days. Since the revolt that split the tribe into two clans, the hall was abandoned because both the members of the Broken Axe and those of the Red Horns assumed the place brought them ill luck.

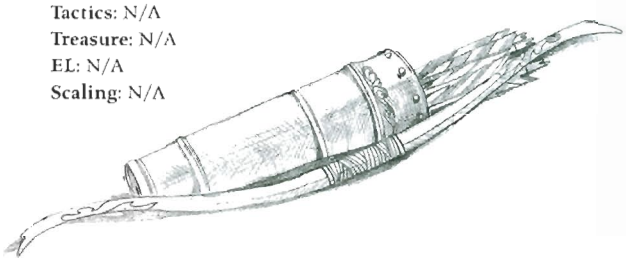
Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A



F13. ARCHERY RANGE

The dancing flames of two dozen torches illuminate this long and narrow room. A stack of longbows is piled up in a jumble in the northeast corner and several piles of arrows lay scattered upon the floor. At the far end of the room are five massive wooden panels painted in white and green. Several arrows protrude from these crude targets.

Initial Attitude: N/A

Encounter: This Room was turned into an archery range long before the members of the Golden Axe tribe took over the Region. The minotaurs never bothered to renovate the place, thinking instead it might be useful some day. It has been many years since anyone used this Room — the minotaurs of the Broken Axe tribe prefer melee combat and see no reason to hone their skills with the bow.

Encounter Condition: N/A

Tactics: N/A

Treasure: There are 13 longbows and one masterwork longbow lined up upon the northeast wall. Among the 318 arrows scattered upon the floor are 21 masterwork arrows and 9 *+1 arrows*.

EL: N/A

Scaling: N/A

F14. TRAPPED ROOM

This room is cast in deep shadows, but a closer look reveals the south wall is colored with dark brown markings.

Initial Attitude: N/A

Encounter: Though the color pattern does not mean anything special to most people, members of the Broken Axe and Red Horn tribes know they indicate a nearby trap.

A 5-ft. wide by 10-ft. long stretch of the floor at the mouth of the corridor opening to the southwest is actually a pressure plate made out of the same stone as the rest of the floor. Anyone stepping upon it automatically triggers the mechanical trap here, but a successful DC 30 Search check reveals a tiny button in the center of the painted southern wall. Pressing this button neutralizes the trap for one full minute.

Fusillade of Greenblood Oil Darts: CR 5; mechanical; location trigger, manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); multiple targets (1d8 darts per target in a 5-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

Encounter Condition: N/A

Tactics: The wall at the western end of the corridor is not fixed upon the wall. It is a fake wall fashioned by a dwarf slave for the minotaurs several years ago. A successful DC 28 Search check is required to notice the stone panel. A DC 23 Strength check is required to either push the panel open or put it back into place.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, replace the greenblood poison on the dart trap with giant wasp poison. To decrease the challenge, remove the greenblood oil poison from the dart trap.

F15. FALSE TREASURE ROOM

The door leading into this Room is locked and trapped. A successful DC 20 Open Lock check is required to open the door and gain access to its treasure. The trap is triggered as soon as the door is opened, but using the proper key (which only Chieftain Markuli has) automatically bypasses the trap.

Scythe Trap: CR 4; mechanical; location trigger; automatic reset; +22 melee (2d4+8/×4, scythe); Search DC 22; Disable Device 18.

Three massive oak tables are lined up along the western wall of this room, which is cast in total darkness. On the table to the north are four large bags; on the one to the south is a small iron box with dark green gems imbedded in it; and a large axe of wonderful craftsmanship lays upon the central table.

Initial Attitude: N/A

Encounter: N/A

Encounter Condition: [Flooded], Stagnant Air

Tactics: N/A

Treasure: Although this Room was created as a false treasure Room to fool adventurers into thinking these were the only items held by the Broken Axe tribe, it nevertheless contains remarkable riches. The three tables hold the following treasure:

- *Table One:* The four large bags are filled with coins, which are not of much use in this Region of the dungeon, since the creatures living here prefer to barter goods and gems rather than coins. The first bag holds 831 cp, the second contains 792 ep, the third has 517 sp, and the last and smallest bag is half filled with 211 gp.
- *Table Two:* The 12-inch-by-8-inch iron box with green gems is of wonderful craftsmanship and worth upwards of 150 gp. It is, however, smeared with Nitharit poison (DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 30. In the box is a +3 *golden dagger*, too small for the minotaurs to wield in battle.
- *Table Three:* The large axe upon this table is made out of silvery metal with a pale yellowish green stone set upon the butt end of the weapon. It is a masterwork greataxe worth 750 gp. It once belonged to a great hero of the tribe who had no kin, so the chieftain placed this valuable treasure here.

EL: 4

Scaling: To increase the challenge of this encounter, add a second scythe to the scythe trap. To decrease the challenge, replace the scythe trap with a greenblood poison needle trap.

F16. SERGEANT'S OFFICE

There is a secret door behind the bed in this Room. PCs searching the Room must move the bed in order to uncover this secret door. If they move the bed, a successful DC 20 Search check reveals a 5-ft. long groove between the floor and eastern wall. To open this secret door, one must place a hand inside this groove, grip the bottom of the doorway, and pull hard. A DC 18 Strength check is required to open it.

This room has a large wooden desk in the center. A five-branch candelabrum on the table holds five golden hued candles. Their flames illuminate the heart of the room but its walls remain cloaked in heavy shadow. A large empty chair is behind the desk and a wide bed is next to the western wall.

Initial Attitude: Unfriendly

Encounter: This Room serves as both the bedchamber and office of Ramafik (hp 87), a mighty female minotaur barbarian responsible for the minotaur warriors in Rooms F17 and F18. Ramafik is a cunning and merciless warrior, considered by many as a paragon of the warrior of the Broken Tribe.

Ramafik is in charge of protecting the borders between the domain of the Broken Axe tribe and the territory of the Red Horns. Though she does not tolerate intrusion into her people's domain, she is willing to parley with PCs who come in peace. If the PCs killed any of the warriors in Room F17, she charges them on sight.

Encounter Condition: Cover (soft), Drafty

Tactics: If Ramafik enters combat, she uses her greatclub to engage the strongest male of the party. Given the chance, she charges her foes with her powerful horns as often as she can.

Treasure: Ramafik wears a breastplate of exquisite quality, a magical ring, and a +1 *greatclub*. In addition to these items, she carries a pouch with two small amethysts (100 gp each), three bloodstones (45 gp each), five tiger-eye turquoises (10 gp each), and a chunk of well-polished obsidian (worth 45 gp).

The desk in her office has two drawers. The first one contains fourteen golden candles, two torches, as well as flint and steel. The second drawer holds a variety of small trinkets taken from Ramafik's fallen enemies — a masterwork dart, a battered brown leather sling, a broken arrow made out of silver (worth 10 gp in raw silver), the long yellowed fang of a large wolf, a purple velvet handkerchief covered with dried blood, an ivory comb shaped to resemble a polar bear (worth 65 gp), and a dried scroll containing the following arcane spells: *enlarge person, firetrap, gaseous form, invisibility sphere, major image,* and *polymorph.*

EL: 8

Scaling: To increase the challenge of this encounter, add two barbarian levels to Ramafik. To decrease the challenge, remove two levels.

Ramafi, Minotaur Brb 4: CR 8; Large monstrous humanoid; HD 6d8+18+4d12+12; hp 87; Init +1; Spd 20 ft.; AC 20, touch 10, flat-footed — (see text); Base Atk +10; Grp +18; Atk +15 melee (2d8+7, +1 large greatclub) or +13 melee (1d8+4, gore); Full Atk +15/+10 melee (2d8+7, +1 large greatclub) and +8 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+7; SQ Darkvision 60 ft., natural cunning, rage, scent; AL CE; SV Fort +11, Ref +7, Will +6; Str 19, Dex 13, Con 17, Int 8, Wis 10, Cha 10.

Skills and Feats: Intimidate +7, Listen +12, Search +2, Spot +7, Survival +3; Great Fortitude, Power Attack, Track, Weapon Focus (great club)

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +13 attack bonus that deals 4d6+7 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 8 rounds.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Masterwork breastplate, +1 *large greatclub, ring of jumping.*

F17. BROKEN AXE BORDER POST

Two dozen sconces set upon the walls of this large hall hold burning torches shedding light into all corners of the room, revealing crude markings carved into the stone and painted yellowish gold. They represent various long-handled axes broken in three parts.

In each corner of the room is a large wooden barrel. On top of them are a multitude of mugs. A long bench is lined up next to the east wall and a high table lays next to the west wall.

Six minotaurs, wearing golden-brown hide armors, stand guard. Four are posted beside each door and bear long halberds. The other two stand beside the table and talk in hushed tones, their greataxes dangling at their side.

Initial Attitude: Unfriendly

Encounter: Six minotaurs (hp 45, 43, 39, 39, 37, 36) stand guard in this Room, which is considered one of the three most important Broken Axe outposts. Because their immediate neighbors are the Red Horn tribe, these men have mixed feelings about their duty. On one hand, they harbor a deep resentment towards those who abandoned the tribe. On the other, since peace was made with the Red Horns they feel secure in the fact that no rebel minotaur poses any real threat to them. In fact, many among them were cousins or friends before the revolution, and most trade with the Broken Axe on a weekly basis (see Room F18).

If the PCs sneak up on the minotaurs here, the guards suffer a –2 circumstance penalty to Listen and Spot checks made to notice them. Because they do not anticipate problems, these minotaurs are slow to react and suffer from a –4 circumstance penalty to their Initiative check on the first round of battle.

Encounter Condition: Drafty, Echoes 4

Tactics: Though the guards feel secure and take their duties lightly, they nevertheless are fierce and proud warriors. Once they recover from the initial shock of the PCs' attack, they fight with all their might, using both their weapons and their mighty horn attack to incapacitate their enemies as quickly as possible.

If combat occurs, allow Ramafik (Room F16) a DC 15 Listen check and the guards in Room F18 a DC 20 Listen check to notice the ruckus. Once aware of the battle, Ramafik comes to the aid of the warriors in 1d3 rounds while the guards in Room F18 take 1d4+2 rounds to arrive.

Treasure: Each minotaur carries a 1d4 small gem worth 4d8 gp each. The four barrels in this Room hold the black and bitter tasting minotaur ale (See Room F7).

EL: 9

Scaling: To increase the challenge of this encounter, add four minotaurs. To decrease the challenge, remove two.

Broken Axe Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 45, 43, 39, 39, 37, 36; Init +0; Spd 30 ft.; AC 17, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +10 melee (3d6+6/×3, greataxe) or +9 melee (2d8+6/×3, halberd); Full Atk +10/+5 melee (3d6+6/×3, greataxe) or +9 melee (2d8+6/×3, halberd), and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Weapon Focus (greataxe).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Hide armor, greataxe.

F18. BROKEN AXE TRADING POST

This strangely shaped hall is brightly lit by the flames of two dozen torches set in bronze sconces some fifteen ft. high upon the walls. Five narrow wooden tables dominate the hall. Three of these tables are empty, but one is covered with a thick layer of pelts while another has several slices of dark salted meat laid out upon it.

Four powerful-looking humanoids with bovine faces and long horns stand guard in this room. They hold long axes and wear thick golden yellow hide armor.

Initial Attitude: Unfriendly

Encounter: The four minotaurs here (hp 39 each) are in charge of running the daily affairs of the trading post as well as protecting its wares. Since no creatures have tried to invade this Room for more than eighteen months, these warriors are a little more careless than usual. They receive a –3 circumstance penalty to all Listen and Spot checks made to notice the PCs as well as a –2 circumstance penalty on their Initiative check for the first round of battle.

If the PCs come in peace, the minotaurs here are eager to bargain with them. They are interested in gems, jewels, and weapons large enough for them to use.

Encounter Condition: Cover, Echoes 1

Tactics: If there is a battle here, the minotaurs charge the PCs with their great horns, uttering loud cries to alert the guards in Room F17. Allow these warriors a DC 20 Listen check each round to hear the sound of battle. Once they do, they alert Ramafik (in Room F16) and four of them rush to aid their comrades 1d4+2 rounds thereafter. Meanwhile, Ramafik stands guard in Room F17 with the two remaining warriors.

Treasure: There are eleven rich pelts taken from different animals laid out upon one of the tables. These are of good quality and were taken from various kinds of animals and magical beasts. A successful DC 20 Knowledge (the planes) check or DC 30 Knowledge (nature) check reveals half of these pelts come from barghests. Put together, they are worth upwards of 200 gp in any market.

The meat slices upon the other table are edible, if not a little salty. There is enough here to feed a party of four adventurers for an entire week. Each minotaurs in this trading post also has 1d8 gp worth of coins and small gems on his person.

EL: 7

Scaling: To increase the challenge of this encounter, add four minotaurs. To decrease the challenge, remove one.

Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 39; Init +0; Spd 30 ft.; AC 17, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +10 melee (3d6+6/×3, greataxe); Full Atk +10/+5 melee (3d6+6/×3, greataxe) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Weapon Focus (greataxe).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Hide armor, greataxe.

F19. NORTHERN CORRIDOR WARP GATE

This door is identical to any other in the region, but a design resembling an open hand is painted in blue colors in its center.

Initial Attitude: N/A

Encounter: This door is one of the ten warp gates in the Region. It is unlocked, but a small lock made from black iron is set above the doorknob. When this door is opened, roll on the Warp Gates: Random Locations table (at the beginning of this section) to determine in which Room it leads. Like all other warp gates, once the PCs cross it, it shuts behind them.

If Room F22 is rolled on the Warp Gates: Random Locations table, something strange happens. The PCs open the door and see themselves as if standing on the other side of the warp gate at the southern side of the corridor (Room F22). They see themselves standing in front of an open doorway in the distance, but might not instantly recognize themselves depending on the illumination they use and their ability to see in the dark. A successful DC 20 Intelligence check, however, reveals what they see is their own movement. Once they pass through the gate and emerge in Room F22, the doors of both warp gates (Rooms F19 and F22) closes shut behind them.

Encounter Condition: N/A

Tactics: The minotaurs of the Broken Axe tribe have yet to uncover the secrets of this warp gate or find its special key. The painting serves as a warning for them not to cross.

Treasure: N/A

EL: N/A

Scaling: N/A

F20. OUTER GUARD POST

This Room houses eight minotaurs and serves as their guard post. They keep the door to the north open so they can keep an eye out for any trespassers into their territory. The door on the south wall is also open. PCs succeeding at a DC 22 Listen check hear movement coming from Room F21.

The weak flames of four torches set upon the walls illuminate this hall. Though several sconces made of tarnished dark bronze are set upon the walls of this chamber, only four torches are placed into them.

Four beds are lined up along the east wall and four others lay at the bottom of the west wall. A wide table with eight wooden stools was placed in the center of the room and there is a barrel on either side of the southern door.

Four large humanoids with rich brown fur covering their muscular bodies and bull-like heads bearing slightly curved horns occupy this room. Two sit on the edge of stools around the table, throwing fistfuls of bones upon the wooden surface. The others stand near the northern door but keep their eyes on the game played by their companions.

Initial Attitude: Unfriendly

Encounter: Four minotaurs (hp 45, 43, 38, 35) currently guard this Room. The other four were charged with cleaning up the mess in Room F21 and are presently working there. These four are enjoying themselves, but nevertheless try to remain vigilant. The recent attack of a pack of barghests in Room F21 slaughtered three of their kind and maimed another, so they are constantly on the lookout for danger.

If the PCs come in peace and parley with the guards, they inform them of the recent barghest attack (from Region E). They offer 20 gp worth of treasure for every barghest hide the PCs bring back to them. If the PCs have already killed the barghests and inform the minotaurs of this fact (or if they successfully lie to them at this fact), the minotaurs' attitude automatically shifts one step towards Helpful.

Encounter Condition: Cover (soft)

Tactics: If battle occurs here, the minotaurs attack the PCs with their greataxes and maneuver so they can flank them. They also call forth the minotaurs in Room F21, who come to their aid in 1d3 rounds.

Treasure: The barrels contain potent minotaur ale (see Room F7). In addition to the weapons they carry, each minotaur has 4d8 gp worth of coins and semi-precious gems.

One of the minotaurs also has two special keys. These keys are fashioned from clear crystal with painted handles — one was dipped in red paint and the other in blue. When the blue key is used to "unlock" any of the warp gates, its door opens into Room F2. When the red key is used in such a manner, the warp gate leads to Room F22.

The minotaurs uncovered these warp gate keys long ago, and learned how to use them to travel from Room F2 through F22, and vice versa; hence the circles and dots upon the warp gate doors in those two Rooms.

EL: 8

Scaling: To increase the challenge of this encounter, give two barbarian levels to each of the minotaurs. To decrease the challenge, cut their numbers in half.

Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 45, 43, 38, 35; Init +0; Spd 30 ft.; AC 17, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +10 melee (3d6+6/×3, greataxe); Full Atk +10/+5 melee (3d6+6/×3, greataxe) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Weapon Focus (greataxe).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Hide armor, greataxe.

F21. SACKED GUARD POST

A subtle but pungent smell permeates this room, which is filled with broken furniture. The floor in front of the southern door is covered in a pool of dark brown and slightly foamy liquid, and piles of wood splinters can be seen on either side of the doorway. To the north, large barrels stand on either side of the open door leading to a shadowy corridor.

In the darkness, the large silhouettes of well-muscled humanoids with bovine heads and horns can be seen. They wear hide armors and long-handled axes hang from their weapon's belt. They move broken pieces of furniture around, grunting in displeasure.

Initial Attitude: Unfriendly

Encounter: Four male minotaurs (hp 42, 40, 38, 35) from Room F20 were ordered to clean up the mess left by the recent barghest raid that killed three of their companions and wounded another. These warriors fear more barghests might come pouring into their tribal grounds from the corridors leading west, so one of them remains on high alert and watches for any intruders coming from there. He stands near the south wall, weapons in hand. The others are piling the broken beds, barrels, and tables in the middle of the place.

Encounter Condition: Stagnant Air

Tactics: If the PCs engage the minotaurs in battle, the warriors attack the most armored opponents first, ganging and flanking them if the opportunity arises. The sound of battle also alerts the warriors in Room F20, who come to their comrades' rescue 1d2 rounds after the battle begins.

Treasure: The two remaining barrels contain minotaur ale; see Room F7 for details on the effects of this strong substance. In addition to the weapons they carry and the armor they wear, each minotaur holds 1d8 gp worth of coins and small gems. One of the guards also wears a golden armband depicting the face of a raging bull. This trinket is worth 250 gp, but twice this amount to any minotaur of the Broken Axe or Red Horn tribe.

EL: 8

Scaling: To increase the challenge of this encounter, double the number of minotaurs present. To decrease the challenge, reduce their numbers to two.

Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 42, 40, 38, 35; Init +0; Spd 30 ft.; AC 17, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +10 melee (3d6+6/×3, greataxe); Full Atk +10/+5 melee (3d6+6/×3, greataxe) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Weapon Focus (greataxe).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Hide armor, greataxe.

F22. SOUTHERN CORRIDOR WARP GATE

This door has an unusual design painted on it: a dark red circle with a blue dot in the middle. A small black iron lock is set above the doorknob.

Initial Attitude: N/A

Encounter: This door is another warp gate. It is unlocked and not trapped. When PCs open it, roll on the Warp Gates: Random Locations table (above) to determine in which Room the gate leads.

If Room F19 is rolled on the Warp Gates: Random Locations table, the PCs open the door and see themselves as if standing on the other side of the warp gate from Room F19. They see themselves standing in front of an open doorway in the distance, but do not automatically identify the distant silhouettes as their own. With a successful DC 20 Intelligence check, they realize what is happening. Once they move through the gate, the doors of both warp gates (F19 and F22) close shut behind them.

Encounter Condition: Distracting Noises 6

Tactics: The minotaurs in Room F20 have the special crystal keys needed to journey from here to Room F2, and vice versa. The painted sign on the door indicates to them which keys to use (see Room F20 for more details).

Treasure: N/A

EL: N/A

Scaling: N/A

F23. ISOLATED WARP GATE I

This square room is completely dark and empty. A door with a black iron lock above the doorknob in the middle of the north wall is the only thing of interest in this room.

Initial Attitude: N/A

Encounter: The door leading into this Room is one of the ten warp gates in the Region. It is unlocked, but a small mechanism made from black iron is set above its doorknob. When this door is opened, roll on the Warp Gates: Random Locations table to determine into which Room it leads. The door shuts itself close as soon as the PCs pass through it.

Encounter Condition: N/A

Tactics: There is no other way of getting in or out of this Room than through the warp gate. The minotaurs of the Broken Axe tribe are aware of a number of these isolated chambers. Because they do not want to venture in other parts of the Region, they avoid the warp gates as much as they can.

Treasure: N/A

EL: N/A

Scaling: N/A

F24. TREASURE ROOMS

Each of the doors leading into the treasure Rooms is rigged with a mechanical trap. These traps were built by a dwarven rogue who ventured into these parts and aligned himself with the minotaurs decades ago. The only way to bypass these traps is to use the proper key, which can be found on Chieftain Markuli's person in Room F39.

Door One (South Wall): The five-foot square floor tile at the foot of this door hides a deep pit trap, which is lined with sharp wooden spikes. The trap is triggered when the door is opened.

Spiked Pit Trap: CR 6; mechanical; touch trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +12 melee, 1d4 spikes per target for 1d4+4 each); Search DC 21; Disable Device DC 20.

Door Two (North Wall): A tiny hole above this door shoots a potent poison into the air as soon as the door is opened.

Insanity Mist Vapor: CR 8; mechanical; special trigger (see above); repair reset; gas; never miss; onset delay (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 27.

This wide hall is illuminated by the flames of ten torches, which are set in bronze sconces upon the walls. The room has no furniture or decoration, but there is a door in the center of each of its four walls.

There are four minotaurs in golden armor and matching helmets from which long horns protrude in this large antechamber. They hold greataxes and large steel shields in their hands.

Initial Attitude: Hostile

Encounter: This large Room is the antechamber of the three small treasure Rooms used to store the most valuable items of the Broken Axe tribe, as well as the corridor to the west leading to a dead end. The doors leading to each of these Rooms (the two north of the antechamber and the one to the south) as well as that opening into the western hallway are locked. A successful DC 25 Open Lock check is required to open each of them.

Four minotaur honor guards (hp 65, 61, 59, 53) protect this Room. Their duty is to prevent any outsiders from getting to their tribe's treasure. They attack the PCs on sight unless a guide from the Broken Axe tribe accompanies them.

Encounter Condition: N/A

Tactics: These men are well trained and fight well together. They use their powerful horns to charge the PCs at every occasion and initiate their barbarian's rage abilities early in the combat. They also maneuver around their enemies in order to flank them. They fight to the death.

Treasure: Each of these guards carries a value of 2d12 gp in different coins and small gems. One also wears a silver earring (worth 35 gp) as well as a golden gauntlet carved with various horns and bull-face designs. The gauntlet is an important family heirloom that has been in the guard's family for generations. It is worth 300 gp, but three times as much to any member of the Broken Axe or Red Horn tribe.

- *Room 1 (South):* This small chamber contains a large stone altar with three items on it: A *+1 trident of shock*, a *+2 keen longsword*, and a large gourd containing 5 doses of a *potion of cure serious wounds*. These items were taken from enemies of the tribe years ago and stored here. On occasion, Chieftain Markuli uses some of these treasures to trade with neighbors or reward minotaurs who proved their worth in battle.
- *Room 2 (North):* This Room holds five large jars made out of thick copper. A finely crafted tapestry of blue wool and silver threads cover most of the eastern wall (hiding the door behind it). The tapestry's design is abstract but beautiful. It is worth 275 gp. The five jars (worth 100 gp each) hold great riches: A total of 55,075 gp worth of finely hewn gems, shiny jewelry, and gold and platinum pieces.
- *Room 3 (North and West):* The door leading into this Room is locked (DC 25 Open Lock check to open) and hidden behind the thick tapestry woven from blue wool with silver threads. A DC 18 Search check reveals its location, but PCs looking behind the tapestry find it automatically.

  The Room contains the tombs of the tribe's last three chieftains. The three gray stone sarcophagi dominate the small chamber. Each of the lids of these tombs is sculpted in the semblance of a bull-headed humanoid bearing a large axe in his hands. The heavy lids can be lifted with a successful DC 22 Strength check. The sarcophagi hold the bony remains of the minotaur chieftains of old and their most precious possessions.

  The first tomb contains a *+3 chain mail armor* fashioned from golden wire and made to fit a Large PC as well as a masterwork greataxe, which needs sharpening. The second tomb holds a headband made from tarnished silver upon which a dark red ruby is set (worth 1,755 gp). In the third tomb, a *+2 heavy mace* and a large piece of perfectly clear amber (worth 665 gp) can be found.

PCs caught with this treasure are immediately met with a Hostile Initial Attitude by the Broken Horn minotaurs. Red Horns encountering the PCs have their Attitude shifted one rank toward Hostile.

EL: 10

Scaling: To increase the challenge of this encounter, add two barbarian levels to each minotaur and make the spiked pit trap near the south door 80 ft. deep. To decrease the challenge, ignore the *insanity mist vapor* trap.

Elite Guards, Minotaur Brb 1: CR 5; Large monstrous humanoid; HD 6d8+12 + 1d12+2; hp 65, 61, 59, 53; Init +0; Spd 30 ft.; AC 21, touch 9, flat-footed — (see text); Base Atk +7; Grp +15; Atk +11 melee (1d12+4/×3, masterwork greataxe) or +10 melee (1d8+4, gore); Full Atk +11/+6 melee (1d12+4/×3, masterwork greataxe) and +5 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +10 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 7 rounds.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Masterwork breastplate, masterwork large steel shield, masterwork greataxe.

F25. LIVING QUARTERS

The rising smoke of the burning fire within the hearth at the center of this hall casts the room in a thin gray mist that burns the naked eye. The dancing red flames bathe the room in a pale yellow luminescence, revealing several crude cots and low wooden benches scattered around the place. The fat body of a wild boar impaled by long wooden sticks hangs above the fire. The smell of the roasting meat is delicate.

There are several large humanoids with bull-like heads and long horns in this room.

Initial Attitude: Unfriendly

Encounter: A minotaur warrior (hp 43) is enjoying time off with members of his extended family, two minotaur females (hp 37, 35) and a young male minotaur warrior in training (hp 31). The family recounts a tall tale about the glory days of the Golden Axe tribe.

These people are suspicious of strangers, especially those who journey into their territory unescorted. If the PCs make good use of the Diplomacy skill and change the minotaurs' attitude, the family might be willing to trade goods and information with them. If the PCs change their attitude to Friendly or Helpful, the minotaurs share tales of the people's history for tales of the PCs' exploits.

Encounter Condition: N/A

Tactics: If combat occurs, the oldest warrior places himself between the old female and uses his greataxe to protect her. The young warrior in training yields his halberd in battle while the unarmed female ferociously charges the PCs. Meanwhile the old female utters sharp cries of alarm, which alerts the honor guards in Room F24. These warriors come to aid the family 1d3+1 rounds later.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add three unarmed minotaurs. To decrease the challenge, remove the two unarmed minotaurs.

Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 43, 37, 35, 31; Init +0; Spd 30 ft.; AC 17, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +11 melee (3d6+6/×3, greataxe); Full Atk +11/+6 melee (3d6+6/×3, greataxe) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Weapon Focus (greataxe).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Masterwork hide armor, masterwork greataxe.

F26. CHIEFTAIN'S SON'S PRIVATE CHAMBER

A large bed covered with a thick layer of woolen blankets dominates the center of this wide chamber. A massive chest as well as the skin of a large bear-like animal decorates the place, which is totally dark.

Initial Attitude: Hostile

Encounter: This chamber is the private abode of Rankuli (hp 89) and his minotaur mate (hp 41). The only son of Chieftain Markuli, Rankuli is his aging father's direct heir. He helps the old man in the important affairs of the tribe, but prefers to spends his time here with his mate.

Encounter Condition: Fearless

Tactics: Rankuli does not appreciate intruders, much less non-minotaur ones. He attacks the PCs on sight, descending into a mighty fit of rage and using his horns to impale the strongest warrior. He does not take time to don his armor, which lays under his bed, but grasps his favored weapon: An enchanted dire flail.

Treasure: The large chest here contains half a dozen silken drapes (worth a total 345 gp) as well as an intricate bracer fashioned from black onyx in the shape of a coiled serpent. This bracer appears to be worth approximately 100 gp, but a successful DC 25 Knowledge (religion) check reveals it is made into the semblance of a minor nature deity and worth up to ten times this amount to any follower of the faith.

In addition to the weapons he carries, Rankuli has a pouch filled with 51 pp. His suit of armor, which lays under the bed, is a *+1 chain shirt* suitable for any Large PC.

EL: 8

Scaling: To increase the challenge of this encounter, add two barbarian levels to Rankuli and give three barbarian levels to his mate. To decrease the challenge, make Rankuli a 1st level barbarian.

Rankuli, Minotaur Brb 3: CR 7; Large monstrous humanoid; HD 6d8+18 + 3d12+9; hp 89; Init +1; Spd 40 ft.; AC 15, touch 10, flat-footed — (see text); Base Atk +9; Grp +16; Atk +14 melee (1d8+6, *+2 dire flail*) or +12 melee (1d8+4, gore); Full Atk +12/+12[off hand]/+7 melee (1d8+6[+4 with off hand], *+2 dire flail*) and +9 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, rage, scent; AL CE; SV Fort +8, Ref +7, Will +6; Str 19, Dex 12, Con 17, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +4, Listen +10, Search +2, Spot +7, Survival +2; Exotic Weapon Proficiency (dire flail), Power Attack, Track, Two-Weapon Fighting.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +12 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 8 rounds.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: *+2 dire flail*, masterwork greataxe.



Broken Axe Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 43, 37, 35, 31; Init +0; Spd 30 ft.; AC 18, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +10 melee (3d6+6/×3, greataxe); Full Atk +10/+5 melee (3d6+6/×3, greataxe) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Weapon Focus (greataxe).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Chain armor, greataxe.

F27. EMPTY LIVING QUARTERS

A low circle of stones was built in the middle of this room. The stones are dirty with soot and the floor in their center is blackened and covered with gray ashes, making it obvious that fire once burnt in this hearth.

Initial Attitude: N/A

Encounter: This Room once served as living quarters for members of the tribe, but now only the chieftain's son and his mate use it on occasion. It has been several weeks since they made a fire here; the last time they did they used up all the available timber.

Encounter Condition: Drafty, Safe

Tactics: N/A

Treasure: A successful DC 15 Search check reveals the burnt remains of what was once a cooper ring in the ashes of the fire. The ring was hidden in the secret compartment of a drawer used to kindle the flames of the fire several months ago. It belonged to a dwarf who helped the minotaurs build and repair traps and secret wall panels.

On the inside of the ring are Dwarven runes. These runes are the equivalent of a *scroll of flesh to stone* that spellcasters can decipher with a DC 25 Spellcraft check. Transfering this spell to a spellbook is just like transfering a scroll, but a spellcaster cannot cast from the ring.

EL: N/A

Scaling: N/A

F28. OLD MINOTAURS' LIVING QUARTERS

Three tall but frail-looking humanoids with thick brown and gray fur sit around the fire that burns within a low stone circle in this room. A wisp of thin black smoke rises from the flames, disappearing into a crack somewhere in the darkness of the high ceiling above.

A large stack of wood — mostly dried branches and tree limbs, but also pieces of broken furniture — take most of the southeast corner of the room. The aging minotaurs sit upon thick woolen blankets.

Initial Attitude: Unfriendly

Encounter: Graakk (hp 45), a mintotaur witch, and her two venerable brothers (hp 41, 37) live here. Content to spend most of their days in quiet solitude and mild-mannered philosophical debates on the bleak future of their people, these elders seldom leave this Room. They rely on their younger siblings (minotaur warriors of the tribe) to make sure they have enough firewood to keep their living quarters warm.

Graakk is one of the most respected members of the tribe, and Chieftain Markuli relies on her counsel in times of trouble. Despite their advanced age, her brothers remain competent warriors. Though they prefer to let the younger members of the tribe protect the territory, in times of crisis they do not hesitate to take up arms against invaders.

At the sight of the PCs, the brothers ready their greataxes. Graakk, however, is intrigued and more willing to parley. If the PCs agree to talk with her, Graakk asks them to bring her the body of a manticore from Rooms F96 through F100. If they agree, she promises to pay them with a valuable violet garnet (worth 400 gp) for each dead manticore they bring her.

Encounter Condition: Ambush, Cover, Fearless

Tactics: If combat breaks out here, the two brothers charge the PCs and engage them in melee while Graakk uses her spells from a distance to hamper them. If forced into melee, she uses her blade in an effort to stab her foes, targeting the lighter armored enemies first.

Treasure: In addition to five violet garnets (worth 400 gp each), Graakk also has a black pearl (worth 600 gp), and a scroll with *cause fear, expeditious retreat, shield, shocking grasp,* and *true strike* written on it.

EL: 8

Scaling: To increase the challenge of this encounter, add two minotaurs. To decrease the challenge, remove Graakk's brothers.

♟ **Graakk, Minotaur [Witch] Sor 2:** CR 6; Large monstrous humanoid; HD 6d8+12 + 2d4+4; hp 45; Init +0; Spd 30 ft.; AC 14, touch 9, flat-footed — (see text); Base Atk +7; Grp +14; Atk +9 melee (1d8+2/19–20, longsword) or +8 melee (1d8+2, gore); Full Atk +9/+4 melee (1d8+2/19–20, longsword) and +4 melee (1d8+1, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+3; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +10; Str 15, Dex 11, Con 14, Int 11, Wis 14, Cha 16.

Skills and Feats: Intimidate +12, Listen +7, Search +7, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +8 attack bonus that deals 4d6+3 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Sorcerer Spells Known (6/6; save DC 13 + spell level): 0—*acid splash, detect magic, disrupt undead, mending;* 1st—*magic missile, ray of enfeeblement, reduce person.*

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Masterwork longsword, *dust of tracelessness* (5 doses).

♛ **Broken Axe Minotaur:** CR 4; Large monstrous humanoid; HD 6d8+12; hp 41, 37; Init +0; Spd 30 ft.; AC 14, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +10 melee (3d6+6/×3, greataxe); Full Atk +10/+5 melee (3d6+6/×3, greataxe) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Weapon Focus (greataxe).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Greataxe.

F29. ISOLATED WARP GATE II

The door leading into this Room is one of the many warp gates in the Region. It is unlocked, but a tiny black iron mechanism is set above its doorknob. When this door is opened, roll a Random Location to determine into which Room it leads. A roll resulting in Room F29 means the door opens as a normal door would into the narrow corridor encircling the Room. Like any other warp gate, this door shuts itself automatically once the PCs pass through it.

This small square room is void of light, furniture, and decoration. A door with an unusual lock fashioned from black metal in the middle of the east wall is the only thing of interest here.

Initial Attitude: N/A

Encounter: The only means of escaping this isolated Room is by using the warp gate.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

F30. CHIEFTAIN'S PRIVATE CHAMBERS

The door leading to this Room is locked, requiring a DC 30 Open Lock check to open.

Darkness fills this large room, which is obviously the bedchamber of an important member of the minotaur tribe. A large tapestry covers most of the eastern wall. It shows a massive axe made from countless interlaced gold threads upon a field of the richest green hues. Some of the golden threads were removed, however, making the design of the axe appear as though it was broken in three different parts.

Under this tapestry, in the center of the east wall, is a wide bed covered with rich black, white, and beige furs. Narrow corridors at the far end of the chamber lead towards the north and south.

Initial Attitude: N/A

Encounter: This is Chieftain Markuli's private chamber. Though it contains the most precious possessions held by the mighty chieftain, the leader relies on the lock upon his door and the trapped chest therein to protect his treasure. Since his chamber is also near several minotaur living quarters, Markuli is confident his wealth is well protected.

Encounter Condition: Echoes 4

Tactics: If the PCs spend 30 minutes in this Room roll for a Random Encounter. If a minotaur finds the PCs in Markuli's quarters, his Initial Attitude is Hostile and he attacks immediately.

Treasure: The tapestry in this chamber is worth approximately 100 gp, but to the members of the Broken Axe tribe it is worth ten times this amount. The two narrow corridors, one leading north and the other south, open into smaller chambers.

The northern chamber contains several piles of thick pelts of various colors taken from many different animals and magical beasts, a large golden harp, as well as three weapons hanging from iron pegs on the west wall.

The weapons on the walls were taken from victims of the Broken Axe tribe and claimed by Markuli. The first one is a masterwork silver dwarven axe in dire need of polishing. This axe, too small for the minotaur's taste, belonged to the dwarf who helped the tribe secure their territory years ago and was later enslaved. The second weapon is a *+3 kukri* made of bronze of a fiery orange shade stolen from an outsider who unwittingly ventured into the dungeon four years hence. The third item is a black, broad bladed, and double-edged *+1 bastard sword* fashioned from a rare enchanted alloy that absorbs portions of the ambient light, providing its wielder with a +5 circumstance bonus to all Hide and Intimidation checks when the blade is unsheathed.



The harp is made of gold. Its body is long but delicate, with countless abstract markings carved into its frame. Its twelve cords are silvery white and shine slightly when illuminated. A successful DC 20 Knowledge (local) check reveals they are woven from fine elven hair. The item is a *harp of charming*.

The score of pelts weighs 425 lbs. These fine furs are worth upwards of 1,000 gp.

The southern chamber holds a massive chest made out of dark brownish iron and a round shield is set on its western wall. This masterwork large steel shield is a beautiful work of art (and worth five times the value of similar items). The item is made of blue steel laced with silvery threads, and a thick plate of gold reinforces its contour. An intricate emblem lays on the heart of the shield: a burning sun made out of interwoven yellow gold, red copper, and orange bronze with a pair of miniature mithral hammers encrusted upon it.

The chest that dominates the center of the Room is locked and trapped. A successful DC 40 Open Lock check is required to unlock it. Its mechanical trap can be bypassed by pressing a hidden switch at the back of the chest before opening its lid.

Poisoned Needle Trap: CR 4; mechanical; touch trigger; repair reset; hidden bypass (Search DC 28); Atk +19 melee (1 plus poison, needle); poison (carrion crawler brain juice, DC 13 Fortitude save resists (poison only), paralysis/0); Search DC 25; Disable Device DC 17.

The chest contains 2,150 gp, plus various pieces of jewelry, and precious stones worth 3,500 gp total. The chest weighs over 50 lbs. when full.

EL: N/A

Scaling: N/A

F31. BORDER PATROL

A pair of minotaurs holding greataxes and wearing thick hide armors stand guard in this dark and bare room.

Initial Attitude: Unfriendly

Encounter: Three minotaurs (hp 45, 44, 37) are on duty here. Though they are weary of strangers, these warriors might agree to exchange information on the Region with friendly PCs. If the PCs make no effort to befriend them, the minotaurs order them out of the Broken Axe territory. Otherwise, they tolerate the PCs unless otherwise ordered. If the PCs have any obvious valuables, the minotaurs offer to gamble with the PCs.

Encounter Condition: Fearless

Tactics: If forced into battle, these warriors attack fiercely, using their great horn charge at each chance they get. Since there are three of them, they surround the largest PC, flanking their enemies otherwise. Minotaurs are never caught flat-footed and are unafraid of being in the middle of things.

The smallest of the three is a little unhinged and uses a vial of (enhanced) alchemical fire if things don't go his way. The vial is the equivalent of three vials of alchemical fire in one blast, and deals maximum damage. The caustic substance is something he found lying around the dungeon and he carries four at all times.

The largest minotaur also carries potions, but he doesn't know what they do. Assuming they are healing, he drinks one at random when reduced to 10 hit points or less.

Treasure: The largest minotaur carries a potion belt, with three vials on it. One of the vials is holy water, and the others are a *potion of water breathing* and a *potion of cure moderate wounds*.

EL: 7

Scaling: To increase the challenge of this encounter, add three minotaurs or give the minotaurs damage reduction 5/—. To decrease the challenge, remove one or the alchemical fire.

Broken Axe Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 45, 44, 37; Init +0; Spd 30 ft.; AC 17, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +10 melee (3d6+6/×3, greataxe); Full Atk +10/+5 melee (3d6+6/×3, greataxe) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Weapon Focus (greataxe).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Hide armor, greataxe.

F32. PRISON AREA

A large minotaur male, wearing dirty leather armor, stands in the middle of the room. He cleans his nails using the blade of a large cleaver. Behind him are a wooden table and five empty stools. A wide iron lock rests upon the door in the center of the western wall.

Initial Attitude: Neutral

Encounter: Brakari (hp 54) is in charge of the prison; appointed this task because, despite his failings as a warrior, he is reliable in his duties. Perhaps the most cowardly of all Broken Axe minotaurs, Brakari is content to ensure the prisoners of the clan are safely locked away. Brakari prefers to trade with the PCs rather than engage in combat. He is especially interested in gold coins. Unfortunately, he has little to offer in return, except information.

The door to the west leads into a small cell where the members of the tribe hold their prisoners. To gain access to this cell, the PCs must either succeed at a DC 22 Open Lock check or steal Brakari's key, which he keeps on his person at all times. Locked inside the cell is Riswan (hp 9), an unfortunate halfling who unwittingly ventured into this Section of the dungeon several months ago.

Encounter Condition: Stagnant Air

Tactics: If forced into battle, Brakari uses his mighty horns and the large cleaver he holds to defend himself. He is not stupid enough to fight to the death, unless there is no escape. He holds PCs hostage, if possible, and threatens them with unspeakable violence.

If the PCs attack Riswan, he defends himself, even though he does not carry any weapons.

If liberated, Riswan is grateful. The halfling, who was lost before being captured, wishes to leave the dungeon, but he unfortunately does not know the way. If the PCs allow him to join them, he does everything in his power to help, hoping to eventually leave this dreadful place. Oddly, Riswan does not sleep much (like an elf) and is an excellent addition to a party needing a nighttime watch. When his strength returns, however, he is very talkative.

Treasure: Brakari's carries 21 cp and the key to Mamara's cell. In a pile in the corner of the Room are Riswan's belongings, tossed under a pile of rags and boxes.

EL: 5

Scaling: To increase the challenge of this encounter, add three fighter levels to Brakari. To decrease the challenge, remove one rogue level.

♟ **Brakari, Minotaur Rog 1:** CR 5; Large monstrous humanoid; HD 6d8+18 + 1d6+3; hp 54; Init +1; Spd 30 ft.; AC 15, touch 10, flat-footed — (see text); Base Atk +6; Grp +14; Atk +9 melee (1d6+4/×3, meat cleaver) or +9 melee (1d8+4, gore); Full Atk +9/+4 melee (1d6+4/×3, meat cleaver) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +7, Ref +8, Will +5; Str 19, Dex 12, Con 16, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +3, Listen +8, Move Silently +3, Search +3, Spot +8; Great Fortitude, Power Attack, Track

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Sneak Attack: The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.



♟ **Riswan, Halfling Ftr 1:** CR 1; Small humanoid (halfling); HD 1d10+1; hp 11; Init +1; Spd 20 ft.; AC 16, touch 12, flat-footed 15; Base Atk +2; Grp –2; Atk +5 melee (1d6+1/19–20, longsword) or +4 ranged (1d6/19–20, light crossbow); Full Atk +5 melee (1d6+1/19–20, longsword) or +4 ranged (1d6/19-20, light crossbow); SA —; SQ Halfling traits; AL LG; SV Fort +4, Ref +3, Will +0; Str 12, Dex 15, Con 12, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +2, Hide +4, Jump -4, Listen +3, Move Silently +1; Dodge, Weapon Focus (longsword).

Skills: Halflings receive a+2 racial bonus on Climb, Jump, and Move Silently checks.

Possessions: Studded leather, light shield, masterwork longsword, light crossbow.

F33. GUARD POST

This room has no furniture or decor. Four minotaurs bearing wicked-looking halberds and wearing thick hide armors stand guard. They are engaged conversation, whispering to one another and keeping their eyes on the doors.

Initial Attitude: Unfriendly

Encounter: Four minotaurs (hp 44, 42, 39, 36) guard this Room. Their primary duty is to fend off any who trespass. They are sturdy warriors, who take their duty seriously. Unlike most Broken Axe minotaurs, they are not afraid to fight anyone showing signs of aggression. If they see a door open (DC 15 Spot check), they immediately go on the defensive and prepare for whomever enters.

Encounter Condition: [Fearless]

Tactics: These minotaurs fight well together, always practicing and drilling. They are not the artisans their brothers are and deep inside resent the fragmenting of the tribe. A part of them wishes to be Red Horn minotaurs, but they know this is traitorous to even think about.

In combat, they use their horns to charge the PCs every chance they get, teaming up on the strongest-looking and most heavily-armored PCs otherwise. They send for help if things get too difficult, but aren't afraid to fight to the death if they perceive the PCs as serious threats to the Broken Axe tribe. The largest of the four is extremely vicious and kills fallen foes, even though the other three will not. He carries a *potion of rage* and drinks it after suffering 10 or more points of damage.

Treasure: The guards carry copper and silver, often stopping to play games of dice or cards when no one is looking. Each guard carries a pouch with 2d8 gp worth of gems and assorted coins, plus knucklebones, cards, dice, and the occasional dart.

EL: 7

Scaling: To increase the challenge of this encounter, add four minotaurs. To decrease the challenge, remove one.

♛ **Broken Axe Minotaur:** CR 4; Large monstrous humanoid; HD 6d8+12; hp 44, 42, 39, 36; Init +0; Spd 30 ft.; AC 17, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +10 melee (2d8+6/×3, halberd); Full Atk +10/+5 melee (2d8+6/×3, halberd) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Weapon Focus (halberd).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

F34. RAMVIK'S PRIVATE CHAMBER

The secret door in the eastern wall can be found with a successful DC 30 Search check. A narrow slit framing the secret door indicates its location. The door is identical to the wall, and cut from heavy stone, but held in place with hinges that are noticeable once the doorway is opened. A DC 18 Strength check opens the door in 1 round. Otherwise, it takes the PCs 1d4+1 rounds to push it open enough to step through, in which case it is impossible to surprise the minotaur inside.

Unlike most rooms in the Region, this small chamber is decorated with various marks painted on the walls and the floor is covered with rich furs. A massive bed takes up most of the room, but a small stone altar with a burning yellow candle upon it was placed in the northwest corner.

Initial Attitude: Unfriendly

Encounter: Ramvik (hp 71) is the last minotaur cleric of the Broken Axe tribe. Though she is currently training three apprentices (see Room F35), they have yet to receive their deity's blessings. Ramvik is a priestess of the Goddess of Pain and Despair, a deity that obviously took an interest in the Broken Axe tribe shortly after the revolt when the people of the Golden Axe tribe were split into two clans.

Though she has yet to build a suitable temple for her deity, Ramvik won Chieftain Markuli's confidence and hopes he will allow her to use the abandoned meeting hall (Room F12) for such a purpose. She believes that only by embracing the deity and accepting the pain and suffering that the tribe has endured over the past decade can the spirit of the Broken Axe people be mended. Ramvik is thus fervently dedicated to the teachings of her goddess.

If the PCs say or do anything to provoke her, she issues a battle cry and attacks. Minotaurs in Rooms F35 and F36 are allowed DC 20 Listen checks to hear the commotion, arriving 1d4+1 rounds later.

Encounter Condition: Cover (soft), Fearless, Unhallowed 2

Tactics: In battle, Ramvik prefers to use her spells to harm the PCs. She targets the largest PC with *doom*, *cause fear*, and *sound burst*. She casts *shield of faith* before the PCs arrive, if she has time, or on the 3rd round if not engaged in melee. After that, she casts *death knell* on any weakened PCs before charging into combat.

If a PC openly carries potions of flasks, she cast *shatter*.

She already has *bull's strength* cast when the PCs arrive.

Treasure: Ramvik has a small volume bound in thick brown leather. It is written in Common and titled: "Of Pain, Despair, and Sorrow." This book is the unholy tome of the goddess of pain and despair. It contains specific prayers and vile rituals to honor the deity. The book is worth 250 gp to any follower of the faith.

Ramvik also carries three *candles of truth*, two vials of unholy water, and a pouch with 56 gp. She wears a ruby amulet on a golden necklace (worth 355 gp). Her unholy symbol is filled with silvery spikes and carved from onyx. It is worth 145 gp to likewise clerics.

EL: 8

Scaling: To increase the challenge of this encounter, add two cleric levels to Ramvik or two minotaur bodyguards. In addition, allow her to have *protection from good* and *shield of faith* already cast. To decrease the challenge, remove three of Ramvik's 2nd-level spells for the day.

Ramvik, Minotaur Clr 4: CR 8; Large monstrous humanoid; HD 6d8+12 + 4d8+8; hp 71; Init +4; Spd 30 ft.; AC 19, touch 9, flat-footed — (see text); Base Atk +9; Grp +17; Atk +15 melee (3d6+10/×3, *+1 unholy greataxe*) or +14 melee (1d8+6, gore); Full Atk +15/+10 melee (3d6+10/×3, *+1 unholy greataxe*) and +9 melee (1d8+3, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +10, Ref +5, Will +11; Str 18 [22*], Dex 10, Con 15, Int 7, Wis 15, Cha 9.

Skills and Feats: Concentration +3 (+7 to cast defensively), Diplomacy +2, Intimidate +2, Knowledge (religion) +2, Listen +7, Search +2, Spot +7; Combat Casting, Great Fortitude, Improved Initiative, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +12 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Typical Clerical Spells Prepared (5/5/4; save DC 12 + spell level)

0—*cure minor wounds* (2), *guidance*, *resistance*, *virtue*;1st—*bane*, *cause fear*, *cure light wounds*, *protection from good**, *shield of faith*; 2nd—*bull's strength***, *death knell*, *shatter**, *sound burst*.

* Domain spell. *Domains:* Destruction (smite) and Evil (cast evil spells at +1 caster level) — goddess of pain and despair.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

F35. ACOLYTES' LIVING QUARTERS

This shadowy room is furnished with three massive beds covered with thick woolen blankets and the rich pelt of a large white wolf lies upon the floor in the middle of the room.

Initial Attitude: Hostile

Encounter: Ramvik's minotaur acolytes (hp 41, 39, 38, 37) live here. The three minotaur youths have not yet earned the deity's favor, but they consider themselves priests in training and followers of the teachings of Ramvik to the letter. Any intrusion into their chamber provokes the wrath of these minotaurs. They attack all intruders on sight.

Encounter Condition: Fearless

Tactics: These minotaurs are young members of the tribe eager to prove their worth. They use no particular combat tactics, fighting instead in an unpredictable and solitary manner. They are however, eager to impress Ramvik. If she has fallen, they gain the benefit of *rage*, otherwise, they fight the strongest PCs to prove their worth.

If combat ensues, allow the guards in Room F36 a DC 22 Listen check to hear the sound of battle. If they do, they come charging into the fray 1d3+1 rounds later.

Treasure: Each acolyte carries a simple miniature axe made of iron. This unholy symbol is worth 10 gp to the followers of their goddess.

EL: 7

Scaling: To increase the challenge of this encounter, add four minotaur acolytes. To decrease the challenge remove one.

Broken Axe Minotaur Acolytes: CR 4; Large monstrous humanoid; HD 6d8+12; hp 41, 39, 38, 37; Init +0; Spd 30 ft.; AC 14, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +10 melee (3d6+6/×3, greataxe); Full Atk +10/+5 melee (3d6+6/×3, greataxe) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Weapon Focus (greataxe).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

F36. GUARD POST

This large hall is dark and empty. A closer look reveals the bull-headed figures of two powerfully built monstrous humanoids with large horns baring massive axes.

Initial Attitude: Unfriendly

Encounter: Three minotaur barbarians (hp 59, 55, 51) stand guard in this Room, which borders the Broken Axe tribe's territory. Like most of their kind, they are willing to parley with friendly PCs and even trade goods and information with them. They do not allow anyone inside the boundaries of their home, however. If the PCs request an audience with their chieftain, one of them fetches Markuli. He returns several minutes later and both men escort the PCs to Room F39.

Encounter Condition: Cover, Fearless

Tactics: In combat, these barbarians initiate their rage and charge the closest PCs using their mighty horns before fighting with their axes. Allow the acolytes in Room F35 DC 22 Listen checks to hear the fighting. If successful, they join their comrades in battle 1d3+1 rounds later.

As barbarians they are fearless and fight in a massive onslaught, double and triple teaming weak opponents. While they fight with some honor, they know that wizards can be wicked enemies and charge anyone who openly displays magic.

They fight until they reach 20 hit points or less, at which point, one of them runs for help, heading to the closest Room.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add three minotaurs. To decrease the challenge, remove one.

Broken Axe Minotaur Brb 2: CR 5; Large monstrous humanoid; HD 6d8+12 + 1d12+2; hp 59, 55, 51; Init +0; Spd 40 ft.; AC 17, touch 9, flat-footed — (see text); Base Atk +7; Grp +15; Atk +10 melee (1d12+4/×3, greataxe) or +10 melee (1d8+4, gore); Full Atk +11/+6 melee (1d12+4/×3, greataxe) and +5 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +10 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 7 rounds.

F37. ISOLATED WARP GATE III

The door leading into this Room is one of the many warp gates in the Region. It is unlocked, but a small lock of black iron is set above the knob. When this door is opened, roll on the Warp Gates: Random Locations table (at the beginning of this section) to determine into which Room it leads. A result of Room F37 means the door opens as a normal door into the narrow corridor encircling the Room. Like all warp gates, the door of this Room shuts itself as soon as the PCs move through it.

This small room is totally dark and has no furniture. Its only interesting features are the door with a black metal lock in the middle of the east wall and the bony remains of what must once have been an elf in the middle of the room.

Initial Attitude: N/A

Encounter: The remains of an elven adventurer who died here many years ago lies in the middle of the Room. The pour soul was heavily wounded in battle against the minotaurs of the Golden Axe tribe (as they were called then) and escaped through one of the warp gates in the Region only to find himself here. He died of his wounds in this Room. Now, only his bony carcass and the treasures he carried remain.

Encounter Condition: Drafty, Fear 16

Tactics: The only means of escaping this isolated Room is by using its warp gate.

Treasure: Under the bony corpse are the rotted remains of a leather pouch that once held a topaz bottle stopper cork. The cork is of exquisite quality and sculpted to resemble a long curving feather. It is worth 975 gp. A masterwork shortsword in need of repair also lays near the elven skeleton.

EL: N/A

Scaling: N/A

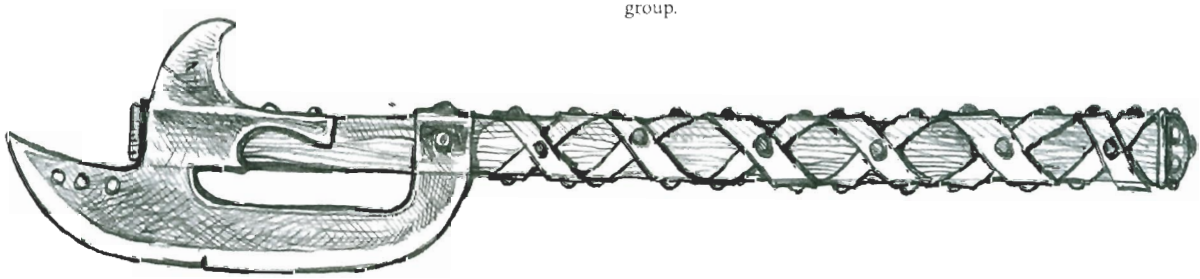
F38. ELITE GUARDS' CHAMBER

This wide chamber contains twelve wide beds, which are lined along the north and south walls. A massive oak table surrounded by a dozen stools dominates the middle of the hall and an ancient tapestry that lost some of its splendor hangs on the western wall. Two five-ft. wide weapons' rack, one on either side of the door on the east wall, hold a variety of weapons, armors, and shields. A large wooden barrel stands in the northwest corner of the room, along with twelve goblets stacked upon it.

Four heavily muscled minotaurs wearing shiny golden breastplates and matching helmets covering their long muzzles but from which their long horns protrude are in this room. Two of them hold greataxes and large shields, standing guard near the open doorway, while the others sit on the edge of their beds, relaxing.

Initial Attitude: Unfriendly

Encounter: This large chamber houses the chieftain's honorary guards. These warriors are charged with the protection of their chieftain as well as issuing his orders to the other warriors of the tribe. Their station is one that harbors enormous respect and jealousy — and many in the Broken Axe tribe strive to one day enter the ranks of this exclusive group.



Four minotaur barbarians (hp 61, 56, 50, 47) are currently in this Room; four others are in Room F39 with their chieftain and the other four guard Room F24. Though they use this chamber to rest, they also keep constant vigil in the corridor outside their Room and remain on call twenty-four hours a day in case Markuli needs them.

If the PCs approach the warriors seeking a meeting with their leaders, the elite guards ask them to wait here while one of them goes to Room F39 to verify if their chieftain wants to see them. Unless the PCs have killed minotaurs (and have minotaur blood on their clothing or carry minotaur arms or treasures, for instance), they should have no trouble meeting Markuli. If, on the other hand, the PCs have slaughtered members of the Broken Axe tribe, these men do not hesitate to attack.

Encounter Condition: Echoes 5, Stagnant Air

Tactics: In battle, these cruel and bloodthirsty warriors are prone to initiate their barbarian's rage and charge their opponents with their mighty horns. They are also accustomed to fighting together and function well as a unit, often maneuvering in tight formations in an attempt to flank their foes. They use their shields to defend themselves, but on occasion also to bash smaller enemies.

If a battle occurs here, allow the guards in Room F39 a DC 25 Listen check to notice the ruckus of the battle and the cries of their comrades. If they do, they come charging into the fray 1d4+2 rounds later with their chieftain. Allow the minotaurs in Rooms F27 and F32 the same chance of hearing the sounds of combat. Half of the warriors in these Rooms come to investigate 1d6+2 rounds later.

Treasure: The elite guards carry large steel shields and wear golden armors of masterwork quality worth twice the value of similar masterwork items because of the precious metal used in their creation. Any minotaur from the Broken Axe or Red Horn tribes would pay up to five times their actual value. Each of these warriors also carries a masterwork greataxe as well as 2d12 gp worth of gems and coins. Additionally, one of them wears a thick gold chain with a massive ruby hanging from it. The crude-looking but obviously valuable necklace is worth 875 gp.

The weapons' racks hold half a dozen halberds, three longspears, two greatswords, one masterwork composite longbow (+5 Str bonus), as well as a well-fashioned quiver of deep blue leather holding 20 arrows. The barrel contains potent minotaur ale (see Room F7).

EL: 9

Scaling: To increase the challenge of this encounter, add two barbarian levels to each minotaur. To decrease the challenge, remove two of them from the encounter.

Elite Guard, Minotaur Brb 1: CR 5; Large monstrous humanoid; HD 6d8+12 + 1d12+2; hp 61, 56, 50, 47; Init +0; Spd 20 ft.; AC 21, touch 9, flat-footed — (see text); Base Atk +7; Grp +15; Atk +11 melee (1d12+4/×3, greataxe) or +10 melee (1d8+4, gore); Full Atk +11/+6 melee (1d12+4/×3, greataxe) and +5 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +10 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 7 rounds.

Possession: Masterwork greataxe, masterwork breastplate, masterwork large steel shield.

F39. THRONE ROOM/MEETING HALL

The simple secret door on the north wall can be detected with a DC 30 Search check. This simple wall panel is unlocked and rests upon hidden hinges. It can be opened by pushing it towards the inside of Room F39.

This chamber is illuminated by the flickering flames of torches set on the east and west wall, but the pale light fails to put all the shadows of the great hall at bay. In the distance lays a massive throne carved from dark gray basalt. Upon the south wall above the royal chair is a wide tapestry of rich green hues with the design of an axe split in three parts embroidered in golden wires.

An old minotaur dressed in purple robes and baring a golden crown upon his head sits on the throne. The kingly figure is missing an arm and his face and neck reveal several deep scars. Beside him are four kindred males wearing golden breastplates and baring axes and shields.

Initial Attitude: Unfriendly

Encounter: Chieftain Markuli (hp 119) and four of his elite guards (hp 60, 57, 55, 51) are currently in this hall. If the PCs come into the throne Room with minotaur blood on their clothing or carrying treasures belonging to the tribe, Markuli's Initial Attitude becomes Hostile and he orders his men to kill them. Otherwise, the chieftain is mildly annoyed that the PCs have ventured in his great hall, but curious as to who they are and what they are doing in Broken Axe tribal lands.

If the PCs parley with Markuli, the chieftain reveals to them that the tribesmen of the Broken Axe are a proud and independent people, that they are allies of most other inhabitants of the Region, and that they need no outsiders to venture unescorted through their territory. Markuli does not like to talk about Grauki, the Red Horn clan, or the rebellion that led to the splitting of the Golden Axe tribe — for the wound of Grauki's treachery is still sore in the chieftain's heart. If the PCs question him on these matters, he becomes gruff and impatient. If the PCs persist, he orders his men to escort them out of their territory (in the corridor south of Room F36).

Though he does not ask for the PCs' help, he is willing to accept their aid if they offer to either fight the barghests that recently sacked Room F21 or hunt down manticores from another part of the dungeon. He is also happy to trade goods and information with the PCs.

If the PCs reveal to him that Grauki is plotting an attack against Rashmarik, he shrugs. If they mention to him that after their conquest of the rakshasa's lair, the Red Horns will undoubtedly attack the Broken Axe tribe, the chieftain listens to them with interest. Markuli, however, will not start a war unless his people are attacked first.

Encounter Condition: Fearless, Poor Footing 2

Tactics: Markuli willingly engages any who challenge him, flying into a rage and pulping the first opponent to stupidly oppose him. While his men fight well as a unit, the chieftain charges with his horns and moves in unpredictable patterns. To illustrate this, have Markuli attack a new opponent 25% of the time.

Treasure: Markuli's crown in made of solid gold and has been the property of all chieftains of the Golden Axe tribe since its founding, centuries ago. The crown now serves to identify the chieftain of the Broken Axe people. It is worth 300 gp, but tribesmen of the Broken Axe or Red Horns would pay up to five times its value.

The chieftain also wears a robe of blending and carries a vial of *oil of darkness* (3 doses) and a *potion of magic vestment* (5 doses). Additionally, Markuli holds the keys that unlock Room F15, F24, and F30 as well as the chest in Room F30.

The tapestry upon the south wall is of exquisite quality (worth 350 gp). Because it is the tribe's heraldic symbol, members of the Broken Axe or Red Horns would pay up to ten times its value.

EL: 11

Scaling: To increase the challenge of this encounter, add two barbarian levels to Markuli and add two minotaur guards. To decrease the challenge, remove two guards.

Markuli, Chieftain of the Broken Axe, Minotaur Brb 6: CR 10; Large monstrous humanoid; HD 6d8+24 + 6d12+24; hp 119; Init +1; Spd 40 ft.; AC 20, touch 10, flat-footed — (see text); Base Atk +12; Grp +22; Atk +20 melee (1d12+8/×3, +2 greataxe) or +17 melee (1d8+6, gore); Full Atk +20/+15/+10 melee (1d12+8/×3, +2 greataxe) and +12 melee (1d8+3, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+9; SQ Darkvision 60 ft., improved uncanny dodge, natural cunning, rage, scent; AL NE; SV Fort +13, Ref +8, Will +8; Str 22, Dex 13, Con 19, Int 7, Wis 12, Cha 12.

Skills and Feats: Intimidate +4, Listen +12, Search +2, Spot +7, Survival +3; Cleave, Great Fortitude, Power Attack, Track, Weapon Focus (greataxe).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +19 attack bonus that deals 4d6+9 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 9 rounds.

Improved Uncanny Dodge (Ex): Markuli can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Masterwork chain shirt, masterwork large steel shield, +2 greataxe.

Elite Guard, Minotaur Brb 1: CR 5; Large monstrous humanoid; HD 6d8+12+1d12+2; hp 60,57, 55, 51; Init +0; Spd 20 ft.; AC 21, touch 9, flat-footed — (see text); Base Atk +7; Grp +15; Atk +11 melee (1d12+4/×3, greataxe) or +10 melee (1d8+4, gore); Full Atk +11/+6 melee (1d12+4/×3, greataxe) and +5 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +10 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 7 rounds.

Possession: Masterwork greataxe, masterwork breastplate, masterwork large steel shield.

F40 THROUGH F43. NEST OF THE CRYOHYDRA

Rooms F40 through F43 are home of a powerful cryohydra. This section of the dungeon is still unclaimed, but a human fugitive named Darvil found his way here some twenty years hence. Darvil was a cunning and devious man who managed to survive by allying himself with various inhabitants of the surrounding Regions, notably with the goblins to the south.

Before he went into hiding in the dungeon, Darvil the Thief — as he was known — had stolen many objects. Though he traded most of these items with his neighbors to either befriend them or buy peace, he kept his most precious possession: The egg of a cryohydra.

When the hatchling came out of its shell, several months after Darvil's arrival, the thief nurtured it. With the passing years, the little cryohydra grew into a mighty monster, but it continued to regard Darvil as its parent and protector. When the human thief died of a bad case of pneumonia, the creature refused to leave its master. For months it stayed at his bedside, trying to revive the corpse.

When it finally dawned on the creature that its master was no more, it returned to its nest but refused to leave the Region and continued to visit its master's tomb daily. Since the arrival of the shadows in Room F41, the cryohydra was cut off from the chamber where Darvil's remains lie. It is now extremely angry.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A portion of the ceiling falls near the PCs. The heavy stone shatters into a hundred pieces as it hits the floor, sending several fist-sized chunks of rock through the air. The PCs were far away enough to avoid damage, but the echoing sound of stone falling upon stone rings loudly throughout the area.
2–12	Nothing
13–14	A group of four shadows from Region E ventured into this place. Seeking only to destroy life, these loathsome fiends avoid light and they attack anyone coming in their way.
15	A greater shadow haunts this room. This devious undead remains hidden in the darkness, ready to ambush passersby.
16	Three Broken Axe minotaurs emerge from the warp gate in Room F40. They are searching the Section, hoping to find treasures they can bring home. They know that passing through the warp gate in Room F40 will eventually bring them to their own territory.
17	Two harpies from Mortgul's Den unwittingly journeyed through a warp gate and found themselves in this Section. They use their captivating song to attract the PCs before savagely attacking.
18	The PCs stumble upon a trap. **Poisoned Drawer Handle Trap:** CR 2; mechanical; touch trigger (attached); manual reset; poison (carrion crawler brain juice, DC 13 Fortitude save resists, paralysis/0); Search DC 17; Disable Device DC 26
19	The PCs stumble upon a trap. **Firetrap:** CR 5; magical device; touch trigger; automatic reset; spell effect (*firetrap*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
20	A retriever demon hunts in this Region. The deadly fiend journeyed from Region G, secretly. It now prowls this Section, eager to find prey to kill.

F40. DARVIL'S TOMB

The door leading into this chamber is wide open. The body is that of Darvil the Thief who died in his bed years ago. Both the corpse and the chests containing the thief's precious possessions are untouched.

A simple bed and two large wooden chests are the furniture in this room. Upon the huge polar bear's pelt covering the bed is the bony skeleton of what appears to be a human being. A decrepit brown leather vest, obviously useless, and rotted boots of black leather cover the bony remains. A tarnished sword lays beside the body.

Initial Attitude: N/A

Encounter: Darvil apparently died in his sleep, long before anyone arrived. The minotaurs consider it a bad omen and leave the Room alone.

Encounter Condition: Diseased (cackle fever) 16, Stagnant Air

Tactics: PCs spending time in this Room run the risk of catching cackle fever. Have them make a Fortitude save every 30 minutes.

Treasure: The polar bear pelt on the bed is old and dried up, but still worth upwards of 200 gp because of the massive size of the specimen from which it was taken. Darvil's short sword is a masterwork item that needs polishing. Under the thief's body are masterwork lock picking tools as well as a battered leather pouch containing eleven moss agates (worth 15 gp each). It is actually a *bag of holding (type I)*, but the contents cannot be accessed in the dungeon.

The two chests in this Room are locked and trapped. A successful DC 15 Search check reveals the key to unlock both of them, which is tucked under the pine mattress and the wooden frame of the bed. Alternatively, a DC 25 Open Lock check will do the trick.

The first chest contains a simple poisoned needle trap and a *fire trap*. A tiny hole, barely visible upon the dark brown wood of the chest's lid, hides the mechanism that releases the needle as soon as anyone lifts the lid or fails to pick the chest's lock. This trap can be bypassed by picking a lock bypass on the back of the chest's lid, which is not easy.

The *fire trap* is nearly invisible, however.

Fire Trap: CR 6; spell; spell trigger; no reset; spell effect (*fire trap*, 17th-level wizard, 1d4+7 fire, DC 19 Reflex save half damage); Search DC 40; Disable Device DC 29.

Poison Needle Trap: CR 3; mechanical; touch trigger; repair reset; lock bypass (DC 28 Open Lock); Atk +18 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 24; Disable Device DC 38.

This chest holds three porcelain plates with blue elephant designs painted on them (worth 8 gp each), two finely made glass cups (worth 2 sp each), and a pitcher made of orange clay (worth 2 cp).

The second chest is bolted to the floor and rigged with a hail of needles trap, which fires needles from tiny holes upon the rounded lid. A bypass mechanism in the form of a square pressure plate at the bottom of the chest must be pressed in order to avoid the trap. Otherwise, the needles shoot out as soon as anyone opens the lid. Manuevering the pressure plate is delicate work and if the PC fails the Disable Device check by more than 10, the trap triggers.

Hail of Needle Trap: CR 3; mechanical; touch trigger; manual reset; bypass (DC 22 Search check to find); Atk +20 range (2d4, needles); Search DC 24; Disable Device DC 32.

This chest contains a *monk's belt* — which the thief took from the abbey of a monastery he once robbed — and Darvil's clear crystal warp gate key (Room F43). When this key is used in the black iron lock of any warp gate, the gateway opens in Room F43. The chest also holds 1,241 gp and a number of rounded gems (as if they had be dipped in acid).

EL: N/A

Scaling: To increase the challenge of this encounter, replace the blue whinnis on the poison needle trap with sassone leaf residue poison. To decrease the challenge, remove the blue whinnis poison from the poison needle trap.

F41. SHADOW INFESTED HALL

This great hall is filled with massive columns supporting the eighty-foot ceiling. A brooding darkness fills every corner of the room, and behind each of the columns the darkness moves constantly. An inexplicable cold fills the room as mist forms from your breath.

Initial Attitude: Hostile

Encounter: A pack of four shadows (hp 22, 19, 19, 17) claim this empty hall. Having fled from Region E, they have succumbed to a Room that touches a fracture piece of the realm of shadow. Though they have not encountered any beings in months, they keep to this Room, waiting for an opportunity to strike at the living.

The cold chill air is residue of the Room's fractured connection to the shadow plane. As a result, their touch is more caustic than most shadows (1d6+1) and they are harder to hit (miss chance 60%, +7 deflection bonus to AC). Lastly, they grow stronger with each touch, gaining from temporary hit points every time they drain Strength from a PC.

Encounter Condition: Ambush (darkness), Drafty, Extreme Cold, Negative Energy, Spell Resistance 16, Unhallowed 3

Tactics: This is a particularly vicious encounter and PCs without access to force magic or ghost touch weapons are at a disadvantage. The shadows hide behind the columns, waiting for all the PCs to enter before attacking. They target the slowest-looking PC, draining his Strength first. They target the strongest PC next, attacking from the shadows and taunting the PCs at every turn. They are not afraid to switch up opponents and draw attacks of opportunity, draining the PCs quickly for new spawn to aid their fight.

The shadows, luckily, do not leave the Room to pursue fleeing PCs, but do fight outside the Room if spellcasters throw magic at them from beyond the threshold.

Treasure: If the PCs cast *detect magic* or *detect evil*, a strong aura radiates from the columns and northwest corner of the Room. While no specific magic radiates, the source of the cold is evident. A DC 25 Knowledge (the planes) check or a DC 30 Spellcraft check reveals that the Room is indeed touching the plane of shadow. Something vile must have ruptured this Room and made its way out… or in.

PCs touching the shadow rift directly gain 1 negative level for 1d4 hours. Touching it repeatedly results in additional negative levels.

PCs can seal the rift by casting *break enchantment*, *consecrate*, or *dismissal*, which slows its growth for 1 week. Short of powerful spells like *banishment*, *planar binding*, *imprisonment*, or *miracle*, however, nothing closes it forever. Good-aligned PCs and clerics understand the effect this will have on their campaign world and the DM should encourage them to make it right.

EL: 9

Scaling: To increase the challenge of this encounter, add a greater shadow. To decrease the challenge, remove one shadow.

Shadow: CR 4; Medium undead (incorporeal); HD 3d12; hp 22, 19, 19, 17; Init +2; Spd Fly 40 ft. (good); AC 19, touch 19, flat-footed 17; Base Atk +1; Grp —; Atk +3 melee (1d6+1 Str, incorporeal touch); Full Atk +3 melee (1d6+1 Str, incorporeal touch); SA Create spawn, strength damage; SQ Darkvision 60 ft., incorporeal traits*, +2 turn resistance, undead traits; AL CE; SV Fort +1, Ref +3, Will +4; Str —, Dex 14, Con —, Int 6, Wis 12, Cha 13.

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

Strength Damage (Su): The touch of a shadow deals 1d6+1 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow dies. This is a negative energy effect. Each time a foe's suffers Strength damage, the shadow gains 5 temporary hit points.

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

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

F42. NEST OF THE CRYOHYDRA

The secret door on the north wall can be uncovered with a successful DC 24 Search check, revealing a thin panel fashioned from the same stone as the wall. This panel must be pushed two inches inside the wall with a DC 15 Strength check. Within one round, it sinks into the floor, opening the way to the narrow corridor beyond. After one minute, a hidden mechanism pushes the wall panel back into place, but another DC 15 Strength check from the PCs is required to put it back into its proper place, otherwise it becomes more noticeable (DC 15 Search check) since there is now a nook in the wall. This secret door has not been used in years.

Heavy footsteps echo from the darkness in this hall before suddenly dying out, and a noticeable chill emanates from this area. A closer inspection of this cross-shaped chamber reveals a large pile of debris composed of crushed rocks, broken stone rubble, pieces of dried wood, as well as the fragments of countless bones. The pile dominates the southern nook of the chamber and much of the debris is scattered in the center of this room.

The bodies of five goblins lie on the floor of the hall's western nook. The corpses are in poor shape and it is obvious by the wounds on their bodies they died violently. A thin crust of ice covers the corpses.

What truly catches the eye, however, is the huge creature standing in the middle of the room. Its eight vicious-looking reptilian heads on top of long serpentine necks bear eyes of the palest blue. The fanged mouth of each of the heads snarls or bites the air, a thin cloud of white mist issuing from it.

Initial Attitude: Hostile

Encounter: An eight-headed cryohydra (hp 95) lives here. This creature ventured into this part of the dungeon eight years ago. Though it used to hunt in other parts of the dungeon, this fiend seldom leaves this Room, preferring to let its prey come to it rather than struggle through the narrow corridors. Since the shadows took control of Room F41, it avoids this place, opting instead to hunt the goblins from the southern Region.

Encounter Condition: Extreme Cold

Tactics: In battle, the cryohydra uses its cold breath weapon to harm as many opponents as it can before closing in on them with its many bite attacks. It releases jets of cold as often as it can, targeting the largest PCs first.

Treasure: Searching the massive cryohydra's nest takes the better part of an hour, as PCs need to move stone rubble and crushed pieces of wood. A successful DC 20 Search check reveals a bronze scepter imbedded with three fiery jewels as well as 1,286 sp, 953 gp, and 147 pp. Its last owner was a hobgoblin who ventured and perished in the dungeon six years ago. As an item, the scepter is worth upwards of 1,000 gp, but any one who succeeds at a DC 35 Appraise check realizes the item is in fact worth five times this amount.

EL: 9

Scaling: To increase the challenge of this encounter, give the cryohydra two additional heads. To decrease the challenge, remove the cryohydra's breath weapon.

Eight-Headed Cryohydra: CR 9; Huge magical beast; HD 8d10+43; hp 95; Init +1; Spd 20 ft., swim 20 ft.; AC 18, touch 9, flat-footed 17; Base Atk +8; Grp +20; Atk +11 melee (1d10+4, 8 bites); Full Atk +11 melee (1d10+4, 8 bites); Space/Reach 15 ft./10 ft.; SA Breath weapon (cold); SQ Darkvision 60 ft., fast healing 18, low-light vision, scent; AL N; SV Fort +11, Ref +7, Will +4; Str 19, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills and Feats: Listen +7, Spot +8, Swim +12; Combat Reflexes, Iron Will, Toughness, Weapon Focus (bite).

Breath Weapon (Su): Cryohydras can breathe jets of frost 10 ft. high, 10 ft. wide, and 20 ft. long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of cold damage per head. A successful Reflex save halves the damage. The save DC is 10 + 1/2 hydra's original number of heads + hydra's Con modifier.

Cold attacks cannot prevent a cryohydra's stump from growing new heads (since a cryohydra has immunity to cold), but 5 points of fire damage does.

Fast Healing (Ex): Each round, a hydra heals damage equal to 10 + the number of its original heads.

Skills: Hydras have a +2 racial bonus on Listen and Spot checks, thanks to their multiple heads.

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

Feats: A hydra's Combat Reflexes feat allows it to use all its heads for attacks of opportunity.

F43. SCORCHED WARP GATE ROOM

This chamber once held a great collection of furniture, but it is obvious that most of what was here was burnt long ago. A great pile of scorched metal bars and plates as well as the remains of blackened wood dominate the room. Underneath it is a layer of gray ash covering most of the floor.

A thick layer of soot darkens the stones from the walls and high ceiling. A closer look at the south and west walls reveals metallic hinges on one side of the empty archways, suggesting that doors once stood there. The door in the center of the north wall is simple but scorched. A small black lock is set just above its knob.

Initial Attitude: N/A

Encounter: There are no footsteps anywhere in this Room and the ash-covered floor is a more or less an even and undisturbed surface.

Long ago, a group of minotaurs from the Golden Axe tribe journeyed into this portion of the dungeon and encountered a pack of barghests. After a terrible battle, they defeated the fiends but several minotaurs fell in combat. Using the many wooden chests they had emptied while looting the place as well as the two reinforced doors from this Room, they built a great funeral pyre. While the bodies of their comrades were incinerated, they left the area using the warp gate.

The door in the center of the north wall is a warp gate. It is unlocked and cannot be locked by any means, since the black iron lock upon it is made to accommodate the special crystal keys that simplifies travel through the many warp gates of the Region. Roll on the Warp Gates: Random Locations table to determine into which Room the gate leads. If Room F43 is rolled, then the warp gate opens in the small empty Room north of Room F43 (just as a normal door would) and closes automatically once the PCs cross it. Opening the warp gate from this side also requires a roll on the Warp Gates: Random Locations table, so PCs venturing into the small Room to the north might not be able to return to Room F43 (unless another result of Room F43 is rolled on the table).

The smaller chambers to the north and south are empty, the walls covered in mold and sepsis. The air is stale.

Encounter Condition: Diseased (cackle fever) 16, Poor Footing 4, [Stagnant Air]

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter, ignoring minotaur encounters every other roll.

Treasure: PCs searching the debris find the burnt skulls and bones of three minotaurs as well as three darkened and damaged greataxes. A DC 30 Search is required to find the treasure. Under the bony remains is a small golden amulet, undamaged by the flames. It is a simple trinket with the face of a bull that belonged to one of the fallen minotaurs here. The amulet is worth 50 gp, but because the minotaur was a hero of the later days of the Golden Axe tribe, any member of this tribe or the Red Horn clan would pay up to ten times this amount for it.

EL: N/A

Scaling: N/A

F44 THROUGH F50. THE LAIR OF THE SPHINX

Arnarah, a cunning gynosphinx, controls Rooms F44 through 50. Though this creature works alone, Arnarah relies on several traps to protect her territory. Her main goal is to help maintain the peace established in this Region, as she benefits from it more than anyone. Back when the members of the Golden Axe minotaur tribe were a united people, all the inhabitants of the Region dreaded their raging raiders and everyone fought for a small piece of the labyrinth where they struggled for survival. What many people do not realize, however, is that Arnarah is one of the architects of the relatively stable peace that rules the Region.

Arnarah, like most of her kind, is fond of intellectual challenges, such as riddles and puzzles. She is also a cunning trader, always ready to bargain for service or treasure. When she met Durtenian Vaielle, a devious elven wizard, the two of them instantly shared a bond that few creatures could understand. For months they worked together to secure Arnarah's territory and make peace with their immediate neighbors: a powerful flight of harpies. In exchange, the gynosphinx agreed to provide the wizard with the protection he needed.

Eventually, Arnarah won the wizard's confidence. Durtenian Vaielle then revealed to Arnarah he had in his possession an item that would allow him to trade bodies with any creature he wished. Though he had not yet tried out the device, he yearned to use it. Arnarah agreed to help him do so. The gynosphinx locked Durtenian in a cell and he began to experiment with the magical item. The wizard then took control of the bodies of one creature, then another, and then a third. Each time, the wizard learned more information on this Region of the dungeon — information he shared with his ally Arnarah. When he entered the body of Grauki, a powerful minotaur who had a strong voice in the Golden Axe tribe, Durtenian began to understand the intricacies of minotaur politics. He returned to his body a month later and, with Arnarah, devised a plan to ensure the minotaur tribe caused no further trouble to the inhabitants of the Region.

Durtenian took control of Grauki's body once more. This time, he planed to stay for months. While in control of Grauki's flesh, the wizard aligned himself with several minotaurs who were discontent with the way the Golden Axe tribe was run. He planted the seed of a revolt that would trigger a civil war. This happened a decade ago and Durtenian never returned to his own body while Grauki remains a prisoner in Arnarah's prison.

Though she has not seen her ally in years, Arnarah is convinced Durtenian continues to ensure peace in the Region. She welcomes anyone who can share riddles, intrigues, or treasure with her, but does not tolerate anyone who is after her wealth or her territory.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A lone goblin from Region B found its way into Arnarah's lair. He is lost and terrified, running at the first sight of the PCs. He pleads for his miserable life if caught.
2–12	Nothing
13	A pack of eight goblins led by Agnr the Bold (Rog 5), ventured into this Section. They carry 2d20 gp each and hope to trade for information on the Region and its inhabitants.
14	Two harpies ventured into Arnarah's lair. They are acting on their own and hope to uncover the legendary cache in which the gynosphinx holds her most precious treasure.
15	A large rectangle with multiple runes of various shades into it covers most of the wall here. This is one of several symbols created by Arnarah to protect her lair. **Symbol of Stunning Trap:** CR 8; magic device; touch trigger; no reset; spell effect (symbol of stunning, 18th level wizard, DC 22 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 32; Disable Device DC 32.
16	An intricate design composed of a white circle with three triangles of various shades of green cover the floor of this hall. Arnarah inscribed this symbol upon the floor and the spell is triggered when someone passes over it. **Symbol of Sleep Trap:** CR 7; magic device; touch trigger; no reset; spell effect (symbol of sleep, 18th level wizard, DC 22 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 31; Disable Device DC 31.
17	The PCs come across strange runes of a deep blue in the shape of half a dozen electrical bolts. This rune was placed upon the wall, some six ft. from the floor. The spell is triggered when someone either touches or reads the rune. **Symbol of Pain Trap:** CR 6; magic device; special trigger; no reset; spell effect (symbol of pain, 18th level wizard, DC 22 Will save negates); multiple targets (all within 60 ft.); Search DC 30; Disable Device DC 30.
18	Crude yellow runes in the form of a human skull split in two marks the wall here. This *symbol insanity*, created by Arnarah, is triggered as soon as anyone looks at it. **Symbol of Insanity Trap:** CR 9; magic device; special trigger; no reset; spell effect (symbol of insanity, 18th level wizard, DC 22 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 33; Disable Device DC 33.
19	Arnarah is encountered here instead of in her lair (Room F48).
20	A flock of four hieracosphinx found its way into the dungeon. These evil fiends learned from other inhabitants found out about Arnarah and their goal is to take over her lair and treasure.

F44. CELL BLOCK

On either side of this hallway are five small cells. The doors of each of these cells are made of stone reinforced with iron plates that are rusting. Small openings with three metal bars set into them are cut in each of the doors.

Initial Attitude: Unfriendly

Encounter: Centuries ago, these cells held minor demons, but the creatures escaped imprisonment and only one of the cells is currently in use. The others are empty save for a bit of dried hay sprawled upon the cold stone floors.

Each of the five cells to the west comprises a secret door fashioned by a master mason years after the demonic fiends escaped. These secret doors are rough. They allow the access to the corridor and Rooms.

Each secret door is a simple sliding panel resembling the surface of the surrounding wall. Though made of stone, each panel is hollow and can be easily opened. Since the hinges upon which each panel was set are hidden into the stone of the surrounding wall and made to support the weight of the secret door, they are extremely difficult to spot and the panels drop back into place the moment they are released. A DC 30 Spot check is required to notice the subtle cracks around the panels.

The northernmost cell on the east side holds the body of Durtenian Vaielle (hp 39), the elven wizard who took control of Grauki the Minotaur and founded the Red Horn clan. Durtenian's flesh now holds the spirit of Grauki, and the minotaur has been imprisoned here for the past ten years. Grauki is a broken man, driven mad by the shock of waking up in the body of a weakling elf.

Grauki has not talked to anyone in years. Though Arnarah brings him nourishment, she never addresses him and obstinately refuses to heed his pleas. Grauki eats what he is given, but he does so in a mechanical fashion, as though he had no real idea what is doing. Grauki has no idea of what happened to him or his people. All he knows is that he found himself in this body and this prison one day, and never awoke from this nightmare.

If the PCs talk to him, Grauki is grateful. He smiles in a befuddled manner, revealing blackened teeth, and tears pour from his eyes. All he says, however, is "I am not an elf." He repeats this statement, (in Elven) as if it would explain everything.

Grauki's current Intelligence score is reduced to 2. *Restoration* or similar spells are required to restore his Intelligence. Such spell will also cure him of his insanity. As he regains control of his mind (his original Intelligence score was 13), he understands what must have happened to him. He then explains to his saviors that he is Grauki, an important member of the Golden Axe tribe (he does not know the tribe split in two factions) and that he is actually a minotaur warrior. He also reveals he once dreamt he was trapped in this body and lived through a similar imprisonment for what seems like the better part of a month. He quickly regained his senses and returned to his reality after this first experience (when Durtenian first took control of his body). However, he returned here, long ago, and since then remained a prisoner of both the cell and elven body.

Grauki goes on to explain that both times he "awoke" in this body, he was holding a glowing jewel. He then proceeds to uncover the item from the stack of hay serving as his bed and offers it to the PCs (see treasure below). Grauki also explains the warden of this prison is a strange creature with the head of a humanoid and the body of a lion with feathery wings. He plans to take his vengeance upon this creature.

Encounter Condition: Echoes 4, Unhallowed 2

Tactics: In his present condition, Grauki is unable to fight. If attacked, he cowers in a corner and sobs.

Treasure: The magical jewel that allowed Durtenian Vaielle to trade bodies with Grauki the Minotaur is hidden under a layer of hay. A successful DC 15 Search check is enough to uncover it. The jewel is shaped as a diamond the size of a troll's fist. It burns with an inner red glow, but the surface of the item is as clear as diamond.

This jewel is a *diamond of trading souls*, a potent magical item that allows its user to transfer his mind and soul into the body of a creature of his choosing while conveying the spirit of this creature into the user's body. This powerful magic item is usable once every week.

While triggering the *diamond of trading souls*' magic, the user does not need to know his target or its location. Instead, he uses the jewel to probe an area of one mile plus a number of miles equal to the user's intelligence bonus (if any). Though the user does not see the creatures around him, he gets a feel for their bodies and can accurately evaluate their healthiness. Once a target is chosen, it is allowed a Will saving throw (10 + 1/2 the user's caster level + his Intelligence modifier) to prevent the transfer. A failed save means the user takes control of the target's body while the target awakens in the user's body and suffers from 1d4 points of damage to his Intelligence score. A creature forced into an alien body over long periods of time takes an additional point of damage to his Intelligence score for each year that passes, regardless of the conditions in which he lives.

If the victim makes his saving throw, the user of the diamond fails to take control of his target's body. Furthermore, the user of the magical diamond takes backlash damage equal to 1d4 points of Charisma. Charisma score points lost from the diamond's backlash effect return at a rate of 1 per day.

The user of the *diamond of trading souls* can remain in control of the stolen body for as long as he wishes. He can return to his own body at anytime, even if the creature with which he traded bodies died while in control of his flesh. If the user's body was destroyed, however, he is now trapped within his new form.

While in the stolen body, the wielder of the *diamond of trading souls* retains his mental abilities (Intelligence, Wisdom, and Charisma), his class abilities (such as the ability to rage or cast spells), his base attack bonus, his base saves, and his skill ranks. He takes on the physical abilities (Strength, Dexterity, Constitution) of the new body as well as any racial abilities provided by his new flesh. However, as an additional curse to the victim, he now speaks the language of the body he is in and loses his old language. The bearer of the diamond can speak *any* language he wishes.

The *diamond of trading* souls allows the transfer of only one spirit at a time. While in use, its heart burns with a fiery red glow. When not in use, it appears as a big but otherwise ordinary diamond (which emanates a powerful magic aura). If the *diamond of trading souls* is destroyed while the spirit of the user is inside another being's body, he is trapped within this form permanently. This minor artifact is usable a maximum number of times per month equal to the user's Intelligence modifier (minimum of once per month).

EL: 2

Scaling: To increase the challenge of this encounter, add 3 barbarian levels to Grauki and make him hostile towards anyone entering his cell. To decrease the challenge, assume Grauki lost his will (-5 circumstance penalty to all Will save) and his ability to rage.

Grauki the Minotaur [in the Durtenian Vaielle's Body] Brb 5: CR 5; Humanoid (elf); HD 5d12–5; hp 33; Init +1; Spd 40 ft.; AC 11, touch 11, flat-footed — (see text); Base Atk +5; Grp +4; Atk +4 melee (1d3–1, bare hand); Full Atk +4 melee (1d3-1, bare hand); Space/Reach 5 ft./5 ft.; SA —; SQ low-light vision, natural cunning; AL CE; SV Fort +5, Ref +2, Will +1; Str 8, Dex 13, Con 7, Int 13 [2], Wis 10, Cha 11.

Skills and Feats: Climb +6, Intimidate +9, Listen +11, Jump +6, Search +6, Spot +11, Survival +7, Swim +6; Cleave, Great Fortitude, Power Attack, Track.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed. [Grauki retains this ability as he still thinks as a minotaur.]

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 4 rounds.

Improved Uncanny Dodge (Ex): Grauki can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

F45. FAKE DOOR

Though this door looks like any other in the Region, it is in fact part of the wall and impossible to open.

A large alcove is set in the northern wall of this hallway, halfway between both ends of the corridor. The alcove is four ft. deep, ten ft. wide, and ten ft. high. There is a door in the middle of the alcove, with a thick archway of dark stone surrounding it. Runic symbols are painted upon the door, forming an uneven semi-circle with three moon-like dots hovering in its midst.

Initial Attitude: N/A

Encounter: A runic pattern is imprinted upon the floor, mimicking the non-magical runes on the door. A DC 31 Search check is required to see the runes, however, lest the PCs trigger them. The runes are, in fact, a powerful *symbol of fear*, which is triggered as soon as anyone touches the door.

Symbol of Fear Trap: CR 7; magic device; touch trigger; automatic reset; spell effect (*symbol of fear*, 18th-level wizard, DC 22 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 31; Disable Device DC 31.

Encounter Condition: Fear 22

Tactics: The *symbol of fear* trap is part of the dungeon and resets after 1 minute.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add an *acid fog* spell to the *symbol of fear* trap. To decrease the challenge, replace the *symbol of fear* trap with a *bestow curse* trap.

F46. FALLING COLUMNS

The PCs must succeed at a DC 35 Search check in order to notice the concealed door. A DC 30 Knowledge (architecture and engineering) check reveals that magic was used to create the wall and door, meshing the two into a near-solid frame.

The concealed door pushes open, just like any other in the dungeon complex, revealing a rectangular chamber with four massive square columns dominating the place. The four pillars are made of gray stone and stand thirty ft. high — twenty short of the ceiling above.

Initial Attitude: N/A

Encounter: This four massive columns are trapped and crumble as soon as anyone touches them. Similarly, a PC standing in the dead center of the Room also triggers the trap.

♦ **Collapsing Columns Trap:** CR 8; mechanical; touch trigger; manual reset; Atk +15 melee (6d6, four stone blocks); multiple targets (up to four targets within the area; one for each of the columns); Search DC 33; Disable Device 39. This trap combines the effect of four CR 4 collapsing column traps.

Encounter Condition: Echoes 2, Poor Footing 3

Tactics: N/A

Treasure: A DC 30 (40 if the columns collapsed) Search check reveals a small hallow stone at the base of each column that once held sacred text and powers. One of them still holds a *scroll of scrying*. However, the language of the scroll prevents it from being translated into a spellbook. *Read magic*, however, allows the PC to read and cast the scroll.

EL: 8

Scaling: To increase the challenge of this encounter, replace the collapsing columns trap with a crushing wall trap causing 18d6 crush damage. To decrease the challenge, reduce the damage of the collapsing columns trap to 3d6.

F47. FLOODING ROOM

The four doors leading into this Room are open.

A tall column stands in the middle of this otherwise empty room, supporting the fifty ft. ceiling. The column is marked with countless tiny holes, but otherwise seem like any other. Four doors, one upon each wall, are the only other features of this room.

Initial Attitude: N/A

Encounter: This chamber is rigged with a complex mechanism that automatically closes and locks all doors 4 rounds after anyone sets foot upon its floor. At the same moment, water pours from the countless holes in the column, filling the Room in four rounds. The Room remains flooded for two minutes before eight tiny trap doors in the floor (DC 30 Search check to notice) open to release it. It takes two rounds for the water to exit the Room.

♦ **Flooding Room Trap:** CR 5; mechanical; location trigger; automatic reset; no attack roll necessary; Search DC 30; Disable Device DC 28.

PCs caught within the flooded Room may try to break the doors or pick the locks with a successful DC 30 Open Lock check. The doors automatically reopen as soon as there is no more water in the Room.

Arnarah relies on this mechanical trap — which was devised by the celestials who originally built the dungeon — to protect her private lair. She knows about the trap and always flies over the floor of this Room.

Encounter Condition: Flooded

Tactics: N/A

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, replace the flooding Room trap with a burnt othur vapor trap. To decrease the challenge, replace the flooding Room trap with a 30-ft. deep camouflaged pit trap.

F48. ARNARAH'S PRIVATE CHAMBER

This large hall is sumptuously decorated. The walls are covered with golden rose and aquamarine colored silken drapes. A massive bed covered with olive woolen blankets in disarray lies in the northwest corner while a large iron coffer is visible in the southwest corner.

Initial Attitude: Indifferent

Encounter: Arnarah the gynosphinx (hp 69) resides here. Though she might not be happy to see a band of rugged adventurers barging into her private abode, Arnarah is more than willing to talk to the PCs. She is especially intrigued by the puzzles, riddles, and various mind-games the heroes play, but she is also interested in getting her hands on more diamonds and opals.

Arnarah is also curious about the affairs of the Region and is more than happy to trade information with the PCs. If she learns the PCs met the minotaurs, she inquires about Grauki, the leader of the Red Horn clan (controlled by her elven wizard ally for the last decade). Though she speaks in riddles and never gives a direct answer, she tells the truth when she speaks — or at least tells what she believes to be the truth.

Encounter Condition: Echoes 4, Fear 18, Spell Resistance 18

Tactics: In combat, Arnarah attacks the less armored foes first, pouncing and raking her opponents at every chance she gets. If things turn sour, she attempts to make good her escape by flying down the southern corridor and swiftly moving through Room F47.

Treasure: The large iron coffer in the southwest corner holds a small portion of Arnarah's treasure. The chest is unlocked but trapped with a *symbol of persuasion* spell, which is triggered as soon as anyone touches the lid of the chest upon which it is inscribed. The runes are three straight green lines separated by thick blue dots.

♦ **Symbol of Persuasion Trap:** CR 7; magic device; touch trigger; no reset; spell effect (*symbol of persuasion*, 18th level wizard, DC 22 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 31; Disable Device DC 31.

The coffer contains a large bag with 5,531 gp and eighteen jars filled with mercury, phosphorous, and powered diamond and opal worth a total of 22,000 gp. Arnarah uses these expansive material components to maintain many of the magical traps protecting her lair.

EL: 8

Scaling: To increase the challenge of this encounter, increase the HD of Arnarah to 16. To decrease the challenge, make her male, instead.

♟ **Arnarah, Gynosphinx:** CR 9; Large magical beast; HD 9d10+9; hp 69; Init +5; Spd 40 ft., fly 60 ft. (poor); AC 24, touch 11, flat-footed 23; Base Atk +9; Grp +17; Atk +12 melee (1d6+4, claw); Full Atk +12 melee (1d6+4, 2 claws); Space/Reach 10 ft./5 ft.; SA Pounce, rake 1d6+2, spell-like abilities; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +7, Ref +7, Will +9; Str 19, Dex 12, Con 13, Int 18, Wis 19, Cha 19.

Skills and Feats: Bluff +16, Concentration +13, Diplomacy +9, Disguise +4 (+6 acting), Intimidate +14, Listen +20, Sense Motive +16, Spot +19; Alertness, Combat Casting, Improved Initiative, Iron Will.

Pounce (Ex): If a sphinx charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +12 melee, damage 1d6+2.

Spell-Like Abilities: 3/day—*clairaudience/clairvoyance, detect magic, read magic, see invisibility*; 1/day—*comprehend languages, locate object, dispel magic, remove curse* (DC 18), *legend lore*. Caster level 14th. The save DC is Charisma-based.

Once per week a gynosphinx can create a *symbol of death*, a *symbol of fear*, a *symbol of insanity*, a *symbol of pain*, a *symbol of persuasion*, a *symbol of sleep*, and a *symbol of stunning* as the spells (caster level 18th), except that all save DCs are 22 and each symbol remains a maximum of one week once scribed. The save DCs are Charisma-based.

Possessions: Necklace of fireballs (type IV), *bracers of armor +2*, *ring of protection +1*.

F49. PAINTED HALLWAY

A narrower section separates this wide hallway in its center. Four doors — two at the northern end and two in the south — are visible, but it is the multitude of paintings decorating its walls that catches one's attention. Though the paintings are crude, it is clear they represent animals, mythical beasts, and humanoids. The painters who decorated these walls used a number of different materials and techniques, making the chamber a truly remarkable work of art in itself.

Initial Attitude: N/A

Encounter: This large hall was painted by several generations of goblins, hobgoblins, minotaurs, and other creatures that at one time or another dwelled in this section. Though it is impossible to discern the earlier paintings from the later ones, it is obvious that several artists worked on these walls and that it took them decades to accomplish the countless designs depicted here.

Encounter Condition: N/A

Tactics: This territory marks the beginning of Arnarah's lair and the central part of it (where it is narrower) is trapped with a magical device created by the elven wizard Durtenian Vaielle. Anyone stepping upon this portion of the floor automatically triggers the magical trap.

Lightning Bolt Trap: CR 6; magic device; location trigger; automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 16 Reflex save half damage); Search DC 28; Disable Device DC 28.

Treasure: N/A

EL: 6

Scaling: To increase the challenge, double the effect of the *lightning bolt* trap. To decrease the challenge, replace the *lightning bolt* trap with a *glyph of warding (blast)* trap.

F50. TREASURE CACHE

Initial Attitude: N/A

Encounter: This secret Room is where Arnarah hides her most precious possessions. She relies on one of the most finely crafted secret doors in the Region as well as on her potent magic to protect her valuables. A portion of the wall here is actually a panel that can be pushed open with a successful DC 21 Strength check. A DC 40 Search check is required to notice the subtle indentations revealing what this portion of the wall truly is.

Encounter Condition: N/A

Tactics: Anyone passing through the archway leading into this Room triggers the potent magical trap the gynosphinx placed here. Subtle silvery runes in the form of small crosses are visible just inside the archway.

Symbol of Pain Trap: CR 6; magic device; touch trigger; no reset; spell effect (*symbol of pain*, 15th-level wizard, DC 18 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 30; Disable Device DC 30.

Treasure: This Room holds hundreds of useless bones, which Arnarah fervently collects. The bones come from the various creatures the gynosphinx defeated over the years and includes several humanoid skeletons.

There are several small pieces of jewelry here worth a total of 2,410 gp as well as 843 cp, 351 sp, and 84 gp. These are scattered around the Room under the countless bones. Three glass vials containing holy water as well as four different flask holding a *potion of owl's wisdom* (3 doses), a *potion of true strike* (5 doses), a *potion of lesser restoration* (2 doses), and a *potion of water breathing* (2 doses) can also be found here.

EL: 9

Scaling: To increase the challenge of this encounter, add an *incendiary cloud* to the *symbol of pain* trap. To decrease the challenge, replace the *symbol of pain* trap with a *black tentacles* trap.

F51 THROUGH F68. RED HORN CLAN TERRITORY

Rooms F51 through F68 are controlled by the Red Horn minotaur clan. Though the members of this group were part of the Golden Axe tribe, their leader Grauki initiated a revolt that led to a split.

Fifteen years ago, the people of the Golden Axe ruled supreme. They came to the labyrinth-like Region in large numbers and quickly took control of it. Their dominion was short-lived, as Grauki and his rebels turned against their people. After a bloody conflict, two factions emerged. Those who remained loyal to their chieftain became known as the Broken Axe and those who followed Grauki became the Red Horns.

What few people realize, however, is that Grauki was not himself when he led the revolution which culminated in splitting up the once glorious tribe. An elven wizard named Durtenian Vaielle used a powerful magical item to take control of the barbarian's body. He planted the seed of the revolution to insure he and his ally, Arnarah the Gynosphinx, would find peace in their time. The elven wizard also found allies in Rashmarik, a mighty rakshasa, and Saria the Medusa. With their help, he successfully initiated a conflict that changed the face of the Region.

Durtenian's plan worked well, for the split up of the Golden Axe tribe led to the relative peace all inhabitants of the Region now enjoy. After the revolution, Durtenian — still inside the body of Grauki the Minotaur — negotiated peace between the Red Horns and the Broken Axe tribe as well as with several of the neighboring factions. Because he enjoyed his new body so much (as well as his privileged position as leader of the Red Horns), the elven wizard remained in the minotaur's flesh — permanently. He now leads what he considers his people.

The Red Horn clan is currently split into two main groups. The first and most important group is using Rooms F51 through F62. These minotaurs are under the direct leadership of Grauki the Minotaur (no one knows Durtenian has taken over the barbarian's body). The second group, which is much smaller, dwells in Rooms F63 through F68 and is cut off from the rest of their peers. Gartuk, Grauki's half-sister, currently leads them but they remain devoted to Grauki and the Red Horns. The Red Horns often journey from one part of their lair to the other, moving through Rashmarik's Hideout from Room F54 through F66.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The sound of a creature's tiny feet tramples the stone floor and echoes softly as it disappears into the darkness.
2–12	Nothing
13	Two minotaurs from the Red Horn clan travel from one room to the next. They talk about a recent feast they enjoyed with their leader Grauki and laugh loudly, their booming voices echoing down the hallway. The PCs receive a +8 bonus to their Listen checks made to notice their presence.
14	Four Red Horn minotaurs return from a peaceful exchange with the Broken Axe tribe. Now within the safety of their territory, the minotaurs' are more relaxed. They suffer a –4 circumstance penalty to Initiative, Listen, and Spot checks.
15	Five minotaurs armed with heavy flails are patrolling this area. These men are on the lookout and eager to engage anyone trespassing into their territory.
16	Three minotaurs, led by a Smugvi (Brb 2), presently guard this Room. Smugvi is known for unpredictable fits of rage at the first sign of trouble.
17	Two Red Horn minotaur rogues (Rog 3) hide in the shadows, waiting to Ambush trespassers. They sneak attack anyone they do not recognize as members of their clan. They do not attack minotaurs, either, preferring to parley.
18	A 5-ft. stretch of the wall is painted with dark brown marks.

Camouflaged Pit Trap: CR 6; mechanical; location trigger; manual reset; DC 22 Reflex save avoids; 80 ft. deep (8d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 21.

19 A group of two manticores ventured into this Section. They are eager to find treasures and attack the PCs on sight.

20 A powerful retriever is on the loose here. The vicious demon journeyed from Region G through the underground stream in the northeast portion of this Region. It now haunts the territory of the Red Horn clan.

F51. COMMON HALL

A large fire burns within a deep round hole in the center of this wide hall. Several thick animal pelts, wooden stools, and low marble tables lie about the room, which is inhabited by five stern-looking humanoid creatures with bull-faces and long horns of a blood red shade protruding from their skulls.

Initial Attitude: Unfriendly

Encounter: Five minotaurs (45, 42, 38, 36, 33) from the Red Horn clan are currently using this common hallway. A closer look at their bovine faces reveals signs of age — tufts of white hair upon their chins, deep lines upon their foreheads and around their eyes, as well as sagging skin. These men are the eldest warriors of the clan and Grauki's most trusted advisors. Though their leader seldom seeks their counsel nowadays, these minotaurs are proud of their station and remain faithful to Grauki and the people of their clan.

If the PCs befriend them, the minotaurs reveal that their leader Grauki is acting strangely since the Red Horns won their independence a decade ago. Their powerful leader is more reclusive and impatient. They believe he is plotting another war, one that might win the Red Horn some much needed respect and glory.

Encounter Condition: Fearless

Tactics: If battle ensues here, the minotaurs use their mighty horns to charge the PCs and take up arms to engage them in melee. They also shout warnings and insults, which might alert the inhabitants of Rooms F53 and F54. Allow the minotaurs in these Rooms a DC 25 Listen check to notice the ruckus of the battle. If they do, they come to investigate 1d4+2 rounds later.

Treasure: Each minotaur carries 2d8 gp in coins and small gems. Additionally, one of them wears a silver armband in the form of a coiled snake (worth 250 gp).

EL: 9

Scaling: To increase the challenge of this encounter, add two barbarian levels to each minotaur. To decrease the challenge, remove two minotaurs.

Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 45, 42, 38, 36, 33; Init +0; Spd 30 ft.; AC 14, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +9 melee (2d8+6/×2, greatclub) or +9 melee (1d8+4, gore); Full Atk +9/+4 melee (2d8+6/×2, greatclub) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

F52. BARRACKS

Large cots made out of dried branches, woolen blankets, and ragged animal pelts are lined up upon the south and north walls of this wide hall. There is a door on the other side of the chamber, in the middle of the west wall. Besides it is a small wooden barrel and half a dozen empty mugs. Three powerfully built minotaurs wearing thick hide vests sit upon the cots, their flail at their side. Blood-red horns crown their bovine heads.

Initial Attitude: Unfriendly

Encounter: Though this Room houses six minotaurs, only three (hp 48, 42, 39) are currently in their barracks. They react to the PCs' presence fiercely, standing to their feet and taking up arms quickly. If the PCs are at threatening, they do not hesitate to attack.

Encounter Condition: Fearless

Tactics: These warriors are prone to battle. The minotaurs fight well as a unit and maneuver to flank the PC, using both their powerful horns and their heavy flails in melee. They are fearless and determined, willing to die for one another or the clan. They gain a +2 morale bonus on a Willpower saves so long as at least two of them remain.

If the battle goes poorly for them, they summon aid. Alternately, Kartai (Room F53) can overhear the commotion and come to their aid in 1d4+1 rounds. To give the PCs a real challenge, he can arrive with two minotaur guards, bent on subduing and imprisoning the PCs.

Treasure: The barrel contains minotaur ale (see Room F7 for details). In addition, each minotaur carries 1d8 gp of value in assorted coins and gems. PCs searching the cots in this Room uncover 1d3 pelts of fine quality (worth 4d4 gp each).

The small Room to the west is the private chamber of Hrumi, the minotaur in charge of the protection of the Red Horn territory. Hrumi is currently on duty in Room F61. The door is unlocked and not trapped. Inside is a wide bed made of fine oak, with several boars' skins lying upon the bed. PCs succeeding at a DC 25 Search check find 6 rough carnelians (worth 40 gp each) and a leather pouch filled with tiny pieces of broken bones. Though the bones are worthless to most people, Hrumi would pay upwards of 50 gp to get them back (if the PCs steal them). They are fragments of the remains of each of the enemies he slaughtered in battle since he became a Red Horn.

EL: 7

Scaling: To increase the challenge of this encounter, add three minotaurs. To decrease the challenge, impose a –2 circumstance penalty to their Initiative check and add Echoes 4.

Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 48, 42, 39; Init +0; Spd 30 ft.; AC 17, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +9 melee (2d8+6/19–20, heavy flail) or +9 melee (1d8+4, gore); Full Atk +9/+4 melee (2d8+6/19–20, heavy flail) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

F53. STOREROOM

The archway leading into this simple room holds no door. Inside, the chamber is filled with worn wooden crates and barrels. A muscular minotaur with horns painted in scarlet sits on one of the crates in the middle of the place.

Initial Attitude: Unfriendly

Encounter: Kartavi (hp 58) is in charge of protecting and distributing the provisions stored here. Kartavi is not particularly interested in the task appointed to him. He is easily bribed and eager to trade anything from the storeroom for gold, jewels, gemstones, or weapons.

If the PCs know about Grauki's true identity or plans, they might be able to convince Kartavi to rebel against him since the minotaur has no lost love for the leader or his clan. Kartavi's price, however, is the promise of a safe escort out of the dungeon. He knows the way, but cannot face the countless inhabitants alone.

Encounter Condition: N/A

Tactics: In battle, Kartavi targets the strongest foes first, using his mighty horns and sneak attack as often as he can.

If there is a combat here, allow Mirak (in Room F54) a DC 15 Listen check to notice the sound of the battle. If Mirak is made aware of the danger, she comes out of her Room and charges the PCs. Similarly, give the minotaurs in Room F51 a DC 25 Listen check to hear the ruckus. They come to investigate 1d4+2 rounds later.

Treasure: The store holds five barrels filled with minotaur ale (see Room F7 for details). One small crate holds half a dozen iron boxes containing bright red paint.. In addition, Kartavi has a *potion of cure moderate wounds* (3 doses) and he yields a *+1 bastard sword* in battle. He also has 31 gp and 23 sp.

EL: 7

Scaling: To increase the challenge of this encounter, add three rogue levels to Kartavi. To decrease the challenge, remove two rogue levels.

♟ **Kartavi, Minotaur Rogue 3:** CR 7; Large monstrous humanoid; HD 6d8+12 + 3d6+6; hp 58; Init +1; Spd 30 ft.; AC 16, touch 10, flat-footed — (see text); Base Atk +8; Grp +16; Atk +12 melee (1d10+7/19-20, *+1 bastard sword*) or +11 melee (1d8+4, gore); Full Atk +12/+7 melee (1d10+7/19-20, *+1 bastard sword*) and +6 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6, sneak attack +2d6; SQ Darkvision 60 ft., evasion, natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Bluff +4, Intimidate +9, Listen +7, Search +2, Sense Motive +6, Spot +7; Dodge, Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +11 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Sneak Attack: Kartavi's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 2d6. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Evasion (Ex): Kartavi can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. Evasion can be used only if Kartavi is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

F54. SMITH'S QUARTERS

This small room is lavishly furnished, with thick furs and intricately woven tapestries hanging from the walls and a large bed dominating the southeast corner. A monstrous humanoid female with pale brown fur and a bovine face is sharpening her long-handled sword. Her curved horns are glistening with scarlet paint.

Initial Attitude: Hostile

Encounter: Mirak (hp 85), a female minotaur barbarian and wife of Skirmmi the Smith, sits upon her bed. Mirak is not pleased to see the PCs barge in her private chamber. Unless they manage to talk her out of it, she attacks them.

Encounter Condition: Fearless

Tactics: Mirak enters her barbarian's rage as soon as she decides to attack the PCs. She charges the most heavily armored of them with her horns before engaging the party in melee with her greatsword.

Treasure: A successful DC 18 Search check reveals a loose stone in the south wall. The stone can be pulled easily, revealing a small alcove. Within are a girdle, a green glass bottle, and a goatskin pouch.

The girdle is fashioned from thick brown hide. Its large buckle is round and made from solid yellow gold. It is a family heirloom handed down from generation to generation belonging to Skirmmi. The item is worth approximately 100 gp. Because it is a vestige of the glory days of the Golden Axe tribe, the minotaurs of both the Broken Axe tribe and the Red Horn clan would pay up to six times this value.

The bottle holds three doses of striped toadstool poison while the goatskin pouch contain two greenish brown garnets (worth 125 gp). In addition to this treasure and the weapons held by Mirak, the female barbarian wears a set of beautifully wrought *bracers of armor +3* and a golden necklace with a pale blue coral stone (worth 385 gp). Though the three tapestries upon the walls are not worth much (20 gp each), the pelts here total a 135 gp value.

EL: 7

Scaling: To increase the challenge of this encounter, add three barbarian levels to Mirak. To decrease the challenge, remove two barbarian levels and the *bracers of armor*.

♟ **Mirak, Minotaur Barbarian 4:** CR 8; Large monstrous humanoid; HD 6d8+18 +4d12+12; hp 89; Init +2; Spd 40 ft.; AC 19, touch 11, flat-footed — (see text); Base Atk +10; Grp +18; Atk +15 melee (2d6+6/19-20, masterwork greatsword) or +13 melee (1d8+4, gore); Full Atk +15/+10 melee (2d6+6/19-20, masterwork greatsword) and +8 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, rage, scent; AL CE; SV Fort +9, Ref +7, Will +6; Str 18, Dex 14, Con 17, Int 7, Wis 10, Cha 10.

Skills and Feats: Intimidate +5, Listen +10, Search +2, Spot +7, Survival +2; Great Fortitude, Power Attack, Track, Weapon Focus (greatsword)

Powerful Charge (Ex): A minotaur typically begins a battle by charging an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +13 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 8 rounds.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Masterwork greatsword, *bracers of armor +3*.

F55. GRAUKI'S PRIVATE CHAMBERS

This large room is sumptuously decorated, with large pelts from several animals and magical beasts dominating the western wall. A wide table lies in the middle of the chamber and there is a large bed covered with furs placed in the middle of the north wall.

Initial Attitude: N/A

Encounter: This large hall is the private abode of Grauki the Minotaur, chieftain of the Red Horn clan. Though no minotaur knows about the fact that Grauki's body is currently inhabited by Durtenian Vaielle, many among them have seen the minotaur barbarian wielding powerful magic and all fear their leader. As such, they avoid his chamber.

All three secret doors in this Room are well-made fake wall panels, which can be noticed with a successful DC 35 Search check. These panels slide into the wall when opened, disappearing completely. Though opening them is easy, pulling the wall panels back into position requires a successful DC 20 Strength check, otherwise a crack between the wall and panel remains visible.

The secret door upon the north wall leads to Room F57 and the elite guards in this chamber are well aware of it. If the PCs are noisy while in Grauki's chamber, allow these minotaurs appropriate Listen checks to notice them.

The secret panel in the south wall leads to the Red Horn chieftain's hidden bedchamber, which none among the clan knows exists. Durtenian uses this chamber to rest his minotaur body. This Room contains a large but otherwise simple bed covered with three thick winter pelts.

The third secret door, upon the west wall, opens into Durtenian's treasure chamber. This panel is rigged with a *firetrap*, which is triggered as soon as anyone touches the panel.

Firetrap: CR 5; magical device; touch trigger; automatic reset; spell effect (*firetrap*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Encounter Condition: N/A

Tactics: There is a 15% chance that Grauki (Room F59) is here, relaxing or counting his treasure.

Treasure: The main chamber contains approximately 200 gp worth of various pelts. Upon the table are a crystal goblet (worth 65 gp) and a crystal jug (worth 135 gp) containing fine red wine.

The hidden bedchamber behind the secret panel in the south wall holds a pouch with several arcane material components (chosen by the DM). The pelts upon the bed are worth a total of 85 gp.

The trapped secret panel to the west leads into the treasure Room, which contains seven different clay jars carefully lined up upon a small table, as well as a large porcelain jar of exquisite quality. Inscribed on the jar are a number of intricate designs representing different savanna animals (lions, hyenas, zebras, etc.). The pale marks are still clearly visible on the pure white surface of the porcelain. The jar is worth 600 gp. Within it are 1,148 gp.

Two of the jars are protected by a *fire trap*. The trap consumes the contents (*oil of magic weapon* and *oil of darkness* in one; potion of reduce person and *potion of protection from arrows 10/magic* in the other) that Durtenian found years ago. The other five are not trapped and contain substances of Durtenian's making — a *potion of bull's strength* (3 doses), a *potion of eagle's splendor* (4 doses), a *potion of mage armor* (5 doses), a *potion of protection from energy* (cold) (3 doses), a *potion of spider climb* (6 doses), *oil of flame arrow* (7 doses), and *oil of invisibility* (2 doses).

Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 8th-level wizard, 1d4+8 fire, DC 17 Reflex save half damage); Search DC 29; Disable Device DC 29.

EL: 5

Scaling: To increase the challenge of this encounter, replace the *fire trap* with an *acid fog* trap. To decrease the challenge, replace the *fire trap* with a *burning hands* trap.

F56. TANNERY

The terrible smell of strong chemicals pervade in this room. Several wooden barrels filled with oily liquids and two low long tables take up most of this chamber. Upon one of the tables is the dark brown and black pelt of a large beast. On the other are several large pieces of knotted cotton, which are soaked with oil.

Initial Attitude: N/A

Encounter: This Room serves as the tannery. The members of the Red Horn clan took control of it when they split from what is now the Broken Axe tribe. They sometimes agree to treat the pelts of the Broken Axe minotaurs in exchange for other goods or services.

Encounter Condition: Stagnant Air

Tactics: A successful DC 20 Knowledge (the planes) check or DC 25 Knowledge (nature) check reveals the skin is from a barghest.

Treasure: There is nothing of interest in this Room except for the three barrels filled with oily tannic acid. This substance is as volatile as oil. The knotted cotton pieces are used to tan the skins brought here and are drenched with this stuff.

EL: N/A

Scaling: N/A

F57. GRAUKI'S PERSONAL GUARDS' CHAMBER

A pair of stern minotaurs with curved red horns stand guard here. Both wear chain shirts covering their furred torsos and wield heavy flails of a dark gray alloy. Behind them are two massive three-story high bunks.

Initial Attitude: Unfriendly

Encounter: This Room is the bedchamber of Grauki's six personal bodyguards. Two minotaur barbarians (hp 61, 57) serving this function are currently in this chamber. While these men are here, they are charged with guarding Grauki's private chamber. They take this duty lightly, however, since there never were any incidents concerning intruders in their Chieftain's Room.

These men are loyal to Grauki because their chieftain treats them well and their station as elite bodyguards is well regarded among the Red Horns. They are aware of their chieftain's plan to initiate a war against the allies who allowed them to win the battle against the Broken Axe people years ago. Though they fear both the rakshasa and his medusa consort, these elite guards are ready to face battle and eager to acquire more territory.

Encounter Condition: Fearless, Poor Footing 2

Tactics: In combat, the minotaurs rage and charge the PCs, using their horns and heavy flails to main or kill the strongest opponents first. Each round they wound a PC, they gain a +2 morale bonus to their Will saves. This bonus increases by +1 for every PC downed during combat. If all the PCs are killed, the bodies are brought before Grauki (Room F59) as prizes.

Allow Skirmmi the Smith (in Room F58) a DC 20 Listen check to notice the sound of battle, every round. If successful, he comes to aid the guards in 1d3+1 rounds. If he enters unnoticed, grant him a +2d6 sneak attack bonus during his first attack only.

Treasure: In addition to the weapons they carry, each minotaur has 2d8 gp worth of jewelry and small coins. One of them also wears a thick golden band upon his index (worth 45 gp). Stashed under the lower bunk beds are three heavy flails, one large steel shield, as well as a spiked chain of masterwork quality.

EL: 8

Scaling: To increase the challenge of this encounter, add two barbarian levels to the minotaurs. To decrease the challenge, remove one minotaur.

Elite Minotaur Brb 2: CR 6; Large monstrous humanoid; HD 6d8+12 + 2d12+4; hp 61, 57; Init +0; Spd 40 ft.; AC 17, touch 9, flat-footed — (see text); Base Atk +8; Grp +16; Atk +12 melee (2d8+6/19–20, heavy flail) or +11 melee (1d8+4, gore); Full Atk +12/+7 melee (2d8+6/19–20, heavy flail) and +6 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +11 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 7 rounds.

Possession: Chain shirt, masterwork heavy flail.

F58. FOUNDRY AND SMITHY

The shimmering light of the fires burning within this hall illuminates most of the passageway leading to it. The wide chamber is split in two distinct parts separated with a deep pit in which tall bluish flames dance. On the eastern side of the hearth are a wide anvil, open water barrels, blacked metal cauldrons, as well as several hammers and large tools made to work metals set upon iron pegs in the wall. A massive stack of chopped wood dominates the western portion of the room, with a long-handled axe planted into one of the logs.

A tall minotaur with red-painted horns feeds the hungry fire with dry logs. The fur of his face is soaked with sweat. A thick and well-worn leather apron covers his torso and belly, and a large warrior's hammer dangles from his belt.

Initial Attitude: Unfriendly

Encounter: Skirmmi the Smith (hp 69) works in this Room. Skirmmi's job is to fashion and repair armaments for the Red Horn clan as well as the arms and armors used by the Broken Axe tribe. The smith thus provides one of the services the Red Horns trade with their minotaur neighbors. Though Skirmmi is not overly loyal to Grauki and his cause, he enjoys his station and the life he leads with the Red Horns.

Skirmmi is interested in acquiring rare and precious metals and pays a hefty sum to PCs willing to part with such materials.

Encounter Condition: Echoes 2

Tactics: In battle, Skirmmi utters a loud cry and charges the PCs with his mighty horns at every chance he gets. He prefers melee combat and wields his enchanted warhammer with deadly accuracy, focusing his attacks on the weakest PCs in order to reduce the number of his opponents as quickly as possible.

Allow the minotaur guards in Room F57, DC 18 Listen checks to notice the sound of battle and Skirmmi's battle cries. If they do, they investigate 1d3+1 rounds later.

Treasure: In addition to his tools and enchanted hammer, Skirmmi carries a pouch with 27 semiprecious stones (banded and eye agates, hematite and blue quartz gems, polished obsidian stones, irregular fresh water pearls) worth 10 to 50 gp each. He also has 51 pp, 32 gp, and 47 sp.

EL: 7

Scaling: To increase the challenge of this encounter, add two fighter levels to Skirmmi and give him Weapon Specialization (warhammer). To decrease the challenge, remove one fight level and replace his magical warhammer with a masterwork item.

Skirmmi the Smith, Minotaur Ftr 3: CR 7; Large monstrous humanoid; HD 6d8+12+3d10+6; hp 69; Init +0; Spd 30 ft.; AC 16, touch 9, flat-footed — (see text); Base Atk +9; Grp +18; Atk +16 melee (1d8+9/×3, +2 warhammer) or +13 melee (1d8+5, gore); Full Atk +16/+11 melee (1d8+9/×3, +2 warhammer) and +8 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+7; SQ Darkvision 60 ft., natural cunning, scent; AL CN; SV Fort +9, Ref +6, Will +6; Str 20, Dex 11, Con 15, Int 7, Wis 11, Cha 9.

Skills and Feats: Craft (weaponsmith) +4, Intimidate +2, Listen +7, Search +2, Spot +7; Cleave, Great Fortitude, Power Attack, Skill Focus (craft: weaponsmith), Track, Weapon Focus (war hammer).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +13 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

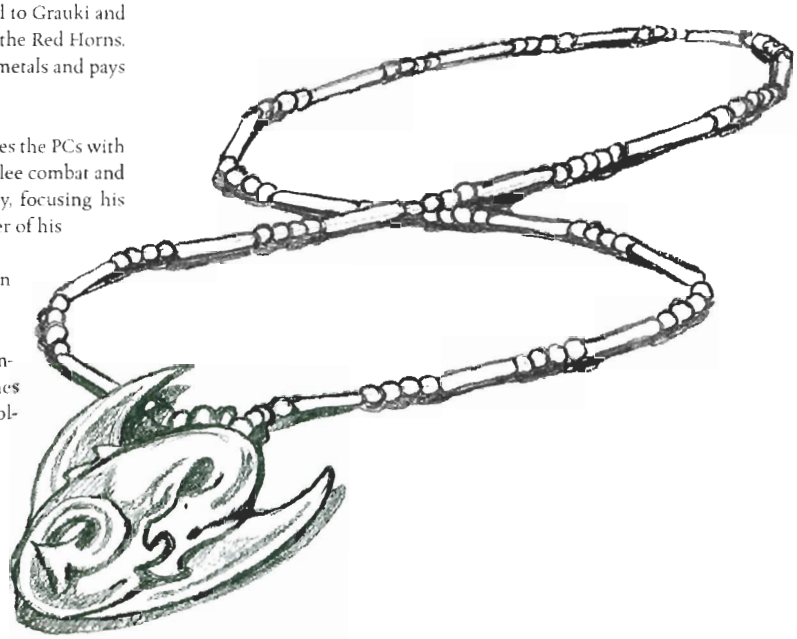
Possessions: +2 warhammer, leather armor.

F59. GRAUKI'S THRONE ROOM

The small Room to the east is locked and trapped. Though Durtenian has the only key unlocking this door upon his person, a successful DC 26 Open Lock check will do the trick.

The wizard rigged the door with a magical device, which is automatically triggered as soon as anyone opens the door unless they find and unlock a tiny keyhole beside the door's archway. A DC 22 Search check is required to find this bypass mechanism and the lock must be unlocked with Durtenian's key or a successful DC 30 Open Lock check.

Acid Arrow Trap: CR 5; magic device; touch trigger; automatic reset; Atk +4 ranged touch; spell effect (*acid arrow*, 8th level wizard, 2d4 acid/round for 3 rounds); multiple targets (the two closest targets from the door are hit with an *acid arrow* spell); Search DC 27; Disable Device DC 27. This trap combines the effects of two *acid arrow* spell traps sprung simultaneously.



A terrible demon with black leathery skin, shiny silvery fangs, and long pincer-like fingers stands in the middle of this large hall. The demon's head is crowned by a singular horn rising from the back of its skull. Its stands like a statue, unmoving, and a closer look reveals its eyes were replaced with roughly cut red stones.

Behind the demon's body is a massive throne made of a hundred skulls from various humanoids. Upon this loathsome throne sits a powerfully built minotaur wearing woven scarlet robes. The minotaur's head bears the blood-red painted horns of his people and his shoulders are covered with a cloak of a dark brown shade.

Two minotaurs with similarly colored horns stand close to the one upon the throne. One is a male dressed in a silvery chain shirt and baring a large circular shield and a thick bladed falchion. The other is a female with a red cloak upon her back. She holds a long double-bladed sword. A dusty scarlet and silver marks inscribed on the wall behind her.

Initial Attitude: Unfriendly

Encounter: Durtenian Vaielle (hp 98), the elven wizard in Grauki's minotaur body (see Room F44 for more details), is the leader of the Red Horn clan. Though no minotaur knows his secret, both members of the Red Horn clan and Broken Axe tribe learned that the barbarian Grauki became wise in the ways of magic — which gave the Red Horns an edge in their revolution. During the war that broke the minotaurs in two factions, Grauki also enlisted the help of Rashmarik the Rakshasa and Saria the Medusa. The Red Horns are still paying tribute to them in order to repay their decade-old allies — a situation Durtenian hopes to remedy.

With the help of his personal bodyguards, which are vaguely aware of his plans, Durtenian hopes to muster enough forces to surprise the rakshasa and his medusan consort. He is currently toying with the idea of bringing his old nemesis, Markuli of the Broken Axe tribe, in on his scheme, but he does not wish to split any of the reward with him and his people. For now, the relative peace still holds, but soon Durtenian will initiate another war that will give the Red Horns even more power.

If the PCs parley with Durtenian, the cunning wizard in Grauki's flesh, he gauges their strengths and weaknesses. He also evaluates whether they might be interested in taking on a dangerous mission for him — disposing of the evil rakshasa and the medusa controlling a good section of this Region. Durtenian explains to the PCs that these two are responsible for countless deaths and that the Red Horns suffered terrible loss because of them (which is of course not true). The wizard hopes the PCs accept the mission so he can then take over the rakshasa's hideout.

If the PCs are interested in the mission, Durtenian is willing to give up half of his personal treasure (see Room F55), including several of his potions, as well as up to a quarter of what the Red Horns possess.

The two minotaur barbarians (hp 61, 55) are part of Grauki's personal guard (see Room F57 for details).

Encounter Condition: Cursed 4, Fear 18, Fearless, Poor Footing 2, Spell Resistance 18, Unhallowed 4

Tactics: If the PCs engage Durtenian and his guards in combat, the wizard lets his warriors engage the PCs in melee while he casts spells such as *mage armor, mirror image,* and *shield* to protect himself as well as *lighting bolt, magic missiles,* and *acid arrow* to harm the PCs. He avoids melee for as long as he can manage, using his horns if forced. If reduced to 50 hit points or less, he casts *invisibility* on himself and escapes.

The minotaurs guarding Room F61 come to the aid of their leader 1d3 rounds after combat starts.

Treasure: The demon figure in the middle of the Room was once a living babau, but Durtenian (in Grauki's body) used his potent magic to kill it, thus winning the loyalty and respect of the minotaurs who later followed him in his revolt against Chieftain Markuli of the Broken Axe tribe. The creature was stuffed with treated leather strips by an expert who passed away years ago. The fiend's body is in otherwise perfect condition, with a few scrapes here and there. A naturalist or specialist in the arcane art might pay upwards of up to 3,000 gp for this specimen, which weights 500 lbs.

The small treasure chamber to the east contains 16,783 gp worth of jewels, gems, and coins. A 5-ft.-by-10-ft. *carpet of flying* can also be found there. This treasure represent what the Red Horn clan accumulated since their founding. A DC 50 Search check is needed to find the wizard's spellbooks hidden under flagstones in the floor.

EL: 13

Scaling: To increase the challenge of this encounter, add three wizard levels to Durtenian and replace the *acid arrow* trap with a *summon monster IX* trap. To decrease the challenge, remove the two bodyguards from the encounter and ignore the *acid arrow* trap.

Durtenian Vaielle, Elf Wiz 8 [in Grauki's Body]: CR 12; Large monstrous humanoid; HD 6d8+18 + 8d4+24; hp 98; Init +5; Spd 30 ft.; AC 18, touch 9, flat-footed 17; Base Atk +10; Grp +17; Atk +13 melee (1d8+4, *+1 large quarter staff*) or +12 melee (1d8+4, gore); Full Atk +13/+8 melee (1d8+4, *+1 large quarter staff*) and +7 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL NE; SV Fort +9, Ref +8, Will +11; Str 17, Dex 13, Con 16, Int 17, Wis 13, Cha 15 [17].

Skills and Feats: Bluff +8, Concentration +14 (+18 casting defensively), Craft (alchemy) +5, Diplomacy +7, Intimidate +4, Knowledge (arcana) +14, Knowledge (the Planes) +8, Knowledge (minotaurs) +4, Listen +7, Search +2, Spellcraft +14, Spot +7; Brew Potion, Combat Casting, Great Fortitude, Improved Initiative, Power Attack, Scribe Scroll, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +13 attack bonus that deals 4d6+4 points of damage.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Wizard Spells Prepared (4/5/4/4/2; save DC 13 + spell level) 0—*acid splash, detect magic, message, pretigitation;* 1st—*color spray, expeditious retreat, mage armor, magic missile, shield;* 2nd—*acid arrow, mirror image, scorching ray, see invisible;* 3rd—*lightning bolt, ray of exhaustion, slow, vampiric touch;* 4th—*crushing despair, enervation.*

Spellbooks (one for each level): 0—*all;* 1st—*chill touch, color spray, expeditious retreat, mage armor, hypnotism, magic missile, shield, shocking grasp;* 2nd—*acid arrow, blur, bull's strength, eagle's splendor, levitate, mirror image, owl's wisdom, rope trick*, scorching ray, see invisible;* 3rd—*lightning bolt, phantom steed, ray of exhaustion, slow, vampiric touch;* 4th—*crushing despair, enervation, fire trap (printed twice), lesser geas, solid fog, wall of ice.*

Possessions: +1 large quarter staff, ring of protection +1, bracers of armor +2, cloak of charisma +2, elixir of sneaking (3 doses), *potion of cure serious wounds.*

Elite Personal Guard, Minotaur Brb 2: CR 6; Large monstrous humanoid; HD 6d8+12 + 2d12+4; hp 61, 55; Init +0; Spd 40 ft.; AC 20, touch 9, flat-footed — (see text); Base Atk +8; Grp +16; Atk +12 melee (2d4+5/18–20, *+1 falchion*) or +11 melee (1d8+4, gore); Full Atk +12/+7 melee (2d4+5/18–20, *+1 falchion*) and +6 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +11 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 7 rounds.

Possession: Chain shirt, masterwork large steel shield, *+1 falchion.*

F60. SECRET DOORWAYS

Like most rooms and corridors in this Region, shadows bathe this oddly indented hallway, which opens into narrower passages leading north and south.

Initial Attitude: N/A

Encounter: Two secret panels on the north and south corridors are the notable features in this hallway. PCs searching the corridor must succeed at two separate DC 28 Search checks, one for each panel, to uncover the 5-ft. long grooves between the floor and bottom of the western wall in both of these places. To open these secret doors, one must place a hand inside a groove, grip the bottom of the door, and pull. A successful DC 15 Strength check is required to open the doorways.

Encounter Condition: N/A

Tactics: While the secret door in the northern corridor leads into Broken Axe clan territory, the one in the south hallway opens into a small Room. This chamber once held portions of the treasure of the Golden Axe tribe, but has long been emptied. A thin layer of dark gray ash is visible on the floor of this Room and its walls are dirty with soot. A minotaur died here three years ago and was cremated — per the ancient tradition of these people.

Treasure: N/A

EL: N/A

Scaling: N/A

F61. GUARD POST

The design on the north door marks the beginning of the Broken Axe tribe territory.

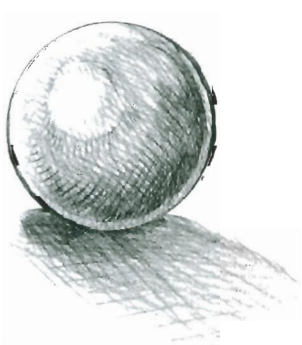
The secret door at the eastern end of this Room can be spotted with a successful DC 30 Search check, which reveals a 5-ft. long narrow groove between the floor of the chamber and the bottom of the wall. To open this secret doorway, one must place a hand inside the groove, grip the bottom of the door, and pull with all his might. A successful DC 18 Strength check is needed to open the door.

Two minotaur females dressed in silvery chain armor and an old male dressed in battered plate mail stand guard here. The three creatures have long blood red horns and each holds a different weapon. The door on the north wall is painted with simple blue marks in the form of a broken axe.

Initial Attitude: Unfriendly

Encounter: Hrumi (hp 62), the minotaur in charge of the defense of the Red Horn lair, currently talks with two of the Chieftain's personal elite guards (hp 61, 58) posted here. Hrumi knows nothing about his leader's plan to invade their neighbors' hideout. All he cares about is the protection of Red Horns and their lair. The two female guards were ordered here by their Chieftain, who prefers to have elite warriors in this important intersection.

Encounter Condition: N/A



Tactics: If combat breaks out here, these three warriors fight effectively together and attempt to flank their opponents in order to get tactical advantages over them. The female barbarians are quick to anger and charge their foes, while Hrumi is more careful and picky, preferring to target the spellcasters first.

If the PCs engage the guards here, the two minotaurs guarding Room F59 enters the fray 1d2 rounds after combat begins. Meanwhile, Durtenian Vaielle remains upon his throne and awaits their return.

Treasure: In addition to their weapons and armors, the two elite female guards carry 1d8 gp in assorted coins and small gems. Hrumi wears a thick golden torc around his neck. The item is shaped as a crescent moon and decorated with brass wirings in its center. It is worth upwards of 75 gp, but at least three times as much to any member of the Broken Axe tribe or Red Horn clan. Hrumi also carries a pouch with 42 gp worth of small gems.

EL: 9

Scaling: To increase the challenge of this encounter, add two class levels to each minotaur. To decrease the challenge, remove the two elite bodyguards from the encounter.

Hrumi, Minotaur Ftr 3: CR 7; Large monstrous humanoid; HD 6d8+12 + 3d10+6; hp 62; Init +4; Spd 30 ft.; AC 19, touch 9, flat-footed — (see text); Base Atk +9; Grp +17; Atk +14 melee (1d8+6/×4, *+1 large heavy pick*) or +12 melee (1d8+4, gore); Full Atk +14/+9 melee (3d6+6/×3, greataxe) and +7 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +9, Ref +6, Will +6; Str 19, Dex 11, Con 15, Int 7, Wis 10, Cha 9.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Cleave, Great Fortitude, Improved Initiative, Power Attack, Track, Weapon Focus (heavy pick).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +12 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Masterwork breastplate armor, *+1 large heavy pick.*

Elite Personal Guard, Minotaur Brb 2: CR 6; Large monstrous humanoid; HD 6d8+12 + 2d12+4; hp 61, 58; Init +0; Spd 40 ft.; AC 17, touch 9, flat-footed — (see text); Base Atk +8; Grp +16; Atk +11 melee (2d8+6/19-20, large heavy flail) or +12 melee (2d6+6/×3, masterwork longspear) or +11 melee (1d8+4, gore); Full Atk +11/+6 melee (2d8+6/19-20, large heavy flail) or +12/+7 melee (2d6+6/×3, masterwork longspear) and +6 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +11 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 7 rounds.

Possession: Chain shirt, heavy flail, masterwork longspear.

F62. WARP GATE

The door upon the north wall is one of the ten warp gates in the Region. It is unlocked, but a small lock made from black iron is set above the doorknob. When this door is opened, roll on the Warp Gates: Random Locations table (at the beginning of this Region) to determine into which Room the gate leads. Like all other warp gates, once the PCs walk through it, its door automatically shuts behind them.

This room is devoid of light, furniture, and decoration. The door in the middle of the northern wall, though similar to the others in the Region, has a small black locking mechanism above the knob.

Initial Attitude: N/A

Encounter: If Room F62 is rolled on the Warp Gates: Random Locations table, the door opens as any normal door would, allowing the PCs to cross in the small chamber north of Room F62. Once they pass through the gate, however, it closes shut behind them. When opened from the inside of this Room, the warp gates leads the PCs to another random location, unless a result of Room F62 is rolled again, in which case they return to this Room normally.

Tactics: The minotaurs of the Red Horn tribe have yet to uncover the secrets of this warp gate or find its special key, but there are no special markings upon this door.

Treasure: N/A

EL: N/A

Scaling: N/A

F63. STOREROOM AND TUNNEL

This hall is filled with half empty wooden crates and barrels. In the southernmost corner are several small piles of crushed stone and broken rock. A closer look indicates someone began to dig a tunnel into the hard bedrock there, but stopped after only three. Three pickaxes lie at the tunnel's entrance.

Initial Attitude: N/A

Encounter: Several months ago, Grauki ordered his men to build a tunnel that would allow all members of the Red Horn clan to gain access to both parts of their territory without having to pass through either Broken Axe territory (through s F17 and F18) or take the long road through the Rakshasa Hideout, moving east, then south and west towards s F52, F53, or F54. Though the Red Horns have an agreement with both the Broken Axe people and Rashmarik the Rakshasa, they prefer to take the long journey through the rakshasa's realm rather than request favors from the Broken Axe tribe. Since some members of the Red Horns agreed to guard Rashmarik's hideout, the rakshasa lets them pass through as often as they like.

Despite Grauki's orders, the tunnel was never completed because his half sister Gartuk, who is in charge of s F63 through F68 never bothered to, preferring to win the trust and friendship of Rashmarik rather than blindly serve her half brother (see Room F65 for more details).

Encounter Condition: Tremors 17

Tactics: Though the Red Horn minotaurs on patrol in this area frequently pass through here, no one has been assigned to keep an eye on the items in this Room.

Treasure: The crates in this chamber contain various gear and articles of clothing: Six adventurer's outfits (for large creatures) and three large-sized cloaks, a set of climbing tools, 17 torches, 2 lanterns, 14 oil flasks, flint and steel, 3 empty sacks, as well as five bedrolls.

EL: N/A

Scaling: N/A

F64. GUARD POST

The markings upon the door indicate the beginning of the territory claimed by the Broken Axe tribe.

This wide hall connects three corridors together. It is cast in heavy shadow, but a closer examination reveals markings on the door at the end of the northern passageway. The dark blue marks are crude and shaped in the form of a long-handled axe broken in three parts.

Initial Attitude: Hostile

Encounter: Rrilik (hp 61), a female minotaur rogue loyal to Gartuk, guards this Room. She hides in the shadows, ready to strike anyone she does not instantly recognize as a member of the Red Horn clan or their allies (mainly the minotaurs of the Broken Axe tribe, Rashmarik, and Saria the Medusa).

Encounter Condition: N/A

Tactics: Rrilik uses her sneak attack to surprise the PCs, emerging from the shadows behind the last member of the party. If the PCs spot her before she has a chance to strike, she charges the closest PC with her minotaur horns before lashing out at them with her long blades.

Treasure: Rrilik has no treasures other than the weapons she carries: A pair of *+1 short swords*, which in her hands seem as small as daggers.

EL: 8

Scaling: To increase the challenge of this encounter, add two or three rogue levels to Rrilik. To decrease the challenge, turn her into a 2nd level rogue with a pair of masterwork short swords instead.

♟ **Rrilik, Minotaur Rogue 4:** CR 8; Large monstrous humanoid; HD 6d8+12+4d6+8; hp 61; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed — (see text); Base Atk +9; Grp +17; Atk +14 melee (1d6+5/19–20, *+1 short sword*) or +12 melee (1d8+4, gore); Full Atk +12/+12|off hand|/+7 melee (1d6+5|+3 off hand|/19–20, *+1 short sword*) and +5 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6, sneak attack +2d6; SQ Darkvision 60 ft., evasion, natural cunning, scent; AL CE; SV Fort +6, Ref +11, Will +5; Str 18, Dex 14, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Hide +5, Intimidate +3, Listen +7, Move Silently +9, Search +2, Sense Motive +6, Spot +7; Great Fortitude, Power Attack, Track, Two-Weapon Fighting, Weapon Focus (short sword).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +12 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Sneak Attack: Rrilik's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 2d6. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Evasion (Ex): Rrilik can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if Rrilik is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Two +1 short swords, masterwork studded leather armor, masterwork stone colored cloak (+2 to hide checks in this area of the dungeon).

F65. GARTUK'S PRIVATE CHAMBERS

A successful DC 30 Search check is required to notice the pale luminescence issuing from a tiny crack from under the 5-ft. wide wall panel opening into this Room. To open this 5-ft. square secret door, all one has to do is push it. The door opens with a loud screeching of the rusty hinges upon which it stands.

This room is accessed through a simple secret panel. The smell of spiced candles burning upon a low table is strong. The pale flames reveal a simple room dominated by a large pile furs in one corner and a weapons' rack made from dark copper in the other.

A muscular minotaur female, whose bovine face is crowned by a mighty pair of horns, sits upon a low stool near the table. The wavering light illuminates her reddish eyes. Her curved horns are of a scarlet shade, but the paint upon them has begun to chip and fall off, revealing many spots of the natural yellowish color.

Initial Attitude: Unfriendly

Encounter: Gartuk (hp 99), a female minotaur barbarian and Grauki's half-sister, lives here with her mate, Aryss. Officially, Gartuk is Grauki's most important ally. She is her half-brother's second in command and is in charge of running the affairs of the Red Horn clan in Rooms F63 through F68. Gartuk, however, does not trust her half-brother and secretly turned against him. Though she did not reveal her new allegiance — not even to her mate — and continues to act as Gartuk's second in command, she betrayed the chieftain of the Red Horns by revealing his treacherous plans to Rashmarik the Rakshasa. Gartuk also swore loyalty to Rashmarik, promising the rakshasa that the minotaurs under her command will follow her rather than her half-brother Grauki, especially once he makes his plan known to them.

Gartuk is convinced Grauki is not himself and that by learning the magic arts (as she believes he has) he became a weakling and lost his way. Moreover, her half-brother distanced himself from everyone around him since he won the revolutionary war that split the Golden Axe tribe in two. Gartuk believes it is folly to turn against their most powerful ally, that the rakshasa is too powerful to be beaten, and that initiating a war against him will mean the end of the Red Horns — who will then be in an extremely vulnerable position. She tried to convince Grauki that the Red Horn clan could not afford to lose more members, but her pleas fell on deaf ears.

With the help of her rakshasa ally, she plans to assassinate her half-brother and take over the leadership of the Red Horns. If the PCs parley with her, Gartuk tells them her half-brother Grauki is mad, that he will bring the Red Horns to their bitter end, and that someone must stop his plans. If the PCs are sympathetic to her troubles, she tries to hire them to assassinate her half-brother, offering up everything she owns in return as well as ten percent of all that the Red Horns possess.

Aryss, Gartuk's mate, is currently keeping an eye on the trainees in Room F68 and comes to her aid if he hears a commotion.

Encounter Condition: Fearless

Tactics: If the PCs engage Gartuk in combat, she attacks them mercilessly until she kills or otherwise incapacitates them all or suffers a similar fate herself. She only summons other minotaurs (from Room F66 and F68) with her war cry if reduced to 50 hit points or less.

Once reduced to 35 hit points, she drinks her *potion of haste*, followed by her *potion of cure moderate wounds*. She continues to fight with fervor even when she has only 25 hit points remaining, at which point she rages and charges the PC who has been dealing the most damage to her. If reduce to 10 hit points or less, she shatters her *bead of force*.

Treasure: In addition to the weapons she carries, Gartuk has a ring of *animal friendship*, a gold armband shaped as a vulture's claw (worth 175 gp), and a pouch with a tiny silver comb of elven design in the form of a tree with straight branches pointing upwards (worth 580 gp), a bright green emerald (worth 1,500 gp), and a piece of obsidian colored bone taken from a demon she once slew (worthless). The furs upon her bed are worth upwards of 55 gp and the four scented candles could be sold for 1 gp each.

The weapons' rack holds half a dozen different arms — a greataxe, a halberd, a masterwork hand axe, a *+1 javelin*, a heavy pick, and a warhammer. Grauki and her mate use these weapons to hone their combat skills through rigorous training.

EL: 8

Scaling: To increase the challenge of this encounter, add three barbarian levels to Gartuk. To decrease the challenge, remove two barbarian levels and impose a –2 circumstance penalty to her Initiative check for the first round of battle.

Gartuk, Minautor Barbarian 4: CR 8; Large monstrous humanoid; HD 6d8+18 + 4d12+12; hp 99; Init +2; Spd 40 ft.; AC 19, touch 11, flat-footed — (see text); Base Atk +10; Grp +18; Atk +15 melee (2d6+8 plus 1d6 electricity/19–20, *+2 shock greatsword*) or +13 melee (1d8+4, gore); Full Atk +15/+10 melee (2d6+8 plus 1d6 electricity/19–20, *+2 shock greatsword*) and +8 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, rage, scent; AL CE; SV Fort +9, Ref +7, Will +6; Str 18, Dex 14, Con 16, Int 7, Wis 10, Cha 10.

Skills and Feats: Intimidate +5, Listen +10, Search +2, Spot +7, Survival +2; Great Fortitude, Power Attack, Track, Weapon Focus (greatsword).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +13 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Rage (Ex): +4 to Str, +4 to Con, +2 on Will saves, –2 to AC for up to 8 rounds.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Masterwork studded leather, *+2 shock greatsword, bead of force, potion of cure light wounds, potion of haste.*



F66. COMMON HALL

A fire burns at the center of this large hall, despite the chill air coming from the room. The bovine faces of three minotaurs illuminate with a reddish glow from the fire, as they keep warm. Upon both the east and west wall, a multitude of crude cots are lined, and narrow corridor opens in the middle of the western wall.

Initial Attitude: Unfriendly

Encounter: Three minotaurs (hp 43, 39, 39) from the Red Horn clan are currently in this common hall, but obviously this place was built to house a dozen of them. The minotaurs in this Room are typical members of the Red Horn clan, trying to keep warm, despite the unnatural cold of the Room.

They enjoy the relative peace of the Region and are unaware of their leaders' scheming. Few minotaurs come here now, but they enjoy the solitude. The Extreme Cold Encounter of this Room starts at DC 5.

Encounter Condition: Extreme Cold*, Fearless

Tactics: The minotaurs here do not expect invaders, much less combat. If the PCs surprise them, they suffer from a –4 penalty to their Initiative check for the first round of battle. In combat, they fight defensively at first, only raging, once they PCs have done 10 of more points of damage to them. Once enraged, they fight savagely and without mercy.

Allow Gartuk (in Room F65) and the minotaurs in Room F68 a DC 22 Listen check to hear the ruckus. If they do, they charge into the fray 1d4+1 rounds later.

The largest of the three minotaurs carries a vial of acid, which he uses after taking damage from a magical source (he believes the vial holds "magic" as well).

Treasure: Each minotaur carries 1d8 gp worth of assorted coin and gems. Some of the pelts in this Room are in good condition, but most are old and well worn. A total of 20 gp worth of good quality furs can be salvaged.

EL: 7

Scaling: To increase the challenge of this encounter, add two minotaurs. To decrease the challenge, remove one and add Echoes 5.

Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 43, 39, 39; Init +0; Spd 30 ft.; AC 17, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +9 melee (2d8+6/19–20, heavy flail) or +9 melee (1d8+4, gore); Full Atk +9/+4 melee (2d8+6/19–20, heavy flail) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

F67. ANCIENT TREASURE ROOM

A DC 30 Search check is required to notice the hidden button, which is part of the continuous stone surface of the wall at the southern end of the hallway. When this button is pushed, the wall panel sinks into the western wall, disappearing entirely two rounds later and giving the impression the corridor normally opens into Room F67. Pressing the button again makes the wall to return into its proper place, thus sealing the Room once again.

Initial Attitude: N/A

Encounter: This Room is empty, but allow the PCs a DC 30 Search check to notice that sacks, chests, and the like once lined the walls. Dust and stains to the stone suggest that piles of gems and valuables were here.

Encounter Condition: Drafty, Extreme Cold

Tactics: The Extreme Cold is magical in nature and cannot be abated.

Treasure: The people of the Golden Axe tribe once used this place as a secondary treasure Room, but it is now empty.

EL: N/A

Scaling: N/A

F68. TRAINING ROOM

This series of small square rooms is cast in total darkness.

Initial Attitude: Hostile

Encounter: The members of the Red Horn clan use these Rooms to train their warriors to navigate simple mazes in search of prey as well as to fighting close quarters. Aryss (hp 56), Gartuk's mate, and two other minotaurs (hp 40, 37) are currently using these small chambers to hone their hunting skills, by releasing a live rat somewhere in the Room and finding it with nothing but their scent ability and one melee weapon. The winner releases the next rat and the game begins again.

Encounter Condition: Deep Darkness, Echoes 4, Fearless

Tactics: If the PCs unwittingly stumble upon one of them, the minotaur utters loud battle cries to alert his companions and charge them instantly. Their companions come to his help 1d4 rounds later. Allow the minotaurs in Rooms F65 and F66 a DC 25 Listen check to notice the commotion. If they do, these creatures join the combat 1d4+1 round later.

In combat, these minotaurs use their powerful horns and weapons, closing into melee against the mightiest looking PCs first.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add two ranger levels to Aryss and add one minotaur per Room. To decrease the challenge, remove one minotaur and add Echoes 8.

Aryss, Minotaur Rgr 1: CR 5; Large monstrous humanoid; HD 6d8+18 + 1d8+3; hp 56; Init +1; Spd 30 ft.; AC 19, touch 10, flat-footed — (see text); Base Atk +7; Grp +15; Atk +11 melee (1d10+6/19-20, bastard sword) or +8 ranged (1d6+4, javelin) or +10 melee (1d8+4, gore); Full Atk +11/+6 melee (1d10+6/19-20, bastard sword) and +4 melee (1d8+2, gore) or +8 ranged (1d6+4, javelin); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., favored enemy, natural cunning, scent; AL CN; SV Fort +9, Ref +8, Will +5; Str 19, Dex 12, Con 16, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track, Weapon Focus (bastard sword).

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +10 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Favored Enemy (Ex): For Aryss, undead. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Masterwork chain shirt, bastard sword, three masterwork javelins, buckler.

Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 40, 37; Init +0; Spd 30 ft.; AC 17, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +9 melee (2d8+6/19–20, heavy flail) or +9 melee (1d8+4, gore); Full Atk +9/+4 melee (2d8+6/19–20, heavy flail) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Hide armor, heavy flail.

F69 THROUGH F71. ASSASSIN VINE JUNGLE

Rooms F69, F70, and F71, as well as the southern shore of the underground lava flow opening into Rooms and hallways, are covered with dense vegetation. PCs walking into this Section feel like they are journeying through a subterranean jungle. The floor is covered with roots, vines, and vegetation that hampers their every movement. Some of these vines cling to the walls, which are covered with a thin layer of green and yellow lichen. The humidity is oppressive.

The underground lava flow coursing through the Section makes the temperature of all Rooms therein unnaturally hot. The walls and ceilings capture moisture, which allows for the magical tropical plants to thrive.

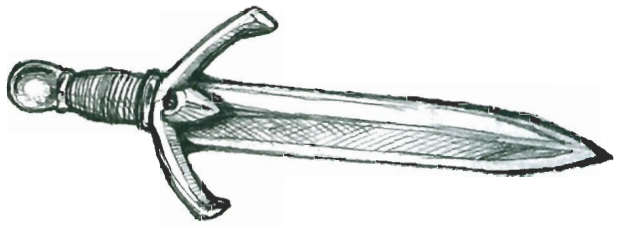
Because the vegetation is so thick, PCs moving through these Rooms suffer from a –10 ft. penalty to their base movement while traveling upon the ground. Druids and other characters with the woodland stride ability are unaffected by this penalty.

A patch of assassin vines took control of this portion of the dungeon. The corpses of their victims can be found under their constricting arms. The minotaurs are well aware of their presence and avoid the lava river.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A flight of a dozen harmless hornets scurry across the PCs' path on their way to a nest they built in a nook on the rocky surface far above the level of the lava flow.
2–14	Nothing
15–16	A powerful electrical trap is set here. Because the assassin vines in the section are immune to its effect, they ignore it when traveling through their territory. **Lightning Bolt Trap:** CR 6; magic device; proximity trigger (alarm); automatic reset; spell effect (lightning bolt, 10th level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
17–18	There are twenty tiny holes in the ceiling of this 10-ft.-by-10-ft. area. These holes release a volley of poisoned darts as soon as anyone steps upon the floor under them. Poisoned **Dart Trap:** CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con and 1d3 Wis); Search DC 22; Disable Device DC 26.
19	A group of five dretch demons moved here from Region G using the underground lava flow. They came to this area hoping to find easy prey.
20	Two babaus journeyed into this section in search of easy prey to ambush, capture, and torment. These dreadful demons are cunning and cruel. They lie in the darkness waiting to surprise the PCs.



F69. ASSASSIN VINE LAIR I

The entire floor of this room is hidden under a tangle of vines and pale brown branches, intermingled with long strands of blue algae and a layer of foamy yellow moss. The southern portion of the room has no wall. Instead, it opens into the boiling lava of the underground river that courses through this section of the dungeon. A portion of the floor is covered with magma and a closer examination reveals this part sunk several feet beneath the level of the steaming stream.

Initial Attitude: Hostile

Encounter: Four assassin vines (hp 36, 34, 33, 31) live in this Room, attacking any living creature on sight. The creatures are swimming with disease and every strike against the PCs also results in the need for a Fortitude save. Each possesses a different disease.

Encounter Condition: Ambush, Diseased*, Extreme Heat, Fearless, [Flooded], Hazardous Footing 16

Tactics: The assassin vines use their entangle ability and constrict attack to immobilize the PCs. Each time a PC is struck, he must save against one of four diseases. Even in death, the disease linger on the corpses of the assassin vines for 1d3 days each. Treat each as a contact disease during this time.

Demon Fever—Injury, Fortitude DC 18, incubation period 1 day, damage 1d6 Con [When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.]

Devil Chills—Injury, Fortitude DC 14, incubation period 1d4 days, damage 1d4 Str [The victim must make three successful Fortitude saving throws in a row to recover from devil chills.]

Red Ache—Injury, Fortitude DC 15, incubation period 1d3 days, damage 1d6 Str

Slimy Doom—Contact, Fortitude DC 14, incubation period 1 day, damage 1d4 Con [When damaged, the character must succeed on another saving throw or 1 point of damage is permanent drain instead.]

Those standing within 5 ft. of the boiling lava flow when failing this saving throw fall into the deadly stream, taking 12d6 points of fire damage every round they are submerged (DC 30 Fortitude save half this damage).

The corridor to the west of this Room is destroyed. The same slippery moss found in Room F69 covers its sunken floor and its walls are destroyed, providing access to the subterranean lava stream coursing here.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add four assassin vines and increase the Fortitude DC of each disease by +4. To decrease the challenge, remove two assassin vines.

Assassin Vine: CR 3; Large plant; HD 4d8+12; hp 36, 34, 33, 31; Init +0; Spd 5 ft.; AC 15, touch 9, flat-footed 15; Base Atk +3; Grp +12; Atk +7 melee (1d6+7, slam); Full Atk +7 melee (1d6+7, slam); Space/Reach 10 ft./10 ft. (20 ft. with vine); SA Constrict 1d6+7, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9.

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 ft. of itself as a free action (Ref DC 13 partial).

The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack.

It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 ft. using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

F70. TRIGGERED PIT TRAP

The central portion of the floor of this room opens into a chasm, but a narrow ledge covered with debris allows travel from one door to the next. A closer look at the pit reveals it is a hundred ft. deep and has skeletal remains of several humanoids in it.

The northern wall of the room has caved-in, covering most of the ledge, making travel impossible. The wall is damaged but seems strong enough to hold the high ceiling above. Lava pours through the southwestern tip of the chamber.

Initial Attitude: N/A

Encounter: Moving through the narrow ledge around this Room is easy, but requires the PCs move at half their speed to avoid slipping. A PC moving at a faster pace must succeed at a DC 16 Reflex save to avoid falling into the pit bellow (and take 10d6 of falling damage). The pit is an old trap triggered long ago. Its mechanism was later destroyed by the cave-in that occurred here and is now inoperable. The pit is 100 ft. deep and requires a DC 22 Climb check to escalate.

Encounter Condition: Diseased (slimy doom) 14*, Extreme Heat, [Flooded], Hazardous Footing 16, Tremors 12

Tactics: Dead vegetation lines the grooves of this Room, showing where assassin vines once bred. Treat the slimy doom disease in this Room as inhaled. PCs remaining in this Room for more than 5 minutes are required to make a Fortitude save. Every 15 minutes thereafter, another save is required.

Slimy Doom—Inhaled*, Fortitude DC 14, incubation period 1 day, damage 1d4 Con [When damaged, the character must succeed on another saving throw or 1 point of damage is permanent drain instead.]

Treasure: At the bottom of the pit are the skeletons of five gnolls, the tip of five heavily rusted spears, a rusty falchion, and the remains of a rotten wooden shield. None of these weapons are unusable, but scattered among the bones and rusted iron the PCs can uncover 42 sp and 12 gp.

EL: N/A

Scaling: N/A

F71. ASSASSIN VINE LAIR II

Thick vegetation covers the floor. A tangled mess of vines dominate the Room next to an area several feet from the boiling lava that poured into the chamber.

Initial Attitude: Hostile

Encounter: The four walls of this Room were not affected by the cave-in that damaged this section of the dungeon, but the floor sank to a fifteen-degree angle and boiling lava covers its southwest portion.

A huge assassin vine (hp 122) makes its lair here now and waits to ambush PCs travelling through.

Encounter Condition: Ambush, Diseased*, Extreme Heat, Fearless, [Flooded], Hazardous Footing 16, Poor Footing 2

Tactics: The assassin vine attacks the PCs as soon as they set foot in the Room, grabbing the first unaware PC with its entangle ability. This assassin vine is so contagious, each time a PC is struck, he must save against *two* of four different diseases. Even in death, the disease linger on the corpse of this assassin vine for 1d6 days. Treat each as a contact disease during this time.

Demon Fever—Injury, Fortitude DC 18, incubation period 1 day, damage 1d6 Con [When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.]

Devil Chills—Injury, Fortitude DC 14, incubation period 1d4 days, damage 1d4 Str [The victim must make three successful Fortitude saving throws in a row to recover from devil chills.]

Red Ache—Injury, Fortitude DC 15, incubation period 1d3 days, damage 1d6 Str

Slimy Doom—Contact, Fortitude DC 14, incubation period 1 day, damage 1d4 Con [When damaged, the character must succeed on another saving throw or 1 point of damage is permanent drain instead.]

Treasure: Hidden under the thick vegetation covering the floor are a *+1 throwing axe*, a rotted pouch that holds three stones of polished obsidian (worth 25 gp each), as well as a rusted longsword.

EL: 7

Scaling: To increase the challenge of this encounter, add one Huge assassin vine. To decrease the challenge, remove one disease.

Assassin Vine: CR 6; Huge plant; HD 16d8+102; hp 174; Init –1; Spd 5 ft.; AC 19, touch 5, flat-footed 19; Base Atk +12; Grp +37; Atk +21 melee (2d6+13, slam); Full Atk +21 melee (2d6+13, slam); Space/Reach 15 ft./10 ft. (20 ft. with vine); SA Constrict 2d6+7, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N; SV Fort +22, Ref +4, Will +6; Str 36, Dex 8, Con 24, Int —, Wis 13, Cha 9.

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 ft. of itself as a free action (Ref DC 13 partial).

The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to *entangle* (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack.

It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 ft. using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

F72 THROUGH F83. RASHMARIK'S LAIR

Rashmarik the Rakshasa and his partner, Saria the Medusa, controls Rooms F72 through F83. Because they helped Grauki the Minotaur in his revolution against the people of the Golden Axe minotaur tribe, the members of the Red Horn clan share a special alliance with Rashmarik and Saria.

This alliance, however, has become precariously fragile in the last two months, for Rashmarik learned of Grauki's plans to invade his territory. The rakshasa, however, has found a new ally in Gartuk, Grauki's half-sister. He is now confident that if the Chieftain of the Red Horns initiates a war against him, Gartuk will take control of part of the clan and oppose her brother. Rashmarik promised Gartuk that she would become chieftain of the Red Horns in her weakling brother's place if she helps prevent Grauki from invading his lair.

For now, however, both Rashmarik and Saria continue to rely on members of the Red Horn minotaur clan to protect crucial areas of their territory and continue to allow them to journey through their lair — a situation that might change if Grauki gets his plan moving.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The stringy stem of an assassin vine emerges from a crack at the bottom of the wall here. A closer look at it reveals the bark has turned into a dull gray and the stem is dead.
2-12	Nothing
13	An assassin vine ventured south from its territory to find itself here. Though it does not pose a great threat to the PCs and has no natural vegetation close by it can use to entangle them, it attacks the party on sight.
14	Three unarmed minotaur males are wrestling here. Though their duty is to help Gartuk protect the rakshasa's den, they are currently enjoying some free time. They suffer from a –5 circumstance penalty to all checks made to notice the PCs presence.
15-16	A group of three minotaurs loyal to Gartuk are on guard duty here. Their orders are to attack any strangers and prevent them from venturing further into Rashmarik's lair.
17	A lone 3rd level minotaur barbarian travels into this Region. The warrior holds a long-handled greataxe and paint has turned his horn red. This is a rogue member of the Broken Axe tribe seeking a meeting with Rashmarik. The elder minotaur hopes to trade information with the rakshasa since wind of Grauki's plan somehow reached him.
18	The PCs venture upon a simple mechanical trap, which is triggered by stepping upon a 5-ft.-by-5-ft. pressure plate in the floor. **Hail of Needles Trap:** CR 3; mechanical; location trigger; manual reset; Atk +22 ranged (2d4, needles); Search DC 22; Disable Device DC 25.
19	Saria the Medusa is encountered here instead of in her den. She uses her petrifying gaze to prevent the PCs from venturing further into what she considers her territory and does not hesitate to attack them.
20	Three manticores journeyed into this section of the dungeon. They attack the PCs as soon as they notice them.

F72. ANGELIC STATUE

The tall statue of a proud female angel warrior stands guard in this room. The dark gray stone of the statue is cracked in many places and deep claw marks scar the face and torso of the otherwise beautiful sculpture. Some fingers are missing from the right hand of the stone angel and its nose and bare toes are chipped. The figure holds a massive sword with her left hand, which is planted in the ground between her feet.

Initial Attitude: N/A

Encounter: This ancient statue was sculpted from the bedrock to honor one of the most important builders of this dungeon. There is nothing special about it, but for the Red Horn clan it marks the beginning of Rashmarik's territory.

Encounter Condition: N/A

Tactics: This statue was once warded with powerful *alarm* and *ghoul touch* spells, that have faded over the years. Anyone imbuing the statue with an abjuration spell finds the spell enhanced, enlarged, and maximized.

Treasure: Gems once sat in the statue at various points, but all have been pried out. Gouges mark where the gems once rested. Good-aligned PCs who place a gem into the statue gain the benefit of *bless* for 24 hours.

EL: N/A

Scaling: N/A

F73. FOUL ROOM

Lava from the deadly underground stream has begun to seep through a narrow crack in the northeast corner. A thin layer of yellowish-green moss dominates the length of the entire floor, obviously thriving on the heat and humidity caused by the boiling lava.

Initial Attitude: N/A

Encounter: This Room once held an assassin vine, which later died. Spores from its leafy stalk seeped into the stonework, resulting in tainted beds of moss. PCs walking through the Room, release these spores when they walk. Every 10 ft. they walk on the moss, require a Fortitude save against the red ache disease.

Red Ache—Inhaled, Fortitude DC 15, incubation period 1d3 days, damage 1d6 Str

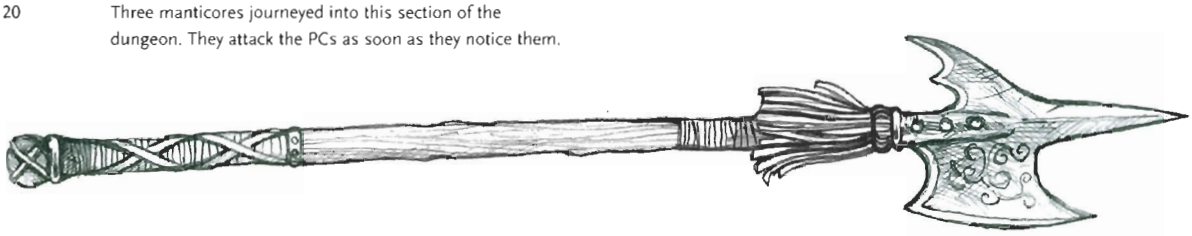
Encounter Condition: Diseased (red ache) 15', Extreme Heat

Tactics: The red ache disease prevalent in this Room is communicable through inhalation, rather than injury.

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, replace red ache with devil chills. To reduce the challenge, reduce the save DC of red ache by –3.



F74. TRAPPED HALLWAY

Initial Attitude: N/A

Encounter: PCs with the Track feat are allowed a DC 20 Survival check to notice the undisturbed layer of dust. Success indicates that no creature has passed through this corridor in years. What the PCs do with this information, however, is up to them.

Encounter Condition: Echoes 6

Tactics: The minotaurs are aware that a trap lies here and avoid this length of corridor. This trap is activated as soon as anyone sets foot upon a specific trigger in the corridor (determined by the DM). If the PCs surmised that a trap exists, because of the dust, allow them a +2 circumstance bonus to their Search rolls to find the trap.

Bestow Curse Trap: CR 5; magic device; location trigger; automatic reset; spell effect (*bestow curse*, 18th-level cleric, DC 19 Will save negates); Search check DC 29; Disable Device DC 34.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add *deep slumber* to the *bestow curse* trap. To decrease the challenge, replace the *bestow curse* trap with a *color spray* trap.

F75. GREAT HALL

Initial Attitude: Hostile

Encounter: Four minotaur barbarians (51, 50, 48, 46) from the Red Horn tribe stand guard in this Room. These warriors work for Rashmarik (Room F77) and follow both his orders and those of Gartuk — to whom they remain loyal. Their duty is to wait in hiding and attack all non-minotaurs entering the hall. The smallest of the four gains a +2 competence bonus to his Hide checks.

Encounter Condition: Ambush (darkness), Cover (soft), Fearless

Tactics: The minotaurs hide in the shadows, waiting for their enemies to enter. When the PCs are close enough, they rage and charge with their mighty horns. They fight well as a unit, letting the weakest distract the PCs (and suffer all the damage), while the others flank the PCs and push them to the ground. Because of their fighting style with the flail, they gain a +2 competence bonus to attack rolls against PCs armed with slashing weapons or no weapons at all.

Allow Rashmarik in Room F77 a DC 18 Listen check to notice the commotion. If he does, he joins the fight 1d3 rounds later.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add two minotaurs. To decrease the challenge, remove one.

Red Horn Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 51, 48; Init +0; Spd 30 ft.; AC 17, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +9 melee (2d8+6/19–20, heavy flail) or +9 melee (1d8+4, gore); Full Atk +9/+4 melee (2d8+6/19–20, heavy flail) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from ever becoming lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

F76. FUNERAL BEDCHAMBER

The door leading to this Room is locked but not trapped. A successful DC 35 Open Lock check is required to open it. Rashmarik once possessed the key that opened this door, but destroyed it long ago. Since the chamber holds the remains of his former mate, he does not want anyone to enter it.

A wide bed with delicately sculpted posts on its corners lies in the center of this room. Drapes of rose-colored silks of different subtle shades hang from post to post, shrouding the entire bed.

Initial Attitude: N/A

Encounter: A closer look at the bed reveals the bony remains of a Medium humanoid with the skull of a feline. The corpse is dressed in a fine silken robe, which has begun to rot. With a successful DC 25 Knowledge (the planes), PCs ascertain the corpse is that of a rakshasa.

The body looks as though it was carefully placed in this chamber, showing the devotion the person burying her must have possessed.

Encounter Condition: Diseased (red ache) 15*

Red Ache—Inhaled, Fortitude DC 15, incubation period 1d3 days, damage 1d6 Str.

Tactics: PCs touching the body, run the risk of infection and merely staying in the Room for more than 10 minutes requires a Fortitude save. The DM is welcome to lower or raise the save DC of the red ache as he sees fit to justify the time she has been dead or the potency with which she was afflicted.

Treasure: A successful DC 20 Search check reveals the tarnished silvery ring upon the skeletal finger of the rakshasa. This *ring of feather fall* is the only item of value in this Room. It does not radiate magic however, and appears to be worth 50 gp (due to its craftsmanship). The ring works automatically if the PC ever falls more than 30 ft. No amount of magic, short of a *wish*, reveals the true nature of the ring, however.

EL: N/A

Scaling: N/A

F77. RASHMARIK'S PRIVATE ROOM

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock it. This alerts Rashmarik inside, giving him ample time to prepare defensive spells if he is not expecting guests.

If for any reason he has been alerted to the PCs presence and knows them as intruders, he has *black tentacles* cast just inside the door and waiting for them when they arrive.

This simple chamber is separated in two sections: The main room and the smaller bedchamber that can be accessed through the archway upon the southern wall. The main chamber is furnished with a low table, a comfortable oak chair, a cabinet, and a copper candelabrum upon which three beige candles burn. The pale light of the candles reveals two colorful paintings framed in thick maple upon the north wall. Each of the paintings depicts a proud noble humanoid with tiger-like features: one male and one female.

The archway upon the south wall opens into a small room dominated by a sumptuous bed with heavy posts rising from each of its corners. Next to the bed is a large chest, but what is truly impressive is the muscular figure in fine silken cloth standing there, as if waiting for you. His face is like an enraged tiger, mouth agape.

Initial Attitude: Unfriendly

Encounter: A successful DC 12 Intelligence check reveals the creature standing in the bedroom is the male depicted in one of the paintings upon the north wall of the main chamber.

Rashmarik the Rakshasa (hp 76) does not take kindly to intruders, but he does not provoke the PCs into combat unless they attack him first. If the PCs talk to him, Rashmarik evaluates them, using *detect thoughts* to gain a better understanding of those who dare vio-

late his private sanctum. A charismatic creature, Rashmarik tries to win the PCs confidence and explains that the evil minotaur chieftains of both the Red Horn clan and the Broken Axe tribe are plotting a coup against him. He offers the PCs 10,000 gp worth of coins and gems if they agree to help him depose of both chieftains (in truth, only Grauki of the Red Horns is planning to attack Rashmarik's hideout, but the rakshasa wants to be rid of both). While evil, he is extremely lawful and if the PCs agree with his proposition, he honors his part of the bargain.

Encounter Condition: [Safe]

Tactics: Rashmarik's casts *mage armor* and *bear's endurance* (gaining 18 hit points and +2 to his Fort saves) upon himself as soon as he hears the PCs fumbling with the lock on the door. If combat breaks out, he uses a number of different offensive spells to kill his opponents, targeting the spellcasters first. He is fond of *acid arrow, chain lightning, magic missile, scorching ray,* and *slow.* He is formidable, and wields great power against those who oppose him.

Rashmarik possesses a *warped rod of splendor* that also acts as a *rod of wonder.* He enjoys using it from time to time to see what vile things happen to those who oppose him. However, due to his lawful nature and hatred of the rods chaotic energies he can only bring himself to use it once every 2d6 rounds. However, if a PC is helpless, that won't stop him from seeing what he can do to them.

He is wily in combat and uses *invisibility* to hide when the PCs press him into a corner or get too close. He likes to use *shadow conjuration* to cast *acid arrow* (often alternating between the real and shadow version so PCs don't suspect anything), *glitterdust, phantom steed, sleet storm,* and *summon monster III.*

He fights calmly, killing the PCs without hesitation.

Allow the minotaurs in Room F75 a DC 15 Listen check to notice the sound of battle in this Room. If they do, they come to aid Rashmarik in 1d2 rounds. If Rashmarik has no chance of defeating the PCs he casts invisibility and leaves the Room. He sends minotaurs in to deal with the PCs before changing his form to that of a wise old dwarf and journeying to Room F81 to join Saria, his confident and ally.

Should the PCs face him again, he retrieves his scrolls from his chest and uses them in battle as well.

Treasure: The copper candelabrum in the main chamber is worth 55 gp and the candles burning upon it are enchanted with a *continual flame* spell. The cabinet contains a full set of twelve porcelain plates, cups, and bowls as well as half a dozen wine glasses made out of glass and various silvery utensils (worth a total of 35 gp).

The chest in Rashmarik's bedchamber is locked. Though the rakshasa holds the key to unlock it, a successful DC 45 Open Lock check also does the trick. The chest contains a total of 6,210 gp worth of different coins (mostly gold and platinum) and assorted gemstones (mainly amethyst, quartz, and amber). On top of this treasure are seven different arcane scrolls containing *blink, gaseous form, invisibility sphere, remove curse, ray of exhaustion, water breathing,* and *wind wall.*

Rashmarik wears a silken deep blue *shirt of natural armor +3* (which functions as per the amulet of the same name) as well as a simple silver chain (worth 10 gp) holding an *amulet of proof against petrification* (see sidebar, page 323). The latter is fashioned from the mummified eye of a medusa and provides the wearer total immunity against petrification attacks, such as the basilisk's and medusa's petrifying gaze special ability. He also holds a key to unlock the chest in his bedchamber as well as one that opens the doors of the cellblock (see Room F80).

EL: 12

Scaling: To increase the challenge of this encounter, add three fighter levels to Rashmarik and equip him with a *+1 flametongue longsword.* To decrease the challenge, assume Rashmarik is a sound sleeper, that he was resting when the PCs entered his lair, and bestow him a –8 circumstance penalty to all skill checks made to notice the PCs' presence as well as a –2 penalty to his Initiative checks for the first 1d4+1 rounds of battle.

Rashmarik, Rakshasa Sor 2: CR 12; Medium outsider (native); HD 7d8+21 + 2d4+6; hp 76; Init +2; Spd 40 ft.; AC 24, touch 12, flat-footed 22; Base Atk +8; Grp +9; Atk +9 melee (1d4+1, claw); Full Atk +9 melee (1d4+1, 2 claws) and +4 melee (1d6, bite); SA Detect thoughts, spells; SQ Change shape, damage reduction 15/good and piercing, darkvision 60 ft., SR 27; AL LE; SV Fort +8, Ref +7, Will +9; Str 12, Dex 14, Con 16, Int 13, Wis 13, Cha 19 [23].

Skills and Feats: Bluff +18*, Concentration +15 (+19 when casting defensively), Diplomacy +8, Disguise +18 (+20 acting)*, Intimidate +6, Knowledge (arcana) +3, Listen +13, Move Silently +13, Perform (oratory) +14, Sense Motive +11, Spellcraft +13, Spot +11; Alertness, Combat Casting, Dodge, Eschew Materials.

Detect Thoughts (Su): A rakshasa can continuously use detect thoughts as the spell (caster level 18th; Will DC 15 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spells: Rashmarik casts spells as a 9th-level sorcerer (due to a Raksahsa's natural spell casting abilities).

Sorcerer Spells Known (6/7/7/7/5; save DC 16* + spell level): 0—*detect magic, ghost sound, light, mage hand, message, read magic, resistance, touch of fatigue;* 1st—*charm person, chill touch, mage armor, magic missile, silent image;* 2nd—*acid arrow, bear's endurance, invisibility, scorching ray;* 3rd—*lightning bolt, slow, suggestion;* 4th—*black tentacle, shadow conjuration.*

Change Shape (Su): A rakshasa can assume any humanoid form, or revert to its own form, as a standard action. In humanoid form, a rakshasa loses its claw and bite attacks (although it often equips itself with weapons and armor instead). A rakshasa remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, but the rakshasa reverts to its natural form when killed. A true seeing spell reveals its natural form.

Skills: A rakshasa has a +4 racial bonus on Bluff and Disguise checks.

* When using change shape, a rakshasa gains an additional +10 circumstance bonus on Disguise checks. If reading an opponent's mind, its circumstance bonus on Bluff and Disguise checks increases by a further +4.

Possessions: Amulet of natural armor +3, warped rod of splendor (wonder).

F78. WARDED ROOM

Two narrow corridors open into the western wall of this simple room and its two doors lend access to other parts of the dungeon labyrinth. The northern door is decorated with a thick red cross.

Initial Attitude: N/A

Encounter: This Room is empty, but the door upon the north wall is warded against intrusion. Though the small Room beyond is empty, it once held a demon and the trap built to prevent its escape is active. The cross of red paint indicates this Room is out of bounds and contains a dangerous magical trap. Though the door is unlocked, the trap is activated as soon as anyone crosses its archway.

Ice Storm Trap: CR 5; magic device; location trigger; automatic reset; spell effect (*ice storm,* 16th-level wizard, 3d6 bludgeoning damage and 2d6 cold damage to anyone within a 20-ft. radius); Search DC 30; Disable Device DC 30.

Encounter Condition: Fear 16

Tactics: Good-aligned PCs spending more than 5 minutes in the Room are overcome with a need to exit. They immediately become shaken until they do and for 2d6 minutes afterwards.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add a *phantasmal killer* to the *ice storm* trap. To decrease the challenge, replace the *ice storm* trap with a *daze monster* trap.

F79. GUARD POST

Three large humanoid males with bull-like faces and great red horns protruding from their skulls stand in this room. They hold massive flails and thick hides covering their muscular bodies.

Initial Attitude: Hostile

Encounter: Four minotaurs (hp 43, 42, 39, 36), members of the Red Horn clan, stand guard in this Room. Though loyal to Gartuk, these warriors obey Rashmarik's command and defend his lair. They attack intruders on sight.

Encounter Condition: Fearless

Tactics: Like most minotaurs, these warriors fight savagely and mercilessly, using their mighty horns to charge their opponents every chance they get. They prefer ganging up on their victims, attacking the strongest foes first.

The smallest of the three summons for aid, as soon as the fight goes poorly for the minotaurs and otherwise keeps his distance from PCs who can overpower him.

Treasure: Each minotaur carries 1d8 gp worth of coins and small gemstones. The largest has a silver dagger than he found on a dead body and a deck of playing cards missing many of the face cards.

EL: 7

Scaling: To increase the challenge of this encounter, add four minotaurs. To decrease the challenge, remove one and give the others a –4 circumstance penalty to their first Initiative check.

Red Horn Minotaur: CR 4; Large monstrous humanoid; HD 6d8+12; hp 43, 39, 36; Init +0; Spd 30 ft.; AC 17, touch 9, flat-footed — (see text); Base Atk +6; Grp +14; Atk +9 melee (2d8+6/19–20, heavy flail) or +9 melee (1d8+4, gore); Full Atk +9/+4 melee (2d8+6/19–20, heavy flail) and +4 melee (1d8+2, gore); Space/Reach 10 ft./10 ft.; SA Powerful charge 4d6+6; SQ Darkvision 60 ft., natural cunning, scent; AL CE; SV Fort +6, Ref +5, Will +5; Str 19, Dex 10, Con 15, Int 7, Wis 10, Cha 8.

Skills and Feats: Intimidate +2, Listen +7, Search +2, Spot +7; Great Fortitude, Power Attack, Track.

Powerful Charge (Ex): A minotaur typically begins a battle by charging at an opponent, lowering its head to bring its mighty horns into play. In addition to the normal benefits and hazards of a charge, this allows the beast to make a single gore attack with a +9 attack bonus that deals 4d6+6 points of damage.

Natural Cunning (Ex): Although minotaurs are not intelligent, they possess innate cunning and logical ability. This gives them immunity to maze spells, prevents them from getting lost, and enables them to track enemies. Further, they are never caught flat-footed.

Skills: Minotaurs have a +4 racial bonus on Search, Spot, and Listen checks.

Possessions: Hide armor, heavy flail.

F80. CELL BLOCK

The doors opening these cells are locked (the key can be found on Rashmarik's person in Room F77). A successful DC 18 Open Lock check is required to unlock them.

Each of these three narrow corridors leads to an isolated cell. The doors of these cells are reinforced with iron and have a picture window with three bars across it, allowing a view into the small rooms.

Initial Attitude: N/A

Encounter: These cells were once used by Rashmarik to keep members of the Golden Axe tribe loyal to Chieftain Markuli prisoner. Two minotaurs died within these walls and their bony remains lie in the two southernmost cells.

Encounter Condition: Distracting Noises 4, Haunted

Tactics: N/A

AMULET OF PROOF AGAINST PETRIFICATION

These items are formed of some part of a creature that has the ability to turn others to stone, such as a mummified eye of a medusa. The wearer of such an amulet is immune to any effects that would cause petrification, such as a medusa gaze or a flesh to stone spell.

Moderate transmutation; CL: 11th; Prerequisites: Create Wondrous Items, *resistance, stone to flesh;* Market Price: 30,000 (15,000; + 1,200 xp); Weight: —

Treasure: Though the minotaurs who died here had nothing of value on them, PCs who return their long yellowish-white horns to Chieftain Markuli of the Broken Axe tribe (in Room F39) receive a 100 gp reward for their service. The act also changes the Initial Attitude of all members of the Broken Axe tribe (who know of this deed) to Friendly.

EL: N/A

Scaling: N/A

F81. SARIA'S CHAMBERS

Five exquisitely well-made stone statues are scattered upon the floor of this wide hall. Four of the statues represent mighty minotaurs wielding large axes are placed on either side of the western door. Their frothing mouths are opened as if uttering silent battle cries. Each statue is unique and stands in a battle stance.

A third statue, this one in the form of a fanged human-like figure bearing a large pair of wings, lies at the mouth of the corridor leading south. The stone figure is filled with intricate details showing a pair of reptilian legs and bird-like clawed feet, sharp facial features upon a long neck, and a tangle of messy hair crowning it.

Initial Attitude: Hostile

Encounter: This Room is Saria's private domain and playground. She does not tolerate any intruders save for Rashmarik, who is always welcomed into her lair. The statues were once four minotaurs from the Broken Axe tribe and a harpy from Mortgul's Den who unwittingly ventured into her chamber.

The door to the north leads to her bedchamber, which is decoration-less and furnitureless save for a large nest made out of dried branches, brown leaves, and pine needles intermingled with long strands of cotton, wool, and silken fabrics.

Saria (hp 56), Rashmarik's medusa ally, lives here. Though she rests in her nest in the smaller northern Room, she is most often encountered in her main hall, surrounded by a handful of her victims. Saria is a cunning and devious creature and hates everyone except Rashmarik. The Red Horn minotaurs who venture close to her lair and through Room F82, fear her greatly, for she attacks anyone on sight.

Encounter Condition: Spell Resistance 18

Tactics: Saria relies on her petrifying gaze attack to turn her enemies to stone. Those that do not fall victim to her terrible gaze she tries to murder with her shortbow from distance. If forced into melee, she wields a short sword and her snake's heads bites anything they can get their teeth into.

Treasure: Hidden in Saria's nest are 44 small gems (bloodstones, carnelians, zircons, pearls, and clear quartz stones) worth an average of 10 gp each. The medusa collected these trinkets from her many victims.

EL: 9

Scaling: To increase the challenge of this encounter, add three rogue levels to Saria and upgrade her bow to a +2 *shortbow*. To decrease the challenge, impose Saria with a –4 penalty to all skill checks made to notice the PCs as she dreamily examines the stone statues of her previous victims.

♟ **Saria, Medusa Ftr 2:** CR 9; Medium monstrous humanoid; HD 6d8+6+2d10+2; hp 56; Init +6; Spd 30 ft.; AC 19, touch 13, flat-footed 16; **Base** Atk +8; Grp +8; Atk +12 ranged (1d6/×3 plus poison, shortbow) or **+12** melee (1d6/19–20, short sword) or +11 melee (1d4 plus poison, snakes); Full Atk +12/+7 ranged or +10/+10/+5 with rapid shot (1d6/×3 plus poison, shortbow) or +12/+7 melee (1d6/19–20, shortsword) and +6 melee (1d4 plus poison, snakes); SA Petrifying gaze, poison; SQ Darkvision 60 ft.; AL LE; SV Fort +6, Ref +7, Will +6; Str 10, Dex 16, Con 12, Int 12, Wis 13, Cha 15.

Skills and Feats: Bluff +9, Craft (alchemy) +6, Diplomacy +4, Disguise +9 (+11 acting), Intimidate +5, Move Silently +8, Spot +8; Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Finesse.

Petrifying Gaze (Su): Turn to stone permanently, 30 ft., Fortitude DC 16 negates. The save DC is Charisma-based.

Poison, snakes (Ex): Injury, Fortitude DC 15, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Poison, arrows (Ex): Injury, Fortitude DC 13, initial damage 1d4 Str, secondary damage 1d8 Str.

Possessions: Masterwork short sword, masterwork shortbow, masterwork arrows (12) poisoned with a dilution of her snake venom, arrows (20) poisoned with a dilution of her snake venom, *bracers of armor +3, potion of blur, potion of expeditious retreat.*

F82. BROKEN STATUES

Two large statues lie in the middle of this long cross-shaped hall. These statues are broken and a large pile of rubble in the northern nook suggests more of them once decorated this chamber.

The two statues represent mighty minotaur figures wielding greataxes above their horned bovine heads. While one of the statues remains standing and is relatively untouched, with only an arm and part of its shoulder missing, the other is broken in three parts and lies in pieces upon the floor.

Initial Attitude: N/A

Encounter: These minotaurs were once members of the Broken Axe tribe who fell victim to Saria's petrifying gaze. The rubble piles are the remains of five other minotaurs turned to stone and then broken in countless pieces long ago.

Encounter Condition: Negative Energy

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: Amidst the rubble are a masterwork greataxe, a silvered throwing axe, as well as 4d8 gp scattered under the various boulders which can be found with three separate DC 35 Search checks.

EL: N/A

Scaling: N/A

F83. OLD PYRE

The door of this Room is locked and has not been opened in a decade. The key was destroyed long ago and a successful DC 40 Open Lock check is required to unlock it.

The smell of burnt wood emanates from this sealed off chamber. The walls and high ceiling are covered with soot and the floor holds a layer of ash. Under the ashes are the bony remains of countless minotaurs, which obviously were incinerated here.

Initial Attitude: N/A

Encounter: The carcasses of many minotaurs from both the Broken Axe tribe and the Red Horn clan were burnt here following the brutal conflict that separated the Golden Axe tribe in two groups.

Encounter Condition: Stagnant Air

Tactics: PCs spending more than 15 minutes in this Room are affected by *doom* (no save) for 24 hours. PCs spending more than 30 minutes are affected by *crushing despair* and *doom* for 1d20 + 24 hours.

Treasure: 100+ gp worth of small gemstones and assorted coins were left with the bodies when they were burned, but are nothing but slag now. PCs searching the bodies for 10 minutes or more uncover 2d6 sp and 1d4 gp.

EL: N/A

Scaling: N/A

F84 THROUGH F89. MORTGUL'S DEN

Mortgul, a powerful harpy priestess, and her flock of loyal harpy followers claims this area as his den. Though these creatures caused heartache for the inhabitants of this Region in the past, they accepted the relative peace in this Region of the dungeon and have been rather quiet for the past three years. The harpies, however, continue to take vile pleasure in tormenting the minotaurs of the Red Horn clan that passes through the northern portion of their den. Because they fear the mighty Rashmarik and her powerful medusa ally, however, they are content to scare the minotaurs.

They do not take kindly to other creatures journeying through their territory, however, and for the most part attack any other being on sight.

Mortgul built a shrine to honor the goddess of cruelty and suffering in this section of the dungeon. She hopes to one day gather enough strength to summon the goddess' avatar here and offer her the lives of all the creatures in this Region. It will take years before she grows strong enough to initiate her plan, and in the meantime she bides her time, waiting for prey she can capture and slaughter to honor the minor deity.

PCs who defeated Rashmarik the Rakshasa and display proof of their victory (his possessions, his head, etc.) automatically changes the harpies' Initial Reaction two steps towards Helpful, thus potentially saving them much grief when journeying through their den.

Note: All of the harpies in this Section drain 1 point of Wisdom per round with their captivating song, making them powerful foes. The harpy clerics drain 2 points.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The echoes of a loud moaning sound is heard in the distance, but the chilling cry lasts only for a few seconds and the PCs fail to identify its point of origin.
2–12	Nothing
13–14	A band of three Red Horn minotaurs move through this section of the dungeon. These warriors are on high alert and stand ready to attack anything that crosses their path.
15–16	Two harpies are patrolling this area, hoping that minotaurs from the Red Horn clan will cross their paths.
17	A powerful 5th level fighter harpy archer lies in wait here. She uses her mighty shortbow and her 18 *+1 arrows* to surprise the PCs from distance.
18	A mighty trap is set in this part of the dungeon. ♦ **Spiked Blocks Falling from the Ceiling:** CR 5; mechanical; location trigger; repair reset; Atk +20 melee (5d6, spikes); multiple targets (all targets in a 10-ft. area); Search DC 22; Disable Device 20.
19	Mortgul is encountered here instead of in her nest.
20	A band of three ettins loyal to the night hag priestesses from Region G found there way into this Region. They are now lost and desperate to find a way home. Unfortunately for the PCs, they are also fearful and do not hesitate to attack anything that comes in their way.

F84. BORDER PATROL

This wide and oddly shaped hall is empty, the floor is scattered rubble and fragments of wood and cloth. At the far end, two monstrous female humanoids with reptilian feet, legs, and wings stand here, ready for battle. Both of these creatures' evil face is set amidst a mass of thick red hair from which long pointed ears protrude. Their mouths are small and fangs can be seen from between their parted lips.

Initial Attitude: Hostile

Encounter: Four harpies (hp 38, 35, 34, 30) stand guard here. These creatures are on the lookout for intruding minotaurs. However, they have no love for anyone really, and are ready to attack anyone coming into the Room.

Encounter Condition: Ambush, Echoes 2, Fearless, Hazardous Footing 18, Poor Footing 4

Tactics: These harpies use their captivating song to ensnare the PCs before slashing at them with their rusty serrated daggers. They fight to the death, preferring to attack the weakest and less-armored enemies first. The harpies are prepared to fight ground-bound foes, so the floor is littered with caltrops, both scavenged and improvised. The caltrops are smeared with filth of various sorts, so anyone wounded is exposed to Filth fever.

Filth Fever—Injury, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex, 1d3 Con.

PCs wounded by the harpys' daggers, must also save against filth fever with a –2 circumstance penalty.

The harpies enjoy bull rushing anyone who hasn't fallen or who wears to much armor, gaining a +4 competence bonus against PCs in Medium or Heavy armor.

If the doesn't work, the two smallest harpies fire their poison-tipped arrows at the PCs, hoping the Dexterity damage will make the Hazardous Footing and Poor Footing Encounter Conditions that much more deadly.

Allow the harpies in Room F85 a DC 20 Listen check to hear their sisters' chant. If they do, half of the harpies there come to lend a hand while the others wait in the wings, ready to defend their quarters.

Treasure: One of these harpies wears a golden choker depicting the face of three noble lions (worth 175 gp). The other carries a pouch with 5 irregular fresh water pearls (worth 15 gp each).

EL: 7

Scaling: To increase the challenge of this encounter, add four harpies. To decrease the challenge, remove one.

Harpy: CR 4; Medium monstrous humanoid; HD 7d8; hp 38, 35, 34, 30; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13, touch 12, flat-footed 11; Base Atk +7; Grp +7; Atk +7 melee (1d4/18–20, serrated dagger) or +9 ranged (1d6/×3 plus poison, short bow); Full Atk +7/+2 melee (1d6/18–20, serrated dagger) and +2 melee (1d3, 2 claws) or +9/+4 ranged (1d6/×3 plus poison, short bow); SA Captivating song, poison; SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +7, Will +6; Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3; Dodge, Flyby Attack, Persuasive.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-ft. spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 ft. of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

In addition, the captivating song of these harpies drains 1 point of Wisdom per round.

Poison (Ex): The harpys' arrow points are coated in small centipede poison. Injury, Fortitude DC 11, initial and secondary damage 1d2 Dex.

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

Possessions: Serrated dagger, short bow, arrow (15).

F85. MAIN CHAMBER

Both doors upon the southern walls are false and cannot be opened by any means.

Ten different piles made out of dried branches, crushed stone, and strips of ruined clothing are lined up upon the walls of this large hall, which is separated in two identical parts. The form of four humanoid-like figures with large leathery wings protruding from their backs can be seen in this hall. The female creatures bear ugly features with reptilian legs and feet, sharp-clawed hands, long necks, and tangles of messy hair crowning their hideous faces.

Initial Attitude: Hostile

Encounter: Six harpies (hp 37, 35, 33, 33, 30, 26) inhabit this Room, waiting for minotaurs or anything living to come into the hall. They have no love for anyone and seek to harm anyone who comes in. They are malicious creatures seeking to maim and hurt, rather than kill. The largest harpy seeks out the weakest-looking PC and taunts him with her song and powerful scimitar.

Encounter Condition: Fearless, Haunted, Stagnant Air

Tactics: Like most of their kind, these harpies rely on their captivating song to enthrall the PCs before using their weapons and claws to shred them into pieces. They continue to sing while fighting.

They have poison-tipped arrows and scimitars. The largest carries a *+1 scimitar* (+8 melee, 1d6+1/18–20). The smallest carries three *+2 arrows*, using them quickly against powerful PCs.

Treasure: Each harpy carries 1d3 small gems worth 3d10 gp each. One of the many nests holds a masterwork sap, while an *arrow of demon slaying* can be found in another. Both these treasures can be uncovered with individual DC 30 Search checks.

EL: 8

Scaling: To increase the challenge of this encounter, add two fighter levels to each harpy. To decrease the challenge, remove two harpies.

Harpy: CR 4; Medium monstrous humanoid; HD 7d8; hp 37, 35, 33, 33, 30, 26; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13, touch 12, flat-footed 11; Base Atk +7; Grp +7; Atk +7 melee (1d6/18–20, scimitar) or +9 ranged (1d6/×3 plus poison, short bow); Full Atk +7/+2 melee (1d6/18–20, scimitar) and +2 melee (1d3, claw) or +9/+4 ranged (1d6/×3 plus poison, short bow); SA Captivating song, poison; SQ Darkvision 60 ft.; AL CE; SV Fort +2, Ref +7, Will +6; Str 10, Dex 15, Con 10, Int 7, Wis 12, Cha 17.

Skills and Feats: Bluff +11, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3; Dodge, Flyby Attack, Persuasive.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-ft. spread must succeed on a DC 16 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 ft. of the harpy stands there and

offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

In addition, the captivating song of these harpies drains 1 point of Wisdom per round.

Poison (Ex): The Harpys' arrow points are coated in small centipede poison. Injury, Fortitude DC 11, initial and secondary damage 1d2 Dex. Their words are coated as well, affected only the first target struck.

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

Possessions: Scimitar, short bow, arrow (12).

F86. UNHOLY TEMPLE

This large and strangely cut hall is illuminated by the pale luster of burning blood-red candles in the southeastern nook. The wavering flames reveal a simple stone altar stained with dried blood. A golden chalice and a ceremonial knife made out of gold with a hilt decorated by bloodstones lies upon the altar besides the candles.

Initial Attitude: Hostile

Encounter: The harpies love and revere the goddess of cruelty and suffering, to protect the temple, a *glyph of warding* has been placed on the entrance. Harpy clerics do not trigger the *glyph*.

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Avertgul (hp 63), Mortgul's sister and a cleric of the evil goddess of cruelty and suffering, is currently praying in this temple. Unless the PCs manage to convince her they are worshippers of the vile goddess and came here to pay tribute to her (with appropriate Bluff or Diplomacy checks), Avertgul attacks them. Avertgul is immune to all of the Encounter Conditions in this Room.

Encounter Condition: Diseased (filth fever) 18*, Fear 20, Fearless, Negative Energy*, Spell Resistance 16*, Unhallowed 4

Tactics: Avertgul uses her captivating song as soon as combat begins, hoping to distract as many PCs as possible while attacking those who are not charmed with her *+1 keen heavy mace* and claws. She also uses an array of divine spells to aid her cause, including *invisibility, sound burst,* and *death knell*. Her song automatically alerts the harpy acolytes in Room F87, who come to her aid 1d3 rounds later. If Avertgul is forced to flee, she uses *disguise self* to make herself appear like an elf prisoner, who has been tortured by the harpies.

If an evil cleric uses *inflict* spells in this temple, it deals maximum damage. If a good cleric casts *cure* or *inflict* spells in this temple, it produces minimal results (*cure light wounds* cures 1 + 1 per level points of damage). The Spell Resistance Encounter Condition is increased by +4 against divine magic cast by good clerics.

Treasure: The dagger upon the altar is obviously valuable. It is a masterwork item worth 900 gp and even more to members of the harpies' faith. The golden chalice is simple and worth 15 gp.

A successful DC 18 Search check reveals a loose stone hiding an alcove in the heart of the altar. It is protected by a *glyph of warding* that will trigger if the Goddess of Assassin's name is not spoken before moving the stone.

Glyph of Warding: CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [spell], 5th-level cleric, *blindness*, DC 16 Fort save negates); Search DC 28; Disable Device DC 28.

Inside is a stack of 21 blood-colored candles and a bottle of fine red wine (worth 45 gp) with an ornate silver stopper (worth 60 gp) can be uncovered from this secret compartment. The wine is made from the blood of the harpies victims. When they have enough blood, they can complete a great ceremony called the blood feats in which they grow in power (gaining one cleric level each).

The ornate stopper is trapped. Unless a particular set of twists is made while opening it, a poisoned needle embeds itself in the opener's hand.

Trapped Stopper: CR 4; mechanical trap; touch trigger; manual reset; Atk +9 melee touch (1 plus blue whinnis poison, DC 14 Fortitude save resists, 1 Con/unconsciousness); Search DC 25, Disable Device DC 35.

In addition to her weapons, Avertgul also carries four glass vials of unholy water and a golden idol in the form of her deity — a lean humanoid female figure holding a serrated blade between the crossed arms covering her breasts. The item is worth 235 gp, but any follower of the faith would pay upwards of 800 gp for it. A small black stone stained with dried blood serves as Avertgul's unholy symbol. This item is worthless but followers of the faith would pay up to 20 gp for it.

The unholy water is also from the blood of their victims and cures 1d4 points of damage if drank by an evil character.

EL: 7

Scaling: To increase the challenge of this encounter, add two cleric levels to Avertgul and assume she has recently used *death knell* gaining 8 hit points, +2 Strength, and a +1 effective caster level for 70 minutes. To decrease the challenge, remove two cleric levels.

Avertgul, Harpy Clr 3/Rog 1: CR 8; Medium monstrous humanoid; HD 7d8+7 + 3d8+3 + 1d6+1; hp 63; Init +3; Spd 20 ft., fly 80 ft. (average); AC 16, touch 13, flat-footed 13; Base Atk +9; Grp +10; Atk +11 melee (1d8+2/19–20 plus poison, *+1 keen heavy mace*) or +12 ranged (1d6/×3 plus poison, short bow); Full Atk +10/+5 melee (1d8+2/19–20 plus poison, *+1 keen heavy mace*) and +5 melee (1d3, claw) or +12/+7 ranged (1d6/×3 plus poison, short bow); SA Captivating song, poison, +1d6 sneak attack; SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref +10, Will +11; Str 13, Dex 15, Con 12, Int 7, Wis 16, Cha 18.

Skills and Feats: Bluff +11, Hide +8, Intimidate +7, Knowledge (religion) +1, Listen +7, Move Silently +7, Perform (oratory) +5, Spot +3; Dodge, Flyby Attack, Persuasive, Stealthy.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-ft. spread must succeed on a DC 19 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 ft. of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

In addition, Avertgul's captivating song drains 2 points of Wisdom per round.

Poison (Ex): Avertgul's arrow points and rapier blade are coated in medium spider venom. Injury, Fortitude DC 14, initial and secondary damage 1d4 Str.

Sneak Attack: The rogue's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Typical Clerical Spells Prepared (4/4/3; save DC 13 + spell level) 0— *cure minor wounds, guidance, resistance, virtue;* 1st—*bane, cure light wounds, disguise self*, entropic shield;* 2nd— *death knell, invisibility*, sound burst.*

* Domain spell. *Domains:* Death (death touch once per day). Trickery (Bluff, Disguise and Hide are class skills).

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

Possessions: Customized leather armor, *+1 keen heavy mace,* masterwork short bow, masterwork arrow (12), antitoxin (3).

F87. ACOLYTE'S CHAMBER

This small chamber is void of decoration and light, but three large cots lie in different corners of the room. A narrow and uneven tunnel opens into the southeastern portion of the chamber.

Initial Attitude: Hostile

Encounter: Two harpy acolytes (hp 39, 36) are currently in this Room. The third cot is for Avertgul (in Room F86). These evil fiends do not accept anyone other than another harpy in their private chamber and attack the PCs on sight.

Encounter Condition: Fear 18

Tactics: Like most harpies, these low-level clerics use their captivating song to prevent the PCs from doing them any harm. Once a PC is at their mercy they use their claws and 1st-level clerical spells to help them incapacitate the PCs, preferring *bane* and *inflict light wounds*.

Avertgul (Room F86) comes to the aid her fellow clerics in 1d3 rounds, if the PCs have not already defeated her. She is less forgiving then her sisters lashing out with her magic and powerful magic.

Treasure: Each acolyte carries 1d20 gp in small coins. One of them also wears a simple torc made out of gold with a single bloodstone in its middle (worth 85 gp). Additionally, each carries a polished black stone with a fleck of dried blood upon it. These unholy symbols are worthless to most people, but followers of the cult might pay up to 20 gp for each of them.

EL: 7

Scaling: To increase the challenge of this encounter, add three cleric levels to each harpy acolyte. To decrease the challenge, remove one harpy acolyte.

Harpy Acolyte, Clr 1: CR 5; Medium monstrous humanoid; HD 7d8+1d8; hp 39, 36; Init +2; Spd 20 ft., fly 80 ft. (average); AC 13, touch 12, flat-footed 11; Base Atk +7; Grp +7; Atk +7 melee (1d8, morning star) or +9 ranged (1d8/19-20 plus poison, light crossbow); Full Atk +7/+2 melee (1d8, morning star) and +2 melee (1d3, claw) or +9 ranged (1d8/19-20 plus poison, light crossbow); SA Captivating song, poison; SQ Darkvision 60 ft.; AL CE; SV Fort +4, Ref +7, Will +8; Str 10, Dex 15, Con 10, Int 7, Wis 13, Cha 17.

Skills and Feats: Bluff +12, Intimidate +7, Listen +7, Perform (oratory) +5, Spot +3; Dodge, Flyby Attack, Persuasive.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-ft. spread must succeed on a DC 17 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 ft. of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

In addition, the acolyte's captivating song drains 2 points of Wisdom per round.

Poison (Ex): The acolytes' bolt tips are coated in small centipede poison. Injury, Fortitude DC 11, initial and secondary damage 1d2 Dex.

Typical Clerical Spells Prepared (3/ 3; Save DC 11 + spell level)0—*cure minor wounds, guidance, resistance;* 1st—*bane, cure light wounds, disguise self**.

* Domain spell. *Domains:* Death (death touch once per day). Trickery (Bluff, Disguise and Hide are class skills).

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

Possessions: Morning star, light crossbow, quiver of 8 bolts, thunderstone, tanglefoot bag.

F88. MORTGUL'S ROOM

This room is completely dark. A closer look reveals a small cabinet and a large cot made out of dried branches, torn cotton and wool, and ripped furs.

Initial Attitude: Hostile

Encounter: Mortgul (hp 83), the powerful harpy cleric who rules this Section, lives here. Unless the PCs announce to her that they killed Rashmarik and bring proof to her, she attacks. She is quite careful, and has trapped the door to her Room with a *glyph of warding*, speaking her name before entering disables it.

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 sonic, DC 16 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Encounter Condition: Fear 19, Fearless

Tactics: Mortgul is proud of being a priestess of the goddess of cruelty and suffering and she uses her godly blessings to help her fight the PCs. If forced into melee, she chants her captivating song in an attempt to turn the odds in her favor. She hopes to incapacitate the PCs and sacrifice them to her deity later.

She uses *sound burst*, followed by *silence* to disrupt PC spellcasters, before using *invisibility* to sneak attack the strongest PC. She finishes off any reeling PCs with *death knell*, and casts *inflict serious wounds* or *searing light* on any retreating spellcasters.

Assume she cast *prayer* before the battle began, giving her a 1 round advantage over the PCs.

Treasure: In addition to the weapons she carries, Mortgul also has a *potion of cure serious wounds* (3 doses), a large vial of unholy water (6 applications), and a well-polished obsidian stone with a drop of dried blood upon it. The latter is worth 25 gp, but followers of the goddess of cruelty and suffering might pay up to eight times this amount for it.

The cabinet in Mortgul's Room holds a total of 541 gp in assorted coins and gems as well as an alchemic lab. These are the riches the priestess accumulated since she came to the dungeon with her flight of harpies, many years ago. She has trapped it with *glyph of warding* to punish and prying hands and eyes that rummaging through it when she is not there, speaking the word "safe" before opening it, disarms the *glyph*.

Glyph of Warding: CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding [spell]*, 5th-level cleric, *bestow curse* (–6 Dex), DC 16 Will save negates); Search DC 28; Disable Device DC 28

EL: 12

Scaling: To increase the challenge of this encounter add three assassin levels to Mortgul and exchange her enchanted rapier for a *+4 wounding rapier*. To decrease the challenge, remove two of each character level.

Mortgul, Harpy Clr 5/Rog 3: CR 12; Medium monstrous humanoid; HD 7d8+7 + 5d8+5 + 3d6+3; hp 83; Init +3; Spd 20 ft., fly 80 ft. (average); AC 16, touch 14, flat-footed 13; Base Atk +12; Grp +13; Atk +17 melee (1d6+3/15–20 plus poison, *+2 rapier*) or +16 ranged (1d6+1/×3 plus poison, *+1 short bow*); Full Atk +17/+12/+7 melee (1d6+3/15–20 plus poison, *+2 rapier*) and +12 melee (1d3+1, claw) or +16/+11/+6 ranged (1d6+1/×3 plus poison, *+1 short bow*); SA Captivating song, poison, +2d6 sneak attack; SQ Darkvision 60 ft.; AL CE; SV Fort +6, Ref +10, Will +11; Str 12, Dex 16, Con 12, Int 12, Wis 17 [19], Cha 18.

Skills and Feats: Bluff +16, Craft (alchemy) +9, Diplomacy +8, Disguise +9, Hide +15, Intimidate +11, Knowledge (religion) +6, Listen +16, Move Silently +15, Perform (oratory) +9, Spot +12; Dodge, Flyby Attack, Improved Critical (rapier), Persuasive, Stealthy, Weapon Finesse.

Captivating Song (Su): The most insidious ability of the harpy is its song. When a harpy sings, all creatures (other than harpies) within a 300-ft. spread must succeed on a DC 21 Will save or become captivated. This is a sonic mind-affecting charm effect. A creature that successfully saves cannot be affected again by the same harpy's song for 24 hours. The save DC is Charisma-based.

A captivated victim walks toward the harpy, taking the most direct route available. If the path leads into a dangerous area (through flame, off a cliff, or the like), that creature gets a second saving throw. Captivated creatures can take no actions other than to defend themselves. (Thus, a fighter cannot run away or attack but takes no defensive penalties.) A victim within 5 ft. of the harpy stands there and offers no resistance to the monster's attacks. The effect continues for as long as the harpy sings and for 1 round thereafter. A bard's countersong ability allows the captivated creature to attempt a new Will save.

In addition, Mortgul's captivating song drains 2 points of Wisdom per round.

Poison (Ex): Mortgul's arrow points and rapier blade are coated in giant wasp poison. Injury, Fortitude DC 18, initial and secondary damage 1d6 Dex.

Sneak Attack: Mortgul's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 2d6. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Typical Clerical Spells Prepared (5/5/4/3; save DC 14 + spell level) 0—*cure minor wounds* (2), *guidance*, *resistance*, *virtue*; 1st—*bane*, *cure light wounds* (2), *disguise self**, *entropic shield*; 2nd—*death knell*, *invisibility**, *silence*, *sound burst*; 3rd—*dispel magic*, *nondetection**, *prayer*.

* Domain spell. *Domains:* Death (death touch once per day). Trickery (Bluff, Disguise and Hide are class skills).

Skills: Harpies have a +4 racial bonus on Bluff and Listen checks.

Possessions: Customized masterwork leather armor, *+2 keen rapier*, *+1 short bow*, *headband of wisdom +2*, *ring of protection +1*, masterwork arrow (13), antitoxin (3), tanglefoot bag, thunderstone.

F89. COMPACTING ROOM

The door on the southern portion of the east wall is false and cannot be opened by any means. It is designed to keep creatures in the Room long enough for the trap to crush them.

This room is without light, furniture, or decoration. There are several scuff marks upon the floor, as well as barely visible traces of dry blood which seem to have faded with time.

Initial Attitude: N/A

Encounter: One minute after any of the doors leading into this Room is opened, all doors are instantly closed shut and locked into place. The south and north wall then begin to move at a swift pace towards the center of the chamber. A hidden button in the center of the east wall can be pushed to bypass this trap.

Compacting Room Trap: CR 8; mechanical; timed trigger; automatic reset; hidden switch bypass (Search DC 25); walls move together (12d6 crush); multiple targets (all targets in the room); never miss; onset delay (3 rounds); Search DC 32; Disable Device DC 36.

Encounter Condition: Poor Footing 4 or Hazardous Footing 15
Tactics: N/A
Treasure: N/A
EL: 8
Scaling: To increase the challenge of this encounter, increase the damage of the compacting room trap to 15d6. To decrease the challenge, reduce the damage of the compacting room trap to 9d6.

F90. ISOLATED WARP GATE IV

Room F90 is unclaimed by the creatures living in this Region.

The easternmost door of this Room is a false one and cannot be opened by any means. It was designed, like several others in the Region, to fool those who travel into the maze.

This room is empty and cast in complete darkness. A closer look inside this oddly shaped chamber reveals three doors as well as a layer of undisturbed dust.

Initial Attitude: N/A

Encounter: The western door is one of several warp gates of the Region. Roll on the Warp Gates: Random Locations table (at the beginning of this Region) to determine which Room the passage opens into. The door set amidst the southern wall opens into a vast empty Room. A thick layer of dust blankets the floor.

Encounter Condition: Echoes 4 or Extreme Cold
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

F91 THROUGH F94. THE LAIR OF THE DRAGONNE

A mighty dragonne took over Rooms F91 through F94. Though it mainly keeps to its lair, it sometimes ventures in other parts of the Region. The dragonne is hostile and attacks all creatures that come within its lair, so its neighbors go to great lengths to avoid the place.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A swarm of black flies hovers towards the PCs before veering off quickly and disappearing in the distance.
2–12	Nothing
13–14	A force of three minotaurs from the Red Horns managed to elude the harpies and found themselves in this section of the dungeon. They are searching for treasure and glory.
15–16	Two harpies came into this section to explore and make sure the dragonne remains in its lair. Though they fear the dragonne's might, they do not shy away from the PCs.
17	A group of four hieracosphinx learned from other inhabitants of the Region of the existence of Arnarah. Though they have yet to locate her, they hope to take over her lair. These creatures are extremely hostile.
18	The PCs stumble upon a trap. **Glyph of Warding (Blast) Trap:** CR 4; spell; spell trigger; automatic reset; spell effect (*glyph of warding* [blast], 16th level cleric, 5d8 sonic, DC 18 Reflex save half damage); multiple targets (all targets within 5 ft.). Search DC 28; Disable Device DC 28.
19	The dragonne is encountered here instead of in her lair (Room F91).
20	A Vrok in search of a good challenge ventured into this Region of the dungeon. The demon delights in battle and is eager to engage the PCs in combat.



F91. DRAGONNE'S NEST

The creature's nest completely covers the door on the northern wall. PCs must succeed at a DC 28 Search check or clear the debris in order to find this door. The small Room to which it opens is empty.

A stack of stones and dirt dominates this Room. A huge beast with brass colored scale and a pair of small wings lies upon this ten-ft. tall pile of debris. Its dragon-like head holds burning dark eyes.

Initial Attitude: Hostile

Encounter: This is the lair of a mighty dragonne (hp 168). It is crazed and hostile looking for the first thing he can kill to come through the door. Having fought minotaurs, harpies, manticores, and demons, it seeks the flesh of something new.

Encounter Condition: Ambush, Fear 15, Haunted 5

Tactics: This creature roars loudly as soon as the PCs step into this Room, hoping to fatigue them. A moment later, it jumps from its 10-ft. high nest upon the strongest PC and uses its pounce special attack in an attempt to kill him.

Treasure: PCs succeeding at a DC 22 Search check notice something shiny buried under the heavy stone debris piled here. A group of four PCs clearing the debris must labor for four hours to clear enough stone and dust to uncover the treasure: a *rod of cancellation* made out of solid white gold as well as various coins and gems worth 541 gp.

EL: 10

Scaling: To increase the challenge of this encounter, have the dragonne automatically surprise the PCs and pounce for maximum damage on the surprise round. To decrease the challenge, make the dragonne 9 Hit Dice.

Dragonne: CR 10; huge magical beast; HD 18d10+90; hp 189; Init +5; Spd 40 ft., fly 30 ft. (poor); AC 19, touch 9, flat-footed 18; Base Atk +18; Grp +33; Atk +25 melee (2d8+8/19–20, bite); Full Atk +25 melee (2d8+8/19-20, bite) and +19 melee (2d6+4, 2 claws); Space/Reach 15 ft./10 ft.; SA Pounce, roar; SA Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +16, Ref +12, Will +7; Str 27, Dex 13, Con 21, Int 6, Wis 12, Cha 12.

Skills and Feats: Listen +16, Spot +15; Blind-Fight, Combat Reflexes, Dodge, Improved Critical (bite), Improved Initiative, Track, Weapon Focus (bite).

Pounce (Ex): If a dragonne charges, it can make a full attack in the same round.

Roar (Su): A dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 ft. must succeed on a DC 20 Will save or become fatigued. Those within 30 ft. who fail their saves become exhausted. The save DC is Charisma-based.

Skills: Dragonnes have a +4 racial bonus on Listen and Spot checks.

F92. TRAPPED DOORWAY

The door at the end of the small chamber is a false door, made to trap the PCs into the Room. A complex locking mechanism is set upon it. A successful DC 35 Open Lock check unlocks it, but the door cannot be opened by any means.

The door at the end of this hallway opens into a tiny empty chamber with another door at the end of it.

Initial Attitude: N/A

Encounter: Anyone stepping upon the floor of this Room triggers its trap 4 rounds later. When the trap is triggered, the eastern door shuts itself, trapping everyone inside. PCs who succeed at DC 32 Reflex save may jump outside the Room just before the door seals them in. At the same moment the door closes, a pit trap opens from under the PCs.

Well-Camouflaged Pit Trap: CR 7; mechanical; location trigger; repair reset; DC 32 Reflex save avoids (by jumping out of the room); multiple target (all targets within the room); 70 ft. deep (7d6 fall); onset delay (4 rounds); Search DC 28; Disable Device DC 22.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, make the pit trap 100 ft. deep. To decrease the challenge, turn it into a 50 ft. deep pit trap.

F93. SLANTING CORRIDOR

This corridor slants downward to the west. There are several pieces of small bones scattered upon the floor here, most of which are broken in several fragments or splintered.

Initial Attitude: N/A

Encounter: There is nothing special about this corridor aside from the fact that its western end is 20 ft. deeper than the eastern part of it. All Rooms to the west of it (including Room F91) are thus 20 ft. lower than the rest of the Region.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

F94. EMPTY CELLS

Three of the seven doors are locked and require a DC 18 Open Lock check to open, while the others are unlocked but hold the same locking mechanism as the first three. The three locked cells contain the remains of different creatures. The first holds the skeleton of a gnoll dressed in rotted leather; the second has the semi-mummified corpse of a minotaur; and the third contains two small skeletons of demonic creatures. The other Rooms are empty.

Seven doors with small barred windows opens into tiny cells. The window on each door is a nine inches tall by six inches wide rectangle into which three massive black iron bars are set.

Initial Attitude: N/A

Encounter: N/A

Encounter Condition: Distracting Noises 6

Tactics: N/A

Treasure: A successful DC 15 Search check in the cell where the gnoll skeleton lies uncovers a small polished blue spinel (worth 400 gp). Markuli, Chieftain of the Broken Axe tribe (Room F39), will pay 100 gp for the for return of the minotaur's remain. This service also changes the Initial Attitude of all members of the Broken Axe tribe who know of this deed to Friendly.

EL: N/A

Scaling: N/A

F95. ISOLATED WARP GATE V

Room F95 remains unclaimed by the different factions controlling the Region. It is a simple warp gate made to trap creatures within the Region.

This simple doorway bears a small black lock above its knob. In the center of the door, a few inches above the intricate lock, is the word "Warning" written in gnoll. The word was crudely carved upon the surface of the door.

Initial Attitude: N/A

Encounter: This is one of the ten warp gates in this Region. Roll on the Warp Gates: Random Locations table (at the beginning of this Region) to determine in which Room the gate leads.

Encounter Condition: Hallowed 2

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

F96 THROUGH F99. THE MANTICORE PRIDE

Rooms F96 through F99 serve as the home of a pride of manticore. These creatures are isolated and surrounded by the lair of the rakshasa and the territory controlled by the harpy priestesses. Though they only occasionally venture out of their lair to hunt, they killed several minotaurs and a harpy in the last three months. They are ferociously territorial and not to be trifled with.

Due to the tight surroundings, it is sometimes difficult for them to fight to the best of their ability. However, this has only made them cagier and more prone to violence. Their standard tactic is to pounce on a single opponent, destroying it quickly to demoralize the rest.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A goblin from Region B roams the area, lost. His companions are all dead and he is desperate to find his way home.
2–12	Nothing
13–14	1d3+1 manticores prowl the halls, attacking on sight.
15	A band of four Red Horn minotaurs journeyed into this Section hoping to avenge one of their comrades killed by the manticores four weeks ago.
16	A pair of harpies ventured into this Section to hunt the manticores, hoping to return home with a kill. They lure the PCs with their captivating song ability before closing in on them.
17	Four sphinxes search the Region for Arnarah's lair, hoping to kill her and gain control of her territory. These fiends are hostile.
18	The PCs stumble upon a trap. **Fire Trap:** CR 5; magical device; spell trigger; automatic reset; spell effect (*fire trap*, 7th-level wizard, 1d4+7 fire, DC 18 Reflex save half damage); Search DC 29; Disable Device DC 29.
19	The dragonne (from Room F91) is encountered here instead of in its lair.
20	A group of seven dretchs are hunting in this Section. These demons attack anyone on sight.

F96. LEADER OF THE PACK

Broken bones, cover the floor. A large monster with a vaguely humanoid head, the body of a spotted lion, a pair of dragon's wings, and a long spiked tale crouches like a predator, ready to hunt.

Initial Attitude: Hostile

Encounter: This Room was once part of the territory of the gnolls who lived here long ago, but the alpha male of manticore pride turned it into its private lair. This small chamber now houses the most powerful manticore (hp 117) of the pride. The leader of the pack is aggressive and attacks anyone venturing into its territory. In addition to be larger and stronger than most manticore, it possesses a frightful presence.

Encounter Condition: Echoes 4, Fear 20

Tactics: The manticore uses its spiked tale at every occasion and attacks the smallest PCs first. In battle, it utters loud roars to alert the members of its pack. Allow the manticores in Rooms F97 and F100 DC 22 Listen checks to hear their leader's call. If successful, they join the fight 1d3+1 rounds later.

Treasure: Bones litter the floor, concealing broken gems. Powdered gems (75 gp worth) can be found with a DC 25 Search check.

EL: 8

Scaling: To increase the challenge of this encounter, add two manticores. To decrease the challenge, remove its frightful presence.

Manticore Pack Leader: CR 8; Large magical beast; HD 12d10+48; hp 117; Init +2; Spd 30 ft., fly 50 ft. (clumsy); AC 17, touch 11, flat-footed 15; Base Atk +12; Grp +21; Atk +16 melee (2d4+5, claw) or +14 ranged (2d6+2/19–20, 6 spikes); Full Atk +16 melee (2d4+5, 2 claws) and +14 melee (1d8+2, bite); or +14 ranged (2d6+2/19–20, 6 spikes); Space/Reach 10 ft./5 ft.; SA Spikes; SQ Darkvision 60 ft., low-light vision, scent; AL LE; SV Fort +12, Ref +10, Will +5; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +12, Spot +12, Survival +1; Alertness, Flyby Attack, Improved Natural Attack (spikes), Multiattack, Track*, Weapon Focus (spikes).

Frightful Presence (Ex): Creatures within sight of the manticore are subject to the effect if they have fewer than 14 HD. A potentially affected creature that succeeds on a DC 22 Will save remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 ft. with no range increment. All targets must be within 30 ft. of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Skills and Feats: *Manticores have a +4 racial bonus on Spot checks.

F97. MANTICORE NEST

Both doors leading into this chamber are wide open, revealing a dark room with several feline-like beasts with long leathery wings protruding from their backs. They lie upon a bone-covered floor.

Initial Attitude: Hostile

Encounter: This Room is used as a manticore lair. Like most members of the pride, they do not tolerate intruders and are hostile toward anyone who is not of their kind. Three manticores (hp 59, 56, 54) are currently here, but others are out on patrol. They are presently resting, but when the PCs' approach, they ready themselves for battle and charge soon as the PCs are within range.

Encounter Condition: Concealment

Tactics: In battle, these beasts fight savagely, sending volleys of spikes before engaging in melee. They do not share their kills, however, an fail to coordinate an effective attack. The larger of the three goes after unarmored foes, while the smaller chases slow targets, like dwarves and orcs. The middle manticore has a fondness for elves and attacks them exclusively in melee.

Treasure: A DC 30 Search check reveals a simple copper necklace (worth 15 gp), and a well-polished chunk of amber (worth 95 gp).

EL: 8

Scaling: To increase the challenge of this encounter, add three manticores. To decrease the challenge, remove one.

Manticore: CR 5; Large magical beast; HD 6d10+24; hp 61; Init +2; Spd 30 ft., fly 50 ft. (clumsy); AC 17, touch 11, flat-footed 15; Base Atk +6; Grp +15; Atk +10 melee (2d4+5, claw) or +8 ranged (1d8+2/19–20, 6 spikes); Full Atk +10 melee (2d4+5, 2 claws) and +8 melee (1d8+2, bite); or +8 ranged (1d8+2/19–20, 6 spikes); Space/Reach 10 ft./5 ft.; SA Spikes; SQ Darkvision 60 ft., low-light vision, scent; AL LE; SV Fort +9, Ref +7, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +5, Spot +9, Survival +1; Flyby Attack, Multiattack, TrackB, Weapon Focus (spikes).

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 ft. with no range increment. All targets must be within 30 ft. of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Skills and Feats: *Manticores have a +4 racial bonus on Spot checks.

F98. OLD HEARTH

A deep round hearth from which fire once burnt dominates this room. Above the blackened hearth, the ceiling opens into a narrow chimney. A pile of dry wood lies in the northeast corner.

Initial Attitude: N/A

Encounter: This Room was once used by gnolls who inhabited the Region, but has long since been abandoned. The Room is filled with a sense of dread and misery. Good-aligned PCs suffer a –4 to their Will saves in this Room.

Encounter Condition: Fear 16, Haunted

Tactics: A consecrate spell removes the Encounter Conditions of this Room for 1d20 + 24 hours. If the door is subsequently barred or closed somehow, the Room becomes Safe.

Treasure: N/A

EL: N/A

Scaling: N/A

F99. LONE MANTICORE

A low growl emanates from the darkness, as the PCs approach.

A member of the manticore pride frequently uses this chamber to rest. Though this creature is content with its status in the pride, it does not always agree with the way its leader runs the group. Because of this, it often feels the need to be alone.

Initial Attitude: Hostile

Encounter: A lone manticore (hp 61) currently lies in the shadows of this chamber. This creature comes here to be alone and does not tolerate intruders — especially those who are not members of its pride. If battle occurs here, the manticores in Room F100 come to its aid 1d2 rounds later. This is one of the most powerful manticores in the Region and it too possesses a supernatural fearful presence, like a dragon.

Encounter Condition: Ambush (darkness), Cover

Tactics: As soon as it sees the PCs, the manticore attacks with its spiked tail before closing to melee. On the defensive, the manticore attacks the largest PCs. However, should the manticore surprise the PCs or gain the upper hand, it hunts the weakest enemies, dwindling their numbers quickly. It is important to remember that manticores are supreme hunters and do not get into situations they cannot win.

Treasure: A DC 30 Search check reveals a few odds and ends amidst the debris. A few creatures have obviously died here over the years leaving behind daggers, rotted sacks, a few silver and gold coins, and a map. The map can be to anything the DM wishes. Perhaps a far away kingdom he wishes the PCs to visit later, a Region they haven't visited yet, the underwater caverns in Region L (or *the watrazor* — see page 586), or a vital Room they somehow missed during their journey through the World's Largest Dungeon.

EL: 6

Scaling: To increase the challenge, add one manticore. To decrease the challenge, assume the manticore was sleeping and impose a –5 penalty to all Listen and Spot checks to notice the PCs.

Manticore: CR 6; Large magical beast; HD 6d10+24; hp 61; Init +2; Spd 30 ft., fly 50 ft. (clumsy); AC 17, touch 11, flat-footed 15; Base Atk +6; Grp +15; Atk +10 melee (2d4+5, claw) or +8 ranged (1d8+2/19–20, 6 spikes); Full Atk +10 melee (2d4+5, 2 claws) and +8 melee (1d8+2, bite); or +8 ranged (1d8+2/19–20, 6 spikes); Space/Reach 10 ft./5 ft.; SA Spikes; SQ Darkvision 60 ft., frightful presence, low-light vision, scent; AL LE; SV Fort +9, Ref +7, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +5, Spot +9, Survival +1; Flyby Attack, Multiattack, TrackB, Weapon Focus (spikes).

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 ft. with no range increment. All targets must be within 30 ft. of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Frightful Presence (Ex): Creatures within sight of the manticore are subject to the effect if they have fewer than 14 HD. A potentially affected creature that succeeds on a DC 22 Will save remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

Skills and Feats: *Manticores have a +4 racial bonus on Spot checks.

F100. ELEVATED GUARD POST

The four doors leading to this room were pulled from their hinges. A twenty ft. high palisade of gray stone dominates the chamber.

Initial Attitude: Hostile

Encounter: The gnolls who inhabited this Section before the manticores used the top of the elevated palisade to keep an eye on the circulation below. Now, the manticore pride uses it for the same purpose. There is always at least one member of the pack guarding this Room.

Currently, two manticores (hp 57 each) hide on top of the stone palisade, keeping a silent vigil to protect the borders of their territory. They fall down on the PCs as soon as they come into the Room.

Encounter Condition: Hallowed 2

Tactics: The manticores try to surprise the PCs by attacking them from above. They use their tails to send volleys of spikes towards the PCs before closing in for the kill. These creatures are ferociously cruel and fight to the death.

In battle, they roar loudly to alert their fellow pack members. The manticores in Room F99 automatically join the fray 1d2 rounds later. Those in Rooms F96 and F97 must succeed at DC 22 Listen checks to hear their brother's call. If so, they arrive 1d3+1 rounds later.

Treasure: PCs searching the top of the palisade find three longbows, a masterwork composite longbow (+2 Str bonus), as well as 141 arrows.

EL: 7

Scaling: To increase the challenge of this encounter, double the number of manticores. To decrease the challenge, remove one of them.

Manticore: CR 5; Large magical beast; HD 6d10+24; hp 57; Init +2; Spd 30 ft., fly 50 ft. (clumsy); AC 17, touch 11, flat-footed 15; Base Atk +6; Grp +15; Atk +10 melee (2d4+5, claw) or +8 ranged (1d8+2/19–20, 6 spikes); Full Atk +10 melee (2d4+5, 2 claws) and +8 melee (1d8+2, bite); or +8 ranged (1d8+2/19–20, 6 spikes); Space/Reach 10 ft./5 ft.; SA Spikes; SQ Darkvision 60 ft., low-light vision, scent; AL LE; SV Fort +9, Ref +7, Will +3; Str 20, Dex 15, Con 19, Int 7, Wis 12, Cha 9.

Skills and Feats: Listen +5, Spot +9, Survival +1; Flyby Attack, Multiattack, TrackB, Weapon Focus (spikes).

Spikes (Ex): With a snap of its tail, a manticore can loose a volley of six spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 ft. with no range increment. All targets must be within 30 ft. of each other. The creature can launch only twenty-four spikes in any 24-hour period.

Skills and Feats: *Manticores have a +4 racial bonus on Spot checks.

REGION G. HELL ON EARTH



Thousands of years ago, the demon lord Krasveshk unleashed his demonic hosts upon the world. Few recall the devastation mounted by these dark armies that issued from the abyss, but those who do refer to this period as the Great Oblivion. Though little is known of Krasveshk and his fiendish soldiers, legends from this era speak of the horrible deaths, despair, and pain the hosts of the demon lord wrought. The Great Oblivion is a time better left forgotten.

For what seemed like an eternity, the Lord Krasveshk took control of most of the Northland realms, imposing his havoc upon the creatures that survived his initial onslaught. This situation lasted for several decades, and the demonic hosts eventually gained control of more territory, until the demons dominated the planet. Modern historians are still baffled that ancient cultures — such as the elves — actually survived these desperate times, but sages who studied the era of the Great Oblivion uncovered several illustrations that would explain this phenomena.

Fortunately for the pre-human races, the troubles of the world caused sorrow in the heavens. Though the gods refused to intervene directly, some angels decided to take matters in their own hands and put a stop to Lord Krasveshk and his heinous minions. Eventually, an elite group of angel and celestial warriors descended from the heavens in a valiant effort to help save the world. Calling themselves the Children of the Inner Light, these beings came to the planet to oppose the demonic hosts. More importantly, however, the angels and celestials helped the elves and other ancient humanoids to organize themselves into competent fighting units strong enough to fend off most demon attacks — Thus the fight for the liberation of the planet began.

The desperate efforts of the mortals, combined with the tremendous might of the angel and celestial army, drove off most of the hosts under Krasveshk's control. After years of brutal warfare, the vile invaders were decimated and Cyrlebrai, the angel leader of the Children of the Inner Light, captured the demon lord Krasveshk. In the years that followed, the surviving creatures of the world reclaimed all the land which had originally been theirs.

The world was rid of Krasveshk, and the demon lord's name eventually became the stuff of legend. What the people did not realize, however, was that the Children of the Inner Light swore to prevent Krasveshk from causing harm to the world again. Under Cyrlebrai's leadership, the Children made sure the demon lord was kept under close guard and brought to the dungeon, where Krasveshk and the demons that had been caught with him were also imprisoned. Cyrlebrai and the Children of the Inner Light vowed to ensure the vile fiends would never be allowed to leave their new underground prison.

The recent rifts and other hazards, which caused the geography of the dungeon to mutate, make the angels' task more difficult. To make matters worse, some of the demonic forces have escaped their cells and took control of a portion of the complex. Some of them are now laying siege to the magical cocoon binding Lord Krasveshk to the place.

This section of the dungeon holds one of the most important prisons built in the vast complex. This prison, which takes the form of a cocoon made out of pure force that binds the powerful demon lord Krasveshk, is at the center of the island in the heart of the Region. Though the Children of the Inner Light were able to erect a protective dome around the prison, it is now under siege by the demonic hosts yearning to liberate their lord and master.

The haunting song of a trumpet archon charged with protecting the demon lord's prison is heard throughout the Region. The song, which she has woven for centuries, allows her to maintain the protective barrier around the cocoon (Room G100), but the soft soul-wrenching wail is laced with sorrow.

ENCOUNTER CONDITIONS

Region G is slightly different from the other Regions. For one, there are no 'set' Encounter Conditions. The reason for this of course is that in no other area of the dungeon is the push and pull of negative and positive energies more obvious. The end result is that the magic of the Region is always in flux. A Room that is hallowed one moment could be desecrated the next. The war goes poorly for the forces of good and the celestials have very little control over the Region. Their most important task: maintaining the wall around Rooms G99 and G100. Everything else is a luxury.

To reflect this erratic pulse of good over evil and evil over good, the DM must roll for random Encounter Conditions every time the PCs enter a Room and every time they return to a Room an hour or more later.

A general guideline is this. Empty Rooms get one roll, semi-important Rooms get 3 rolls, and very important Rooms get 5 rolls. Finale Rooms (like G100) can have as many as the DM wants, but in no instance should two conflicting Encounter Conditions co-exist. Below is a chart for the DM to use at his discretion.

1d20	Effect*
1	Negative Energy **
2	Ambush, Concealment, Cover
3	Cursed 2d6
4	Deep Darkness
5	Deep Silence
6	Desecration 1d6
7	Desecration 2d6
8	Distracting Noises 2d6
9	Distracting Visions 2d6
10	Drafty, Echoes [2d6]
11	Extreme Cold
12	Extreme Heat
13	Fog 5 or 10
14	Flooded, Poor Footing [1d6]
15	Hallowed 1d6
16	Hallowed 2d6
17	Spell Resistance 10+1d10
18	Unhallowed 1d6
19	Unhallowed 2d6
20	Positive Energy **

* This effect lasts for 1d4 hours, requiring another roll if the PCs remain or return later.

** All Room with the Negative Energy Encounter Condition are also considered Unhallowed 5. All Room with the Positive Energy Encounter Condition are also considered Hallowed 5.

Rooms with obvious Hallowed or Unhallowed Encounter Conditions can be set by the DM in addition to any rolls on this chart. Ignore conflicting results.

G1 THROUGH G33. THE CHILDREN OF THE INNER LIGHT

Rooms G1 through G33 are inhabited by the Children of the Inner Light, a group of angels and celestials responsible for imprisoning Krasveshk and his minions. Though once the wardens of the entire Region, the Children of the Inner Light lost control centuries ago, when the geography changed.

With more and more demons escaping their prison cells, the celestial wardens lost were forced to retreat. As the demons organized themselves into a powerful force bent on liberating their leader, Lord Krasveshk, the Children of the Inner Light barricaded this Region.

Led by Cyrlebrai, the Children of the Inner Light remain fervently dedicated to their self-appointed task of keeping Krasveshk and his demonic fiends inside these walls. Fortunately for them, the cocoon keeping the demon lord prisoner (in Room G100) remains. Set upon the central island of the Region, the cocoon is surrounded by a massive wall force unlike any other. It stands between the demon lord's prison and his minions. Under siege, many the Children of the Inner Light fear the demonic host might soon liberate their lord.

To make matters worse, when the demons took control of some portion of the Region, they also destroyed the enchanted crystals fueling the magical illumination, traps, and wards of the place. To ensure these traps and wards remained active, Cyrlebrai stole away to a secret chamber and created a new power source, using his body as a living battery.

Though the warriors of Cyrlebrai are still fervently dedicated to preventing the demon lord from escaping, they are now facing a force more powerful than ever. Most of the celestials are barricaded in this Region, and their most important task is to protect their leader, who is virtually defenseless while fueling the wards. They are also charged with guarding several artifacts of vile power, which were safely buried away in trapped crypts long ago, but now risk exposure to the demon horde.

The Children of the Inner Light is a powerful fighting unit. Each warrior is extremely loyal to Cyrlebrai and would readily sacrifice his life to protect him or prevent Krasveshk's escape. Evalan, Cyrlebrai's second in command, now leads the warriors who protect their leader. Her most immediate concern is to find reinforcements to help the Children of the Inner Light defeat the demonic hosts laying siege to their lord's prison.

The Children of the Inner Light have more pressing concerns, however, for their leader Cyrlebrai is dying. The solar angel has maintained the magical illumination, traps, and wards throughout this Region for too long, and it siphons the life from him. Evalan knows one way to prevent her leader's death is to uncover the *sacred flame of Aranas*, a holy relic that can repair the power source and thus save Cyrlebrai. Unfortunately, this relic is in the hands of the demonic hosts, and Evalan needs a group of strong heroes brave enough to uncover it.

Evalan and the Children of the Inner Light are suspicious of anyone entering their base of operation, but they might be convinced to accept the help of PCs who act with honor and respect their laws. If the PCs show interest in helping the Children defeat the fiendish host, or if they agree to rid the angelic warriors of the infernal basilisk who roams the southern shore of the island (Room G27), Evalan might bestow honorary titles and grant them temporary membership into their fighting order. The Children of the Inner Light, however, do not deal with evil PCs, who are hunted and destroyed, just as any demon or devil would.

Cyrlebrai, the leader of the Children of the Inner Light, is acting as the magical source of power that illuminates this Region of the dungeon (and powers up its magical traps and wards). Most importantly, Cyrlebrai insures that the magical prison in which the demon lord Krasveshk is trapped remains active. His powers, however, are ebbing. Normally, all Rooms in this section of the dungeon (except those containing evil relics) are illuminated as though under a *daylight* spell. As the PCs venture into the base of the Children of the Inner Light, however, the illumination is becoming more erratic. Though most Rooms are well lit by an unseen source, the magical illumination occasionally wavers, diminishes, or blinks out for a few seconds. Because of this, all the warriors of the Order are aware that something is wrong with their leader, but none other than Evalan knows exactly what is happening to him.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	Lantern archon on patrol. This little critter is friendly and curious about the PCs, but if they try to cause it harm, it moves away to alert angels or archons close by.
2–12	Nothing
13	Two hound archons returning from patrol. These men are discussing the problems faced by their order, paying little attention to what is going on around them. They suffer from a –4 circumstance penalty to any check made to notice the PCs.
14	Two hound archons on patrol. The warriors move in silence, armed and ready to face any challenge.
15	A trumpet archon returning from one of the various guard posts. This archon is careful and vigilant.
16	An astral deva angel patrolling the area.
17	A group of four deva angels returning from a brutal raid against the demonic fiends by the bank of the lava river near Room G34. Against the impossible odds of the demonic fiends, these comrades in arms were forced to retreat to their base. Two of these warriors are heavily wounded.
18	There is a magic trap in this area of the base. All members of the Children of the Inner Light are aware of its presence. Even though they are well equipped to resist some of its effect, the angels and archons living here are careful to avoid this place. **Ice Storm Trap:** CR 5; magic device; location trigger; automatic reset; spell effect (*ice storm*, 16th-level wizard, 3d6 bludgeoning damage and 2d6 cold damage to anyone within the area); Search DC 29; Disable Device DC 29.
19	Two vrocks ventured into this part of the dungeon, hoping to catch warriors of the Children of the Inner Light unaware and take back the heads of their enemies to their master. These demons are nasty and cunning opponents that fight to the death.
20	A weak ceiling in this part of the base threatens to crumble upon anyone passing under it. A successful DC 22 Knowledge (architecture and engineering) check alerts the PCs of the imminent danger. A single creature passing through this area causes a 10% chance that the ceiling will fall down upon it. Add a 10% cumulative chance for every creature other than the first. The collapse causes 10d6 points of crushing damage to anyone within a 20-ft. square area. A successful DC 18 Reflex save halves this damage. The falling rumble does not completely block the corridor or room and creatures are still able to pass through the area after the collapse.

G1. HOUND ARCHON GUARD POST

The double doors to the south leading to Region C are unlocked and not barricaded. Two wide beams, however, bar the doors upon the north wall, making them impossible to open from the other side unless they are broken down.

Suspended from the ceiling of the corridor at the south of the Room is a heavy iron grate filled with spikes pointing downward. The 10 ft. square grate is as wide as the hallway and as long. The area directly under it is filled with barely noticeable pressure plates, making it impossible to walk upon this length of floor without stepping on at least one of them.

Grate Trap: CR 9; mechanical; location trigger; automatic reset; grate moves down (12d6, crushing); multiple targets (all targets in a 10-ft. by 10-ft. area); never miss; onset delay (1 round); Search DC 34; Disable Device 34.

The secret door on the east wall is disguised as a simple stone wall, which is covered with trophies. A successful DC 25 Search check reveals its location. This stone panel must be pushed to the east. It veers on solid and well-oiled hinges hidden inside the archway.

This large hall is brightly lit by an unknown source, which clearly displays the strange trophies hanging upon its four walls. The bones of various creatures cover the walls: trophies of all sizes and shades, from the dark ribcage taken from a demon to the yellowish femur of what must have been a troll or another giant of some kind. At several places upon the grizzly display, the black craniums of many demons can be seen. Some were cracked opened, some are missing fangs, and others have their horns broken. While the remains of these terrible fiends appear to have been battered in brutal combat, others are relatively undamaged. In all, over a hundred such skulls are put on display.

Sprawled upon the floor of the center of the place is the black leathery skin of a large demon. Upon this eerie trophy is a massive bronze table and four chairs.

There are six powerfully built creatures in the room. Two sit upon low stools around the table, while the others stand watch by the double doors of the north wall. Their canine faces are vigilant and their stout muscled bodies are armed with large swords.

Initial Attitude: Unfriendly

Encounter: The six hound archons (hp 39, 27, 34, 33, 32, 30) guarding this Room rely on the massive grate trap covering the southern corridor to fend off any trespassers coming to this Region of the dungeon. The archons are more worried about the abyssal basilisk haunting the Rooms beyond the northern doors (especially since its recent attack on Room G9) as well as the other demonic forces that occasionally try to break the doors down than about incoming threats from the south.

Tactics: The hound archons are hard to surprise. They are on guard duty and anyone entering the Room through normal means must do so by opening a door (add a +4 circumstance bonus to the archons' Listen or Spot checks). At the sight of the PCs, the hound archons sitting around the table quickly scramble to their feet and take up arms. The other four face the party, asking them to identify themselves. They use their *detect evil* ability to determine if the heroes pose any immediate threat to them — of if they might be allies of the fiendish host. The archons are willing to parley with non-evil PCs, but attack evil-aligned intruders mercilessly.

If the PCs convince the archons they are here to help, they challenge the PCs to take out the greater basilisk lurking on the south bank of the magma river (in Room G27). If the PCs agree, the archons open the doors leading north and tell them to return with proof of their kill.

If combat ensues, one of them howls to alert the hounds in Room G3. A successful DC 20 Listen check alerts these men, who arrive through the secret door on the eastern wall 1d3+1 rounds later.

Treasure: The hound archons carry no treasure, but upon the walls there are 1d3+1 demonic skulls in good condition that might interest a weapon smith, who could fashion them into exotic helms. These might be sold to the right buyer for upwards of up to 100 gp each.

EL: 10

Scaling: To increase the challenge of this encounter, add four hound archons and increase the damage of the grate trap to 16d6. To decrease the challenge, remove one hound archon and reduce the damage of the grate trap to 8d6.

Hound Archon: CR 4; Medium outsider (archon, extraplanar, good, lawful); HD 6d8+6; hp 39, 27, 34, 33, 32, 30; Init +4; Spd 40 ft.; AC 19, touch 10, flat-footed 19; Base Atk+6; Grp +8; Atk +8 melee (1d8+2, bite) or +8 melee (2d6+3/19–20, greatsword); Full Atk +8 melee (1d8+2, bite) and +3 melee (1d4+1, slam); or +8/+3 melee (2d6+3/19–20, greatsword) and +3 melee (1d8+1, bite); SA Spell-like abilities; SQ Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, SR 16, teleport, tongues; AL LG; SV Fort +6 (+10 against poison), Ref +5, Will +6; Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +3, Hide +9*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks); Improved Initiative, Power Attack, Track.

Spell-Like Abilities: At will—*aid, continual flame, detect evil, message.* Caster level 6th.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 16 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs of objects. Within the confines of this dungeon, the hound archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Skills: * While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

G2. SEALED TREASURE VAULT I

The door leading to this Room is locked and trapped. Anyone touching the door or lock activates a deathblade ceiling scythe trap. Once the trap is triggered or deactivated, a successful DC 35 Open Lock check unlocks the door.

Deathblade Ceiling Scythe Trap: CR 8; mechanical trap; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con / 2d6 Con); Search DC 33; Disable Device DC 33.

Unlike most of the rooms in this Region, this chamber is cast in total darkness. It is void of furniture save for a simple stone altar, which lies in the middle. Upon the altar is a thick volume bound in cracked black leather.

Initial Attitude: N/A

Encounter: This is one of four Rooms containing potent evil artifacts the Children of the Inner Light swore to protect from the hand's of evil. The Rooms are accessible only via a secret door and close to the barracks of hound archon warriors. Lethal traps also protect these Rooms, which are kept locked.

Tactics: N/A

Treasure: The volume on the altar is a *vacuous grimoire*, that looks like any other spellbook or tome. Once placed in a sack or library, it looks exactly like any other book it touches.

EL: 8

Scaling: To increase the challenge of this encounter, add a second poisoned scythe blade that strikes a target in an adjacent square. To decrease the challenge, replace the deathblade poison on the trap with giant wasp poison.

G3. FIRST HOUND ARCHONS' BARRACKS

This cozy room obviously serves as barracks for warriors. The east and west walls are hidden behind thick three-story high bunk beds and several oak chests are lined up under the lower bunks. Wide blades are stuck between the south wall and the small table, obviously the weapons of the warriors housed in this room. Though there are eighteen beds, only six guards are resting here, presently.

Initial Attitude: Unfriendly

Encounter: This barracks normally houses 18 hound archons, but only 14 use it at the moment: There are six warriors in this Room, six standing guard in Room G1, and two patrolling the base. The six hound archons (hp 38, 35, 33, 33, 31, 29) serve as a reserve guard. Their primary duty is to relieve the warriors guarding Room G1 and prevent anyone from venturing near Rooms G2, G4, and G5.

Tactics: These archons are vigilant, but do not expect anyone other than members of the Children of the Inner Light to venture into the base. As a result, they suffer from a –4 circumstance penalty to Spot checks, but remain alert to any sound coming from Room G1.

Treasure: Fourteen small wooden chests hold the archons' personal effects. Though most contain clothing, one chest holds a ruby (200 gp), another a masterwork flute, and a third a *potion of eagle's splendor* (3 doses).

EL: 9

Scaling: To increase the challenge of this encounter, add four hound archons. To decrease the challenge, remove two.

Hound Archon: CR 4; Medium outsider (archon, extraplanar, good, lawful); HD 6d8+6; hp 38, 35, 33, 33, 31, 29; Init +4; Spd 40 ft.; AC 19, touch 10, flat-footed 19; Base Atk+6; Grp +8; Atk +8 melee (1d8+2, bite) or +8 melee (2d6+3/19–20, greatsword); Full Atk +8 melee (1d8+2, bite) and +3 melee (1d4+1, slam); or +8/+3 melee (2d6+3/19–20, greatsword) and +3 melee (1d8+1, bite); SA Spell-like abilities; SQ Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, SR 16, teleport, tongues; AL LG; SV Fort +6 (+10 against poison), Ref +5, Will +6; Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +3, Hide +9*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks); Improved Initiative, Power Attack, Track.

Spell-Like Abilities: At will—*aid, continual flame, detect evil, message.* Caster level 6th.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 16 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs of objects. Within the confines of this dungeon, the hound archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Skills: * While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

G4. SEALED TREASURE VAULT TWO

This vault contains a powerful ancient relic. Like the other Rooms designed for such purpose, its door is locked and rigged with a dangerous trap, which is triggered as soon as the door is touched. The magical trap affects everyone within a 30-ft. radius of the door, which can be unlocked with a successful DC 35 Open Lock check.

Mass hold monster Trap: CR 8; magic device; touch trigger; automatic reset; spell effect (*mass hold monster*, 17th-level wizard, DC 24 Will save negates); Search DC 32; Disable Device DC 32.

A small stone altar is at the center of this small vault, which, unlike most other rooms in this section of the dungeon, is cast in deep shadows. A long spear made of an eerily dark alloy rests upon a red silken cloth. Many sharp points that appear to be dripping with a reddish oily substance serrate the weapon's bladed tip.

Initial Attitude: N/A
Encounter: N/A
Tactics: N/A

Treasure: The item on the altar is the *spear of Ternus*, which belonged to a demonic servant of Krasveshk before the warriors of the Children of the Inner Light defeated the fiend in mortal combat. The angels who fell the demon took this potent artifact into their care, vowing to prevent anyone from ever wielding the dreadful weapon again. The *spear of Ternus* is named after its last proprietor — the demon killed by the angels long ago. It was forged in the Abyss especially for the demon Ternius ages ago. It acts as a *+4 human bane longspear of wounding*. Additionally, every time the weapon hits a living target, it must succeed at a DC 24 Fortitude save to resist the purple worm poison imbedded in the tip of the spear (1d6 Str / 2d6 Str). This poison never runs out since the magic of the spear is self-rejuvenating.

EL: 8

Scaling: To increase the challenge of this encounter, replace the *mass hold monster* trap with a *wail of the banshee* trap. To decrease the challenge, replace the *mass hold monster* trap with a *glyph of warding* (blast) trap that deals 8d8 points of damage.

G5. CYRLEBRAI'S INNER SANCTUM

All three hallways leading to Cyrlebrai are trapped. Any creature venturing into one of these corridors triggers the magical trap, affecting everyone in the Room as well as those standing in the hallway. The couatl is aware of the traps and uses its ethereal jaunt ability to avoid the worst of their effect.

Ice Storm Trap: CR 7; magic device; location trigger; automatic reset; spell effect (*ice storm*, 16th-level wizard, 6d6 bludgeoning damage and 4d6 cold damage to anyone within the area); Search DC 32; Disable Device DC 32. This trap combines the effect of two CR 5 ice storm traps triggered simultaneously.

The 10-ft. square secret door opening into this chamber is made to resemble the stone surface of the walls. From the inside of the sanctum, it is filled with bas-reliefs and merges flawlessly with the surrounding decor. It is a simple stone panel that veers upon strong iron hinges, which can only be seen when the door is open. Because of the exquisite quality of its make and the fact that it has not been used in centuries, a DC 35 Search check is needed to notice the secret panel. To push it open or pull it back into place, a successful DC 24 Strength check is required.

The walls of this chamber are brightly illuminated by an unseen source, revealing a multitude of colorful frescoes and bas-reliefs. The images depict an epic tale. Starting on the section of the south wall to the west of the hallway and going all around the room from there, the paintings relate the story of a powerful demon lord and the brave angelic beings who valiantly opposed his might.

On the western part of the south wall, the image of a giant demon engorged in red flames and sitting upon a massive throne made out from the bones of various creatures can be seen. The west wall is filled with a series of images showing a terrible force of demonic fiends unleashing fire and chaos upon a virgin world where primitive inhuman beings vie for survival.

Painted upon the northern wall are the images of godlike beings looking down upon the wasted world. Angelically beautiful beings — with feathery wings — plead with the gods, but to no avail. The east wall shows the story of how a group of angels was organized into a potent fighting order, which then descended upon the world with the firm intention of ridding it from the demonic armies laying waste to its soil and inhabitants. The last frescoes on the southeast wall reveal the angels were victorious, that they defeated the fiendish hosts and captured the demon lord responsible for the devastation.

Four corridors open into this room, but the north and south hallways are short. At the end of each of these corridors is a gold throne. Though the throne to the north is empty, a weak-looking being sits upon the southern one. This being, though sickly, is inhumanly handsome and the tips of his wings hover above his head. The angel's eyes are closed and silvery strands of hair stick to his face.

What truly catches the eye, however, is the rainbow feathered winged snake of unbelievable beauty in the middle of the room.

Initial Attitude: Unfriendly

Encounter: This chamber is the inner sanctum of Cyrlebrai, who sits in the golden throne at the end of the south hallway. The solar angel is seated in a lotus position, his arms stretched out, and his hands touching the walls on either side of him. He uses all of his energy to power up the illumination, magical traps, and powerful glyphs still active in this section of the dungeon, focusing most of his remaining strengths to ensure that the demon lord imprisoned at the heart of the prison remains trapped.

The leader of the Children of the Inner Light is blind, deaf, and in an extremely weakened state. Cyrlebrai acts as a temporary power source to keep the lights, wards, and traps of the angels' base active. He is also responsible for powering up the magical prison that binds the demon lord Krasveshk in Room G100. He has done this for too long, however, and his life force is seeping out of him.

Cyrlebrai is not aware of what goes on around him. He does not see or hear the PCs, nor can he interact them. Even Evalan (see Room G19), his second in command, lost the ability to communicate with the leader of the Order. Cyrlebrai is the only one who can disconnect himself from the intricate magical network to which his body, mind, and soul are merged. Even though it is draining his life away, he refuses to stop fuelling the network. To do so would mean putting the members of the Order in peril; without the illumination he provides and the protective magical devices he keeps activated, the Children of the Inner Light would be at the mercy of the more powerful demonic host that controls a great portion of the Region. More importantly, the powerful demon Krasveshk would be set free, and that would be chaotic.

Because removing Cyrlebrai's hands from the walls and disconnecting him from the complex magical network in which he channels all his energies by force might kill him, Evalan's only hope is to uncover the only relic that can serve as a power source: The *sacred flame of Aranas*. This potent artifact is in the hands of the fiendish army and is found somewhere in the southeast portion of the Region (but the angels do not know that).

Placing this artifact upon the throne on the northern branch allows it to tap into the dungeon's power source — which automatically relieves Cyrlebrai of the task that is killing him. When the *sacred flame of Aranas*

is placed there, the throne is shrouded in a white light and a powerful beam of pure energy connects it with the walls on both sides. The item fuels the lights, traps, and wards of this section — as well as the force wall keeping the lord Krasveshk prisoner — which allows Cyrlebrai to slowly regain consciousness.

Cyrlebrai is dying and he relies on the celestial couatl (hp 62) for protection. This creature is extremely loyal to the solar angel and does everything in its power to protect its master. If members of the Children of the Inner Light accompany the PCs, the celestial couatl does not threaten them in any way, but if they stumble into this Room by themselves its initial reaction is to determine whether they are friend or foe (using its psionics abilities). It communicates with the PCs telepathically. If the PCs exchange with the creature, it orders them to leave the Room. If they threaten or touch Cyrlebrai in any way, it attacks them.

Tactics: If combat ensues here, the couatl uses its ethereal jaunt to the best of its capability. It uses its spells against the PCs and fights intelligently, never wavering from its initial goal of protecting Cyrlebrai.

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, add 4 to 6 Hit Dice to the couatl and replace the *ice storm* trap with an *energy drain* trap. To decrease the challenge, remove the hallway trap.

Celestial Couatl: CR 12; Large outsider (native); HD 9d8+18; hp 62; Init +7; Spd 20 ft., fly 60 ft. (good); AC 21, touch 12, flat-footed 18; Base Atk +9; Grp +17; Atk +12 melee (1d3+6 plus poison, bite); Full Atk +12 melee (1d3+6 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Constrict 2d8+6, improved grab, poison, psionics, smite evil, spells; SQ Damage reduction 10/magic, darkvision 60 ft., ethereal jaunt, resistance to acid 10, cold 10 and electricity 10, SR 14, telepathy 90 ft.; AL LG; SV Fort +8, Ref +9, Will +10; Str 18, Dex 16, Con 14, Int 17, Wis 19, Cha 17.

Skills and Feats: Concentration +14, Diplomacy +17, Jump +0, Knowledge (the planes) +15, Knowledge (religion) +15, Listen +16, Search +15, Sense Motive +16, Spellcraft +15 (+17 scrolls), Spot +16, Survival +4 (+6 following tracks), Tumble +15, Use Magic Device +15 (+17 scrolls); Dodge, Empower Spell, Eschew Materials[B], Hover, Improved Initiative.

Smite Evil(Su): Once per day, the couatl can make a normal melee attack to deal an additional 9 points of damage against an evil target.

Constrict (Ex): A couatl deals 2d8+6 points of damage with a successful grapple check.

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

Poison (Ex): Injury, Fortitude DC 16, initial damage 2d4 Str, secondary damage 4d4 Str. The save DC is Constitution-based.

Psionics (Sp): At will—*detect chaos, detect evil, detect good, detect law, detect thoughts* (DC 15), *invisibility, plane shift* (DC 20), *polymorph* (self only). Effective caster level 9th. The save DCs are Charisma-based.

Spells: A couatl casts spells as a 9th-level sorcerer. It can choose its spells known from the sorcerer list, the cleric list, and from the lists for the Air, Good, and Law domains. The cleric spells and domain spells are considered arcane spells for a couatl, meaning that the creature does not need a divine focus to cast them.

Typical Spells Known (6/7/7/7/4; save DC 13 + spell level): 0—*cure minor wounds, daze, disrupt undead, light, obscuring mist, ray of frost, read magic, resistance;* 1st—*endure elements, mage armor, protection from chaos, true strike, wind wall;* 2nd—*cure moderate wounds, eagle's splendor, scorching ray, silence;* 3rd—*gaseous form, magic circle against evil, summon monster III;* 4th—*charm monster, freedom of movement.*

Ethereal Jaunt (Su): This ability works like the *ethereal jaunt* spell (caster level 16th).

Telepathy (Su): A couatl can communicate telepathically with any creature within 90 feet that has an Intelligence score. The creature can respond to the couatl if it wishes — no common language is needed.

[Note: Normally the celestial template cannot be applied to an outsider, but as this couatl is older than time and defies stricture.]

Cyrlebrai, Solar Angel: CR 23; Large outsider (angel, extraplanar, good); HD 22d8+110 (209 hp); Init +9; Spd 50 ft., fly 150 ft. (good); AC 35, touch 14, flat-footed 30; Base Atk +22; Grp +35; Atk +35 melee (3d6+18/19–20, +5 dancing greatsword) or +28 ranged (2d6+7/×3 plus slaying, +2 composite longbow (+5 Str bonus) or +30 melee (2d8+13, slam); Full Atk +35/+30/+25/+20 melee (3d6+18/19–20, +5 dancing greatsword) or +28/+23/+18/+13 ranged (2d6+7/×3 plus slaying, +2 composite longbow (+5 Str bonus) or +30 melee (2d8+13, slam); Space/Reach 10 ft./10 ft.; SA Spell-like abilities, spells; SQ Damage reduction 15/epic and evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, regeneration 15, resistance to electricity 10 and fire 10, SR 32, tongues; AL Any good; SV Fort +18 (+22 against poison), Ref +18, Will +20; Str 28, Dex 20, Con 20, Int 23, Wis 25, Cha 25.

Skills and Feats: Concentration +30, Craft or Knowledge (any five) +33, Diplomacy +34, Escape Artist +30, Hide +26, Listen +32, Move Silently +30, Search +31, Sense Motive +32, Spellcraft +31, Spot +32, Survival +7 (+9 following tracks), Use Rope +5 (+7 with bindings); Cleave, Dodge, Great Cleave, Improved Initiative, Improved Sunder, Mobility, Power Attack, Track.

Regeneration (Ex): A solar takes normal damage from epic evil-aligned weapons, and from spells or effects with the evil descriptor.

Spell-Like Abilities: At will—*aid, animate objects, commune, continual flame, dimensional anchor, greater dispel magic, holy smite* (DC 21), *imprisonment* (DC 26), *invisibility* (self only), *lesser restoration* (DC 19), *polymorph* (self only), *power word stun, remove curse* (DC 20), *remove disease* (DC 20), *remove fear* (DC 18), *resist energy, summon monster VII, speak with dead* (DC 20), *waves of fatigue;* 3/day—*blade barrier* (DC 23), *earthquake* (DC 25), heal (DC 23), *mass charm monster* (DC 25), *permanency, resurrection, waves of exhaustion;* 1/day—*greater restoration* (DC 24), *power word blind, power word kill, power word stun, prismatic spray* (DC 24), *wish.* Caster level 20th. The save DCs are Charisma-based.

The following abilities are always active on a solar's person, as the spells (caster level 20th): *detect evil, detect snares and pits, discern lies* (DC 21), *see invisibility, true seeing.* They can be dispelled, but the solar can reactivate them as a free action.

Spells: Cyrlebrai can cast divine spells as 20th-level clerics.

Typical Cleric Spells Prepared (6/8/8/8/7/7/6/6/5/5; save DC 17 +spell level): 0—*create water, detect magic, guidance* (2), *resistance* (2); 1st—*bless* (2), *cause fear, divine favor* (2), *entropic shield, obscuring mist**, *shield of faith;* 2nd—*align weapon, bear's endurance* (2), *bull's strength* (2), *consecrate, eagle's splendor, spiritual weapon**; 3rd—*daylight, invisibility purge, magic circle against evil, magic vestment**, *prayer* (2), *protection from energy, wind wall;* 4th—*death ward* (2), *dismissal* (2), *divine power**, *neutralize poison* (2); 5th—*break enchantment, control winds**, *dispel evil, plane shift, righteous might* (2), *symbol of pain;* 6th—*banishment, chain lightning**, *heroes' feast, mass cure moderate wounds, undeath to death, word of recall;* 7th—*control weather**, *destruction, dictum, ethereal jaunt, holy word, regenerate;* 8th—*fire storm, holy aura, mass cure critical wounds* (2), *whirlwind**; 9th—*etherealness, elemental swarm* (air)*, *mass heal, miracle, storm of vengeance.*

* *Domain spell.* Domains: Air and War.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 ft. of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 ft. (caster level 20th). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)

Tongues (Su): All angels can speak with any creature that has a language, as though using a tongues spell (caster level 20th). This ability is always active.

[The above represents Cyrlebrai as his full strength, when first freed from powering the wards, his Con would be 10 and he would not have access to any of his spells, their divine energy having already been expended.]

G6. SEALED TREASURE VAULT THREE

The door opening into this vault is locked and trapped. Anyone touching the door activates its magical device. A DC 30 Open Lock check is required to unlock this door.

Power Word Stun Trap: CR 9; magic device; touch trigger; automatic reset; spell effect (*power word stun*, 17th-level wizard); Search DC 33; Disable Device DC 33.

Darkness fills this simple room, which contains a stone altar upon which a silver metal trinket can be seen. The trinket, which is an amulet marked with a multitude of deeply carved runes, rests upon a small square piece of embroidered cloth made of pure black silk.

Initial Attitude: N/A
Encounter: N/A
Tactics: N/A
Treasure: The trinket lying upon the stone altar at the center of the Room is a *talisman of ultimate evil*.
EL: 9
Scaling: To increase the challenge of this encounter, add an *incendiary cloud* to the *power word stun* trap. To decrease the challenge, replace the *power word stun* trap with a with an *acid fog* trap.

G7. SECOND HOUND ARCHONS' BARRACKS

The eastern and western walls of this small room are covered with three-story high bunk beds under which are many small wooden chests. Upon the north wall, piled on either side of the door, are a dozen broad blade swords.

There are eighteen bunk beds in this room, half of them holding wounded warriors. The muscular bodies of these human-looking men with canine faces are bandaged with bloody strips of white linen. It is obvious these beings were recently involved in combat.

Initial Attitude: Hostile
Encounter: This barracks normally houses eighteen hound archons: The nine warriors present in this chamber; the four standing guard in Room G9 (which have just been reassigned from Room G30 to replace fallen comrades); the three who were petrified by the basilisk in Room G9; and two currently patrolling the base.

The nine wounded hound archons in this Room (hp 20 each) serve as a reserve guard. Their primary duty is to relieve the warriors guarding Room G9 and prevent anyone from venturing in Rooms G5, G6, and G8. Like the warriors from Room G3, they sleep in shifts and keep the door to their barracks open at all times.

Tactics: The hound archon warriors lying on their beds recently survived the brutal attack of the abyssal basilisk in Room G9. They are now nursing their wounds. Unless a member of their group accompanies the PCs, they react badly to their presence in this part of the complex and attack them on sight.

Treasure: There are eighteen small wooden chests under the lower bunks, which hold the hound archons' personal effects. The only items of interest here are a golden necklace (worth 100 gp), a small ivory amulet in the shape of a wolf's head (worth 50 gp), and a beautifully crafted masterwork jeweled dagger with tiny pieces of emeralds encrusted in its pommel (worth 750 gp).

EL: 10
Scaling: To increase the challenge of this encounter, add 4 paladin levels to four of the hound archons. To decrease the challenge, remove three hound archons.

Hound Archon: CR 4; Medium outsider (archon, extraplanar, good, lawful); HD 6d8+6; hp 20 each (38, 37, 35, 34, 33, 33, 33, 31, 29 when fully healed); Init +4; Spd 40 ft.; AC 19, touch 10, flat-footed 19; Base Atk+6; Grp +8; Atk +8 melee (1d8+2, bite) or +8 melee (2d6+3/19–20, greatsword); Full Atk +8 melee (1d8+2, bite) and +3 melee (1d4+1, slam); or +8/+3 melee (2d6+3/19–20, greatsword) and +3 melee (1d8+1, bite); SA Spell-like abilities; SQ Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, SR 16, teleport, tongues; AL LG; SV Fort +6 (+10 against poison), Ref +5, Will +6; Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +3, Hide +9*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks); Improved Initiative, Power Attack, Track.

Spell-Like Abilities: At will—*aid, continual flame, detect evil, message*. Caster level 6th.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 16 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs of objects. Within the confines of this dungeon, the hound archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Skills: * While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

G8. EMPTY SEALED TREASURE VAULT

Though this vault contains nothing of interest, its door is locked and trapped. This door can be unlocked with a successful DC 28 Open Lock check.

The magical trap protecting the vault is triggered as soon as anyone touches the door.

Waves of Exhaustion Trap: CR 8; spell; spell trigger; no reset; spell effect (*waves of exhaustion*, 17th-level wizard, no save); multiple targets (all targets within a 60-ft. long cone shaped burst centered upon the door); Search DC 32; Disable Device DC 32.

No light illuminates this small chamber. In the midst of this square vault is a stone altar. The smooth tablet making up the top surface of this altar holds nothing of any value.

Initial Attitude: N/A
Encounter: Like Rooms G2, G4, and G6, this chamber was designed to imprison a potent evil artifact. When the Children of the Inner Light placed the powerful relics in the other three vaults, they decided to keep this extra Room empty in case they would stumble upon another item of vile potency during their war against the demonic hoards.
Tactics: N/A
Treasure: N/A
EL: 8
Scaling: To increase the challenge of this encounter, add a *power word stun* to the *waves of exhaustion* trap. To decrease the challenge, replace the *waves of exhaustion* trap with a fire trap.

G9. SACKED HOUND ARCHONS' GUARD POST

A heavy iron grate filled with spikes pointing downward is suspended from the ceiling of the corridor leading to the southern double doors and another leading to the northern open hallway. The 10 ft. square grate covers most of this hallway and the area directly under it is filled with well hidden pressure plates, making it impossible to walk this length of floor without stepping on at least one of them.

Grate Trap: CR 9; mechanical; location trigger; automatic reset; grate moves down (12d6, crushing); multiple targets (all targets in a 10-ft. by 10-ft. area); never miss; onset delay (1 round); Search DC 34; Disable Device 34.

This large room has been clearly been ransacked by a recent attack. The remains of countless creatures are scattered upon the floor. Bones of different shapes and hues, the mummified clawed hand of a demonic fiend, and several crushed skulls with tiny horns and long fangs are in disarray. Some of these bones cling to the walls upon which they were originally displayed. A wide table, broken in two, was thrown to one side and three wooden benches lay broken in the mist of the chaos.

What is most surprising about this room, however, is the fact that there are three stone statues of men with a well-toned human bodies and canine heads. These statues are well made, and intricately detailed. Each statue is in a unique position and each holds a massive sword, in an attack stance.

There are also four muscular men with dog-like faces in the room, each baring an uncanny resemblance to the stone statues.

Initial Attitude: Unfriendly

Encounter: The abyssal basilisk from Room G27 recently attacked this Room. It broke the doors upon the north wall, petrified three unsuspecting guards, and killed four others before it was eventually driven off by Ezekaim (Room G5) and Labarus, who now guards the place with three of his men. Though the recent raid weakened the hound archon forces charged with the protection of the area, the Room was nevertheless secured again, and the northern doors were barricaded as best as they could be (threat as barred doors).

Labarus (hp 64) and three hound archons (hp 37, 35, 31) now guard this Room. Though they are weary of the basilisk's return, they are confident that since they know what to expect they will be better able to fend the creature off. Labarus is also equipped with a great horn, which he will blast if the abyssal creature returns, thus alerting everyone of the monster's presence in Rooms G5, G7, and G10 succeeding at a DC 18 Listen check.

Labarus is eager to find heroes who might help him defeat the basilisk. He is thus more open to parley with the PCs and a successful Diplomacy check (with a +4 circumstance bonus in favor of the party) changes his Initial Attitude; unless he senses the PCs are evil, in which case he might view them as hostile. If the PCs agree to hunt down the basilisk for him, he promises them an appointment with the leader of bis order (which he suspects might want to recruit the heroes to battle the evil minions). Labarus will not leave his post or allow any of his men to, but he will inform the PCs where to find the basilisk.

Tactics: If the PCs engages the Labarus and his men in combat, he uses his horn to alert his compatriots, blowing into it for 1d3 round, while his three subordinates position themselves to defend him. Labarus joins his warriors in the fight as soon as he has used his horn. If he feels the PCs are strong combatants, he does not hesitate to use his potion of *bull's strength*.

Treasure: There are no treasures in this Room except for what Labarus carries: his enchanted axe, a *potion of bull's strength* (four doses), a polished bone fragment from a retriever demon (worthless), and a simple horn carved from ivory (worth 150 gp).

EL: 11

Scaling: To increase the challenge of this encounter, add four hound archons and increase the damage of the grate trap to 16d6. To decrease the challenge, remove two paladin levels from Labarus and reduce the damage of the grate trap to 8d6.

Labarus, Hound Archon Pal 4: CR 8; Medium outsider (archon, extraplanar, good, lawful); HD 6d8+6+4d10+4; hp 64; Init +4; Spd 40 ft.; AC 19, touch 10, flat-footed 19; Base Atk+10; Grp +13; Atk +13 melee (1d8+3, bite) or +15 melee (1d8+4/×3, +1 battleaxe); Full Atk +13 melee (1d8+3, bite) and +8 melee (1d4+1, slam); or +15/+10 melee (1d8+4/×3, +1 battleaxe) and +3 melee (1d8+1, bite); SA Smite evil, spell-like abilities; SQ Aura of courage, aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., detect evil, divine grace, divine health, immunity to electricity and petrification, lay on hands, magic circle against evil, scent, SR 16, teleport, tongues; AL LG; SV Fort +12 (+16 against poison), Ref +8, Will +10; Str 16, Dex 11, Con 13, Int 10, Wis 14, Cha 14.

Skills and Feats: Concentration +12, Diplomacy +7, Hide +9*, Jump +15, Knowledge (religion) +2, Listen +11, Move Silently +9, Sense Motive +13, Spot +11, Survival +11* (+13 following tracks); Improved Initiative, Power Attack, Track, Weapon Focus (battle axe).

Spell-Like Abilities: At will—*aid, continual flame, detect evil, message.* Caster level 6th.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 16 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs of objects. Within the confines of this dungeon, the hound archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Detect Evil (Sp): At will, Labarus can use detect evil, as the spell.

Smite Evil (Su): Once per day, Labarus may attempt to *smite evil* with one normal melee attack. He adds his Charisma bonus (+2) to her attack roll and deals 4 extra points of damage. If Labarus accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

Divine Grace (Su): Labarus gains a bonus equal to his Charisma bonus (+2) on all saving throws.

Lay on Hands (Su): Labarus can heal wounds (his own or those of others) by touch. Each day he can heal a total of 8 hit points of damage. Labarus may choose to divide his healing among multiple recipients, and he doesn't have to use it all at once. Using lay on hands is a standard action.

Aura of Courage (Su): Labarus is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the paladin is conscious, but not if he is unconscious or dead.

Divine Health (Ex): Labarus has immunity to all diseases, including supernatural and magical diseases.

Typical Paladin Spells Prepared (1; DC 12 + spell level): 1st—*cure light wounds.*

Skills: * While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

Possessions: +1 battleaxe, silver holy symbol.

Hound Archon: CR 4; Medium outsider (archon, extraplanar, good, lawful); HD 6d8+6; hp 37, 35, 31; Init +4; Spd 40 ft.; AC 19, touch 10, flat-footed 19; Base Atk+6; Grp +8; Atk +8 melee (1d8+2, bite) or +8 melee (2d6+3/19–20, greatsword); Full Atk +8 melee (1d8+2, bite) and +3 melee (1d4+1, slam); or +8/+3 melee (2d6+3/19–20, greatsword) and +3 melee (1d8+1, bite); SA Spell-like abilities; SQ Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, SR 16, teleport, tongues; AL LG; SV Fort +6 (+10 against poison), Ref +5, Will +6; Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +3, Hide +9*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks); Improved Initiative, Power Attack, Track.

Spell-Like Abilities: At will—*aid, continual flame, detect evil, message.* Caster level 6th.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 16 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Magic Circle against Evil (Su): A *magic circle against evil effect* always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs of objects. Within the confines of this dungeon, the hound archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Skills: * While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

Possessions: Greatsword.

G10. ASTRAL DEVA QUARTERS

This chamber has two narrow beds, a round wooden table, and a couple of chairs. Like most rooms and hallways in this section, the room is illuminated by an unknown source.

There are two beautiful creatures here. They resemble tall, well-built, human women with large feathery white wings. Their skin glows with a strong inner radiance that is both intriguing and disquieting. One of them stands close to the doorway, holding a nasty-looking mace, while the other sits cross-legged upon one of the beds.

Initial Attitude: Unfriendly

Encounter: This Room serves as both the dormitory and guard post of two astral deva angels (hp 105, 101). Originally in charge of preventing demons from entering the base of the Children of the Inner Light from Room G27, these warriors are now responsible for making sure the door north of their dormitory remains blocked by debris from the other side as well as providing support to the archon warriors in Room G9.

Though the astral deva angels are at first unfriendly to anyone venturing within the confines their base, they might be interested in recruiting non-evil PCs. If the PCs parley with them, the angels might even allow them to venture in the other areas of the base or arrange a meeting with their leader. If the PCs offer to help them in their fight against the infernal hosts, they are willing to provide healing to anyone who requires it.

Tactics: If the PCs attack the astral deva angels, the one guarding the door wields her mace to prevent anyone from entering the chamber while the other uses her spells to aid her companion and hinder the PCs. If one of them falls in combat, the other uses *invisibility* to make good her escape and alert others in the complex.

Treasure: There are no treasures in this Room except for the angels' weapons and one pure white and perfectly round fresh water pearl one of the angels is carrying (worth 1,450 gp).

EL: 16

Scaling: To increase the challenge of this encounter, add one astral deva angel. To decrease the challenge, remove one.



Astral Deva Angel: CR 14; Medium outsider (angel, extraplanar, good); HD 12d8+48; hp 105, 101; Init +8; Spd 50 ft., fly 100 ft. (good); AC 29, touch 14, flat-footed 25; Base Atk +12; Grp +18; Atk +21 melee (1d8+12 plus stun, *+3 heavy mace of disruption*) or +18 melee (1d8+9, slam); Full Atk +21/+16/+11 melee (1d8+12 plus stun, *+3 heavy mace of disruption*) or +18 melee (1d8+9, slam); SA Spell-like abilities, stun; SQ Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, resistance to electricity 10 and fire 10, SR 30, tongues, uncanny dodge; AL Any good; SV Fort +14 (+18 against poison), Ref +12, Will +12; Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20.

Skills and Feats: Concentration +19, Craft or Knowledge (any three) +19, Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Listen +23, Move Silently +19, Sense Motive +19, Spot +23, Use Rope +4 (+6 with bindings). Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack.

Spell-Like Abilites: At will—*aid, continual flame, detect evil, discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic, holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *polymorph* (self only), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16); 7/day—*cure light wounds* (DC 16), *see invisibility;* 1/day—*blade barrier* (DC 21), *heal* (DC 21). Caster level 12th. The save DCs are Charisma-based.

Stun (Su): If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex): An astral deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th-level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 ft. of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 ft. (caster level 12th). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)

Tongues (Su): All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level 12th). This ability is always active.

Possessions: +3 heavy mace of disruption.

G11. FIRST TRUMPET ARCHONS' BARRACKS

This small room contains two long but narrow beds covered with pale blue silken sheets. A heavy-looking iron chest sits at the feet of each bed, with long brass trumpets carefully placed upon them. A basin made from pure white marble stands between the beds along the west wall. It holds a crystal clear liquid that looks like water.

Two thin, tall males with bluish skin, hairless scalps, and large feathery wings sit upon the beds.

Initial Attitude: Unfriendly

Encounter: The trumpet archons in this Room view any invasion of their privacy as a violation of ethics. Though they might not attack trespassers on sight, they will not hesitate to initiate combat with anyone they deem evil.

Tactics: The warriors in this Room are open to discussion with non-evil adventurers who make good use of the Diplomacy skill. If forced into a fight, one of the archons charges the PCs while the other uses his trumpet to weaken their opponents and alert their comrades in Rooms G10, who automatically hear the sound and come to the archons' aid 1d3 rounds later. Creatures in Room G15 and G16 are also allowed a DC 20 Listen check to hear the trumpet call. If they do, they rush to the rescue of their comrades in 1d4+1 rounds.

Treasure: The basin is filled with the equivalent of 5 vials of holy water. The silken sheets upon the beds are of good quality and each is worth upwards of 30 gp. Each of the chest holds sumptuous silken cloths (worth 150 gp in total), several blank scroll pages, two scroll cases fashioned from the purple bones of an unknown creature (worth 100 gp each), as well as 5 one-ounce vials of ink and two quills made from the long yellow feathers of a strange bird (worth 30 gp each).

EL: 16

Scaling: To increase the challenge of this encounter, add one trumpet archon. To decrease the challenge, remove one of them.

Trumpet Archon: CR 14; Medium outsider (archon, extraplanar, good, lawful); HD 12d8+72; hp 126 each; Init +7; Spd 40 ft. (8, fly 90 ft. (good); AC 27 (+3 Dex, +14 natural), touch 13, flat-footed 24; Base Atk +12; Grp +17; Atk +21 melee (2d6+11/19–20, *+4 greatsword*); Full Atk +21/+16/+11 melee (2d6+11/19–20, *+4 greatsword*); SA Spell-like abilities, spells, trumpet; SQ Aura of menace, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, *magic circle against evil*, SR 29, teleport, tongues; AL LG; SV Fort +14 (+18 against poison), Ref +11, Will +11; Str 20, Dex 17, Con 23, Int 16, Wis 16, Cha 16.

Skills and Feats: Concentration +21, Diplomacy +20, Escape Artist +18, Handle Animal +18, Knowledge (any one) +18, Listen +18, Move Silently +18, Perform (wind instruments) +18, Ride +20, Sense Motive +18, Spot +18, Use Rope +3 (+5 with bindings); Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Power Attack.

Spell-Like Abilities: At will—*detect evil, continual flame, message.* Caster level 12th.

Spells: Trumpet archons can cast divine spells as 14th-level clerics.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; DC 13 + spell level): 0—*detect magic, light, purify food and drink, read magic, resistance* (2); 1st—*bless* (2), *divine favor* (2), *protection from chaos*, sanctuary, shield of faith;* 2nd—*aid*, bull's strength* (2), *consecrate, lesser restoration, owl's wisdom* (2); 3rd—*daylight, invisibility purge, magic circle against chaos*, magic vestment, protection from energy* (2); 4th—*dismissal, divine power, holy smite*, neutralize poison, spell immunity;* 5th—*dispel evil*, mass cure light wounds, plane shift, raise dead;* 6th—*blade barrier*, banishment, heal, undeath to death;* 7th-*dictum*, holy word, mass cure serious wounds.*

**Domain spell.* Domains: Good and Law (Cast good and law spells at +1 caster level).

Trumpet (Su): An archon's trumpet produces music of utter clarity, piercing beauty, and, if the trumpet archon wills it, paralyzing awe. All creatures except archons within 100 ft. of the blast must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a *+4 greatsword* as a free action.

If a trumpet is ever stolen, it becomes a chunk of useless metal until the owner can recover it.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 21 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Magic Circle against Evil (Su): A magic circle against evil effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs of objects. Within the confines of this dungeon, the hound archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Possessions: Trumpet (see above).

G12. WARDED EMPTY ROOM ONE

Inscribed upon the unlocked but closed door of this chamber is a *symbol of insanity.* This ward is triggered as soon as anyone steps within 20 ft. of it.

Symbol of Insanity Trap: CR 9; magic device; proximity trigger; no reset; spell effect (*symbol of insanity*, 13th-level wizard); Search DC 33; Disable Device DC 33.

This chamber is devoid of decoration and furniture. Its stone walls, floor, and ceiling are bare, but light still shines brightly here.

Initial Attitude: N/A

Encounter: There are several Rooms in this Region that remain unused by the Children of the Inner Light. Some, like Room G12, were warded with powerful magic.

Tactics: N/A

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, add a *feeblemind* to the *symbol of insanity* trap. To decrease the challenge, replace the *symbol of insanity* trap with a *summon monster* VII or energy drain trap.

G13. SECOND TRUMPET ARCHONS' BARRACKS

Lined up upon the northern and southern walls of this room are two long and narrow beds with blue sheets of silks. Iron chests lay at the feet of the two beds and a basin of white marble stands between them along the west wall. The basin is filled with a crystal clear liquid.

Initial Attitude: N/A

Encounter: Two female trumpet archons inhabit this chamber, but no one is here at the moment: One is patrolling the base and the other is in Room G28.

Tactics: N/A

Treasure: The basin holds the equivalent of 5 vials of holy water and the silken sheets upon the beds are of high quality and each is worth approximately 30 gp. The chest contains beautifully made silken robes (worth 250 gp total), many blank parchment pages, as well as 4 one-ounce vials of ink and two quills made from the long yellow feathers of an unknown creature (worth 30 gp each).

EL: N/A

Scaling: N/A

G14. WARDED EMPTY ROOM TWO

A *symbol of fear* is inscribed in the middle of the unlocked but closed door leading to this chamber. The spell is triggered when any creature moves within 20 ft. of the door.

Symbol of fear Trap: CR 7; magic device; proximity trigger; no reset; spell effect (*symbol of fear*, 11th-level wizard); Search DC 31; Disable Device DC 31.

Unlike most of the rooms in this section of the dungeon, this small chamber is cast in total darkness. It holds no furniture or decoration, and no one inhabits it.

Initial Attitude: N/A
Encounter: N/A
Tactics: N/A
Treasure: N/A
EL: 7
Scaling: To increase the challenge of this encounter, add *acid arrow* to the *symbol of fear* trap. To decrease the challenge, replace the *symbol of fear* trap with *fire* trap.

G15. ASTRAL DEVA GUARD ROOM

This chamber has no furniture and no other decorative features, but two muscular beings resembling extremely tall and handsome human males with large wings of long white feathers stand on either side of the eastern door. They hold heavy maces and their bodies seem to burn with a potent inner light, making it hard to look directly upon them.

Initial Attitude: Unfriendly
Encounter: The two astral deva angels (hp 114 and 98) on duty here are responsible for preventing anyone from entering the corridor leading to Rooms G18 and G19. They take their duty seriously, but non-evil PCs might be able to convince them they can give the Children of the Inner Light a helping hand. If they do, these angels escort the PCs to Evalan in the war Room (Room G19). Like most members of their order, they refuse to have any dealings with evil beings and attack anyone who threatens the sanctity of their base.
Tactics: If forced into combat, these warriors use their heavy maces to strike down their opponents. They work well together and coordinate their efforts to flank their opponents, often targeting the same creature until felling it. They prefer to attack well-armed and heavily armored warriors first.
If there is a battle here, allow the inhabitants of Room G16 and G19 a DC 22 Listen check to notice the ruckus. If they do, they come to investigate within 1d3+1 rounds.
Treasure: There are no treasures in this Room save for the weapons carried by the angel warriors posted here.
EL: 16
Scaling: To increase the challenge of this encounter, double the number of astral deva angels on duty. To decrease the challenge, remove one of the astral deva angels.

Astral Deva Angel: CR 14; Medium outsider (angel, extraplanar, good); HD 12d8+48; hp 114, 98; Init +8; Spd 50 ft., fly 100 ft. (good); AC 29, touch 14, flat-footed 25; Base Atk +12; Grp +18; Atk +21 melee (1d8+12 plus stun, *+3 heavy mace of disruption*) or +18 melee (1d8+9, slam); Full Atk +21/+16/+11 melee (1d8+12 plus stun, *+3 heavy mace of disruption*) or +18 melee (1d8+9, slam); SA Spell-like abilities, stun; SQ Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, resistance to electricity 10 and fire 10, SR 30, tongues, uncanny dodge; AL LG; SV Fort +14 (+18 against poison), Ref +12, Will +12; Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20.

Skills and Feats: Concentration +19, Craft or Knowledge (any three) +19, Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Listen +23, Move Silently +19, Sense Motive +19, Spot +23, Use Rope +4 (+6 with bindings). Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack.

Spell-Like Abilites: At will—*aid, continual flame, detect evil, discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic, holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *polymorph* (self only), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16); 7/day—*cure light wounds* (DC 16), *see invisibility*; 1/day—*blade barrier* (DC 21), *heal* (DC 21). Caster level 12th. The save DCs are Charisma-based.

Stun (Su): If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex): An astral deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th-level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 ft. of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 ft. (caster level 12th). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)

Tongues (Su): All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level 12th). This ability is always active.

Possessions: +3 heavy mace of disruption.

G16. ASTRAL DEVA PRIVATE QUARTERS

A low table made of hazel marble is placed at the center of this chamber. Comfortable-looking low chairs surround the table and a deep blue silk tapestry covers portions of the white walls.

Two tall creatures with human features — one male and one female — are resting here. Massive wings of graying white can be seen protruding from their backs. Their honed bodies emanate a powerful light, which makes looking directly at them difficult. Each one holds a crystal goblet filled with rosy nectar.

Initial Attitude: Unfriendly
Encounter: Two astral deva angels (hp 112, 101) are resting here. They talk about the trouble plaguing the Children of the Inner Light — notably Cyrlebrai's precarious health and the recent intrusion of the abyssal basilisk in Room G9. Though they are suspicious of strangers, these angels are more than willing to discuss with non-evil folks; especially if these seem to be fit heroes who might lend a helping hand to their cause. The angels do not negotiate with evil characters, however, and do not hesitate to engage such foes in melee.
Tactics: If forced into battle, these highly trained warriors wield their heavy maces and close in upon the PCs. They use their spell-like abilities to aid their comrade if needed.
Treasure: In addition to the weapons they carry, the male angel wears a golden armband shaped like a two-inches wide ring of long and wide bird feathers (worth 300 gp). The silken drapes decorating the walls are of exquisite quality and worth a total of 30 gp.
EL: 16
Scaling: To increase the challenge of this encounter, double the number of astral deva angels on duty. To decrease the challenge, remove one of them.

Astral Deva Angel: CR 14; Medium outsider (angel, extraplanar, good); HD 12d8+48; hp 112, 101; Init +8; Spd 50 ft., fly 100 ft. (good); AC 29, touch 14, flat-footed 25; Base Atk +12; Grp +18; Atk +21 melee (1d8+12 plus stun, *+3 heavy mace of disruption*) or +18 melee (1d8+9, slam); Full Atk +21/+16/+11 melee (1d8+12 plus stun, *+3 heavy mace of disruption*) or +18 melee (1d8+9, slam); SA Spell-like abilities, stun; SQ Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, resistance to electricity 10 and fire 10, SR 30, tongues, uncanny dodge; AL LG; SV Fort +14 (+18 against poison), Ref +12, Will +12; Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20.

Skills and Feats: Concentration +19, Craft or Knowledge (any three) +19, Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Listen +23, Move Silently +19, Sense Motive +19, Spot +23, Use Rope +4 (+6 with bindings). Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack.

Spell-Like Abilites: At will—*aid, continual flame, detect evil, discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic, holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *polymorph* (self only), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16); 7/day—*cure light wounds* (DC 16), *see invisibility;* 1/day—*blade barrier* (DC 21), *heal* (DC 21). Caster level 12th. The save DCs are Charisma-based.

Stun (Su): If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex): An astral deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th-level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 ft. of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 ft. (caster level 12th). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)

Tongues (Su): All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level 12th). This ability is always active.

Possessions: +3 heavy mace of disruption.

G17. ASTRAL DEVA CHAMBERS

This well illuminated room contains a pair of long two-story high bunk beds covered with silken sheets of a pale green shade. Under each of the bunks are two long and flat wooden chests. Like the only room leading into this chamber, thick strips of deep blue silk decorate the walls.

Initial Attitude: N/A

Encounter: This Room is the private chamber of four astral deva angels: Two are currently guarding Room G15 while the other two are relaxing in Room G16. These angels take turns guarding Room G15. When they are not on duty, they can either be found here (when sleeping) or in Room G16.

Tactics: N/A

Treasure: The four wooden chests under the bunk beds hold the astral deva angels' possessions: Various clothes made out of silk and fine wool of various shapes and shades (worth a total of 200 gp) and six bloodstones (worth 75 gp each).

EL: N/A

Scaling: N/A

G18. STORAGE CHAMBER

The narrow corridor leads into an open doorway, revealing a chamber packed with crates, barrels, and boxes filled with weapons and armors of every possible origin.

Initial Attitude: N/A

Encounter: N/A

Tactics: N/A

Treasure: This Room contains a wide variety of mundane suits of armors and weapons that the Children of the Inner Light collected from their enemies or fallen allies over the centuries. None of these items are magical or of masterwork quality, but every arm and armor listed in the PHB can be found here. Most of the items are in good shape, but they require a thorough cleaning — and the blades need sharpening — since they have not been used in years.

EL: N/A

Scaling: N/A

G19. WAR ROOM

A massive dark green marble table lays in the center of this room. Upon it is a map made out of pure white parchment. The map depicts a large dungeon complex, complete with rooms and corridors, and marks indicating creatures' lairs, doors, traps, and other special features. The map is intricately detailed and several notes were written upon it. A dozen chairs carved out of solid oak are lined up around the table.

A tall and shapely female being with emerald skin and large white feathery wings upon her back stands beside the table. The creature, which resembles an unnaturally attractive bald human woman with fiery eyes, wears silken robes in blues and pinks. A long-handled sword is sheeted into a leathery scabbard decorated with three bright diamonds at her side.

Initial Attitude: Unfriendly

Encounter: The creature in this chamber is Evalan, a powerful planetar angel (hp 152) and Cyrlebrai's second in command. The acting commander of the Order of the Children of the Inner Light is a proud and compassionate being. Unless the PCs are evil, she does everything in her power to parley with them and assess their worth and honor.

Her goal is to recruit a party of non-evil adventurers able to locate, steal, and bring back the *sacred flame of Aranas*, a unique crystal relic powerful enough to energize the magical lights, traps, and wards of the angels' base. This artifact would allow Cyrlebrai to stop using his life force to fuel the complex magical network of this Region of the dungeon, and thus perhaps save the solar angel's life (see Room G5 for more details).

Evalan, however, does not know where to find the *sacred flame of Arana*. She believes it is somewhere in this Region and that a powerful creature — possibly a demon — has it, but she does not know where to look for it. The acting commander of the celestial order also knows the layout of the Region. Though the map on the table is not complete, it still shows most of the Rooms and corridors in the Region. It also reveals all the traps and wards protecting the angels' base of operation.

More importantly, perhaps, is the fact that Evalan is aware of the various factions ruling over the different sections of the Region. She willingly reveals any of this information to the PCs, provided she believes them to be non-evil and able to help — or at the very least not hinder — the Children of the Inner Light's cause.

If the PCs agree to seek out the *sacred flame of Arana* for her, Evalan, in a simple ceremony, offers them silver medallions. These medallions are obviously valuable and bear the symbol of the celestial order: A flaming greatsword encircled by a band of long feathers. These items are magical and allow their wearers to use *detect evil, guidance*, and *daylight*, each once per day as cast by a 20th-level cleric. More importantly, the medallions identify them as honorary members of the Children of the Inner Light. While wearing them, the Initial Attitude of all members of the order (i.e. all angels and archons in this Region) moves one step towards Friendly.

Tactics: Evalan does not negotiate with evil adventurers or PCs endangering her or the members of her order. If pushed or threatened, she attacks the PCs using her *earthquake*, *power word stun*, and *waves of fatigue*, spell-like abilities. In melee, she prefers to target the strongest-looking combatant first, concentrating her strikes on a single warrior at a time until he is either killed or otherwise incapacitated.

In battle, Evalan also utter loud yet melodious cries to alert the warriors in Rooms G15, G21, and G23. Allow every creature in these Rooms a DC 20 Listen check. Success means they hear their leader's voice and come to her aid 1d3+1 rounds thereafter.

Treasure: Evalan carries no treasure save for hear sword and scabbard. The latter is not magical but decorated with diamonds. It is worth upwards of 3,000 gp. Eight medallions of Evalan's celestial order (as described above) can be found in a hidden drawer under the table. A successful DC 25 Search check is required to notice the secret compartment. Evalan also has in her possession a tiny silvery key, which unlocks the drawers of the desk in her private sanctum (Room G20).

EL: 16

Scaling: To increase the challenge of this encounter, increase Evalan's Hit Dice to 21 and increase the magical bonus of her weapon to +4. To decrease the challenge, make her an astral deva angel.

Evalan, Planetar Angel: CR 16; Large outsider (angel, extraplanar, good); HD 14d8+70; hp 152; Init +8; Spd 30 ft., fly 90 ft. (good); AC 32, touch 13, flat-footed 28; Base Atk +14; Grp +25; Atk +23 melee (3d6+13/19–20, *+3 greatsword*) or +20 melee (2d8+10, slam); Full Atk +23/+18/+13 melee (3d6+13/19–20, *+3 greatsword*) or +20 melee (2d8+10, slam); Space/Reach 10 ft./10 ft.; SA Spell-like abilities, spells; SQ Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, regeneration 10, resistance to electricity 10 and fire 10, SR 30, tongues; AL LG; SV Fort +14 (+18 against poison), Ref +13, Will +15; Str 25, Dex 19, Con 20, Int 22, Wis 23, Cha 23.

Skills and Feats: Concentration +22, Craft (weaving) +23, Diplomacy +25, Escape Artist +21, Hide +17, Intimidate +23, Knowledge (arcana), +23 Knowledge (nature) +23, Knowledge (religion) +23, Listen +23, Move Silently +21, Sense Motive +23, Search +23, Spot +23, Use Rope +4 (+6 with bindings); Blind-Fight, Cleave, Improved Initiative, Improved Sunder, Power Attack.

Regeneration: A planetar takes damage from evil-aligned weapons and from spells and effects with the evil descriptor.

Spell-Like Abilities: At will—*continual flame, dispel magic, holy smite* (DC 20), *invisibility* (self only), *lesser restoration* (DC 18), *remove curse* (DC 19), *remove disease* (DC 19), *remove fear* (DC 17), *speak with dead* (DC 19); 3/day—*blade barrier* (DC 22), *flame strike* (DC 21), *polymorph* (self only), *power word stun, raise dead, waves of fatigue;* 1/day—*earthquake* (DC 24), *greater restoration* (DC 23), *mass charm monster* (DC 24), *waves of exhaustion.* Caster level 17th. The save DCs are Charisma-based.

The following abilities are always active on the planetar's person, as the spells (caster level 17th): detect evil, detect snares and pits, discern lies (DC 20), see invisibility, and true seeing. They can be dispelled, but the planetar can reactivate them as a free action.

Spells: Evalan can cast divine spells as 17th-level clerics.

Typical Cleric Spells Prepared (6/8/8/7/7/6/6/4/3/2; save DC 16 + spell level): 0—*create water, detect magic, guidance, resistance* (2), virtue; 1st—*bless* (2), *cause fear, divine favor* (2), *entropic shield, protection from evil**, *shield of faith;* 2nd—*aid**, *align weapon, bear's endurance, bull's strength* (2), *consecrate, eagle's splendor, hold person;* 3rd—*daylight, invisibility purge, magic circle against evil**, *prayer* (2), *summon monster III, wind wall;* 4th—*death ward, dismissal, holy smite**, *neutralize poison* (2), *summon monster IV;* 5th—*break enchantment, dispel evil**, *mark of justice, mass cure light wounds, plane shift, righteous might;* 6th—*banishment, greater dispel magic, heal, heroes' feast, hold monster**, *mass cure moderate wounds;* 7th—*dictum**, *holy word, mass cure serious wound, regenerate;* 8th—*holy aura**, *mass cure critical wounds, shield of law;* 9th—*implosion, summon monster IX* (good)*.

* *Domain spell.* Domains: Good and Law.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 ft. of the angel. Otherwise, it functions as a *magic circle against evil* effect and a lesser *globe of invulnerability*, both with a radius of 20 ft. (caster level 14th). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)

Tongues (Su): All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Possessions: +3 large greatsword.

G20. EVALAN'S PRIVATE CHAMBER

The entrance of this chamber is rigged with a powerful *holy word* trap. This magical device is triggered as soon as any non-good creature steps inside the corridor. Anyone within a 20-ft. radius of the hallway is affected by the trap's power.

Holy Word Trap: CR 8; magic device; location trigger; automatic reset; spell effect (*holy word*, 13th-level cleric); Search DC 32; Disable Device DC 32.

A massive desk made out of varnished birch dominates the northwest portion of this room. Upon the west wall is a large bed with silvery sheets. Feathery pillows of the deepest blue cover portions of the bed. What is most surprising about this chamber, however, are the colorful paintings masking the ceiling, walls, and floor.

The paintings depict various scenes, from the luscious wilderness of a woodland grove in spring upon the lower portions of the walls to the clear blue sky of day above it and upon the high ceiling. The floor is painted with grassy and rocky formations with small streams and rivers coursing through. The images are so vivid and their effects so impressive that stepping into this room is almost like setting foot outside.

Initial Attitude: N/A

Encounter: This chamber is where Evalan rests. An artist of considerable talent, the acting commander of the Children of the Inner Light painted the floor, walls, and ceiling of her private abode to remind her of the things she misses most — of the things she will one day reunite with if she is successful in her mission. Though the paintings are ancient (for the artist decorated this Room many centuries ago), they are still beautiful, with vivid colors and detailed patterns.

There is no one in this Room at the moment, but Evalan can be found here when she rests which is seldom these days.

Tactics: N/A

The wide birch desk in this Room has three drawers: Two small ones and a larger taking up more than half of the desk. All are locked and a tiny keyhole is visible upon the face of each of them. Evalan (in Room G19) has the key that unlocks them. Otherwise, three separate successful DC 30 Open Lock checks are required to open them.

Treasure: The large drawer contains a silvery shield. The edges of the item are decorated with long golden feathers, forming a thick circle around the outline of the shield. A broad-bladed golden sword in relief completes the shield's decoration. The silver and gold item is of exquisite quality and it is obvious that a master smith crafted it. A successful DC 30 Knowledge (local), DC 30 Knowledge (nobility and royalty) or DC 35 Profession (weapon smith) reveals that one Findor of the Keep, a renowned elven weapons' crafter who lived thousands of years ago, fashioned the shield. Cyrlebrai offered the item to Evalan when she was ordained into the celestial order. It functions as a *+3 large steel shield of bashing.*

The first small drawer contains twelve vials of ink of various colors, a pot of deep blue sealing wax, five quills made out of long rainbow patterned feathers (worth twenty times as much as regular quills), and a silver seal with the heraldic symbol of the Children of the Inner Light, a fiery sword amidst a circle of long feathers (worth 500 gp).

The second small drawer holds seven navy blue candles, fifty-three sheets of pure white parchment, and a silver scroll case embedded with three deep blue sapphires (worth upwards of 1,800 gp).

EL: 8

Scaling: To increase the challenge of this encounter, add a *power word stun* to the *holy word* trap. To decrease the challenge, replace the *holy word* trap with a *symbol of sleep*.

G21. RECREATION ROOM

A dark green marble table dominates this small chamber. Around the table are thick low chairs, and long stands of deep blue drapes cover large portions of the white walls. Two female beings with human features sit in chairs at the eastern wall. Great wings issue from their backs and their skin emanates a disquieting light.

Initial Attitude: Unfriendly

Encounter: The two astral deva angels (hp 104, 101) have recently returned from a raid against the demonic army. They discuss the failed raid in low tones. Though they are extremely suspicious of strangers, these angels are willing to talk with non-evil adventurers, even those who enter their Room uninvited. They do not negotiate with evil characters and attack such foes instantly.

Tactics: If combat ensues here, these highly trained warriors use their heavy maces to charge their opponents, using their spell-like abilities sparingly but intelligently.

In battle, the angels utter loud yet melodious cries that might alert their comrades in Rooms G19, 23, and 25. Allow creatures in these Rooms a DC 20 Listen check to notice the angels' cry. If they do, they come charging into the fray 1d3+1 rounds later.

Treasure: One of the angels wears a pair of perfectly white pearl earrings on her left ear (worth 450 gp). The silken drapes upon the walls are of exquisite quality and worth a total of 30 gp.

EL: 16

Scaling: To increase the challenge of this encounter, double the number of astral deva angels present in the Room. To decrease the challenge, remove one.

Astral Deva Angel: CR 14; Medium outsider (angel, extraplanar, good); HD 12d8+48; hp 104, 101; Init +8; Spd 50 ft., fly 100 ft. (good); AC 29, touch 14, flat-footed 25; Base Atk +12; Grp +18; Atk +21 melee (1d8+12 plus stun, *+3 heavy mace of disruption*) or +18 melee (1d8+9, slam); Full Atk +21/+16/+11 melee (1d8+12 plus stun, *+3 heavy mace of disruption*) or +18 melee (1d8+9, slam); SA Spell-like abilities, stun; SQ Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, resistance to electricity 10 and fire 10, SR 30, tongues, uncanny dodge; AL LG; SV Fort +14 (+18 against poison), Ref +12, Will +12; Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20.

Skills and Feats: Concentration +19, Craft or Knowledge (any three) +19, Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Listen +23, Move Silently +19, Sense Motive +19, Spot +23, Use Rope +4 (+6 with bindings). Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack.

Spell-Like Abilites: At will—*aid, continual flame, detect evil, discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic, holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *polymorph* (self only), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16); 7/day—*cure light wounds* (DC 16), *see invisibility*; 1/day—*blade barrier* (DC 21), *heal* (DC 21). Caster level 12th. The save DCs are Charisma-based.

Stun (Su): If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex): An astral deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th-level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 ft. of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 ft. (caster level 12th). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)

Tongues (Su): All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level 12th). This ability is always active.

Possessions: +3 heavy mace of disruption.

G22. EMPTY ASTRAL DEVA RECREATION ROOM

At the center of this chamber is a low marble table of a dark brown green shade. Four large low chairs are laid out around table. The white walls of the room are decorated with blue silk drapes, which cover portions of perfect white wall.

Initial Attitude: N/A

Encounter: N/A

Tactics: N/A

Treasure: The blue silken drapes decorating the walls are well made and could be sold for approximately 30 gp.

EL: N/A

Scaling: N/A

G23. TRAINING ROOM

The high ceiling of this chamber is covered with dark blue paint along with white and silvery dots, which obviously represent the night sky. The hall is illuminated by an unknown light source, and both the eastern and western walls are filled with large weapons' racks containing all sorts of armaments: From the tiniest blades to the double headed axes favored by the dwarves and orcs. There are swords, hammers, bows and arrows, clubs, axes, picks, halberds, tridents, rapiers, maces, spears, lances, crossbows and bolts, as well as various other more exotic weapons such as kukris, spiked chains, dire flails, two-bladed swords, nets, dwarven urgroshes, and shurikens.

A powerfully built being with two large feathery wings issuing from his back stands in the middle of the hall. He holds a two-bladed sword, which he swirls in the air in front of him. The creature resembles a human male but his face is unnaturally handsome and his skin radiates.

Initial Attitude: Unfriendly

Encounter: This chamber serves training grounds for members of the Children of the Inner Light who wish to hone their combat skills. In order to ready themselves to face any battle situation, a multitude of arms were brought into this chamber. These are all neatly stacked upon the weapons' racks lined on the east and west walls.

Farnas, an astral deva angel (hp 112) is currently practicing combat maneuvers here. He wields one of the mundane two-bladed swords, which are part of the many weapons stored in this Room. His favored weapon, a *+3 heavy mace of disruption*, is secured upon his belt.

Tactics: Farnas is suspicious of strangers and eager for battle. He charges anyone he deems evil or unworthy of traveling through the base of the celestial order. He prefers to use the two-bladed sword he practiced with, targeting the most heavily armed combatant first.

If the PCs are non-evil and pose no threat to him, he challenges the party to a friendly (non-lethal damage) duel. If the PCs agree to face him and fight with honor, he offers to take them to his leader.

Treasure: The weapons ranks in this chamber hold approximately two hundred mundane weapons of all types, sizes, and makes. All weapons from the *Player's Handbook*™ can be found here, including ammunition for bows, crossbows, and slings.

The astral deva angel carries a *+3 heavy mace of disruption* and wears a well-crafted golden necklace worth upwards 300 gp.

EL: 14

Scaling: To increase the challenge of this encounter, add another astral deva angel training here. To decrease the challenge, replace the astral deva angel with four hound archons.

♟ **Farnas, Astral Deva Angel, Ftr 2:** CR 14; Medium outsider (angel, extraplanar, good); HD 12d8+48+2d10+8; hp 131; Init +8; Spd 50 ft., fly 100 ft. (good); AC 29, touch 14, flat-footed 25; Base Atk +14; Grp +20; Atk +21 melee (1d8+6/19–20, two-bladed sword) or +23 melee (1d8+12 plus stun, *+3 heavy mace of disruption*) or +20 melee (1d8+9, slam); Full Atk +19/+19[off-hand]/+14/+9 melee (1d8+6[+3 off-hand]/19–20, two-bladed sword) or +23/+18/+13 melee (1d8+12 plus stun, *+3 heavy mace of disruption*) or +20 melee (1d8+9, slam); SA Spell-like abilities, stun; SQ Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification,protective aura, resistance to electricity 10 and fire 10, spell resistance 30, tongues, uncanny dodge; AL LG; SV Fort +17 (+21 against poison), Ref +12, Will +12; Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20.

Skills and Feats: Concentration +19, Craft (armorer) +21, Craft (weaponsmith) +21, Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Knowledge (nobility and royalty) +19, Listen +23, Move Silently +19, Sense Motive +19, Spot +23, Use Rope +6 (+8 with bindings). Alertness, Cleave, Exotic Weapon Proficiency, Great Fortitude, Improved Initiative, Power Attack, Two-Weapon Fighting.

Spell-Like Abilites: At will—*aid, continual flame, detect evil, discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic, holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *polymorph* (self only), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16); 7/day—*cure light wounds* (DC 16), *see invisibility*; 1/day—*blade barrier* (DC 21), heal (DC 21). Caster level 12th. The save DCs are Charisma-based.

Stun (Su): If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex): An astral deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th-level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 ft. of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 ft. (caster level 12th). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)

Tongues (Su): All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level 12th). This ability is always active.

Possessions: Masterwork two-bladed sword, *+3 heavy mace of disruption.*

G24. EMPTY ASTRAL DEVA CHAMBER

A pair of long but narrow two-story high bunk beds covered with pale rose silk sheets dominates this chamber. Flat and narrow chests made of solid oak can be seen under each of the bunk beds and strips of deep blue silken drapes adorn the walls.

Initial Attitude: N/A

Encounter: This Room is the private above of four astral deva angels. These warriors are currently off of the base on a raiding expedition (see the Random Encounters at the beginning of this section for more details).

Tactics: N/A

Treasure: There are four chests under the bunk beds. They contain the angelic warriors' possessions: Several pieces of fine silk and wool clothing(worth a total of 225 gp) and a pair of white gold earrings shaped in the form of a coiled feather (worth 545 gp).

EL: N/A

Scaling: N/A

G25. WOUNDED ASTRAL DEVA CHAMBER

This room holds two long two-story high bunk beds draped with pale rose silken sheets. Two flat chests of solid oak can be found under each bed, and thick silken drapes of the deepest blue adorn the four walls of this chamber.

Two powerfully built humanoid-looking males with powerful feathery wings lay in their respective bunks. Their battered bodies are wrapped in bandages. A third sits upon the edge of one of the lower bunks, praying in silent meditation.

Initial Attitude: Unfriendly

Encounter: There are three astral deva angels in this Room (hp 35, 62, and 104). Two are lying in their beds. They are heavily wounded and wrapped in white bandages. The other is taking care of them. These warriors recently decided to take matters into their own hands and attacked the powerful demonic forces controlling the underground lava river. They lost one of their comrades in the fray and are currently content to nurse their wounds and bruised egos.

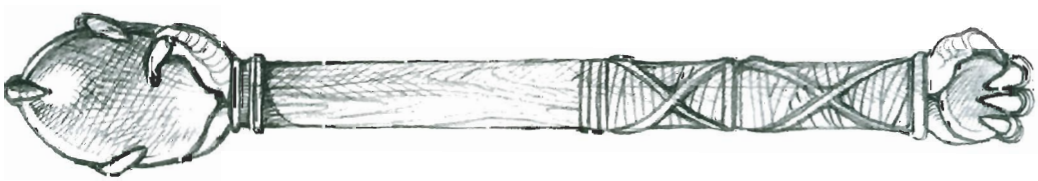
Tactics: These three warriors are angry at any intrusion into their space. While the healthy angel quickly engages the party in melee, his companions use their spell-like abilities to turn themselves invisible and then provide aid to their comrade. It is important to note the curative abilities of these astral deva angels have already been spent for the day.

Once engaged in combat, these angels utter loud battle cries to alert their compatriots in Rooms G19, G21, and G23. A successful DC 20 Listen check alerts all creatures in those Rooms and they rush to aid the angels 1d3+1 rounds later.

Treasure: The four wooden chests under the beds hold the astral deva angels' possessions: Many articles of clothing fashioned from colorful silks and fine wool (worth about 190 gp altogether).

EL: 16

Scaling: To increase the challenge of this encounter, make all three astral deva angels fully healed. To decrease the challenge, remove the healthy angel from this encounter.



Astral Deva Angel: CR 14; Medium outsider (angel, extraplanar, good); HD 12d8+48; hp 104, 62 (fully healed 103), 35 (fully healed 101); Init +8; Spd 50 ft., fly 100 ft. (good); AC 29, touch 14, flat-footed 25; Base Atk +12; Grp +18; Atk +21 melee (1d8+12 plus stun, *+3 heavy mace of disruption*) or +18 melee (1d8+9, slam); Full Atk +21/+16/+11 melee (1d8+12 plus stun, *+3 heavy mace of disruption*) or +18 melee (1d8+9, slam); SA Spell-like abilities, stun; SQ Damage reduction 10/evil, darkvision 60 ft., low-light vision, immunity to acid, cold, and petrification, protective aura, resistance to electricity 10 and fire 10, SR 30, tongues, uncanny dodge; AL LG; SV Fort +14 (+18 against poison), Ref +12, Will +12; Str 22, Dex 18, Con 18, Int 18, Wis 18, Cha 20.

Skills and Feats: Concentration +19, Craft or Knowledge (any three) +19, Diplomacy +22, Escape Artist +19, Hide +19, Intimidate +20, Listen +23, Move Silently +19, Sense Motive +19, Spot +23, Use Rope +4 (+6 with bindings), Alertness, Cleave, Great Fortitude, Improved Initiative, Power Attack.

Spell-Like Abilities: At will—*aid, continual flame, detect evil, discern lies* (DC 19), *dispel evil* (DC 20), *dispel magic, holy aura* (DC 23), *holy smite* (DC 19), *holy word* (DC 22), *invisibility* (self only), *plane shift* (DC 22), *polymorph* (self only), *remove curse* (DC 18), *remove disease* (DC 18), *remove fear* (DC 16); 7/day—*cure light wounds* (DC 16), *see invisibility*; 1/day—*blade barrier* (DC 21), *heal* (DC 21). Caster level 12th. The save DCs are Charisma-based.

Stun (Su): If an astral deva strikes an opponent twice in one round with its mace, that creature must succeed on a DC 22 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.

Uncanny Dodge (Ex): An astral deva retains its Dexterity bonus to AC when flat-footed, and it cannot be flanked except by a rogue of at least 16th-level. It can flank characters with the uncanny dodge ability as if it were a 12th-level rogue.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 ft. of the angel. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 ft. (caster level 12th). This aura can be dispelled, but the angel can create it again as a free action on its next turn. (The defensive benefits from the circle are not included in an angel's statistics block.)

Tongues (Su): All angels can speak with any creature that has a language, as though using a *tongues* spell (caster level 12th). This ability is always active.

Possessions: +3 heavy mace of disruption.

G26. ANCIENT STOREROOM

This room contains several empty wooden crates, boxes, and barrels.

Initial Attitude: N/A

Encounter: This Room is where the Children of the Inner Light used to store some their equipment. It is now unused.

Encounter Condition: Stagnant Air

Tactics: If the PCs spends 30 minutes in this Room, roll for a Random Encounter.

Treasure: N/A

EL: N/A

Scaling: N/A

G27. ABYSSAL BASILISK PLAYGROUND

The door to this Room is trapped. As soon as anyone touches it, a poisoned scythe drops from the ceiling, threatening anyone standing in front of the door.

Deathblade Ceiling Scythe Trap: CR 8; mechanical trap; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con / 2d6 Con); Search DC 24; Disable Device 19.

In addition, the door has a complex lock and requires a successful DC 35 Open Lock check to unlock.

In addition to the intense breath of hot air brought on by the underground lava flow, a loathsome stench pervades this area of the dungeon. Many bones are scattered around the edges of this large hall and a massive mound of dirt, crushed stones, rotted clothes, and broken skeletons is piled up in the southern portion of the room.

Amidst the loathsome refuse is a large reptilian atrocity. It lays there waiting with long, thin, and sharp spikes protruding from its rounded back. Its wide-open mouth reveals sharp yellowish white fangs and a long forked tongue, but it is the creature's gaze which is truly disquieting.

Initial Attitude: Hostile

Encounter: An abyssal greater basilisk (hp 187) uses this Room to accumulate the remains of its victims as well as the debris it finds on the underground lava riverbank.

This basilisk recently raided Room G9, paralyzing three hound archons and killing four others in its wake. The combined forces of its victims' companions, however, eventually drove it off of the place. The fiend now roams the southern bank of the underground lava stream, keeping for the most part to itself in this area but occasionally venturing to its nest in Room G29.

Tactics: The abyssal greater basilisk is a bloodthirsty vicious fiend. Unlike most of its kind, it does not rely on its petrifying gaze ability to diminish the PCs' threat before launching its attack against them. In fact, it sees the PCs as easy prey compared to the mighty angelic beings it recently faced.

A PC looking through the refuse succeeding at a DC 25 Search check uncovers the hidden door on the south wall. The door is completely blocked by the rubbish and it takes a party of four adventurers 30 minutes to clear up the debris in front of it.

Treasure: The refuse piled up in the square southern portion of the Room hold nothing valuable.

EL: 13

Scaling: To increase the challenge of this encounter, add one abyssal greater basilisk and add a second poisoned scythe that strikes a target in an adjacent 5-ft. square. To decrease the challenge, reduce the abyssal greater basilisk's hit points to 140 (and assume it has not fully recuperated from its fight with the Children of the Inner Light in Room G9).

Abyssal Greater Basilisk: Basilisk: CR 12; large outsider (augmented magical beast, extraplanar); HD 18d10+90; hp 187; Init –1; Spd 20 ft.; AC 17, touch 8, flat-footed 17; Base Atk +18; Grp +29; Atk +25 melee (2d8+10, bite); Full Atk +25 melee (2d8+10, bite); SA Petrifying gaze, smite good; SQ Damage reduction 10/magic, dark gift, darkvision 60 ft., low-light vision, resistance to cold 10 and fire 10, SR 23; AL CE; SV Fort +18, Ref +12, Will +8; Str 24, Dex 8, Con 21, Int 3, Wis 10, Cha 15.

Skills and Feats: Hide +0*, Listen +10, Spot +10; Alertness, Blind-Fight, Great Fortitude, Iron Will, Improved Natural Attack (bite), Lightning Reflexes, Weapon Focus (bite).

Dark Gift (Su): This basilisk has been blessed by the dark powers and its petrifying gaze can effect good outsiders of lower hit dice even if they are normally immune to petrification.

Petrifying Gaze (Su): Turn to stone permanently, range 30 feet; Fortitude DC 21 negates. The save DC is Charisma-based. This basilisk's gaze is powerful enough to harm celestials and anyone else immune to petrification.

Smite Good (Su): Once per day, the abyssal basilisk can smite with an attack an additional 18 points of damage against a good target.

Skills: * The basilisk's dull coloration and its ability to remain motionless for long periods of time grant it a +4 racial bonus on Hide checks in natural settings.

G28. ARCHON MESS HALL

This room is furnished with two long wooden tables and stools. There are currently three creatures in the room: A tall and slender female with pale green skin, white robes, and large feathery wings upon her back as well as two stout males with muscular human-like bodies and the heads of dogs. The males sit at one of the tables, talking in low tones, while the angelic being stands in front of the barrels, a gleaming silver trumpet in hand.

Initial Attitude: Unfriendly

Encounter: The female trumpet archon (hp 122) and the two hound archons (hp 35 and 33) are not anticipating any trouble. They have come to the mess hall, as they often do, to enjoy the company of their peers and relax.

Tactics: The archons prefer to parley than fight, but if the PCs threaten them in anyway they do not hesitate to teach a lesson to those who would violate their base of operation. The trumpet archon's first move is to use the magic of her instrument to paralyze her foes.

Treasure: The trumpet archon wears a silken scarf of purple silk with fine embroideries (worth 55 gp).

EL: 15

Scaling: To increase the challenge of this encounter, replace the hound archons with a second trumpet archon. To decrease the challenge of this encounter, remove the hound archons and reduce the trumpet archon's hit points to 80 (and assume it has not fully recuperated from its fight with the basilisk in Room G9).

Hound Archon: CR 4; Medium outsider (archon, extraplanar, good, lawful); HD 6d8+6; hp 35 and 33; Init +4; Spd 40 ft.; AC 19, touch 10, flat-footed 19; Base Atk+6; Grp +8; Atk +8 melee (1d8+2, bite) or +8 melee (2d6+3/19–20, greatsword); Full Atk +8 melee (1d8+2, bite) and +3 melee (1d4+1, slam); or +8/+3 melee (2d6+3/19–20, greatsword) and +3 melee (1d8+1, bite); SA Spell-like abilities; SQ Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, SR 16, teleport, tongues; AL LG; SV Fort +6 (+10 against poison), Ref +5, Will +6; Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +3, Hide +9*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks); Improved Initiative, Power Attack, Track.

Spell-Like Abilities: At will—*aid, continual flame, detect evil, message.* Caster level 6th.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 16 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Magic Circle against Evil (Su): A *magic circle against evil* effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs of objects. Within the confines of this dungeon, the hound archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Skills: * While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

Possessions: Greatsword.

Trumpet Archon: CR 14; Medium outsider (archon, extraplanar, good, lawful); HD 12d8+72; hp 126 each; Init +7; Spd 40 ft. (8, fly 90 ft. (good); AC 27 (+3 Dex, +14 natural), touch 13, flat-footed 24; Base Atk +12; Grp +17; Atk +21 melee (2d6+11/19–20, +4 greatsword); Full Atk +21/+16/+11 melee (2d6+11/19–20, +4 greatsword); SA Spell-like abilities, spells, trumpet; SQ Aura of menace, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, SR 29, teleport, tongues; AL LG; SV Fort +14 (+18 against poison), Ref +11, Will +11; Str 20, Dex 17, Con 23, Int 16, Wis 16, Cha 16.

Skills and Feats: Concentration +21, Diplomacy +20, Escape Artist +18, Handle Animal +18, Knowledge (any one) +18, Listen +18, Move Silently +18, Perform (wind instruments) +18, Ride +20, Sense Motive +18, Spot +18, Use Rope +3 (+5 with bindings); Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Power Attack.



Spell-Like Abilities: At will—*detect evil, continual flame, message.* Caster level 12th.

Spells: Trumpet archons can cast divine spells as 14th-level clerics.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; DC 13 + spell level): 0—detect magic, light, purify food and drink, read magic, resistance (2); 1st—*bless* (2), *divine favor* (2), *protection from chaos**, *sanctuary, shield of faith;* 2nd—*aid**, *bull's strength* (2), *consecrate, lesser restoration, owl's wisdom* (2); 3rd—*daylight, invisibility purge, magic circle against chaos**, *magic vestment, protection from energy* (2); 4th—*dismissal, divine power, holy smite**, *neutralize poison, spell immunity;* 5th—*dispel evil**, *mass cure light wounds, plane shift, raise dead;* 6th—*blade barrier**, *banishment, heal, undeath to death;* 7th—*dictum**, *holy word, mass cure serious wounds.*

* *Domain spell.* Domains: Good and Law.

Trumpet (Su): An archon's trumpet produces music of utter clarity, piercing beauty, and, if the trumpet archon wills it, paralyzing awe. All creatures except archons within 100 ft. of the blast must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a *+4 greatsword* as a free action.

If a trumpet is ever stolen, it becomes a chunk of useless metal until the owner can recover it.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 21 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Magic Circle against Evil (Su): A *magic circle against evil effect* always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs of objects. Within the confines of this dungeon, the hound archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Possessions: Trumpet (see above).

G29. ABYSSAL BASILISK'S LAIR

The door on the south wall is completely blocked and hidden by the basilisk's nest. PCs who move stone rubble to search the nest uncover the door with a successful DC 25 Search check.

The blocked door is trapped. Anyone touching it triggers its magical mechanism. The potent spell of the trap affects everyone within a 20-ft. radius cone from the door.

Ice Storm Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*ice storm*, 16th-level wizard, 3d6 bludgeoning damage and 2d6 cold damage to anyone within the area); Search DC 29; Disable Device DC 29.

This area opens on the bank of the mighty underground stream that passes through this Region of the dungeon. A massive pile of broken stones, corroded weapons, ruined pieces of armors and shields, and dried algae block the southern part of the room.

Initial Attitude: N/A

Encounter: This Room serves as the abyssal basilisk's lair. Although the creature only comes here to hide treasures and sleep, it can be encountered here if it escaped the PCs' in Room G27.

Tactics: If the basilisk is prepared for the PCs, add the Ambush Encounter Condition and grant it a +4 bonus to its Initiative check.

Treasure: PCs who actively search through the rubble of the nest and who succeed at a DC 30 Search check find a +2 *throwing axe of thundering*, a bone scroll tube, and an ancient medallion.

The dirty bronze medallion has two small crossed hammers engraved upon it, as well as a wreath of leaves forming a circle around it. At first glance, the trinket appears to be worthless, but a successful DC 30 Knowledge (history) check reveals the insignia is from an ancient dynasty. As such, it is worth upwards of up to 1,000 gp to dwarves and collectors who know of its true value.

The bone scroll, an intricate work of art from an ancient tribal people, is engraved with many runes (it worth 100 gp). It contains an arcane scroll with *acid fog*, *cone of cold*, *mass bear's endurance*, *wall of force*, and *waves of fatigue*. If cast directly from the scroll, the spells are all considered enlarged, but are normal when transcribed to a spellbook.

EL: 5

Scaling: To increase the challenge of this encounter, add a *symbol of sleep* to the *ice storm* trap. To decrease the challenge, replace the *ice storm* trap with a *burning hands* trap.

G30. EMPTY CHAMBER

This small room contains three-tiered bunk beds. Under these beds are six small wooden coffers reinforced with iron. A tiny wooden table completes the furniture.

Initial Attitude: N/A

Encounter: Until recently, this Room housed four hound archons, but these warriors were reassigned to the barracks in Room G7. They now guard Room G9. There is a 50% chance that a pair of hound archons from Room G9 are here on patrol.

Tactics: If the PCs spend 30 minutes in this Room, roll for a Random Encounter. Ignore the first roll that does not produce archons.

Treasure: Aside from the sheets covering the beds (worth a total of 30 gp) and the empty coffers under the bunks, there is nothing left of value in this Room.

EL: N/A

Scaling: N/A

G31. EMPTY CHAMBER

Tall, 3-bed high bunk beds dominates the north and south walls of this room. Under the beds are six small coffers made of out wood and iron. A simple table with an empty crystal vase upon it is lined up on the western wall.

Initial Attitude: N/A

Encounter: This Room housed six hound archons once, but these warriors perished long ago. It is now unused. Should the PCs align themselves with the Children of the Inner Light and need a place to rest, Evalan makes this simple but comfortable chamber available to them.

Tactics: If the PCs spend 30 minutes in this Room, roll for a Random Encounter. Ignore the first roll that does not produce archons.

Treasure: The sheets covering the six bunk beds are of exquisite quality (they are worth a total of 30 gp). Five of the reinforced chests under the beds are empty, but one contains a handful of yellowing scrolls, each containing one of the following divine spells: *Atonement*, *break enchantment*, *greater magic weapon*, and *mark of justice*.

EL: N/A

Scaling: N/A

G32. HOUND ARCHON GUARD POST

The secret door leading to Room G34 is locked, but extremely noticeable from this side of the Room (a DC 20 Search check is enough to uncover it). This mechanism can be unlocked from inside the guard post, but PCs arriving from Room G34 must succeed at DC 35 Open Lock check in order to unlock the door.

This room has no furniture or decorations except for a big copper gong hanging in the southeast corner. A pair of powerfully built humanoid-looking creatures with canine heads guards each of the chamber's doors. These mighty warriors hold large swords and wear thick woolen clothes.

Initial Attitude: Unfriendly

Encounter: There are four hound archons (hp 41, 36, 32, 29) in this Room. These warriors are responsible for ensuring no one enters their base without authorization. These hound archons are vigilant and take their duties seriously, for they know the horrors which lurk upon the south bank of the underground lava river as well as the fiends hiding in its boiling substance.

Non-evil PCs using tact and diplomacy might convince the hound archons they mean them no harm. If they do, one of the archons arranges a meeting with Evalan, provided the PCs offer to help them defeat the fiendish armies of the Region.

Tactics: If combat ensues here, one of the archons strikes the gong to alert all the warriors close by. He bangs on the gong for 1d4 consecutive rounds. Each round, allow all creatures in Rooms G23 and G28 a DC 24 Listen check to notice the alarm. If they do, one of them alerts Evalan in Room G19 and all present in the area, while the others move swiftly towards the guard post.

Meanwhile, the three remaining hound archons charge the opposition, hoping to prevent anyone from entering the base and fending off the attackers long enough for reinforcement to arrive. Because the hound archons fight so well together, they gain a +2 morale bonus to their Initiative check, Will saves, and AC against attacks of opportunity.

The largest hound archon considers himself the protector of the others and guards any escapes the group has to make.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add four hound archons. To decrease the challenge, remove one.

Hound Archon: CR 4; Medium outsider (archon, extraplanar, good, lawful); **HD** 6d8+6; hp 35 and 33; Init +4; Spd 40 ft.; AC 19, touch 10, flat-footed 19; Base Atk+6; Grp +8; Atk +8 melee (1d8+2, bite) or +8 melee (2d6+3/19–20, greatsword); Full Atk +8 melee (1d8+2, bite) and +3 melee (1d4+1, slam); or +8/+3 melee (2d6+3/19–20, greatsword) and +3 melee (1d8+1, bite); SA Spell-like abilities; SQ Aura of menace, change shape, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, scent, SR 16, teleport, tongues; AL LG; SV Fort +6 (+10 against poison), Ref +5, Will +6; Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12.

Skills and Feats: Concentration +10, Diplomacy +3, Hide +9*, Jump +15, Listen +10, Move Silently +9, Sense Motive +10, Spot +10, Survival +10* (+12 following tracks); Improved Initiative, Power Attack, Track.

Spell-Like Abilities: At will—*aid, continual flame, detect evil, message.* Caster level 6th.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 16 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Change Shape (Su): A hound archon can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Magic Circle against Evil (Su): A *magic circle against evil* effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs. of objects. Within the confines of this dungeon, the hound archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Skills: * While in canine form, a hound archon gains a +4 circumstance bonus on Hide and Survival checks.

Possessions: Greatsword.

G33. CYRLEBRAI'S PRIVATE SANCTUM

The only door leading to this Room is locked and trapped. A DC 40 Open Lock check is required to open it.

The trap is activated as soon as anyone passes through the door's threshold. It automatically resets itself at the end of the round it was activated, so anyone moving through the door again triggers the trap. Anyone standing within 20 ft. of the door is affect by the trap's effect.

Holy Word Trap: CR 8; magic device; location trigger; automatic reset; spell effect (*holy word*, 13th-level cleric); Search DC 32; Disable Device DC 32.

The white walls of this chamber are draped with deep blue curtains, concealing all four corners. Painted upon the eastern wall is an intricate design representing a double-edged sword wreathed in blue flames. A wide circle of golden feathers surrounds the blade. The blazon is sculpted into the wall. A massive bed with several layers of pale blue sheets lays under the blazon, covering most of the floor.

Initial Attitude: N/A

Encounter: This is Cyrlebrai's private chamber. It has not been used for several centuries, as the leader of the Children of the Inner Light concentrates all his energies to power up the lighting, magical traps, and wards of the celestial order's base (see Room G5 for more details).

Tactics: If the PCs spend 30 minutes in this Room, roll for a Random Encounter, ignoring anything that isn't a patrol of archons.

Treasure: Aside from sheets (which are worth upwards of 70 gp), and the drapes (165 gp), there is nothing of value in this Room.

The secret door on the north wall (DC 35 Search check to notice) opens into a vault containing great treasures. Five locked chests (DC 40 Open Lock checks) are filled with coins and gems, worth a little over 11,000 gp. The chests are guarded with additional *holy word* traps.

Holy Word Trap: CR 8; magic device; location trigger; automatic reset; spell effect (*holy word*, 13th-level cleric); Search DC 32; Disable Device DC 32.

The Room also holds Cyrlebrai's *+5 dancing greatsword* and his *+2 composite longbow* (+5 Strength bonus), which if touched by anyone other than an outsider or lawful good PC, the weapons bestow 1d4 negative levels. Evil outsiders are paralyzed instantly (no save), if they grab the handle of either weapon.

EL: 8

Scaling: To increase the challenge of this encounter, add a *symbol of weakness* to the *holy word* trap. To decrease the challenge, replace the *holy word* trap with a *slay living* trap.

G34 THROUGH G37. ABANDONED HALLS

Like most chambers in this Region, Rooms G34, G35, G36, and G37 once held demonic creatures of unbelievable power. Because of the dramatic changes in the environment, these Rooms are empty and remain unclaimed. The isolation of the Section, allows mighty creatures to roam the halls, undeterred.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A lost lantern archon scurries across the PCs' path. It moves swiftly, desperately trying to find its way back to the base of the Children of the Inner Light.
2–11	Nothing
12	A band of four hound archons are on patrol. They move silently, careful not to attract unwanted attention. They are extremely vigilant and careful, for they fear what else might be lurking in these parts.
13	Two astral deva angels from the Children of the Inner Light hunt in these parts. These holy warriors are out for blood and hope to return to their base with nothing less than the head of a demon.
14	Three ettins loyal to the nighthag priestesses (Rooms G38 through G44) search for trinkets or gifts to offer her.
15–16	A pair of vrocks hunt, attacking everything in their wake. Fearless.
17	A lone succubus travels in the form of a beautiful elf woman, hoping to attract heroic PCs or evil assailants. She seduces the strongest male PC and use energy drain to weaken him when no one is looking.
18	Three babaus lie in wait for any prey to pass by them. Ambush.
19	The PCs stumble upon a potent magical trap. **Polar Ray Trap:** CR 9; magic device; location trigger; automatic reset; spell effect (*polar ray*, 19th-level wizard, +16 ranged touch attack, 16d6 cold damage to one target, no save); Search DC 33; Disable Device DC 33.
20	Raverna (Room G35) hunts for demons. Though she has not officially allied herself with the Children of the Inner Light, Raverna met their leader and took it upon herself to rid the Region of the evil fiends haunting it. Unless the PCs are evil, she views them as potential allies.

G34. ABANDONED ANTEROOM

There is a secret locked door leading into Room G32 on the south wall. A successful DC 30 Search check is required to notice it. However, it is locked, requiring a DC 30 Open Lock check to unlock.

This room is in bad shape and is abandoned. The northeastern corner of the chamber opens on the southern bank of the underground lava river coursing through this Region of the dungeon. The opening leading to the boiling lava is a wide hole in the wall, which crumbled into dust long ago. The crushed stones that were once part of the northeast corner take up a good portion of the floor area, making movement from the room to the bank of the underground lava flow difficult.

Despite the ruined corner, the rest of the chamber is in surprisingly good shape. A solid door framed by a massive archway is visible in the northwestern corner. The floor is littered with stone rubble.

Initial Attitude: N/A
Encounter: N/A
Tactics: N/A
Treasure: A DC 35 Search check unearths an *immovable rod* buried under a pile of crushed rocks. However, the portion necessary to turn it off is buried and the exposed end is non-magical. A DC 24 Strength check pries the stone up enough for a PC to slip a hand in and turn the *immovable rod* off; a DC 30 Escape Artist check is required for this.
EL: N/A
Scaling: N/A

G35. ETTINS' CAMP

This small chamber is dark and dusty. At first glance, it holds no furniture or decoration, but upon closer examination you see a wooden structure that takes up most of the floor. This structure appears to be a wide bed, fashioned from crudely cut and half-rotten beams.

Initial Attitude: N/A
Encounter: Ettins serving the nighthag priestesses once used this Room as a bedchamber. They have since abandoned the Room. Raverna (hp 81) now makes it her home, although she is rarely here. Since she is constantly hunting demons, there is a 50% chance she is here now.
Tactics: If Raverna is present, she is rushed, but as nice as possible. If the PCs are good, she invites them to join her crusade. Otherwise, she dismisses them. A fight breaks out, only if the PCs force it. She opens with *destruction* and gets violent from there.
Treasure: A DC 30 Search check reveals a handful of crushed gems.
EL: Varies
Scaling: To increase the challenge of this encounter, increase the chance of Raverna being in the Room to 75%. To decrease the challenge, reduce the chance to 25%.

♟ **Raverna, Ghaele:** CR 13; Medium outsider (chaotic, extraplanar, good); HD 10d8+20; hp 81; Init +5; Spd 50 ft., fly 150 ft. (perfect); AC 25, touch 11, flat-footed 24, or 14, touch 14, flat-footed 13; Base Atk +10; Grp +17; Atk +21 melee (2d6+14/19–20, +4 holy greatsword) or +11 ranged touch (2d12, light ray); Full Atk +21/+16 melee (2d6+14/19–20, +4 holy greatsword) or +11 ranged touch (2d12, 2 light rays); SA Spell-like abilities, spells, gaze; SQ Alternate form, damage reduction 10/evil and cold iron, darkvision 60 ft., immunity to electricity and petrification, lowlight vision, protective aura, resistance to cold 10 and fire 10 spell resistance 28, tongues; AL CG; SV Fort +9, Ref +8, Will +10; Str 25, Dex 12, Con 15, Int 16, Wis 17, Cha 16.

Skills and Feats: Concentration +15, Diplomacy +5, Escape Artist +14, Handle Animal +16, Hide +14, Knowledge (any two) +16, Listen +16, Move Silently +14, Ride +16, Sense Motive +16, Spot +16, Use Rope +1 (+3 with bindings); Combat Expertise, Improved Disarm, Improved Initiative, Improved Trip

Spell-Like Abilities: At will—*aid, charm monster* (DC 17), *color spray* (DC 14), *comprehend languages, continual flame, cure light wounds* (DC 14), *dancing lights, detect evil, detect thoughts* (DC 15), *disguise self, dispel magic, hold monster* (DC 18), *greater invisibility (self only), major image* (DC 16), *see invisibility, greater teleport* (self plus 50 lbs. of objects only); 1/day—*chain lightning* (DC 19), *prismatic spray* (DC 20), *wall of force*. Caster level 12th. The save DCs are Charisma-based.

Spells: Raverna can cast divine spells as a 14th-level cleric, while in humanoid form. The save DCs are Wisdom-based.

Cleric Spells Prepared (6/7/7/6/5/4/4/3; save DC 13 + spell level): 0—*cure minor wounds, detect magic, guidance, light, resistance, virtue;* 1st—*bless, command, divine favor, obscuring mist**, *sanctuary, shield of faith;* 2nd—*aid, align weapon, bear's endurance, lesser restoration, remove paralysis, wind wall**, *zone of truth;* 3rd—*daylight, gaseous form**, *prayer, remove curse, searing light, water breathing;* 4th—*death ward, divine power, holy smite, restoration, spell immunity;* 5th—*control winds**, *disrupting weapon, flame strike, true seeing;* 6th—*blade barrier, chain lightning**, *geas/quest, heal;* 7th—*destruction, holy word**, *summon monster VII.*

* Domain spell. *Domains:* Air and Good.

Gaze (Su): In humanoid form—slay evil creatures of 5 or less HD, range 60 ft., Will DC 18 negates. Even if the save succeeds, the creature is affected as though by a fear spell for 2d10 rounds. Nonevil creatures, and evil creatures with more than 5 HD, must succeed on a DC 18 Will save or suffer the fear effect. The save DCs are Charisma-based.

Light Ray (Ex): A ghaele in globe form can project light rays with a range of 300 ft. This attack overcomes damage reduction of any type.

Alternate Form (Su): Raverna can shift between her humanoid and globe forms as a standard action. In humanoid form, she cannot fly or use light rays, but she can use her gaze attack and spell-like abilities, make physical attacks, and cast spells. In globe form, she can fly, use her light rays, and use spell-like abilities, but cannot cast spells or use her gaze attack. The globe form is incorporeal, and Raverna has no Strength score while in that form.

Raverna remains in one form until she chooses to assume a new one. A change in form cannot be dispelled, nor does Raverna revert to any particular form when killed. A *true seeing* spell or ability, however, reveals both forms simultaneously.

Protective Aura (Su): Against attacks made or effects created by evil creatures, this ability provides a +4 deflection bonus to AC and a +4 resistance bonus on saving throws to anyone within 20 ft. of Raverna. Otherwise, it functions as a *magic circle against evil* effect and a *lesser globe of invulnerability*, both with a radius of 20 ft. (caster level equals ghaele's HD). (The defensive benefits from the circle are not included in a ghaele's statistics block.)

Tongues (Su): Raverna can speak with any creature that has a language, as though using *tongues* (caster level 14th). This ability is always active.

G36. ABANDONED STORE ROOM

The ceiling of this small chamber, along with portions of the south and west walls, fell to ruin long ago. The floor is filled with debris. Under a thick pile of useless stone and dust are the remains of crates and barrels, which are now pieces of rotting wood and rusting iron.

Initial Attitude: N/A
Encounter: N/A
Encounter Condition: Hazardous Footing 18
Tactics: If the PCs spend 30 minutes in this Room, roll a Random Encounter, ignoring anything below 15.
Treasure: If the PCs succeed at a DC 30 Search check, allow them to find 2d6 arrows and various other supplies that haven't rotted. The final tally of what survived is left to the DM.
EL: N/A
Scaling: N/A

G37. GHASTLY GRAVEYARD

This room looks like a natural grotto, but a closer examination of its remaining walls reveal they were once smooth surfaces fashioned by a master mason. What little is left of the walls is filled with dust and cobwebs, but what truly catches the eye are the thousands of bones scattered upon the floor.

The bones come from various creatures, from small kobolds to larger humanoids such as orcs, trogolodytes, and humans. The yellowed remains of giants and other large creatures can also be found therein. There are also a number of charred carcasses.

The thick stench pervading from this area is nauseating. Obviously, some of these corpses have not been thoroughly cleaned and what meat remains upon them is rotting.

Initial Attitude: N/A

Encounter: The fiendish minions haunting the boiling lava of the underground stream use this Room to pile up the carcasses of their many victims. Over the years, the demons have thrown all kinds of refuse in here, but only after carefully stripping their prey of valuables. Few creatures in the Region dare journey through this graveyard. The stench is enough to discourage anyone from approaching.

Encounter Condition: Stagnant Air

Tactics: If the PCs spend 30 minutes in this Room, roll a Random Encounter, ignoring anything below 15.

Treasure: N/A

EL: N/A

Scaling: N/A

G38 THROUGH G44. TERRITORY OF THE NIGHTHAG PRIESTESSES

Rooms G38 through G44 are home of four nighthags and their servants, who control the northwestern bank of the underground lava flow coursing through this Region of the dungeon. The nighthags worship the demon lord Krasveshk and hope their mighty god will soon be freed.

Though the evil priestesses are not officially aligned with the demonic hordes, they share an understanding. Because of this, the nighthags respect the demons' war against the angels and archons; and the fiendish forces — glad to have worshippers of their lord among them — never cross into nighthag territory. Unlike most of the demonic fiends trying to liberate the evil lord, the nighthags willingly serve Krasveshk; a fact the demons greatly respect.

The nighthags form an exclusive covenant dedicated to honoring Lord Krasveshk. The covenant includes the four priestess sisters. Grelka, the eldest, heads the cult and teaches her younger siblings how to pay proper respect to Krasveshk, which they consider — perhaps rightly so — as powerful as a god.

While the nighthag priestesses perform rites and rituals, patiently waiting for their master's return, they entrusted the care of protecting their territory to ettin servants, that follow of the priestesses' strange religion. Vornarok, the most cunning and ambitious among them, leads the others. Though poorly organized, the ettins are a powerful force.

Grelka recently concluded an alliance with the mohrg Tarnaticus. She promised not to send any of her ettins into the undead's lair. In return, the mohrg keeps his zombie warriors out of her territory. Though the alliance is precarious, both Grelka and Tarnaticus benefit from it. Thus far, both sides have kept their promises.

While venturing through this Section, the PCs are in grave danger. The ettins and nighthags attack on sight unless the PCs prove they pay homage to Lord Krasveshk, a difficult task to say the least. Though the ettins serving the priestesses might be easily duped, Grelka and her sisters are much smarter and more skeptical. If the PCs convince them they are on their side, Grelka asks that they bring her the head of an angel as proof of their loyalty to Lord Krasveshk. If the PCs fail in this task, the head priestess orders her minions to kill the PCs.

RANDOM ENCOUNTERS

1d20	Encounter
1	A fist-sized black spider moves across a thick strand of cobwebs, some 15 ft. above. The vermin's red eyes flash before it scurries across its web and disappears into the wall.
2–13	Nothing
14	A lone ettin carries a masterwork silver dagger tucked in his belt. The giant stole this treasure from Room G38. He is weary, but alert. He does not wish to share this treasure with Vornarok or his ettin comrades.
15	Two ettins returning from patrol. The giants talk loudly, heedless of the fact they might be overheard. Echoes 4.
16	Two ettins silently patrol the Section. They take their duty seriously and question/attack the PCs. Ambush.
17	Six minotaur zombies (serving Tarnaticus, Room G57) patrol the Section, despite the alliance between Grelka and Tarnaticus.
18	The PCs stumble upon a trap. ♦ **Camouflaged Pit Trap:** CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17.
19	Vornarok (Room G40), the ettins' leader, ventured out of his private abode.
20	Raverna (Room G35) hunts for demons. Though she has not officially allied herself with the Children of the Inner Light, Raverna met their leader and took it upon herself to rid the Region of the evil fiends haunting it. Unless the PCs are evil, she views them as potential allies.

G38. STORE ROOM

The door to this room is split in half. The lower portion is closed and holds a heavy iron lock, but the upper portion is open. Wooden barrels and large crates cover the floor. Hanging from the high ceiling are two-dozens long spears and sharpened halberds.

Initial Attitude: Unfriendly

Encounter: Narkun (hp 83), Vornarok's second in command, runs this storeroom. Though the quartermaster is loyal to his commander and the nighthag priestesses he serves, his deviousness and greed makes him an untrustworthy servant. The fact Vornarok keeps a close eye on him and that the powerful nighthags' quarters are nearby, however, prevents him from doing anything too drastic. Thus far, he only sold extra weapons and equipment to a couple of ettins he trusts, but his most ambitious hope is to steal one of the nighthags' powerful *heartstones*.

Tactics: Narkun is not smart, bur he is a proud ettin. If the PCs parley with him, he is happy to do so and can be convinced not to raise an alarm. If the PCs offer him coins or precious stones, Narkun trades anything he has, including information. He willingly reveals anything the PCs need to know about this Section, including the location of the temple (Room G43) but excluding the statue in Room G44 (which none of the ettins have seen). If threatened or attacked, Narkun utters a loud cry to alert his companions and defends himself as best he can.

Treasure: This Room contains at least eighty different weapons, seven suits of armor, and plenty of equipment — torches, empty sacks, climbing tools. Nearly any mundane item can be found, plus the following special items — masterwork thieves' tools, three sunrods, five thunderstones, two smokesticks, and a Large masterwork breastplate.

Narkun wears a crude necklace fashioned from the fangs of a retriever demon (worth 150 gp), a beautiful silver dagger, and a handful of coins (worth a total of 118 gp).

EL: 8

Scaling: To increase the challenge of this encounter, add four fighter levels to Narkun. To decrease the challenge, remove two fighter levels.

♟ **Narkun, Ettin Ftr 2:** CR 8; Large giant; HD 10d8+20+2d10+4; hp 83; Init +3; Spd 30 ft. in hide armor; base speed 40 ft.; AC 18, touch 8, flat-footed 18; Base Atk +9; Grp +19; Atk +16 melee (2d6+6, morningstar); Full Atk +16/+11 melee (2d6+6, 2 morningstars); Space/Reach 10 ft./10 ft.; SA —; SQ Low-light vision, superior two-weapon fighting; AL CE; SV Fort +9, Ref +4, Will +5; Str 23, Dex 9, Con 15, Int 6, Wis 10, Cha 11.

Skills and Feats: Craft (weaponsmith) +2, Listen +10, Search +1, Spot +10; Alertness, Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (morning star).

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills: An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

G39. PRIESTESSES' PRIVATE ABODE

The walls of this elaborate chamber are draped with ancient tapestries that have lost their brightness over the years. Though the embroidery is still beautiful, the richness of their coloration has faded away. Three large beds covered with thick, half-rotten, brown linen blankets take up most of the chamber. A small white kitten purrs as it wakes.

Initial Attitude: Hostile

Encounter: This is the private chamber of Grelka and her three nighthag sisters. Though they are here, the four priestesses of the demon lord rest here. While they are away at the temple (in which they spend most of their time), the nighthags keep their quasit spies in this Room.

Four cowardly quasit demons (hp 15, 13, 11, 10) serving the nighthag priestesses as spies, councilors, and occasional messengers lie in wait. Though usually solitary creatures, the powerful priestesses they serve forced them to cohabit — a situation that makes them unhappy.

Tactics: These quasits frequently argue with one another. They fear the nighthags they serve and do almost anything to please them — including working with each other. Anyone other than Grelka or her sisters entering the Room must face their viciousness.

As soon as they hear movement from the corridor, the three quasits become invisible, waiting for the intruders to enter the Room. The fourth takes on the form of a white kitten, which purrs loudly when the PCs enter. The quasits surprise their victims, using their poisonous claws and ability to *cause fear* to weaken the PCs. If they find themselves on the losing side, the surviving demons offer the PCs to *commune* in their behalf in exchange for a promise that their lives will be spared.

Treasure: A DC 35 Search check reveals a small hidden panel in the southern wall. This panel hides a small alcove with an iron coffer. The coffer is unlocked but engraved upon its lid is a deadly trap.

♣ **Symbol of Death Trap:** CR 9; magic device; touch trigger; no reset; spell effect (*symbol of death*, 18th-level wizard, DC 22 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 33; Disable Device DC 33.

The coffer contains a *crystal ball* with *detect thoughts*, which Grelka stole from an elven wizard she murdered years ago.

EL: 6

Scaling: To increase the challenge of this encounter, add a bebilith (who remains invisible through a quixotic permutation of his plane shift ability). To decrease the challenge, remove two quasits.

🐾 **Quasit:** CR 2; Tiny outsider (chaotic, extraplanar, evil); HD 3d8; hp 15, 13, 11, 10; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 18, touch 15, flat-footed 15; Base Atk +3; Grp –6; Atk +8 melee (1d3–1 plus poison, claw); Full Atk +8 melee (1d3–1 plus poison, 2 claws) and +3 melee (1d4–1, bite); Space/Reach 2½ ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

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

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

Spell-Like Abilities: At will—*detect good*, *detect magic*, and *invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-ft. radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based.

Once per week a quasit can use *commune* to ask six questions. The ability otherwise works as the spell (caster level 12th).

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

G40. VORNAROK'S CHAMBER

This room opens into the northern bank of the underground lava passing through the dungeon. A bed made out of dried and broken tree limbs, branches, and leaves fill the room, but a wide rock as large as a good-sized table lays in the northwest corner. The only illumination comes from two torches set into holes in the flat rock table.

Initial Attitude: Hostile

Encounter: This is the chamber of Vornarok (hp 105) and his ettin mate (hp 68). If Vornarok was encountered before (see Random Encounters), only his mate is here. Otherwise both are present in this Room.

Tactics: Vornarok is a cunning ettin, but he does not tolerate intrusion — especially from those who are not part of his gang. He attacks the PCs on sight, allowing his beloved to aid him in his endeavor. His battle cries are loud enough to alert his men in Room G41 (if the PCs somehow managed to avoid the sentries there) who come to his aid 1d3 round later. With a DC 25 successful Listen check, the warriors in Room G42 also hear his cries. Half of them arrive at the scene 1d4+4 rounds thereafter, while the others remain at their post in Room G42, barricading the door.

Treasure: Behind the large rock on the northwest corner is a thick maple chest. It is locked but not trapped, and a successful DC 40 Open Lock is enough to unlock it. It contains Vornarok's most precious possessions — a human-sized mithral shirt taken from an adventure long ago and a *pearl of the the sirines* stolen from the same hero.

Vornarok carries the key to unlock this chest.

EL: 6, 12

Scaling: To increase the challenge of this encounter, add two ettin bodyguards. To decrease the challenge, remove two barbarian levels from Vornarik and reduce his weapon to a +1 *heavy flail*.

♟ **Vornarok, Ettin Brb 5:** CR 11; Large giant; HD 10d8+20 + 5d12+10+3; hp 116; Init +3; Spd 50 ft.; AC 18, touch 8, flat-footed 18; Base Atk +12; Grp +23; Atk +21 melee (1d10+10/19–20,+3 *heavy flail*); Full Atk +21/+16/+11 melee (1d10+10/19–20,+3 *heavy flail*) and +18/+13/+8 melee (2d6+7, morningstar); Space/Reach 10 ft./10 ft.; SA —; SQ Improved uncanny dodge, low-light vision, rage, superior two-weapon fighting, uncanny dodge; AL NE; SV Fort +13, Ref +3, Will +6; Str 24, Dex 9, Con 15, Int 6, Wis 10, Cha 13.

Skills and Feats: Listen +10, Search +1, Spot +10; Alertness, Diehard, Improved Initiative, Iron Will, Power Attack, Toughness.

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Rage (Ex): +4 Strength, a +4 Constitution, +2 Will saves, and –2 AC for 8 rounds.

Uncanny Dodge (Ex): Vornarok retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): Vornarok can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Skills: An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

Possessions: +3 heavy flail, large morning star, chain shirt.

♟ **Vornarok's Mate (Ettin):** CR 6; Large giant; HD 10d8+20; hp 68; Init +4; Spd 40 ft.; AC 18, touch 9, flat-footed 17; Base Atk +7; Grp +17; Atk +12 melee (2d6+6/19–20, greatsword) or +5 ranged (1d8+6, javelin); Full Atk +12/+7 melee (2d6+6/19–20, 2 greatswords) or +5 ranged (1d8+6, 2 javelins); Space/Reach 10 ft./10 ft.; SA —; SQ Low-light vision, superior two-weapon fighting; AL CE; SV Fort +9, Ref +2, Will +5; Str 23, Dex 10, Con 15, Int 6, Wis 10, Cha 12.

Skills and Feats: Listen +10, Search +1, Spot +10; Alertness, Improved Initiative, Iron Will, Power Attack.

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills: An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

Possession: Leather armor, greatsword (2), javelin (2).

G41. ETTINS' QUARTERS

A pair of two-headed giants guard the entrance to this room. In silence, each holds two morningstars and keeps an eye towards the bank of the underground lava flow. Behind them, burning torches set in iron sconces high upon the walls cast eerie shadows to all corners of this chamber, revealing several piles of cloth and debris. Four more two-headed giants rest on crude beds.

Initial Attitude: Hostile

Encounter: Though this chamber serves as a bedroom for the ettins, the giants here are also in charge of protecting the northern bank as well as their leader's quarters (Room G40). Two ettin guards (hp 68, 63) are posted at the Room's entrance at all times and there are currently four ettins (hp 67, 65, 65, 61) resting inside.

Tactics: The two guards attack anyone who is not an ettin, a nighthag, demon, or devil. Though the priestesses recently concluded an agreement with their neighbors to the east, the ettins do not trust the zombies controlled by Tarnaticus (Room G57). They are fearful of the undead master as well as the countless demons inhabiting these lands.

If the guards spot intruders, they cry out to their comrades and attack. It takes 1d2 rounds for the other ettins resting in the Room to take their weapons and join the two guards. The alert also warns Vornarok and his mate in Room G40. Though he does not interfere directly, preferring to let his men handle the situation, Vornarok nevertheless readies himself for combat in case his men fail him. With a successful DC 25 Listen check, half the ettin warriors in Room G42 arrive at the scene 1d4+4 rounds later. The others remain at their post to guard the entrance to the temple.

Treasure: A successful DC 30 Search check reveals a small piece of amber (worth 35 gp) hidden in one of the piles. In addition to their weapons, each ettin in this Room carries 2d6 gp of value in various coins and simple gemstones.

EL: 11

Scaling: To increase the challenge of this encounter, add four ettins. To decrease the challenge, remove one.

♛ **Ettin:** CR 6; Large giant; HD 10d8+20; hp 67, 65, 65, 61; Init +3; Spd 30 ft. in hide armor; base speed 40 ft.; AC 18, touch 8, flat-footed 18; Base Atk +7; Grp +17; Atk +12 melee (2d6+6, morningstar); Full Atk +12/+7 melee (2d6+6, 2 morningstars); Space/Reach 10 ft./10 ft.; SA —; SQ Low-light vision, superior two-weapon fighting; AL CE; SV Fort +9, Ref +2, Will +5; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Skills and Feats: Listen +10, Search +1, Spot +10; Alertness, Improved Initiative, Iron Will, Power Attack.

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills: An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

Possessions: Morningstar (2)

G42. ETTINS' GUARD POST

The light from a fire burning in the midst of this strangely shaped hall illuminates the place. The flames cast light and shadow upon the wall, carved out long ago. Several giants with two heads sit around the fire pit in the middle of the room. They talk in low tones, as if afraid to disturb someone or something.

Initial Attitude: Hostile

Encounter: Six ettins (hp 73, 67, 65, 65, 63, 61) guard this Room. Their duties are to prevent anyone from venturing into the temple of the demon lord (Room G43) and protect the nighthag priestesses should they call upon them. Though the warriors in this Room are talking softly, they nevertheless pay attention to what is going on around them. One of the guards keeps an eye on the door to the east while another remains vigilant in the hallway to the south.

Tactics: These ettins fear nothing save the nighthags they serve and the demons living in this Region. They attack anyone else on sight. They especially hate the archons and angels, who gave them much trouble in the past.

Treasure: There is nothing valuable in this Room, save for what the ettins carry. One of them, however, has a small electrum idol made in the semblance of a grotesque ape-like creature bearing wide tusks and a pair of feathered wings. This statue, made in the image of the Lord Krasveshk is worth 800 gp to any of his follower.

Each ettin in this Room carries coins and small gems worth 2d6 gp of value.

EL: 12

Scaling: To increase the challenge of this encounter, add three ettins to the group. To decrease the challenge, remove two.

♛ **Ettin:** CR 6; Large giant; HD 10d8+20; hp 73, 67, 65, 65, 63, 61; Init +3; Spd 30 ft. in hide armor; base speed 40 ft.; AC 18, touch 8, flat-footed 18; Base Atk +7; Grp +17; Atk +12 melee (2d6+6, morningstar) or +5 ranged (1d8+6, javelin); Full Atk +12/+7 melee (2d6+6, 2 morningstars) or +5 ranged (1d8+6, 2 javelins); Space/Reach 10 ft./10 ft.; SA —; SQ Low-light vision, superior two-weapon fighting; AL CE; SV Fort +9, Ref +2, Will +5; Str 23, Dex 8, Con 15, Int 6, Wis 10, Cha 11.

Skills and Feats: Listen +10, Search +1, Spot +10; Alertness, Improved Initiative, Iron Will, Power Attack.

Superior Two-Weapon Fighting (Ex): An ettin fights with a morningstar or javelin in each hand. Because each of its two heads controls an arm, the ettin does not take a penalty on attack or damage rolls for attacking with two weapons.

Skills: An ettin's two heads give it a +2 racial bonus on Listen, Spot, and Search checks.

Possessions: Morningstar (2), javelin (2).

G43. TEMPLE OF THE DEMON LORD

Though the doors to the east and west are unlocked and not trapped, the door on the northern wall (which is hidden behind the black tapestry) and the one at the end of the southern corridor are locked and trapped. A successful DC 30 Open Lock check unlocks any of these doors, but on the north wall a *symbol of insanity* is written.

Symbol of Insanity Trap: CR 9; magic device; special trigger; no reset; spell effect (*symbol of insanity*, 18th-level wizard, DC 22 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 33; Disable Device DC 33.

The 5-ft. square floor immediately north of the door at the end of the south corridor is trapped with a simple but effective pit trap.

Well-Camouflaged Pit Trap: CR 6; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 26.

This large hall is bathed in a pale purplish light that undulates and flickers in a seemingly random pattern. This unnatural light reveals a long hall with several columns supporting the forty-foot high ceiling, which displays the crude paintings of a powerful demon lord and his fiendish armies, involved in cruel and horrific deeds. Though the pictures are unclear, the lord of the army is well designed, with the muscular body of a massive ape, a pair of feathery wings protruding from its back, and a hideous face of a wild pig with long tusks.

A thick black tapestry embroidered with silver threads and golden wires covers the northern wall. Under this beautiful drapery is a simple stone altar upon which lays an exquisite black silken cloth. A silver candelabrum holds five unlit black wax candles. Beside it are a silver urn and a shiny serrated blade.

The three thin but tall females with bluish skin and open sores, blisters, and warts. Various bones are attached to their dark hair and long curved horns protrude from their foreheads. These women have terrible faces bearing beady but disquieting eyes and their dark purple dresses are in dire need of mending.

Initial Attitude: Hostile

Encounter: The three nighthag priestesses (hp 71, 66, 65) present in this temple of the demon lord are Grelka's younger siblings. They are in charge of running the temple and performing rites and rituals to honor Krasveshk.

Tactics: If the PCs stumble into the temple by themselves, the nighthags attack them immediately. If, on the other hand, they convinced the ettins they were followers of the demon lord, or if they were taken prisoner, the nighthags use their various detect abilities to determine the PCs' alignment as well as whether or not they carry any valuable magical items. If the heroes convince the nighthags they are here to pay homage to their god, they ask that the PCs bring them the head of an archon to prove their allegiance.

If combat ensues, the nighthags use *magic missile*, *ray of enfeeblement*, and *sleep* to defend themselves. They do not hesitate to charge the PCs, preferring to target the weakest-looking foes first and using their bite attack to bestow diseases to the PCs. The smallest of the three fights from behind the other two, summoning ettins and Grelka if necessary.

The sound of battle alerts the ettin guards in Room G42 if they succeed at a DC 25 Listen check. The curses and shrieks of the battling priestesses might also alert their older sister in Room G44. Allow Grelka a DC 30 Listen check to notice the battle. If she does, she comes to aid her sisters, to whom she is surprisingly loyal.

Treasure: The black tapestry covering the door on the north wall is in terrific shape and is worth 900 gp. The dagger on the altar is an intricate silver ceremonial item. Its blade is serrated, it has no guard, its handle is covered with supple black leather, and a large ruby completes the pommel of the weapon. Though this silver dagger is not magical, it is worth 700 gp. The urn is beautifully made and well polished, with intricate designs (250 gp). It contains the mixed blood of several creatures.

Each of these nighthags wears a golden amulet of their god on a silvery chain (worth 500 gp each) and carries a *heartstone*.

EL: 12

Scaling: To increase the challenge of this encounter, add one nighthag and increase the depth of the pit trap to 200 ft.. To decrease the challenge, remove one nighthag and ignore the *symbol of insanity* trap.

Nighthag: CR 9; Medium outsider (evil, extraplanar); HD 8d8+32; hp 71, 66, 65; Init +1; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +8; Grp +12; Atk +12 melee (2d6+6 plus disease, bite); Full Atk +12 melee (2d6+6 plus disease, bite); SA Spell-like abilities, dream haunting; SQ Damage reduction 10/cold iron and magic, immunity to fire, cold, charm, sleep, and fear, spell resistance 25; AL NE; SV Fort +12*, Ref +9*, Will +10*; Str 19, Dex 12, Con 18, Int 11, Wis 15, Cha 12.

Skills and Feats: Bluff +12, Concentration +15, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +14, Listen +15, Ride +12, Sense Motive +13, Spellcraft +11, Spot +15; Alertness, Combat Casting, Mounted Combat.

Disease (Ex): Demon fever-bite, Fortitude DC 18, incubation period 1day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 18 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution based.

Spell-Like Abilities: At will—*detect chaos, detect evil, detect good, detect law, detect magic, magic missile, polymorph* (self only), *ray of enfeeblement* (DC 12), sleep (DC 12). Caster level 8th. A nighthag can use *etherealness* at will (caster level 16th) so long as it possesses its *heartstone* (see below). The save DCs are Charisma-based.

Dream Haunting (Su): Nighthags can visit the dreams of chaotic or evil individuals by using a special periapt known as a *heartstone* to become ethereal, then hovering over the creature. Once a hag invades someone's dreams, it rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the nighthag.

Heartstone: All nighthags carry a periapt known as a *heartstone*, which instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block). A nighthag that loses this charm can no longer use *etherealness* until it can manufacture another (which takes one month). Creatures other than the hag can benefit from the *heartstone*'s powers, but the periapt shatters after ten uses (any disease cured or saving throw affected counts as a use) and it does not bestow *etherealness* to a bearer that is not a nighthag. If sold, an intact *heartstone* brings 1,800 gp.

Possessions: Heartstone.

G44. STATUE OF THE DEMON LORD KRASVESHK

In the darkness, the long, narrow, and twisting corridor eventually leads to a rough onyx statue. The black statue presents a powerful ape-like being with feathery wings protruding from its back and a hideous face bearing long, curved tusks. An emaciated humanoid female with purplish skin filled with dreadful swellings, open wounds, and awful pimples is dressed in a simple but soiled deep red robe. Her long hair is filled with a multitude of small bones that fail to hide the long horns on top of her forehead. She stands before the statue, admiring it.

Initial Attitude: Hostile

Encounter: Grelka (hp 121), the head priestess of the temple, is a mighty nighthag who leads her sisters and their many ettin servants. For several months now, she has been sculpting the statue of her lord and master. Though the statue is not complete, she is proud of work thus far and hopes it will further her cause once Krasveshk is liberated.

Tactics: Grelka is not happy to see anyone in the forbidden areas of her territory (Rooms G43 and G44). Though the ettins who follow her and her sisters are allowed to pray to Krasveshk once per day at the temple (Room G43), only half of their number attends the hour-long

ceremony (while the others remain on guard duty). Most of the time, only Grelka and her sisters are allowed into the temple. Following her orders, no one enters the hallway leading to the demon lord's statue.

If Grelka notices the PCs, she hides behind the statue and assesses the situation before attacking. Like her sister, she uses *magic missile*, *ray of enfeeblement*, and *sleep* to weaken the PCs, but she especially relies on her *ring of shooting stars* to harm them. If push comes to shove, she bites the PCs, preferring to target the spellcasters first. If the PCs have not killed everyone else in the Region, ettin bodyguards arrive in 1d4+2 rounds after hearing the sounds of battle.

If the PCs look like they are too much for her, she bluffs them, convincing them she is a prisoner of Krasveshk and only his destruction can save her and the rest of the dungeon. If the PCs begin the journey to "destroy," she sets out to foil them once they are inside the cocoon (Room G99 and G100).

Treasure: Like her sisters, Grelka wears a golden amulet of her god on a silvery chain (worth 500 gp) and carries a *heartstone*. She also has 600 gp worth of precious gemstones as well as a *ring of shooting stars*.

EL: 13

Scaling: To increase the challenge of this encounter, give Grelka four ettin bodyguards. To decrease the challenge, make Grelka a 12 Hit Dice monster rather than a 16 Hit Dice one.

♟ **Grelka, Nighthag:** CR 13; Medium outsider (evil, extraplanar); HD 16d8+64; hp 137; Init +5; Spd 20 ft.; AC 28, touch 11, flat-footed 27; Base Atk +16; Grp +20; Atk +21 melee (2d6+7/19–20 plus disease, bite); Full Atk +21 melee (2d6+7/19–20 plus disease, bite); SA Spell-like abilities, dream haunting; SQ Damage reduction 10/cold iron and magic, immunity to fire, cold, charm, sleep, and fear, spell resistance 25; AL NE; SV Fort +16*, Ref +13*, Will +15*; Str 20, Dex 12, Con 19, Int 11, Wis 16, Cha 14.

Skills and Feats: Bluff +21, Concentration +23, Diplomacy +6, Disguise +2 (+4 acting), Intimidate +23, Listen +24, Ride +20, Sense Motive +22, Spellcraft +19, Spot +23; Alertness, Combat Casting, Improved Critical (bite), Improved Initiative, Improved Natural Armor, Mounted Combat.

Disease (Ex): Demon fever—bite, Fortitude DC 22, incubation period 1day, damage 1d6 Con. Each day after the first, on a failed save, an afflicted creature must immediately succeed on another DC 22 Fortitude save or take 1 point of Constitution drain. The save DC is Constitution based.

Spell-Like Abilities: At will—*detect chaos, detect evil, detect good, detect law, detect magic, magic missile, polymorph* (self only), *ray of enfeeblement* (DC 13), *sleep* (DC 13). Caster level 16th. A Grelka can use etherealness at will (caster level 16th) so long as it possesses its heartstone (see below). The save DCs are Charisma-based.

Dream Haunting (Su): Grelka can visit the dreams of chaotic or evil individuals by using a special periapt known as a *heartstone* to become ethereal, then hovering over the creature. Once Grelka invades someone's dreams, she rides on the victim's back until dawn. The sleeper suffers from tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions, by confronting and defeating the nighthag.

Heartstone: All nighthags carry a periapt known as a *heartstone*, which instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block). A nighthag that loses this charm can no longer use *etherealness* until it can manufacture another (which takes one month). Creatures other than the hag can benefit from the *heartstone's* powers, but the periapt shatters after ten uses (any disease cured or saving throw affected counts as a use) and it does not bestow *etherealness* to a bearer that is not a nighthag. If sold, an intact *heartstone* brings 1,800 gp.

Possessions: Heartstone, ring of protection +1, ring of shooting stars, bracers of defenselessness (only trigger while Grekla is wearing them if she is attacked by a 17th-level or higher character in anger).

G45 THROUGH G57. THE LAIR OF THE UNDEAD LORD

Rooms G45 through G57 Lord Tarnaticus controls Rooms G45 through G57. His homestead for centuries, the undead lord gradually turned many living beings into mindless creatures of the night. The many zombies now serving Tarnaticus form a powerful force in this Region of the dungeon.

Fortunately for the Children of the Inner Light, Lord Tarnaticus is more interested in his personal survival and in the accumulation of wealth and power than in claiming territory or in liberating the demon lord imprisoned by the magical cocoon at the heart of the Region. Because of this, Tarnaticus spends a lot of time and effort maintaining the mechanical traps spread throughout the Rooms that make up his lair, as well as in striving to make his army constantly more powerful.

Lord Tarnaticus recently made a non-aggression pact with Grelka and her three nighthag sisters, for the undead master now has important things to worry about. Mainly, the mohrg is worried the angel and archon warriors of the Children of the Inner Light will take it upon themselves to drive off the zombies under his control. More importantly, however, is the constant threat of the demonic forces so close his lair. Lord Tarnaticus does not trust them, and it is no secret there is no great love — or even complicity — between the undead master and the fiendish fiends.

Lord Tarnaticus' soulless minions roam the Rooms of this Section. The lord's orders are simple; prevent anyone from venturing in. Tarnaticus' zombies obey his whim to the best of their abilities and attack anyone who is not an undead.

The master of the undead possess the key of all locked doors in this section. When the zombies travel through this section, they are unable to open these doors and thus must find alternate routes; a situation Lord Tarnaticus finds quite practical.

Except where noted, there is no illumination anywhere in this Section of the dungeon.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A rat scurries across the floor. It disappears into a small crack in the wall.
2–12	Nothing
13	Six kobold zombies returning from patrol. These creatures walk slowly, their mindless gazes surveying the area.
14	A band of eight ogre zombies on patrol. They are slow to react but vigilant.
15	Eight minotaur zombies stand guard in this portion of the undead master's lair.
16	Four gray render zombies from the family guarding Room G46 patrol the halls.
17	A nasty hezrou has ventured into Tarnaticus' lair. The demon is on the hunt, searching for easy prey.
18	The PCs stumble upon a trap. ⚜ **Spiked Blocks Falling from the Ceiling:** CR 8; mechanical; location trigger; repair reset; Atk +18 melee (6d6, spikes); multiple targets (1d4 spikes to all targets in a 10-ft. by 10-ft. area); Search DC 26; Disable Device 22.
19	A pair of harpies from Region F have secured a gem from Tarnaticus' lair, but are frightened and desperate.
20	Raverna (Room G35) hunts for demons. Though she has not officially allied herself with the Children of the Inner Light, Raverna met their leader and took it upon herself to rid the Region of the evil fiends haunting it. Unless the PCs are evil, she views them as potential allies.

G45. ZOMBIE CAVE

This wide cave is cast in total darkness. It is filled with creatures resembling elves in tattered clothes with hollow eyes, emaciated bodies, and pale gray skin. The grotto's mouth is wide at the south, opening into the northern bank of the underground lava stream. There are two damaged archways leading into dark corridors: one to the north and one to the east.

Initial Attitude: Hostile

Encounter: A score of elf zombies (hp 16 each) dwell in this grotto. Their orders are to prevent any creature from venturing further into the lair of the undead master. On occasion, some of these zombies are found along the southern bank, but for the most part they keep to their cave. If the PCs travel upon the bank of the lava flow, allow the zombies the appropriate Listen and Spot checks to notice them. If they do, they move toward the PCs to attack.

Tactics: These undead are mindless minions obeying the whim of Lord Tarnaticus. They lack the ability to process logical thoughts or parley, and they attack anyone crossing their paths. The zombies move slowly and without order. They attack anyone within range.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, add four ogre zombies and give all the zombies fire resistance 10. To decrease the challenge, remove ten zombies.

Zombie: CR 1/2; Medium undead; HD 2d12+3; hp 16; Init –1; Spd 30 ft. (can't run); AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); SA —; SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref –1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —; Toughness.

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

G46. GRAY RENDER ZOMBIE FAMILY PEN

The door on the southern wall of this Room is locked. A successful DC 30 Open Lock check is required to open it.

A putrid smell issues from this room, which contains a thick pile of detritus covering the entire floor. Upon the refuse are six massive creatures with stooped frames, hairless white skin, and powerful shoulders Their unnaturally long arms are sinewy, and dark claws complete the hands of these bi-pedal undead creatures. Their powerful-looking jars are filled with sharp black teeth. What is most surprising about the fiends, however, are the six beady yellow eyes protruding from the side of each of their heads.

Initial Attitude: Hostile

Encounter: Six undead gray renders (hp 133 each) guard this Room. These creatures ventured into the lair of the undead master long ago, and have since then been turned into soulless minions of the night. Undoubtedly Lord Tarnaticus' most powerful servants, these creatures are left alone and, for the most part, remain in this chamber.

Tactics: The gray renders attack the living on sight. They charge without subtlety, using their bite and slam attacks simultaneously.

Treasure: PCs succeeding at a DC 25 Search check uncover 14 pp, 142 gp, and 61 sp scattered in the refuse as well as a tarnished silver ring (worth 15 gp if cleaned).

EL: 11

Scaling: To increase the challenge of this encounter, add two gray render zombies to the family. To decrease the challenge, remove two.

Gray Render Zombie: CR 6; Large undead; HD 20d12+3; hp 133; Init –1; Spd 30 ft. (can't); AC 16, touch 8, flat-footed 16; Base Atk +10; Grp +21; Atk +16 melee (2d6+7, bite) or +16 melee (1d8+10); Space/Reach 10 ft./10 ft.; SA —; SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +6, Ref +5, Will +12; Str 25, Dex 8, Con —, Int 3, Wis 10, Cha 1.

Skills and Feats: —; Toughness.

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

G47. EMPTY CHAMBER

Both doors leading into this Room are locked. A successful DC 30 Open Lock check unlocks them.

This room holds no furniture or decorative features. The walls are scarred with claw marks, as if something tried to dig into the bedrock.

Initial Attitude: N/A

Encounter: It is unclear why the doors of this empty Room were locked. Perhaps something locked itself in and died, and no one has dared to open it since. The stale air and layers of dust indicate much time has past since anything has been in here.

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

G48. FIRST OGRE ZOMBIES' QUARTERS

The door on the western wall of this Room is locked, requiring a successful DC 30 Open Lock check to unlock.

A large but crude throne-like chair carved out from a chunk of shear rock sits in the northeast corner. A powerful, but gaunt creature with greenish white skin and wearing the pelt of a brown bear sits upon this chair, a great axe on its knee. Six other creatures with similar features bearing large clubs stand in front.

Initial Attitude: Hostile

Encounter: The creature sitting upon the wide rock chair is an ogre zombie (hp 66). It carries a greataxe and slowly charges anyone entering the Room other than its master or another zombie. The other six (hp 58 each) carry greatclubs and follow its every move. Originally part of a powerful gang, these creatures serve their new master.

Tactics: These mindless servants show little understanding of tactics. They move slowly, brandish their weapons, and attack without hesitation. Mindlessly, they fight to the death. If combat ensues here, allow the ogre zombies in Room G49 a DC 22 Listen check to notice the noise. If they do, they come to the aid of their comrades 1d4+2 rounds later.

Treasure: The ogre zombie wears the pelt of a brown bear (15 gp).

EL: 9

Scaling: To increase the challenge of this encounter, add four ogre zombies. To decrease the challenge, remove two.

Ogre Zombie: CR 3; Large undead; HD 8d12+3; hp 66*, 58; Init –2; Spd 30 ft. (can't run).; AC 15, touch 7, flat-footed 15; Base Atk +4; Grp +14; Atk +9 melee (2d8+9, greatclub) or +9 melee (3d6+9/×3, greataxe*) or +9 melee (1d8+7, slam); Space/Reach 10 ft./10 ft.; SA —; SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —; Toughness.

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

G49. SECOND OGRE ZOMBIES' QUARTERS

This room is filled with pieces of broken chairs and a ruined green marble is in pieces among the other debris. Six powerfully built, pale warriors holding nasty-looking clubs stand amidst the debris.

Initial Attitude: Hostile

Encounter: Six ogre zombies (hp 60 each) are posted in this Room. They engage anyone who is neither Lord Tarnaticus nor another zombie.

Tactics: These creatures have neither intelligence nor grace. They move in predictable patterns toward their intended victims and use either their weapons or natural slam attacks to neutralize them.

If there is a battle here, allow the ogre zombies in Room G48 a DC 22 Listen check to notice it. If they do, these zombies come to help their foul kin in 1d4+2 rounds.

Treasure: One of the ogre zombies has a finely wrought human-sized bronze armband, which he wears around his left thumb. This item was stolen from one of his former victims, before he became a soulless minion of the undead master of this place. Though simple, the armband is centuries old and worth 100 gp.

EL: 8

Scaling: To increase the challenge of this encounter, double the number of ogre zombies present. To decrease the challenge, cut their number in half.

Ogre Zombie: CR 3; Large undead; HD 8d12+3; hp 60; Init –2; Spd 30 ft. (can't run).; AC 15, touch 7, flat-footed 15; Base Atk +4; Grp +14; Atk +9 melee (2d8+9, great club) or +9 melee (1d8+7, slam); Space/Reach 10 ft./10 ft.; SA —; SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —; Toughness.

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

G50. TRAPPED ROOM

To prevent the zombies from venturing into this Room, its door is locked. A successful DC 30 Open Lock check is required to unlock it.

This room is empty except for the colorful painting on its western wall. The painting is set upon a wide golden frame and depicts a chubby noble woman in elaborate pink robes sitting upon a massive burgundy couch with two large wolfhounds with coarse gray fur lying at her feet.

Initial Attitude: N/A

Encounter: This Room was originally designed to dissuade intruders to journey through this part of the dungeon, and thus encourage them to keep to their own Rooms. When Lord Tarnaticus took over the Section, he discovered this chamber's trap had already been trigged. He later placed a valuable painting upon the eastern wall, reset the trap, and locked the door.

Anyone over 50 lbs. who steps on the floor of this Room automatically triggers its trap 1d4 rounds later. A hidden lock in the Room's archway (which can only be uncovered once the door is opened) bypasses the trap, provided the PCs have the required key or succeed at a DC 35 Open Lock check.

Well-Hidden Spiked Pit Trap with Poisoned Spikes: CR 11; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25; Open Lock DC 30); DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within the room); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (large scorpion venom, DC 18 Fortitude save, 1d6 Str/1d6 Str); Search DC 30; Disable Device DC *.

Tactics: N/A

Treasure: The painting on the northern wall is exquisite and precise. This painting is worth upwards of 2,800 gp. The frame holding it is made out of wood with chipped golden paint. It has no value if separated from the painting.

EL: 11

Scaling: To increase the challenge, replace the large scorpion venom poison on the well-hidden spiked pit trap with dragon bile. To decrease the challenge, replace the poison on the well-hidden spiked pit trap with black adder venom.

G51. MINOTAUR ZOMBIE GUARD ROOM

This small chamber is empty except for the tall and emaciated minotaur undead standing in it. These dreadful-looking creatures have bluish white skin hanging upon tall frames, long horns protruding from their bull-like heads, and silvery breastplate armors protecting their torsos. Each holds an axe with a mighty serrated blade.

Initial Attitude: Hostile

Encounter: Eight minotaur zombies (hp 81 each) guard this Room, preventing anyone other than their master to enter Room G52. These soulless creatures were once proud members of the Broken Axe tribe (see Region F for more details). Six years ago, they unwittingly ventured into this section of the dungeon and faced Lord Tarnaticus in battle. The mohrg turned them into undead zombies and they have served him well ever since.

Tactics: These creatures attack anyone other than Lord Tarnaticus or other zombies. Like the majority of the undead creatures in this section, they charge slowly in a disorganized fashion.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add four minotaur zombies to the group. To decrease the challenge, remove two.

Minotaur Zombie: CR 4; Large undead; HD 12d12+3; hp 81 each; Init –2; Spd 30 ft. (can't run).; AC 21, touch 8, flat-footed 21; Base Atk +6; Grp +15; Atk +10 melee (2d8+7/×3, large great axe) or +10 melee (1d8+5, gore) or +10 melee (1d8+5, slam); Space/Reach 10 ft./10 ft.; SA —; SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +4, Ref +3, Will +8; Str 21, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —; Toughness.

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

G52. TREASURE VAULT

The door leading to this treasure vault is locked with a complex mechanism. A successful DC 32 Open Lock check is required to open it.

Opening the door (but not unlocking it) triggers its trap: Poisonous needles spring out of tiny slits from the wall on either side of the doorway (the north and east walls of Room G51). By finding the hidden lock at the base of the door (DC 30 Search check required to notice it) and unlocking it bypasses the trap.

Poisoned Needle Trap: CR 5; mechanical; touch trigger; manual reset; lock bypass (DC 28 Open Lock); Atk +18 ranged (1 plus poison, needle); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con / 1d2 Con); multiple targets (1d8 needles per target within a 10 ft. by 10 ft. area); Search DC 28; Disable Device DC 28.

In addition, a silent alarm has been placed on the door, alerting Tarnaticus that intruders are in the Section. This gives him time to prepare defensive spells. Surprise is now impossible.

Three massive wooden chests line the northern wall of this room. The dark brown wood of these heavy coffers is reinforced with braces of black iron and obvious locking mechanisms secure the items within. In front of the treasure, however, is a hideous beast. Its dragon-like body is emaciated and its pale brown hide fails to conceal bulky muscles.

Initial Attitude: Hostile

Encounter: Once the only door leading into this Room is unlocked and its trap dealt with, PCs venturing into the area must face its guardian – – a mighty wyvern zombie (hp 150).

Tactics: This undead fiend engages anyone entering the Room. It uses its slam and talon attacks alternately, having no preferred targets and using no particular tactics.

Treasure: The three chests in this Room are locked and trapped. A successful DC 27 Open Lock check is required to unlock each of them, but anyone tempering with the lock or causing damage to one of the chests automatically triggers its trap. The easternmost chest has a *glyph of warding* trap upon it, the one to the west is protected by a *firetrap*, and the central chest contains a *lightning bolt* trap. Each of these chests has a bypass mechanism: A tiny button blending upon the wooden surface at the back of the chest. PCs who succeed at a DC 32 Search check while observing each chest find this button, which must be pushed and held while the chest is being opened to avoid triggering the trap.

Glyph of Warding (Blast) Trap: CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 16th-level cleric, 5d8 sonic, DC 16 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 7th-level wizard, 1d4+7 fire, DC 17 Reflex save half damage); Search DC 29; Disable Device DC 29.

Lightning bolt Trap: CR 6; magic device; touch trigger; automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 16 Reflex save half damage); Search DC 28; Disable Device DC 28.

The chests contain all the monetary treasure Lord Tarnaticus accumulated over the years. The easternmost chest holds 3,214 cp, the western chest contains 2,051 sp, and the one in the middle has 1,786 gp as well as two small pouches. One of these pouches holds 68 pp and the other is filled with the following: two yellowish green chrysoberyls (worth 100 gp each), three silver pearls (150 gp each), a roughly cut blue-green aquamarine (worth 500 gp), and an oval black pearl (worth 650 gp).

EL: 8

Scaling: To increase the challenge of this encounter, add another improved wyvern zombie and replace the greenblood oil poison on the trapped door with giant wasp poison. To decrease the challenge, reduce the wyvern zombie's Hit Dice to 16 and ignore the trap upon the door.

Wyvern Zombie: CR 5; Large undead; HD 20d12+3; hp 150; Init +0; Spd 20 ft. (can't run), fly 60 ft. (poor); AC 20, touch 8, flat-footed 20; Base Atk +10; Grp +19; Atk +15 melee (2d6+7, slam) or +15 melee (2d6+7, talon); Space/Reach 10 ft./10 ft.; SA —; SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +6, Ref +6, Will +12; Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —; Toughness.

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

G53. EMPTY CHAMBER

The floor of this small room has dusty footprints all over the floor.

Initial Attitude: N/A

Encounter: The tracks in the dust are those of minotaur zombie guards from Room G51 and G52 as well as those of the other inhabitants of this section of the dungeon that occasionally pass through this Room.

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

G54. GRAY RENDER ZOMBIE LAIR

This room is void of furniture and decoration. The door upon the west wall is closed, but the one on the eastern wall is half opened. In the midst of the place are two massive creatures. They stand in hunched positions, their hairless and broad shouldered bodies as large as giants. The pale gray shade of their skin is turning to a dull green hue and they bear distinct signs of decomposition. The creatures' massive jaws of black teeth are crowned with sloped foreheads upon which are rows of strange yellowish eyes.

Initial Attitude: Hostile

Encounter: This Room serves as a pen for four gray render zombies (hp 133 each), which attack anyone other than their master or one of its undead servants.

Tactics: These mindless creatures use their claw and bite attacks in battle, alternating between the two modes of combat as they see fit. They have no preferred targets and use no particular ruse in combat.

Tarnaticus has trained the zombies to make as much noise as possible, alerting him that intruders are about. If he succeeds at a DC 20 Listen check, he prepares to face his intruders and casts his defensive spells as necessary. He can no longer be surprised.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, double the number of gray render zombies. To decrease the challenge, remove one.

Gray Render Zombie: CR 5; Large undead; HD 20d12+3; hp 133 each; Init –1; Spd 30 ft. (can't run); AC 16, touch 8, flat-footed 16; Base Atk +10; Grp +21; Atk +16 melee (2d6+7, bite) or +16 melee (1d8+10, slam); Space/Reach 10 ft./10 ft.; SA —; SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +6, Ref +5, Will +12; Str 25, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —; Toughness.

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

G55. LORD TARNATICUS' MAIN HALL

The southern door leading into this chamber is locked. A successful DC 32 Open Lock check is required to open it.

The 5-ft. square area north of this locked door is trapped. Anyone stepping upon it triggers the magical device, which can be bypassed by unlocking a hidden mechanism by the side of the door. A successful DC 28 Search check is required to notice this lock bypass.

Chain Lightning Trap: CR 7; magic device; location trigger; automatic reset; lock bypass (DC 30 Open Lock); spell effect (*chain lightning*, 12th-level wizard, 12d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to ten secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

The flames of several candles set upon large bronze candelabrums cast this large hall in an eerie glow. Each of the four 5-ft. high candelabrums is shaped in the semblance of a three with five main branches, each holding an orange hued candle.

The luminescence cast by the dancing flames reveals several tapestries hanging upon the north wall. A layer of gray dust is impregnated upon these intricate works of art, making the magnificently colorful patterns bleak.

A wooden chair carved from a single piece of wood with branch and leaf ornamentation adorns at the edge of the tapestries. A horrible figure sits upon this wonderfully sculpted piece of furniture. The yellowish white skeletal thing's ribcage is filled with writhing viscera of purplish red shades. The skull of the horrid skeleton is a long, cartilaginous, violet organ ending in a forked claw.

Initial Attitude: Hostile

Encounter: This is Lord Tarnaticus' main hall. The undead master, a powerful mohrg (hp 194), lives in this Room, which he has not left in decades. Here, he contemplates squandered opportunities and fractured memories. He does not like doing anything for himself, relying instead on his minions to do his bidding. If he knows the PCs are coming he is ready for them, having cast cloak of chaos and prepared a wide array of paranoid traps for them. If worthy, he turns them into undead guards after they are dead.

Tactics: Unlike his minions, Lord Tarnaticus is a proud, cunning, and vicious opponent. He harbors a deep hatred toward the living, for above all else he wishes to become a living, breathing being once again. Though he does not tolerate intruders, he might be willing to talk with them if they open up negotiations and change his attitude. However, unless the PCs convince Lord Tarnaticus they help him live again, the undead master engages them in combat.

In battle, Tarnaticus is mercilessly cruel. He uses *horrid wilting*, *harm* and *unholy blight* first, later turning to *bane*, *doom*, and *crushing despair*. If forced into melee, his *paralyzing touch* and touch-based abilities remind the PCs to stay at a distance. He targets wounded foes and those not wearing armor first, hoping to quickly diminish the number of foes facing him. If possible, he turns dead PCs into undead allies.

If a battle ensues in this hall, or if the *chain lightning* trap is sprung, the two gray render zombies in Room G54 come to the aid of their master in 1d3+1 rounds. Similarly, allow the bugbear zombies in Room G57 a DC 18 Listen check to notice their master is in trouble. These zombie servants arrive 1d3+1 rounds after they hear the noise.

If Tarnaticus cannot win, he uses *veil* to make himself appear like a helpless or wounded child, hoping to draw upon the sympathy of the PCs. He pretends they have freed him from him imprisonment and he wishes to go home. Of course, his irrational fear of leaving the Room must be stifled for this to work. But, if the PCs fall for it, he travels with them until such time as he can turn against them.

Treasure: There are four beautifully woven tapestries upon the northern wall. Each weighs 30 lbs. and is worth upwards of 300 gp to any collector or history buff. The four candelabrums are large and heavy, each weighing 55 lbs. They are made of tarnished bronze and worth 150 gp each. The chair upon which Lord Tarnaticus sits is an elven masterpiece. At first glance, it is worth no more than 100 gp, but a successful DC 30 Knowledge (history) or Knowledge (nobility) check reveals it can be sold to an elven noble for ten times that amount.

Lord Tarnaticus' ring of keys can be found upon his beautifully well-crafted chair. It holds seven keys of various shapes and sizes. These keys were taken from the decrepit warden of the place long ago. They unlock the many doors, chests, and hidden locks made to bypass the various traps in this portion of the dungeon (Rooms G45 through G57).

EL: 12

Scaling: To increase the challenge of this encounter, add eight minotaur zombie guards. To decrease the challenge, remove Tarnaticus' spell resistance.

Lord Tarnaticus, Mohrg: CR 12; Medium undead; HD 20d12; hp 194; Init +9; Spd 30 ft.; AC 23, touch 14, flat-footed 14; Base Atk +10; Grp +15; Atk +15 melee (1d8+7, slam) or +16 melee touch (paralysis, tongue); Full Atk +15 melee (1d8+7, slam) and +16 melee touch (paralysis, tongue); SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., spell resistance 20, undead traits; AL CE; SV Fort +6, Ref +12, Will +13; Str 21, Dex 19, Con —, Int 11, Wis 12, Cha 12.

Skills and Feats: Climb +18, Hide +23, Listen +16, Move Silently +23, Spot +20, Swim +14; Alertness, Dodge, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Mobility, Weapon Focus (tongue).

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 21 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Spell-Like Abilities (Su): 1/day—*horrid wilting* (DC 19), *veil* (self only); 3/day—*animate dead*, *cloak of chaos*, *create undead*, *harm* (DC 17), *poison* (DC 15), *unholy blight* (DC 15), *vampiric touch* (DC 14); At will—*bane**, *chill touch* (DC 12), *crushing despair**, *doom**, *command undead*, *inflict light wounds* (DC 12),, *magic weapon*, *magic vestment*. Caster level 13th.

* No save. Otherwise, the save DCs are Charisma-based.

Lord Tarnaticus powers are unreliable however. His fractured memories cause him to use all his spell-like abilities as if the target had spell resistance 20. If the target already has spell resistance, he must roll twice.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

G56. LORD TARNATICUS' PRIVATE CHAMBER

The door leading to Room G56 is hidden a heavy tapestry hanging on the northern wall. PCs looking behind it automatically uncover the door. Otherwise, a successful DC 30 Search check is required.

This chamber is cast in total darkness. Unlike most of the rooms in this area, it is sumptuously furnished and decorated. A high bed covered with thick dark brown woolen blankets is lined up on the north wall. Above it is a painting representing a handsome youth with raven hair and disquietingly dark eyes. The human male is attired in fine clothing and the hilt of a jeweled sword hang from his belt.

Two large bronze candelabrums with unlit dark orange candles are set in the northeast and northwest corners of the room. An iron chest with a complex locking mechanism stands in front of the massive bed.

Initial Attitude: N/A

Encounter: N/A

Tactics: N/A

Treasure: The iron chest at the foot of the bed is locked. PCs must either use one of the keys taken from Lord Tarnaticus' chair (in Room G55) or succeed at a DC 40 Open Lock check to open it. The iron chest can be moved and manipulated without danger and its lock can be picked without any problems. When its lid is opened, however, a hidden switch must be pressed to prevent triggering its trap.

Acid Fog Trap: CR 7; magic device; touch trigger (open lid); automatic reset; spell effect (*acid fog*, 11th-level wizard, 2d6 / round acid for 11 rounds); Search DC 31; Disable Device DC 31.

The iron chest contains Lord Tarnaticus' personal effects — eighteen dark orange wax candles wrapped in yellowed and dried parchment sheets; a rotted and useless suit of black leather armor; and a beautiful jeweled sword. A successful DC 20 Intelligence check reveals the sword's jeweled hilt is identical to that depicted in the paining. The blade is a +2 *mighty cleaving unholy longsword*, which belong to Tarnaticus when he was still alive. The weapon was used to murder countless victims and a strong evil aura emanates from it. Tarnaticus' fractured memories, however, stop him from being able to use the weapon any longer. Whenever he (or anyone else) touches it, they suffer *nightmares*, per the spell.

The painting on the north wall shows Lord Tarnaticus in his prime — before he became undead. It can be sold to connoisseurs for upwards of 300 gp. The two candelabrums are identical to those in Room G55.

EL: 7

Scaling: To increase the challenge of this encounter, add *chain lightning* or *poison* to the *acid fog* trap. To decrease the challenge, replace the *acid fog* trap with a *mass reduce person* trap.

G57. LORD TARNATICUS' PRIVATE LIBRARY

The walls of this dark room are covered with shelves filled with books, scrolls, and papers. Some of the wooden shelves, however, have succumbed under the weight of time and crumbled. The many volumes held by these rotted and broken shelves either fell on top of others or to the dusty stone floor below.

Hundreds of yellowed volumes, dried parchment, and unsealed scrolls are scattered upon the floor or piled upon one another in the remaining bookshelves. There is nothing else in the room save for the eight creatures with bear-like faces whose gazes are disquietingly hollow. These undead fiends look like pale and undernourished bugbears. They stand seven ft. tall and sharp yellow fangs protrude from their wide mouths. They hold nasty-looking morningstars but wear no armor.

Initial Attitude: Hostile

Encounter: Six bugbear zombie warriors (hp 47, 45, 43, 42, 40, 38) obey the whim of their master, Lord Tarnaticus. Though weak, these bugbears are all which remain of the first spawns created by the undead master. The mohrg uses them as personal aids and keeps them close by.

Tactics: Though they seldom engage in combat, these minions do not hesitate to defend their lord and master. Like the rest of the zombies under Tarnaticus' control, they use neither tact or subtlety in battle.

Treasure: At first glance, there is little of value in this Room. However, many of the tomes and documents piled here are either historical accounts of kings of old or specific documents pertaining to the courtly day-to-day affairs of these rulers. A successful DC 25 Knowledge (History) check reveals these archives could be sold to historians for upwards of 250 gp, provided the PCs are able to find the right buyer.

EL: 8

Scaling: To increase the challenge of this encounter, add six bugbear zombies. To decrease the challenge, remove two.

Bugbear Zombie: CR 2; medium undead; HD 6d12+3; hp 47, 45, 43, 42, 40, 38; Init +0; Spd 30 ft. (can't run).; AC 16, touch 10, flat-footed 16; Base Atk +3; Grp +6; Atk +9 melee (1d8+3, morning star) or +6 melee (1d6+3, slam); Space/Reach 5 ft./5 ft.; SA —; SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +2, Will +5; Str 17, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —; Toughness.

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

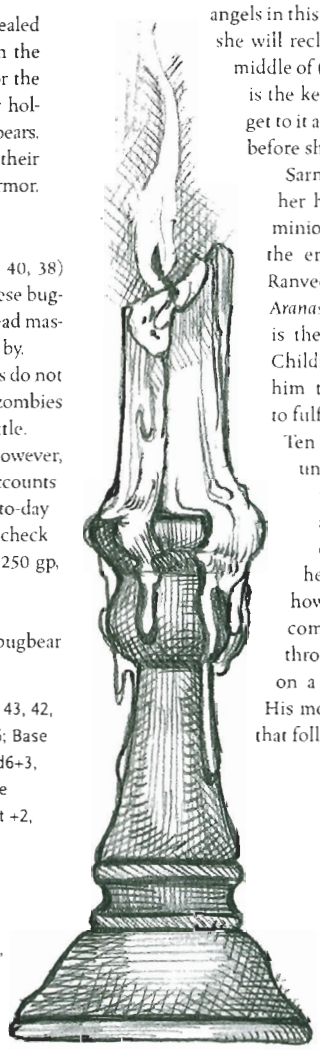
G58 THROUGH G73. FALLEN ANGEL'S DOMAIN

Room G58 to G73 serve as the hideout of Sarnikyan, also known as the Vile Enchantress, an erinyes who fell from grace. Though the fallen angel wishes to reclaim her place among the blessed celestial children, she has yet to prove to her angelic neighbors — and indeed to herself — that redemption is within reach.

Sarnikyan is troubled. On one hand, she hates herself for the foolhardy temptation she failed to resist centuries ago, she loathes the vile and terrible creature she has become, and she despises being trapped within the confines of this god-forsaken place without hope of escaping. On the other hand, Sarnikyan is a tribute to her kin — she is cunning, ambitious, and evil. Though she claims she would love nothing more than to redeem herself and return to her rightful place among the angels she openly admires, she nonetheless continues to act without mercy, kindness, or remorse. In fact, her abominable acts of cruelty over the years have brought her the enmity of all other factions in this Region of the dungeon.

Though she tried countless times to open negotiations with both the Children of the Inner Light and the demonic forces opposing them, Sarnikyan never managed to win the trust of an ally she could rely on. The members of the celestial order do not trust her and refuse to heed the fact that she wants to return to grace. Meanwhile, the demonic hosts are so obsessed with liberating their master that all they want from the erinyes is her devotion to their cause.

Because Sarnikyan does not care whether the demon lord is freed or not, she does nothing to help or hinder his fiendish minions. All she wants is to secure her lair, find more willing minions to serve her, and improve her image and reputation among the angels in this Region. In the meantime, she dreams of the day she will reclaim her grace. She believes the cocoon in the middle of the island, where the demon lord is imprisoned, is the key to her salvation. Unfortunately, she is unable get to it and fears the demonic army might free their lord before she can destroy him once and for all.



Sarnikyan has few servants, but those who follow her have proven their loyalty. Her most important minion is Ranveed, a former noble knight who failed the erinyes in life and now serves her in death. Ranveed tried in vain to uncover the *sacred flame of Aranas*. Because his mistress believes this artifact is the key to win the trust and friendship of the Children of the Inner Light, she desperately wants him to find it. But thus far Ranveed was unable to fulfill her request.

Ten years ago, a group of tiefling adventurers unwittingly ventured into the dungeon and were trapped within. The last survivor of this adventuring band, Narla the Assassin, serves the erinyes in the hopes the devil will eventually get her out of the place. One of those who perished, however, was a brilliant wizard. At Sarnikyan's command, he set up several magical traps throughout her territory. The fallen angel also relies on a pack of hell hounds to protect her domain. His most cherished pet is a strong nessian warhound that follows her whenever she journeys out of her lair.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The PCs stumble upon the chewed remains of a humanoid. The bones are broken and indented by powerful teeth. The skeleton is far from complete, however, and judging by the state of the decomposition (only the bones remain) this creature died many years ago.
2–13	Nothing
14	Six ogre zombies loyal to Lord Tarnaticus ventured from their compound. They are confused.
15	Sir Ranveed (Room G63), the bodak loyal to Sarnikyan the Fallen (Room G67), patrols his mistress' domain. He does not attack unless he knows he can win, preferring instead to report to Sarnikyan.
16–17	A pack of four hell hounds hunts this Section, attacking everything in sight.
18	The PCs stumble upon a trap. **Fireball Trap:** CR 6; magic device; location trigger; automatic reset; spell effect (*fireball*, 12th-level wizard, 10d6 fire, DC 16 Reflex save half damage); Search DC 28; Disable Device DC 28.
19	An emissary from the demonic host entered the domain of the erinyes hoping to open negotiations with her. Though this succubus and her retinue (two babau demons) have neither been invited by Sarnikyan nor sent by the lords of their army, they took it upon themselves to locate the fallen angel and strike a bargain with her.
20	Raverna (Room G35) hunts for demons. Though she has not officially allied herself with the Children of the Inner Light, Raverna met their leader and took it upon herself to rid the Region of the evil fiends haunting it. Unless the PCs are evil, she views them as potential allies.

G58. HIDDEN SHRINE

A magical trap that detects good-aligned creatures is poised at the entryway to this Room. The trap is triggered 3 rounds after any good creature enters. It fires fifteen missiles divided among all good-aligned beings within range.

Magic Missile Trap: CR 9; magic device; proximity trigger (*detect good*); automatic reset; spell effect (*empowered maximized magic missile*, 15th-level wizard, fifteen missiles dealing 7 force damage each); Search DC 26; Disable Device DC 26. This trap combines the effect of three *empowered maximized magic missile* traps triggered simultaneously.

The hallway behind the secret panel leads to an intersection. To the west is a column decorated designs, each more intricate and beautiful than the last one. To the north, the passageway leads to a simple door.

This door opens into an austere room illuminated by thick burgundy candles. The candles rest on a stone altar, which dominates the center of the chamber. On the altar is a long and carefully woven mesh of raven hair. Beside it is a silver cup reflecting the wavering light from the dancing candle flames.

Initial Attitude: N/A

Encounter: This Room is an altar where Narla (Room G59) performs dark ceremonies to honor the god of darkness and debauchery. Though she is but a simple servant of the deity, Narla is dedicated to follow the god's teachings. Sarnikyan agreed to let her servant use this hidden Room to perform her vile rituals (those she does not approve).

Tactics: There is no one currently using this vile temple, but if Narla survives an encounter with the PCs in Room G59 and escaped with her life, she might be found hiding in this shrine. Alternately, she is here 25% of the time, as the DM sees fit.

Treasure: The three wax candles upon the altar are imbued with *continual flame*. The silver cup is filled with blood and is worth 75 gp. The blood in the cup and the length of blackened toenail used to belong to the tiefling wizard from Narla's original adventuring band. The assassin killed him and offered his soul to her god. She keeps his blood and a piece of his nail clipping to remind her she has the power to slaughter anybody she wants.

There is a hidden compartment in the altar, which can be revealed by moving a loose piece of stone. A DC 30 Search check reveals its location. The small compartment holds a copy of the unholy book of the followers of the god of darkness and debauchery bound in black leather (worth 50 gp to any worshiper of the faith), four glass vials of unholy water, and a black velvet veil of the finest quality (worth 65 gp), which Narla puts on to hide her face when performing rituals to honor her deity.

EL: 5

Scaling: To increase the challenge of this encounter, add a *symbol of weakness* to the *magic missile* trap. To decrease the challenge, replace the *magic missile* trap with a *burning hands* trap.

G59. NARLA'S PRIVATE CHAMBER

Behind the cabinet, on the eastern wall, is a secret panel opening into a hallway leading to the hidden shrine of the god of darkness and debauchery (Room G58). A successful DC 25 Search check is required to uncover this secret door, and the cabinet must be moved in order to open it and allow PCs to move from Room G59 to Room G58.

This room is shaped like a cross. A wide column decorated with various markings made by an unknown sculptor dominates the northern section. The column is beautifully made, with various indentations forming different shades of gray. The eastern branch of the chamber holds a simple bed covered by thick orange blankets. On the far wall of the western section is a cabinet made out of black wood. The triangular shaped cabinet holds half a dozen small drawers: One small on top, two medium in the middle, and three narrow but deep drawers underneath. Over the top drawer is a keyhole.

Initial Attitude: Hostile

Encounter: This well-furnished Room is the private chamber of Narla (hp 57). The tiefling hates any being entering her Room without permission. After all, even her mistress respects her much-deserved privacy.

Narla is a foul and wicked creature. At a time, she was at odds with herself, never knowing how to contain her debauchery, however, she now revels in her power over others and has no qualms about killing innocents or maiming self-proclaimed heroes.

Tactics: Narla hides in the shadows and waits for the perfect opportunity to strike. She casts *darkness* and then attacks, using her *+1 unholy wounding dagger of venom* in combination with her lethal sneak attack ability, targeting the weakest and opponents first. If time allows, she casts *divine favor, entropic shield, and silence* before applying her black adder venom and *oil of keenness* to her dagger, making her initial attack deadlier. Otherwise, she uses *invisibility* and *true strike* to guarantee a near-fatal sneak attack.

Once in combat, she uses *bane* on her enemies, but prefers her deadly skill with the blade to slaughter her prey. She does not kill them quickly, however, preferring to maim and wound them. If Narla realizes the PCs' are too strong for her, she takes a draught of her *potion of greater invisibility* to make good her escape, warning her mistress as quickly as she can. She has no compunction about fleeing if it helps her get an advantage over her prey.

Allow Narla to get a 20 for her Initiative check, if she surprises the PCs.

Treasure: The cabinet upon the east wall contains Narla's many articles of clothing (which she stole from her fallen comrades) and a pair of beautiful emerald earrings in the form of a quill (worth 275 gp). The cabinet requires a series of three DC 35 Open Lock checks, which reset all the locks if any of them fail.

Narla also carries an iron key that unlocks the door leading into her chamber (from Room G60).

EL: 11

Scaling: To increase the challenge of this encounter, add three assassin levels to Narla. To decrease the challenge, remove her assassin levels.

Narla, Planetouched Tiefling Asn 2/Clr 3/Rog 5: CR 10; Medium outsider (native); HD 2d6+2 + 5d8+5 + 3d6+3; hp 57; Init +3; Spd 30 ft.; AC 22, touch 16, flat-footed 17; Base Atk +4; Grp +5; Atk +10 melee (1d4+2/19–20* plus poison, *+1 unholy wounding dagger of venom*) or +9 ranged (1d4+1/19–20 plus poison, throwing dagger); Full Atk +8 melee (1d4+2/19–20* plus poison, *dagger of venom*) and +8 melee (1d4+2/19–20* plus poison, *+1 unholy wounding dagger*) or +9 ranged (1d4+1/19–20 plus poison, throwing dagger); SA Dagger of venom, death attack,+4d6 sneak attack; SQ Darkvision 60 ft., evasion, improved uncanny dodge, resistance to cold 5, electricity 5, and fire 5, uncanny dodge; AL CE; SV Fort +5, Ref +13, Will +3; Str 12, Dex 20, Con 12,Int 17, Wis 14, Cha 9.

* The threat range of her daggers increased to 17–20 with *oil of keenness* applied.

Skills and Feats: Bluff +14, Concentration +7, Craft (alchemy) +13, Diplomacy +8, Disguise +12, Hide +22, Knowledge (religion) +8, Listen +15, Move Silently +15, Ride +6, Sense Motive +12, Search +13, Spot +12; Improved Initiative, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger).

Sneak Attack: Narla's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when she flanks her target. This extra damage is 4d6. Should Narla score a critical hit with a sneak attack, this extra damage is not multiplied.

Evasion (Ex): Narla can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge (Ex): Narla to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): Narla can no longer be flanked. This defense denies another rogue the ability to sneak attack Narla by flanking her, unless the attacker has at eleven rogue levels.

Poison Use: Assassins are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Poison: Black Adder Venom—Fort DC 11 to resist, primary and secondary damage 1d6 Con.

Darkness (Sp): Narla can use *darkness* once per day as a 10th-level caster.

Typical Clerical Spells Prepared (4/4/3; Save DC 12 + spell level) 0—*cure minor wounds* (2), *guidance, resistance;* 1st—*bane, divine favor, disguise self**, entropic shield;* 2nd—*aid, invisibility**, *silence.*

* *Domain spell.* Domains: Evil (Narla casts evil spells at +1 caster level) and Trickery (Bluff, Disguise and Hide are class skills).

Assassin Spells Known (2; save DC 13 + spell level) 1st—*true strike* (2).

Skills: A tiefling has a +2 racial bonus on Bluff and Hide checks.

Possessions: +3 studded leather armor, +1 unholy wounding dagger of venom, +1 dagger, masterwork dagger (3), *ring of protection +1,* bag of caltrops, black adder venom (3 vials), *potion of greater invisibility* (2 doses), *oil of keenness* (3 uses).

G60. MEETING HALL

The door leading to Narla's chamber (Room G59), from this Room, is locked. A successful DC 35 Open Lock check is required to unlock it.

This dreary hall is cast in darkness. A subtle cool breeze emanates from high above ground level. The north and south walls hold doors framed in stone archways while the western wall opens into a corridor leading to a chiseled column. This decorated column is out of place at the end of the hallway. A corridor in the middle of the eastern wall leads to another doorway.

In the middle of the floor is an impressively wide blood stain. Though the blood that left its mark here dried long ago, it is still clearly visible.

Initial Attitude: N/A

Encounter: The party of tiefling adventurers who swore allegiance to Sarnikyan once used this large Room as a meeting and dinning hall. The chamber is now completely empty, as even Narla, the last of the tieflings, prefers to dine in her private bedchamber.

Tactics: The bloodstain on the floor is another souvenir of Narla's assassination of her wizard companion. The other members of her adventuring band perished at the hands of the demonic fiends in the other Sections of the Region, long before Narla turned upon her remaining ally.

Treasure: N/A

EL: N/A

Scaling: N/A

G61. HEARTH

This cross-shaped area has a wonderfully carved column supporting the high ceiling in the southern portion. The branch leading east holds a small hearth, and the stone wall there is blacked by soot and the ceiling disappears into the shadows high above — somewhat like a naturally carved chimney. A small pile of dry wood is stacked beside the hearth.

The western portion of the room is filled with various empty wooden crates and barrels, most of which are now useless.

Initial Attitude: N/A

Encounter: This Room was used by the tieflings who allied themselves with the fallen angel. Now, only Narla comes here. She seldom uses the fireplace and no flame burns in the hearth.

Tactics: If the PC spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: N/A

EL: N/A

Scaling: N/A

G62. TRAPPED INTERSECTION

The four walls of this dark square room open into hallways cast in shadow. Other than the massive archways that frame the open corridors to the south, east, north, west, there is nothing of interest in this hall.

Initial Attitude: N/A

Encounter: This chamber is rigged with a powerful centuries old mechanical trap imbued with a potent magical effect. As soon as anyone steps within 10 ft. of the middle of the Room, the floor opens into a pit where the temperature is as cold as the dead of winter.

Wide-Mouth Pit Trap of Extreme Cold: CR 9; mechanical trap with magical device; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6, fall); extreme cold effect (1d6 cold damage each round target stays within the pit, DC 25 Fortitude save half damage); multiple targets (all targets within the room); Search DC 25; Disable Device DC 25.

Tactics: N/A

Treasure: The corridor leading north has a long but narrow secret alcove hidden into its western wall. This alcove is extremely hard to notice and the inhabitants of this domain never uncovered it. The fact that they seldom use this hallway and never venture into the trapped Room (preferring instead to journey through Rooms G65, G69, and G71 to enter and exit their hideout, explains in part why Sarnikyan and her servants never noticed this compartment.

A successful DC 40 Search check is required to notice the secret sliding panel into the east wall. Behind it is a narrow but long alcove in which a +2 *shock halberd* can be found.

EL: 9

Scaling: To increase the challenge of this encounter, increase the depth of the pit trap to 160 ft. To decrease the challenge, reduce the depth of the pit trap to 60 ft.

G63. SIR RANVEED'S SECRET CHAMBER

The secret door leading into this Room is unlocked. It can be found with a successful DC 26 Search check.

The hidden door on the southern wall of the corridor opens into a wide chamber dominated by a huge stone pillar in the center. The room is dark, but several sconce holding unlit torches are set upon the four walls. Behind the massive column supporting the fifty ft. ceiling is a large bed, a wooden desk, and a chair. The high and wide chair, made of dark wood covered in deep red silk, is in the southeast corner of the chamber.

Upon it is a large and odd figure. The creature is shaped like a humanoid, but it has loathsome gray and hairless flesh and an elongated skull belonging to no known humanoid race. It is noseless, but a thin hole marks the middle of its face, right under its white, empty, disquieting eyes.

Initial Attitude: Hostile

Encounter: This is the private chamber of Sir Ranveed (hp 162), a large bodak serving Sarnikyan. In life, Ranveed was an honest man. He was a knight born of a noble family, he upheld the law, and made quite a name for himself in his country of origin. At the height of his career he was contacted by Sarnikyan — who was a wonderful angel then — and swore to serve and protect her. Though the angel long ago fell from grace — and Sir Ranveed with her — the undead continue to serve his mistress to the best of his abilities.

Ranveed is not smart, but he is not easily fooled either. He reacts with anger towards anyone other than Sarnikyan or Narla (who he barely tolerates) violating his privacy. He also perceives adventurers as a serious threat to his station at his mistress' side. The tieflings who joined her cause were trouble enough, and now that only one remains he does not wish to have more people competing for his mistress' good graces.

Tactics: Ranveed relies on his death gaze ability to kill anyone entering his lair. Once his opponents have taken a good long look at him, he charges without pity, using his bare hands to kill anyone strong — and impudent — enough to resist his dreadful stare.

Treasure: Sir Ranveed keeps the items he possessed in his lifetime close to him. Though he never uses them, they remind him of better days. Under his bed is a silver +1 *full plate armor*, complete with blue feathered helms and chain mail gauntlets, as well as a masterwork bastard sword and a masterwork heavy mace. The drawers at his bedside store rotted clothing, which he no longer needs.

EL: 11

Scaling: To increase the challenge of this encounter, add two bodaks (who serve Ranveed). To decrease the challenge, reduce Ranveed's hit points to 122.

Sir Ranveed, Bodak: CR 11; Medium undead (extraplanar); HD 22d12; hp 162; Init +6; Spd 20 ft.; AC 21, touch 12, flat-footed 19; Base Atk +11; Grp +14; Atk +15 melee (1d10+3/19–20, slam); Full Atk +15/+10/+5 melee (1d10+3/19–20, slam); SA Death gaze; SQ Damage reduction 10/cold iron, darkvision 60 ft., immunity to electricity, resistance to acid 10 and fire 10, undead traits, vulnerability to sunlight; AL CE; SV Fort +7, Ref +9, Will +14; Str 16, Dex 15, Con —, Int 7, Wis 12, Cha 12.

Skills and Feats: Knowledge (nobility and royalty) +5, Listen +19, Move Silently +17, Spot +19; Ability Focus (death gaze), Alertness, Dodge, Improved Critical (slam), Improved Initiative, Improved Natural Attack (slam), Improved Natural Armor, Weapon Focus (slam).

Death Gaze (Su): Death, range 30 feet, Fortitude DC 24 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex): Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

G64. WAR HOUND SECRET PEN

A DC 30 Search check is required to find the unlocked secret door leading to this Room.

The secret wall opens into a wide hall in which a massive but simple column in the midst of the room supports the high ceiling. This chamber is dark, but an eerie luminescence comes from behind the massive pillar.

A large beast shaped as a muscular lupine creature with short rusty-hued fur, long black fangs, and sooty black tongue emerges from the darkness. The abomination wears a darkened chain barding upon its back. Its blazing red eyes are lit with fire as it utters a terrible sneer.

Initial Attitude: Hostile

Encounter: This chamber is the pen of Sarnikyan's favored pet, a hellish warhound (hp 131). It seldom leaves this Room, except on those rare occasions when it accompanies its mistress on a dark errand outside of her domain. The creature is extremely aggressive.

Tactics: This hell hound uses its breath weapon and fiery bite, attacking PCs in an almost random pattern. If a PC deals more than 20 hit points of damage in a single round to the warhound, it concentrates its attack on this PC for a least 1d4 rounds thereafter.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, increase the nessian warhound to 20 Hit Dice. To decrease the challenge, replace the warhound with four hell hounds without magical barding.

Hell Hound: CR 9; Medium outsider (evil, extraplanar, fire, lawful); HD 12d8+60; hp 131; Init +6; Spd 40 ft.; AC 24, touch 11, flat-footed 22; Base Atk +12; Grp +24; Atk +20 melee (2d6+12/19–20 plus 1d8 fire, bite); Full Atk +20 melee (2d6+12/19–20 plus 1d8 fire, bite); SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +13, Ref +10, Will +9; Str 26, Dex 14, Con 20, Int 4, Wis 12, Cha 6.

Skills and Feats: Hide +17, Jump +19, Listen +18, Move Silently +21, Spot +18, Survival +8*, Tumble +3; Alertness, Improved Critical (bite), Improved Initiative, Run, Track[B], Weapon Focus (bite).

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 3d6 fire, Reflex DC 21 half. The save DC is Constitution-based.

Fiery Bite (Su): A hell hound deals an extra 1d8 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills and Feats: Hell hounds have a +5 racial bonus on Hide and Move Silently checks.

* They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

Possessions: +2 chain shirt barding.

G65. COLUMNED ROOM

A pair of intricately carved columns supports the high ceiling of this wide chamber. Various patterns are engraved into these well-crafted pillars, forming countless shades of gray that disappear into the darkness. A corridor running from east to west passes through this hall.

Initial Attitude: N/A

Encounter: On each column is a trap. Each is sprung if the PCs succeed at a DC 30 Search check, but fail at a DC 40 Search check. This is a sinister trap that is designed to trick adventurers who must check every corner. Since they will only find the trigger by searching every groove, this trap is a wicked punishment and should be ignored if the PCs haven't been abusive with their Search checks.

One column has a *energy drain* trap on it, the other has *flame strike*.

- **Energy Drain Trap:** CR 11; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 40; Disable Device DC 40.

- **Flame Strike Trap:** CR 10; magic device; proximity trigger (detect magic); automatic reset; spell effect (flame strike, 17th-level cleric, 15d6 fire, DC 19 Reflex save half damage); Search DC 40; Disable Device DC 30.

Tactics: This Room is otherwise empty and unused. If the DM is so inclined, he may add a *symbol of weakness* to either trap.

After the PCs spring either trap, roll for a Random Encounter.

Treasure: N/A

EL: N/A

Scaling: N/A

G66. TRAPPED ANTECHAMBER

This chamber is shaped like an egg. The walls are rounded and the low 10-ft. high ceiling forms an oval dome. Even the floor is an inverse dome, creating a eerie look.

Initial Attitude: N/A

Encounter: This strange Room is empty but trapped. Anyone stepping inside it automatically triggers the magical device, which cannot be bypassed. The only way to avoid this lethal trap is to fly over it; something Sarnikyan the Fallen is well equipped to do. The trap, like many other in this section of the dungeon, was designed for the erinyes by the tiefling wizard Narla assassinated years ago.

- **Chain Lightning Trap:** CR 8; magic device, location trigger; automatic reset; spell effect (*chain lightning*, 12th-level wizard, 12d6 electricity to target nearest center of trigger area plus 6d6 electricity to each of up to twelve secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

If PCs trigger the trap here, allow Sarnikyan in Room G67 a DC 22 Listen check to notice the commotion. If she does, she readies herself for trouble.

Tactics: N/A

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add the effect of a second *chain lightning* trap. To decrease the challenge, replace the *chain lightning* trap with a flame strike trap.

G67. FALLEN ANGEL'S PRIVATE INNER SANCTUM

The door leading to this Room is locked, requiring a DC 30 Open Lock check unlock it.

Candlelight tosses shadows upon the walls of this perfectly cylindrical room. The wavering light is strong enough to illuminate portions of the sumptuous furniture, but most of it remains in brooding shadows. In the dusk-like glow, the burning candles are set upon a silvery candelabrum on a low, round, marbled table in the center of the room. Between the ancient table and the north wall is sofa large enough to sit two humanoids. On the other side of the table is a large throne-like chair carved from a solid block of obsidian. The dark throne is fashioned with countless grooves, forming intricate patterns. Standing beside the east door is an unnaturally beautiful creature — six ft. tall, her muscular frame and pale skin are flawless. Large wings of long white feathers with blackened tips protrude from her back. The wings move gently, a motion which signals that this statuesque female is real. Opening her eyelids, she reveals blazing-red eyes.

Initial Attitude: Hostile

Encounter: Sarnikyan (hp 179), the powerful erinyes devil controlling this section of the dungeon, lives here. Though evil, this fallen angel is careful, disciplined, and bound to an archaic sense of honor few living beings could understand.

The fallen angel is hostile towards anyone venturing into her domain uninvited. If the PCs parley with her, however, successful Diplomacy checks might change her attitude towards them. PCs wearing the medallion of the Children of the Inner Light (see Room G19 for more details) benefit from a +8 circumstance bonus to any Diplomacy checks made to improve Sarnikyan's attitude.

Though Sarnikyan's ultimate goal is to return to her original angelic state, she realizes the best way to ensure this is to help the cause of the Children of the Inner Light. If the PCs won her trust and question her about the *sacred flame of Aranas*, she agrees to reveal the location of the ancient relic to them on the condition that she be the one to return it to the leader of the celestial order. If the PCs agree to her terms, she tells them the demonic forces in Rooms G76 through G87 have the artifact in their possession. She also orders her loyal servant Ranveed to accompany the PCs on their mission, as she wants to keep a close eye on them.

If she feels the PCs derogate from this agreement in any way, she either kills them herself or orders Ranveed and her pet nessian warhound to do it for her. If, on the other hand, the PCs complete their quest and bring the potent artifact back to her, Sarnikyan honors her part of the bargain and allows them to escort her to the base of the Children of the Inner Light where she offers the item to their leader (see Room G19).

Tactics: If the party avoided the trap in Room G66 or managed to keep silent enough for the fallen angel not to notice their approach, allow her a DC 22 Lisren check to notice them pick the lock leading into her chamber. If she does not hear them, she is caught unaware.

If Sarnikyan hears the PCs approach her Room or unlock the door, she readies for combat, using her *mirror image and summon demon* before the PCs enter her chamber. In battle, she relies on her rope to entangle the strongest PC, then closes with her enchanted longsword.

Though she would prefer not to, Sarnikyan does not hesitate to use her *greater teleport* spell-like ability to save her life, preferring instead to escape and plot her revenge against the PCs. If she escapes in this fashion, she teleports herself to Room G64 and them moves to Room G63 where she orders her loyal servants to protect her. She also unleashes all the hell hounds in Room G71 against the party.

Treasure: There is little treasure in this Room aside from what Sarnikyan carries. The silver candelabrum upon the table is worth 50 gp and each of its five candles imbued with a *continual flame* spell. The wonderfully crafted throne is worth upwards of 800 gp, but the item is large and weighs over 1,500 lbs.

Sarnikyan carries a large key that unlocks all doors in this Section as well as a silver key that bypasses all traps with a bypass mechanism.

EL: 12.

Scaling: To increase the challenge of this encounter, add two hell hounds. To decrease the challenge, Sarnikyan is shaken.

Sarnikyan, Erinyes: CR 12; Medium outsider (evil, extraplanar, lawful); HD 18d8+90; hp 179; Init +5; Spd 30 ft., fly 50 ft. (good); AC 26, touch 16, flat-footed 20; Base Atk +18; Grp +23; Atk +26 melee (1d8+8/17–20, *+3 longsword*) or +25 ranged (1d8+6/×3 plus 1d6 fire, *+1 flaming composite longbow* [+5 Str bonus]) or +24 ranged (entangle, rope); Full Atk +26/+21/+16/+11 melee (1d8+8/17–20, +3 longsword) or +25/+20/+15/+10 or +23/+23/+18/+13/+8 with rapid shot ranged (1d8+6/×3 plus 1d6 fire, *+1 flaming composite longbow* [+5 Str bonus]) or +24 ranged (entangle, rope); **SA** Entangle, spell-like abilities, summon devil; **SQ** Damage reduction 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 23, telepathy 100 ft., true seeing; **AL** LE; **SV** Fort +16, Ref +17, Will +15; **Str** 21, **Dex** 22, **Con** 21, **Int** 15, **Wis** 18, **Cha** 22.

Skills and Feats: Bluff +11, Concentration +20, Diplomacy +12, Escape Artist +27, Hide +27, Knowledge (the planes) +17, Knowledge (religion) +15, Listen +25, Move Silently +27, Search +23, Sense Motive +25, Spot +25, Survival +4 (+6 following tracks), Use Rope +9 (+11 with bindings); Combat Expertise, Dodge®, Fly-by Attack, Improved Critical (longsword), Mobility[B], Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run.

Entangle (Ex): Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an animate rope spell (caster level 16th). An erinyes can hurl its rope 30 feet with no range penalty. Typically, an erinyes entangles a foe, lifts it into the air, and drops it from a great height.

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 20), *minor image* (DC 18), *unholy blight* (DC 20). Caster level 12th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an erinyes can attempt to summon 2d10 lemurs or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su): Erinyes continuously use *true seeing*, as the spell (caster level 14th).

Possessions: +3 longsword, +1 flaming composite longbow (+5 Str bonus), *bracers of armor +2.*

G68. TREASURE VAULT

The door leading to this Room is locked, requiring a DC 35 Open Lock check to unlock it.

This round room is similar to the devil's private throne hall leading into it, but it is much smaller. A massive bed covered with exquisite blue silken sheets dominates the dark chamber and several chests made out of wood and iron are lined upon the southern wall.

Initial Attitude: N/A

Encounter: This Room is Sarnikyan's bedchamber and treasure vault.

Tactics: N/A

Treasure: The five chests on the south wall contain the fallen angel's most precious possessions. None of the chests are locked or trapped. They hold 5,500 gp worth of coins, gems, and jewels. The silken sheets upon the bed are also worth 45 gp.

EL: N/A

Scaling: N/A

G69. TRAPPED INTERSECTION

This small square chamber opens into two wide corridors, one leading east and the other running south. The hall is otherwise empty and without outstanding features.

Initial Attitude: N/A

Encounter: The entire floor of this Room is trapped, but a hidden mechanism at the mouth of each of the hallways leading into it neutralizes its trap long enough for people to pass through. This bypass mechanism requires a DC 30 Search check to locate. PCs who failing to find and pick this lock bypass trigger the trap the round after they enter the Room, sending a volley of spears down from narrow slits in the ceiling.

Fusillade of Spear Ceiling Trap: CR 5; mechanical; location trigger; repair reset; lock bypass (DC 20 Open Lock check); Atk +21 range (1d8, spear); multiple targets (1d6 spears for every target within the room); Search DC 28; Disable Device DC 22.

Tactics: N/A

Treasure: N/A

EL: 5

Scaling: To increase the challenge, double the amount of spears shot from the trap. To decrease the challenge, reduce the trap to 1d3 spears per target.

G70. HELL HOUNDS' PLAYGROUND

The walls of this small room are marked with black soot and thick piles of bones from various creatures cover the floor. The skeletal remains are broken into small pieces and charred.

Initial Attitude: Hostile

Encounter: This Rooms and the corridor leading to it is where the many hell hounds belonging to Sarnikyan eat, run, and play. Whenever the fallen angel or her servants have a chance, they bring creatures of all kinds here to nourish the hounds. Prisoners caught in this section of the dungeon are brought here.

Four hell hounds (hp 29, 25, 21, 17) are currently in this Room. These creatures are loyal to their mistress and obey her every command. Since Sarnikyan seldom uses her hounds to hunt the neighboring Regions, preferring to use them to guard her territory, she lets them run freely in this large area. The magical beasts attack anyone venturing here.

Tactics: The hell hounds charge their prey, using their breath weapon and fiery bite attack as they see fit. If they notice the PCs approaching this Room from the corridor to the south, they do not hesitate to run towards them, flashing fangs and breathing wisps of black smoke.

If combat ensues here or anywhere in the corridor leading into this Room, allow the hell hounds in Room G72 a DC 18 Listen check. Success means they hear the ruckus and join the attack within 1d2 round.

Treasure: Except for a small piece of uncut beautiful dark amber (worth 45 gp) which used to belong to one of the victims of the hell hounds, there are no treasures in this Room.

EL: 7

Scaling: To increase the challenge of this encounter, add four hell hounds. To decrease the challenge, remove two.

Hell Hound: CR 4; Medium outsider (evil, extraplanar, fire, lawful); HD 4d8+4; hp 29, 25, 21, 17; Init +5; Spd 40 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +5; Atk +5 melee (1d8+1 plus 1d6 fire, bite); Full Atk +5 melee (1d8+1 plus 1d6 fire, bite); SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7*; Improved Initiative, Run, Track*.

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills and Feats: Hell hounds have a +5 racial bonus on Hide and Move Silently checks.

* They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

G71. HELLHOUND PEN

This large room houses eight powerfully built dog-like creatures with rust colored fur, black teeth and gums, and fiery eyes. In the darkness, the beasts appear extremely menacing, their low growls send shivers down the spine of the bravest of folks.

Initial Attitude: Hostile

Encounter: This is the pen of the twenty hell hounds owned by Sarnikyan. There are eight hounds at all times in this chamber. The others are separated in groups of four: one pack stays in Room G70, one in Room G72, and the remaining four sent out on patrol. Because the creatures are well trained and loyal to the fallen angel, they obey her command and take their duties extremely seriously.

Eight hell hounds (hp 22 each) are present in this Room. They attack anyone other than Sarnikyan, Sir Ranveed, or Narla the Assassin instantly.

Tactics: Half of these fierce creatures use their breath weapons in the first round of battle while the others charge the PCs. The creatures alternate between their fire breaths and their fiery bites, attacking until either they or the PCs are defeated.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, add four more hell hounds in this Room and increase their AC by +4. To decrease the challenge, remove two.

Hell hounds: Medium outsider (evil, extraplanar, fire, lawful); HD 4d8+4; hp 22 each; Init +5; Spd 40 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +5; Atk +5 melee (1d8+1 plus 1d6 fire, bite); Full Atk +5 melee (1d8+1 plus 1d6 fire, bite); SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7*; Improved Initiative, Run, Track[B].

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills and Feats: Hell hounds have a +5 racial bonus on Hide and Move Silently checks.

* They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

G72. HELL HOUND GUARDIANS

Two doors on the south wall lead into this small chamber. Upon the north wall, there is a corridor. There is nothing of interest in this room other than its fearsome inhabitants: A foursome of muscular wolf-like creatures with blazing red eyes, long blackened fangs, and coarse red fur.

Initial Attitude: Hostile

Encounter: Four hell hounds guard this Room. They attack anyone other than their mistress or her loyal minions.

Tactics: The hell hounds attack on sight, using their breath weapon ability as often as they can and biting their prey with all the might they can muster. If they hear the PCs approach this Room from the north corridor, they charge down the hallway to meet them, baying loudly.

If combat ensues here or anywhere in the corridor north of this Room, allow the hell hounds in Room G70 DC 20 Listen checks. Success means they hear the sound of battle and join the fray in 1d3 rounds.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add four more hell hounds in this Room, give them each the Toughness feat, and increase their AC by +2. To decrease the challenge, cut their number in half.

Hell Hound: CR 4; Medium outsider (evil, extraplanar, fire, lawful); HD 4d8+4; hp 31 each; Init +5; Spd 40 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +5; Atk +5 melee (1d8+1 plus 1d6 fire, bite); Full Atk +5 melee (1d8+1 plus 1d6 fire, bite); SA Breath weapon, fiery bite; SQ Darkvision 60 ft., immunity to fire, scent, vulnerability to cold; AL LE; SV Fort +5, Ref +5, Will +4; Str 13, Dex 13, Con 13, Int 6, Wis 10, Cha 6.

Skills and Feats: Hide +13, Jump +12, Listen +7, Move Silently +13, Spot +7, Survival +7*; Improved Initiative, Run, Track*.

Breath Weapon (Su): 10-foot cone, once every 2d4 rounds, damage 2d6 fire, Reflex DC 13 half. The save DC is Constitution-based.

Fiery Bite (Su): A hell hound deals an extra 1d6 points of fire damage every time it bites an opponent, as if its bite were a flaming weapon.

Skills and Feats: Hell hounds have a +5 racial bonus on Hide and Move Silently checks.

* They also receive a +8 racial bonus on Survival checks when tracking by scent, due to their keen sense of smell.

G73. EMPTY ANTECHAMBER

The charred corpse in this Room was set on fire long ago. The ogre's remains are a blackened mass of melted flesh.

The blackened remains an ogre lays upon the floor of this dark room. The north wall of the chamber holds two doors: One upon the eastside and the other upon the west.

Initial Attitude: N/A
Encounter: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A



G74. FIENDISH EARTH ELEMENTAL'S GROUNDS

The entire northeastern portion of the bank of the underground lava stream is home to a powerful fiendish earth elemental. This fiend haunts the area directly south of Room G55 to the southeastern tip of ground below Room G73. It considers this territory home and does not take kindly to visitors.

Though the infernal earth elemental is powerful and vigilant, it does not see anything going on in his domain, even though it does its best to keep every living and undead being from venturing unto its soil. Though it fears the powers of some demons as well as that of the fallen angel Sarnikyan, it does its best to spot and attack anyone daring to step upon its territory.

Unless encountered randomly (see Random Encounters below), the fiendish earth elemental is found in the area numbered G74 on the map, close to the large pile of rubble under which the artifact used in the fiend's creation can be uncovered. Since the tainted elemental's territory encompasses Sarnikyan's domain (Rooms G58 through G73) as well as one of the two entrances leading the undead master's lair (Rooms G45 through G57), other monsters are occasionally encountered here.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The PCs notice a piece of cloth coming out of the rocky ground near their position. The small red cloth is the only thing remaining of an adventurer who died here ages ago.
2–12	Nothing
13	Four hell hounds escaped their pen (Room G71) and are currently hunting in these parts, heedless of the fiendish elemental's menace.
14	A group of six ogre zombies are on patrol here. Lord Tarnaticus (see Room G55), who wishes to assess the situation with the fiendish earth elemental claiming this territory, sent them out.
15	A lone bebilith, part of the demonic army, ventured here.
16	Eight dretchs on patrol were sent out in this area by the demonic host. These fiends hope to uncover clues that would lead them to the potent artifact their masters seek.
17	Two babaus are currently journeying through this area. They plan to offer their service to the masters of the demonic army laying siege to the demon lord's prison.
18	A magical trap was set here. **Symbol of Sleep Trap:** CR 6; magic device; touch trigger; no reset; spell effect (*symbol of sleep*, 18th-level wizard, DC 20 Will save negates); multiple targets (all creatures within 60 ft.); Search DC 30; Disable Device DC 30.
19	Falling debris. This portion of the underground lava stream's shore was shaken recently and its high stone ceiling is fragile. When the PCs passes through this spot, a portion of the ceiling falls upon them, causing 10d6 points of crushing damage to everyone in the party. A DC 16 Reflex saving throw half this damage.
20	The dreadful fiendish earth elemental living here noticed the PCs. It emerges from the ground and attacks them. If encountered randomly in another part of its territory, remove the creature from Room G74.

G74. PILE OF RUBBLE

This wide area of the underground lava shore is littered with massive boulders, chunks of falling rock, and piles of crushed or broken stone. Most of the debris seems to have come from the ceiling, but obviously some sort of structure once stood here.

Initial Attitude: Hostile

Encounter: An elder fiendish earth elemental (hp 228) lives here. This creature was once a noble elder earth elemental, but was tainted long ago when an evil cleric used the *rod of tainted earth* to summon, control, and corrupt it. Though its master died long ago, the fiendish earth elemental remains here, close to the powerful artifact used to summon and taint it. This artifact is buried under the rubble, along with the dried and bony remains of the cleric Larna, the wild elf who once wielded it.

Tactics: This creature is quite mad. It attacks anything that come within 500 ft. of the artifact it holds dear, erupting from the rocky ground. It uses its slam attacks and push ability to incapacitate its opponents. It has no specific pattern of attack and no preferred targets. Instead, it fights instinctively in a savage manner. There is no reasoning with this creature.

Treasure: The massive pile of rubble hides the *rod of tainted earth*, a potent relic capable of summoning and corrupting an elder earth elemental. The artifact is buried under ten ft. of heavy stone and a potent magic aura emanates from under the rubble. A *detect magic* spell reveals strong transmutation magic.

It takes a party of four adventurers over four hours to uncover the buried relic.

The *rod of tainted earth* is a thick, three-ft. long, cylindrical rod made out of dark bronze. The item is inscribed with various runes of intricate design. A closer inspection of the rod reveals a tiny hand-like symbol inscribed at both ends of the object.

The *rod of tainted earth* has one purpose, to summon and corrupt one elder earth elemental. Only an evil character can use the rod's magic, however, and a non-evil PC who has the rod in his possession suffers from 5 negative levels for as long as the item remains on his person.

The power of the *rod of tainted earth*, which can be used once every week, initially functions as the *summon monster IX* spell but can only be used to call an elder earth elemental. The summoning has no time limit and the summoned creature remains permanently loyal to the rod's wielder. The only events that can break the elder earth elemental's loyalty to the person who summoned it are if the rod's wielder or the creature dies. Every twenty-four hours that passes, the elder earth elemental must succeed at a DC 35 Will save or become permanently tainted by evil. Once the creature fails this save, its alignment shifts to neutral evil and the creature becomes a fiendish elder earth elemental and adds the fiendish creature template to its statistics. This change is permanent. The rod's wielder can have under his control a number of fiendish elder earth elementals equal to his Wisdom modifier (minimum of one).

EL: 13

Scaling: To increase the challenge of this encounter, make this creature a 36 Hit Dice monster. To decrease the challenge, reduce the creature's hit point total by up to 50% and assume it recently battled a group of demons that unwittingly stumbled upon its lair.

Fiendish Elder Earth Elemental: CR 13; Huge elemental (earth, extraplanar); HD 24d8+120; hp 228; Init –1; Spd 30 ft.; AC 22, touch 7, flat-footed 22; Base Atk +18; Grp +37; Atk +27 melee (2d10+11/19–20, slam); Full Atk +27 melee (2d10+11/19–20, slams); Space/Reach 15 ft./15 ft.; SA Earth mastery, push, smite good; SQ Damage reduction 10/—, earth glide, darkvision 60 ft., elemental traits, resistance to cold and fire 10, spell resistance 25; AL N; SV Fort +19, Ref +7, Will +10; Str 33, Dex 8, Con 21, Int 10, Wis 11, Cha 11.

Skills and Feats: Listen +29, Spot +29; Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack.

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

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

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

Smite Good (Su): Once per day, the fiendish earth elemental can smite with an attack an additional 24 points of damage against a good target.

[Normally the fiendish template cannot be applied to elementals but this is a special effect of the rod of tainted earth.]

G75. BLACKGUARD'S HIDEOUT

Room G75, which is found upon a small and isolated island in the southeastern portion of the Region, is home of Aramnan, a mighty half-fiend wild elf blackguard. Aramnan's hideout is a solid structure that was once part of the underground prison complex. Now, it stands as a lonely fortress on the small island surrounded by the lava flow filled with fiendish demons.

Though Aramnan has few friends, he nevertheless won the respect of many demons and other creatures inhabiting this Region. Relying on his loyal nightmare mount Elaiir for the protection of his hideout as well as for crossing the demon-infested lava river, Aramnan frequently raids other sections of the dungeon in order to gather treasure.

Aramnan's main goal is to kill Sarnikyan (the erinyes controlling Rooms G58 through G73) and claim her domain. Because the devil relies on two loyal servants as well as a number of hell hounds, Aramnan has thus far been unable to take anything from her. The blackguard is aware of the existence of the *rod of tainted earth* and he believes retrieving this artifact is an essential for achieving his goal. He has yet to figure out how to recover the potent relic, however, since not only is it guarded by the infernal elder earth elemental, but it is also caught between Sarnikyan's domain and the powerful demonic forces haunting the underground lava stream and its shores.

The blackguard is loyal to the God of War and dedicates a good coefficient of his day to prayer, meditation, and training. Aramnan's skill with the blade is well known throughout the Region, and all who faced him in battle and lived to tell about it dubbed him a fearsome opponent.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A guttural cry breaks the heavy silence. It comes from the boiling lava flow and PCs fail to locate the source of the shrilling cry.
2–12	Nothing
13–14	Eight dretchs climb out of the boiling lava surrounding the fortress and move upon the small island. This squadron's goal is to breach a hole in the blackguard's hideout and kill its nightmarish hound, which recently murdered three of their comrades.
15–16	A force of four babaus emerges from the shadows to attack the party. The demons were posted upon the island of the blackguard, hoping the catch the wild elf unaware.
17	A vrock came to the isolated island to challenge its owner and claim his meager fortress. The demon delights in battle and is content to face the PCs instead.
18	The PCs stumble upon a *glyph of warding* trap, which was set up by Aramnan's former companion to protect his home. **Glyph of Warding (Blast) Trap:** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 16th-level cleric, 5d8 sonic, DC 18 Reflex save half damage; multiple targets (all targets within 5 ft.). Search DC 28; Disable Device DC 28.
19	Elaiir, Aramnan's nightmare mount spots the PCs while patrolling the skies above the island. It comes down charging upon them. If Elaiir is encountered here, remove the nightmare from its lair (see Room G75 for further details).
20	The spirit of Larna, Aramnan's former companion, haunts this place. The former 16th-level evil cleric died in Room G74 awhile ago. It now strives to protect the home of her former lover.

G75. ARAMNAN'S FORTRESS

The fortress is protected by a powerful magic. Anyone touching the outer walls of this place takes 10d6 points of cold damage. A successful DC 20 Reflex save reduces this damage by half. Larna, the evil human 16th-level cleric who once lived here with Aramnan, created this simple but effective magic. The demon forces are well aware of the potency of the magic placed upon the fortress and avoid the place. Some, however, have sworn to take this domain away from its owner (see Random Encounters above).

An intricate mechanism locks the door leading into the fortress. Though this door can be picked with a successful DC 28 Open Lock check, anyone touching the door directly suffers from the magical device.

The walls of what appears to be a dark fortress stand upon the small isolated island in the southeastern part of the underground lava river. Amidst the boiling stream, this place appears to be a bastion of some sort — the last refuge of a pirate or ruffian. The fortress stands twenty ft. tall and a closer examination reveals its walls were plastered in many places. Rubble covers the majority of the keep and its general appearance suggests the walls of this structure once resembled the walls of most of the chambers in this dungeon complex. Someone or something turned it into an independent structure.

A single door leads into this fortress. It opens into a square hall illuminated by the flames of torches stuck in bronze sconces set upon the walls, which are decorated by old tapestries. Between the many sconces are discolored embroidered cloths damaged by wear, but the images they depict can still clearly be seen: a small human tribe, which members are dressed in simple clothes, battle against a mighty host of giants upon one tapestry. Another shows the same people waging war against the painted wild elves of the woodland a third reveals the same tribe venerated their god, a bear-like creature with powerful human legs and feet holding a red broad sword. Upon the last embroidered cloth is a powerful member of this tribe holding the broad blade of his god in one hand and the bloody head of a great brown bear in the other.

In the eastern corner of the southern wall, an archway opens into a small room. Thick black smoke issues from this chamber, and the hint of a red glow behind the cloud.

A male elf garbed in black armor decorated with fine bluish steel epaulettes and greaves stand behind a table made out of bronze. Several chairs, a massive iron coffer, and a simple cot in the northeast corner are all that furnish the rest of the hall.

Initial Attitude: Hostile

Encounter: Aramnan (hp 67), a wild elf blackguard, and Elaiir (hp 198), his faithful nightmare cauchemar mount, inhabit this hall. Though the fortress has little protection other than the simple wards set upon the island, Aramnan relies on his reputation and his powerful nightmare servant to discourage anyone from venturing too close to his home. Since the death of his lover Larna, the powerful cleric who possessed the *rod of tainted earth* (see Room G74 for more details) things have gone gradually worse for Aramnan. The blackguard now fears the powerful demonic hosts will one day decide to cleanse his fortress.

Though this day has yet to come, Aramnan nevertheless tries his best to prepare for the inevitable. He plans to recuperate the *rod of tainted earth*, which belonged to his fallen companion, and knows exactly where to find it. He does not welcome PCs entering his home uninvited, but those who successfully change his Initial Attitude through good Diplomacy checks might be able to cut a deal with Aramnan. If such is the case, the blackguard asks the PCs to uncover the *rod of tainted earth* for him. In exchange, he promises to allow them safe haven in his hall, reveal anything he knows about the inhabitants of this Region (which is a lot of information), and offers them a reward of 10,000 gp in gems and jewels upon completion of this task. If the PCs manage to recover the artifact, Aramnan honors his part of the bargain. If satisfied with the PCs, he tries to convince them to join him in his quest to destroy Sarnikyan and claim her domain for himself.

Aramnan remains in telepathic contact with Elaiir and his faithful mount comes to him at the first sign of trouble. If the blackguard talks with the PCs and feels they are no threat to him, Elaiir remains in the southeastern chamber that serves as its pen. The PCs then only see the black smoke and reddish glow emanating through the archway leading to this Room and the creature never truly reveals itself.

Elaiir is a fiendish servant. Aramnan summoned it years ago with the help of his beloved, who perished shortly after. He now relies on it for protection. It is his only true ally.

Tactics: If combat ensues here, Elaiir charges into the Room. Aramnan does not hesitate to attack good-aligned heroes and those wearing the sign of the Children of the Inner Light -- for he knows from past experience these people are enemies and of little use to him. In battle, he uses a number of tactics, preferring to drink a sip of his *potion of bear's endurance* and cast harmful spells against the PCs until forced into melee. Once engaged, he uses his magical blade and targets the weakest looking wounded enemies first.

Treasure: Aramnan possesses a number of magical items, which he keeps on his person (see below), as well as a key that unlocks the door leading into this hall. The tapestries upon the walls are ancient and depict the story of the Andurar tribe, which lived and died long ago. These people worshiped the Bear Spirit and legend holds their chieftain slaughtered their god to claimed his deadly blade. A successful DC 28 Knowledge (history) check reveals all this as well as the tapestries' true value of 250 gp each. Otherwise, they appear to be worth a mere 25 gp each. The large iron coffer is unlocked and not trapped. It contains 11,000 gp worth of gems and jewelry of all kinds.

There is nothing in Elaiir's pen save for scorched walls and floor.

EL: 13

Scaling: To increase the challenge of this encounter, add three blackguard level to Aramnan. To decrease the challenge, remove one blackguard level from Aramnan and replace Elaiir (nightmare cauchemar) with a mundane nightmare.

♟ **Aramnan, Wild Elf Ftr 6/Rog 1/Blk 5:** CR 12; Medium humanoid (elf); HD 6d10+6 +1d6+1 +5d10+5; hp 81; Init +7; Spd 20 ft.; AC 23, touch 13, flat-footed 20; Base Atk +11; Grp +13; Atk +16 melee (1d10+8/17–20 plus poison, *+2 bastard sword*) or +15 ranged (1d8/19–20 plus poison, crossbow); Full Atk +16/+11/+6 melee (1d10+8/17–20 plus poison, *+2 bastard sword*) or +15 ranged (1d8/19–20 plus poison, crossbow); SA smite good, +3d6 sneak attack; SQ Aura of despair, dark blessing, command undead, elf traits, low-light vision; AL LE; SV Fort +13, Ref +11, Will +10; Str 15, Dex 17, Con 13, Int 11, Wis 14, Cha 16.

Skills and Feats: Bluff +8, Handle Animal +8, Hide +8 (+4 in armor), Intimidate +11, Listen +9, Move Silently +7 (+3 in armor), Ride +19, Search +6, Spot +7; Dodge, Improved Critical (bastard sword), Improved Initiative, Iron Will, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Sneak Attack: Aramnan's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when he flanks her target. This extra damage is 3d6. Should Aramnan score a critical hit with a sneak attack, this extra damage is not multiplied.

Poison Use: Blackguards are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade.

Dark Blessing (Su): Aramnan applies his Charisma modifier (+3) as a bonus on all saving throws (included above).

Smite Good (Su): Twice per day, Aramnan may attempt to smite good with one normal melee attack.

He adds his Charisma modifier (+3) to his attack roll and deals 5 extra points of damage. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Aura of Despair (Su): Aramnan radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all saving throws.

Command Undead (Su): Aramnan has the supernatural ability to command and rebuke undead. He commands undead as would a cleric of two levels lower.

Poison: Large scorpion venom—Fort DC 18 to resist, primary and secondary damage 1d6 Str.

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects (not included above). +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Typical Blackguard Spells Prepared (2/2; Save DC 12 + spell level): 1st—*cure light wounds;* 2nd—*bull's strength.*

Possessions: +2 bastard sword, +1 mithril full plate, amulet of natural armor +1, masterwork light crossbow, box of 13 bolts, potion of entropic shield (7 doses), *potion of bear's endurance* (4 doses), scroll with *curse water, darkness, desecrate, detect undead, hold person, magic weapon, magic vestment,* and *speak with dead.*

♟ **Elaiir, Aramnan's Fiendish Nightmare Stallion:** CR 12; Huge outsider (evil, extraplanar); HD 17d8+112; hp 179; Init +6; Spd 40 ft., fly 90 ft. (good); AC 27, touch 10, flat-footed 25; Base Atk +17; Grp +36; Atk +26 melee (2d6+11 plus 1d4 fire, hoof); Full Atk +26 melee (2d6+11 plus 1d4 fire, 2 hooves) and +20 melee (2d6+5, bite); Space/ Reach 15 ft./10 ft.; SA Flaming hooves, smoke; SQ Astral projection, darkvision 60 ft., empathic link, etherealness, improved evasion, share spells; AL NE; SV Fort +17, Ref +12, Will +11; Str 32, Dex 14, Con 24, Int 16, Wis 12, Cha 12.

Skills and Feats: Bluff +21, Concentration +27, Diplomacy +5, Disguise +1 (+3 acting), Intimidate +23, Knowledge (arcana) +23, Knowledge (the planes) +23, Listen +23, Move Silently +22, Search +23, Sense Motive +21, Spot +23, Survival +21 (+23 on other planes and following tracks); Alertness, Cleave, Improved Initiative, Power Attack, Run, Track.

Flaming Hooves (Su): A blow from a nightmare's hooves sets combustible materials alight.

Smoke (Su): During the excitement of battle, a nightmare snorts and neighs with rage. This snorting fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed on a DC 25 Fortitude save or take a –2 penalty on all attack and damage rolls until 1d6 minutes after leaving the cone. The cone lasts 1 round, and the nightmare uses it once as a free action during its turn each round. The save DC is Constitution-based.Because of the smoke it gives off, a nightmare has concealment against creatures 5 feet away and total concealment against creatures 10 feet or farther away. The smoke does not obscure the nightmare's vision at all.

Astral Projection and Etherealness (Su): These abilities function just like the spells of the same names (caster level 20th); a nightmare can use either at will.

Empathic Link (Su): The blackguard has an empathic link with his servant out to a distance of up to 1 mile. The blackguard cannot see through the servant's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of the empathic link between the servant and the blackguard, the blackguard has the same connection to a place or an item that the servant does.

Improved Evasion (Ex): If the servant is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage on a successful saving throw and only half damage on a failed saving throw. Improved evasion is an extraordinary ability.

Share Spells: At the blackguard's option, he may have any spell (but not any spell-like ability) he casts on himself also affect his servant. The servant must be within 5 feet at the time of casting to receive the benefit. If the spell has a duration other than instantaneous, it stops affecting the servant if it moves farther than 5 feet away and will not affect the servant again even if the servant returns to the blackguard before the duration expires. Additionally, the blackguard may cast a spell with a target of "You" on his servant (as a touch range spell) instead of on himself. A blackguard and his servant can share spells even if the spells normally do not affect creatures of the servant's type (magical beast).

Carrying Capacity: A light load for this stallion is up to 612 pounds; a medium load, 613–1,224 pounds; and a heavy load, 1,225–1,840 pounds.

G76 THROUGH G97. THE BASE OF THE DEMONIC HOST

Rooms G76 through G97, including the mighty underground lava flow coursing through this Region of the dungeon (Room G88), are controlled by the powerful demonic hosts struggling to free their lord from Room G100. A fragile triumvirate composed of Lord Nasherbiz, a bebilith, Lord Gwarny'z, a hezrou, and Lord Glebshayy, a glabrezu lead these forces. Officially, the latter heads the triumvirate and speaks on behalf of his two equals, but in reality a complex power struggle exists between the three.

Lord Glebshayy, a glabrezu demon, is the second most powerful of fiend in this Section of the dungeon (short of the marilith in Room G99, who oddly, serves him). As such, the forces under the triumvirate's command harbor a great respect towards him. Nasherbiz and Gwarny'z, each of whom earned the undivided loyalty of several demons in the fiendish army, however, compromise Glebshayy's reign of fear. Because of their influence over portions of the great host, Glebshayy must deal with the arrogance and petty ambitions of his allies in the triumvirate. Fortunately, all three demons agree on one thing: Their ultimate goal is to free the demon lord Krasveshk from his prison (Room G100).

To accomplish their task, the three lords agreed to each take control of a portion of the territory they call theirs. Lord Gwarny'z is in charge of ensuring no angels or celestials from the Children of the Inner Light cross the boiling lava river leading to the main island at the center of the Region. His forces are spread out throughout the stream (Room G88) while he leads from Room G82.

Over a year ago, Lord Nasherbiz ordered his forces to claim all the chambers on the main island. The demonic fiends loyal to him inhabit Rooms G89 to G97, laying siege to the fortress (Room G98) preventing them from liberating Lord Krasveshk. The demon commander remains close to the action (in Room G90), where he can get directly involved in the various raids against the mighty walls of the stone fortress.

Meanwhile, Lord Glebshayy's forces are charged with the defense of the most important and secured area controlled by them (Rooms G76 to G87). Lord Glebshayy is content to keep is forces away from the main battle scenes, especially since they remain close to him.

Unfortunately for the triumvirate, the intervention of the Children of the Inner Light as well as the presence of some of the other creatures in this Region of the dungeon prevents the demonic forces from completing their goal. The recent incursion upon the main island, however, allowed them to weaken the fortress' wall (Room G98). Soon, they believe, they will reach the force cocoon imprisoning their lord and master at the heart of the island.

Larna, an evil cleric who died long ago, built most of the traps in this Section. The cleric made an agreement with Nasherbiz letting her (and her blackguard lover) alone on their isolated island (Room G75) provided she used her magic to make protective wards and traps throughout the Rooms controlled by the hellish host.

DEMON SUMMONING, REVISITED

Because the process of demons summoning other demons is so unpredictable, much of the creature's CR, in effect, goes to waste, when nothing arrives. However, in order to keep the "logic" of the prison intact, few if any demons are ever summoned in. To compound the issue, summoning demons is (usually) the equivalent of a 3rd- or 5th-level spell, making it easy to negate inside the prison confines where magic and anti-magic flows like water.

So, what's a DM to do?

In order to make the encounter challenging, we recommend cutting the number of "potential" summoned creatures by 1/2 or 1/3 and merely place them in the Room along with the largest demon present. Remove the ability to summon at all. This should balance the encounter and still give the PCs something to remember.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A quasit flies from the PCs, terrified by their presence.
2–12	Nothing
13	2d6+8 dretchs return from a recent raid against the Children of the Inner Light. All are wounded(hp 8 each), however, they are fearless and attack the PCs (mercilessly) on sight.
14	Eight dretchs moving in silence patrol this area. They attack the moment they are made aware of their presence.
15	Four babaus emerge from the shadows, ambushing the PCs. These demons are charged with the protection of this area, remove any threats against the hellish host; a task they relish.
16	Two succubuses in their true form are encountered here. The seductresses use their *summon tanar'ri* powers as well as various spell-like abilities to charm and control the PCs. They do not hesitate to use energy drain against the PCs.
17	A solitary vrock prowls this section of the base. The vulture-like demon engages the PCs as soon as it sees them.
18	The PCs stumble upon a trap. ♦ **Fireball Trap:** CR 6; magical device; spell trigger; automatic reset; spell effect (*fireball*, 12th-level wizard, 10d6 fire, DC 18 Reflex save half damage); Search DC 36; Disable Device DC 31.
19	Lord Gwarny'z is encountered here instead of in his private chamber. See Room G82 for further details.
20	A group of three hound archons from the Children of the Inner Light are heavily wounded from a battle against a cunning dretch squadron. They are trying to return home.

G76. LORD GLEBSHAYY'S TREASURE ROOM

The door to this Room is locked and trapped. A DC 35 Open Lock check is required to unlock it, and pushing it open triggers its trap.

♦ **Flame Strike Trap:** CR 8; magic device; location trigger; automatic reset; spell effect (*flame strike*, 16th-level cleric, 15d6 fire, DC 17 Reflex save half damage); Search DC 35; Disable Device DC 35.

This simple room holds a pile of coins intermingled with silver and gold jewelry as well as colorful gems of all denominations. The stack, which is five ft. at its highest point, is piled upon the northern wall, but coins and gems cover most of the floor of the room.

Initial Attitude: N/A
Encounter: N/A
Tactics: N/A

Treasure: Over 40,000 gp worth of coins, gems, jewelry, and ancient paintings, vases, and small sculptures is piled up in this chamber. Lord Glebshayy does not care much about the wealth he and his minions accumulated here over the past centuries, but he knows this treasure might come in handy later. Because of this, he personally safeguards the treasure (since he seldom leaves Room G78) and makes sure the door to this Room is locked at all times.

The most important item in this Room, however, is undoubtedly the *sacred flame of Aranas*. A chunk of crystal glowing with an inner orange radiance, this relic is the only thing that remains of the enchanted crystals used to power up the magical lights, traps, and wards of this Region of the dungeon. The Children of the Inner Light seek to recover *sacred flame of Aranas*, for it is the only thing that can save the life of their leader (see Rooms G5 and G19 for further details). The relic's sole purpose is to be used as a power source in Room G9 and is thus otherwise useless to the PCs.

EL: 8

Scaling: To increase the challenge of this encounter, add a *flame strike* trap to the sacred flame. To decrease the challenge, reduce the damage of the *flame strike* trap to 10d6.

G77. LORD GLEBSHAYY'S SLAVE ROOM

The door leading to this Room is locked but not trapped. A successful DC 35 Open Lock check is needed to open it.

This room is ominous. Chains can be heard in the darkness, and a closer examination reveals a pair of youthful-looking bald, pale-skinned beings. Large feathery wings protrude from these tortured creatures but their faces remain extraordinarily beautiful.

Initial Attitude: Hostile

Encounter: Two trumpet archons (one male, one female) are imprisoned here (hp 37, 49); both heavily wounded, dirty, and stripped of their clothing. Massive chains bound to the south wall prevent them from moving more than 5 ft. away from the wall. An invisible quasit (hp 15) taunts and torments the archons continuously, preventing them from sleeping and recuperating their powers. Their trumpets were cast at the bottom of the lava flow and destroyed weeks ago. The shackles are guarding with a powerful flame strike trap and are nearly indestructible.

Flame Strike Trap: CR 8; magic device; location trigger; automatic reset; spell effect (*flame strike*, 16th-level cleric, 15d6 fire, DC 17 Reflex save half damage); Search DC 35; Disable Device DC 35.

Shackles: hardness 15, hp 250, break DC 80.

If liberated, the archons explain they are members of the Children of the Inner Light. They desperately want to return to their base (Rooms G1 through G33), but are more than willing to reveal everything they know about the demons in this Region before leaving the dreadful place.

Tactics: The invisible quasit surprises the PCs with its poisonous sting, attacking the lesser-armored individual of the group first. Once it reveals itself, it uses *cause fear*, hoping to send dread in the PCs' heart before turning itself invisible again. It flies out of the Room, invisible, as soon as it takes a single hit point of damage.

If it escapes, the quasit moves to Room G78, G79, and then to G82 to alert the demonic forces of the PCs' presence.

Treasure: N/A

EL: Varies

Scaling: To increase the challenge of this encounter, replace the quasit with a hezrou torturer. To decrease the challenge, remove the quasit.

Quasit: CR 2; Tiny outsider (chaotic, extraplanar, evil); HD 3d8; hp 15; Init +7; Spd 20 ft., fly 50 ft. (perfect); AC 18, touch 15, flat-footed 15; Base Atk +3; Grp –6; Atk +8 melee (1d3–1 plus poison, claw); Full Atk +8 melee (1d3–1 plus poison, 2 claws) and +3 melee (1d4–1, bite); Space/Reach 2½ ft./0 ft.; SA Poison, spell-like abilities; SQ Alternate form, damage reduction 5/cold iron or good, darkvision 60 ft., fast healing 2, immunity to poison, resistance to fire 10; AL CE; SV Fort +3, Ref +6, Will +4; Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 10.

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

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

Spell-Like Abilities: At will—*detect good, detect magic, and invisibility* (self only); 1/day—*cause fear* (as the spell, except that its area is a 30-foot radius from the quasit, save DC 11). Caster level 6th. The save DCs are Charisma-based.

Once per week a quasit can use commune to ask six questions. The ability otherwise works as the spell (caster level 12th).

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

G78. LORD GLEBSHAYY'S CHAMBER

This wide hall is cast in darkness. A door can be seen in the middle of the eastern wall and a large throne is placed in front of it. The massive throne is fashioned with a multitude of bones and skulls, which are glued to one other.

A vulture-like creature with powerful feathery wings and dark blue skin stand on either side of the throne. Upon the dreadful throne is an enormous creature. The demon's four arms end in powerful-looking weapons, two large clawed hands and two powerful pincers. Great horns top its canine head and sharp fangs protrude from its long muzzle. The fiend's eyes are cold, dark, and calculating.

Initial Attitude: Unfriendly

Encounter: This is the private abode of Lord Glebshayy (hp 192), a powerful glabrezu demon. A pair of vrocks (hp 122 and 107) are part of his personal guard and constantly protect his chamber. Like the other three lords that make up the demonic host' triumvirate, Glebshayy encourages intrusion. Though he does not tolerate trespassers and is extremely aggressive towards them, he enjoys a good fight and sees the incursion into his chamber and territory as a chance for good sport.

If the PCs parley with Glebshayy, the cunning demon is eager to talk. Like any demon, he is exceedingly verbose. Glebshayy knows more than he lets on and even when he's at a loss, he still pretends to have a secret. He spends a great deal of time "talking" just to learn about the PCs. If he senses they are not righteous, or if he believes they could be corrupted, he offers to "purchase" their services. If the PCs negotiate with him, the demon lord is willing to give most of the treasures he has, provided they agree to assassinate Cyrlebrai (in Room G5) for him.

Though Glebshayy hopes his forces can breach the wall standing between him and his lord and master (see Room G98), he knows that killing the solar angel would take care of his problems. Since his forces are unable to take the angels themselves, he hopes a small group of heroes might infiltrate the angels' base for him. If, on the other hand, the PCs are good-aligned, or wear the medallions of the Order of the Children of the Inner Light, Glebshayy attacks them immediately

Tactics: The two vrocks attack as soon as their lord allows. They are vigilant and keep their eyes on the western corridor opening into this hall. If they notice the PCs approach from this direction (roll appropriate Listen and Spot checks), they use their mirror image spell-like ability to make it look as if there were more of them. They charge the PCs, using their deadly spores and stunning screech as often as they can. If the PCs do not fall within four combat rounds, they use their summon tanar'ri ability to call reinforcement.

While his vrock bodyguards attack the PCs, Glebshayy sits in his throne, using *chaos hammer*, *confusion*, and *reverse gravity*. If the PCs become a threat (taking down a vrock or two), he uses *mirror image* and his summon tanar'ri ability before charging into the fray himself. If Glebshayy finds himself on the losing side of battle, he summons demons from all over the Section with his telepathy, providing an escape route to his most loyal lieutenant (Room G84).

Treasure: Glebshayy keeps the key to unlock Rooms G76 and G77 on a thick leather belt strapped around his shoulder.

EL: 14

Scaling: To increase the challenge of this encounter, add two vrocks. To decrease the challenge, remove one.

Glebshayy, Glabrezu: CR 13; Huge outsider (chaotic, extraplanar, evil); HD 12d8+120; hp 192; Init +0; Spd 40 ft.; AC 27, touch 8, flat-footed 27; Base Atk +12; Grp +30; Atk +20 melee (2d8+10, pincers); Full Atk +20 melee (2d8+10, 2 pincers) and +18 melee (1d6+5, 2 claws) and +18 melee (1d8+5, bite); Space/Reach 15 ft./15 ft.; SA Improved grab, spell-like abilities, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 21, telepathy 100 ft., true seeing; AL CE; SV Fort +18, Ref +8, Will +11; Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20.

Skills and Feats: Bluff +22, Concentration +25, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Knowledge (any two) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26, Survival +3 (+5 following tracks); Cleave, Great Cleave, Multiattack, Persuasive, Power Attack.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—chaos hammer (DC 19), confusion (DC 19), dispel magic, mirror image, reverse gravity (DC 22), greater teleport (self plus 50 pounds of objects only), unholy blight (DC 19); 1/day—power word stun. Caster level 14th. The save DCs are Charisma-based.

Once per month, a glabrezu can fulfill a wish for a mortal humanoid. The demon can use this ability to offer a mortal whatever he or she desires-but unless the wish is used to create pain and suffering in the world, the glabrezu demands either terrible evil acts or great sacrifice as compensation.

Summon Demon (Sp): Once per day a glabrezu can attempt to summon 4d10 dretches or 1d2 vrocks with a 50% chance of success, or another glabrezu with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

True Seeing (Su): Glabrezu continuously use *true seeing* as the spell (caster level 14th).

Skills: Glabrezu have a +8 racial bonus on Listen and Spot checks.

Vrock: CR 9; Large outsider (chaotic, extraplanar, evil); HD 10d8+70; hp 122 and 107; Init +2; Spd 30 ft., fly 50 ft. (average); AC 22, touch 11, flat-footed 20; Base Atk +10; Grp +20; Atk +15 melee (2d6+6, claw); Full Atk +15 melee (2d6+6, 2 claws) and +13 melee (1d8+3, bite) and +13 melee (1d6+3, 2 talons); Space/Reach 10 ft./10 ft.; SA Dance of ruin, spell-like abilities, spores, stunning screech, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +14, Ref +9, Will +10; Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (any one) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly and chanting. At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-foot radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

Spell-Like Abilities: At will—*mirror image, telekinesis* (DC 18), *greater teleport* (self plus 50 lbs. of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A delay poison spell stops the spores' growth for its duration. Bless, neutralize poison, or remove disease kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Vrocks have a +8 racial bonus on Listen and Spot checks.

G79. LORD NASHERBIZ'S CHAMBER

This large hall is dominated by thick webbing that takes up most of the northern half of the room. The web is gray and runs from the floor to the ceiling, blocking a good portion of the chamber. There is no other feature of interest in this dark hall aside from the door in the middle of the western wall.

Initial Attitude: N/A

Encounter: This is the private chamber of Lord Nasherbiz. The demon is currently using Room G90, so no one actually dwells in this Room at the moment. Lord Nasherbiz wove the massive webbing himself, which serves as a nest for the demon. Anyone touching the web must succeed at a DC 20 Reflex save or become entangled.

Tactics: N/A

Treasure: PCs succeeding at a DC 35 Search find a small silvery key that unlocks the doors to Rooms G80 and G81.

EL: N/A

Scaling: N/A

G80. TRAPPED EMPTY ROOM

The door to this Room is locked and trapped. A DC 35 Open Lock check is required to unlock it, and pushing it open triggers its trap.

Flame Strike Trap: CR 8; magic device; location trigger; automatic reset; spell effect (*flame strike*, 16th-level cleric, 15d6 fire, DC 17 Reflex save half damage); Search DC 35; Disable Device DC 35.

This small Room is dark and empty and deep gouges line the floor. The stone surface is blanketed with an undisturbed layer of dust.

Initial Attitude: N/A

Encounter: After the trap triggers, roll for a Random Encounter, ignoring a 20.

Tactics: N/A

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, have the *flame strike* trap attack twice. To decrease the challenge, replace the *flame strike* trap with a *bestow curse* trap.

G81. DECEIVING SEDUCTRESSES' CHAMBER

The door leading to this Room is locked, requiring a DC 35 Open Lock check to unlock.

This small chamber is dark and humid. A wide bed takes up most of the room, which holds no other furniture. The silhouette of two elven females lie upon the bed in the darkness. Their half-naked bodies are bruised and battered. There is fear in their eyes.

Initial Attitude: Hostile

Encounter: This chamber is home of two succubui (hp 37, 30) loyal to Lord Nasherbiz. While he is away waging his war upon the central island fortress, he left these two servants behind to spy on the activities of Glebshayy (Room G78). The "harpies," however loyal, take their duties lightly and remain in this chamber, leisurely bidding their time.

The succubui are alert and remain attentive to what goes on around them. When they hear movement in the corridor or anyone tampering with the complex mechanism locking the door leading to their Room, they assume the shape of elven damsels in distress.

Tactics: These demons are deviously cunning. Instead of acting grateful to see the PCs, they view their "liberators" as yet another menace. For the first few rounds, they act terrified, as though years of torture and abuse had drained them. If the PCs explain "you are free," they gradually warm up and recount the false tale of their capture and imprisonment. When the time is ripe, they thank the PCs and plant their deadly kiss upon them.

If combat ensues and the demons find themselves on the losing side, they flee to Room G90, where they tell their master about the PCs.

Treasure: A silvery key that unlocks the doors leading into Rooms G80 and G81 can be found under the pillows on the bed.

EL: 9

Scaling: To increase the challenge of this encounter, add two succubui. To decrease the challenge, remove one.

Succubus: CR 7; Medium outsider (chaotic, extraplanar, evil); HD 6d8+6; hp 33; Init +1; Spd 30 ft., fly 50 ft. (average); AC 20, touch 11, flat-footed 19; Base Atk +6; Grp +7; Atk +7 melee (1d6+1, claw); Full Atk +7 melee (1d6+1, 2 claws); SA Energy drain, spell-like abilities, summon demon; SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 18, telepathy 100 ft., tongues; AL CE; SV Fort +6, Ref +6, Will +7; Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26.

Skills and Feats: Bluff +19, Concentration +10, Diplomacy +12, Disguise +17* (+19 acting), Escape Artist +10, Hide +10, Intimidate +19, Knowledge (any one) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings); Dodge, Mobility, Persuasive.

Energy Drain (Su): A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim.

If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a suggestion spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will save to negate the effect of the suggestion. The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

Spell-Like Abilities: At will—*charm monster* (DC 22), *detect good, detect thoughts* (DC 20), *ethereal jaunt* (self plus 50 pounds of objects only), *polymorph* (humanoid form only, no limit on duration), *suggestion* (DC 21), *greater teleport* (self plus 50 pounds of objects only). Caster level 12th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a succubus can attempt to summon 1 vrock with a 30% chance of success. This ability is the equivalent of a 3rd-level spell.

Tongues (Su): A succubus has a permanent tongues ability (as the spell, caster level 12th). Succubi usually use verbal communication with mortals.

Skills: Succubi have a +8 racial bonus on Listen and Spot checks.

* While using her alter self ability, a succubus gains a +10 circumstance bonus on Disguise checks.

G82. LORD GWARNY'Z'S PRIVATE CHAMBER

A stench emanates from this large hall, which is cast shadows. A closer look reveals a large pile of crushed bones and rubble in the northeast corner of the room. Upon these debris is a large creature bearing horrible features. The wide toad-like face of the fiend holds a pair of yellow bulbous eyes. Its half-open mouth reveals rows of blunt teeth and its forelegs are a pair of well-muscled arms shaped as a humanoid creature but with unnatural skin of a blackened bronze coloration.

Initial Attitude: Hostile

Encounter: This is the private chamber of Gwarny'z (hp 173), a mighty hezrou demon and a member of the triumvirate controlling this Section of the dungeon. Though he does not have the scheming instincts of the other two powerful demons that comprise the triumvirate, Lord Gwarny'z won his share of battles and the demon under his command are extremely loyal — for they fear him tremendously. Glebshayy and Nasherbiz consider him the lesser member of the triumvirate, but Gwarny'z knows better. Without his troops, the powerful demon lord they serve will never be freed. And once they accomplish this task, his master will properly reward Gwarny'z (so he believes).

Unlike his weaker peers — who rely on bodyguards for protection — Gwarny'z relies on his warrior's instinct.

Tactics: Like Glebshayy, Gwarny'z enjoys a good challenge, especially a battle. Whenever someone other than a demonic minion enters his chamber, he immediately attacks. He does not shy from using spell-like abilities to aid him in combat, but he only summons others after he is reduced to 100 hit points or less.

Treasure: PCs searching through the refuse in the northeast corner of the Room uncover, with a successful DC 24 Search check, Gwarny'z's most precious possession: A platinum finger ring embedded with a large but cracked ruby (worth 3,200 gp).

EL: 11

Scaling: To increase the challenge of this encounter, add one vrock. To decrease the challenge, reduce his total hit points to 133.

Gwarny'z, Hezrou: CR 11; Large outsider (chaotic, extraplanar, evil); HD 10d8+93; hp 173; Init +0; Spd 30 ft.; AC 23, touch 9, flat-footed 23; Base Atk +10; Grp +19; Atk +14 melee (4d4+5, bite); Full Atk +14 melee (4d4+5, bite) and +9 melee (1d8+2, 2 claws); Space/Reach 10 ft./10 ft.; SA Spell-like abilities, stench, improved grab, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 19, telepathy 100 ft.; AL CE; SV Fort +16, Ref +7, Will +9; Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18.

Skills and Feats: Climb +18, Concentration +22, Hide +13, Escape Artist +13, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spellcraft +15, Spot +23, Survival +2 (+4 following tracks), Use Rope +0 (+2 with bindings); Blind-Fight, Cleave, Power Attack, Toughness.

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

Spell-Like Abilities: At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 18); *3/day*—*blasphemy* (DC 21), *gaseous form*. Caster level 13th. The save DCs are Charisma-based.

Stench (Ex): A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A delay poison or neutralize poison spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: Hezrous have a +8 racial bonus on Listen and Spot checks.

G83. LIEUTENANT'S PRIVATE CHAMBER

This darkened room contains a wide bed covered with colorful sheets torn to shred. A small wooden chest with a smashed open lid sits in the southeast corner.

Initial Attitude: N/A

Encounter: This is Ranvek's private chamber. Lord Glebshayy's second in command rarely uses this Room, but he sometimes rests here. There is a 25% chance of finding him here, rather than Room G84.

Tactics: After the PCs spend 30 minutes in this Room, roll a Random Encounter ignoring a 20.

Treasure: Though the lid of the chest is smashed, preventing the item from closing properly, the coffer nevertheless contains a jeweled dagger (worth 250 gp) taken from a deceased adventurer.

EL: N/A

Scaling: N/A

G84. LIEUTENANT'S OFFICE

This wide room is in a dire state. Broken pieces of furniture that cannot be identified are all over the place and ripped tapestries hang from the walls. In the center of the room is a large marble slab, which is used as a table. The marble tablet is broken, but a wide portion of it remains intact.

A gaunt, large humanoid-like creature with pitch black and leathery skin, pointy ears, and curved horns protruding from the back of its skull stands in the middle of the chamber, its red eyes glow with hatred. Its long fingers snap the air it front of it.

Initial Attitude: Hostile

Encounter: Ranvek (hp 186), a powerful babau demon and Lord Glebshayy's most trusted warrior, uses this chamber as an office from which he leads the many minions under his master's control. The evil demon serves Glebshayy to the best of his abilities and, following Lord Glebshayy's instructions, he does not tolerate anyone inside his master's compound.

Tactics: Ranvek attacks the PCs on sight, using he sharp claws and *darkness* spell-like ability to harm and confuse his enemies. He does not hesitate to summon other demons or teleport himself from harm's way should the PCs be too powerful for him to handle alone. He never retreats to his lord, however — fearing his failure against the PCs might be the death of him —, but instead moves to Room G82, hoping to convince Gwarny'z to help him defeat the intruders.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, add four babau. To decrease the challenge, remove Ranvek's sneak attack ability.

Ranvek, Babau: CR 9; large outsider (chaotic, extraplanar, evil); HD 14d8+98; hp 186; Init +4; Spd 30 ft.; AC 19, touch 9, flat-footed 18; Base Atk +14; Grp +27; Atk +23 melee (1d8+9/19–20, claw); Full Atk +23 melee (1d8+9/19–20, 2 claws) and +21 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA Sneak attack +2d6, spell-like abilities, summon demon; SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100 ft.; AL CE; SV Fort +16, Ref +9, Will +10; Str 29, Dex 10, Con 24, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +26, Disable Device +18, Disguise +20, Escape Artist +17, Hide +22, Listen +26, Move Silently +26, Open Lock +17, Search +27, Sleight of Hand +17, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings); Cleave, Improved Critical (claws), Improved Initiative, Multiattack, Power Attack.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities: At will—*darkness, dispel magic, see invisibility, greater teleport* (self plus 50 pounds of objects only). Caster level 14th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 2d6 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 24 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 24 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills and Feats: Babaus have a +8 racial bonus on Hide, Listen, "Move Silently, and Search checks.

G85. FIRST GUARD ROOM

The walls of this small chamber are smeared with deep claw marks and several piles of detritus lay in the four corners of the room. Four gaunt but muscular medium-sized demons with black skin and fiery eyes inhabit this chamber.

Initial Attitude: Hostile

Encounter: Four babau (hp 68, 67, 65, 61) live here. Like most of their kind, these creatures are ferocious and cruel. They enjoy tormenting their prey and love to see lowly humanoids squirm. If the PCs are hesitant to engage them in battle, the babaus tease them for a few rounds in an attempt to dishearten them. Otherwise, they gladly fight them.

Tactics: In battle, the babau work as a unit. They flank their enemies (in order to use their sneak attack ability) and charge the strongest opponents. They pursue fleeing PCs for up to 200 ft. before returning.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add four babau. To decrease the encounter, remove two.

Babau: CR 6; Medium outsider (chaotic, extraplanar, evil); HD 7d8+35; hp 68, 67, 65, 61; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +7; Grp +12; Atk +12 melee (1d6+5, claw); Full Atk +12 melee (1d6+5, 2 claws) and +7 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6, spell-like abilities, summon demon; SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100 ft.; AL CE; SV Fort +10, Ref +6, Will +6; Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings); Cleave, Multiattack, Power Attack.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities: At will—*darkness, dispel magic, see invisibility, greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills and Feats: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

G86. SECOND GUARD ROOM

This chamber is empty save for five piles of debris and a foul stench.

Initial Attitude: N/A

Encounter: This Room house four babau normally, which are currently out on patrol. If the PCs remain in this Room, there is a 1% cumulative chance per minute that the babaus return from patrol.

Tactics: If the babau return from patrol, they charge the PCs, summoning aid magically and through telepathy. They are fearless and fight to the death.

Treasure: N/A

EL: N/A

Scaling: N/A

G87. DEMON GUARD POST

This room is devoid of furniture and cast in total darkness. Heavy hissing and moaning emanates from the darkness.

Initial Attitude: Hostile

Encounter: This Room is cast in perpetual *darkness*, where three vrocks (hp 115 each) wait to ambush those who would enter the demons domain. Though they often argue amongst themselves, they remain vigilant and watchful of trespassers.

Tactics: These evil fiends opening with a stunning screech and follow with a spores attack. Since there are only two of them, they cannot do a dance of ruin. Instead, they flank their enemies and summon for assistance after 2d4 rounds. They are extremely fierce and fight to the death, using telepathy to let tho others know the PCs are here.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, add four babau. To decrease the encounter, remove one vrock.

Vrock: CR 9; Large outsider (chaotic, extraplanar, evil); HD 10d8+70; hp 115; Init +2; Spd 30 ft., fly 50 ft. (average); AC 22, touch 11, flat-footed 20; Base Atk +10; Grp +20; Atk +15 melee (2d6+6, claw); Full Atk +15 melee (2d6+6, 2 claws) and +13 melee (1d8+3, bite) and +13 melee (1d6+3, 2 talons); Space/Reach 10 ft./10 ft.; SA [Dance of ruin], spell-like abilities, spores, stunning screech, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +14, Ref +9, Will +10; Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (any one) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

Spell-Like Abilities: At will—*mirror image*, *telekinesis* (DC 18), *greater teleport* (self plus 50 lbs. of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A delay poison spell stops the spores' growth for its duration. Bless, neutralize poison, or remove disease kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-foot radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a vrock can attempt to summon 2d10 dretches or another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Vrocks have a +8 racial bonus on Listen and Spot checks.

G88. INFESTED STREAM

PCs touching the lava suffer 2d6 fire damage each round. PCs falling into the deadly stream take 12d6 fire damage each round.The mephits (page 14) avoid this Room, so the PCs are safe from their attacks.

The lava of the underground river coursing through this Region of the dungeon is hot and burning. It is impossible to determine the depth of the lava flow.

Initial Attitude: Hostile

Encounter: Several demons haunt the lava flow, preventing anyone from crossing to the large island upon which the Lord Krasveshk is imprisoned. Whenever the PCs cross the stream, there is a 75% chance they are noticed by one of several bands of dretch demons (hp 13 each) patrolling the lava flow. There are nine dretchs in every patrol.

Tactics: The demons attack mercilessly, using *stinking cloud* as soon as possible to hamper the PCs. The summon for help or use telepathy to get others to attack the PCs. While this encounter may start easy, the PCs are in trouble after a few rounds when babau, vrocks, and finally hezrou arrive to investigate the intrusion. The demons take this patrol very seriously and dretches that waste the demons time with needless alerts are firmly dealt with.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add two vrocks. To decrease the challenge, reduce the number of dretches to six.

Dretch: CR 2; Small outsider (chaotic, extraplanar, evil); HD 2d8+4; hp 13; Init +0; Spd 20 ft.; AC 16, touch 11, flat-footed 16; Base Atk +2; Grp –1; Atk +4 melee (1d6+1, claw); Full Atk +4 melee (1d6+1, 2 claws) and +2 melee (1d4, bite); SA Spell-like abilities, summon demon; SQ Damage reduction 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; AL CE; SV Fort +5, Ref +3, Will +3; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0 (+2 following tracks); Multiattack.

Spell-Like Abilities: 1/day—*scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

G89. RETRIEVER'S ROOM

A huge creature that looks like a dreadful spider with massive pincers at the end of its forelegs takes up most of this otherwise empty room. The creature's four bulbous gleaming eyes shine under the thick layers of its black carapace.

Initial Attitude: Hostile

Encounter: A retriever demon (hp 135) has made this its home. Though the creature cannot use the southern door, it manages to move surprisingly easily through the corridors to the east and north. If it hears the PCs move through the hallway leading to Room G90, it quickly comes out of its lair to protect its master.

Tactics: This powerful demon uses its eye rays, targeting the strongest PCs first, but it does not shy away from a physical encounter. While it does not have telepathy, it can shriek, alerting nearby dretches and babau of intruders. Allow the patrols in Room G88 a DC 20 Listen check if the retriever is in trouble.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, add one retriever. To decrease the challenge, replace the retriever with a hezrou.

Retriever: CR 11; Huge construct (extraplanar); HD 10d10+80; hp 135; Init +3; Spd 50 ft.; AC 21 (–2 size, +3 Dex, +10 natural), touch 11, flat-footed 18; Base Atk +7; Grp +25; Atk +15 melee (2d6+10, claw) and +8 ranged touch (eye ray); Full Atk +15 melee (2d6+10, 4 claws) and +10 melee (1d8+5, bite) and +8 ranged touch (eye ray); Space/Reach 15 ft./10 ft.; SA Eye rays, find target, improved grab; SQ Construct traits, darkvision 60 ft., fast healing 5, low-light vision; AL CE; SV Fort +3, Ref +6, Will +3; Str 31, Dex 17, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Eye Rays (Su): A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks. The save DC for all rays is 18. The save DC is Dexterity-based.

The four eye effects are:

Fire: Deals 12d6 points of fire damage to the target (Reflex half).

Cold: Deals 12d6 points of cold damage to the target (Reflex half).

Electricity: Deals 12d6 points of electricity damage to the target (Reflex half).

Petrification: The target must succeed on a Fortitude save or turn to stone permanently.

Find Target (Sp): When ordered to find an item or a creature, a retriever does so unerringly, as though guided by discern location.

The being giving the order must have seen (or must have an item belonging to) the creature to be found, or must have touched the object to be located. This ability is the equivalent of an 8th-level spell.

Improved Grab (Ex): To use this ability, a retriever must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth. This is the method by which it usually "retrieves" things.

G90. LORD NASHERBIZ TEMPORARY CHAMBER

The bare walls of this chamber are scorched and deep scars mark its dark gray stone. A huge spider-like creature takes the space. Its bluish gray exoskeleton is enormous and misshapen. Its two forelegs are barbed and a yellowish venom drips from its fanged mouth.

Initial Attitude: Hostile

Encounter: Lord Nasherbiz (hp 181), a bebilith demon, uses this large hall as headquarters from which he leads the demons that make up his armies. He is presently here alone, speaking through telepathy to Glebshayy (Room G78), Gwarny'z (Room G82), and Ranvek (Room G84). If the PCs attack, they immediately become aware of it and send reinforcements or come of their own accord.

Tactics: Nasherbiz lays siege to the fortress at the center of the island. He does not tolerate non-demons in his sight and attacks mercilessly, using his web and poisonous bite. He summons for aid immediately, using whatever demons are at his disposal. He does not fight to death, knowing his value to the mission. Instead, he flees to Room G98 (if the others fall), having the demons there fight the PCs for him.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add one hezrou and one vrock. To decrease the challenge, reduce Nasherbiz' starting hit points to 144.

Nasherbiz, Bebilith: CR 10; Huge outsider (chaotic, extraplanar, evil); HD 12d8+96; hp 181; Init +5; Spd 40 ft., climb 20 ft.; AC 22, touch 9, flat-footed 21; Base Atk +12; Grp +29; Atk +19 melee (2d6+9 plus poison, bite) or +11 ranged (web); Full Atk +19 melee (2d6+9 plus poison, bite) and +14 melee (2d4+4, 2 claws); or +11 ranged (web); Space/Reach 15 ft./10 ft.; SA Poison, rend armor, web; SQ Damage reduction 10/good, darkvision 60 ft., plane shift, scent, telepathy 100 ft.; AL CE; SV Fort +16, Ref +9, Will +9; Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13.

Skills and Feats: Climb +24, Diplomacy +3, Hide +16, Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16, Survival +1 (+3 following tracks); Cleave, Improved Initiative, Improved Grapple, Power Attack, Track.

Poison (Ex): Injury, Fortitude DC 24, initial damage 1d6 Con, secondary damage 2d6 Con. Bebilith venom is highly perishable, losing its potency and becoming inert, foul-smelling goo almost as soon as it comes into contact with air. The save DC is Constitution-based.

Rend Armor (Ex): If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deals 4d6+18 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Web (Ex): A bebilith can throw a web up to four times per day. This is similar to an attack with a net but has a maximum range of 30 feet, with a range increment of 10 feet. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 24 Escape Artist check or burst the web with a DC 24 Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0. There is a 75% chance that the webbing will not burn if any sort of fire is applied to it (check each round).

Plane Shift (Su): This ability affects only the bebilith. It is otherwise similar to the spell (caster level 12th).

Skills: A bebilith has mottled coloration that gives it a +8 racial bonus on Hide checks.

G91. RUBBLE

The door on the southern wall is inaccessible and hidden by stone debris. It would take four PCs 20 hours of manual labor to dig through the rubble and uncover the door. PCs arriving from the corridor to the west are unable to open this door, due to the weigh of the rubble pilled upon it.

This large hall is filled with stone debris ranging in size from crushed rock powder to massive boulders giants would have trouble moving.

Initial Attitude: N/A

Encounter: There is a 50% chance that four babau (like those in Room G95), are here digging through the rubble. If they spot the PCs, they immediately use their telepathy to call for reinforcement.

Tactics: If no encounter occurs here, roll for a Random Encounter after 30 minutes.

Treasure: N/A

EL: Varies

Scaling: To increase the challenge of this encounter, add one vrock. To decrease the challenge, remove on babau.

G92. LESSER DEMON CHAMBER I

This small room is dark and foreboding. Hundreds of scratches upon the walls are evidence of its overcrowding. In the center of the room, twelve slothful demons crowd for space.

Initial Attitude: Hostile

Encounter: Fourteen dretchs (hp 13 each) dwell in this chamber, waiting for the order to storm the fortress in the center of the island. Combined, these Rooms (G92, G93 and G96) contain 29 dretches, who are constantly engaged with one another in telepathy.

Tactics: Four dretches use their *scare* and *stinking cloud* abilities before engaging the PCs, while the others charge, attacking the mercilessly. The ninth waits by the door for the others to arrive.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add two bebiliths. To decrease the challenge, remove four dretches.

Dretch: CR 2; Small outsider (chaotic, extraplanar, evil); HD 2d8+4; hp 13; Init +0; Spd 20 ft.; AC 16, touch 11, flat-footed 16; Base Atk +2; Grp –1; Atk +4 melee (1d6+1, claw); Full Atk +4 melee (1d6+1, 2 claws) and +2 melee (1d4, bite); SA Spell-like abilities, summon demon; SQ Damage reduction 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; AL CE; SV Fort +5, Ref +3, Will +3; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0 (+2 following tracks); Multiattack.

Spell-Like Abilities: 1/day—*scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

G93. LESSER DEMON CHAMBER II

This square room has no furniture or decoration, but the stone surfaces of the walls, floor, and ceiling are covered in a thick layer of dried blood. In one corner of the room, a blubbery and almost hairless creature with sickly flesh and sunken eyes stands, its head drooping to the floor and its nervous eyes glancing in all possible directions.

Initial Attitude: Hostile

Encounter: Six dretchs (hp 13 each) dwell in this chamber, waiting for the order to storm the fortress in the center of the island. Combined, these Rooms (G92, G93 and G96) contain 27 dretches, who are constantly engaged with one another in telepathy.

Tactics: These six dretches are the most cowardly of the three groups. They take the longest to respond to the others and summon aid the quickest. Three dretches use their *scare* and *stinking cloud* abilities from a distance, rather than engage the PCs directly. The others wait 1d3 rounds each before engaging, waiting for the mental response from the other dretches. The fifth and sixth wait by the door for the others to arrive, convinced that it takes two of them to hold a door open.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add two babau and one vrock. To decrease the challenge, remove one dretch.

Dretch: CR 2; Small outsider (chaotic, extraplanar, evil); HD 2d8+4; hp 13; Init +0; Spd 20 ft.; AC 16, touch 11, flat-footed 16; Base Atk +2; Grp –1; Atk +4 melee (1d6+1, claw); Full Atk +4 melee (1d6+1, 2 claws) and +2 melee (1d4, bite); SA Spell-like abilities, summon demon; SQ Damage reduction 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; AL CE; SV Fort +5, Ref +3, Will +3; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0 (+2 following tracks); Multiattack.

Spell-Like Abilities: 1/day—*scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

G94. SEPULTURE OF THE ANGEL

The bony remains of a large humanoid-looking creature with the skeleton of massive wings upon its back is sprawled out in the middle of this room.

Initial Attitude: N/A

Encounter: An astral deva angel paladin died here long ago. Though there is no one inhabiting this Room, the demons of the foul host prefer to avoid what they call the sepulture of the angel. Among the demonic army, rumors of strange noises issuing from this Room abound, but none of it is true. The simple fact is that most demons in the army avoid the Room containing the remains of one of their most terrible enemies.

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

G95. ASSASSIN DEMON ROOM I

The four walls of this small chamber are characterized by countless marks inscribe by powerful claws. Four dreadful-looking demons with taunt black flesh covering gaunt bodies dwell in this room. Behind them are piles of detritus in each corner of the room, which seem to serve as their respective nests.

Initial Attitude: Hostile

Encounter: Four babau (hp 75, 69, 64, 59) live here. Though they occasionally leave their chamber to patrol the island and often try to break down the fortress to the east, they are now waiting for their commander's order to storm the castle once again.

Tactics: Despite their chaotic nature, these evil fiends work well together. They flank their enemies to use sneak attack on them. They summon dretches to aid them and use telepathy to warn the others of the PCs presence. Surprising the demons in any other Rooms is nearly impossible after this encounter (if it wasn't already).

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, double the amount of babau demons. To decrease the challenge, cut their numbers in half.

Babau: CR 6; Medium outsider (chaotic, extraplanar, evil); HD 7d8+35; hp 75, 69, 64, 59; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +7; Grp +12; Atk +12 melee (1d6+5, claw); Full Atk +12 melee (1d6+5, 2 claws) and +7 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6, spell-like abilities, summon demon; SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100 ft.; AL CE; SV Fort +10, Ref +6, Will +6; Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings); Cleave, Multiattack, Power Attack.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities: At will—*darkness, dispel magic, see invisibility, greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills and Feats: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

G96. LESSER DEMON CHAMBER III

A group of almost hairless creatures with green-white skin and dark eyes take up most of the space in this small chamber.

Initial Attitude: Hostile

Encounter: Nine dretchs (hp 13 each) dwell in this chamber, waiting for the order to storm the fortress in the center of the island. Combined, these Rooms (G92, G93 and G96) contain 27 dretches, who are constantly engaged with one another in telepathy.

Tactics: Four dretches use their *scare* and *stinking cloud* abilities before engaging the PCs, while the others charge, attacking the mercilessly. The ninth waits by the door for the others to arrive.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add two vrocks. To decrease the challenge, remove three dretches.

Dretch: CR 2; Small outsider (chaotic, extraplanar, evil); HD 2d8+4; hp 13; Init +0; Spd 20 ft.; AC 16, touch 11, flat-footed 16; Base Atk +2; Grp –1; Atk +4 melee (1d6+1, claw); Full Atk +4 melee (1d6+1, 2 claws) and +2 melee (1d4, bite); SA Spell-like abilities, summon demon; SQ Damage reduction 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; AL CE; SV Fort +5, Ref +3, Will +3; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0 (+2 following tracks); Multiattack.

Spell-Like Abilities: 1/day—*scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

G97. ASSASSIN DEMONS ROOM II

Four dreadful-looking demons with taunt black flesh, meander through the room. They gibber and bicker with one another, making nonsensical noises. Piles of detritus fill the corners of the room, serving as nests of some kind.

Initial Attitude: Hostile

Encounter: Four babau (hp 77, 64, 63, 57) live here, guarding their feeble possessions. Though they occasionally patrol the island and often try to break down the fortress to the east, they are lazy and hide here whenever possible.

Tactics: These fiends do not get along and fail to work well together. They summon dretches to aid them, unwilling to fight the PCs themselves. However, their use of telepathy results in no attention and they realize they must fend for themselves. If creatures nearby hear a disturbance, it is 50% likely, they will not come to the aid of the babau.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, double the amount of babau demons. To decrease the challenge, cut their numbers in half.

Babau: CR 6; Medium outsider (chaotic, extraplanar, evil); HD 7d8+35; hp 77, 64, 63, 57; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +7; Grp +12; Atk +12 melee (1d6+5, claw); Full Atk +12 melee (1d6+5, 2 claws) and +7 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6, spell-like abilities, summon demon; SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100 ft.; AL CE; SV Fort +10, Ref +6, Will +6; Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings); Cleave, Multiattack, Power Attack.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities: At will—*darkness, dispel magic, see invisibility, greater teleport* (self plus 50 pounds of objects only). Caster level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills and Feats: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

G98 THROUGH G100. THE DEMON LORD'S FORTRESS PRISON

Rooms G98 through G100 is the prison area where the powerful demon lord Krasveshk was taken, centuries ago. A mighty dome of mystical force forms the principal defense around the prison's perimeter. Cyrlebrai, the solar angel leader of the Children of the Inner Light (see Room G5), is responsible for maintaining the magical fortification, but his strength is ebbing.

Mavian, a trumpet archon, uses the magic of a *greater lyre of building* to help Cyrlebrai weave the protective dome of this fortress. In order to maintain the fortification, Mavian must ceaselessly sing and play the lyre, reinforcing the protective wall around this Region as soon as it is damaged.

The haunting tunes from this trumpet archon can be heard throughout the Region, but in this section her soul-wrenching wail is clearly laced with sorrow and fear. Mavian has been doing this for eons, and she dreads the day when the powerful demonic forces will finally breach the wall. She knows this day is on its way, as the fortress of force she helps maintain is damaged and the power of her leader is rapidly diminishing.

Centuries ago, Mavian vowed to stand guard at the heart of the island, where the lord Krasveshk is kept prisoner. Krasveshk is imprisoned in a magical cocoon made of pure force, and while the demon is trapped within he remains powerless.

The demonic forces surrounding the island cut the angels from the central prison and their greatest prisoner. However, Cyrlebrai (Room G5) and Mavian maintain the magically created dome of pure force that stands between the fiendish hosts and their master.

The demonic forces have been trying to breach the outer force wall ever since they took control of the island. Though they managed to weaken the fortification, they have been unable to break through. In order for them to accomplish this goal, they first need to kill Cyrlebrai (in Room G5). If they do, the force wall crumbles and Mavian becomes the only defense standing between the demons and their goal.

RANDOM ENCOUNTERS

While the dome in Room G98 remains standing and the PCs stay there, roll every twenty minutes on the Random Encounter chart below to determine if the PCs encounters more opposition. If the demonic hosts breach the wall, roll on this chart every 5 minutes or pick a Room (from the closest to the farthest) in which there are demons and bring them into Room G98 and G99.

1d20	Encounter
1	A loud wail, more dreadful than what is normally heard here, echoes. The sound comes from an unknown source, but sends chills down the PCs' spines.
2–9	Nothing
10–11	Eight dretchs scouts the area. They attack the PCs on sight, sending the smallest dretch to retrieve reinforcements.
12	Ten dretchs are currently trying to break down the domed stone wall surrounding Room G98. If a breach has already occurred, they move inside Room G99. These demons are fierce and attack the party on sight.
13	A band of five babaus ambush the party. These demons flank the PCs and make good use of their sneak attack abilities.
14	A succubus in her true form is overseeing a group of four babaus. She orders her subordinates to attack the PCs while she summons reinforcements.
15	Two vrocks looking for action stumble upon the PCs' location. The vulture-like demons attack savagely.
16	A vrock leading a group of eight dretchs move towards the party. They attack as soon as they notice the PCs.
17	The PCs encounter a lone retriever. The spider-like demon uses its deadly rays to harm them from a distance before closing in upon them.
18	A hulking bebilith, a new comer to the Region, recently joined the demonic army. The demon is ambitious and cunning. It wants to prove its worth and attacks all enemies of the host.
19	Lord Gwarny'z is encountered here, overseeing the operations of the lesser demons under his command (see Room G82 for further details).
20	Two astral deva angel from the Children of the Inner Light fly overhead on a scouting mission. They approach the PCs as soon as they spot them.

G98. OUTER WALL

A giant dome rising over a hundred ft. at its central point dominates the large island in the middle of this Region. The dome is fashioned from semitransparent force and is cracking in several places. Grooves and marks of countless makes and kinds also scar the once perfectly smooth face of the structure.

Looking through the dome, one can see the vague shape of a tall angel in front of a powerful golden light. The silhouette stands still, a black shadow shrouded by the strong illumination. There is a soulful melodious voice issuing from the place, as well as the music from a sweet instrument. The chant is a sorrowful tune.

Initial Attitude: Hostile

Encounter: The demonic hosts control the area surrounding the gigantic dome of force protecting the demon lord's prison near the center of the island. The demonic army working to free the demon lord from its prison at the center of the island (Room G100) took control over the area. In *recent years*, the Children of the Inner Light were forced out of the island, but they hope to reclaim what was once theirs and finally secure the prison keeping the Lord Krasveshk.

The dome surrounding the demon lord's cocoon is made out of 20-ft. thick semi-translucent force. Because of the combined efforts of Cyrlebrai and Mavian, it is unbreakable. Though cracks appear upon its surface, the solar angel and trumpet archon magically bind the force wall together and ensure it remains standing. The only way to lower this great force field is to kill Cyrlebrai (in Room G5), who is responsible for powering it. Mavian, the trumpet archon in Room G99, works to regenerate the gaps in the force wall.

There are two groups of demons in this Room. The first is comprised of twenty-one dretchs (hp 13 each) and a marilith overseer (hp 241) working on the southwestern corner of the domed force wall. The goal of these demons is to breach the deep force wall; a task they've worked extremely hard at in the last few months. Though these creatures are often relieved in their duties by other demons, it is mostly the dretchs which are given the dreary assignment of creating a gap in the solid force wall. This group works under the scrutiny of a marilith who constantly shouts orders and menaces to imprison the workers in a casket filled with ice whenever they slack off. These creatures concentrate all their attention and efforts on their task and receive a –5 circumstance penalty to all Listen and Spot checks made to notice the PCs.

The other group is a foursome of babau demons (hp 75, 69, 62, 58) charged with protecting the Room. These foul prowls the length of Room G98, keeping to the shadows. Their primary duty is to watch the demons working on the southwestern portion of the dome, but they often patrol the entire Room, circling the entire thing.

Tactics: The babaus are vigilant in their duty. If they notice the PCs' anywhere around the magical dome, they emerge from the shadows to ambush them. If these demons attack the PC in hearing or visual range of the demons working to breach the wall, allow them the appropriate Listen or Spot checks to notice the battle. If they are made aware, the marilith orders the dretchs to charge the PCs while she transforms to surprise them. If, on the other hand, the battle occurs upon the northern bank or in the corridor directly east of the dome, the babaus act alone.

If the PCs notice the dretchs working on the wall and creep up on them, the babaus arrive at the scene of the battle 1d4+1 rounds thereafter. These fiends summon other demons as often and as quickly as possible. This is a particularly heinous encounter, designed to discourage the PCs from merely "fixing" the dungeon. It should be noted, that a group of 12th level PCs are going to be at a serious disadvantage against a marilith.

Treasure: N/A

EL: 18

Scaling: To increase the challenge of this encounter, add a glabrezu. To decrease the challenge, remove four babaus.

Babau: CR 6; Medium outsider (chaotic, extraplanar, evil); HD 7d8+35; hp 75, 69, 62, 58; Init +1; Spd 30 ft.; AC 19, touch 11, flat-footed 18; Base Atk +7; Grp +12; Atk +12 melee (1d6+5, claw); Full Atk +12 melee (1d6+5, 2 claws) and +7 melee (1d6+2, bite); Space/Reach 5 ft./5 ft.; SA Sneak attack +2d6, spell-like abilities, summon demon; SQ Damage reduction 10/cold iron or good, darkvision 60 ft., immunity to electricity and poison, protective slime, resistance to acid 10, cold 10, and fire 10, spell resistance 14, telepathy 100 ft.; AL CE; SV Fort +10, Ref +6, Will +6; Str 21, Dex 12, Con 20, Int 14, Wis 13, Cha 16.

Skills and Feats: Climb +15, Disable Device +12, Disguise +13, Escape Artist +11, Hide +19, Listen +19, Move Silently +19, Open Lock +11, Search +20, Sleight of Hand +11, Survival +1 (+3 following tracks), Use Rope +1 (+3 with bindings); Cleave, Multiattack, Power Attack.

Sneak Attack (Ex): A babau can make a sneak attack like a rogue, dealing an extra 2d6 points of damage whenever a foe is denied his or her Dexterity bonus, or when the babau is flanking.

Spell-Like Abilities: At will—darkness, dispel magic, see invisibility, greater teleport (self plus 50 pounds of objects only). Caster level 7th.

Protective Slime (Su): A slimy red jelly coats the babau's skin. Any weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a DC 18 Reflex save to avoid taking this damage. A creature who strikes the babau with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a DC 18 Reflex save. The save DCs are Constitution-based.

Summon Demon (Sp): Once per day a babau can attempt to summon 1 babau with a 40% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills and Feats: Babaus have a +8 racial bonus on Hide, Listen, Move Silently, and Search checks.

Dretch: CR 2; Small outsider (chaotic, extraplanar, evil); HD 2d8+4; hp 13; Init +0; Spd 20 ft.; AC 16, touch 11, flat-footed 16; Base Atk +2; Grp –1; Atk +4 melee (1d8+1, heavy mace) or +4 melee (1d6/×4); Full Atk +4 melee (1d8+1, heavy mace) or +4 melee (1d6/×4) and +2 melee (1d4, bite); SA Spell-like abilities, summon demon; SQ Damage reduction 5/cold iron or good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, telepathy 100 ft.; AL CE; SV Fort +5, Ref +3, Will +3; Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11.

Skills and Feats: Hide +9, Listen +5, Move Silently +5, Spot +5, Search +2, Survival +0 (+2 following tracks); Multiattack.

Spell-Like Abilities: 1/day—*scare* (DC 12), *stinking cloud* (DC 13). Caster level 2nd. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a dretch can attempt to summon another dretch with a 35% chance of success. This ability is the equivalent of a 1st-level spell.

Telepathy (Su): Dretches can communicate telepathically with creatures within 100 feet that speak Abyssal.

Possessions: Picks or heavy maces.

Marilith Overseer: CR 17; Large outsider (chaotic, extraplanar, evil); HD 16d8+144; hp 241; Init +4; Spd 40 ft.; AC 29, touch 13, flat-footed 25; Base Atk +16; Grp +29; Atk +25 melee (2d6+9/19–20, longsword) or +24 melee (1d8+9, slam) or +24 melee (4d6+9, tail slap); Full Atk +25/+20/+15/+10 melee (2d6+9/19–20, primary longsword) and +25 melee (2d6+4/19–20, five longswords) and +22 melee (4d6+4, tail slap); or +24 melee (1d8+9, 6 slams) and +22 melee (4d6+4, tail slap); Space/Reach 10 ft./10 ft.; SA Constrict 4d6+13, improved grab, spell-like abilities, summon demon; SQ Damage reduction 10/good and cold iron, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 25, telepathy 100 ft.; AL CE; SV Fort +19, Ref +14, Will +14; Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24.

Skills and Feats: Bluff +26, Concentration +28, Diplomacy +30, Disguise +7 (+9 acting), Hide +19, Intimidate +28, Listen +31, Move Silently +23, Search 23, Sense Motive +23, Spellcraft +23 (+25 scrolls), Spot +31, Survival +4 (+6 following tracks), Use Magic Device +26 (+28 scrolls); Combat Expertise, Combat Reflexes, Multiattack, Multiweapon Fighting, Power Attack, Weapon Focus (longsword).

Constrict (Ex): A marilith deals 4d6+13 points of damage with a successful grapple check. The constricted creature must succeed on a DC 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

Improved Grab (Ex): To use this ability, a marilith must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

Spell-Like Abilities: At will—*align weapon, blade barrier* (DC 23), *magic weapon, project image* (DC 23), *polymorph, see invisibility, telekinesis* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 25). Caster level 16th. The save DCs are Charisma-based.

Summon Demon (Sp): Once per day a marilith overseer can attempt to summon 4d10 dretches, 1d4 hezrou, or one glabrezu with a 50% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Mariliths continuously use this ability, as the spell (caster level 16th).

Skills: Mariliths have a +8 racial bonus on Listen and Spot checks.

Feats: In combination with its natural abilities, a marilith's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

G99. TRUMPET ARCHON'S LAST STAND

An amber light bathes the gigantic force dome. There is a large tomb-like shape in the middle. A close look reveals a cocoon made out of pure force. Inside this cocoon, one can see only shadow.

Initial Attitude: Varies (see below)

Encounter: Though the trumpet archon using the *greater lyre of building* is the only creature in this Room, 50% of the floor here is rigged with a *holy word* trap. A rogue who carefully examines each 5-ft. by 5-ft. section of the floor can determine whether or not this area is rigged with a successful DC 32 Search check. There is a 50% chance that a given tile is trapped. Fortunately for good- and neutral-aligned PCs, these traps are only activated by the presence of evil.

Holy Word Trap: CR 8; magic device; location trigger (*detect evil* spell determines if the trap is triggered on the specific location or not); no reset; spell effect (*holy word*, 13th-level cleric); Search DC 32; Disable Device DC 32.

The soil here is considered hallow, as if under the permanent effect of a *consecrate* spell. Additionally, the entire Room is warded against *teleportation*, and no creature can use teleportation spells or items to move to or from this place.

Mavian (hp 139), the trumpet archon guarding this Room, uses her *greater lyre of building* to maintain the protective dome fortress. This sad soul chants her sorrow while weaving the magic of her potent instrument to repair the damage done to the dome by the countless demons. If the demonic forces kill Cyrlebrai, the wall of force disappears.

Tactics: If the force wall falls, Mavian's first instinct is to utter a terrible cry to alert her compatriots of the Children of the Inner Light. Since the demons will attack, Mavian uses her magical trumpet and enchanted greatsword to fend them off. She also relies on the traps spread out throughout the hall to hinder the demon's movement.

If the PCs were the ones who killed Cyrlebrai or if they are on the side of the demonic hosts, Mavian attacks them just as she would any demon. Her Initial Reaction towards them is Hostile and she does not shy from using all her might to drive them back. PCs using Diplomacy might change her attitude, provided they are non-evil and convince her they are on her side.

If the PCs come to Mavian's help and fight the demons, or if they are wearing medallions of the Children of the Inner Light (see Room G19 for details), Mavian's Initial Attitude towards them changes to Friendly. Unless they are evil, she instinctively trusts the PCs and is grateful for their help. If the PCs are evil, she remains grateful but orders them away as soon as the demons are defeated. If they refuse, she attacks them.

Once the wall is breached, a mighty battle occurs in this place. 1d6+4 rounds after the wall is destroyed, a first wave of demonic troops (from all Rooms where there are demons — G76 to G98) pours into the great hall. Each 1d4+2 rounds following brings another demon strike force. Similarly, 1d10+5 rounds after the wall is breached, mighty angels and archons come into the hall to defend Mavian and — more importantly — prevent the demonic host from liberating Krasveshk (see Room G100).

The PCs involvement during this epic battle remains crucial. Though the forces of good and evil wage a mighty war here, the DM should make certain the PCs play a central role in defending Mavian and protecting the prison cocoon of lord Krasveshk. The PCs should not have to face all the demons waging battle alone, as the members of the Children of the Inner Light come to help, but they should nevertheless play a central role in this war. On the other hand, if the PCs have aligned themselves with the demons, they should play a major role in freeing the demon lord Krasveshk.

Treasure: The most important item carried by Mavian is a *greater lyre of building*. This magical item functions as a typical *lyre of building* with the exception that it negates attacks made against all inanimate constructions up to 500 ft. away. This power can be used five times a day and each use lasts one hour. When the *greater lyre of building* is used to build structures, it functions twice as fast as a mundane *lyre of building*. This construction power can be used three times a week. Because of the unique nature of the dungeon and the force wall powered up by Cyrlebrai, anyone using the *magical lyre* can also use its magic to repair any dent in the structure.

This item is undoubtedly Mavian's most important possession, as it has allowed her to help the leader of her Order maintain the force dome protecting this area for centuries.

EL: Varies

Scaling: To increase the challenge of this encounter, double the number of demons that pour into this hall or make each of the three lords (Room G78, G82, and G90) arrive in successive waves. To decrease the challenge of this encounter, give the PCs time to drive off each wave of demons before another arrives.

♟ **Mavian, Trumpet Archon:** CR 14; Medium outsider (archon, extraplanar, good, lawful); HD 12d8+72; hp 139; Init +7; Spd 40 ft. (8, fly 90 ft. (good); AC 27 (+3 Dex, +14 natural), touch 13, flat-footed 24; Base Atk +12; Grp +17; Atk +21 melee (2d6+11/19–20, +4 greatsword); Full Atk +21/+16/+11 melee (2d6+11/19–20, +4 greatsword); SA Spell-like abilities, spells, trumpet; SQ Aura of menace, damage reduction 10/evil, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, SR 29, teleport, tongues; AL LG; SV Fort +14 (+18 against poison), Ref +11, Will +11; Str 20, Dex 17, Con 23, Int 16, Wis 16, Cha 16.

Skills and Feats: Concentration +21, Diplomacy +20, Escape Artist +18, Handle Animal +18, Knowledge (music) +18, Listen +18, Move Silently +18, Perform (wind instruments) +18, Ride +20, Sense Motive +18, Spot +18, Use Rope +3 (+5 with bindings); Blind-Fight, Cleave, Combat Reflexes, Improved Initiative, Power Attack.

Spell-Like Abilities: At will—*detect evil, continual flame, message.* Caster level 12th.

Spells: Trumpet archons can cast divine spells as 14th-level clerics.

Typical Cleric Spells Prepared (6/7/7/6/5/4/4/3; DC 13 + spell level): 0—*detect magic, light, purify food and drink, read magic, resistance* (2); 1st—*bless* (2), *divine favor* (2), *protection from chaos*, sanctuary, shield of faith;* 2nd—*aid*, bull's strength* (2), *consecrate, lesser restoration, owl's wisdom* (2); 3rd—*daylight, invisibility purge, magic circle against chaos*, magic vestment, protection from energy* (2); 4th—*dismissal, divine power, holy smite*, neutralize poison, spell immunity;* 5th—*dispel evil*, mass cure light wounds, plane shift, raise dead;* 6th—*blade barrier*, banishment, heal, undeath to death;* 7th—*dictum*, holy word, mass cure serious wounds.*

* *Domain spell.* Domains: Good and Law.

Trumpet (Su): An archon's trumpet produces music of utter clarity, piercing beauty, and, if the trumpet archon wills it, paralyzing awe. All creatures except archons within 100 ft. of the blast must succeed on a DC 19 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a *+4 greatsword* as a free action.

If a trumpet is ever stolen, it becomes a chunk of useless metal until the owner can recover it.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 21 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Magic Circle against Evil (Su): A *magic circle against evil* effect always surrounds an archon (caster level 12th). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs of objects. Within the confines of this dungeon, the hound archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

Possessions: Trumpet (see above), greater lyre of building.

Various Demons: Varies. See Rooms G76 through G98 to determine how many demons come here to wage war.

Various Angels and Archons: See Rooms G1 through G33 to determine how many angels and archons heed Mavian's call.

G100. THE PRISON COCOON

The DM is welcome to have the wall of this cocoon come down in a climax of magical energy just as the PCs arrive. Perhaps the demons actually broke through, Krasveshk hit the right spot from inside the prison, or an assassin made her way into Cyrlebrai's private sanctum and murdered him, destroying the powerful wall of force in one swift move.

DM Note: Lord Krasveshk has powers that other nalfeshnee do not. Familiarize yourself with his defenses before this encounter begins.

At the very heart of this Region of the dungeon is a tomb-shaped cocoon made out of semi-translucent force. Inside this weird sarcophagus, darkness seeps through the cocoon's wall of force. From these shadows, a low and terrible moan can be heard. The voice is muffled and unclear, but nevertheless truly disquieting.

Initial Attitude: Hostile*

Encounter: This magical cocoon binds the demon lord Krasveshk. The immortal lord is physically trapped and unable to move, and his prison prevents him from using any of his dreadful powers. Though the force cocoon is solid, once Cyrlebrai is destroyed Krasveshk's prison weakens. After the fall of the *wall of force* (Room G98), it becomes possible to free Lord Krasveshk from his centuries' of imprisonment. All one has to do is break the outer shell of the magical cocoon — hardness 10, hp 100, Break DC 40.

Once the cocoon is reduced to 0 hit point, it falls into clear dust and Krasveshk rises from its ashes, emerging from the ground in all his loathsome splendor.

Tactics: Once Lord Krasveshk (hp 2688), a powerful nalfeshnee, is released from imprisonment, he attacks anyone who is not a demon.

Since being imprisoned he has summoned and destroyed countless demons, never maintaining the patience to endure them for long. At present, one glabrezu (hp 174) and one hezrou (hp 138) serve as his retainers, doing all he commands, including killing the PCs and dying for his lordship.

Krasveshk is in a fit of rage. He waited centuries for this moment to arrive and he vents his anger on any who stand in his way. He already has *unholy aura* cast when the cocoon comes down and uses *chain lightning* on the PCs are soon as the wall comes down. Once combat begins, he targets clerics and lawful good PCs almost exclusively, venting his rage on any he deems responsible for his imprisonment. He uses *feeblemind* on any spellcaster dealing damage to him and casts *dispel magic* on clerics shrouded with magical enchantments. He casts *slow* on rogues and fighters and summons additional demons to the battle if he thinks of it. He alternates from melee attacks to spell-like abilities in a chaotic, ruthless pattern. He is a force of nature unlike anything the PCs have encountered in the Region and he cannot be reasoned with.

The glabrezu and hezrou keep the rest of the PCs busy, targeting good PCs first and warriors second. They are ruthless warriors, serving Lord Krasveshk as loyally as a demon possibly can. If they come in contact with clerics or spellcasters, they use *chaos hammer* and *unholy blight*. The glabrezu has no problem throwing *reverse gravity* at an assassin or rogue, sending him spiralling to the 300 ft. high cavernous ceiling above, or *confusion* on a cleric, or using *mirror image* to confound wizards. *Power word stun* is reserved for strong fighters and barbarians, while *gaseous form* is the hezrou's final option before he succumbs to death. Alone, these two beasts are powerful enemies, worthy of a climactic finale. With Lord Krasveshk with them, they are unstoppable.

Treasure: N/A

EL: 18

Scaling: Since it is likely that the PCs have some celestial assistance with them, increase the number of demons present to equal the number of archons and angels. In the end, the PCs should face off against Lord Krasveshk and one or two of his retainers. This is not supposed to be an easy encounter.

Glabrezu: CR 13; Huge outsider (chaotic, extraplanar, evil); HD 12d8+120; hp 174; Init +0; Spd 40 ft.; AC 27, touch 8, flat-footed 27; Base Atk +12; Grp +30; Atk +20 melee (2d8+10, pincers); Full Atk +20 melee (2d8+10, 2 pincers) and +18 melee (1d6+5, 2 claws) and +18 melee (1d8+5, bite); Space/Reach 15 ft./15 ft.; SA Improved grab, spell-like abilities, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 21, telepathy 100 ft., true seeing; AL CE; SV Fort +18, Ref +8, Will +11; Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20.

Skills and Feats: Bluff +22, Concentration +25, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Knowledge (any two) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26, Survival +3 (+5 following tracks); Cleave, Great Cleave, Multiattack, Persuasive, Power Attack.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—*chaos hammer* (DC 19), *confusion* (DC 19), *dispel magic, mirror image, reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 19); 1/day—*power word stun*. Caster level 14th. The save DCs are Charisma-based.

Once per month, a glabrezu can fulfill a wish for a mortal humanoid. The demon can use this ability to offer a mortal whatever he or she desires—but unless the wish is used to create pain and suffering in the world, the glabrezu demands either terrible evil acts or great sacrifice as compensation.

Summon Demon (Sp): Once per day a glabrezu can attempt to summon 4d10 dretches or 1d2 vrocks with a 50% chance of success, or another glabrezu with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

True Seeing (Su): Glabrezu continuously use *true seeing* as the spell (caster level 14th).

Skills: Glabrezu have a +8 racial bonus on Listen and Spot checks.

Hezrou: CR 11; Large outsider (chaotic, extraplanar, evil); HD 10d8+93; hp 138; Init +0; Spd 30 ft.; AC 23, touch 9, flat-footed 23; Base Atk +10; Grp +19; Atk +14 melee (4d4+5, bite); Full Atk +14 melee (4d4+5, bite) and +9 melee (1d8+2, 2 claws); Space/Reach 10 ft./10 ft.; SA Spell-like abilities, stench, improved grab, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 19, telepathy 100 ft.; AL CE; SV Fort +16, Ref +7, Will +9; Str 21, Dex 10, Con 29, Int 14, Wis 14, Cha 18.

Skills and Feats: Climb +18, Concentration +22, Hide +13, Escape Artist +13, Intimidate +17, Listen +23, Move Silently +13, Search +15, Spellcraft +15, Spot +23, Survival +2 (+4 following tracks), Use Rope +0 (+2 with bindings); Blind-Fight, Cleave, Power Attack, Toughness.

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

Spell-Like Abilities: At will—*chaos hammer* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 18); 3/day—*blasphemy* (DC 21), *gaseous form*. Caster level 13th. The save DCs are Charisma-based.

Stench (Ex): A hezrou's skin produces a foul-smelling, toxic liquid whenever it fights. Any living creature (except other demons) within 10 feet must succeed on a DC 24 Fortitude save or be nauseated for as long as it remains within the affected area and for 1d4 rounds afterward. Creatures that successfully save are sickened for as long as they remain in the area. A creature that successfully saves cannot be affected again by the same hezrou's stench for 24 hours. A delay poison or neutralize poison spell removes either condition from one creature. Creatures that have immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.. The save DC is Constitution-based.

Summon Demon (Sp): Once per day a hezrou can attempt to summon 4d10 dretches or another hezrou with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Skills: Hezrous have a +8 racial bonus on Listen and Spot checks.

Lord Krasveshk, Nalfeshnee: CR 16; Huge outsider (chaotic, extraplanar, evil); HD 18d8+144; hp 268; Init +1; Spd 30 ft., fly 40 ft. (poor); AC 27, touch 9, flat-footed 26; Base Atk +14; Grp +29; Atk +20 melee (2d8+7/19–20, bite); Full Atk +20 melee (2d8+7/19–20, bite) and +17 melee (1d8+3, 2 claws); Space/Reach 15 ft./15 ft.; SA Smite, spell-like abilities, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 22, spell immunity, telepathy 100 ft., true seeing; AL CE; SV Fort +19, Ref +12, Will +17; Str 25, Dex 13, Con 27, Int 22, Wis 22, Cha 20.

Skills and Feats: Bluff +26, Concentration +29, Diplomacy +30, Disguise +5 (+7 acting), Hide +14, Intimidate +26, Knowledge (arcana) +27, Listen +35, Move Silently +22, Search +27, Sense Motive +27, Spellcraft +29 (+31 scrolls), Spot +35, Survival +6 (+8 following tracks), Use Magic Device +26 (+28 scrolls); Cleave, Improved Bull Rush, Improved Critical (bite), Multiattack, Power Attack, Weapon Focus (bite).

Smite (Su): Three times per day Lord Krasveshk can create a nimbus of unholy light. When the demon triggers the ability, rainbow-colored beams play around its body. One round later they burst in a 60-ft. radius. Any creature within this area must succeed on a DC 24 Will save or be dazed for 1d10 rounds as visions of its worst fears hound it. The creature receives its full Dexterity and shield bonuses to AC if attacked but can take no actions. Other demons are immune to this effect. The save DC is Charisma-based.

Spell-Like Abilities: At will—*call lightning* (DC 18), *feeblemind* (DC 20), *greater dispel magic, slow* (DC 18), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 23). Caster level 12th. The save DCs are Charisma-based.

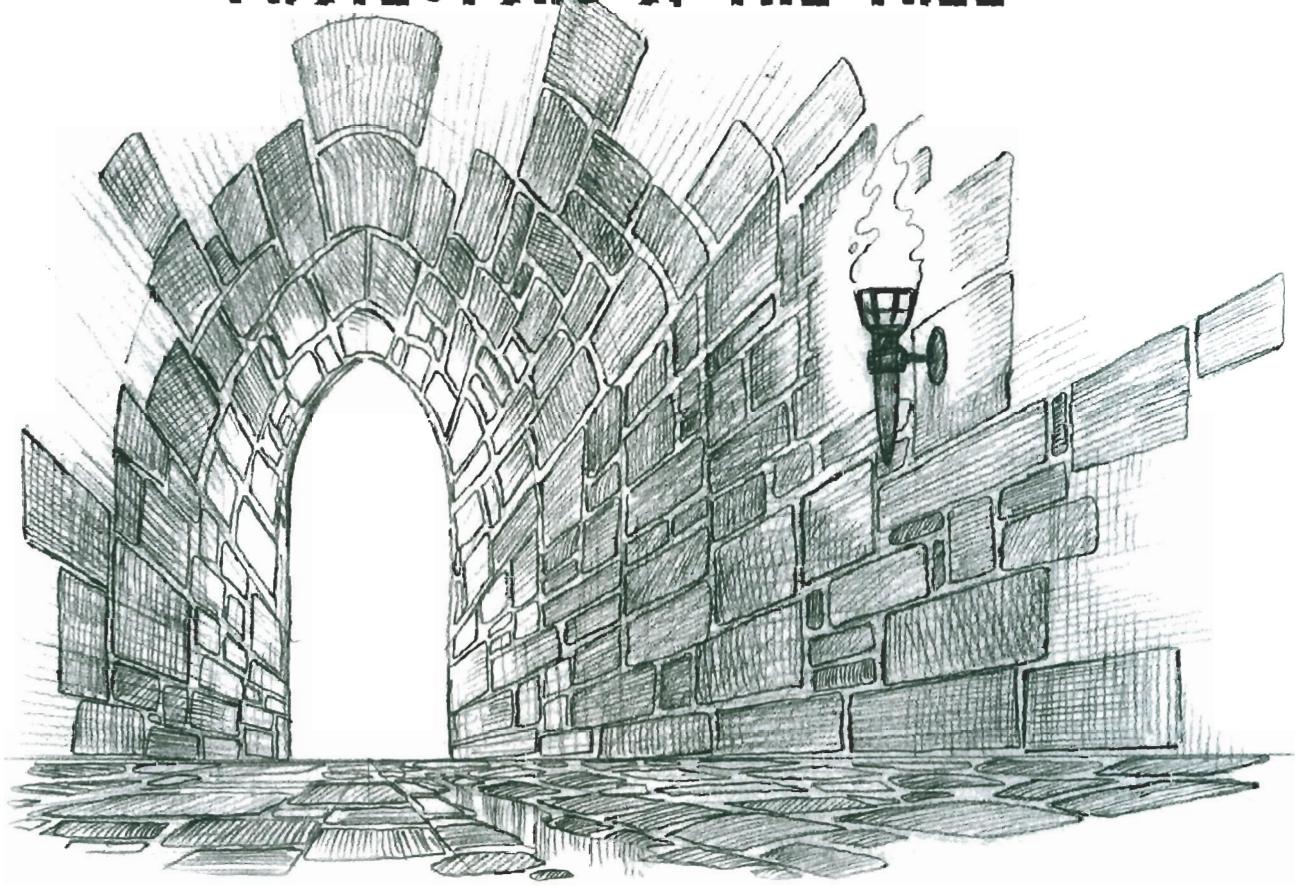
Spell Immunity (Su): Lord Krasveshk is immune to all spells under 4th level and all evil and necromantic spells under 7th level.

Summon Demon (Sp): Twice per day Lord Krasveshk can summon 1d4+4 vrocks, 1d4+4 hezrou, or 1d3 glabrezu with a 75% chance of success. This ability is the equivalent of a 5th-level spell.

True Seeing (Su): Lord Krasveshk continuously use *true seeing*, as the spell (caster level 18th).

Skills and Feats: Lord Krasveshk has a +8 racial bonus on Listen and Spot checks.

REGION H.
PROTECTORS OF THE TREE



Centuries ago, this Region was the focus of a large-scale derro excavation project. Whatever it was they sought, they were unable to find; instead, they brought the cavern's ceiling down upon them in what resulted in a massive landslide, dropping hundreds of thousands of pounds of earth and a massive lake (Regions K and L) into the dungeon proper. Mostly unperturbed, the derro moved their operations to a more suitable location, leaving the rubble and wreckage behind.

Amidst that rubble, however, was something unique: an ancient tree touched by the gods themselves, guardian and advisor to the elves that inhabited the forests of the surface world; a tree older than the first living thing and something to be cherished by all woodland races. Somehow, the tree survived the miles-long fall from sunlight to darkness and from survival emerged a profound duty for the elves — protect the sacred tree from the ravages of the underworld.

The elven kingdom called for its greatest warriors, its keenest mages, its holiest druids. The flower of elven youth and the oaken wisdom of the elders were called to renounce the stars and heavens for the caverns below in order to defend their sacred tree, Belatu-Cadros. The elven king further called upon the life-debt owed his kingdom by a nearby dwarven clan, that they might have dwarven expertise in defending their new outpost. It was a holy calling, a sacred duty. Those called did not hesitate. They would build a true elven city underground; they would bring the beauty of sun and moon to the darkness.

As the years sped by, the luster of adventure faded, leaving duty's cold reality in its wake. In the end, their glittering new outpost remained a mere hole in the ground, separated by emptiness without life and without the light of the world above. Still, it was an important duty, and where adventure failed, discipline remained.

Today, this place is an underground sylvan paradise in the eyes of the casual observer. The sacred tree still flourishes despite its location, and a small forest has grown up about the treant's grove. An intricate network of mirrors channels a lattice of light down to the Council Spire, ensuring that the Region is as brightly lit as the surface world. The druids have performed great deeds of magic from here, cleansing the earth, calling up a spring of fresh, clean water, and tending to the creatures of the forest. The frontiers appear secure, and all is well.

BETTER TO RULE IN HELL

Unfortunately, there is a cancerous rot in paradise. The High Council still consists of all seven elders, but they are divided in purpose and spirit, losing sight of the bigger picture and higher truth of their station here.

Enoriel Lasathairian, the High Druid, speaks more to his trees than he does to his fellows. No one knows how old he is — he has, it is said, been in the fortress forever. Or, at least, since the Tree fell. Enoriel is well-known to suffer an apoplectic fit if even a twig is broken or a leaf crushed, yet he does not flinch at spending the lives of the elven troops like water — provided, that is, that they perform their sacred duty.

Enoriel's indifference to the outside world is hotly contested by the second member of the High Council, Jacan Lightshield. Jacan is a holy paladin, a distant descendant of one of the celestials who built this place, and his heritage burns in his blood and mien. He has lived here a mere thirty years (by elven standards), and has become the High Commander of the elven troops more-or-less by default; troops come and go, but he remains. Jacan is torn between conflicting duties: defend the Tree, or lay the evils of the dungeon to rest? In trying to balance the two, he succeeds at neither, and his zeal is now frustrated anger.

The third member of the Council, Pardek Mirroreyes, is relatively young (as elves go), and arrived around the same time as Jacan Lightshield. Pardek is contentious, hot-tempered, and stubborn — all perfectly understandable in an elementalist with a passion for fire magics. Unfortunately, these are not precisely the qualities needed in a statesman and a Councilor, and Pardek has utterly lost patience with the constant bickering of his fellows. He spends much of his time around the lava-maze, plumbing the secrets of elemental flame from the lava flow.

The fourth Councilor regards all his fellows with heavy distrust. Gurthang Hadrakson, leader of the small dwarven enclave within the fortress. Despite his nigh-unintelligible accent, Hadrakson is in possession of a keen eye and mind, and is not blind to the problems besieging the fortress. Unfortunately, he can't get the elven leaders to understand that he's not a holy warrior — he's an engineer, and he's getting more and more frustrated by Enoriel's constant demands to have his cadre of engineers and sappers simply stand ceremonial guard about the Tree.

The two nonhumanoid members of the Council have quietly retreated into their private corners: Sythiss, the guardian naga, slides endlessly through the cavernous maze he has tunneled out beneath the rubble from the landslide. Sythiss is more agitated lately, but does not — or cannot – explain why. Meanwhile, Malachi, the lammasu, lairs in a cave beneath the southeastern plateau, where he keeps a careful watch on the few aerial steeds remaining to the elven troops.

The final member of the Council is the sacred tree itself — Belatu-Cadros, a holy treant, rooted in place by age and power. Belatu-Cadros has not uttered a word for many, many years. It watches. It weeps. It grieves. But it does not speak. Rumors whispered among the elven soldiers suggest that should Belatu-Cadros speak once more, doom will befall it and all that surround it.

The elven garrison troopers are disaffected, disillusioned and apathetic despite Jacan's best efforts; to combat the malaise of his army, he has metamorphosed into a harsh disciplinarian. Twice Jacan has attempted to rally the elven forces, in true paladinic style, to decisively deal with the evils surrounding them, only to be beaten back with hideous losses each time. After the last bloodbath, the Council decreed that there would be no further excursions outside their border. The true cause, and the overwhelming need, was to protect Belatu-Cadros.

The army dwindles in fits and spurts — men disappear in the middle of the night with no warning, no cause, and Jacan simply believes them to be deserters. The common trooper knows better, however: dark rumors abound of something dire lurking in the maze of lava flow to the southwest. More than one patrol is missing.

It is an open question whether the rumors have reached Jacan's ears — of late, he has increasingly handed administrative tasks to his closest friend and advisor, Jolinaar, a drow escapee from the far west. If one is so foolish to ask Jolinaar to investigate the disappearances, he replies merely that the elven forces are so thinly stretched that they cannot afford to investigate one more case of desertion.

The desertions and disappearances have grown so frequent and the unrest so rampant that the elven queen above has sent down a spy to investigate. Silmarien Meliambre, a half-elven royal investigator and kin to the queen herself, arrived six months ago to replace the second-in-command. Her investigations meet as such with limited success.

H1 THROUGH H7. THE DRAGON'S BONES

Jagged spikes of basalt and obsidian thrust forth from the ground, falling against one another like the laundered bones of some long-dead giant. Occasionally, great openings gape forth, beckoning further exploration of twisting, turning passages. The wise adventurer, however, is careful where he steps; the razor-sharp shards of fused stone and volcanic glass will rend flesh as readily as cloth.

Rooms H1 through H7 are part of a long-cooled lava flow, thrust above ground by a forgotten earthquake, resembling the petrified remains of some great serpent or dragon. Canyons appear and disappear as the blocks of volcanic stone shift in response to the constant minor temblors shaking the dungeon.

PCs must make DC 18 Reflex saves when within 5 ft. of the walls of the canyons during an earthquake or taking one of the following actions: climbing, fighting, running, or spellcasting. On a failed save, they take 2d6 damage. PCs may climb the massif; each must succeed at a DC 15 Climb check for every 15 ft. of vertical movement, but suffer 1d6 damage doing so. A DC 25 Climb check reduces the damage to 1d3 per 15 ft. of movement, and a DC 30 Climb check negates the damage entirely.

In addition, the elves seeded the area with traps to capture unintelligent beasts wandering into the area.

REGIONAL CONDITIONS

LIGHT

Unlike most portions of the dungeon, initial lighting conditions here are considered normal for the time of day — those with unenhanced vision can see normally during the day, while low-light or darkvision are required for adequate night-sight.

MAGICAL TRANSPORTATION

The landslide weakened but did not entirely destroy the celestial wards upon the prison in this area. Thus, as with the rest of the dungeon, characters and creatures may not use *teleport*, plane-traveling magics, or other transportation magics to enter or leave Region H. Further, purely arcane means of transport such as *teleport* are redirected to one of two locations, depending on proximity — one is in Room H36, just outside the northern exit from the Spire, and one is in Room H20 near the southern watchtowers. However, nature-based methods of instantaneous transport such as *tree stride* are fully effective, thanks to centuries of work by the elven druids.

INITIAL ATTITUDES

Initial attitudes provided in the rooms of Region H assume that the PC party is comprised of good- (or at worst) neutrally-aligned characters and are pursuing peaceful interactions with the inhabitants. If the PCs approach the Region with hostile intent, however, all "Friendly" areas become at best "Unfriendly", and more likely "Hostile", at the DM's discretion. Use common sense when determining the initial attitude of the various Rooms under alternate conditions, bearing in mind that the creatures in this Region are not going to welcome marauders with open arms.

WHAT A TANGLED WEB WE WEAVE...

Region H is significantly different than the other dungeon Regions; it is populated primarily by good-aligned creatures and, presuming that the PC adventuring party is also good- or neutral-aligned, is not suited to simple hack-and-slash adventuring. The challenges posed in this Region are designed to be solved mostly through non-combat means, possibly providing the characters with a safe haven from which they can explore the rest of the dungeon.

Every NPC in this Region has at least one agenda — some are obvious, some are hidden. Ultimately, if the PCs do not intervene, the intersecting agendas will lead the elven fortress to its doom. It is suggested that DMs advance the plot as is appropriate, based on the actions of the PCs and the amount of time they spend adventuring in other Regions.

NPC AGENDAS

Diantha, the erinye, is juggling several different plots along with her desire to escape the dungeon once and for all. She has *charmed* a band of pixies into playing destructive practical jokes, irritating the other inhabitants of the fortress and further driving a wedge between races. The pixies are also working to destabilize the stone columns supporting the cavern ceiling, hiding their depredations beneath *permanent image* spells. Further, Diantha has managed to trick Sythiss, the naga, into donning an enchanted collar that enslaves its wearer. She is also pushing Enoriel further and further into madness. Ultimately, she plans to assassinate Silmarien (casting the blame on Jolinaar). Once Jolinaar is imprisoned or killed, she plans to steal his amulet, and destroy Belatu-Cadros; she believes that sacrificing such a potent celestial creature will restore her wings. Finally, she brings the cavern down around the elves' ears and uses the ensuing chaos as a cover for her escape.

Silmarien Meliambre wishes to find the source of the rot underlying the fortress. She has no compunctions about enlisting the assistance of the PCs, and rewards them as handsomely as she may. If the PCs can help her ferret out the source of the evil, Silmarien has Gurthang Hadrakson create an adamantine weapon for one of the PCs.

Malachi wants to halt the fortress' slow decay as well; he believes Enoriel will have to be replaced if the citadel's fortunes are to change. He also wants Jacan replaced and Jolinaar gone. Despite the lack of proof of the drow's treachery, Malachi suspects that Jolinaar is behind the elven disappearances — he finds it all-too-coincidental that the slow trickle of "desertions" began after the drow's arrival in Region H.

Jolinaar, the drow, also seeks to escape the cavern, although he is more patient in his plots than Diantha, and is unaware of the devil's interference in his machinations. Slowly but surely, he draws a spiderweb of rumors, lies, and deceptions about the inhabitants of the fortress. His ultimate goal is to force the elves to abandon tree and fortress, and to ride out on their coattails, then disappear.

Pardek has no real agenda other than furthering his arcane studies. He is committed to protecting Belatu-Cadros to a point, but he is ultimately a pragmatist. If the Tree cannot be saved, he rescues those whom he can and flees.

Sythiss wants to be free of the compulsions upon him at any cost. During the periods in which he is mostly free to do as he wishes, he contemplates means by which he can escape Diantha's grasp. He is coming to the conclusion that he cannot do so, but has not quite given up hope. If nothing else, he hopes that his friends Malachi and Aligheri will realize something's amiss.

Jacan no longer knows what to believe. His faith in his paladinic abilities is wavering, thanks to the manipulations of Diantha and Jolinaar. He is quite attracted to his new subcommander, but the way she wavers between good and evil confuses and frightens him. Or perhaps, he thinks, the problem is with him — he has failed to heed the calling of his blood, and he is being justly punished. He is also beginning to suspect that Jolinaar is not quite what he seems, but is unwilling to face the truth. Jacan is on the precipice — one more step, and he will fall from grace.

Enoriel is sliding into inevitable madness. He is determined to hold on to the leadership of the fortress for as long as he has life left in him, and the vile traitors that surround him may be consigned to whatever hell awaits them. He is beginning to believe that Belatu-Cadros is utterly corrupted by outside influences — a corruption that can only be cleansed by a blood sacrifice.

Aligheri has the potential to be a hero, if someone notices it and is willing to give him a bit of help. He is ready to rise to any challenge necessary, but if he confronts the fortress' problems on his own, he'll end up as dead as the rest.

THE PLOT THICKENS

The various rooms in Region H describe the situation as it stands when the PCs first arrive in the area, and the following paragraphs describe how the plot advances provided the PCs do not take an active hand.

Both Diantha and Jolinaar cease their attacks on the elven troopers once the PCs arrive, preferring to observe the newcomers and determine how best to manipulate them to their own ends. Jolinaar in particular uses his abilities to steal some small but identifiable weapon from the PCs, such as a dagger or dart.

The brief respite ends when the PCs depart, either on a mission from the Council or to further their own explorations. The night the PCs leave, Jolinaar kills an elven trooper (preferably one the PCs have quarreled with) using the stolen weapon, and leaves both body and weapon on the edge of the Region corresponding to the direction the PCs took.

Naturally, the PCs are accused of the crime when they return. The Council is called into session, and the PCs placed on trial. No matter what evidence the PCs offer in their defense, Enoriel casts a vote of 'guilty.' However, as long as the PCs can testify truthfully under Jacan's *zone of truth* that they did not kill the soldier, the rest of the Council votes for acquittal. At this, Enoriel explodes in a fit of paranoid rage, accusing his fellow Councilors of plotting against him with the help of the outsiders. He declares the Council to be dissolved and threatens to kill anyone who trespasses upon his grove until he can summon a new, loyal Council.

Any accusations the PCs make against Jolinaar at this time still fall on deaf ears; Jacan sees no reason to distrust his loyal friend. The troops' morale continues to suffer as the rumors continue to fly. Some soldiers believe that the PCs committed the murder; others believe them innocent. Some blame Jolinaar, some blame Enoriel, some blame the dwarves. Malachi and Silmarien arrange for the PCs to pursue another task outside the Region, in order to allow heated tempers to cool.

Diantha decides to eliminate her enemies, and sets Sythiss up to kill Malachi. The PCs return to the fortress just in time to see naga fighting lammasu in the skies above the citadel. (A successful DC 27 Spot check at this point reveals that Malachi is fighting with padded claws — he seeks to subdue, not to kill.) If the battle continues uninterrupted, Sythiss slays Malachi. Diantha's last command to Sythiss frees him, and in his despair, Sythiss commits suicide.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour

1d20	Encounter
1	Earthquake. PCs must make a DC 20 Reflex save or be thrown to the ground; if within 5 ft. of the basalt massif, they must make a second Reflex save or suffer 2d6 damage.
2	A doleful moan emanates from the depths of a ravine.
3–12	Nothing
13–18	Demons from Region G hunt for elves to corrupt or enslave.

1d20	Demon
1	A mob of 4d6 dretches (page 381).
2	A mob of 3d6 dretches, led by 1d3 babau (page 381).
3–4	A pack of 2d8 babau (page 381).
5–6	As 3–4, but led by a powerful babau (page 375).
7–8	A pack of 2d4 vrocks (page 373).
9–10	A pack of 1d6 vrocks riding hell hounds (page 373, 366).
11–12	Three bebliths riding hell hounds (page 378, 366).
13–14	A pair of hezrou and a quasit slave (page 375, 372)
15–16	A pair of retrievers and two quasit slaves (page 377)
17–18	A glabrezu wielding and three hellhounds on chains (page 383, 364)
19	A marilith and her hezrou slave (page 381, 372).
20	A glabrezu and hezrou patrol (page 383, 375).

19	The PCs stumble upon a *snare* trap, per the spell.
20	The PCs stumble upon a rockfall trap, per Room H5.

H1. ABANDONED BLIND

At first glance, this seems to be one of the most uninhabitable places imaginable; although the temperature is tolerable, instinct screams that the nearby lava-flow is a pit of fire, danger, and death. The wicked shards of glassy stone jutting out at all angles only add to the impression that living beings are completely unwelcome here. And yet, a stray shaft of light illumines something that, in decay, appears to have decidedly unnatural boundaries.

Initial Attitude: Neutral

Encounter: Down this canyon is an abandoned hunter's blind, long since fallen into decay. The only parts of the blind that remain are stones and an occasional mostly-rotted piece of unidentifiable wood. On a successful DC 20 Spot check, dwarven party members can identify the remains as dwarven work, although it is impossible to tell how long the blind has been abandoned.

Encounter Condition: Poor Footing 4

Tactics: N/A

Treasure: A pair of obsidian arrowheads are mostly-buried beneath the debris, found on a DC 17 Search check.

EL: N/A

Scaling: N/A

PATROLS

Region H is intended to be a dynamic area. Thus, it is entirely possible that part or all of the elven squads garrisoning a specific Room is not actually in that Room, but is instead on patrol around the area. In general, to simulate patrols, allow a given Room's NPCs a DC 15 Listen check (modified as appropriate if PCs are using the Move Silently skill). When the garrison succeeds at such a check, they investigate. Usually, they send half the garrison (3-4) elven soldiers to investigate.

Further, when combat breaks out in a Room, unless otherwise specified in the room description, allow NPCs in adjacent areas a DC 15 Listen check; NPCs that succeed at this check arrive as soon as possible to reinforce their fellows.

OBSIDIAN

Obsidian is ill-suited to making melee weapons, but fractured carefully along its crystalline grain, it makes superb arrowheads that hold an edge better than the finest grade of steel. Arrowheads made from the obsidian in this Region automatically gain the *keen* quality. The benefits gained from obsidian do not stack with other qualities or abilities that increase the critical range of a weapon.

H2. TESTING GROUNDS

A stench emanates from the depths of this canyon, and something in the wind stings the eyes. The stony walls seem to have been shattered in places; in others, scorched; in still others, melted. It is as if a miniature war in has taken place here, judging from the remnants of utter, violent abandon. In the clearing at the end of the canyon squats a metal scaffold that looks for all the world as if it were simply welded together in a haphazard mass. A closer look, and the scissored lengths of metal resemble teeth…

Initial Attitude: Neutral

Encounter: This canyon is where the dwarven engineers test dangerous traps and weapons: siege engines, strange alchemical concoctions, explosives, and the like. As far as the dwarves are concerned, it's a barren rock, so there's no harm done — even the elves must agree with that. Unfortunately for the casual passerby, one of the dwarven engineers was in the midst of working on his latest *pièce de résistance* (a creation he lovingly calls "The Jaws of Death") when he was summoned to stand guard over Belatu-Cadros. He *thinks* he disengaged the jaws, but he's always been rather absent-minded.

PCs entering this area must take care — there are a great deal of not-quite-expended munitions lying about. Pools of unlit alchemist's fire, fuming acid spills, unexploded tanglefoot bags, and the debris of multiple explosions combine to make footing tricky. PCs that move at a normal rate in this room must succeed at a DC 18 Reflex save or suffer one of the following random effects:

1d20	Effect
1	PC's foot slips directly into a pool of acid, splashing it about. PC takes 2d6 acid damage; those around him in a 5 ft. radius take 1d6 damage.
2–8	PC sets off an unexploded tanglefoot bag. PCs within a 10 ft. radius are affected.
9–14	PC is covered in unlit alchemist's fire.
15–19	PC kicks over a pile of stones. One of the stones is a thunderstone, which affects all PCs within a 10 ft. radius.
20	PC trips over an abandoned trap, triggering a flint and steel striker. If he is covered in unlit alchemist's fire, he is set ablaze.

PCs may avoid the hazards by moving at half their normal rate. Further, PCs that touch the odd sculpture in the middle of the canyon must make a DC 16 Reflex save or set off the Jaws of Death.

Jaws of Death: CR 5; mechanical; touch trigger; no reset; Atk +12 melee (3d6); multiple targets (all targets within a 10 ft. radius); Search DC 16, Disable Device DC 17. Note: This trap falls apart into a haphazard mass of metal once triggered.

Encounter Condition: N/A

Tactics: N/A

Treasure: Thunderstone, two vials' worth of alchemist's fire, two vials' worth of acid.

EL: 8

Scaling: To increase the challenge of this encounter, increase the DC of all saves by +2. To decrease the challenge, lower the Attack bonus of the Jaws of Death by 2 and reduce the damage to 2d6.

H3. BARREN CANYON

The wind wails through the jagged rocks, carrying the faint scent of dust and death with it. It appears that the stone walls of the nearby gorge are stained with blood, but that's the lurid glow of the nearby lava-flow. And the faint knocking, rattling sound from deeper within the ravine is merely the sound of stone on stone... isn't it?

Initial Attitude: Neutral

Encounter: This canyon is completely barren; the elves avoid it religiously because the wind plays odd tricks here, howling like the wails of the damned. However, enterprising PCs who venture down this canyon find a long-desiccated body, reduced to a skeletal state.

The skeleton appears to be that of a humanoid, approximately five and a half ft. tall. Lodged within its ribs is an obsidian arrowhead, the shaft utterly decomposed. Elven PCs should be able to recognize one of their dead, if they inspect the bones.

Encounter Condition: Desecration 2 or Unhallowed 4

Tactics: N/A

Treasure: Amidst the rotting scraps of leather that once served as a belt pouch, PCs can find 1d8 gold pieces and 4d4 silver pieces.

EL: N/A

Scaling: N/A

H4. FUMAROLE PIT

A noisome stench wafts from the canyon on a stray current of wind, sending even a strong man into a fit of teary-eyed coughs. From deep within the ravine, a half-hiss, half-burbling noise is heard, resembling nothing so much as the labored breathing of a creature in the throes of death. The stench intensifies as you approach, and through the faint haze can be seen a pool of thickly boiling mud, its surface disturbed by giant bubbles that release noxious gases when they burst.

Initial Attitude: Neutral

Encounter: The rock between this room and Room H5 is riddled with cracks and pores; depending on the wind's direction, the gases are either trapped in Room H4 or swept through to Room H5. The elves have turned the natural danger of the fumarole pit's gases to their advantage — triggering the trap in Room H5 triggers a modified *gust of wind* spell here, which vents the gas into Room H5. The device can be disabled, but PCs risk succumbing to the fumes in doing so.

Gas Shunt: CR 8; mechanical; location trigger; automatic reset; DC 17 Fort save or gas does 2d6 subdual damage per round; multiple targets; never miss; onset delay (1 round); gas; Search DC 27; Disable Device DC 27; PCs that are reduced to 0 HP by this trap fall unconscious but take no further damage from the gas.

Encounter Condition: Fog 15 or Smoke

Tactics: N/A

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, increase the DC of the Fort save by 3. To decrease the challenge of this encounter, decrease the DC of the Search and Disable Device checks by 4.

H5. ROCKFALL

The looming walls of the stone canyon are cracked and crazed, uneven fissures rending stone from stone. The shadows here are deceptive — it is difficult to tell what is rock and what is shadow. The rough canyon floor is treacherous under foot at best, as loose rocks and debris roll freely under a careless step.

Initial Attitude: Neutral

Encounter: This canyon is an elaborate trap. The elves use this area to stun and trap dangerous creatures or intruders, encouraging their sprite allies to herd creatures into the crevasse. A rockfall blocks the canyon exit, while noxious gases are vented though the canyon to incapacitate any creatures trapped by the deluge.

Creatures and PCs climb out of the canyon; condensation on the canyon walls and reduced visibility from the fumes combine to make this a difficult proposition. PCs must succeed at a DC 18 Climb check for every 15 ft. of vertical movement and suffer 2d6 damage doing so. A DC 27 Climb check reduces the damage to 1d6 per 15 ft. of movement, and a DC 30 Climb check negates the damage entirely.

Rockfall: CR 4; mechanical; location trigger; repair reset; Atk +12 melee (4d6 subdual, rocks) and targets are trapped; multiple targets (all targets in a 10 ft. radius); Search DC 20; Disable Device DC 20.

Encounter Condition: Poor Footing 6

Tactics: Triggering the rockfall trap sets off the device hidden in Room H4 (unless the PCs have already disabled it) that shunts the noxious gases of the fumarole pit into this area. PCs are affected as per the rules for the Gas Shunt trap in Room H4.

When the rockfall is triggered, a band of six grigs (hp 13 each) arrive to investigate within 2d6 rounds, followed 1d6 rounds later by a wild elf patrol of four (hp 27 each).

Treasure: N/A

EL: 10

Wild Elf Patrol, War 6: CR 5; Medium humanoid (elf); HD 6d8; hp 27; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 13; Base Atk +6; Grp +8; Atk +8 melee (1d8+2/19–20, longsword) or +10 ranged (1d8/19–20 x3, masterwork longbow with obsidian arrows); Full Atk +8/+3 melee (1d8+2/19–20, longsword) or +10/+5 ranged (1d8/19–20x3, masterwork longbow with obsidian arrows); AL CG; SV Fort +5, Ref +4, Will +1; Str 15, Dex 16, Con 10, Int 8, Wis 9, Cha 8.

Skills and Feats: Climb +3, Hide +3 (+5), Listen +5, Search +2, Spot +5; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp, long sword, masterwork long bow, 15 obsidian tipped arrows, masterwork studded leather, light shield.

Grig: CR 2; Tiny fey; HD 2d6+2; hp 13; Init +4; Spd 20 ft., fly 40 ft. (poor); AC 20, touch 16, flat-footed 18; Base Atk +1; Grp –10; Atk +7 melee (1d3–2/19–20, short sword) or +7 ranged (1d4–2/x3, longbow); Full Atk +6 melee (1d3–2/19–20, short sword) or +6 ranged (1d4–2/x3, longbow); Space/Reach 2-1/2 ft./0 ft.; SA Spell-like abilities, fiddle; SQ Damage reduction 5/cold iron, low-light vision, spell resistance 17; AL NG; SV Fort +1, Ref +7, Will +4; Str 6, Dex 18, Con 13, Int 10, Wis 13, Cha 14.

Skills and Feats: Craft (any one) +4, Escape Artist +8, Hide +16, Jump +5, Listen +4, Move Silently +9*, Perform (string instruments) +7, Search +3, Spot +4; DodgeB, Weapon Finesse.

Spell-Like Abilities: 3/day—*disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by irresistible dance for as long as the playing continues. The save DC is Charisma-based.

Skills: Grigs have a +8 racial bonus on Jump checks. * They also have a +5 racial bonus on Move Silently checks in a forest setting.

Possessions: (all tiny) short sword, long bow, 14 arrows, leather armor.

Scaling: To increase the challenge of this encounter, increase the DC of Spot and Disable Device check by 2, and have the wild elf patrol arrive in 1d4 rounds. To decrease the challenge, reduce the checks by 2.

H6. WOUNDED GIRALLON

This canyon appears especially treacherous — the walls are choked with rubble and the scent of half-rotted meat fills the air. Stones slide unpleasantly beneath the feet of the unwary, and the slightest disturbance kicks up plumes of dust. The noise of stone hitting stone is echoed by a low half-moan, half-growl issuing from a bend in the canyon.

Initial Attitude: Hostile

Encounter: Several days ago, an elven patroller was killed by Diantha, the erinye (see "The Fallen Angel" sidebar). The elf was accompanied by a girallon; overcome by the devil's aura of fear, the beast fled, triggering the rockfall trap in this area. The trap wounded but did not kill the girallon, and now his mate tends his wounds. He cannot move far or fast due to his injuries, but he is still a fearsome foe for anyone who gets in his reach. His mate, on the other hand, is in excellent health, and is fiercely protective of the wounded male. Handle Animal checks for either girallon suffer a circumstance penalty of –4.

Encounter Condition: Concealment, Cover

Tactics: The male girallon (hp 56*) is immobile; however, his placement against one wall of the canyon makes it difficult to flank him. He still possesses his rend attack, however, and he fiercely attacks any foe within his reach. The female (hp 67) does not stray far from her mate, but fights as a normal girallon with a +2 morale bonus to attack and damage rolls. Fortunately for the PCs, she is not intelligent enough to deliberately maneuver the PCs into the reach of the wounded male except by accident.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, increase the female girallon's HD to 11. To decrease the challenge, the male girallon begins the encounter with 25% of his HP total (hp 20) and can only rend 50% of the time.

Male Girallon: CR 8; Huge magical beast; HD 11d10+50; hp 56 (111 when healed); Init +3; Spd 5 ft. (40 ft., climb 40 ft. when healed); AC 16, touch 12, flat-footed 15; Base Atk +11; Grp +29; Atk +20 melee (1d6+10, claw); Full Atk +20 melee (1d6+10, 4 claws) and +15 melee (2d6+5, bite); Space/Reach 15 ft./15 ft.; SA Rend 2d6+20; SQ Darkvision 60 ft., low-light vision, scent; SV Fort +12, Ref +9, Will +6; Str 30, Dex 15, Con 18, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +18, Move Silently +8, Spot +11; Iron Will, Toughness (2), Weapon Focus (claw).

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+20 points of damage.

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

Female Girallon: CR 7; Large magical beast; HD 9d10+24; hp 67; Init +3; Spd 40 ft., climb 40 ft.; AC 16, touch 12, flat-footed 15; Base Atk +9; Grp +19; Atk +14 melee (1d4+6, claw); Full Atk +14 melee (1d4+6, 4 claws) and +9 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Listen +4, Move Silently +8, Spot +9; Alertness, Iron Will, Toughness (2).

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

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

H7 THROUGH H8. THE DRAGON'S EYE

The Dragon's Eye is a gem deposit, long abandoned by the dwarves who originally turned it into a small mine. Seismic activity has made the mine unstable, and all the gems of any true quality have been removed long since. Still, for those whose eyes are caught by the prospect of riches, it is easy to overlook the danger.

The walls of the Dragon's Eye are even more hazardous than those of the other canyons. PCs must make a DC 20 Reflex save when within 5 ft. of the walls of the canyons during an earthquake or while taking one of the following actions: climbing, fighting, running, or spellcasting. On a failed save, they take 2d6 damage. PCs may climb the walls of the mine; they must succeed at a DC 18 Climb check for every 15 ft. of vertical movement, but suffer 1d6 damage doing so. A DC 27 Climb check reduces the damage to 1d3 per 15 ft. of movement, and a DC 30 Climb check negates the damage entirely. As well, any PC that climbs the walls in the Dragon's Eye has a 25% chance of triggering a landslide. A landslide catches all PCs in a 30 ft. radius around the PC that triggered the landslide, inflicting 5d6 damage and trapping them as per the spell transmute mud to rock. PCs may make a DC 18 Reflex save to halve the damage and a second DC 18 Reflex save to avoid being trapped. If they fail the second Reflex save, they must succeed at a DC 18 Fortitude save to break free of the rubble, taking 1d6 damage for each attempt.

H7. MINE ENTRANCE

The rocks at the entrance to this canyon catch the eye. Here, the basalt of the lava massif gives way to obsidian. A few steps into the canyon, and flecks of color amidst the black give way to shards of gem-quality stones embedded in the volcanic glass. Diamonds, emeralds, rubies, sapphires, all lend their color to the stark black canyon walls.

Initial Attitude: Neutral

Encounter: This room was the entrance to the gem mine. A DC 15 Spot check reveals the marks of masonry and mining tools on the walls. The canyon walls are roughly dressed, and the places where gems have been removed are visible on a DC 20 Spot check. A DC 20 Appraise check reveals that what remains of the gems are still valuable, if they could be safely mined. A DC 15 Profession (mining) or a DC 20 Spot check indicates that the mine is unstable; careful exploration is possible, but removing what few gem shards remain is likely to result in disaster. Due to their Stonecunning ability, dwarven PCs may replace the Profession: Mining check with a DC 15 Spot check to recognize the instability of the mine.

Encounter Condition: Tremors 20

Tactics: N/A

Treasure: 1d3 × 10 sp worth of gem shards loose upon the ground. Prying gems forth from the canyon walls have a 50% chance of triggering a landslide as per the description above.

EL: 8

Scaling: N/A

H8. THE GEM MINE

The canyon opens up into a semi-circular hollow carved out of the living rock. The hollow, easily large enough to hold several men, appears oddly textured — almost as if faceted in reverse. The reason for this is obvious, even to the untrained eye. Many, many gems have been mined from here. Many more shimmer behind the protection of tons of green-black obsidian. A *light* spell, a torch, or a passing sunbeam strokes the gems to life in a dazzling display of color.

Initial Attitude: Neutral

Encounter: The gem mine was the source of the Council's initial resources and the reason they were able to fortify the area so quickly. Although most Elders would deny it, the closure of the mine and the cessation of the steady flow of wealth it provided were an early harbinger of the Region's malaise. The dwarves refuse to mine any further, despite pressure from the High Council. The mine is unstable due to the threat of seismic activity and the fragility of the remaining obsidian matrix.

A DC 15 Profession (mining) check reveals the mine's instability. PCs that succeed in a DC 20 Profession (mining) check discover that a landslide will ruin the remaining gems. Due to their Stonecunning ability, dwarf PCs may replace the Profession (mining) checks with Spot checks at the same DC. Mages in the mine feel uncomfortable, as if a bright light were bearing down on their skin; *detect magic* reveals a lingering aura of evocation magic.

Mining for gems in this location triggers a landslide as per the description above. If the PCs set off a landslide in this room, all the remaining gems are destroyed, and interactions with dwarven NPCs encountered later in this Region suffer a –4 circumstance penalty to Diplomacy checks.

Encounter Condition: Spell Resistance 11

Tactics: N/A

Treasure: Nothing. Although there is a fortune in gems here, it is entirely inaccessible.

EL: 10

H9 THOUGH H10. THE DRAGON'S MAW

Rooms H9 through H10 are known as "The Dragon's Maw." Here, seismic activity opened up a vent to the nearby lava flow, resulting in a small but hot pool of magma. Few of the steam and lava mephits that roil in the molten river have swarmed through the vent; thus, the magma-pool is correspondingly hotter. Pardek Mirroreyes spends much of his time here, studying the bubbling magma for insights into the magics of fire.

H9. THE GNASHING TEETH

Shimmering heat waves roll out of the open gorge on a tower of steam, resembling the breath of a sleeping red dragon. The constant susurrus of fire-creatures swarming in and out of the lava seems fainter here, in contrast to the heat. A dull red glow reflects off the surface of the basalt, throwing jagged shadows on the ground.

Initial Attitude: Unfriendly

Encounter: This is the entrance to the Dragon's Maw, and Pardek has the area trapped and warded. Like the rest of the Dragon's Bones, the traps are nonlethal and designed to warn and ward, not to kill.

Rock shards make up the Gnashing Teeth, and Pardek has used this to his advantage. Worked into the natural striations of the rock is a *symbol of sleep*.

Pardek has further warded the Gnashing Teeth with a permanent *alarm* spell; the mental alarm is triggered either when the *symbol of sleep* is activated or when creatures successfully pass beyond the symbol. The material foci of the *alarm* spell are hidden well out of reach of the average adventurer, in a crevice uncomfortably close to a superheated jet stream. PCs who possess fire protections and/or the ability to fly receive a +5 circumstance bonus to Disable Device checks and Reflex saves for the purpose of disabling the *alarm*.

THE FIRE MAGE

Pardek Mirroreyes is young, for an elf; at a mere century and a half, he is considered barely out of adolescence by elven standards. Despite his youth, however, his magical abilities are prodigious, so prodigious, in fact, that his parents fostered him at an early age to a mage-academy of some fame. Unfortunately, they were not aware of the mage-school's darker reputation.

Years passed, and Pardek grew to adulthood. Despite the torments of his training, he remained a decent individual, although reputedly hot-tempered. His training, while thorough, focused on the destructive aspects of magic, for which he displayed a distinct talent. As he grew more skillful, however, he came into greater conflict with his master, who was increasingly angered by his inability to break the young elf's spirit. Eventually, the situation exploded in a whirlwind of mage-fire, as the two fought spell with spell.

Pardek emerged victorious, though not unscathed – a well-placed curse left him drained to a shadow of his former self. Half the mage-academy burned before the magical fires were brought under control; despite his weakness, the distraction allowed him to escape the area before his former schoolmates could bring him to their twisted version of justice.

After regaining what strength he could, he made his way back to the elven kingdom, where he took up service in the elven army. Ultimately, the fascination with the fire-magics that freed him brought him to the attention of the temple of Belatu-Cadros, and he was sent below the earth to serve in the fortress protecting the sacred tree.

Pardek is highly skilled in the arcane arts, and has not allowed his service to interrupt his studies. Rather the opposite – the nearby lava-flow provides him an incomparable opportunity to study fire. He is not particularly interested in the worship of Belatu-Cadros, regarding it as a waste of time. Nonetheless, he does not shirk his duties – Pardek respects power, if little else, and understands the necessity of presenting a strong front against the hostile inhabitants of the cavern.

In the quarter-century Pardek has lived here, his war-magics have earned Jacan Lightshield's grudging respect, although his devotion to his arcane studies are a constant point of contention with Enoriel. Oddly, he is on reasonably good terms with Gurthang and his cadre of engineers. He respects the dwarven command of fire and is usually happy to add some small enchantment to a dwarven machine. He avoids the nonhuman members of the Council, for the most part; they are of no interest to him. He also avoids the fey creatures of the wood; some few years ago, he fell victim to a pixie prank involving the irresistible dance spell. Silmarien is a newcomer to the cavern whom he does not know well, yet treats with a cautious courtesy. For Jolinaar, he has no love whatsoever.

Pardek views the slow disintegration of the elven forces with considerable dismay, but does not know what is causing it, nor how to fight it. He chooses to throw himself even deeper into his magics, so that he, at least, shall be prepared should the worst case scenario take place.

Encounter Condition: N/A

Tactics: If PCs are overcome by the *symbol of sleep* and/or the *alarm* is sounded, Pardek arrives from Room H10 with an escort of four wood elves within 1d6 rounds.

Symbol of Sleep Trap: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*symbol of sleep*, 13th-level wizard); Search DC 30; Disable Device DC 30.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, increase the DC of all Spot checks by 5. To decrease the challenge of the encounter, decrease the DC of all Spot checks by 5 and disable the alarm.

H10. THE FURNACE

The rough rock of the canyon floor continues to slope downward, ending abruptly in a scatter of ash and cinders. The canyon opens up into an unevenly rounded cul-de-sac, filled by a fuming pool of roiling magma. On the north and west sides of the cul-de-sac appear to be small spits of rock upon which a brave (or fire-protected) man could stand for a few moments. Runes are painted and carved upon the walls, shimmering like mirages in the heat.

Initial Attitude: Unfriendly

Encounter: This is Pardek's laboratory, where he spends his days investigating the mysteries of elemental flame. Over the years, he has carved runes of power into the walls, focusing and amplifying the elemental forces of the magma pool. He has thus far succeeded in tripling the size of the magma pool, and is confident that he will continue to unlock the secrets he desires.

Pardek (hp 27) is a slender elven male of average height, with dark, shoulder-length hair pulled back into a tail and a neatly-trimmed beard. Oddly, despite his preoccupation with fire, neither hair nor beard are singed or scorched. His eyes are a reflective shade of silver, earning him the name "Mirroreyes." Pardek is a touchy, arrogant man with a temper as hot as his fire magics — all Diplomacy checks receive a –2 circumstance penalty upon initially encountering him. PCs can improve his demeanor by offering him a fire spell he does not possess; this automatically raises his attitude one step. However, if Pardek's attitude drops to Hostile, he attacks.

Encounter Condition: N/A

Tactics: Pardek lets the surroundings work for him. He has lived underground long enough to assume that any creatures intruding into the elven-controlled Region are hostile, and acts appropriately; however, he won't fire first unless the PCs are openly hostile (or unless his attitude drops to Hostile).

In the event that a fight breaks out, the magma pool serves Pardek as both weapon and shield; if surrounded by a group of more than eight creatures, he casts *wall of fire*, then, protected by his *lava-striding boots*, retreats over the magma pool to one of the small alcoves, from which he can *teleport* to safety. Otherwise, he blinds his opponents with *pyrotechnics*, then drops a *delayed blast fireball* in the middle of the PCs and cleans up with *fireball*, *burning hands*, and other spells as appropriate. He does not fight to the death, and *teleports* away when he reaches 15 HP or less, casting defensively when necessary.



Regardless of whether Pardek flees or not, there is a 30% chance that reinforcements from the southern watchtowers arrive in 1d6 rounds, and a 20% chance that reinforcements from the western watchtowers arrive within 1d6+6 rounds. Reinforcements consist of a four-man squad of wood elves (hp 31 each), armed with longswords and longbows.

Treasure: Pardek carries a *wand of fireballs* and two *elixirs of fire breath*. His pride and joy, however, are his *lava-striding boots*. He also carries 1d4 precious gems of various sorts among his material components.

EL: 11

Scaling: To increase the challenge of this encounter, add a wood elf bodyguard (hp 45) hidden in the rocks above. To decrease the challenge, lower Pardek's level to 9th and delay the reinforcements by +1d6 rounds.

♟ **Pardek Mirroreyes, Elven Fire Mage, Gray Elf Wiz (evoker) 11:** CR 11; Medium humanoid (elf); HD 11d4+11; hp 40; Init +3; Spd 30 ft.; AC 19, touch 19, flat-footed 16; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19–20, longsword) or +3 ranged (1d8/×3, longbow); Full Atk +2 melee (1d8+1/19–20, longsword) or +3 ranged (1d8/×3, longbow); SA Spells; SQ Elven traits, permanent *comprehend languages, detect magic;* AL CG; SV Fort +4, Ref +6, Will +8; Str 7, Dex 16, Con 10 [12], Int 20, Wis 12, Cha 9.

Skills and Feats: Concentration +15 (+19 when casting defensively), Listen +3, Search +7, Spot +3; Combat Casting, Craft Wand, Empower Spell, Eschew Materials, Extend Spell, Scribe Scroll, Spell Focus (evocation).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Pardek has both comprehend languages and detect magic permanently cast upon himself.

Wizard Spells Prepared (5/6/6/6/5/4/2; DC 16 + spell level, 17 + spell level for Evocation, prohibited schools necromancy and illusion); 0—*ray of frost**, *read magic*, *mending*, *prestidigitation*, *resistance*;1st—*burning hands*, *endure elements*, *grease*, *magic missile** (2), *shield*; 2nd—*flaming sphere*, *glitterdust*, *extended mage armor**, *protection from arrows*, *resist energy*, *scorching ray**; 3rd—*dispel magic*, *fireball** (3), *protection from energy*, *fly*; 4th—*fire shield*, *ice storm*, *stone shape*, *wall of fire** (2); 5th—*empowered fireball** (2), *wall of force** (2); 6th—*chain lightning**, *repulsion*.

* Evocation

** Already cast

Spellbook: 0—all;1st—*burning hands*, *comprehend languages*, *endure elements*, *grease*, *mage armor*, *magic missile*, *reduce person*, *shield*, *unseen servant*; 2nd—*flaming sphere*, *glitterdust*, *protection from arrows*, *resist energy*, *scorching ray*; 3rd—*dispel magic*, *explosive runes*, *fireball*, *protection from energy*, *fly*; 4th—*fire shield*, *ice storm*, *stone shape*, *wall of fire*; 5th—*fabricate*, *permanency*, *teleport*, *wall of force*; 6th– *chain lightning*, *repulsion*

Possessions: Wand of fireballs (5th-level, 4 charges), *elixir of fire breath* (2), *lava-striding boots*, *ring of protection +2*, *ring of elemental command* (fire) (fully activated), *amulet of health +2*.

LAVA-STRIDING BOOTS

These finely-crafted boots of crimson lizardskin allow the wearer to stride across lava as if it were solid ground while also protecting him from the heat. The wearer is immune to normal but not magical fire; however, he automatically takes half damage from fire-based spells and effects, and on a successful save takes no damage (even if he would ordinarily take half.) Moderate transmutation; CL 9th; Create Wondrous Item; *water walk* and *protection from energy;* Price 30,000 gp.

♟ **Wood Elf Bodyguard, Elf Ftr 10:** CR 10; Medium humanoid (elf); HD 10d10; hp 61; Init +7; Spd 30 ft.; AC 19, touch 15, flat-footed 13; **Base Atk** +10; Grp +11; Atk +11 melee (1d8+1/19–20, longsword) or +16 **ranged** (1d8+2/19–20 ×3, masterwork longbow with masterwork obsidian arrows); Full Atk +11/+6 melee (1d8+2/19–20, longsword) or +16/+11 ranged or +14/+14/+9 ranged with rapid shot (1d8+2/19–20×3, masterwork longbow with masterwork obsidian arrows); AL CG; SV Fort +8, Ref +7, Will +3; Str 13, Dex 19, Con 10, Int 12, Wis 10, Cha 11.

Skills and Feats: Craft (fletcher) +13, Climb +3, Hide +5 (+7), Listen +8, Search +2, Spot +10; Alertness, Dodge, Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (craft-fletcher), Weapon Focus (longbow), Weapon Specialization (longbow).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), copper cloak clasp, long sword, masterwork long bow, 21 masterwork obsidian tipped arrows, elven chain mail, buckler.

♟ **Wood Elf Guard, War 7:** CR 6; Medium humanoid (elf); HD 7d8; hp 31; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +7; Grp +8; Atk +8 melee (1d8+1/19–20, longsword) or +11 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +8/+3 melee (1d8+1/19–20, longsword) or +11/+6 ranged (1d8/19–20 ×3, longbow with obsidian arrows); AL CG; SV Fort +5, Ref +4, Will +2; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +3, Climb +2, Hide +2 (+4), Listen +6, Search +2, Spot +7; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp, long sword, masterwork long bow, 21 obsidian tipped arrows (3 masterwork), elven chain mail, light shield.

H11 THROUGH H12. DIANTHA'S LAIR

A cave at the end of one of the basalt massif's chasms serves as the hiding place of Diantha, an erinye that has taken up residence in Region H. Diantha uses this cave and its entrance (rooms H11 and H12) to observe the goings on of the elves as she plots her next ambush. She has had some luck in setting the elves against each other, and sees the arrival of the PCs as yet another success on her path to complete vengeance and, at the end of the day, her escape.

H11. LAIR ENTRANCE

The scent of sulfur is heavy, stirred only occasionally by a stray breeze. Little light penetrates the gloom of the canyon, and what little does only heightens the shadows. Even the faintest footstep echoes in the uncanny stillness, sending a cascade of rocks rattling down the canyon walls like the bones of some long-dead creature. Finally, at the end of the canyon yawns the mouth of a cavern that plunges deep into the basalt massif.

Initial Attitude: Neutral

Encounter: The mouth of the canyon leading to Diantha's cavern is possessed of a sound-dampening quality. Whispers can barely be heard, and even normal speech seems muted. An intricate network of cracks in the canyon walls, however, carries those sounds directly back to Diantha's cavern in Room H12, ensuring that she is not surprised by someone approaching.

Encounter Condition: [Echoes 10]
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

H12. GEODE CAVERN

Even the smallest torch gets the cavern glittering as the thousands of crystals set in the walls and ceiling refract dizzying patterns of light. The display of light is echoed by the whispers of sound stroked from the cavern by even a faint movement of air. From outside the cavern, it is merely beautiful. From within, it must surely be overwhelming.

Initial Attitude: Unfriendly; appears Friendly

Encounter: The cave itself is what remains of a giant air pocket, long since cooled. The inside of the cave is a giant geode, studded with sparkling red and black crystals. There is a hidden danger in the cave, however; at any given time, 1d20 of the obsidian shards that cover the ceiling and walls have worked themselves loose, and are ready to fall with the slightest intonation of a vibration. Diantha is an expert at moving silently, and has long-since learned how to avoid causing the knife-sharp crystals to fall. Intruders that fail a DC 17 Move Silently check cause the shards to shatter and fall, causing 3d6 damage to everyone in the cavern. If lighting conditions are dim, PCs must succeed at a DC 20 Spot check to see the loose crystals; if they use a torch or light spell, a –5 circumstance penalty is incurred as the crystals wildly reflect the light.

Although she rarely uses it as anything but a trap, the cavern provides Diantha a decidedly spartan abode; there is a bedroll along the far reaches of the cave, half-hidden beneath a ledge. Most of her magic items are far too valuable to leave strewn about the cavern; she disposes of her victims in the lava flow — no bodies = no evidence. However, a DC 30 Search check reveals a cunningly hidden crevice among the crystals, in which is hidden a thin, silvered obsidian mirror that emanates moderate divination magic. (Diantha's scrying mirror, it is too large for her to comfortably carry.)

Encounter Condition: Poor Footing 6, Tremors 20

Tactics: Diantha (hp 85) is a strong opponent. However, she does not seek to openly fight the PCs; rather, she prefers to beguile them into doing her work for her. She strives to keep her true nature hidden and uses her *ring of the chameleon* extensively to change appearance or set an ambush for the unwary. If she is near her lair when the PCs approach (80% chance), she uses *minor image* to create the illusion of a rockfall at the opening of the canyon, diverting the PCs away from the cave itself; she then approaches in one of several guises, depending on the approach she wishes to take:

- If there is a paladin in the party, Diantha approaches in the guise of her true form: a wing-clipped erinye, although she uses the ring of the chameleon to appear unarmed. She claims that she is one of the guardians of the dungeon, long since cursed by a pit fiend to wear the guise of a devil, and cast out as a result. She shamelessly plays on the sympathy and pity of the PCs, and if she can use charm monster to beguile one or more of the PCs, so much the better. Note that any Bluff checks she makes using this story have at least a +5 circumstance bonus, as she possesses intimate knowledge of the celestial forces. PCs must succeed at a DC 35 Knowledge: Planes or Knowledge: Arcana check to suspect that the story is false, but even so, by this time the PCs should be aware that the dungeon was created to hold extremely powerful evil creatures, and the possibility that she speaks the truth cannot be completely discounted.
- If there is no paladin in the party, Diantha has more options. She may approach as a dryad, who claims that the sacred tree is the center of a prophecy about the dungeon. If the treant can be convinced to speak, she confides, it can tell the PCs exactly how to free the world of a great evil. (This story can be adapted in any way the DM sees fit, depending on the rationale he used to get the PCs into the dungeon.)

- If the PCs have already encountered the elves at the Western Watchtowers, she may appear as a badly abused male elven warrior. "He" claims that he is the sole survivor of an elven squad that turned upon each other for no reason he can identify. He refuses to allow the PCs to return him to the elven enclave, telling the PCs that the elves are corrupt — why, they even allow a drow into their midst! (See the Diantha vs. Jolinaar sidebar for more information.)

The DM should feel free to create additional stories and guises for Diantha; in fact, she may approach the PCs multiple times, under multiple faces!

In a fight, Diantha is clever and dangerous. If near the lava flow, she uses it as protection while she calls down *unholy blight* upon the PCs, then snipes at them with her *+1 flaming composite longbow*. Otherwise, she uses *charm monster* to turn her opponents against each other, then follows up with *unholy blight*. She targets spellcasters with her entangling rope to keep them busy while she deals with the other threats.

Treasure: *+1 flaming composite longbow* (+4 Str bonus), *ring of the chameleon, +1 longsword, Balzuth's ring.*

EL: 13

Scaling: To increase the challenge of this encounter, increase Diantha's PC class level. To decrease the challenge, remove her PC class levels and advance her to 12 HD.

Diantha, Erinyes Sor 7: CR 13; Medium outsider (evil, extraplanar, lawful); HD 9d8+45+7d4+35; hp 140; Init +5; Spd 30 ft.; AC 24, touch 16, flat-footed 18; Base Atk +12; Grp +16; Atk +17 melee (1d8+5/19–20, *+1 longsword*) or +19 ranged (1d8+5/×3 plus 1d6 fire, *+1 flaming composite longbow* [+4 Str bonus]) or +18 ranged (entangle, rope); Full Atk +17/+12/+7 melee (1d8+5/19–20, +1 longsword) or +19/+14/+9 ranged or +17/+17/+12/+7 with rapid shot (1d8+5/×3 plus 1d6 fire, +1 flaming composite longbow [+4 Str bonus]) or +18 ranged (entangle, rope);

SA Entangle, spell-like abilities, summon devil; SQ Damage reduction 5/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 20, telepathy 100 ft., true seeing; AL LE; SV Fort +13, Ref +14, Will +15; Str 19, Dex 23, Con 21, Int 15, Wis 18, Cha 23.

Skills and Feats: Bluff +23, Concentration +24, Diplomacy +8, Disguise +12 (+14 when acting), Escape Artist +18, Hide +18, Knowledge (arcana) +9, Knowledge (the planes) +10, Listen +16, Move Silently +18, Search +14, Sense Motive +16, Spellcraft +9, Spot +16, Survival +4 (+6 following tracks), Use Rope +6 (+8 with bindings); Combat Expertise, Dodge[B], Improved Feint, Mobility[B], Point Blank Shot, Precise Shot, Rapid Shot, Shot on the Run

Entangle (Ex): Each erinyes carries a stout rope some 50 feet long that entangles opponents of any size as an animate rope spell (caster level 16th). An erinyes can hurl its rope 30 feet with no range penalty.

Spell-Like Abilities: At will — *greater teleport* (self plus 50 pounds of objects only), *charm monster* (DC 20), minor image (DC 18), *unholy blight* (DC 20). Caster level 12th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an erinyes can attempt to summon 2d10 lemures or 1d4 bearded devils with a 50% chance of success. This ability is the equivalent of a 3rd-level spell.

True Seeing (Su): Erinyes continuously use true seeing, as the spell (caster level 14th).

Typical Sorcerer Spells Known (6/8/8/5; save DC 16 + spell level): 0— *detect magic, light, mage hand, message, read magic, resistance, touch of fatigue;* 1st— *charm person, disguise self, mage armor, magic missile, shield;* 2nd— *eagle's splendor, invisibility, acid arrow;* 3rd— *haste, suggestion.*

Possessions: +1 longsword, +1 flaming composite longbow (+4 Str bonus), quiver of arrows (16), *Balzuth's ring, ring of the chameleon,* bronze elven cloak clasp (see "Elven Troops" sidebar), uniform cloak (+2 circumstance bonus to Hide checks in Region H).

THE FALLEN ANGEL

Long ago, untold numbers of evil creatures were imprisoned here, never to be released back into the world. Equally, untold numbers of celestials were sanctioned to guard them. Yet, over the millennia, the dungeon became a prison for the celestials bound to guard it, as year after year and eon after eon slipped past. Demons raged. Devils plotted. And, all along, the celestials kept guard.

Even celestials tire of their duty. Even celestials fail in their oaths. Eventually, even celestials fall.

Diantha was an astral deva, a warrior for the cause of good. She was a protector; a guardian. Thus, when the call came for celestials to serve as wardens in this massive prison, she responded joyfully.

After millennia, joy replaced boredom. A fearsome warrior, she had no real enemies to fight; a fiery spirit, she was slowly stifled by the endless darkness. She longed for sunlight and crisp clean battle, not the endless drudgery of a prison guard.

Eventually, her discontent became known to Balzuth, a pit fiend imprisoned within the dungeon; he preyed upon her desires and artfully seduced her, even going so far as to feign that her love and attentions had swayed him from his evil ways. Balzuth eventually offered her an elaborately jeweled collar as proof of his love and swore his eternal devotion to her.

His actions were deceitful, of course. The *regalo di amore* (tr. "love-gift") was a potent magical item Balzuth *wished* into creation, allowing him to manipulate her emotions and control her actions through the ring mated to it. Ultimately, through guile and magic, he convinced her to help him escape the dungeon.

The escape attempt failed, and Diantha was stripped of her wings and excommunicated from the celestial ranks. Her punishment: to be imprisoned for millennia adjacent to those she formerly guarded, now reduced to a life as Balzuth's personal plaything.

Millennia passed, and Balzuth tired of his toy; when the opportunity presented itself, Diantha stole the ring and collar, escaped the great tomb and fled to find a place where she could nourish her vengeance. She has preyed on the elves for months now, slowly but surely eroding their morale with every vanished warrior.

Diantha gathers intelligence and sows chaos through a cadre of *charmed* sprites, each of whom she has given a small obsidian crystal from her own small cave. The crystals are not themselves magical, but serve as foci for her *scrying* spells. Further, she has tricked Sythiss, the guardian naga, into wearing the jeweled collar that is mate to *Balzuth's ring.*

Eventually, she plans to strike at Belatu-Cadros; she has become aware of the prophecy surrounding it, and plans to use the prophecy to destroy the treant. Once the treant is destroyed, she will take advantage of the ensuing confusion and escape to the surface.

BALZUTH'S RING AND COLLAR

This ruby-studded gold ring is part of a set that includes a finely-crafted collar. The wearer of the ring may compel the being wearing the collar to obey his commands in a manner similar to the spell *dominate monster,* although more subtle. Unlike *dominate monster,* the victim may go about his normal life while the ring's master is not actively commanding his victim via the collar, but is completely unable to reveal the compulsions placed upon him.

ELVEN TROOPS

Remember that, while Region H is weakened by internal conflict, it remains a war-fortress. There are no civilians in the fortress, no children, no servants. The elven troops do their own chores, aided sometimes by mage-conjurations (unseen servants, etc.).

The elven uniform consists of a calf-length lightweight hazel cloak, clasped at the neck. The cloak, due to its cunning manufacture, provides the wearer a +2 circumstance bonus to Hide checks in Region H. Beyond that, warriors are expected to go armored; magic-wielders may wear what they wish (usually, robes or comfortable tunic-and-trews sets in woodland colors).

The cloak-clasps are designed in the shape of a stylized tree; subtle differences in the materials of the broaches indicate rank and assignment. Line troopers' cloak-clasps are cast in bronze; squad lieutenants' cloak-clasps are aged copper. The second-in-command's cloak-broach is silver, inset with small sapphire chips; members of the Council wear gold studded with emeralds. The cloak-clasps are faintly magical, and a number of traps and doors in the Region are keyed to pass only someone wearing the appropriate cloak-broach.

Because of this, the elves look unkindly on intruders possessing the badges. When the PCs first enter this Region, the only way they can come into the possession of a cloak-broach is to slay its owner. If the PCs are caught holding one of these badges, the elves' attitudes shift downward one step (Friendly becomes Indifferent, Indifferent becomes Unfriendly, etc.) and the PCs had best have a very good explanation for it.

The cloak-clasps are of minimal value; the bronze and copper ones are worth 5 cp, the silver badge is worth 5 sp, and the gold badge is worth a mere 2 gp, most of it for materials.

PCs may be given bronze or copper cloak-clasps as payment for performing some service for the Council, indicating that they have free passage through the elven lands. They are never offered the badges of higher rank.

Squad lieutenants carry small, silver-banded horns which they can blow to summon reinforcements. Each squad has a separate horn-call, and the elves have developed a sophisticated signal language to alert their fellows to the location, number, and nature of their enemies.

Elven troops stationed in the fortress are not paid in gold, silver, or gems; there is no economy in the fortress to take advantage of. Troops are paid in wooden chits stamped with the queen's sigil on one side and a stylized image of the Tree on the other. When the soldiers return to the surface, they turn their chits in for hard currency.

H13 THOUGH H16. WESTERN WATCHTOWERS

The noisy debris underfoot is muffled by the overgrown grass that carpets the cavern floor. Eyes long-accustomed to darkness aches as honey light pours forth from the distant spire to the west; it shines with sunlight and moonlight both, and is so bright it could be magical. Dark shafts of rock thrust themselves through the ground cover, and beyond them there is greenery.

When the elves initially fortified this Region, their dwarven associates carved watchtowers out of the living rock itself, shaping stalagmites into suitably defensive structures. From these watchtowers, keen elven eyes could survey the western perimeter — especially demons or devils that might escape their grim tomb for fairer lands. Open fields were excellent for elven bow-work, and an uneven, debris-littered cavern floor (even when grass-covered) was ideal ground for devious dwarven sappers.

Historically, the west was the most dangerous of the elven frontiers. Not long after the elves took possession of the area, a group of devils broke out of the tomb from the west and breached elven defenses, turned back only by the fury of Lyonatar's eye. After that, the elves ensured that the western front was their most secure point.

Over the years, the memory of the infernal assault dwindled and vanished. Today, duty on the western watchtowers is considered the worst duty posting of the elven kingdom.

When PCs approach within 100 ft. of one of the watchtowers, they must succeed at a Spot check DC 35 (distance penalties taken into account). A successful check reveals regular lines and features much more reminiscent of an artificial structure than of a natural feature. As the PCs draw nearer to the tower, the Spot DC decreases by 1 for every 10 ft.

There is a 20% chance that any given tower is currently abandoned, its assigned elven patrol having slipped away (temporarily or permanently). Abandoned towers have a 30% chance of being temporarily inhabited and trapped by a band of the Region's sprites.

The initial encounters with the elves should proceed as follows: on the first encounter, the elves simply shoot at the unwanted intruders. Although they are accurate archers, the elven patrols fire warning shots and refrain from giving chase, content with driving the PCs away. If the warning shots do not work, they shoot to maim.

The second time the PCs encounter the elves, they are more directly accosted. An elven patrol containing 2-3 elves for every PC intercepts the adventuring party. The leader of the patrol harasses the PCs, demanding to know their purpose in being in the elven lands, refusing to answer questions himself. The elves do not directly harm the PCs, and eventually release them, demanding they leave the elven Region immediately.

The third and subsequent encounters are handled per the individual room encounters.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	Shift change. Twice the usual number of elven guards are present.
2	Nonfunctional trap. The long-abandoned remnants of a *snare* trap lie rotted in the grass and rubble. There is no indication that the trap was ever sprung; it was simply allowed to decompose.
3–4	The area is infested by sprites (pixies and grigs), who have set up a number of practical jokes for the unwary. Gopher holes hidden behind *permanent images;* concealed bees-nests, etc. The DM is encouraged to be creative.
5–7	Snare trap. If the trap is triggered, a band of pixies comes along to check on it within 1d6 rounds.
8–19	Nothing
20	PCs encounter the corpse of an elven warrior. The body has suffered a single long, slender stab wound to the back, and a successful DC 20 Heal check reveals traces of some dark substance around the wound. If the PCs leave the body unattended at any time, it is not there when they return.

THE WATCHTOWERS

All the watchtowers are designed in roughly the same way. The single entrance to each watchtower is a stone door on the ground level, cunningly worked to appear an uninterrupted part of the stalagmite's surface. Originally, the doors would not considered well-hidden secret doors; now, due to neglect, the doors are considered concealed. They are stoutly constructed, however.

Each tower has three levels, accessed by a central spiral staircase. The ground level is divided between a storage and a barracks area. The storage area is just large enough to hold several days' worth of supplies

for a typical garrison, and usually does not hold even that much. The barracks area is separated from the storage room by a stone wall and a stout door of metal-reinforced wood, and is large enough for up to 6 people to sleep in. The stairs cannot be accessed from the storage room; intruders must break through to the barracks in order to proceed upward.

The second level holds the armory. Weapons are meant to be stored here while the garrison troops are off-duty, and this also provides a strong point to resist any intruders attacking from below. In practice, the armory has become the *de facto break* room, where soldiers wile the time away instead of cramming into the uncomfortably small barracks below.

The third level of the watchtowers is the actual guard post. What appear from a distance to be merely crevices in the rock are in fact arrow-slits; there is sufficient room for archers to be stationed at all eight arrow-slits. Ordinarily, however, the post is manned with three or four elves at a time, as the elves do not anticipate that they might be surrounded. There is one other weakness of the guard post — the narrow slits create a zone directly adjacent to the tower into which the elven archers can neither see nor fire.

While the towers are designed to be semi-autonomous in the event of war or protracted siege, in everyday practice, elven garrisons return to their more comfortable quarters in or atop the central mound. Consequently, the storage rooms in each of the watchtowers are no longer kept stocked in case of hostilities.

Watchtower Doors: 6 in. thick; Hardness 8; hp 90; break DC 30; Open Locks DC 30.



H13. NEGLECTED WATCHTOWER

There is a feeling of general decay as you approach the tower, cleverly camouflaged as a broken stalagmite. Upon inspection, signs of neglect dominate. The door hangs awkwardly in its frame, one of the hidden hinges is broken. The wind whistles mournfully through a long-untended chink in the rock of the tower. The musty scent of death is stirred by an occasional gust of wind.

Initial Attitude: Unfriendly

Encounter: This watchtower is largely abandoned by the elves; they believe that it is haunted, as many of their missing comrades have disappeared from this area. In reality, the missing patrols have been slaughtered by the erinye Diantha, who dislikes having an elven stronghold anywhere near her lair (Room H12).

There is a 30% chance that a reluctant wood elf patrol (hp 28 each) is temporarily garrisoning the tower and a 40% chance that the tower is completely abandoned.

Encounter Condition: N/A

Tactics: If the elves are in the tower, they are hostile and demoralized. Upon spotting the PCs, they open fire (unless the PCs are within 30 ft. of the tower, in which case they barricade themselves in the upper level). Elves that suffer 50% or more damage retreat, otherwise they barricade themselves inside the tower. If they cannot retreat or fortify their position, they surrender.

Elves that surrender obviously expect to be killed out-of-hand; if the PCs show the surrendered elves mercy, their attitude changes to Friendly and the they offer to escort the PCs to their second-in-command, Silmarien Meliambre. If the PCs *do* kill the surrendered elves, then all elven attitudes henceforth become Hostile, as the word is spread by the creatures that lurk in the area.

Treasure: N/A

EL: 10 (elves) or 13 (Diantha)

Scaling: To increase the challenge of this encounter, increase the elves' PC level by 2. To decrease the challenge, lower the elves' PC level by 1.

LYONATAR'S EYE

Lyonatar was the elven artisan-mage who worked with the dwarves to create the lattice of mirrors and lenses that channels sunlight and moonlight down to the great diamond-lens atop the Spire. Long before the mirror-web was complete, Lyonatar realized that, in the darkness, light itself could be a weapon. Working closely with dwarven craftsmen, Lyonatar created a hidden mechanism of clockwork and magic to be the fortress' last defense against terrible danger. Lyonatar's original name for the device was lost long ago; it is known now simply as *Lyonatar's eye*.

Lyonatar's eye has only opened once, in all the time the elves have protected their sacred tree, against an incursion of devils from the west. (The derro have, for their own inscrutable reasons, never challenged the strength of the elven protections.) However, it made enough of an impression upon the denizens of the dungeon that none have dared attack in force since.

The eye is said to bring the ravening fire of the sun into the darkness, searing flesh and bone and leaving not even cinders; no one currently in the fortress can say for certain, for like its name, the hidden workings of *Lyonatar's eye* are lost.

Lyonatar's eye sits atop the Council Spire: a perfect diamond easily a foot across. A platinum rod inset with prism-cut rubies, sapphires and emeralds anchors *the eye* to the rock (and is well-hidden by the rough basalt of the Spire itself — the rod is impossible to see from any distance and requires a DC 25 Search check on close inspection to find) and allows *the eye* to rotate.

The eye was designed so that only a Council acting as one could unleash its full power; Lyonatar believed that requiring such unity would keep the eye's power from being improperly used. Seven voices raised in harmony and counterpoint cause the crystals in the great chandelier to resonate, triggering the desired effect. There are different combinations for the various effects that *the eye* can perform, and there is no single being (with the exception of Belatu-Cadros, who does not speak) in the entire fortress who currently knows all *the eye's* songs. However, with time and effort, enterprising PCs may be able to discover the lost secrets of *the eye*.

Lyonatar's eye has 100 charges when fully-charged and regenerates 1 charge per day. If the proper command songs are known, *the eye* can generate the following effects at caster level 20th.

- *Blindness* (2 charges)
- *Daylight* (2 charges; affects the entire Region)
- *Searing light* (4 charges)
- *Sunbeam* (6 charges)
- *Sunburst* (8 charges)

Note: Spells cast from *Lyonatar's eye* have a range encompassing the entire Region. Therefore, targeted spells may target any creature or object in the Region (within reason; creatures that are hidden underground may not be targeted).

♟ **Wood Elf Patrol, War 6:** CR 5; Medium humanoid (elf); HD 6d8; hp 27; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 15; Base Atk +6; Grp +8; Atk +7 melee (1d8+1/19–20, longsword) or +10 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +7/+2 melee (1d8+1/19–20, longsword) or +10/+5 ranged (1d8/19–20 ×3, longbow with obsidian arrows); AL CG; SV Fort +5, Ref +4, Will +1; Str 13, Dex 16, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +5, Hide +1 (+3), Listen +6, Search +3, Spot +6; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Elven chain, light shield, long sword, masterwork long bow, obsidian tipped arrow (15), uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp.

H14. UNFRIENDLY WATCHTOWER

From a grassy field of flowers juts a jagged stump of rock, stretching up a good twenty or thirty ft. Once it was a graceful stalagmite; now, it looks like a rotted tooth, incongruous amidst the riotous flora carpeting the cavern for as far as the eye can see. Indeed, the rampant overgrowth has even begun to attack the stones themselves — ivy curls round the splintered base of the outcrop, its roots finding purchase in even the smallest crevice. In the distance, the keen eye can make out one or two more larger stubs of broken stone that are similarly under siege.

Initial Attitude: Unfriendly

Encounter: The six wood elf guards (hp 27 each) in this watchtower are not as edgy and trigger-happy as the patrol garrisoning Room H13, but they are not pleasant to outsiders, either. When the PCs first approach the tower, they are accosted by the elven garrison. The lieutenant of the garrison (hp 49) is not initially inclined to answer the PCs' questions, nor does he offer any assistance. "These," he says, "are elven lands, and intruders are not welcome." He can be negotiated with, however. A successful DC 15 Sense Motive check reveals that he is more interested in keeping things quiet than aggressively protecting the borders. If the PCs can raise his disposition to Indifferent, he does not care if they remain in the area, provided they do no harm.

Encounter Condition: N/A

Tactics: When the PCs approach the tower, two elves emerge from a door at its base to negotiate with the PCs. They are obviously armed and armored, but their weapons are sheathed.

The garrison in the tower does not attack the PCs if they do not strike first. However, if hostilities break out, the archers in the tower provide covering fire for the lieutenant and his guard to retreat back to the tower, and then hammer the PCs with direct arrow fire while calling for reinforcements. Six wild elf guards (hp 28 each) arrive from the forest within 1d3+3 rounds.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, add two elf guards (per squad). To decrease the challenge, remove one elf guard (per squad).

♟ **Wood Elf Guard, War 6:** CR 5; Medium humanoid (elf); HD 6d8; hp 27; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 15; Base Atk +6; Grp +8; Atk +7 melee (1d8+1/19–20, longsword) or +10 ranged (1d8/19–20×3, masterwork longbow with obsidian arrows); Full Atk +7/+2 melee (1d8+1/19–20, longsword) or +10/+5 ranged (1d8/19–20×3, masterwork longbow with obsidian arrows); AL CG; SV Fort +5, Ref +4, Will +1; Str 13, Dex 16, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +5, Hide +3 (+5), Listen +6, Search +3, Spot +6; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp, long sword, masterwork long bow, 15 obsidian tipped arrows, elven chain, light shield.

♟ **Garrison Lieutenant, Wood Elf Ftr 9:** CR 8; Medium humanoid (elf); HD 9d8; hp 40; Init +7; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +9; Grp +10; Atk +10 melee (1d8+1/19–20, longsword) or +16 ranged (1d8+1/19–20 ×3, *+1 longbow* with obsidian arrows); Full Atk +10/+5 melee (1d8+1/19–20, longsword) or +15/+10 ranged (1d8+1/19–20 ×3, *+1 longbow* with obsidian arrows); AL CG; SV Fort +6, Ref +6, Will +3; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (fletcher) +4, Climb +3, Hide +2 (+4), Listen +6, Search +2, Spot +8; Dodge, Far Shot, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Weapon Focus (longbow).

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Elven chain mail, buckler, longsword, *+1 longbow*, masterwork obsidian tipped arrow (21), uniform cloak (+2 circumstance bonus to Hide checks in Region H), silver cloak clasp.

♟ **Wild Elf Reinforcements, War 6:** CR 5; Medium humanoid (elf); HD 6d8; hp 28; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 13; Base Atk +6; Grp +8; Atk +8 melee (1d8+2/19–20, longsword) or +10 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +8/+3 melee (1d8+2/19–20, longsword) or +10/+5 ranged (1d8/19–20 ×3, longbow with obsidian arrows); AL CG; SV Fort +5, Ref +4, Will +1; Str 15, Dex 16, Con 10, Int 8, Wis 9, Cha 8.

Skills and Feats: Climb +3, Hide +3 (+5), Listen +5, Search +2, Spot +5; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp, long sword, masterwork long bow, 15 obsidian tipped arrows, masterwork studded leather, light shield.

H15. ABANDONED WATCHTOWER

Upon approach of the long-broken stalagmite, the signs of intentional workings become obvious. Lines too straight to be natural, the faint marks of tools in the stone, a subtle pattern to the growth of the flowers and vines covering the cavern floor, and, finally, the arrow-slits in the top of the tower, now made evident by the tower's disrepair. Strange that something that required so much care to create was abandoned in this way, yet the signs of neglect are obvious.

Initial Attitude: Neutral

Encounter: This tower is deserted, as the elves haven't the strength to garrison all the outposts. As this tower is close to the elven-held lands, not even the sprites claim it. It is left to its demise, and only occasionally do the elves bother to send a patrol to ensure that all remains quiet.

The external door to the tower is closed, but a DC 20 Search check is sufficient to identify it. The door is neither barred nor locked. The interior suffers from dry rot, the stairs are not entirely reliable, and every surface is covered with dust or lichen endemic to caverns.

Encounter Condition: Safe

Tactics: N/A

Treasure: One of the walls has partially collapsed, revealing a cache of crystals that shimmer in the darkness. The crystals are worth approximately 100 gp, and if used as an additional material component in fire- or electricity-based spells, provide a +1 to save DCs against those spells.

EL: N/A

Scaling: N/A

H16. ENFILADE MEADOW

This pleasant meadow is surrounded by remnants of stalagmites, each casting a fingerlike shadow over the fields. The ground cover is many years' worth of growth, and is only occasionally marred by the mark of foot or weapon. Aside from the plant growth, however, the area seems curiously still, and in the stillness is the barest hint of unfriendly eyes, watching.

Initial Attitude: Neutral

Encounter: This killing field is irrigated with blood. Protected by the watchtowers at Rooms H13, H14, and H15, the area is flat, open, and provides no place to take cover. In wartime, garrisons at all three towers can pepper the area with heavy ranged fire, usually counting on spell support as well to increase the overall firepower. In times of peace, the elves merely keep watch over the area, discouraging the occasional visitor with a well-placed shot.

Encounter Condition: N/A

Tactics: If the overall elven attitude is not Hostile, then the PCs encounter no resistance. Otherwise, the elves garrison all three towers and openly attack the PCs on three fronts, hitting them with massed arrow fire from a distance.

Treasure: Every 10 minutes the PCs spend in this room, roll 1d20. On a roll of 1–4, the PCs find gem fragments worth 2d8 sp scattered amidst the remnants of a long-decomposed body.

EL: N/A

Scaling: N/A

H17 THROUGH H21. THE SOUTHERN RAMPARTS

Rooms H17 through H21 comprise the southern bulwark of the elven defenses. Initially, the elves believed that the derro to the south were as much of a threat as the devils and demons entombed to the west; as time passed and the derro proved themselves more interested in continuing their excavations, the watch on the southern front suffered. Years of quiet, in addition to the protection of the lava flow separating the elven lands from the derro excavations, contribute to the slow demise of the elven forces.

Recently, however, the southern ramparts seeing increased activity, as the new second-in-command strives to raise morale and tighten discipline. Silmarien Meliambre is well aware that many of the disappearing elves have vanished from the southern and western watchtowers, and is doing her utmost to stop the slow hemorrhaging of elven lives, but her efforts have thus far been for naught.

1d20	Encounter
1	The PCs find the corpse of an elven warrior. The body has suffered a single long, thin stab wound to the back, and a successful DC 20 Heal check reveals traces of a dark substance around the wound. If the PCs leave the body unattended for 15 minutes, it is gone when they return.
2–3	Nothing
4–7	The area is infested by sprites (pixies and grigs), who have set up a number of practical jokes for the unwary. Gopher holes, hidden behind *permanent images;* concealed bees-nests, etc. The DM is implored to be creative.
9–14	Nonfunctional trap. The much forsaken remnants of a snare trap lie rotting in the rubble. There is no indication that the trap was ever sprung; it was simply allowed to decompose.
15–19	*Snare* trap. If the trap is triggered, a band of pixies arrive to check on it within 1d6 rounds.
20	Shift change. Twice the usual number of elven guards are present.

H17. PREPARED WATCHTOWER

The broken stalagmite rises from a sea of knee-high grass, casting shadows to the southwest. There is no wind here to stir the grass, and if there are small creatures that scamper about, they have learned to do so unobserved. For the races of man, there is nowhere to hide on this wide, wide sea of grass.

Initial Attitude: Indifferent

Encounter: This watchtower is well-maintained, garrisoned by an elite squad of six wood elf guards (hp 31 each) and a lieutenant (hp 55), and does not appear to be a watchtower from a distance. Only if the PCs have encountered the western watchtowers will they be aware that this is another of the same kind, only in better repair.

The garrison in this tower is one of the most steady garrisons in the elven fortress, mostly due to the nearby presence of Pardek Mirroreyes (in Room H10). This squad is well-positioned to come to Pardek's aid if he need be, and in turn they are confident that he will return the favor. Thus, they do not feel the need to be openly hostile to intruders. While they are still not overly friendly, the garrison here is willing to summon Silmarien Meliambre, the army's second-in-command, to negotiate with the PCs.

Encounter Condition: N/A

Tactics: The garrison do not attack the PCs if they do not attack preemptively. However, when hostilities break out, the archers in the tower concentrate arrow fire on the PCs, especially concentrating on spellcasters, while the bright notes of an elven horn call for reinforcements. Pardek Mirroreyes (Room H10) arrives in 1d3 rounds (via fly), providing spell support from the top of the tower. A squad of four wild elf guards (hp 25 each) arrive in another 4 rounds.

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, add 2 elven guards (per squad). To decrease the challenge, remove 1 elven guard (per squad).

Garrison Lieutenant, Wood Elf Ftr 9: CR 8; Medium humanoid (elf); HD 9d8; hp 40; Init +7; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +9; Grp +10; Atk +10 melee (1d8+1/19–20, longsword) or +16 ranged (1d8+1/19–20 ×3, *+1 longbow* with obsidian arrows); Full Atk +10/+5 melee (1d8+1/19–20, longsword) or +15/+10 ranged (1d8+1/19–20 ×3, *+1 longbow* with obsidian arrows); AL CG; SV Fort +6, Ref +6, Will +3; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 10.

Skills and Feats: Craft (fletcher) +4, Climb +3, Hide +2 (+4), Listen +6, Search +2, Spot +8; Dodge, Far Shot, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Weapon Focus (longbow).

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Elven chain mail, buckler, longsword, *+1 longbow,* masterwork obsidian tipped arrow (21), uniform cloak (+2 circumstance bonus to Hide checks in Region H), silver cloak clasp.

Wood Elf Guard, War 6: CR 5; Medium humanoid (elf); HD 6d8; hp 27; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 15; Base Atk +6; Grp +8; Atk +7 melee (1d8+1/19–20, longsword) or +10 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +7/+2 melee (1d8+1/19–20, longsword) or +10/+5 ranged (1d8/19–20 ×3, longbow with obsidian arrows); AL CG; SV Fort +5, Ref +4, Will +1;
Str 13, Dex 16, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +5, Hide +3 (+5), Listen +6, Search +3, Spot +6; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Elven chain, light shield, long sword, masterwork long bow, obsidian tipped arrow (15), uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp.

♟ **Wild Elf Reinforcements, War 6:** CR 5; Medium humanoid (elf); HD 6d8; hp 28; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 13; Base Atk +6; Grp +8; Atk +8 melee (1d8+2/19–20, longsword) or +10 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +8/+3 melee (1d8+2/19–20, longsword) or +10/+5 ranged (1d8/19–20 ×3, longbow with obsidian arrows); AL CG; SV Fort +5, Ref +4, Will +1; Str 15, Dex 16, Con 10, Int 8, Wis 9, Cha 8.

Skills and Feats: Climb +3, Hide +3 (+5), Listen +5, Search +2, Spot +5; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Masterwork studded leather, light shield, long sword, masterwork long bow, obsidian tipped arrow (15), uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp.

H18. WRECKED WATCHTOWER

Scorched stone litters the ground around the tower. The door to this watchtower hangs half-off its hinges, deformed by some unaccounted for enormous force. Great rents are blasted into the rock at the upper levels, leaving the tower open to the air. Some cataclysm has left this tower a splintered wreck.

Initial Attitude: Neutral

Encounter: This tower is abandoned due to an explosion that took place quite a while ago. The exact details are lost, but the elves believe it was some infernal dwarvish war machine which malfunctioned. For their part, the dwarves believe that it was an elven alchemical experiment gone awry. Regardless of the cause, it resulted in essentially destroying the tower.

Instead, the remains of the tower are occasionally used by elven deserters as a temporary hiding place before they make their way east to the stable plateau. That it is used for such is an open secret among the more disaffected, and is well-known to Jolinaar, who frequently preys upon the deserters towards personal ends.

Of late, Silmarien has paid closer attention to the area, so the tower has fallen to disuse. The interior of the tower is empty, the staircase snapped off just below the second level, and the stone wall separating the storage area and the barracks mostly crumbled to dust. The floor has long since been cleared of the remnants of the explosion, but cold ashes in one corner suggest that someone camps here, but not of late.

Encounter Condition: N/A

Tactics: N/A

Treasure: In the ashes, PCs succeeding on a DC 20 Search check an obsidian crystal, warped and splintered by the heat. If the PCs have already encountered the charmed sprites in Room H63 or approached Diantha's lair in Room H12, the DM may allow a DC 25 Appraise check to recognize this as a similar crystal. The crystal has been ruined by the fire and is utterly worthless.

EL: N/A

Scaling: N/A

H19. COMMAND POST

Once one of the mighty pillars that supported the miles-high ceiling of the dungeon, this tall granite column was shattered by the cataclysm that brought a pocket of light into the midst of the cavernous darkness. Snapped off at a mere fifty ft. in height, the top of the column is still as rough as it was when the ceiling first came tumbling down. The area around the column, however, is well-tended, and any debris that might have been scattered has been cleared. The exterior of the column is rough, but in places bears the mark of intentional working. The markings are clearest at the top of the column, where at night, the keen eye can occasionally spot a faint glow from within. Outside the column, the endless plains stretch in all directions, broken only by a solitary oak tree standing some ten ft. away.

Initial Attitude: Indifferent

Encounter: The builders of the elven fortresses initially intended this to be a smaller version of the southern shield wall. Over time, its purpose shifted, and it became a post, where a commander could survey the entire southern border and direct troop movements as necessary. As even more time passed, it became tradition for the second-in-command of the fortress to reside in the tower, in case of an attack, and as a symbol of the elven leadership's willingness to risk their lives alongside their troops.

For many years after that, the command post stood empty, as the morale of the elven army failed, and commanders and seconds cycled in and out with the change of the seasons. Now, however, there is a new second-in-command who upholds the tradition. It is true that many claim this is merely a mark of Jacan Lightshield's disfavor, but regardless, the result is that morale is slowly improving in this area.

The tower is not as highly-worked as the shield wall to the southeast, a deliberate tactic to draw the bulk of an enemy's forces toward the stronger fortification. It is intended to appear lightly guarded, if at all, although on demand it can support a reasonably-sized defensive force.

A secret door (DC 30 Search check) on the northern face of the column allows entrance to the command post. The door can be set to either of two modes: when 'locked', the door admits only those with a silver or gold badge (second-in-command or Council members); when 'unlocked', allows entry to any badge-wearer. Usually, Silmarien leaves the door locked.

The command post has three levels. The first level is general storage, which can also be used as temporary barracks. Much like the nearby shield wall, the command post is designed to withstand sieges. A strong door of copper-clad wood protects the staircase; the door is not magical and has break DC 25 when locked. The lock on the door is good, but aged; success on a DC 25 Open Lock check bypasses the lock. The door leads to a spiral staircase, 5 ft. wide, which leads to the two upper levels.

The second level of the command post is the second-in-command's living area, currently inhabited by Silmarien Meliambre. The common room is sparsely decorated; the floor is covered by slightly-worn rugs to protect against the stone's chill, and the furniture is old but comfortable-looking. Along one wall stands a slender bookcase, holding worn volumes on warcraft. Along the other wall is a weapons rack, which bears several well-kept weapons. The bedroom is equally sparsely furnished.

The third level of the command post is designed both for observation and defense, widely crenellated for maximum visibility. Someone with a keen eye can easily see all the way to the plateau in the east and the end of the Dragon's Bones in the west. A large map of the Region is etched into the stone wall, delineating the elven defenses in detail; charcoal marks on the wall indicate their tragically-undermanned situation

Silmarien Meliambre (hp 102) is a tall, broad-shouldered half-elf whose build runs more human than elven. Her raven hair is plaited in a warrior's braid, and her violet eyes miss little. Although sharp-featured, she bears an aura of command.

Encounter Condition: N/A

Tactics: When Silmarien sees the PCs, she summons four elf warriors (hp 35 each) from the woods and goes to meet them. She thoroughly questions the PCs: where they came from, what they are doing on the borders of the elven lands, what their intentions are. If they answer to her satisfaction, she offers them sanctuary for a night or two, with the caveat that anything else must be authorized by the Council. If they are rude, or her questions go unanswered, she turns them away.

If the PCs attack, Silmarien's guards engage in melee while she steps back and hammers the PCs with devastatingly accurate sniper fire. Silmarien moves frequently, using Shot on the Run, but remaining within 30 ft. if possible. She takes ranged sneak attacks against flanked or flat-footed PCs. Alternately, she readies Manyshot to interrupt any spellcasting. The garrison from Room H17 arrives in 2d3 rounds; Pardek Mirroreyes flies in within 2d4 rounds.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, add four elven guards. To decrease the challenge, remove two elven guards.

♟ **Silmarien Meliambre, Half-Elf Rgr 7/Rog 6:** CR 13; Medium humanoid (half-elf); HD 7d8+14 + 6d6+12; hp 4; Init +4; Spd 40 ft.; AC 20, touch 14, flat-footed 15; Base Atk +11; Grp +12; Atk +13 melee (1d8+2/19–20, *+1 adamantine longsword*) or +18 ranged (1d8+2/19–20 ×3 + 1d6 cold, *+2 icy burst longbow* with obsidian tipped arrows); Full Atk +13/+8/+3 melee (1d8+2/19–20, *+1 adamantine longsword*) or +18/+13/+8 ranged or +16/+16/+11/+6 with rapid shot (1d8+2/19–20 ×3 + 1d6 cold, *+2 icy burst longbow* with obsidian tipped arrows); SA +3d6 sneak attack; SQ Combat style (ranged), evasion, favored enemy, half-elven traits, improved combat style, uncanny dodge; AL NG; SV Fort +9, Ref +14, Will +8; Str 13, Dex 18, Con 14, Int 16, Wis 18, Cha 14.

Skills and Feats: Bluff +11, Climb +3, Diplomacy +7, Gather Information +13, Heal +13, Hide +20(+22), Knowledge (nature) +8, Listen +20, Ride +14, Search +19, Sense Motive +13, Spot +20, Survival +14, Swim +4, Tumble +9; Dodge, Endurance, [Many Shot], Mobility, Point Blank Shot, Precise Shot, [Rapid Shot], Shot on the Run, Track.

Evasion (Ex): Silmarien can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Half-Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Favored Enemy (Ex): Silmarien's favored enemies are humans and elves. She gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, she gets a +2 bonus on weapon damage rolls against such creatures.

Sneak Attack: If Silmarien can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

Silmarien's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 3d6. Should she score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Uncanny Dodge (Ex): Silmarien can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Woodland Stride (Ex): Silmarien may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect her.

Ranger Spells Prepared (2, save DC 14 + spell level): 1st— *alarm, resist energy.*

Skills: +2 racial bonus on Diplomacy and Gather Information checks.

Possessions: Silver cloak clasp with sapphires, *+2 Studded leather armor, +2 icy burst longbow,* quiver of 21 masterwork obsidian tipped arrows, *+1 adamantine longsword,* masterwork buckler, *boots of striding and springing, ring of tree stride, ring of sustenance,* two *potions of cure serious wounds,* uniform cloak (+2 circumstance bonus to Hide checks in Region H),

♟ **Wood Elf Guard, War 7**: CR 6; Medium humanoid (elf); HD 7d8; hp 31; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +7; Grp +8; Atk +8 melee (1d8+1/19-20, longsword) or +11 ranged (1d8/19-20×3, masterwork longbow with obsidian arrows); Full Atk +8/+3 melee (1d8+1/19-20, longsword) or +11/+6 ranged (1d8/19-20×3, masterwork longbow with obsidian arrows); SA —; SQ Elven traits; AL CG; SV Fort +5, Ref +4, Will +2; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +3, Climb +2, Hide +2 (+4), Listen +6, Search +2, Spot +7; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

THE QUEEN'S DARK SHADOW

Every ruler needs at least one person they can trust above all others to do what is necessary to make safe the crown and kingdom. For the ancient and powerful elven kingdom in the world above, that person is Silmarien Meliambre.

A distant relation of the royal family, Silmarien was the result of a brief infatuation that was unwisely consummated. Her human father wandered on along his own road long before her birth; her elven mother died in childbirth. The orphaned Silmarien was raised in the queen's own household, despite her mixed blood. The elven queen took early note of the girl's potential, and made certain that she was trained as befit her abilities and the realm's needs.

In the blink of an elven eye, Silmarien grew from an infant into a strong-willed young woman who embodied the best of both worlds; as thoughtful as the elves she was raised among, she was also capable of swift, decisive action when necessary. Her greatest weaknesses were a tendency toward impulsiveness and a hot temper. She was equally at home in the heart of the forest or in the midst of the city, and understood men and wild creatures alike. At the age of eighteen, she entered royal service as a scout, but was quickly drawn into the intrigues of the court. She quickly distinguished herself by uncovering a conspiracy to unseat the queen and bringing its ringleaders to justice.

Twenty years later, Silmarien has become known as the Queen's Dark Shadow, ferreting out threats to the queen's realm and dispensing royal justice. She has killed more men than she likes to count, and not all in open battle; although she acts without hesitation, never without due cause. In truth, not even the queen knows the lengths to which Silmarien has gone to protect the realm; both prefer matters to be handled that way.

Thus, when disturbing rumors reached the queen's ears about the decline of Belatu-Cadros' fortress, nothing could have been more natural than to turn to her Shadow. She sent Silmarien down in secret to replace the old second-in-command, to observe the situation and rectify it. Given the ragged state of the Region's forces, few questioned the arrival of a half-elf as anything more than another sign of the fortress's diminution.

Silmarien has dwelt below ground for six months now, and the situation is little ameliorated from when she first arrived. Silmarien's patience and temper are wearing thin, and she knows there is no easy solution to be had. She is deeply suspicious of Jolinaar's presence in the fortress, as something about him sets off instincts honed by years of operating in the shadows. She has no proof of his wrongdoings, but she keeps her eye on him nonetheless.

Her relations with Jacan Lightshield are uneasy at best; the paladin's behavior has become extremely erratic around her. At times, it seems as if Jacan wishes to court her; at others, he apparently cannot abide her presence. Silmarien's distrust of Jacan's best friend only increases the discord. For the sake of the troops, she deals with this by minimizing the amount of time she must spend in his presence. She likewise spends as little time as possible around Enoriel, finding him to be arrogant, rigid, and condescending. She is on reasonable terms with Gurthang and his cadre, however, and quietly finds ways to put them to the kind of work they were meant for.

Silmarien is on good terms with most of the non-human residents of the Region. She spares time to chat with the dryads and gossip with the nymphs, thus ensuring that she is one of the most well-informed people in the Region. She also consults with Malachi on a regular basis; he is the sole being here who is aware of her true mission, and she respects and trusts his advice.

Silmarien is entirely willing to use the PCs to fulfill her mission; she is savvy enough to know that outsiders can see things that someone more entrenched in a situation cannot, and is ready and willing to take advantage of the chaos caused by the unknown element.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Elven chain mail, light shield, Uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp, long sword, masterwork long bow, 21 obsidian tipped arrows (3 masterwork).

H20. SHIELD WALL — INNER RAMPARTS

The shield fortress reaches a good sixty ft. into the air, curving around on the eastern side to form a jagged "L." Protective crenellations top the stone bulwarks on all sides, allowing the fortress' defenders to stand against foes from all directions. At the foot of the fortress, cradled in the curve of the "L," a gnarled and twisted oak has taken root, its branches rising a mere twenty ft. high.

Initial Attitude: Indifferent to Unfriendly

Encounter: The shield wall was carved from an ancient mass of granite protruding through the cavern floor. The first corps of dwarven engineers built the ramparts high and strong enough to stand off armies. The northern approach looks over friendly territory, but any intruders trapped between the shield wall and the southern protuberance of the central mount would, under ideal circumstances, be raked on both sides by arrows and spells.

The shield wall is usually manned by no more than six wood elf guards (hp 33 each), and their attention is divided between the inner and outer ramparts, though through long habit, they watch more for the inevitable desertions than for an enemy that has never come. As a consequence, PCs sneaking past the shield wall's northern ramparts suffer a –2 circumstance penalty to Hide and Move Silently checks.

The oak tree at the foot of the fortress was planted there when the fortress was built, and its growth was encouraged by the druids that tend the fortress. The tree serves as one of the two teleport foci in Region H, but is also strategically placed to allow druids to reach the fortress quickly via *tree stride*. The oak also helps conceal the secret door that is the only entrance to the rampart. A successful DC 30 Search check reveals the door, which is cunningly worked into the stone of the fortress. The door is made of stone, is faintly magical, and is keyed to the elven troops' cloak-broaches (see the "Elven Troops" sidebar).

Stone Entry Door: 6 in. thick; Hardness 8; hp 90; break DC 30; Open Locks DC 30.

All corridors inside the fortress are 10 ft. wide unless otherwise specified. A single corridor stretches about 25 ft. from the door, ending in a T-junction with the main hall. Great doors of copper-banded stone lie against either wall; as needed, the elves can bar the entry corridor and prevent hostiles from going any deeper into the fortress.

Interior Doors: 6 in. thick; Hardness 8; hp 90; break DC 34; Open Locks DC 30.

The main corridor runs east-west, bisecting the fortress. Two sets of spiral staircases at either end are the only access points to the upper ramparts; each staircase is 5 ft. wide. Small storage rooms are carved into the rock at irregular intervals, containing food, water, and replacement weapons. Other rooms are rough barracks; currently unused, they are meant to shelter off-duty soldiers under siege. A rather larger armory is located in the northward protrusion of the fortress, along with a barebones blacksmith's forge.

The upper ramparts are deep gashes carved into the face of the rock, providing elven archers a covered walkway flanked by a crenellated waist-high wall. These ramparts extend around the outside of the entire fortress. The walls have been carved into a sheer vertical face and are polished making them intentionally impenetrable. However, neglect has roughened the surface some, and it may be possible, after considerable study, for someone to climb the outside. Such a feat requires a successful DC 30 Climb check for every 15 ft. of upward movement.

Encounter Condition: Ambush, Cover

Tactics: The shield wall garrison does not attack the PCs unless they initiate conflict. If the PCs are spotted approaching more-or-less openly, the elves call for them to halt and stand to negotiate (in this case, treat the elves as Indifferent). If the PCs are spotted trying to infiltrate through stealth, the elves punctuate their words with a well-placed warning shot, and demand that they turn back (treat the elves as Unfriendly).

If hostilities break out, the archers in the tower concentrate arrow fire on the PCs, while calling for reinforcements. Pardek Mirroreyes (Room H10) *teleports* in within 2d4 rounds, and provides spell support from the upper ramparts. Silmarien Meliambre (Room H19) arrives within 1d3 rounds and immediately takes command, providing the elven troops a +2 morale bonus to their attack rolls. A four-man squad of wood elf guards and a group of four wild elf druids arrive within 2d6 rounds to provide further reinforcements.

Elven defenders upon the ramparts receive a +4 cover bonus to their ACs against PCs attacking from below.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, increase the number of wood elf guards to ten (per squad) and the reinforcements to six (per squad). To decrease the challenge, delay or eliminate the reinforcements.

Wood Elf Guard, War 7: CR 6; Medium humanoid (elf); HD 7d8; hp 31; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +7; Grp +8; Atk +8 melee (1d8+1/19-20, longsword) or +11 ranged (1d8/19-20×3, masterwork longbow with obsidian arrows); Full Atk +8/+3 melee (1d8+1/19-20, longsword) or +11/+6 ranged (1d8/19-20×3, masterwork longbow with obsidian arrows); AL CG; SV Fort +5, Ref +4, Will +2; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +3, Climb +2, Hide +2 (+4), Listen +6, Search +2, Spot +7; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp, long sword, masterwork long bow, 21 obsidian tipped arrows (3 masterwork), elven chain mail, light shield.

Wild Elf Druid Reinforcements, Dru 8: CR 8; Medium humanoid (elf); HD 8d8+8; hp 47; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +6; Grp +8; Atk +8 melee (1d6+2, staff) or +9 ranged (1d4, masterwork sling); Full Atk +8/+3 melee (1d6+2, staff) or +9/+4 ranged (1d4, masterwork sling); SA Spells; SQ Elven traits, resist nature's lure, trackless step, wild shape, woodland stride; AL N; SV Fort +7, Ref +4, Will +9; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +12, Diplomacy +6, Heal +3, Hide +2 (+4), Knowledge (nature) +8, Listen +9, Search +3, Spot +9, Survival +11; Brew Potion, Improved Initiative, Natural Spell.

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Woodland Stride (Ex): The druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): The druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

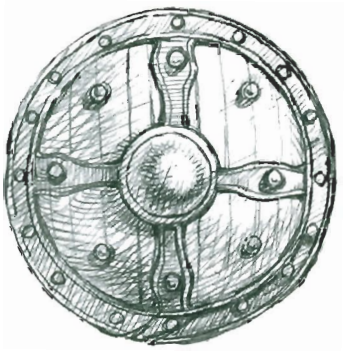
Resist Nature's Lure (Ex): The druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): The druid has the ability to turn herself into any Small, Medium or Large animal and back again thrice per day. Her options for new forms include all creatures with the animal type. This ability functions like the polymorph spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with. A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

Typical Druid Spells Prepared (6/5/4/4/2, save DC 13 + spell level): 0—*cure minor wounds, detect magic, read magic, resistance, guidance, virtue;* 1st—*endure elements, shillelagh, cure light wounds (x2), entangle;* 2nd—*barkskin, cure moderate wounds, heat metal, spider climb;* 3rd—*call lightning, meld into stone, contagion, poison;* 4th—*dispel magic, flame strike.*

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), silver and oak cloak clasp, masterwork sling, pouch of 8 sling bullets, leather armor, staff, 3 *potions of cure light wounds*, *potion of cure moderate wounds*, healer's kit.



H21. SHIELD WALL, OUTER RAMPARTS

A granite edifice stretches across the southern border, at least a hundred paces long and easily ten times the height of a man. Its immense outer bulwark was long ago planed and polished into a sheer, slightly outward-leaning drop, punctuated at the top by darker crenellations. Its shadow brings back echoes of the rest of the cavern, dark since the structure's size blocks all sources of light save the hints of twilight that slip around the edges. Nothing grows on the rough expanse of rock and sand that stretch out beneath the shield wall, in the darkness.

Initial Attitude: Indifferent to Unfriendly

Encounter: The southern approach to the shield wall is a field of volcanic rock covered by sparse, hardy grasses and scrub, rugged enough to slow both infantry and cavalry but flat enough to provide enemies little cover.

The shield wall is manned by no more than six wood elf guards (hp 32 each), and their attention is turned both inward and outward. Through long habit, they watch more for the inevitable desertions than for an enemy that has never deemed it fit to come. Because of this distraction, PCs that approach from the southeastern corner may be able to sneak past the shield wall. PCs gain a +4 circumstance bonus to Hide and Move Silently checks made for the purposes of avoiding the notice of the shield wall's guards.

The southern wall counts as a sheer vertical surface that is impossible to climb.

Encounter Condition: Ambush, Concealment, Cover

Tactics: The shield wall garrison does not attack the PCs if they do not attack first. If the PCs are spotted approaching more-or-less openly, the elves call for them to halt and stand to negotiate (in this case, treat the elves as Indifferent). If the PCs are spotted while infiltrating the encampment through stealth, the elves punctuate their words with a well-placed warning shot, and demand that they turn back (treat the elves as Unfriendly).

If hostilities erupt, the archers in the tower concentrate arrow fire on the PCs, while calling for reinforcements. Pardek Mirroreyes (Room H10) *teleports* to Room H20 within 2d4 rounds, and provides spell support from the upper ramparts. Silmarien Meliambre arrives within 1d3 rounds from Room H19 using her *ring of tree stride* and immediately takes command, providing the elven troops a +2 morale bonus to their attack rolls. A four-man squad of wood elf warriors (hp 25 each) and a group of four wild elf druids (hp 46 each) arrive within 2d6 rounds to provide further reinforcements from Room H20.

Elven defenders upon the ramparts receive a +4 cover bonus to their ACs against PCs attacking from below.

Treasure: N/A

EL: 12 (base), 15 (after reinforcements)

Scaling: To increase the challenge of this encounter, increase the number of wood elf guards to ten (per squad) and the wood elf reinforcements to six (per squad). To decrease the challenge, delay or eliminate the reinforcements.

♟ **Wood Elf Guard, War 7:** CR 6; Medium humanoid (elf); HD 7d8; hp 31; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +7; Grp +8; Atk +8 melee (1d8+1/19-20, longsword) or +11 ranged (1d8/19-20×3, masterwork longbow with obsidian arrows); Full Atk +8/+3 melee (1d8+1/19-20, longsword) or +11/+6 ranged (1d8/19-20×3, masterwork longbow with obsidian arrows); AL CG; SV Fort +5, Ref +4, Will +2; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +3, Climb +2, Hide +2 (+4), Listen +6, Search +2, Spot +7; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp, long sword, masterwork long bow, 21 obsidian tipped arrows (3 masterwork), elven chain mail, light shield.

♟ **Wood Elf Line Trooper, War 6:** CR 5; Medium humanoid (elf); HD 6d8; hp 27; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 15; Base Atk +6; Grp +8; Atk +7 melee (1d8+1/19-20, longsword) or +10 ranged (1d8/19-20×3, masterwork longbow with obsidian arrows); Full Atk +7/+2 melee (1d8+1/19-20, longsword) or +10/+5 ranged (1d8/19-20×3, masterwork longbow with obsidian arrows); AL CG; SV Fort +5, Ref +4, Will +1; Str 13, Dex 16, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +5, Hide +1 (+3), Listen +6, Search +3, Spot +6; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp, long sword, masterwork long bow, 15 obsidian tipped arrows, elven chain, light shield.

♟ **Wild Elf Druid:** Wild Elf Dru 8, CR 8; Medium humanoid (elf); HD 8d8+8; hp 47; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12; **Base** Atk +6; Grp +8; Atk +8 melee (1d6+2, staff) or +9 ranged (1d4, masterwork sling); **Full** Atk +8/+3 melee (1d6+2, staff) or +9/+4 ranged (1d4, masterwork sling); SA Spells; SQ Elven traits, resist nature's lure, trackless step, wild shape, woodland stride; AL N; SV Fort +7, Ref +4, Will +9; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +12, Diplomacy +6, Heal +3, Hide +2 (+4), Knowledge (nature) +8, Listen +9, Search +3, Spot +9, Survival +11; Brew Potion, Improved Initiative, Natural Spell.

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Woodland Stride (Ex): The druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): The druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): The druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): The druid has the ability to turn herself into any Small, Medium or Large animal and back again thrice per day. Her options for new forms include all creatures with the animal type. This ability functions like the polymorph spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with. A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

Typical Druid Spells Prepared (6/5/4/4/2, save DC 13 + spell level): 0—*cure minor wounds, detect magic, read magic, resistance, guidance, virtue;* 1st—*endure elements, shillelagh, cure light wounds* (×2), *entangle;* 2nd—*barkskin, cure moderate wounds, heat metal, spider climb;* 3rd—*call lightning, meld into stone, contagion, poison;* 4th—*dispel magic, flame strike.*

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), silver and oak cloak clasp, masterwork sling, pouch of 8 sling bullets, leather armor, staff, 3 *potions of cure light wounds, potion of cure moderate wounds,* healer's kit.



H22 THROUGH H25. THE EASTERN PALE

Rooms H22 through H25 comprise the Eastern Pale, the area well inside the Region's outer defenses. The defenses here were built before the elves realized that the eastern boundary of their Region lies along the eastern wall of the dungeon; thus, there is little danger of any attack from the east. The defenses are maintained in a desultory manner, as a possible invasion from the south could curl around the southern shield wall and proceed north between the central mount and the eastern plateau, but few now believe that is likely.

Thus the ancient fortifications crumble. Grass and flowers grow under the warming light of *the eye* atop the Council Spire. The fey folk cavort in the "moonlight" of an evening beneath the starless sky. It appears the very picture of serenity... but beneath this veneer of careless ease lies an uncomfortable stillness, an indefinable *ill will.* If this is peace, it is an uneasy one.

H22. ABANDONED WATCHTOWER

As one approaches the long-broken stalagmite, the tower's decay becomes painfully obvious: the door hangs slightly askew, the rough-worked façade crumbles, the arrow-slits are overgrown by hanging creepers. Ivy works its way into the cracks and crannies at the tower's base, and colorful mushrooms are scattered about the tower in a ring.

Initial Attitude: Indifferent

Encounter: This tower lies underused by the elves, as it is well within the area that the elves consider safe. They have left it to decay. It has long been occupied by a band of grigs (hp 9 each) and pixies (hp 10 each) who enjoy playing practical jokes on newcomers to the fortress. Most elves, having fallen prey to the pranksters on their own arrival, deliberately neglect to warn neophyte troops about them. In fact, it has become somewhat of a rite of passage to send a patrol of green troops to sweep the tower and face the consequences. As far as the sprites are concerned, the ring of mushrooms about the tower is fair warning that all may not be as it appears.

The external door to the tower is not difficult to discern; it is closed, but neither barred nor locked. The interior doors suffer from dry rot, the stairs are not entirely reliable, and every surface is covered with dust or the slow-growing molds endemic to caverns. However, PCs may not recognize this at first, as the pixies cast *permanent image* upon the interior of the tower, changing its appearance in any of a number of ways. They are known to make the inside of the tower appear as if those entering have stepped outside; this is particularly amusing when the unwary smack into the invisible walls. Another favorite theme is a cartoonish mockery of Hell, complete with gigantic fountains of fire, ribbon-like rivers of lava, and gibbering, laughing imps.

PCs can extricate themselves from the situation in several ways; through the use of the Bluff skill (opposed by the sprites' Sense Motive skill), through the Diplomacy skill (PCs that successfully raise the sprites' attitude to Friendly are considered to have 'passed'), or somehow managing to beat the faeries at their own game.

Encounter Condition: Ambush (darkness), Concealment, Cover, Safe

Tactics: PCs that take the practical jokes in jest are applauded and offered thimble-sized cups of potent feywine. Those that take the jokes poorly are razzed and driven back out of the tower using *irresistible dance.* Those that attack the sprites, however, find that their foes are potent despite their nano size.

Both pixies and grigs possess the capacity to make themselves invisible at will, and this is one of their favorite tactics. Pixies remain invisible while attacking, and if forced to enter melee combat, use this to their greatest advantage. Grigs become visible when attacking, but generally don't care; they fearlessly swarm larger creatures.

Pixies vanish from sight as soon as possible and cast *lesser confusion* on any fighters in the group. Once they have done so, they fly out of easy reach and pelt the spellcasters with *sleep* arrows. One pixie usually casts *detect evil*; evil creatures become targets for the pixies' *memory loss* arrows. Grigs prefer to *entangle* their foes, then retreat into the air out of ready reach, blind the enemy with *pyrotechnics*, then attack with bow and arrows.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, double the number of grigs and pixies. To decrease the challenge, halve the number of grigs and pixies.

Pixie: CR 5; Small fey; HD 3d6; hp 10; Init +4; Spd 20 ft., fly 60 ft. (good); AC 16, touch 15, flat-footed 12; Base Atk +1; Grp –5; Atk +6 melee (1d4–2/19–20, short sword) or +7 ranged (1d6–2/×3, longbow); Full Atk +6 melee (1d4–2/19–20, short sword) or +7 ranged (1d6–2/×3, longbow); SA Spell-like abilities, special arrows; SQ Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15; AL NG; SV Fort +1, Ref +7, Will +5; Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16.

Skills and Feats: Bluff +10, Concentration +6, Escape Artist +10, Hide +11, Listen +11, Move Silently +11, Ride +10, Search +12, Sense Motive +9, Spot +11; DodgeB, Weapon Finesse, Weapon Focus (long bow).

Greater Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Spell-Like Abilities: 1/day—*lesser confusion* (DC 14), *dancing lights, detect chaos, detect good, detect evil, detect law, detect thoughts* (DC 15), *dispel magic, entangle* (DC 14), *permanent image* (DC 19; visual and auditory elements only), *polymorph* (self only). Caster level 8th. The save DCs are Charisma-based.

One pixie in ten can use irresistible dance (caster level 8th) once per day.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by this arrow must succeed on a DC 16 Will save or lose all memory. The save DC is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a *heal* spell or memory restoration with *limited wish, wish,* or *miracle.*

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 16 Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

Notes: One of the six possesses *irresistible dance.*

Grig: CR 2; Tiny fey; HD 2d6+2; hp 13; Init +4; Spd 20 ft., fly 40 ft. (poor); AC 20, touch 16, flat-footed 18; Base Atk +1; Grp –10; Atk +7 melee (1d3–2/19–20, short sword) or +7 ranged (1d4–2/×3, longbow); Full Atk +6 melee (1d3–2/19–20, short sword) or +6 ranged (1d4–2/×3, longbow); Space/Reach 2-1/2 ft./0 ft.; SA Spell-like abilities, fiddle; SQ Damage reduction 5/cold iron, low-light vision, spell resistance 17; AL NG; SV Fort +1, Ref +7, Will +4; Str 6, Dex 18, Con 13, Int 10, Wis 13, Cha 14.

Skills and Feats: Craft (any one) +4, Escape Artist +8, Hide +16, Jump +5, Listen +4, Move Silently +9*, Perform (string instruments) +7, Search +3, Spot +4; DodgeB, Weapon Finesse.

Spell-Like Abilities: 3/day—*disguise self, entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by *irresistible dance* for as long as the playing continues. The save DC is Charisma-based.

Skills: Grigs have a +8 racial bonus on Jump checks.

* They also have a +5 racial bonus on Move Silently checks in a forest setting.

Possessions: Leather armor, short sword, long bow, arrow (14).

H23. SUPPORT COLUMN

This towering column of stone reaches toward the roof of the cavern, stretching far outside the range of ordinary sight. Gray striations ripple through the stone where throughout eons, the dripping water laid down layer upon layer of minerals leached from the world above. What at first appears to be a slender vine twining up the column like a rose on a trellis is, upon closer inspection, revealed to be a staircase easily the width of a man, small only in comparison to the behemoth it encircles. Smaller tendrils sprout at irregular intervals, interlacing in a lattice pattern along the vine's outer edge.

At the very limit of unassisted vision appears a faint widening of the column and the shadow of something predatory, more sensed than seen. Beyond that, only the sharpest of eyes can make out faint sparkles of light, like stars in the darkness extending infinitely upwards.

Initial Attitude: Neutral

Encounter: This is one of the few remaining natural columns in the Region; most of the columns that once supported the cavern ceiling were destroyed long ago by the derro excavations that caused the collapse. Now, in addition to bolstering what remains of the cavern roof, it supports large landing platforms for the elves' aerial steeds that function as way stations for troops to rest their mounts during the grueling flights to and from the surface. The stone pillar also mounts many of the mirrors used to channel light into the darkness. Its dissolution would be disastrous for the beleaguered elven fortress.

Diantha, the erinye (Room H12 and "The Fallen Angel" sidebar), is counting on just that. She has coaxed the band of sprites that she has charmed into subtly weakening the column, then hiding the damage beneath a *permanent image.* Since no one in the elven fortress expects the column to be damaged, no one has so far considered doubting the illusion and why would they want to? The trail is further muddied by a tradition that grew in the long years of the elven occupation: upon their departure from the fortress, an elven trooper carves his sigil into the rock.

Once the column is sufficiently weakened and her other plans come to fruition, Diantha targets the stone columns with a well-placed *shatter* spell. In the ensuing chaos, she garners her escape.

PCs affected by a *true seeing* spell have no problem perceiving the damage. Likewise, a PC touching the stone has a 15% chance of feeling one of the cracks, as *permanent image* does not include the sense of touch. Finally, dwarven PCs have a 50% chance of sensing weaknesses in the stone due to their stonecunning ability. Otherwise, PCs should have no reason to disbelieve the illusion.

Beneath the illusion, several long, deep cracks gouge into the column's surface. In places, it appears as if the stone was struck a sharp hammer-blow, radiating damage in a web pattern. However, when the PCs first arrive in Region H, the damage is not yet enough to doom the stone column.

The damage can be repaired by use of the spells *make whole* or *stone shape.* The damage is sufficient to weaken the supports for the staircase leading up to the first landing platform. PCs that attempt the climb are likely to discover the sabotage at the worst possible moment.

Encounter Condition: Tremors 18 [25]

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

H24. SUPPORT COLUMN

A column of stone stretches upward, disappearing into the eternal night of the cavern. Here and there, points of light flicker along its length like fireflies. A wide staircase, narrow only in comparison to the behemoth supporting it, spirals around the stone pillar.

Initial Attitude: Neutral

Encounter: This is the second-largest of the Region's natural columns, similar in size and purpose to the column in Room H23. This support column has also been damaged, and the damage hidden beneath a *permanent image*.

PCs affected by a *true seeing* spell have no problem perceiving the damage. Likewise, a PC touching the stone has a 15% chance of feeling one of the cracks, as *permanent image* does not include the sense of touch. Finally, dwarven PCs have a 50% chance of sensing the weakness in the stone due to their stonecunning ability. Otherwise, PCs should have no reason to disbelieve the illusion.

Encounter Condition: N/A

Tactics: Beneath the illusion, several long, deep cracks have been gouged into the column's surface. Again, as in Room H23, when the PCs first arrive in Region H, the damage is not yet enough to doom the stone column.

The damage can be repaired by use of the spells *make whole* or *stone shape*. The sabotage to this column has weakened the moorings that hold the great mirrors on the column. Any creature that climbs the staircase sends vibrations through the stone, causing one of the mirrors to be cast loose. Creatures within 40 ft. of the base of the column when the mirror hits ground suffer 6d8 damage from razor-sharp flying shards (Reflex save DC 20 for half damage).

Treasure: N/A

EL: N/A

NPCs: N/A

Scaling: N/A

H25. SHARMIANA'S TOWER

This tower appears significantly more weathered than those on the southern or western fronts. It rises from a sea of flowers, wrapped in ivy's clinging vines. The greenery has inserted tendrils into every tiny crevice on the tower's surface and exploited them ruthlessly, widening them into cracks, taking hold of the stone in a grip impossible to break. Flowers curl invitingly around the old arrow-slits, now widened by time and the ivy's relentless onslaught.

Initial Attitude: Friendly

Encounter: This tower was claimed by Sharmiana (hp 54), queen of the fey, when the elven troops ceased to garrison it. With a few judicious spells, she turned the forbidding watchtower into an ivy-covered bower, and now makes her dwelling here.

The inside of the tower is as green as the outside; flowering vines twine up the banisters of the staircase and creep up the walls. The floors are carpeted in fresh flower petals, and the air is somehow crisp and clean. Despite appearances, the stairs are perfectly safe, and there are no doors to bar the way to the second level, although a curtain of rose vines blocks the staircase to the third floor. The second floor is likewise carpeted in flowers, and rough, irregular windows have been carved in the walls, letting in the light from outside. At the far end of the room, a beautiful woman sits in a simple wooden chair garlanded in ivy and roses, surrounded by a band of pixies (hp 9 each) and grigs (hp 8 each) perched on the walls and sprawled on the floor.

Sharmiana is a nymph of surpassing beauty and unknown age. Her complexion rivals the finest porcelain, her eyes are green pools in which wisdom and youth intermingle, all crowned by the silver-gilt hair which falls in a shimmering cascade to pool at her feet. Even when her true, blinding beauty is suppressed, she seems almost to glow.

Sharmiana receives visitors warmly, engaging them in pleasant conversation. She seeks their opinion of the elven fortress, and gently teases out their reasons for being in the Region. A DC 20 Diplomacy check or appropriate role-play raises her disposition from Friendly to Helpful, and she decides she can trust the PCs. At this point in the conversation, she asks for their assistance in a small matter. A band of sprites in the western part of the Region, she confides, seems to be indulging in somewhat more destructive tricks than are their usual wont, and they are avoiding the rest of their fellows. She asks the PCs to investigate for her and find the source of the corruption. "I know it is a small thing, compared to the other ills besetting this poor place, but my children are dear to me, and I would not see them fall to the darkness." (See sidebar "The Fallen Angel" for more information.)

Sharmiana cannot offer anything material as payment for the PCs' assistance, but in return for their assistance, she offers them whatever magical healing they may need.

Encounter Condition: N/A

Tactics: Sharmiana seems frail, but if attacked is a formidable opponent. As a free action, she activates *blinding beauty*, then casts *barkskin* on herself. She then casts *heat metal* and *rusting grasp* spells against fighters; spellcasters she stuns with a stunning glance. If severely outnumbered or severely wounded, Sharmiana uses *dimension door* to seek safety in the Council Spire (Room H40).

Both pixies and grigs possess the capability to make themselves invisible at will, and this is one of their favorite tactics. Pixies remain invisible while attacking, and if forced to enter melee combat, use this to their greatest advantage. Grigs become visible when attacking, but generally don't care; they fearlessly swarm larger creatures.

Pixies vanish from sight as soon as possible and cast *lesser confusion* on any fighters in the group. Once they have done so, they fly out of easy reach and pelt the spellcasters with *sleep* arrows. One pixie usually casts *detect evil*; evil creatures become targets for the pixies' *memory loss* arrows. The grigs prefer to *entangle* their foes, then retreat into the air out of easy reach, blind the enemy with *pyrotechnics*, then attack with bow and arrows. If Sharmiana is wounded, the sprites seek to delay the PCs long enough for her to *dimension door* to safety.

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, double the number of sprites and give Sharmiana two druid levels. To decrease the challenge, halve the number of sprites and reduce Sharmiana to 10 Hit Dice.

♟ **Sharmiana, Nymph:** CR 9; Medium fey; HD 12d6+12; hp 57; Init +4; Spd 30 ft., swim 20 ft.; AC 18, touch 18, flat-footed 14; Base Atk +6; Grp +6; Atk +10 melee (1d4/19–20, dagger); Full Atk +11/+6 melee (1d4/19–20, dagger); SA Blinding beauty, spells, spell-like abilities, stunning glance; SQ Damage reduction 10/cold iron, low-light vision, unearthly grace, wild empathy; AL CG; SV Fort +7, Ref +12, Will +12; Str 10, Dex 18, Con 12, Int 16, Wis 18, Cha 22.

Skills and Feats: Concentration +16, Diplomacy +13, Escape Artist +15, Handle Animal +16, Heal +18, Hide +19, Listen +19, Move Silently +19, Ride +7, Sense Motive +19, Spot +19, Swim +14, Use Rope +3 (+5 with bindings); Ability Focus (blinding beauty), Combat Casting, Dodge, Great Fortitude, Weapon Finesse.

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 24 Fortitude save or be blinded permanently as though by the *blindness* spell. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spell-Like Abilities: 1/day—*dimension door*. Caster level 7th.

Spells: Sharmiana casts divine spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/3/2, save DC 14 + spell level): 0—*cure minor wounds, detect magic, flare, guidance, light, resistance*; 1st—*calm animal, cure light wounds, entangle, longstrider, speak with animals*; 2nd—*barkskin, heat metal, lesser restoration, tree shape*; 3rd— *call lightning, cure moderate wounds, protection from energy*; 4th—*ice storm, rusting grasp*.

Possessions: Masterwork dagger.

Pixie: CR 5; Small fey; HD 3d6; hp 10; Init +4; Spd 20 ft., fly 60 ft. (good); AC 16, touch 15, flat-footed 12; Base Atk +1; Grp –5; Atk +6 melee (1d4–2/19–20, short sword) or +7 ranged (1d6–2/×3, longbow); Full Atk +6 melee (1d4–2/19–20, short sword) or +7 ranged (1d6–2/×3, longbow); SA Spell-like abilities, special arrows; SQ Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15; AL NG; SV Fort +1, Ref +7, Will +5; Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16.

Skills and Feats: Bluff +10, Concentration +6, Escape Artist +10, Hide +11, Listen +11, Move Silently +11, Ride +10, Search +12, Sense Motive +9, Spot +11; DodgeB, Weapon Finesse, Weapon Focus (long bow).

Greater Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Spell-Like Abilities: 1/day—*lesser confusion* (DC 14), *dancing lights, detect chaos, detect good, detect evil, detect law, detect thoughts* (DC 15), *dispel magic, entangle* (DC 14), *permanent image* (DC 19; visual and auditory elements only), *polymorph* (self only). Caster level 8th. The save DCs are Charisma-based.

One pixie in ten can use *irresistible dance* (caster level 8th) once per day.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

Memory Loss: An opponent struck by this arrow must succeed on a DC 16 Will save or lose all memory. The save DC is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a heal spell or memory restoration with *limited wish, wish,* or *miracle.*

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 16 Fortitude save or be affected as though by a *sleep* spell. The save DC is Charisma-based and includes a +2 racial bonus.

Notes: One of the six possesses *irresistible dance.*

Grig: CR 2; Tiny fey; HD 2d6+2; hp 13; Init +4; Spd 20 ft., fly 40 ft. (poor); AC 20, touch 16, flat-footed 18; Base Atk +1; Grp –10; Atk +7 melee (1d3–2/19–20, short sword) or +7 ranged (1d4–2/×3, longbow); Full Atk +6 melee (1d3–2/19–20, short sword) or +6 ranged (1d4–2/×3, longbow); Space/Reach 2-1/2 ft./0 ft.; SA Spell-like abilities, fiddle; SQ Damage reduction 5/cold iron, low-light vision, spell resistance 17; AL NG; SV Fort +1, Ref +7, Will +4; Str 6, Dex 18, Con 13, Int 10, Wis 13, Cha 14.

Skills and Feats: Craft (any one) +4, Escape Artist +8, Hide +16, Jump +5, Listen +4, Move Silently +9*, Perform (string instruments) +7, Search +3, Spot +4; DodgeB, Weapon Finesse.

Spell-Like Abilities: 3/day—*disguise self, entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13). Caster level 9th. The save DCs are Charisma-based.

Fiddle (Su): One grig in each band carries a tiny, grig-sized fiddle. When the fiddler plays, any nonsprite within 30 feet of the instrument must succeed on a DC 12 Will save or be affected as though by *irresistible dance* for as long as the playing continues. The save DC is Charisma-based.

Skills: Grigs have a +8 racial bonus on Jump checks. *They also have a +5 racial bonus on Move Silently checks in a forest setting.

Possessions: (all tiny) short sword, long bow, 14 arrows, leather armor.

H26 THROUGH H27. THE EASTERN PLATEAU

The Eastern Plateau consists of rooms H26 and H27. The plateau stretches east and south beyond the reach of the light for some distance, where it ultimately terminates in the dungeon wall. Grass grows thickly atop the small mesa, turning brown and sere in the perpetual twilight at the edge of the Region, and ultimately dwindling as the light fails. The top of the plateau is used as a corral for the few aerial mounts remaining to the elven fortress. Below the plateau in a small cave lives Malachi, a lammasu dedicated to protecting Belatu-Cadros.

H26. MALACHI'S LAIR

The shadows cast against the escarpment of the plateau by the great support columns swallow the light for several feet to either side of an opening in the rock, so the tendency of the eye to exaggerate the light between them is understandable. A second look suggests something more; the smaller pillars that flank the opening cast shadows that point the wrong direction to be cast by the central "sun". On even closer examination, the pattern of light on the stone ripples gently in response to the merest breath. The lucent columns seem to have been subtly shaped to suggest a myriad of shapes with only the palette of light and shadow.

The cavern itself is a wonder, pellucid columns shimmering in the soft luminescence. Columns of cloudy alabaster have been carved by a master's touch into fantastic shapes, revealing the hidden treasures within. The ceiling, a good fifteen ft. high, is scalloped by tissue-thin fans of gold-veined stone. A nymph is caught in the midst of an eternal bath in rippled crystal, her hand outstretched to a bird with plumage limned by the pigments of the stone. A delicately winged faerie dances suspended only by ribbons of stone as fine as silk.

Initial Attitude: Indifferent

Encounter: Few visit Malachi (95 hp) in his lair of late; he has fallen out of favor with the head of the Council. Where once the elven elders were pleased to listen to his words of wisdom, now his words fall upon deaf ears. Even his friend and Council ally, Sythiss, has retreated into his own dark corner. From his lair, Malachi observes all that occurs around him with leonine patience. And, even if his advice is not heeded, he can still perform some small service for the elven fortress — under his watch, fewer of the prized aerial steeds have disappeared.

The cavern which he has made his lair bears his mark — Malachi is a gifted sculptor and, over the centuries, has patiently worked many of the columns and stalagmites into works of art that any king would be proud to own, could they be moved.

PCs that express admiration for his sculptures receive a +2 circumstance bonus to their Diplomacy checks; while Malachi is not ordinarily swayed by flattery, like all artists he appreciates the occasional compliment. If PCs raise Malachi's disposition to Friendly, he can be persuaded to give them some information on the inhabitants of the Region. Of his fellow Council members, he says little beyond describing their faces and duties — he feels it is not his place to speak ill of his co-governors. If the PCs seek further information, he suggests that they speak to the second in command of the fortress, Silmarien Meliambre, who can usually be found at the command post in Room H19, and who (he says) he trusts implicitly.

If the PCs succeed in raising his disposition to Helpful, they have gained a potent ally. Malachi does not ordinarily leave the Region, but like any other full member of the Council, he can grant permission for the PCs to remain as long as they wish, and to leave and return at will. If he does so, he extracts a promise in return: he is deeply concerned by the malaise affecting the elven fortress, and requests that the PCs look into the problem. He believes that someone or something is actively working to divide elf from non-elf, old from young, warrior from druid, and that perhaps the PCs, as outsiders, can perceive what those in the midst of the situation cannot.

PCs that accidentally harm one of Malachi's sculptures reduce his Attitude by one step, and, unless his Attitude is Hostile, he politely asks them to leave his cavern. He *may* speak to them at another time, once he has repaired the damage. PCs that deliberately harm or destroy one of the sculptures shift his Attitude to Hostile. Once Malachi's Attitude reaches Hostile, he demands the PCs leave and he does everything in his power to make the PCs unwelcome in the elven fortress.

Encounter Condition: Concealment, Poor Footing 3

Tactics: Malachi is a formidable foe. He emanates a *magic circle against evil* in a 20-ft. radius around himself. He is larger than an ordinary lammasu, but is not overly encumbered by his bulk. The cavern is easily large enough to accommodate him, and he fights equally well in close quarters or open air.

However, if his enemies outnumber him while he is in his lair, he *dimension doors* directly upward; 500 ft. above the floor of the cavern, he casts *greater invisibility, bull strength, entropic shield* and *divine favor.* Thus fortified, he drops to spellcasting range and targets *holy smite* in the midst of his enemies. Then, he re-enters melee combat, raking his opponents in flyby attacks. Malachi prefers to attack evil spellcasters or clerics first, then turn his attention to the warriors supporting them.

PCs casting dimension door are redirected to the teleport point outside Room H20; Malachi avoids this through his centuries of experience in the Region and can cast dimension door normally.

Treasure: If Malachi's sculptures could be safely removed from the cavern (requires a DC 30 Craft (sculpture) check or a DC 35 Profession (mining) check; dwarves have a +4 circumstance bonus to these rolls due to their stonecunning ability), they would each fetch several thousand gold for the rarity of materials and fine craftsmanship. (Of course, the PCs would first have to smuggle the sculptures out past a fortress of angry elves and an even angrier lammasu.) Destroying the sculptures outright frees the equivalent of 2d4 gp per sculpture in fragile gold foil, likewise triggers their creator's wrath.

EL: 12

Scaling: To increase the challenge of this encounter, increase Malachi's hit dice to 13. To decrease the challenge, reduce his hit dice to 9.

♟ **Malachi, Lammasu:** CR 12; Large magical beast; HD 11d10+33; hp 59; Init +1; Spd 30 ft., fly 60 ft.(average); AC 20, touch 10, flat-footed 19; Base Atk +11; Grp +21; Atk +17 melee (1d6+6, claw); Full Atk +17 melee (1d6+6, 2 claws); Space/Reach 10 ft./5 ft.; SA Pounce, rake 1d6+3, spells; SQ Darkvision 60 ft., low-light vision, magic circle against evil, Spell-Like Abilities: abilities; AL LG; SV Fort +10, Ref +10, Will +9; Str 23, Dex 12, Con 17, Int 16, Wis 18, Cha 14.

Skills and Feats: Concentration +13, Craft (sculptor) +17, Diplomacy +9, Knowledge (arcana) +13, Listen +13, Sense Motive +14, Spot +15; Blind-Fight, Flyby Attack, Iron Will, Lightning Reflexes

Spells: Malachi casts spells as a 7th-level cleric.

Typical Cleric Spells Prepared (6/6/5/4/3; save DC 14 + spell level): 0—*detect magic, guidance* (2), *light, read magic, resistance;* 1st—*bless* (2), *cure light wounds*, detect evil, divine favor, entropic shield;* 2nd—aid*, *bear's endurance, bull's strength, cure moderate wounds*, lesser restoration, resist energy;* 3rd—*cure serious wounds*, daylight, dispel magic, remove curse;* 4th—*discern lies, holy smite*, neutralize poison.*

**Domain spell. Domains:* Good and Healing.

Magic Circle against Evil (Su): A lammasu radiates a continuous *magic circle against evil* that affects a 20-foot radius.

Spell-Like Abilities: 2/day- greater invisibility (self only); 1/day- dimension door. Caster level 7th.

Pounce (Ex): If a lammasu charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +17 melee, damage 1d6+3.

Skills: Lammasus have a +2 racial bonus on Spot checks.

THE UNCERTAIN GUARDIAN

Malachi is old, so old that he has forgotten his age. He is one of the few remaining original inhabitants of the fortress, and is profoundly distressed at the garrison's slow decline. A scholar and an artist by nature, he wears the form of a warrior, and the dichotomy between the two is the cause of many sleepless nights, as he struggles to reconcile body and soul.

Age has not withered him: only a few silver strands thread themselves through his fiery mane, and the russet and gold of his wings echo the colors of his mane and pelt. Powerful muscles and razor-sharp claws proclaim their readiness to launch into battle at an instant's notice, if need be, yet the crags of his face suggest a gentleness belied by his warlike form. He pays close attention when someone speaks to him, watching them with his catlike golden eyes, but his hand-claws constantly worry a piece of stone into a small sculpture. He frequently surprises his visitors by presenting them the results (a rough bust of one of them, for example) as a small gift.

Malachi would be content to retire and attend to his sculpting, but he is all too aware that, if matters continue as they are, the fortress will fall and him with it. He knows there is a threat to the fortress and the safety of Belatu-Cadros. He suspects that the disappearances are due to more than desertions, and offers as proof the fact that in several months, no one has made an attempt to steal an aerial steed. Jacan Lightshield dismisses his concerns – he believes the deserters are becoming more subtle, simply leaving the Region to seek other exits to the dungeon.

Malachi's friends in the fortress are, unfortunately, few. Sythiss, the naga, he counts as a friend, but Sythiss' behavior has become erratic, and the naga has withdrawn into his own lair. The troops, for the most part, fear him – his presence beneath the corral plateau is an effective deterrent to would-be thieves, but such unreasoning fear discomfits the gentle lammasu. Enoriel is becoming more and more blatant about his belief in the inferiority of non-elves, which makes it almost impossible for Malachi to be an effective member of the ruling Council. Jacan considers the lammasu to be an alarmist, overly concerned about things that aren't his responsibility such as the morale of the troops, or the cause of the disappearances.

Malachi is aware of Silmarien Meliambre's true mission, and wholeheartedly supports it, but does not himself actively pursue the root of the malaise for fear of unintentionally sabotaging her efforts. Nonetheless, he keeps his eyes and ears open, and provides her what assistance he may.

Ultimately, Malachi is a tragic figure – he knows there is rot within the fortress, but he has no proof of who or what is causing the decay. Without proof and with few friends, he cannot take action. Too much contemplation is eroding his ability to make the hard, instant decisions that will be required of him should the garrison self-destruct.



H27. PLATEAU CORRAL

The tableland slopes gently upward to the southeast. At the very edge of the darkness, the gentle slope takes a sharp upturn and, abruptly, becomes the cavern wall. No fences disturb the gently waving grasses of the plain; the only boundary is created by the failing light. The plateau is large enough to allow a large herd of creatures to roam free, but a quick glance reveals only a few winged beasts — certainly not enough to carry the full garrison.

Initial Attitude: Indifferent

Encounter: The garrison's few remaining aerial steeds are corralled on the southeastern plateau to protect them from deserters. Upon the northern half of the plateau, a hippogriff (hp 52) and a mated pair of griffons (hp 85 each) maintain an uneasy truce. To the south, two pegasi (hp 68, 51) — one golden, one black — keep close watch upon the carnivores to the north. Along the edge of the plateau nests a giant eagle (hp 78), and in the shadows to the southeast, a solitary giant owl (hp 74) makes its perch on an outcrop of the cavern wall.

Griffons and hippogriffs are not terribly intelligent, although trainable. They are well-trained and do not attack the other mounts unless they are maddened, frightened, or charmed. However, an intruder who wishes to sneak close enough to madden, frighten, or charm the less-intelligent beastsfirst has to avoid the notice of the giant raptors and the pegasi, who are fully as intelligent as an average human.

The griffons and hippogriffs are trained to recognize the badges of the elven troops and allow anyone wearing the badge to mount and ride them. If a PC does not wear an elven badge, but approaches one of these creatures, it avoids being mounted. Further attempts cause the war-trained creatures to attack the PCs. If the PC actually manages to mount an aerial steed, the creature abruptly takes off, gains several hundred ft. in altitude, then dislodge its unwanted rider.

The giant eagle and giant owl are not only much more intelligent than their bestial near-kin, but are fluent in Common and Sylvan, and may be negotiated with. The giant eagle is Enoriel's animal companion, and cannot be persuaded to allow another to ride him. However, (provided that PCs have received permission from the elves) if PCs can raise the giant owl's disposition to Friendly through a successful Diplomacy check and provide a compelling reason, the owl consents to bear one or two of the PCs.

The pegasi are not among the pool of common mounts. The golden pegasus, Zephyr, is Jacan Lightshield's mount, and possesses all the abilities of a paladin's mount. The black pegasus, Aquila, is Silmarien Meliambre's animal companion. Neither pegasus allows itself to be ridden by anyone other than their chosen rider.

The PCs may believe that the flying mounts represent a safe and easy way out of the cavern. The DM should disabuse them of this notion. PCs that venture into this room with the intention of stealing the aerial steeds face massive resistance from all quarters. For the elven troops, the few remaining mounts are their lifeline to the surface — their only link between them and their surface home. The elves will fight tooth-and-nail to protect them from marauders.

Encounter Condition: N/A

Tactics: Extended training and near-human intelligence allow the aerial steeds to work in concert to drive off intruders. The hippogriff pair takes to the air immediately to execute their typical diving rakes, driving them into the claws of the griffon, who remains on the ground and pounces. If the creatures are attacked during the day, the giant eagle enters the fray, driving its opponents toward the edge of the plateau. During the night, the owl stoops silently upon the hostile PCs, grappling them one at a time and dropping them from a considerable height.

Within a round of a fight breaking out, Malachi comes to the defense of the aerial steeds from Room H26. Elven reinforcements arrive from nearby rooms at approximate three-round intervals after that.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, add another 10 HD griffon. To decrease the challenge, remove the hippogriffs.

Giant Eagle: CR 5; Huge magical beast; HD 9d10+27; hp 78; Init +2; Spd 10 ft., fly 80 ft. (average); AC 16, touch 10, flat-footed 13; Base Atk +9; Grp +21; Atk +16 melee (1d8+8/19–20, claw); Full Atk +16 melee (1d8+8/19–20, 2 claws) and +10 melee (2d6+4, bite); Space/Reach 15 ft./10 ft.; SA —; SQ Low-light vision, evasion; AL NG; SV Fort +5, Ref +7, Will +3; Str 26, Dex 15, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Knowledge (nature) +2, Listen +8, Sense Motive +4, Spot +17, Survival +4; Alertness, Flyby Attack, Improved Critical (claws), Weapon Focus (claws).

Evasion (Ex): With a successful Reflex save against an attack that allows a Reflex save for half damage, a giant eagle takes no damage.

Skills: Giant eagles have a +4 racial bonus on Spot checks.

Giant Owl: CR 5; Huge magical beast; HD 9d10+27; hp 78; Init 23; Spd 10 ft., fly 70 ft. (average); AC 16, touch 10, flat-footed 14; Base Atk +9; Grp +20; Atk +14 melee (2d6+7, claw); Full Atk +14 melee (2d6+7, 2 claws) and +9 melee (2d6+3, bite); Space/Reach 15 ft./10 ft.; SA —; SQ Superior lowlight vision; AL NG; SV Fort +9, Ref +8, Will +5; Str 24, Dex 15, Con 16, Int 10, Wis 14, Cha 10.

Skills and Feats: Knowledge (nature) +2, Listen +17, Move Silently +8*, Spot +10; Alertness, Dodge. Improved Natural Attack (claws), Wingover.

Superior Low-Light Vision (Ex): A giant owl can see five times as far as a human can in dim light.

Skills: Giant owls have a +8 racial bonus on Listen checks and a +4 racial bonus on Spot checks.

Zephyr, Lightshield's Mount, Pegasus: CR [5] but included in Lightshield's CR; Large magical beast; HD 4d10+12+6d8+18; hp 80; Init +2; Spd 70 ft. (12 squares), fly 130 ft. (average); AC 22, touch 11, flat-footed 20; Base Atk +10; Grp +19; Atk +15 melee (1d6+5, Hoof); Full Atk +15 melee (1d6+5, 2 hooves) and +10 melee (1d3+2, bite); Space/Reach 10 ft./5 ft.; SA—; SQ Darkvision 60 ft., low-light vision, scent, spell-like abilities; AL CG; SV Fort +11, Ref +10, Will +6; Str 21, Dex 15, Con 16, Int 10, Wis 13, Cha 13.

Skills and Feats: Diplomacy +3, Listen +8, Sense Motive +9, Spot +8; Flyby Attack, Iron Will.

Spell-Like Abilities: At will — *detect good* and *detect evil* within a 60-foot radius. Caster level 5th.

Empathic Link (Su): Lightshield has an empathic link with his mount out to a distance of up to 1 mile. The paladin cannot see through the mount's eyes, but they can communicate empathically.

Note that even intelligent mounts see the world differently from humans, so misunderstandings are always possible.

Because of this empathic link, Lightshield has the same connection to an item or place that her mount does, just as with a master and his familiar (see Familiars).

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, Zephyr takes no damage if it makes a successful saving throw and half damage if the saving throw fails.

Share Spells: At Lightshield's option, he may have any spell (but not any spell-like ability) he casts on herself also affect Zephyr.

Zephyr must be within 5 feet at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the mount if it moves farther than 5 feet away and will not affect the mount again even if it returns to the paladin before the duration expires. Additionally, Lightshield may cast a spell with a target of "You" on her mount (as a touch range spell) instead of on herself. A paladin and her mount can share spells even if the spells normally do not affect creatures of the mount's type (magical beast).

Command (Sp): Six times per day, Zephyr can use this ability to command other any normal animal of approximately the same kind as itself (for warhorses and warponies, this category includes donkeys, mules, and ponies), as long as the target creature has fewer Hit Dice than the mount. This ability functions like the *command* spell, but the mount must make a DC 21 Concentration check to succeed if it's being ridden at the time. If the check fails, the ability does not work that time, but it still counts against the mount's daily uses. Each target may attempt a Will save (DC 10 + 1/2 paladin's level + paladin's Cha modifier) to negate the effect.

Skills: Pegasi have a +4 racial bonus on Listen and Spot checks.

♟ **Aquila, Silmarien's Animal Companion:** CR *; Large magical beast; **HD 4d10+12** + 2d8+6; hp 49; Init +3; Spd 60 ft. (12 squares), fly 120 ft. (average); AC 17, touch 12, flat-footed 14; Base Atk +5; Grp +13; Atk +9 melee (1d6+4, Hoof); Full Atk +9 melee (1d6+4, 2 hooves) and +4 melee (1d3+2, bite); Space/Reach 10 ft./5 ft.; SA —; SQ Darkvision 60 ft., evasion, low-light vision, scent, spell-like abilities; AL CG; SV Fort +7, Ref +6, Will +4; Str 19, Dex 16, Con 16, Int 10, Wis 13, Cha 13.

Skills and Feats: Diplomacy +3, Listen +9, Sense Motive +9, Spot +9; Dodge, Flyby Attack, Iron Will.

Spell-Like Abilities: At will — *detect good* and *detect evil* within a 60-foot radius. Caster level 5th.

Link (Ex): Silmarien can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Share Spells (Ex): Silmarien's option, she may have any spell (but not any spell-like ability) she casts upon herself also affect her animal companion. The animal companion must be within 5 feet of her at the time of casting to receive the benefit. If the spell or effect has a duration other than instantaneous, it stops affecting the animal companion if the companion moves farther than 5 feet away and will not affect the animal again, even if it returns to Silmarien before the duration expires.

Additionally, Silmarien may cast a spell with a target of "You" on her animal companion (as a touch range spell) instead of on herself. Silmarien and her animal companion can share spells even if the spells normally do not affect creatures of the companion's type (animal).

Evasion (Ex): If Aquila is subjected to an attack that normally allows a Reflex saving throw for half damage, it takes no damage if it makes a successful saving throw.

Skills: Pegasi have a +4 racial bonus on Listen and Spot checks.

♛ **Griffon:** CR 6; Large magical beast; HD 10d10+30; hp 85; Init +2; Spd 30 ft., fly 80 ft. (average); AC 17, touch 11, flat-footed 15; Base Atk +10; Grp +18; Atk Bite +14 melee (2d8+4, bite); Full Atk +14 melee (2d8+4, bite) and +11 melee (1d4+2, 2 claws); Space/Reach 10 ft./5 ft.; SA Pounce, rake 1d6+2; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +10, Ref +9, Will +6; Str 18, Dex 15, Con 16, Int 5, Wis 13, Cha 8.

Skills and Feats: Jump +8, Listen +6, Spot +10; Improved Natural Weapon (bite), Iron Will, Multiattack, Weapon Focus (bite)

Pounce (Ex): If a griffon dives upon or charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +11 melee, damage 1d6+2.

Skills: Griffons have a +4 racial bonus on Jump and Spot checks.

♛ **Hippogriff:** CR 3; Large magical beast; HD 6d10+18; hp 51 Init +2; Spd 50 ft., fly 100 ft. (average); AC 15 (–1 size, +2 Dex, +4 natural), touch 11, flat-footed 13; Base Atk +6; Grp +14; Atk +9 melee (1d6+4, claw); Full Atk +9 melee (1d6+4, 2 claws) and +4 melee (1d8+2, bite); Space/Reach 10 ft./5 ft.; SA —; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +3; Str 18, Dex 15, Con 16, Int 2, Wis 13, Cha 8.

Skills and Feats: Listen +4, Spot +8; Dodge, Improve Natural Weapon (claw), Wingover.

Skills: Hippogriffs have a +4 racial bonus on Spot checks.



H28 THROUGH H34. NORTHEAST QUADRANT

The northeastern quadrant of Region H simmers under the constant low-level threat of attack from the lake to the north.

H28. DECAYED WATCHTOWER

This watchtower, on the far eastern edge of the elven-held lands, is extremely decrepit; the natural façade is crumbling, the foundations are cracked, and the entire tower leans precariously toward the northwest. The door hangs slightly askew in its frame; it will probably open, but the entire structure looks so unstable that a too-strong breath might knock it down.

Initial Attitude: Neutral

Encounter: This tower should be abandoned, considering its unsound state. Never particularly stable, it was badly damaged by a small swarm of earthquakes and has never been repaired. In the ordinary run of things, the tower would be deserted and ultimately either repaired or destroyed.

Unfortunately, political considerations mandate that the tower continue to be inhabited by at least a token force. Enoriel Lasatharian's grove is nearby, and he does not countenance abandoning the tower. Nor does he allow the dwarves to repair it; such stonework, he claims, is an affront to the god-tree. Under his gimlet eye, the elven troopers must keep up the appearance of holding the tower in force as a proper protection for Belatu-Cadros.

The external door to the tower is closed, but is not difficult to discern; a DC 15 Search check is sufficient to identify it. The door is neither barred nor locked. The interior doors suffer from dry rot, the stairs are not entirely reliable, and every surface is covered with dust or the slow-growing molds endemic to caverns. The four wood elf guards (hp 28 each) usually stationed in this tower step very carefully and pray that they are never attacked, for they are in as much danger from the tower as from an enemy.

For practical purposes, the bottom floor of the tower is relatively safe. Climbing the stairs requires a DC 14 Reflex save; on a failed save, the PC cannot make any headway against the odd angles in the tilted tower. On a critical failure, the PC's foot has broken through a rotted portion of the stairs; upon pulling his foot free, he takes 1d4 damage from splinters of wood and stone. Once on the second and third levels, PCs must move at half their normal movement rate. If they wish to move at their normal movement rate, they must succeed at a DC 18 Reflex save or slip and slide down to the floor's lowest point.

Encounter Condition: Poor Footing 19 or Tremors 21

Tactics: The elves in this tower are not particularly interested in fighting; if they are attacked, they do their best to climb down to the first floor and exit the unstable tower. Once outside, they harass the PCs with cover fire while retreating toward Enoriel's Grove (Room H32).

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add two wood elf guards. To decrease the challenge, remove one wood elf guard.

♟ **Wood Elf Line Trooper, War 6:** CR 5; Medium humanoid (elf); HD 6d8; hp 27; Init +3; Spd 30 ft.; AC 19, touch 13, flat-footed 15; Base Atk +6; Grp +8; Atk +7 melee (1d8+1/19–20, longsword) or +10 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +7/+2 melee (1d8+1/19–20, longsword) or +10/+5 ranged (1d8/19–20 ×3, longbow with obsidian arrows); AL CG; SV Fort +5, Ref +4, Will +1; Str 13, Dex 16, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Climb +5, Hide +1 (+3), Listen +6, Search +3, Spot +6; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Elven chain, light shield, long sword, masterwork long bow, obsidian tipped arrow (15), uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp,

H29. NORTHERN WATCHTOWER

The northern watchtower looks out over the dark mirror that is the northern lake. The scent of the air off the water is fishy and unpleasant, with the undertone of rotting things, and the watchtower seems a lonely sentinel against the unknown depths. Of all the watchtowers, this northern tower is the most obviously a guard tower, built of stone and mortar and not camouflaged in any way. It fairly bristles with activity, even in the middle of the night; men routinely walk patrols around the area, in squads of no fewer than three men.

Initial Attitude: Indifferent

Encounter: This watchtower is well-maintained. The garrison in this tower is the most alert in the elven fortress due to the threat of the nearby lake. The lake to the north is known to be a haunt of lacedons and sahuagin, and the elves frequently have to slay an undead horror or a scaled water-denizen menacing the nixie colony (Room H31). The tower contains a double squad of wood elf warriors (hp 34 each) plus a garrison lieutenant (hp 57), and if they need further support, they can bring giraffons up from the forest. However, the tower's response to PCs that approach over the lake tends to be shoot-first-ask-questions-later, and their reactions range from unfriendly to openly hostile to such intruders. Conversely, PCs that assist them in fending off an attack are regarded with a significantly improved disposition (raise disposition to Friendly). In other situations, while they are not overly friendly, the garrison here is willing to summon Silmarien Meliambre, the army's second-in-command, to negotiate with the PCs.

Encounter Condition: N/A

Tactics: The garrison does not attack the PCs if they do not attack first. However, if hostilities break out, the archers in the tower concentrate arrow fire on the PCs while calling for reinforcements. Enoriel Lasathairian arrives from Room H32 via *tree stride* within 1d3 rounds to provide spell support. An additional squad of four wild elf troopers arrives within 1d6 rounds.

Treasure: N/A

EL: 13 (without reinforcements), 14 (with reinforcements)

Scaling: To increase the challenge of this encounter, raise the level of the elven warriors by one. To decrease the challenge, lower the level of the elven warriors by one.

♟ **Wood Elf Guard, War 7:** CR 6; Medium humanoid (elf); HD 7d8; hp 31; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +7; Grp +8; Atk +8 melee (1d8+1/19–20, longsword) or +11 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +8/+3 melee (1d8+1/19–20, longsword) or +11/+6 ranged (1d8/19–20 ×3, longbow with obsidian arrows); AL CG; SV Fort +5, Ref +4, Will +2; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +3, Climb +2, Hide +2 (+4), Listen +6, Search +2, Spot +7; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp, long sword, masterwork long bow, 21 obsidian tipped arrows (3 masterwork), elven chain mail, light shield.

♟ **Garrison Lieutenant, Ftr 10:** CR 10; Medium humanoid (elf); HD 10d10; hp 55; Init +7; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +10; Grp +11; Atk +12 melee (1d8+2/19–20, *+1 longsword*) or +16 ranged (1d8+3/19–20 ×3, *+1 longbow* with obsidian arrows); Full Atk +12/+7 melee (1d8+3/19-20, *+1 longsword*) or +16/+11 ranged or +14/+14/+9 ranged with rapid shot (1d8+3/19-20×3, *+1 longbow* with obsidian arrows); AL CG; SV Fort +8, Ref +7, Will +3; Str 13, Dex 19, Con 10, Int 12, Wis 10, Cha 11.

Skills and Feats: Craft (fletcher) +13, Climb +3, Hide **+5 (+7), Listen** +8, Search +2, Spot +10; Alertness, Dodge, Far Shot, **Improved Initiative,** Point Blank Shot, Precise Shot, Rapid Shot, Shot on the **Run, Skill Focus** (craft: fletcher), Weapon Focus (longbow), Weapon Specialization (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial **saving** throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), silver cloak clasp, *+1 longsword, +1 long bow,* 21 masterwork obsidian tipped arrows, elven chain mail, buckler.

♟ **Wild Elf Troopers (4):** Wild Elf Line Trooper, War 6: CR 5; Medium humanoid (elf); HD 6d8; hp 27; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 13; Base Atk +6; Grp +8; Atk +8 melee (1d8+2/19–20, longsword) or +10 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +8/+3 melee (1d8+2/19-20, longsword) or +10/+5 ranged (1d8/19–20 ×3, longbow with obsidian arrows); AL CG; SV Fort +5, Ref +4, Will +1; Str 15, Dex 16, Con 10, Int 8, Wis 9, Cha 8.

Skills and Feats: Climb +3, Hide +3 (+5), Listen +5, Search +2, Spot +5; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Masterwork studded leather, light shield, long sword, masterwork long bow, obsidian tipped arrows (15), uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp.

H30. SMALL DRYAD GROVE

Beyond the clear waters of the river, the forest curtain thins into a small clearing protected by an irregular ring of shrubs and saplings. A soft carpet of flowers covers the ground in a myriad of vibrant colors, all surrounding a large oak tree with three distinct trunks. Soft laughter wafts in on a warm breeze, echoed by giggles from the underbrush.

Initial Attitude: Friendly

Encounter: The clearing is home to dryad triplets, bound to the three-in-one tree. Although identical in appearance, the sisters are very different in personality and preferences. The unwary person who threatens this tree finds himself in a great deal of trouble.

Tiphané (hp 50) is the eldest and fiercest of the three; she is extremely skilled with bow and arrow and does not hesitate to use it in defense of her tree or her sisters. She also loves to challenge others to archery contests; if she triumphs, the loser has to perform some small service for the three. If she loses, she takes the loss with good grace, offering something in return, such as healing from her sister Megareos or information on the elven lands.

Megareos (hp 52) is the middle sister; a druid, she is calm and deliberate in speech and manner, and regards Tiphané's antics with quiet amusement. She gauges the PCs carefully before revealing her presence, preferring to keep the true extent of her abilities hidden until need arises. She spends much of her time tending to the wild things within reach of her tree and only rarely seeks the company of people. From the lore of the dryads, Megareos has pieced together Lyonatar's Song of the Ravener (see sidebar "Lyonatar's Eye"; this song activates *the eye's searing light* ability), but does not share it with others unless she is certain they can be trusted to use it for the good of all.

Alecia (hp 34) uses her sorcerous skills to enhance the natural enchantments of a dryad. Where Tiphané is fierce and Megareos distant, Alecia is the very definition of alluring. She is as fickle as she is beautiful, and teases male and female PCs alike, never settling on a single person.

Encounter Condition: N/A

Tactics: If their tree is attacked, the three sisters are absolutely ruthless about protecting it. Tiphané hides amongst the tree branches, using her superior bowcraft to snipe at spellcasters. Alecia spends her enchantments on the weak-willed, turning the invaders against one another. Megareos intermingles natural dryad abilities with her druidic spells, turning the very ground against the invaders.

Further, the sisters have befriended a small company of five girallons (hp 56, 54, 54, 53, 51). When attacked, one of the three lets out a strange ululation, summoning the beasts to their defense. The company arrives within 1d4 rounds, savagely falling upon whatever might menace the dryads.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, increase the class levels of the dryads by +2. To decrease the challenge, remove three girallons.

♟ **Tiphané, Dryad Rgr 8:** CR 11; Medium fey; HD 4d6 + 8d8; hp 50; Init +4; Spd 30 ft.; AC 19, touch 16, flat-footed 15; Base Atk +10; Grp +10; Atk +12 melee (1d8+1/19–20, longsword) or +18 ranged (1d8/×3, longbow); Full Atk +12 melee (1d8+1/19–20, longsword) or +18/+13 ranged or +16/+16/+11 with rapid shot (1d8/×3, longbow); SA Favored enemy, spell-like abilities, spells; SA Combat style, damage reduction 5/cold iron, improved combat style, swift tracker, tree dependent, wild empathy, woodland stride; AL CG; SV Fort +9, Ref +15, Will +8; Str 12, Dex 22, Con 11, Int 14, Wis 15, Cha 18

Skills and Feats: Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (nature) +11, Listen +9, Move Silently +11, Ride +6, Spot +9, Survival +9, Use Rope +4 (+6 with bindings); Endurance, Far Shot, [Many], Point Blank Shot, Precise Shot, [Rapid Shot], Track, Weapon Focus (longbow).

Spell-Like Abilities: At will—*entangle* (DC 13), *speak with plants, tree shape;* 3/day—*charm person* (DC 13), *deep slumber* (DC 15), *tree stride;* 1/day—*suggestion* (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Favored Enemy (Ex): Tiphané has humans and undead as her favored enemies. She gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, she gets a +2 bonus on weapon damage rolls against such creatures.

Swift Tracker (Ex): Tiphané can move at his normal speed while following tracks without taking the normal -5 penalty. She takes only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

Woodland Stride (Ex): Tiphané may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect her.

Possessions: Masterwork leather armor, masterwork longsword, masterwork longbow, arrows (21).

♟ **Megareos, Dryad Dru 8:** CR 11; Medium fey; HD 4d6+4 + 8d8+8; hp 52; Init +4; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +8; Grp +8; Atk +8 melee (1d4/19–20, dagger) or +11 ranged (1d8/×3, longbow); Full Atk +8/+3 melee (1d4/19–20, dagger) or +11/+6 ranged (1d8/×3, longbow); SA Spell-like abilities, spells; SA Damage reduction 5/cold iron, resist nature's lure, trackless step, tree dependent, wild empathy, wild shape; AL CG; SV Fort +3, Ref +8, Will +6; Str 10, Dex 15, Con 12, Int 14, Wis 19, Cha 18

Skills and Feats: Concentration +15, Diplomacy +12, Escape Artist +10, Handle Animal +11, Heal +10, Hide +10, Knowledge (nature) +19, Listen +18, Move Silently +10, Ride +5, Spot +13, Survival +19, Use Rope +3 (+5 with bindings); Alertness, Brew Potion, Great Fortitude, Natural Spell, Skill Focus (concentration).

Spell-Like Abilities: At will — *entangle* (DC 15), *speak with plants, tree shape;* 3/day — *charm person* (DC 15), *deep slumber* (DC 17), *tree stride;* 1/day — *suggestion* (DC 17). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

Woodland Stride (Ex): Megareos may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): Megareos leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): Megareos gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): Megareos has the ability to turn herself into any Small, Medium or Large animal and back again thrice per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with.

Megareos loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form.

Typical Druid Spells Prepared (6/5/4/4/3, save DC 14 + spell level): 0—*cure minor wounds, detect magic, read magic, resistance, guidance, virtue;* 1st—*endure elements, shillelagh, cure light wounds* (2), entangle; 2nd—*barkskin, cure moderate wounds, heat metal, spider climb;* 3rd—*call lightning, meld into stone, contagion, poison;* 4th—*dispel magic, ice storm, spike stone.*

Possessions: Dagger, masterwork longbow, quiver of arrows (18, +4 masterwork), healer's kit.

♟ **Alecia, Dryad Sor 8:** CR 11; Medium fey; HD 4d6 + 8d4; hp 34; Init +5; Spd 30 ft.; AC 18, touch 15, flat-footed 13; Base Atk +6; Grp +6; Atk +6 melee (1d4/19–20, dagger) or +11 ranged (1d8/×3, masterwork longbow); Full Atk +6 melee (1d4/19–20, dagger) or +11/+6 ranged (1d8/×3, masterwork longbow); SA Spell-like abilities; SA Damage reduction 5/cold iron, tree dependent, wild empathy; AL CG; SV Fort +5, Ref +11, Will +12; Str 10, Dex 20, Con 11, Int 14, Wis 15, Cha 20.

Skills and Feats: Bluff +13, Concentration +11, Escape Artist +11, Handle Animal +11, Hide +11, Knowledge (arcana) +10, Knowledge (nature) +11, Listen +9, Move Silently +11, Ride +6, Spellcraft +10, Spot +9, Survival +9, Use Rope +4 (+6 with bindings); Great Fortitude, Eschew Materials, Skill Focus (concentration), Spell Focus (enchantment), Spell Penetration.

Spell-Like Abilities: At will—*entangle* (DC 13), *speak with plants, tree shape;* 3/day—*charm person* (DC 13), *deep slumber* (DC 15), *tree stride;* 1/day—*suggestion* (DC 15). Caster level 6th. The save DCs are Wisdom-based.

Tree Dependent (Su): Each dryad is mystically bound to a single, enormous oak tree and must never stray more than 300 yards from it. Any who do become ill and die within 4d6 hours. A dryad's oak does not radiate magic.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that the dryad has a +6 racial bonus on the check.

Sorcerer Spells Known (6/8/7/6/4; save DC 15 + spell level, DC 16 + spell level for enchantment spells which are underlined): 0—*daze, detect magic, light, mage hand, message, read magic, resistance, touch of fatigue;* 1st—*charm person, mage armor, magic missile, shield, silent image;* 2nd—*invisibility, hideous laughter, summon swarm;* 3rd—*hold person, suggestion;* 4th—*charm monster.*

Possessions: Dagger, longbow, quiver of 18 arrows.

Girallon: CR 6; Large magical beast; HD 7d10+20; hp 56, 54, 54, 53, 51; Init +3; Spd 40 ft., climb 40 ft.; AC 16, touch 12, flat-footed 15; Base Atk +7; Grp +17; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, 4 claws) and +7 melee (1d8+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d4+9; SQ Darkvision 60 ft., low-light vision, scent; SV Fort +7, Ref +8, Will +5; Str 22, Dex 17, Con 14, Int 2, Wis 12, Cha 7.

Skills and Feats: Climb +14, Move Silently +8, Spot +6; Iron Will, Toughness (2).

Rend (Ex): A girallon that hits with two or more claw attacks latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d4+12 points of damage.

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

H31. NIXIE RIVER MOUTH

Here, where the river pours into the lake, the ground is soft and marshy and the footing uneven. The fishy, unpleasant odor of the lake is much less noticeable here, replaced by the crisp, clean scent of freshly-running water.

Initial Attitude: Friendly

Encounter: Here, the Crystalbrook runs into the lake forming the northern border of the elven Region. Nixies (hp 10 each) play in the clean waters, guarded by a pair of indulgent nymphs (hp 34, 32); they always keep a sharp eye to the north for lacedons or sahuagin.

Encounter Condition: N/A

Tactics: If attacked, the nixies disappear beneath the surface of the lake; they are well aware that they cannot face a larger foe. The nixies use the run action to swim west to Room H29, where they summon the guard contingent to their aid. The guards from Room H29 arrive in 1d4 minutes. Meanwhile, the nymphs use their druidic spells and spell-like abilities to harass and slow attackers, retreating once the guards arrive.

Treasure: A successful DC 24 Search check turns up a scant string of freshwater pearls worth 4d4 gp.

EL: 11, 14 with reinforcements

Scaling: To increase the challenge of this encounter, add another 8 HD nymph. To decrease the challenge, reduce the HD of both nymphs to 7.

Nixie: CR 2; Small fey (aquatic); HD 3d6; hp 10; Init +3; Spd 20 ft., swim 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +1; Grp –5; Atk +5 melee (1d4–2/19–20, short sword) or +5 ranged (1d6/19–20, light crossbow); Full Atk +5 melee (1d4–2/19–20, short sword) or +5 ranged (1d6/19–20, light crossbow); SA Charm person; SQ Amphibious, damage reduction 5/cold iron, low-light vision, spell resistance 16, water breathing, wild empathy; AL N; SV Fort +1, Ref +6, Will +4; Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18.

Skills and Feats: Bluff +9, Craft (any one) +6, Escape Artist +7, Handle Animal +9, Hide +8*, Listen +8, Perform (sing) +9, Search +4, Sense Motive +6, Spot +8, Swim +7; DodgeB, Weapon Finesse.

Charm Person (Sp): A nixie can use charm person three times per day as the spell (caster level 4th). Those affected must succeed on a DC 16 Will save or be charmed for 24 hours. Most charmed creatures are used to perform heavy labor, guard duty, and other onerous tasks for the nixie community. Shortly before the effect wears off, the nixie escorts the charmed creature away and orders it to keep walking. The save DC is Charisma-based.

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

Water Breathing (Sp): Once per day a nixie can use water breathing as the spell (caster level 12th). Nixies usually bestow this effect on those they have charmed.

Wild Empathy (Ex): This ability works like the druid's wild empathy class feature, except that a nixie has a +6 racial bonus on the check.

Skills and Feats: A nixie has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. * Nixies have a +5 racial bonus on Hide checks when in the water.

Possessions: (all small) short sword, light crossbow, bow of 12 bolts.

Nymphs: CR 8; Medium fey; HD 8d6+8; hp 34, 32; Init +3; Spd 30 ft., swim 20 ft.; AC 17, touch 17, flat-footed 14; Base Atk +4; Grp +4; Atk +7 melee (1d4/19–20, dagger); Full Atk +7 melee (1d4/19–20, dagger); SA Blinding beauty, spells, spell-like abilities, stunning glance; SQ Damage reduction 10/cold iron, low-light vision, unearthly grace, wild empathy; AL CG; SV Fort +7, Ref +12, Will +12; Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19.

Skills and Feats: Concentration +12, Diplomacy +7, Escape Artist +13, Handle Animal +14, Heal +13, Hide +13, Listen +13, Move Silently +13, Ride +6, Sense Motive +13, Spot +13, Swim +9, Use Rope +4 (+6 with bindings); Combat Casting, Dodge, Weapon Finesse.

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 18 Fortitude save or be blinded permanently as though by the *blindness* spell. A nymph can suppress or resume this ability as a free action.

The save DC is Charisma-based.

Spell-Like Abilities: 1/day—*dimension door.* Caster level 7th.

Spells: A nymph casts divine spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0—*cure minor wounds, detect magic, flare, guidance, light, resistance;* 1st—*calm animal, cure light wounds, entangle, longstrider, speak with animals;* 2nd—*barkskin, heat metal, lesser restoration, tree shape;* 3rd—*call lightning, cure moderate wounds, protection from energy;* 4th—*rusting grasp.*

H32. ENORIEL'S GROVE

The trees in this grove are old, gnarled and twisted, and their canopies overhang the clearing, blocking the light. Thorny vines wrap around the ankles of the unwary and bramble-bushes grasp with needle-fingers at legs and cloaks. At every step, dried leaves crunch, stones turn beneath the feet, and branches whip at unprotected eyes.

Initial Attitude: Unfriendly

Encounter: Enoriel's grove is much like Enoriel himself, dark and hateful, the trees growing as twisted as his mind. PCs are at a –2 penalty to physical actions within the grove, as their very surroundings turn against them. Further, PCs suffer a –4 penalty when using the Diplomacy skill to adjust Enoriel's disposition (elven PCs find this penalty reduced to –2). Enoriel has little patience for intruders and especially resents being disturbed in his grove.

Although Enoriel is difficult to deal with, if the PCs manage to raise his disposition to Indifferent or better, he condescends to set them a task so that they may earn the fortress' shelter.

Enoriel is an old elf, thin and twisted with age. His gnarled hands grasp his staff as much for support as for comfort, and his long, yellow-white hair is constantly snarled with twigs and leaves. He does not appear concerned with the cleanliness of his robes; the various green layers bear more than one stain of dubious origin.

Encounter Condition: N/A

Tactics: If Enoriel is attacked in his grove, he summons his animal companion to his aid (the giant eagle in Room H27). The eagle arrives in two rounds and harries the attackers while Enoriel casts *stoneskin* upon himself, then summons up a lightning storm (*call lightning storm*) to pound his opponents. If Enoriel is badly hurt, he uses the *wind walk* spell stored within his staff to escape to the Council Tower, where he summons the combined forces of the fortress to deal with the intruders.

Enoriel's growing senility and madness is represented by decreasing his Wisdom attribute. Once Enoriel's Wisdom drops below 11, he can no longer cast divine spells.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, increase Enoriel's druid level by two. To decrease the challenge, remove one spell per level (already cast for the day).

Enoriel Lasathairian, Gray Elf Dru 14; CR 12; Medium humanoid (elf); HD 14d8; hp 67; Init +6; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +10; Grp +9; Atk +12 melee (1d6+2, +3 staff); Full Atk +12/+7 melee (1d6+2, +3 staff); SA Spells; SQ A thousand faces, elven traits, resist nature's lure, trackless step, venom immunity, wild shape, woodland stride; AL CN; SV Fort +9, Ref +6, Will +11; Str 8, Dex 12, Con 10, Int 10 [16*], Wis 15 [21*], Cha 8 [14*].

* If senility cured.

Skills and Feats: Concentration +17, Diplomacy +5, Heal +6, Hide +1, Knowledge (nature) +14, Listen +11, Search +3, Spot +8, Survival +16; Brew Potion, Dodge, Improved Initiative, Natural Spell, Spell Penetration.

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Woodland Stride (Ex): Enoriel may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): Enoriel leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): Enoriel gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): Enoriel has the ability to turn himself into any Tiny, Small, Medium or Large animal or plant and back again five times per day. His options for new forms include all creatures with the animal or plant type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal or plant the druid is familiar with.

A druid loses his ability to speak while in animal form because he is limited to the sounds that a normal, untrained animal can make, but he can communicate normally with other animals of the same general grouping as his new form.

Venom Immunity (Ex): Enoriel is immunity to all poisons.

A Thousand Faces (Su): Enoriel has the ability to change his appearance at will, as if using the alter self spell, but only while in his normal form.

Druid Spells Prepared (6/6/6/4/4/3, save DC 12 + spell level): 0—*cure minor wounds, detect magic, guidance, read magic, resistance, virtue;* 1st—*cure light wounds, endure elements, entangle* (×2), *obscuring mist, shillelagh;* 2nd—*barkskin, heat metal* (×2), *resist energy, warp wood;* 3rd— *contagion, poison, rusting grasp, spike growth;* 4th— *dispel magic, flame strike* (×2), *ice storm.* 5th— *baleful polymorph, call lightning storm, stoneskin.*

* If senility cured:

Druid Spells Prepared (6/7/6/5/5/4/3/2, save DC 15 + spell level): 0—*cure minor wounds, detect magic, guidance, read magic, resistance, virtue;* 1st—*cure light wounds* (×2), *endure elements, entangle* (×2), *obscuring mist, shillelagh;* 2nd—*barkskin, heat metal* (×2), *resist energy, warp wood;* 3rd— *contagion, cure serious wounds, poison, rusting grasp, spike growth;* 4th— *dispel magic* (×2), *flame strike* (×2), *ice storm.* 5th— *baleful polymorph, call lightning storm* (×2), *stoneskin.* 6th—*fire seeds, greater dispel magic, liveoak;* 7th—*creeping doom, heal.*

Possessions: +1 leather armor, +3 quarterstaff with *spellstaff* cast upon it; *stored spell wind walk*

THE DERANGED DRUID

Enoriel Lasathairian has lived in the underground fortress for a *very* long time. He was a junior druid in the first contingent sent to fortify the Region and ensure the safety of the sacred tree, Belatu-Cadros. He has witnessed events from the opening of *Lyonatar's eye* to the last attempt to clean out the tombs to the west. He has grown in power even as the fortress has aged, and in his deepest heart, he believes that his fate and the fortress' fate are linked.

Now, he is the High Druid of the fortress, First upon the Council and the final arbiter of what must be done to protect the Tree. Unfortunately, Enoriel's personality is not suited to the delicate balance of diplomacy and leadership required in the Council head. He has always been rigid, but now he is openly intolerant, inflexible in his beliefs and thoroughly convinced of his own rightness. Always temperamental, he has grown erratic of late, and some whisper that his mind is starting to slip. He has never gotten along well with those who were not of the purest elven blood, and his intolerance is driving large rifts in the Council.

If true, it would be one of Enoriel's darkest fears, and the one which he spends most of his time denying. His mind is as sharp as it ever was – otherwise, the fortress would be crumbling at his feet, or so he believes. Furthermore, an elf of his age and wisdom are entitled to a few eccentricities, not to mention the respect of his juniors. Or so he believes.

Unfortunately, Enoriel's mind *is* slipping. The fractures of age are becoming more pronounced, and he has a distinct tendency to view the fortress through the golden haze of long-past glories. When he does perceive the fortress' current parlous state, he blames its condition on everyone else, the weaklings who do not understand what needs to be done to protect the Tree, to maintain the fortress. He does not even acknowledge that even the spells he wields in all their fury are growing more and more difficult to summon to his hand.

In his growing madness, he has become convinced that the exquisite queen of the fey, Sharmiana (Room H25), is in love with him, and that he has both the right and the strength of will to look upon her full beauty and survive. This is a fiction conceived and perpetrated by the erinye Diantha, who seeks to push the aged druid farther and farther into senility. She has several times appeared to him in Sharmiana's guise, teasing him with words and looks, then disappearing. When she is around, he feels more himself, more clear of mind (helped along by subtle castings of *owl's wisdom*); when she is gone, all the doubts and cobwebs return to his mind. She has suggested some ways to cure the woes of the fortress, which Enoriel finds himself considering more and more. Blood makes things grow, after all...

Enoriel is on poor terms with the rest of the fortress. The common soldiers despise him for his madness and his inflexibility. Jacan Lightshield resents his meddling in military matters that he understands poorly, if at all. Enoriel himself has nothing but contempt for the non-elven members of the fortress. He believes that the fey are weak, and need protection; the naga and lammasu are incapable of understanding the needs of the fortress like a true elf, and Jacan is blinded by his strange heritage. Silmarien he loathes as a half-breed; Pardek he ignores as a mere arcanist.

Enoriel worships Belatu-Cadros, but has become frustrated by the Tree's silence. Surely he is worthy to hear the Tree's voice! Surely the Tree recognizes his worth, and his sacrifices, and his devotion! Once a week he goes to Belatu-Cadros' grove (Room H34), sends the guards away, and prostrates himself before the Tree, begging for a word which has, thus far, never come. He begins to think that it never will.

H33. SACRED SPRING

Clear water bubbles up from the rock, pouring out in a sparkling stream into a pond, then spilling north in a bubbling creek toward the lake. The spring waters are crystal-clear, yet the bottom of the spring cannot be detected.

Initial Attitude: Friendly

Encounter: When the elves first began to build their underground fortress, it quickly became apparent that the lake to the north was not suited to providing a clean water source for the Region. Therefore, the High Druid at the time enacted a ritual, summoning up a clean spring from the depths of the earth. Over time, the spring overflowed, creating a river that runs north to the lake.

Water taken directly from the spring has inherent cleansing properties. When sprinkled over tainted food or drink, it acts as *purify food and drink*. For any given PC, it can *remove disease* or *remove curse* once — having done so, any further drinks from the spring are merely pure, refreshing water. The water loses these properties after eight hours, becoming merely pure water.

The spring is tended by a band of nixies (hp 10 each) and guarded by a pair of nymphs (hp 38, 34).

Encounter Condition: N/A

Tactics: If attacked, the nixies disappear beneath the surface of the spring; they are well aware that they cannot face a larger foe. One of the nymphs *tree strides* to Belatu-Cadros' grove (Room H34), summoning help from the guards posted there; the other nymphs use their druidic spells to harass and slow attackers. The nymphs fall back once the guards arrive, but continue to use their spells to support the guards. The guards arrive in 4 rounds.

Treasure: N/A

EL: 11 (before reinforcements), 14 (after reinforcements)

Scaling: To increase the challenge of this encounter, add another 8 HD nymph. To decrease the challenge, reduce the HD of both nymphs to 7.

Nixie: CR 2; Small fey (aquatic); HD 3d6; hp 10; Init +3; Spd 20 ft., swim 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +1; Grp –5; Atk +5 melee (1d4–2/19–20, short sword) or +5 ranged (1d6/19–20, light crossbow); Full Atk +5 melee (1d4–2/19–20, short sword) or +5 ranged (1d6/19–20, light crossbow); SA Charm person; SQ Amphibious, damage reduction 5/cold iron, low-light vision, spell resistance 16, water breathing, wild empathy; AL N; SV Fort +1, Ref +6, Will +4; Str 7, Dex 16, Con 11, Int 12, Wis 13, Cha 18.

Skills and Feats: Bluff +9, Craft (any one) +6, Escape Artist +7, Handle Animal +9, Hide +8*, Listen +8, Perform (sing) +9, Search +4, Sense Motive +6, Spot +8, Swim +7; Dodge*, Weapon Finesse.

Charm Person (Sp): A nixie can use charm person three times per day as the spell (caster level 4th). Those affected must succeed on a DC 16 Will save or be charmed for 24 hours. Most charmed creatures are used to perform heavy labor, guard duty, and other onerous tasks for the nixie community. Shortly before the effect wears off, the nixie escorts the charmed creature away and orders it to keep walking. The save DC is Charisma-based.

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

Water Breathing (Sp): Once per day a nixie can use water breathing as the spell (caster level 12th). Nixies usually bestow this effect on those they have charmed.

Wild Empathy (Ex): This ability works like the druid's wild empathy class feature, except that a nixie has a +6 racial bonus on the check.

Skills and Feats: A nixie has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *Nixies have a +5 racial bonus on Hide checks when in the water.

Possessions: (all small) short sword, light crossbow, bow of 12 bolts.

Nymph: CR 8; Medium fey; HD 8d6+8; hp 38, 34; Init +3; Spd 30 ft., swim 20 ft.; AC 17, touch 17, flat-footed 14; Base Atk +4; Grp +4; Atk +7 melee (1d4/19–20, dagger); Full Atk +7 melee (1d4/19–20, dagger); SA Blinding beauty, spells, spell-like abilities, stunning glance; SQ Damage reduction 10/cold iron, low-light vision, unearthly grace, wild empathy; AL CG; SV Fort +7, Ref +12, Will +12; Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19.

Skills and Feats: Concentration +12, Diplomacy +7, Escape Artist +13, Handle Animal +14, Heal +13, Hide +13, Listen +13, Move Silently +13, Ride +6, Sense Motive +13, Spot +13, Swim +9, Use Rope +4 (+6 with bindings); Combat Casting, Dodge, Weapon Finesse.

Blinding Beauty (Su): This ability affects all humanoids within 30 feet of a nymph. Those who look directly at a nymph must succeed on a DC 18 Fortitude save or be blinded permanently as though by the *blindness* spell. A nymph can suppress or resume this ability as a free action.

The save DC is Charisma-based.

Spell-Like Abilities: 1/day—*dimension door*. Caster level 7th.

Spells: A nymph casts divine spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0—*cure minor wounds, detect magic, flare, guidance, light, resistance;* 1st—*calm animal, cure light wounds, entangle, longstrider, speak with animals;* 2nd—*barkskin, heat metal, lesser restoration, tree shape;* 3rd—*call lightning, cure moderate wounds, protection from energy;* 4th—*rusting grasp.*

H34. BELATU-CADROS' GROVE

A peaceful silence settles comfortably around the grove; a ring of trees muffles noise. Several elves stand guard, half-hidden, among the outer ring of trees. A lush carpet of grass spreads inward, cushioning even the heaviest footfall. In the center stands an enormous tree, easily fifty ft. tall and twenty ft. in diameter. In the perpetual spring of the cavern, the tree's leaves are the soft green buds, and golden flowers are sprinkled along its branches.

Initial Attitude: Indifferent

Encounter: This is the heart of the elven fortress. The grove of Belatu-Cadros, the tree that the elves hold holy and will lay down their lives to protect.

The elves do not allow the PCs free access to the grove; it is sacred ground. A full twelve elves (five wood elf guards [hp 38 each], six wild elf druids [hp 46 each], and a guard lieutenant [hp 58]) stand guard in the grove at all times, and additional defenders can be summoned at a moment's notice. To trespass here is tantamount to a death sentence, and the guards make the PCs aware of this (assuming the PCs are non-hostile).

If one of the Council has given the PCs permission to pay their respects to the Tree, they are required to enter the grove barefoot, unarmed and unarmored — the Grove is a temple of peace, and they are not allowed to profane the Grove with their bloodstained weapons. The elves who stand guard are sanctified by the High Druid, and are allowed to bear weapons in Belatu-Cadros' defense.

Belatu-Cadros (hp 150) does not speak to the PCs — it does not speak to anyone, and its thoughts remain its own. PCs that succeed on a DC 17 Wisdom check become aware of the uncomfortable feeling of being watched by something unseen, or at least unrecognized. The tree possesses a palpable presence.

Encounter Condition: N/A

Tactics: If the PCs attack Belatu-Cadros, they incur the wrath of the entire garrison upon their heads. Every surviving NPC, major *and* minor, (with the exceptions of Diantha and Jolinaar) comes running to Belatu-Cadros' defense. Belatu-Cadros itself calls up the encircling ring of trees to guard it, while the elven guards hammer the invaders with sword, spell, and arrow. Further, the PCs suffer a –2 holy penalty for invading sacred ground, while the NPC defenders enjoy a +2 morale bonus.

If the PCs have been marauding along the edges of the Region, attacking the watchtowers and sapping the elven forces, the guard is tripled and Enoriel Lasathairian himself is present. However, in that case, there are no troop reinforcements other than surviving major and minor NPCs; the elven forces are thin-stretched even under the best circumstances.

Any battle taking place here spurs Diantha and Jolinaar to make their moves — Jolinaar casts *greater invisibility*, maneuvering to backstab Jacan Lightshield with Gutless. Meanwhile, Diantha exerts control upon Sythiss one final time, sending the naga against his friends. She then reveals herself in all her infernal glory, casting *unholy blight*, entangling spellcasters with her enchanted rope, and otherwise terrorizing the troops. Diantha and Jolinaar both allow the PCs to do the lion's share of the fighting, only to turn upon them (and each other) once the Tree and its defenders are destroyed.

Note: As the very heart of Region H and the entire reason for the fortress' existence, this encounter is intended to be almost impossible for a 10th to 12th level party to survive without taking extreme precautions beforehand to whittle down the forces facing them.

Treasure: N/A

EL: 15

Scaling: Due to the nature of this encounter, it is recommended that it not he altered. If necessary, give everyone +10 hit points (to keep the fight going longer), but do not make it easier for PCs bent on killing everything in sight.

♟ **Belatu-Cadros,** CR 12; Huge plant (extraplanar); HD 15d8+90; hp 153; Init –1; Spd Immobile; AC 22, touch 7, flat-footed 22; Base Atk +10; Grp +28; Atk +20 melee (2d8+10, slam); Full Atk +20 melee (2d8+10, 2 slams); Space/Reach 15 ft./15 ft.; SA Animate trees, double damage against objects, smite evil; SQ Damage reduction 10/magic and slashing, darkvision 60', low-light vision, plant traits, resistance to acid, cold and electricity 10, SR 20, vulnerability to fire; AL NG; SV Fort +16, Ref +4, Will +11; Str 30, Dex 8, Con 22, Int 12, Wis 18, Cha 14.

Skills and Feats: Diplomacy +3, Hide –9*, Intimidate +6, Knowledge (nature) +6, Listen +8, Sense Motive +8, Spot +8, Survival +8 (+10 aboveground); Improved Natural Attack (slam), Improved Natural Armor (×2), Improved Sunder, Iron Will, Power Attack.

Animate Trees (Sp): A treant can animate trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 feet and fights as a treant in all respects. Animated trees lose their ability to move if the treant that animated them is incapacitated or moves out of range. The ability is otherwise similar to *liveoak* (caster level 12th). Animated trees have the same vulnerability to fire that a treant has.

Double Damage against Objects (Ex): A treant or animated tree that makes a full attack against an object or structure deals double damage.

♟ **Elite Wood Elf Lieutenant, Ftr 10:** CR 10; Medium humanoid (elf); HD 10d10; hp 55; Init +7; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +10; Grp +11; Atk +12 melee (1d8+2/19–20, *+1 longsword*) or +16 ranged (1d8+3/19-20×3, *+1 longbow* with obsidian arrows); Full Atk +12/+7 melee (1d8+3/19-20, *+1 longsword*) or +16/+11 ranged or +14/+14/+9 ranged with rapid shot (1d8+3/19–20×3, *+1 longbow* with obsidian arrows); AL CG; SV Fort +8, Ref +7, Will +3; Str 13, Dex 19, Con 10, Int 12, Wis 10, Cha 11.

Skills and Feats: Craft (fletcher) +13, Climb +3, Hide +5 (+7), Listen +8, Search +2, Spot +10; Alertness, Dodge, Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (craft-fletcher), Weapon Focus (longbow), Weapon Specialization (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), silver cloak clasp, *+1 longsword*, *+1 long bow*, 21 masterwork obsidian tipped arrows, elven chain mail, buckler.

THE SACRED TREE

Belatu-Cadros is a celestial treant of indeterminate age — no one knows how old it is, and Belatu-Cadros itself does not count the seasons. Long ago, it settled in the Region above the dungeon to keep watch and prevent anything from penetrating the horrors below.

As the years passed, Belatu-Cadros settled into its duty, and into the soil. Perhaps it was age, perhaps the strange magics of the dungeon below leached into the rocks above, but Belatu-Cadros eventually found itself immobilized, as securely rooted as any tree. Although bound to a single place, it continued to grow, and kept its watch upon the upper ramparts of the dungeon.

Time wore on, and the remote corner of the world in which Belatu-Cadros lived became settled by elven refugees who had fled a great war. The elves considered the presence of such a holy being a good omen, and, over time, reverence turned into worship. The elves were the ones to give the treant its name, for it had never answered any question put to it.

In the darkest hour of a midwinter night, Belatu-Cadros spoke: "This is the first of the three and the depths shall open, and the people of the Star shall seek the darkness." Seers among the elven druids and wizards sought answers in the stars, in the woods, in the flickering of flames and in the running water. All the signs and portents pointed to a looming disaster, but none could say what it would be.

The questions were answered that spring, when the earth roared, trembled, yawned wide and swallowed Belatu-Cadros whole. Down, down into the darkness Belatu-Cadros fell... but, through some divine power, it did not die. And so the children of the star sought out the darkness in order to protect their sacred tree.

None knows who first spoke the prophecy surrounding Belatu-Cadros, save that it became known at around the same time that the Tree fell. "Let the Tree speak once: dawn falls into darkness. Let the Tree speak twice: the infernal vaults gape wide. Let the Tree speak thrice: let doom descend in fire." The Tree itself, of course, spoke neither to confirm or deny the prophecy, and the elves wondered when it would speak a second time, and what fate its words would herald.

Belatu-Cadros spoke again not long after Lyonatar finished creating the great Eye atop the Council Spire; again, his words rumbled out into the night. "This is the second of the three: let not the west swallow the sun." Three days later, a group of infernal horrors from the tombs to the west poured into the Region. Only the ravenous fire of the newly-created *Lyonatar's eye* allowed the elves to stand against them – but stand they did, driving the unholy creatures into utter defeat.

Belatu-Cadros has uttered nothing since, and the prophecy is long forgotten, save by a few elders. Enoriel once knew the prophecy, but whether he remembers it in his insanity, who can say? Malachi was present for both the first and second utterances, but does not himself speak of it. Meanwhile, the fortress decays as those within it succumb to dissension.

Belatu-Cadros is tired, and begins to wonder if it is time for it to speak a third time, time for it to bring its vigil to an end. The tombs to the west are silent, and the derro to the south appear to be no threat. The dungeon is cracked in two which is not his thought, so what remains of its duty? It knows the prophecy, but thus far, does not know what fire it will call down upon its head, and the heads of those who worship it.

♟ **Wood Elf Elite Guard, War 8:** CR 7; Medium humanoid (elf); HD 8d8; hp 36; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +8; Grp +9; Atk +9 melee (1d8+1/19–20, longsword) or +12 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +9/+4 melee (1d8+1/19–20, longsword) or +12/+7 ranged (1d8/19–20 ×3, longbow with obsidian arrows); AL CG; SV Fort +6, Ref +4, Will +2; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +4, Climb +3, Hide +2 (+4), Listen +6, Search +2, Spot +7; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), copper cloak clasp, long sword, masterwork long bow, 21 obsidian tipped arrows (6 masterwork), elven chain mail, light shield.

♟ **Wild Elf Dru 8:** CR 8; Medium humanoid (elf); HD 8d8+8; hp 47; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +6; Grp +8; Atk +8 melee (1d6+2, staff) or +9 ranged (1d4, masterwork sling); Full Atk +8/+3 melee (1d6+2, staff) or +9/+4 ranged (1d4, masterwork sling); SA Spells; SQ Elven traits, resist nature's lure, trackless step, wild shape, woodland stride; AL N; SV Fort +7, Ref +4, Will +9; Str 14, Dex 14, Con 12, Int 10, Wis 16, Cha 10.

Skills and Feats: Concentration +12, Diplomacy +6, Heal +3, Hide +2 (+4), Knowledge (nature) +8, Listen +9, Search +3, Spot +9, Survival +11; Brew Potion, Improved Initiative, Natural Spell.

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Woodland Stride (Ex): The druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): The druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): The druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): The druid has the ability to turn herself into any Small, Medium or Large animal and back again thrice per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

Typical Druid Spells Prepared (6/5/4/4/2, save DC 13 + spell level): 0—*cure minor wounds, detect magic, read magic, resistance, guidance, virtue;* 1st—*endure elements, shillelagh, cure light wounds (x2), entangle;* 2nd—*barkskin, cure moderate wounds, heat metal, spider climb;* 3rd—*call lightning, meld into stone, contagion, poison;* 4th—*dispel magic, flame strike.*

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), silver and oak cloak clasp, masterwork sling, pouch of 8 sling bullets, leather armor, staff.

H35 THROUGH H40. COUNCIL SPIRE

An upthrust finger of rough-cut black basalt towers above the mountain of rubble that makes up the majority of the Region. Atop the tower is a diamond the size of a man's chest; it shines almost as brightly as the sun, as it sheds the light brought from above across the entire Region.

The Spire is the seat of the Council of Elders, and is the place where the business of governing the fortress is meant to take place. However, the Council does not meet often, and the day-to-day operations of the fortress are left to the disparate Council members. It is a situation rife with misunderstandings. Of late, not a day has gone by in which the leaders of the fortress have not squabbled over some inconsequentiality or another.

H35. COUNCIL SPIRE ENTRANCE

Great rock walls tower at the entrance to the Council Spire; it could be called a tunnel, save that it is open to the sky. The way is smooth and paved in slabs of the same black basalt of which the Spire is built, just rough enough for proper traction. Great doors of black stone bound in mithral stand twice the height of a man, by their very size forbidding entrance to the unworthy or the unwelcome.

Initial Attitude: Indifferent

Encounter: The approach to the Council Spire is designed for defense; elven warriors and druids, led by a guard lieutenant, stand atop the cliff faces to either side, ready to rain mayhem upon an attacker foolish enough to storm the Spire. The great basalt doors are cunningly wrought, bound with mithral and, when barred from within, are impassable.

In normal times, the doors are unbarred, and inhabitants of the fortress can enter the spire unhindered. The doors are not unguarded even when open, however. A *symbol of death* is worked into the intricate design of the inlaid silver, triggered by passing through the doorway or destroying the door. The *symbol* is keyed to the rank badges worn by the elven troops, and is not triggered by a PC wearing one of the badges (or a group escorted by such a PC). Destroying the door triggers the *symbol* despite the passkey.

♦ **Council Spire Door:** 6 in. thick, Hardness 12, hp 150, break DC 36, Open Locks DC 35.

♦ **Permanent symbol of death Trap:** CR 9; spell; location trigger; automatic reset (10 minutes); passkey bypass; spell effect (symbol of death); Fortitude DC 23 negates; Search 33, Disable Device 33.

Encounter Condition: N/A

Tactics: If the PCs desire to force their way into the citadel, they first have to force the doors. Upon destroying the doors, the *symbol of death* triggers, with a burst radius of 60 ft. Meanwhile, the elven guards atop the walls attack the PCs with ranged weapons and area-effect spells. Druids at the southern opening use *stone shape* to block the PCs' retreat to the south, trapping them in a killing ground.

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, increase NPC PC levels by two. To decrease the challenge, remove two of the druids and decrease NPC PC levels by one.

♟ **Wild Elf Dru 9:** CR 9; Medium humanoid (elf); HD 9d8+9; hp 52; Init +6; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +6; Grp +8; Atk +8 melee (1d6+2, staff) or +9 ranged (1d4, masterwork sling); Full Atk +8/+3 melee (1d6+2, staff) or +9/+4 ranged (1d4, masterwork sling); SA Spells; SQ Elven traits, resist nature's lure, trackless step, venom immunity, wild shape, woodland stride; AL N; SV Fort +7, Ref +5, Will +10; Str 14, Dex 14, Con 12, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +12, Diplomacy +6, Heal +3, Hide +2 (+4), Knowledge (nature) +8, Listen +9, Search +3, Spot +9, Survival +11; Brew Potion, Dodge, Improved Initiative, Natural Spell.

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Woodland Stride (Ex): The druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Trackless Step (Ex): The druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Resist Nature's Lure (Ex): The druid gains a +4 bonus on saving throws against the spell-like abilities of fey.

Wild Shape (Su): The druid has the ability to turn herself into any Small, Medium or Large animal and back again thrice per day. Her options for new forms include all creatures with the animal type. This ability functions like the *polymorph* spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

Venom Immunity (Ex): Enoriel is immunity to all poisons.

Typical Druid Spells Prepared (6/5/5/4/3/1, save DC 14 + spell level): 0—*cure minor wounds, detect magic, read magic, resistance, guidance, virtue;* 1st—*endure elements, shillelagh, cure light wounds* (2), *entangle;* 2nd—*barkskin, cure moderate wounds, flaming sphere, heat metal, spider climb;* 3rd—*call lightning, meld into stone, contagion, poison;* 4th—*dispel magic, flame strike (2);* 5th—*baleful polymorph.*

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), silver and oak cloak clasp, masterwork sling, pouch of 8 sling bullets, leather armor, staff, *potion of cure light wounds (3), potion of cure moderate wounds, healer's kit.*

♟ **Wood Elf Elite Guard, War 8:** CR 7; Medium humanoid (elf); HD 8d8; hp 36; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +8; Grp +9; Atk +9 melee (1d8+1/19–20, longsword) or +12 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +9/+4 melee (1d8+1/19–20, longsword) or +12/+7 ranged (1d8/19–20 ×3, longbow with obsidian arrows); AL CG; SV Fort +6, Ref +4, Will +2; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +4, Climb +3, Hide +2 (+4), Listen +6, Search +2, Spot +7; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Elven chain mail, light shield, longsword, masterwork longbow, obsidian tipped arrows (21, 6 masterwork), uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp

♟ **Wood Elf Veteran Elite Lieutenant, Ftr 11:** CR 11; Medium humanoid (elf); HD 11d10; hp 61; Init +7; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +11; Grp +12; Atk +13 melee (1d8+2/19–20, *+1 longsword*) or +17 ranged (1d8+3/19–20 ×3, *+1 longbow* with obsidian arrows); Full Atk +13/+8 melee (1d8+2/19–20, *+1 longsword*) or +17/+12 ranged or +15/+15/+10 ranged with rapid shot (1d8+3/19–20 ×3, *+1 longbow* with obsidian arrows); AL CG; SV Fort +8, Ref +7, Will +3; Str 13, Dex 19, Con 10, Int 12, Wis 10, Cha 11.

Skills and Feats: Craft (fletcher) +13, Climb +4, Hide +5 (+7), Listen +8, Search +2, Spot +11; Alertness, Dodge, Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (craft-fletcher), Weapon Focus (longbow), Weapon Specialization (longbow).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), silver cloak clasp, *+1 longsword, +1 long bow,* 21 masterwork obsidian tipped arrows, elven chain mail, buckler.

H36. SECRET ESCAPE TUNNEL

This tunnel is small and claustrophobic, and only the faintest hint of light creeps in from the far end. The rock walls are rough to the touch and the ground is uneven, requiring careful attention to one's feet.

Initial Attitude: Neutral

Encounter: The escape tunnel leading directly north from the Council Spire is well-hidden. The northern exit is camouflaged by a *permanent image* hiding a door of rough-cut stone. The *image* replicates the appearance of the rest of the central mound, and PCs must succeed at a DC 25 Will save to disbelieve the illusion hiding the door.

Halfway down the tunnel is a permanent *alarm* spell, triggered by any passing creature. The spell triggers audible alarms in the elven barracks and in the northern watchtower. There are no provisions for bypassing the trap; escaping elves welcome the reinforcements summoned by the *alarm* spell.

The door into the Spire at the southern end of the tunnel is an exceptionally well-constructed secret door, made of the same basalt as the rest of the tower. The door cannot ordinarily be opened from the outside, but can be forced. Forcing the door triggers the *glyph of warding* worked upon it.

From inside the Spire, the door can be opened by any PC who steps on the flagstone in front of it, provided they are wearing one of the elven badges. The door is not hidden from the inside.

♦ **Hidden Northern Door:** 3 in. thick, Hardness 8, hp 45, break DC 30, Open Locks DC 30.

♦ **Secret Citadel Door:** 3 in. thick, Hardness 8, hp 45, break DC 30, Open Locks DC 30, Search DC 30.

♦ **Permanent alarm Trap:** CR 2; spell; location trigger; automatic reset; spell effect (*alarm*, audible effect, 16th-level wizard), Search DC 26, Disable Device DC 26.

♦ **Prismatic Spray Trap:** CR 8; magic device; proximity trigger (alarm); automatic reset; spell effect (*prismatic spray*, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32.

♦ **Greater Glyph of warding (Blast):** CR 6; spell; spell trigger; no reset; spell effect (*greater glyph of warding* [blast], 16th-level cleric, 8d8 sonic, DC 19 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 31; Disable Device DC 31.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: 7



Scaling: To increase the challenge of this encounter, change the *glyph of warding* trap to a *prismatic spray* trap. To decrease the challenge, lower the damage of the *glyph of warding* trap to 6d8 and all DCs associated with it by 2.

H37. COUNCIL SPIRE, 1ST FLOOR

The ivory marble walls reflect in muted colors the lights flickering along the ceiling. The intricate designs carved into the walls dance as the hues and shadows move. The polished black floor gives the impression of walking suspended above an abyss. Ahead, the hallway curves slightly to meet the great spiral staircase in the center of the tower, flanked by two elven guards in formal dress. Simple doors are set into both the east and the west walls of the foyer.

Initial Attitude: Neutral

Encounter: There are normally only two guards (hp 43 each) in the foyer, and while they have the appearance of honor guards, they are also quite capable of holding the stair for reinforcements. The doors on either side of the hallway lead to the Spire's guardroom. There are always at least eight additional guards (hp 38 each) on duty in the guardroom, day in and day out. Ordinarily, it is a boring duty, and the guards in the guardroom are accustomed to playing cards or dice, reading, or otherwise whiling away the time. They are slow to react because of this.

Encounter Condition: N/A

Tactics: If attacked, the two guards in the foyer raise the alarm and hold the stair while waiting for reinforcements. The soldiers in the guardroom do not emerge into the foyer for two full rounds. Once the reinforcements arrive, the elven troops flank the PCs, specially targeting the spellcasters first. At least one (if not two) of the guards leave the tower to seek further reinforcements from the guards outside in Room H36.

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, increase the number of guards in the foyer to four. To decrease the challenge, decrease the number of guards in the guardroom to four.

♟ **Council Spire Foyer Guard, Wood Elf War 9:** CR 8; Medium humanoid (elf); HD 9d8; hp 40; Init +7; Spd 30 ft.; AC 19, touch **15, flat-footed 13;** Base Atk +9; Grp +10; Atk +11 melee (1d8+2/19–20, *+1 longsword*) or +13 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +11/+6 melee (1d8+2/19–20, +1 longsword) or **+13/+8 ranged** (1d8/19–20×3, longbow with obsidian arrows); AL CG; SV Fort **+6,** Ref +4, Will +3; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +4, Climb +3, Hide +2 (+4), Listen **+6,** Search +2, Spot +8; Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), copper cloak clasp, *+1 longsword,* masterwork long bow, 21 obsidian tipped arrows (6 masterwork), +1 elven chain, light shield.

♟ **Council Spire Guardroom Reinforcements, Wood Elf War 8:** CR 7; Medium humanoid (elf); HD 8d8; hp 36; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +8; Grp +9; Atk +9 melee (1d8+1/19–20, longsword) or +12 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +9/+4 melee (1d8+1/19–20, longsword) or +12/+7 ranged (1d8/19–20 ×3, longbow with obsidian arrows); AL CG; SV Fort +6, Ref +4, Will +2; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +4, Climb +3, Hide +2 (+4), Listen +6, Search +2, Spot +7; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), copper cloak clasp, long sword, masterwork long bow, 21 obsidian tipped arrows (6 masterwork), elven chain mail, light shield.

H38. COUNCIL SPIRE, 2ND FLOOR: JACAN'S QUARTERS

The second floor landing is immaculate; not a grain of dust mars the wood and stone. There are two doors that lead off the landing, but are closed and locked.

Initial Attitude: Indifferent

Encounter: The second floor of the Council Spire are traditionally the domain of the fortress' warleader — currently, Jacan Lightshield, paladin and commander. Jacan's living quarters reflect his personality, precise and meticulous. Jacan can be found in his quarters late in the evenings, after he has concluded his business for the day.

Encounter Condition: N/A

Tactics: If Jacan is attacked in his own rooms, he responds with equal force. He seeks to hold his attackers at a doorway, to limit their maneuverability. If he cannot hold such a chokepoint, he positions himself to prevent flanking maneuvers. He does not hesitate to use his Power Attack and Cleave feats to the best of his ability, targeting spellcasters and rogues especially. The honor guards from Room H37 arrive to reinforce Jacan in two rounds, followed two rounds after that by the guard contingent from the guardroom (Room H37).

Treasure: N/A

EL: 13 (before reinforcements), 14 (after reinforcements)

Scaling: To increase the challenge of this encounter, add two class level to Jacan. To decrease the challenge, remove two class levels.

THE WAVERING PALADIN

Rarely do those marked by the blood of the celestials have an easy path, but Jacan Lightshield's has been harder than most. As a young man, he felt the call to be a holy warrior, to take up sword and shield in the defense of good. His call led him to the north, where a small elven kingdom defended a sacred tree in the depths of a long-lost dungeon.

The elven realm was pleased to accept the assistance of a paladin, and Jacan went willingly into the dungeon's depths to pursue his calling and protect the sacred treant against the evils of the dungeon. For the first several years, as he established himself as a warrior and a commander, that seemed to be the path he was meant to tread.

As he grew older, however, the call of his blood changed, and he became convinced that he had not been brought to the fortress to protect a single tree, but to defeat the evils held therein. A prison once breached, he believed, would never again be able to truly hold its captives. He further argued that in taking arms against the fiends surrounding the Region to all sides would secure the Region's borders and reduce the forces threatening the Tree.

At first, he was able to sway most of the Council to his position. A force was assembled and placed under his command, and he led them north against the sahuagin. The expedition was a disaster — Jacan's force was fighting on the sahuagin's terrain, and the elves retreated in defeat. His second expedition against the derro to the south fared no better.

There was never a third expedition. The Council ruled that the elven forces should not take an active role against the evils of the other Regions, but instead should turn their efforts to fortifying their own small corner of the dungeon. Enoriel even suggested that if the elves did nothing more to anger the other denizens of the dungeon, that they would be left alone.

Jacan was forced to abide by the terms of the Council, though he disagreed with the decision. Perhaps it was that disagreement that prompted him some few years later to spare the life of a drow that had fled the Regions far to the northeast. The drow did not appear to be an evil creature, and swore an oath to Jacan that he would do no harm. Jacan, in turn, pledged to stand surety for the drow's actions, and there the matter stood. Over time, Jolinaar and Jacan became good friends, and Jolinaar made himself a place in the fortress through assisting Jacan in the day to day operations of the troops.

Today, Jacan's leadership abilities are openly questioned. He allows Jolinaar to handle administrative matters for the elven troops, and does not question it when Jolinaar suggests that the patrollers are deserting due to Enoriel's madness. He has first-hand experience with Enoriel's inexperience with military affairs, after all, and witnessed the druid's slow decline directly. He would trust Jolinaar with his life – indeed, he already has, given that his life is forfeit if the drow is ever caught perpetrating a crime.

Then, there is the matter of Silmarien. Jacan believes that Silmarien was sent to evaluate his command of the troops and, eventually, replace him. He bears her no ill will for that, as she is merely following orders. And, although he does not admit it, he finds himself attracted to the sword-sharp half-elf with the violet eyes.

He is more and more disturbed by the thought that his paladinic grace is deserting him. On several occasions he has perceived a great evil emanating from Silmarien – an aura that is decidedly absent on other occasions. He wonders if the fault is in her, or in himself? And if he doubts himself, what of the whispers surrounding his best friend? Has he been deceived?

♟ **Jacan Lightshield, Aasimar, Pal 14:** CR 14; Medium outsider (native); HD 14d10+42; hp 130; Init +2; Spd 20 ft.; AC 21, touch 12, flat-footed 19; Base Atk +14; Grp +17; Atk +20 melee (2d6+9/19–20, *frostbrand*); Full Atk +20/+15/+10 melee (2d6+9/19–20, *frostbrand*); SA Smite evil, spells; SQ Aura of courage, aura of good, darkvision 60 ft., detect evil, divine grace, divine health, lay on hands, remove disease, resistance to acid 5, cold 5, and electricity 5, turn undead; AL LG; SV Fort +15, Ref +9, Will +9; Str 18, Dex 14, Con 17, Int 12, Wis 14, Cha 16.

Skills and Feats: Concentration +8, Diplomacy +13,Handle Animal +8, Heal +11, Knowledge (religion) +11, Listen +4, Ride +14, Sense Motive +3, Spot +4; Cleave, Great Cleave, Combat Reflexes, Mounted Combat, Power Attack.

Aura of Good (Ex): Lightshield's aura of good (see the *detect good* spell) is equal to his paladin level.

Detect Evil (Sp): At will, Lightshield can use *detect evil*, as the spell.

Smite Evil (Su): Thrice per day, Lightshield may attempt to smite evil with one normal melee attack. He adds his Charisma bonus (+3) to her attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

Divine Grace (Su): Lightshield gains a bonus equal to her Charisma bonus (+3) on all saving throws.

Lay on Hands (Su): Each day Lightshield can heal 42 hit points of damage. Lightshield may choose to divide his healing among multiple recipients, and he does not have to use it all at once. Using lay on hands is a standard action.

Alternatively, a paladin can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. The paladin decides how many of his daily allotment of points to use as damage after successfully touching an undead creature.

Aura of Courage (Su): Lightshield is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Divine Health (Ex): Lightshield has immunity to all diseases, including supernatural and magical diseases.

Turn Undead (Su): Lightshield may turn undead. He may use this ability six times per day and turns undead as a 11th level cleric.

Remove Disease (Sp): Lightshield can produce a *remove disease* effect, as the spell, three time per week.

Daylight (Sp): Lightshield can use *daylight* once per day as a 14th-level caster.

Paladin Spells Prepared (3/2/1, save DC 12 + spell level): 1st—*bless, bless weapon, lesser restoration;* 2nd—*bull's strength, resist energy;* 3rd—*prayer.*

Skills: An aasimar has a +2 racial bonus on Spot and Listen checks.

Possessions: Mithril speed full plate, frost brand, potion of cure serious wounds (2), silver holy symbol.

H39. COUNCIL SPIRE, 3RD FLOOR (CAPTAIN'S OFFICES)

The rooms visible from the third floor landing are immaculate and polished to a high sheen. A sand table dominates a strategy room, maps neatly hanging on the walls. Through another door is an office, chairs placed at precise angles to one another and to the desk in front of them.

Initial Attitude: Indifferent

Encounter: Jacan is usually to be found in his office, going over the hundred little details that a commander must deal with. He receives visitors coolly and with little apparent interest unless one of the visiting PCs is a cleric of one of the good-aligned deities. Then, he becomes much more animated, focusing his attention on the cleric.

If PCs can raise Jacan's disposition to Friendly through role-playing or successful Diplomacy checks, Jacan allows them to take refuge in the elven Region, though he requires that they perform a service for him. Jacan Lightshield is an imposing man near early middle age. He wears his burnished-gold hair cropped to fit beneath a helm; his strange eyes, the same shade as his hair, are a mark of his celestial ancestry. His silver-washed mail glows, proclaiming his holy calling for all to see.

Encounter Condition: N/A

Tactics: If Jacan is attacked is his own rooms, he responds with equal force. He seeks to hold his attackers at a doorway, to limit their maneuverability. If he cannot hold such a chokepoint, he positions himself to prevent flanking maneuvers. He does not hesitate to use his Power Attack and Cleave feats to the best of his ability, targeting spellcasters and rogues especially. The honor guards arrive to reinforce Jacan in four rounds, followed two rounds after that by the guard contingent from the guardroom (Room H37).

Treasure: N/A

EL: 13 (before reinforcements), 14 (after reinforcements)

Scaling: To increase the challenge of this encounter, increase Jacan's PC levels by one To decrease the challenge, reduce his PC levels by one.

♟ **Council Spire Honor Guard:** Honor Guard: Wood Elf War 9: CR 8; Medium humanoid (elf); HD 9d8; hp 40; Init +7; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +9; Grp +10; Atk +11 melee (1d8+2/19–20, *+1 longsword*) or +13 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +11/+6 melee (1d8+2/19–20, *+1 longsword*) or +13/+8 ranged (1d8/19–20 ×3, longbow with obsidian arrows); AL CG; SV Fort +6, Ref +4, Will +3; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +4, Climb +3, Hide +2 (+4), Listen +6, Search +2, Spot +8; Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Uniform cloak (+2 circumstance bonus to Hide checks in Region H), copper cloak clasp, *+1 longsword,* masterwork long bow, 21 obsidian tipped arrows (6 masterwork), *+1 elven chain*, light shield.

♟ **Wood Elf Elite Guard, War 8:** CR 7; Medium humanoid (elf); HD 8d8; hp 36; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +8; Grp +9; Atk +9 melee (1d8+1/19–20, longsword) or +12 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +9/+4 melee (1d8+1/19–20, longsword) or +12/+7 ranged (1d8/19–20 ×3, longbow with obsidian arrows); AL CG; SV Fort +6, Ref +4, Will +2; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +4, Climb +3, Hide +2 (+4), Listen +6, Search +2, Spot +7; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Elven chain mail, light shield, long sword, masterwork long bow, obsidian tipped arrow (21, 6 masterwork), uniform cloak (+2 circumstance bonus to Hide checks in Region H), copper cloak clasp.

H40. COUNCIL SPIRE, 4TH FLOOR (COUNCIL CHAMBER)

The great council chamber takes up an entire floor of the Council Spire. A giant table carved from a single obsidian slab is the center-point of the room. Above the table, a chandelier of multicolored crystals catches the light from floor-to-ceiling windows, throwing rainbows across the entire chamber. Seats of all sizes surround the table, subtly emphasizing the diversity of creatures intended to take part in the Council.

Initial Attitude: Indifferent

Encounter: The Council chamber is used infrequently in these latter days, as the Council does not meet as often as it once did. Given the resentments lingering between the primary Councilors, this may not be that unfortunate.

The Council chamber is also the one place from which *Lyonatar's eye* may be safely operated. To use *Lyonatar's eye* requires both the proper song and a full Council complement (see sidebar "*Lyonatar's eye*").

Encounter Condition: N/A

Tactics: N/A

Treasure: The crystals in the chandelier, if taken down and subjected to a DC 25 Appraise check, prove to be high-quality gemstones worth a combined total of 1,500 gps.

EL: N/A

Scaling: N/A

H41 THROUGH H44. SYTHISS' CAVERNS

H41. SYTHISS' LAIR

The warm air of this chamber reeks with mild decay and simple neglect. Lengths of translucent hide peek out from beneath small piles of sand and grit scattered about. Some of it has surely fallen from the walls, but far too much can be accounted for by that explanation. A few elongated bits of furniture are also present, quite obviously not designed for humanoid use.

Initial Attitude: Indifferent

Encounter: Sythiss' (hp 110) main lair is a mess. The normally tidy naga, in a desperate attempt to convey the trouble he is in with Diantha, has left off cleaning for quite some time. Most times, Sythiss can be found either in this cavern or in his sand pit, attending to only his most basic needs.

Visitors to the lair are not terribly welcome, but neither are they chased away. Sythiss answers the PCs' questions, offering curt responses. The once cheery trickster of the cavern has become sullen, withdrawn and morose, caving in to despair and wondering what foul deed the fallen celestial will call upon him to perform next...

Encounter Condition: N/A

Tactics: If confronted, Sythiss defends himself with the minimum force required to subdue intruders, unless ordered to do otherwise by Diantha. The only thing that rouses him to pure rage is the belief that the intruders are allied with the erinye, in which case he casts *greater invisibility* upon himself, then retreats far enough to spellcast with impunity, alternating offensive spells such as *scorching ray* or *lightning bolt* with gouts of spat venom.

Treasure: 120 gp in gems scattered about, several tattered strips of naga hide.

EL: 12

Scaling: To increase the challenge of this encounter, increase Sythiss' hit dice by four. To decrease the challenge, decrease Sythiss' hit dice by one.

Sythiss, Guardian Naga: CR 11; Large aberration; HD 13d8+52; **hp 110;** Init +6; Spd 40 ft.; AC 18, touch 11, flat-footed 16; Base Atk +9; **Grp +18; Atk** +13 melee (2d6+7 plus poison, bite) or +10 ranged touch (poison spit); Full Atk +13 melee (2d6+7 plus poison, bite) or +10 ranged touch (poison, spit); Space/Reach 10 ft./5 ft.; SA Poison, spit, spells; SQ Darkvision 60 ft.; AL NG; SV Fort +8, Ref +8, Will +12; Str 21, Dex 14, Con 19, Int 16, Wis 19, Cha 18.

Skills and Feats: Bluff +18, Concentration +20, Listen +14, Diplomacy +10, Disguise +4 (+6 acting), Intimidate +6, Sense Motive +19, Spellcraft +18, Spot +15; Alertness, Combat Casting, Dodge, Eschew Materials[B], Improved Initiative, Lightning Reflexes.

Poison (Ex): Injury or contact, Fortitude DC 20, initial and secondary damage 1d10 Con. The save DC is Constitution-based.

Spit (Ex): A guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

Spells: Guardian nagas cast spells as 9th-level sorcerers, and can also cast spells from the cleric list and from the Good and Law domains. The cleric spells and domain spells are considered arcane spells for a guardian naga, meaning that the creature does not need a divine focus to cast them.

Sorcerer Spells Known (6/7/7/7/5; save DC 14 + spell level): 0—*cure minor wounds, daze, detect magic, light, mage hand, open/close, ray of frost, read magic;* 1st—*cure light wounds, divine favor, expeditious retreat, mage armor, magic missile;* 2nd—*detect thoughts, lesser restoration, see invisibility, scorching ray;* 3rd—*cure serious wounds, dispel magic, lightning bolt;* 4th—*divine power, greater invisibility.*

THE SPELLBOUND SERPENT

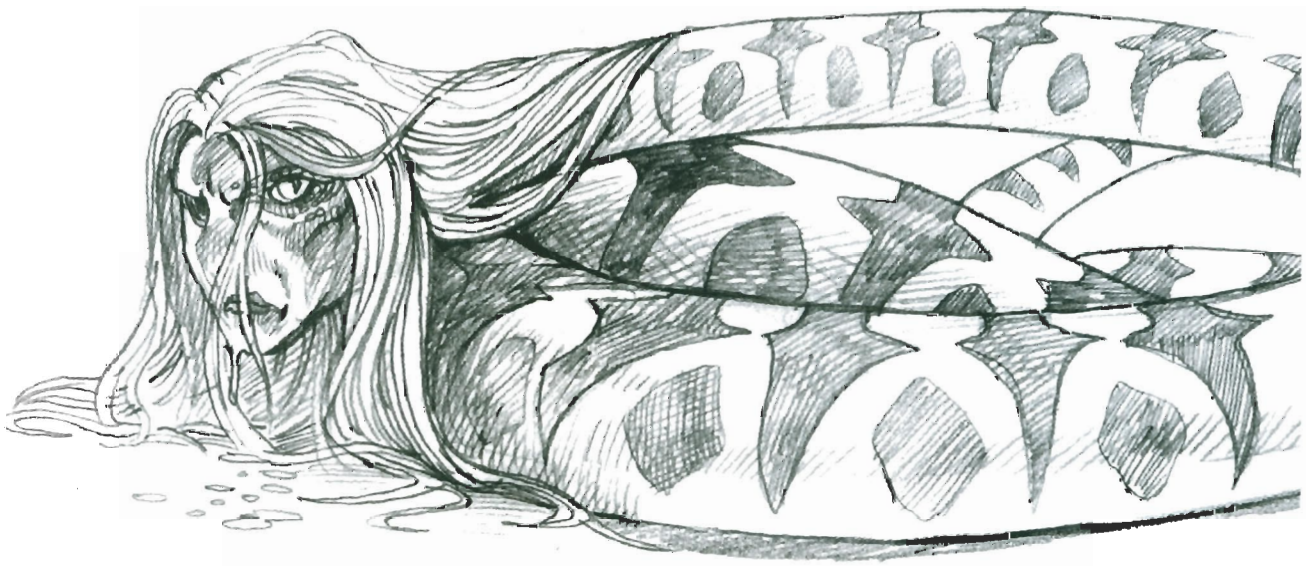
Sythiss has guarded the underground fortress since it was first built — even he and his old friend Malachi have lost count of the years. Sythiss is as dedicated to protecting Belatu-Cadros as any other creature in the fortress, but expresses his dedication in odd ways.

Sythiss is a merry soul, quick to laugh, quick to joke, and quick to pull a harmless but amusing prank on someone. He lets the others fret about military tactics and troop strength, and turns his own efforts to making sure the elves still remember how to laugh. Nothing, he believes, lights up the darkness like a good laugh.

If only that were true — these days, Sythiss has nothing to laugh about and no way to lift the darkness that rests upon him. He's not entirely certain how the collar got on him in the first place — he remembers something about pixies and a practical joke — but regardless of how, the truth is that he is helpless to resist his infernal mistress' commands.

Under Diantha's command, he has caused several of the disappearances — those surrounding the "Haunted Watchtower" (Room H13), especially. A naga's venom is strong, and the ordinary troopers don't stand a chance against a foe striking invisibly from the shadows.

Sythiss does not know what Diantha does with the bodies, and he does not want to know. In his despair, the merry trickster has turned into a sullen recluse. He finds it far too much trouble to continue to keep up the spirits of those he might be ordered to kill. Fortunately, his behavior is noted by those he calls friends — Malachi and Aligheri. Unfortunately, they'll have to do something about it before it's too late.



H42. SAND PIT

A thick, reptile scent clings to the moist air here. The rocky floor slopes down until it ultimately gives way to dark, fragrant sand. Too warm for most humanoids to be comfortable, the heat makes the room seem more claustrophobic than it truly is.

Initial Attitude: Indifferent

Encounter: Sythiss burrowed out a sand pit, in which he used to spend a great deal of time. Now, even the precious oils worked into the sand smell vaguely rotten, and it is evident that the sand pit has not been disturbed for some time. The oils worked into the sand make it difficult to traverse, and a DC 20 Balance check is required to maintain footing at any speed greater than walking.

Encounter Condition: Poor Footing 4

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

H43. STEAM VENT

The air in this room is wet with stifling steam roiling in thick clouds near the ceiling

Initial Attitude: Indifferent

Encounter: This room is where Sythiss ordinarily takes his leisure, luxuriating in the natural steam vent near the ceiling. Those searching the room can discover Sythiss' makeshift 'ladder' (actually just roughened shelves of rocks) with a successful DC 18 Search check. Above the 'ladder' is a low, wide rock shelf, capable of supporting Sythiss and several humanoids of Medium size or a pair of Large creatures.

PCs spending more than 10 rounds in this room while carrying anything but a light load become fatigued until they can move to cooler, well-aired areas.

Encounter Condition: [Extreme Heat]

Tactics: If confronted here, Sythiss climbs to the rock shelf near the steam vent and launches his attacks from there. Again, unless ordered to do otherwise by Diantha, Sythiss only attacks to subdue foes, acting to kill in only the direst of circumstances.

Treasure: N/A

EL: 12



H44. MESSY HALL

This corridor is strewn with junk – and the length of the hall reeks. The disorder hasn't quite crossed the line from messy to filthy, but it's well on its way.

Initial Attitude: Indifferent

Encounter: Continuing his last ditch efforts to alert someone, anyone, of his peril, Sythiss has left the primary hallway to his lair uncleaned for quite some time. Aligheri, the elven clerk in Room H45, has grown quite worried about his friend, but mistakenly thinks that Sythiss is suffering the effects of extended time underground, and that the naga would prefer to be alone with his depression.

A successful DC 23 Search check reveals a well-kept crossbow hidden in a niche behind one of the tapestries. The loaded crossbow is scrupulously cared for; a quiver of bolts hangs next to it. The crossbow's condition is a startling contrast to the state of the hall. If Sythiss (Room H41) is questioned about the crossbow, he denies knowledge of it, and as he lacks hands, it is useless to him.

Encounter Condition: N/A

Tactics: N/A

Treasure: Amidst the clutter lies a masterwork heavy crossbow and 20 masterwork crossbow bolts.

EL: N/A

Scaling: To increase the challenge of this encounter, increase the DC of the Search check by 4. To decrease the challenge, decrease the DC of the Search check by 2.

H45 THROUGH H48. STOREROOM COMPLEX

Rooms H45 through H48 are currently used for storage, with the exception of the quartermaster's office in Room H45. Originally, they were designed to be guest quarters or quarters for guard captains, but over the years the dwindling garrison came to prefer quarters above ground, or in the shield wall. The rooms were first abandoned, then converted into storerooms, which is their current function.

H45. ALIGHERI'S OFFICE

This small room is built along the lines of a storeroom, sparely designed and sparsely furnished. The ruler-straight walls and sharp corners are hallmarks of dwarven precision, but a simple knotwork design carved at the join of floor and ceiling speaks to elven sensibilities. Rickety shelves line the northern and eastern walls, and a battered desk sits a few feet from the southern wall. The western wall is shrouded by a heavy moth-eaten tapestry depicting a scene from elven legend.

Initial Attitude: Friendly

Encounter: This storeroom was converted into a small office for Aligheri (hp 66), the elven quartermaster. From this room, Aligheri coordinates troop transfers, juggles dwindling supplies, and otherwise organizes the day-to-day operations of the elven garrison. Volumes of accounting ledgers weigh down the rickery shelves, in some places interspersed with smaller volumes both mundane and esoteric.

Inside the room, a successful DC 19 Spot check reveals that the tapestry is not tied down at the bottom and occasionally ripples slightly as a draft passes beneath it. Moving the tapestry aside reveals an irregular opening in the dressed-stone wall. If Aligheri is not in his office, the door is locked and trapped (see trap statistics below). The trap on the lock seems simple enough, and is obvious enough for a less-skilled rogue to detect and bypass — a simple acid trap, enough to destroy a set of lockpicks, but nothing lethal. Bypassing the acid trap sets another, more subtle trap. If not detected, the second trap is triggered when the door is opened, spraying a sedative gas mixed with bright red dye into the intruder's face. Once both halves of the trap are disarmed, a successful DC 24 Open Locks check is required to open the door.

Alighieri is a friendly elf around two centuries old, just coming into his prime. He is of middling height with a stocky build that, beneath the loose tunics and trews he favors, lends him a soft, clumsy appearance. His left arm is markedly weaker than the right; although he favors it, it does not seem to discomfit him. His eyes are inquisitive, but the gleam of curiosity is hard to spot beneath his air of naiveté. Altogether, he seems an entirely unprepossessing fellow.

If PCs can raise Alighieri's disposition to Helpful through good role-playing or a successful Diplomacy check, he is willing to lend them assistance up to and including bartering for supplies. He is particularly eager for tales of high adventure — especially if they are true.

Alighieri's Surprise: CR 10; Acid spray: mechanical; touch trigger; repair reset; hidden lock bypass (DC 25 Search/DC 30 Open Lock); Atk +17 melee (1 plus 1d4 acid); acid (1d4 acid dmg for 1d8 rounds against lockpicks); Search DC 22; Disable Device DC 17; The Surprise: mechanical; location trigger; repair reset; gas; never miss; onset delay (1 round); poison (sleep gas, DC 20 Fortitude save resists, 1d4 Dex/Unconsciousness, target marked with dye); single target; Search DC 30; Disable Device DC 25.

Encounter Condition: N/A

Tactics: Alighieri is no fool — if he is attacked in his office, he runs, using the withdraw maneuver and fighting defensively if he must pass multiple opponents. He rips away the tapestry and darts down the uneven passage to the west into Sythiss' lair. Along the way, he snatches up the loaded crossbow (see Room H44). There is a base 50% chance that Sythiss is in his lair and capable of intervening; if so, Alighieri takes cover behind one of the stone formations (providing him a +4 cover bonus) and snipes at spellcasters, readying actions to interrupt their spellcasting. Otherwise, he hides down one of the darkened side passages, preferably to double back and escape through one of the storerooms. If absolutely necessary, he escapes through Jolinaar's quarters.

Treasure: Alighieri's office contains several scholarly tomes on herbalism, magic, engineering, naturalism, astronomy, and planar travel, each of which provide a +2 circumstance bonus to the appropriate Knowledge skill check when using the book.

EL: 10

Scaling: To increase the challenge of this encounter, increase Alighieri's fighter level by two. To decrease the challenge, reduce his fighter level by two.

Alighieri, Ftr 7/Exp 3: CR 9; Medium humanoid (elf); HD 7d10+21 + 3d6+9; hp 83; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +9; Grp +9; Atk +10 melee (1d4/19–20, dagger) or +11 ranged (1d10/17–20, heavy repeating crossbow with obsidian tipped bolts); Full Atk +10/+5 melee (1d4/19-20, dagger) or +11/+6 ranged (1d10/17–20, heavy repeating crossbow with obsidian tipped bolts); SA —; SQ Elven traits; AL CG; SV Fort +9, Ref +4, Will +9; Str 10, Dex 13, Con 17, Int 18, Wis 18, Cha 11.

Skills and Feats: Bluff +3, Craft (alchemy) +17, Craft (crossbowyer) +12, Craft (trapmaker) +9, Diplomacy +6, Heal +9, Hide +6 (+8), Knowledge (arcana) +7, Knowledge (nature) +7, Knowledge (herbalism) +7, Listen +7, Profession (clerk) +17, Search +7, Sense Motive +12, Spot +6, Survival +7; Dodge, Mobility, Improved Initiative, Point Blank Shot, Precise Shot, Shoot on the Run, Weapon Focus (heavy repeating crossbow), Weapon Specialization (heavy repeating crossbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Mithril chain shirt, masterwork dagger, masterwork heavy repeating crossbow, obsidian tipped bolts (2 clips), uniform cloak (+2 circumstance bonus to Hide checks in Region H), copper cloak clasp.

H46. STOREROOM

Straight walls and perfect corners bespeak dwarven craftsmanship, serving to draw attention to the intricate mosaic of fantastic beasts, improbably elongated and marvelously intertwined, set into the walls and ceiling. The colors of the ceramic tiles are as bright as they were the day they were removed from the kiln, though many of them have fallen loose over the years, leaving large empty patches in the otherwise fabulous mosaic. Fine ceramic dust covers the unused shelves toward the back of the room, although the shelves to the front are kept clean and sees considerable use.

Initial Attitude: Neutral

Encounter: This Room appears to have been built for some other purpose, but was pressed into service as a storeroom as the garrison expanded. Down the hall from Alighieri's office, this storeroom is where the more dangerous substances are kept: dwarven explosives, spell components, hazardous alchemical substances, and so forth. The door is always locked, and requires a DC 27 Open Locks check to open. Alighieri is extremely careful with the contents of this storeroom, and makes certain that its contents are accounted for at all times.

SENTENCED TO PURGATORY

Alighieri is an elf not entirely satisfied with his current lot in life. As a youth, he volunteered for a tour of duty in the underground garrison, seeking adventure. In his second month below ground, a poisoned javelin injured him in the arm while he fended off a group of lacedons. The wound festered and he lay in a fevered coma for weeks. He survived, thanks to his hardy constitution, but his arm was permanently weakened.

In a single moment, Alighieri's hopes of adventure were dashed — with his weakened arm, he could not draw even a child's bow, nor could he bear a shield. It was a bitter blow, but he bore it as bravely as he could, taking over the office of quartermaster to free an able-bodied elf for the duty.

That was half a century ago. Troops rotate in and out, but Alighieri remains. Indeed, he does not wish to leave. The menial nature of his job does not embarrass him — rather, he is proud that he can perform a service for his people. He has also struck up a friendship with Sythiss; he carefully overlooks the naga's occasional pantry raids, and in turn, Sythiss feeds his hunger for tales of glorious adventure.

Alighieri is on good terms with the dwarven engineers, as well. In return for ensuring that they remain supplied with strong dwarven ale, Gurthang built Alighieri a repeating crossbow, thus allowing him to load a new bolt with his weakened left arm. Alighieri has become frighteningly competent with the crossbow, although few are aware of this.

Over the years, Alighieri has had the opportunity to observe both good and bad leaders, and he is coming to the conclusion that, for the most part, the fortress' leaders are deeply flawed. He does not know the new second-in-command well enough to judge her, but she seems competent, if a bit distant. Jacan, he believes, needs to be relieved of duty, having been too scarred by his repeated defeats to effectively lead. He is growing concerned for Enoriel's sanity; a druid gone mad is a fearsome foe indeed. And he is truly worried about the changes he's observed in his friend Sythiss, who is becoming more and more reclusive and whose behavior is shifting more and more toward the bizarre. He makes very sure that Jolinaar only sees an unassuming clerk when he must deal with the drow.

Ignored by the Council lords, casually mocked by the average trooper, and utterly discounted by the evils at work in this Region, Alighieri finds himself in the unenviable position of being the one person in the entire fortress who is entirely indispensable.

Alternately, PCs may choose to convince Aligheri, the clerk in Room H45, to open the door — he holds the key. This is exceedingly difficult, as he does not wish to see the contents of the storeroom misused. A successful DC 32 Diplomacy check is required to allow the PCs access to the room.

Encounter Condition: N/A

Tactics: N/A

Treasure: A thorough search of the room reveals alchemical ingredients worth 50 gp and spell components worth 20 gp.

EL: N/A

Scaling: N/A

H47. STOREROOM

Dwarven handiwork is evident in the walls and sharp corners of this plain room, although even something as prosaic as a storeroom displays a touch of artistry; a vine-and-leaf pattern winds up the corners and along the ceiling, providing a small oasis of color against the stone. Sadly, the colors are faded, and now only hint at its former glory.

Stout wooden shelves, carved and polished, line the walls and stand at precise intervals like alert soldiers in formation. Not an iota of space is wasted; there is just enough room between the shelves for someone to work. However, dust covers the shelves, and it is evident that the storage capacity of this room has not been fully taken advantage of for some time.

Initial Attitude: Neutral

Encounter: This simple storeroom is a repository of common items. The door is usually kept locked, and requires a DC 18 Open Locks check to open. Alternately, PCs may get Aligheri, the clerk in Room H45, to open the door — he holds the key. A successful DC 23 Diplomacy check or a Bluff check opposed by Aligheri's Sense Motive skill convinces him to open the door.

Encounter Condition: N/A

Tactics: N/A

Treasure: Common items such as blankets, cloaks (see "Elven Troops" sidebar for description of elven cloaks), waterskins, etc. are found here.

EL: N/A

Scaling: N/A

H48. COLD PANTRY

A faint layer of frost covers walls and floor in this storeroom, making the room perfect for storing perishable items. Stone shelves reach from floor to ceiling, holding baskets of roots, vegetables and grains, while fully-dressed carcasses hang from large metal hooks in the corners.

Initial Attitude: Neutral

Encounter: This pantry is the primary perishable food storage area for the garrison. The door is kept locked, and requires a DC 23 Open Locks check to open. Alternately, PCs may convince Aligheri, the clerk in Room H45, to open the door — he holds one key. Rhandale, the bartender in the nearby tavern (Room H54), holds the other. In general, Aligheri is disinclined to allow PCs free rein in the cold pantry; the food stored within is for the entire garrison, though if PCs want to barter for food, he is willing to make a trade as long as his disposition is Friendly or higher. Rhandale is made of weaker stuff; a DC 21 Bluff check convinces him to allow the PCs to rummage through the pantry.

PCs that *detect magic* in the storeroom find that the room is magical and possesses a moderate aura of evocation.

Encounter Condition: N/A

Tactics: N/A

Treasure: The food in the pantry is reasonably fresh, and once removed from the pantry, thaws rapidly. It is not suitable for long journeys, but lasts 1d6 days after being removed. Quite possibly, it is the first bit of food the PCs have seen in ages and most will gorge themselves on it, just to taste "something."

EL: N/A

Scaling: N/A

H49. TEMPLE HALL

The ceiling arches up into a great dome the color of an evening sky. In the four corners of the hall, four columns stand, cunningly carved into the likenesses of colossal trees. Niches in the walls hold smaller statues of gods and goddesses of both elven and dwarven belief. Each statue has a nameplate carved into its pedestal, and the plinths of the four great support columns are scribed with elegant calligraphy.

Initial Attitude: Neutral

Encounter: Although the elven citadel was built for the purpose of protecting Belatu-Cadros, the original builders of the fortress were not such fools as to ignore or slight the other gods. Thus, they built a great temple in which all the gods could be honored, and those who followed a specific deity would have a place to worship.

The carvings in the temple hall were created by Malachi, the lammasu, and represent some of his finest works. Once a year, he closes off portions of the temple hall in order to repair and clean the statues; several years ago, he did more than merely repair. Aware that knowledge of the prophecy surrounding Belatu-Cadros was fading, and that the old songs that operate Lyonatar's eye were slowly being forgotten, he decided to make sure the information was not entirely lost. Malachi spent a week reworking the four pillars of the temple; when he was done, the prophecy was etched into the stone of three of the plinths, and the Song of Daylight into the fourth.

The northeastern column is carved in the likeness of an ash tree, and bears the Song of Daylight, which would allow the Council to use the daylight ability of *Lyonatar's eye*. The southeastern column is carved into the likeness of an elm, and bears the first triplet of the prophecy: "Let the Tree speak once: dawn falls into darkness." The southwestern column, carved into the likeness of a birch tree, bears the prophecy's second triplet: "Let the Tree speak twice: the infernal vaults gape wide." And the column in the northwest, carved into the likeness of an oak, bears the final triplet of the prophecy: "Let the Tree speak thrice: let doom descend in fire."

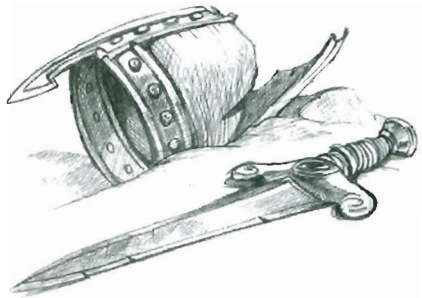
Encounter Condition: N/A

Tactics: N/A

Treasure: The statues and carvings in the temple hall are carved with love and skill, many of them gilded and inlaid with gold and silver, but there is no removing them from the hall. PCs that wish to deface the statues by removing the gilt inlay salvage 3d4*10 gp in gold and silver foil for their troubles.

EL: N/A

Scaling: N/A



H50 THROUGH H53. DWARVEN COMPLEX

H50. GURTHANG'S ROOM

Surprisingly comfortable, given the dour reputation of the dwarves, this room combines practical function with stark aesthetic. The walls are covered with carefully colored mosaics, each speaking of a great dwarven hero or legend. A plain, comfortable bed sits in one corner, bearing a cleverly jointed arm holding a small writing desk. A second, larger, desk sits against the opposite wall, with ample room to sketch out more elaborate ideas. A stout wooden chest sits at the foot of the bed.

Initial Attitude: Neutral

Encounter: Gurthang's (hp 78) room is simple enough — a place to sleep, a place to work, and little else. Aware that inspiration might strike at any time, Gurthang keeps pen, ink and foolscap handy at his desk and near the bed (and its smaller desk) just in case. The chest at the foot of the bed contains years of Gurthang's work, and is kept locked unless Gurthang is in the room.

Encounter Condition: N/A

Tactics: The lock on the chest is absolutely fiendish in its design, and only Gurthang knows all of its secrets. Would-be thieves must contend with a DC 35 Open Locks check to deal with the lock itself. A DC 30 Search check reveals a maze of traps, clearly meant to mislead thieves. Gurthang has *phantom trap* cast upon the chest as a warning. Beyond that, a thief must face six devilishly clever devices to foil thieves. Each device requires a separate Disable Device check, beginning at DC 43, and reduced by two for every device bypassed, to a final DC of 31. Perhaps oddly, only the last device is actually a trap — a spray of acid and dye to mark the foolish thief.

Treasure: Gurthang's chest contains extensive scrolls on architecture and engineering, a masterwork trapmaker's kit, and enough notes on the cavern, grove and killing grounds to provide a +2 equipment bonus to attacks, skills and saves in any of those areas.

EL: 11

Scaling: To increase the challenge of this encounter, give Gurthang three fighter levels. To decrease the challenge, decrease Gurthang's PC level by one.

♟ **Gurthang Hadrakson, Dwarf Exp 12:** CR 11; Medium humanoid (dwarf); HD 12d6+36; hp 78; Init +0; Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +8; Grp +10; Atk +12 melee (1d8+2/×3, warhammer) or +9 ranged (1d10/19–20, heavy crossbow); Full Atk +12/+7 melee (1d8+2/×3, warhammer) or +9 ranged (1d10/19–20, heavy crossbow); SA —; SQ Dark vision 60', dwarf traits, stability, stonecutting; AL CG; SV Fort +9, Ref +4, Will +10; Str 14, Dex 10, Con 16, Int 14, Wis 14, Cha 9.

Skills and Feats: Appraise +7, Craft (armorer) +17, Craft (blacksmith) +17, Craft (weaponsmith) +17, Craft (trapmaking) +17, Craft (Mining) +17, Gather Information +1, Heal +7, Knowledge (architecture, and engineering) +17, Listen +4, Diplomacy +3, Search +7, Spot +4, Survival +5; Alertness, Endurance, Great Fortitude, Power Attack, Weapon Focus (warhammer).

Dwarf Traits (Ex): +2 racial bonus on saving throws against poison. +2 racial bonus on saving throws against spells and spell-like effects. * Not reflected in the saving throw numbers given here.

Stonecunning (Ex): This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

Stability (Ex): Dwarves are exceptionally stable on their feet. A dwarf has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Possessions: Masterwork full plate, masterwork heavy crossbow, box of 12 bolts, masterwork warhammer, tool kit.

H51. DWARVEN COMMON ROOM

This simple room contains two tables — one sized for dwarves, and another, smaller table meant for taller visitors. The chairs are similarly sized, matching their appropriate tables. A battered chest sits in one corner, and the walls are decorated with cheap tapestries, stained by smoke.

Initial Attitude: Indifferent

Encounter: The common room is where the dwarves (and select members of the guard) relax and take their minds off the rigors of guarding the sacred tree. Those found in this room are usually playing cards or smoking pipes, exchanging war stories, or just as often explaining the intricacies of their latest device.

The card games in the common room have become something of a minor legend among the troops, and are sought after eagerly by the bored and foolish. The dwarves, despite half-serious rumors spread by those who lose the games, are scrupulously honest in their playing, just as happy to lose a good game as to win. Hard feelings are banished here, though on occasion Lightshield, Silmarien or Gurthang has had to discipline someone under their command for a minor brawl breaking out over a lost hand or accusations of cheating. None of the dwarves hold a grudge concerning the accusations, and the games continue on a regular basis, the pay chits flowing like dwarven ale and elven wine.

PCs could do worse to gain the trust and friendship of the dwarves than to play a few hands; Gurthang himself often says that the measure of a man can be found in how he handles his card game. Further, PCs that participate in the card games may pick up some rumors or small snippets of information about the fortress. For more information on the rumors that are currently circulating, see Room H54.

Encounter Condition: N/A

Tactics: N/A

Treasure: The chest in this room has a sturdy lock on it, requiring a DC 40 Open Lock check to open. The chest contains several decks of cards and a few elven board games, including a deck of cards marked by Jolinaar. The marked deck becomes obvious after a few hours of play. As Gurthang is the ultimate arbiter of the dwarves' honesty, Jolinaar hopes to cast the honest dwarf, and by extension, all the dwarves, in a more sinister light.

EL: 13

Scaling: N/A

H52. DWARVEN BARRACKS

The barracks are simple quarters for a surprisingly complex folk. Two sets of stout bunks provide a place to sleep, each with a pair of equally stout chests at their feet. Four desks provide a place for inventive dwarven minds to plan, each facing the other so those who work may confer comfortably.

Initial Attitude: Neutral

Encounter: These rooms serve the four dwarf engineers (hp 67, 65, 65, 62) as their work and living space. The dwarves are often found here during the day, good-naturedly arguing over the best way to proceed with their latest project.

Encounter Condition: N/A

Tactics: N/A

Treasure: The quartet of chests here is fitted with a stout (DC 34 Open Locks check) lock. Inside each chest is a masterwork trapmaker's kit.

EL: 12

Scaling: To increase the challenge of this encounter, add two dwarven engineers. To decrease the challenge, remove one dwarven engineer.

Dwarf Engineer, Exp 10: CR 9; Medium humanoid (dwarf); HD 10d6+23; hp 67, 65, 65, 62; Init +0; Spd 20 ft.; AC 16, touch 10, flat-footed 16; Base Atk +6; Grp +7; Atk +8 melee (1d8+1/×3, masterwork warhammer) or +7 ranged (1d10/19–20, heavy crossbow); Full Atk +8/+3 melee (1d8+1/×3, warhammer) or +7 ranged (1d10/19–20, heavy crossbow); SA —; SQ Darkvision 60 ft., dwarf traits, stability, stonecutting; AL CG; SV Fort +7, Ref +3, Will +8; Str 13, Dex 10, Con 14, Int 12, Wis 12, Cha 8.

Skills and Feats: Appraise +6, Craft (armorer) +14, Craft (weaponsmith) +14, Craft (trapmaking) +14, Craft (other) +14, Gather Information +1, Heal +6, Knowledge (architecture, and engineering) +14, Diplomacy +1, Search +6, Survival +4; Endurance, Great Fortitude, Skill Focus (one craft skill above, not added in), Toughness.

Dwarf Traits (Ex): +2 racial bonus on saving throws against poison. +2 racial bonus on saving throws against spells and spell-like effects. * Not reflected in the saving throw numbers given here

Stonecunning (Ex): This ability grants a dwarf a +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction (even when built to match the old), unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. A dwarf who merely comes within 10 feet of unusual stonework can make a Search check as if he were actively searching, and a dwarf can use the Search skill to find stonework traps as a rogue can. A dwarf can also intuit depth, sensing his approximate depth underground as naturally as a human can sense which way is up. Dwarves have a sixth sense about stonework, an innate ability that they get plenty of opportunity to practice and hone in their underground homes.

Stability (Ex): Dwarves are exceptionally stable on their feet. A dwarf has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

Possessions: Masterwork banded mail, masterwork warhammer, masterwork heavy crossbow, crossbow bolt (12), tool kit.

H53. DWARVEN FORGE

Heat rivaling the stream of lava outside the fortress is readily apparent here, baked into the walls by the ever-blazing forge dominating a full half of the room. Racks of tools hang along three of the walls, ready to be used and placed for easy access by their wielders. Along two of the walls, workbenches are set, bits of armor, tools and weapons upon them. Metal stock is stacked neatly near the forge next to anvils of various dimensions, and a bellows stands ready to stoke the fires into a white-hot inferno. At the base of a forge is a bright silver plate with a stylized hammer worked into its surface.

Initial Attitude: Neutral

Encounter: This forge is the primary source of metal armor, tools and weapons for the fortress' forces. All of the tools here are of masterwork quality. The forge, anvils and tools combine when used together to offer a +4 equipment bonus to Craft (blacksmithing), Craft (weaponsmithing), Craft (armormaking) or Craft (trapmaking) rolls. More than the mundane tools, there is the pride of the engineering team present here — a hammer capable of forging not only steel and iron, but the holy mithril and adamantine.

The sacred hammer of the dwarves is kept in a holy receptacle beneath the forge, its head kept white-hot by the fires. Opening the compartment holding the hammer is not possible without the use of a *shatter* spell or its equivalent; the hammer must be removed using a pair of tongs from the heart of the forge itself.

HEILIGESHAMMAR

This hammer is not designed to be wielded in combat; rather, it is a forge-tool that allows its user to create metal items at increased speed or reduced cost. When creating an item using the appropriate Craft skill or item creation feat, the user may choose one of the following results: the time required to create the item is halved, or the raw materials used to make the item cost 10% less than usual. In order for the user to benefit from these effects, the hammer must be stored beneath the forge so that it never cools. A character who wields Heiligeshammar in combat suffers a –4 penalty to attack rolls.

The dwarves guard their treasures religiously; the best lock that dwarven expertise could contrive secures the door, and the lock is guarded by a truly vicious trap. The lock requires a successful DC 45 Open Locks check to open. If the trap is not bypassed, the iron bindings upon the door snap out like scissoring jaws to entrap the unlucky thief. The snap of the trap going off is unmistakable, and summons the dwarven engineers from Room H52 to see why the trap was triggered.

Scissortooth Door Trap: CR 7; mechanical; touch trigger; manual reset; 10d6 damage (crush); Reflex save DC 25 avoids; Search DC 35, Disable Device DC 35.

Encounter Condition: N/A

Tactics: N/A

Treasure: Stacked neatly to the side of the forge is 500 gp in metal and mithril stock (weighing 100 lb.)

EL: 7

Scaling: To increase the challenge of this encounter, increase the Disable Device and Search DCs of the scissortooth door trap by +4. To decrease the challenge, reduce the damage of the scissortooth door trap to 7d6.

H54 THROUGH H59. BARRACKS AREA

H54. TAVERN

The faint clank of metal and glassware can be heard over the dull hum of conversation within. Along one wall stands a makeshift bar; behind the bar, a skinny elf, all elbows and knees, attends to the needs of the soldiers. In front of the bar, a number of ramshackle tables have been set up, and several off-duty soldiers cluster around each table, talking, gaming, and bragging.

Initial Attitude: Friendly

Encounter: Here, with a bit of elven wine and a bit of talk, the elven troopers can forget that they're stuck in an underground fortress at the edge of the elven kingdom. Like any tavern anywhere, there's the occasional brawl, which explains the state of the furniture. Rumors spread quickly in the tavern, and PCs that are willing to spend a little coin for drinks (the bartender, Rhandale (hp 20), takes coin as readily as pay chits) quickly become privy to any number of rumors.

Snippets of information that the PCs can pick up include:

- "Enoriel's gone off his rocker. So what if he's the oldest druid here, they need to replace him."
- "Damn dwarves. You'd think a man could find a fair game somewhere, but not when they're around."
- "I tell you, that drow of Captain Lightshield's is creepy! He keeps showing up and staring at people with those weird red eyes of his."
- "At least Aligheri keeps the wine flowing."

- "That new subcommander is going to get someone killed. Hasn't she heard about the lost patrols?"
- "Deserters! Nothing more than deserters! No such thing as lost patrols."
- "Those rotten little sprites are getting out of hand. I nearly broke my leg on one of their 'jokes'!"
- "A nixie told me that something came up out of the water, something black and dripping vile fluids. She said it shambled off into the forest — no one's seen it since."
- "Something stinks like the dead up on the mount; guess the mud pit's aboil again. Wonder what fell into it this time?"
- "That Pardek's a nutty one. Fire this and fire that. Where is he when we need him, though?"
- "Who would ever trust a snake? Always hiding out in that hole it calls a lair... slithering and hissing, ugh!"
- "Ol' Render's been upset lately; I saw him sniffing around the Dragon's Bones the other day, and he was growling like he smelled something he didn't like."
- "Wish the old fart would let the dwarves fix the damned watchtowers. They're falling apart on us."
- "The Haunted Watchtower claimed another victim last night... whoo. Glad my duty posting's in the east; if I had to patrol the Haunted Tower, I'd desert too!"

The DM is encouraged to add to these. It is up to the DM which of the rumors is true.

Encounter Condition: N/A

Tactics: If a fight breaks out in the tavern, the off-duty soldiers within generally keep it to bludgeoning weapons and subdual damage. If the PCs genuinely attack the elven troops, however, the elves adopt a no-holds-barred style, trapping the PCs in the furniture, blinding the PCs with a thrown mug of ale or wine, tossing a chair at a PC's legs, and otherwise improvising weapons. The guard patrol in Room H58 arrive to put down any brawl in two rounds; Aligheri arrives from Room H45 four rounds after that. Rhandale, the bartender, ducks beneath the bar and cowers.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, increase the levels of the wood elf soldiers by two. To decrease the challenge, reduce the levels of the wood elf soldiers by one.

♟ **Wood Elf Soldier, War 7:** CR 6; Medium humanoid (elf); HD 7d8; hp 31; Init +3; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +7; Grp +8; Atk +8 melee (1d6+1, cudgel); Full Atk +8/+3 melee (1d6+1, cudgel); SA —; SQ Elven traits; AL CG; SV Fort +5, Ref +4, Will +2; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +3, Climb +2, Hide +2 (+4), Listen +6, Search +2, Spot +7; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: (off-duty) Uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp, cudgels.

♟ **Rhandale, Wood Elf Exp 6:** CR 5; Medium humanoid (elf); HD 6d6; hp 20; Init +3; Spd 30 ft.; AC 15, touch 13, flat-footed 12; Base Atk +4; Grp +5; Atk +5 melee (1d6+1, cudgel); Full Atk +5 melee (1d6+1, cudgel); SA —; SQ Elven traits; AL CN; SV Fort +4, Ref +5, Will +4; Str 12, Dex 16, Con 10, Int 8, Wis 8, Cha 8.

Skills and Feats: Craft (brewer) +8, Craft (cook) +8, Diplomacy +10, Gather Information +8, Listen +5, Search +1, Sense Motive +1, Spot +5; Alertness, Great Fortitude, Negotiator.

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Leather armor, cudgel.

H55. ARMORY AND SALLE

This plain stone room is empty enough to echo when one walks inside; half-full weapons racks stand neatly against two walls, and the floor is covered with a tough, slightly springy wood-like material. An archery target attached to the wall and a set of pells haphazardly stacked in the opposite corner confirm that this room is both armory and practice ring.

Initial Attitude: Neutral

Encounter: The salle is infrequently used these days, as there is no rain outdoors, and ample room to practice martial maneuvers. The Room also serves as armory and sees more use now after Jacan has forbidden weapons in the barracks. The Room is not locked, allowing anyone to enter and arm themselves as needed, or to practice day or night.

Encounter Condition: N/A

Tactics: N/A

Treasure: The weapons racks along the walls hold 10 masterwork longswords, 10 masterwork longbows, five +1 longswords and five +1 elven longbows. In another corner, an armor stand holds 10 sets of elven chain mail (designed to fit a wood or wild elf).

EL: N/A

Scaling: N/A

H56. JOLINAAR'S QUARTERS

A red glow provides the only light source in this chamber. Tapestries hang from the walls shrouding the stone, softening the stark interior. A soft, inviting single bed takes up most of the space here. Instead of a chest, a small securely locked cabinet takes up section of a wall.

Initial Attitude: Unfriendly (may appear Friendly)

Encounter: Jolinaar keeps his sleeping chamber as dull and mundane as possible. The drow keeps none of the items necessary to his web of plots in the room, preferring to conceal them outside the fortress where they are more difficult to locate. The only item found here is also the most damning — *gutless*, Jolinaar's stiletto, stained in history, if not the blood of his victims.

Jolinaar values his privacy and reacts badly to intrusions, calling for the guards if unwelcome visitors enter his chambers. If pressed, he calls for Jacan, begging the paladin's protection.

Encounter Condition: N/A

Tactics: Jolinaar is the very definition of a sneak and backstabber. He prefers to have the guards and Jacan do his fighting for him. If he must fight, he employs his sorceries to his best advantage, casting *greater invisibility*, then moving unseen between his foes to catch the weakest of them flat-footed. As an additional distraction, he withdraws from melee (while still invisible) and unnerves his enemies with illusions. He uses *baleful polymorph* and *suggestion* to turn his attackers against one another.

Treasure: Jolinaar leaves *gutless*, while he goes about his daily administrative duties. It would never do, after all, for him to walk into Jacan's office wearing an infernal weapon. The stiletto is hidden in a secret compartment in the frame of his bed, which requires a DC 35 Search check to reveal. Casting *detect evil* grants a +15 circumstance bonus to the Search check. *Gutless* can be conclusively identified as Jolinaar's by the rune etched into the pommel — his name, in Undercommon script.

THE TREACHEROUS COWARD

Once a minor functionary within the ranks of a great drow army, Jolinaar has suffered multiple twists of fate during his inadvertent imprisonment. One factor has remained constant throughout his unnaturally long and shadowy career — Jolinaar has terrible luck. Whether the result of a curse laid upon his family, his own arrogance (exceptional, even for a drow), or simple fortune, events always seem to turn on Jolinaar at precisely the wrong time. Now, Jolinaar is determined to take his fate into his own hands, and the gods help any who stand in his way.

During his tenure with the drow army, Jolinaar was an aide to the wizards supporting the army's advance, and quickly became indispensable to his masters. Unfortunately, his responsibilities outweighed his experience. In a time of relative peace or during the ordinary plots and treachery of drow politics, Jolinaar would have excelled in avoiding disaster. Such was not the case; an avowed coward, he failed to deliver a vital message to the front lines. For want of a message, the battle was lost, and the army fell into a disorderly retreat into the depths of the dungeon.

Foul luck continued to dog Jolinaar. Reduced to a simple foot soldier, Jolinaar found himself far closer to joining the dozens of his fellows slain by the fiendish escapees from the army's new stronghold than he ever wanted to be. Through a combination of ruthlessness, patience and treachery, Jolinaar rose through the ranks to rejoin the circle of wizards as they plotted a terrible vengeance against the surface dwellers. In fact, it was one such well-timed betrayal that earned him a pair of fiendish stilettos. Jolinaar christened the weapons Gutless and Spineless, amused by his own sense of irony.

Displaying a natural talent for magic, Jolinaar quickly learned the rudiments of the wizard's craft, though his own abilities lent themselves more to the art of improvisation. Discounted as a talented but unremarkable student by his wizard masters, Jolinaar was largely left to develop his gifts through his own devices. In addition to his magical talent, he possessed a remarkable facility for prestidigitation and trickery. Jolinaar was, for a time, content to hone his arts. Undoubtedly, he would have become truly formidable, had he not been practicing by swapping the spell components required for an important ritual. The resulting disaster led Jolinaar to observe the better part of valor in the pursuit of preserving his own hide, and fled the drow stronghold as the remaining dark elves waged a losing battle against the horrors unleashed by the ritual's failure.

Untold years passed as Jolinaar made his way through the dungeon, eking out a miserable existence among the undead, abominations and fiends trapped within its warrens. One timely use of his abilities left the drow trickster in possession of a curious amulet, once held by a devil prince. Originally intended to mute the devil's aura of supernatural evil, the amulet took on a more subtle aspect in Jolinaar's hands. He found that it would misdirect attempts to divine his alignment, as well as masking its own presence. It was a potent weapon for one inclined to skullduggery, and Jolinaar gladly added it to his small arsenal.

After an unknown quantity of time spent wandering the dungeon in self-imposed exile, Jolinaar's luck seemed to turn once again, this time for the better, when he encountered the elves of the hidden grove and their paladinic leader. With a bit of fast talk, more than a little luck, and the aid of his hidden amulet, Jolinaar convinced Jacan Lightshield of his patently false intentions – to reform and join the ranks of his 'lost brethren.'

With the paladin for protector, Jolinaar slowly began to spin his web of lies throughout the hidden grove, intending to ascend to the surface and make his way to civilization — *any* civilization. Anywhere away from the dungeon would do.

Unbeknownst to Jolinaar, his luck was turning worse again, this time in the form of Diantha, an erinye also seeking to escape the celestial prison. Through keen eyes and fiendish sorcery, Diantha detected the presence of his amulet. Worse still, she recognized its creator's sigil-mark — Balzuth, the very devil who caused her fall from the ranks of the celestial guardians. The erinye quietly cultivated an elven squad leader's suspicions (a simple matter, given a true elf's innate distrust of the drow). This time, Jolinaar's luck was not restricted to him alone. Confronted in secret by the suddenly-ambitious lieutenant, Jolinaar slew his accuser in a short struggle, and dumped his body into a pit of volcanic mud (Room H60). Unfortunately for Jolinaar, the lieutenant's dying grasp relieved the drow of one of his beloved weapons, consigning Spineless to the depths of the bubbling mire.

Jolinaar continues to nurture his plans more slowly — time and experience have shown him that patience truly is a virtue. He has the witless paladin well under his thumb, and in his guise of harmless penitent, has managed to insinuate himself into Jacan's day-to-day decisions. Those who speak against him are discredited; once his opponents are discredited, Jolinaar murders them in secret, depositing their bodies in the same mud hole that serves as *Spineless'* grave. Occasionally, he disposes of inconvenient evidence in the lair of the gray render (Room H61), but always while the creature is occupied elsewhere. He loathes the beast, and the render returns his ill regard tenfold.

Jolinaar has one particular trait that affords the elven troopers much amusement: he is severely arachnophobic. The shadow of wiggling fingers upon a wall makes him jump. A single tiny spider spotted across the room makes him blanch. A swarm of spiders... he flees in terror. The common troops have learned not to laugh in front of Jolinaar, however; his luck, it seems, is catching.

AMULET OF ANONYMITY

This amulet disguises the wearer's natural aura by misdirecting divination spells to the nearest representative of the most common alignment in the area. If in a crowd of creatures with wildly-differing alignments, the wearer's aura acts as an Amulet of Proof against Detection and Location. Thus, a rogue in a group of paladins would be perceived to have as noble a soul as any of them; that same rogue would be greeted as a kindred spirit by the band of blackguards he consorts with later that evening. Moderate abjuration and illusion, CL 8th; Craft Wondrous Item, *nondetection* and *misdirection*; Price 50,000 gp.

GUTLESS

+2 keen wounding dagger: 1d4 base damage, threat range 18–20; PCs wounded by *gutless* must succeed at a DC 20 Will save or suffer the effects of *cause fear* (as cast by a 10th-level evil cleric). *Gutless* is a thin, wickedly hooked stiletto whose blade is inscribed with terrible runes, its haft of black wood wrapped in the still-living skin of a planetar.

SPINELESS

+3 keen dagger: 1d4 base damage, threat range 18–20; PCs wounded by *spineless* must succeed at a DC 17 Will save or suffer the effects of *emotion* (as cast by a 15th-level evil cleric). *Spineless* is a thin, straight-bladed stiletto whose blade is inscribed with terrible runes, its haft of bleached bone wrapped in the mummified skin of a celestial.

EL: 13

Scaling: To increase the challenge of this encounter, increase the sorcerer level of Jolinaar by four. To decrease the challenge, reduce the sorcerer level of Jolinaar by one.

♟ **Jolinaar: Drow Rog 3/Sor 10:** CR 14; medium humanoid (drow elf); HD 3d6+3+10d4+10; hp 51; Init +4; Spd 30 ft.; AC 19, touch 14, flat-footed 15; Base Atk +7; Grp +7; Atk +12 melee (1d4+1/19–20, *+1 dagger* +1) or +12 ranged (1d6/×3, short composite bow); Full Atk +12/+7 melee (1d4+1/19–20, *+1 dagger*) or +12/+7 ranged (1d4/19–20 plus poison, throwing dagger); SA Spell-like abilities, spells, sneak attack +2d6; SQ Darkvision 120 ft., elf traits, evasion, light blindness, spell resistance 24; AL LE; SV Fort +5, Ref +10, Will +8; Str 11, Dex 18, Con 12, Int 14, Wis 13, Cha 18.

Skills and Feats: Concentration +14, Bluff +17, Hide +10, Listen +3, Move Silently +10, Search +4, Spot +3; Dodge, Improved Counterspell, Improved Initiative, Silent Spell, Weapon Finesse.

Sneak Attack (Ex): Any time Jolinaar's opponent is denied his Dexterity bonus to AC, or if Jolinaar flanks his opponent, he deals an extra 2d6 points of damage.

Evasion (Ex): Jolinaar can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Spell-Like Abilities: Jolinaar can use the following spell-like abilities once per day: *dancing lights, darkness, faerie fire.* Jolinaar casts at 13th level. The save DCs are Charisma-based.

Sorcerer Spells Known (6/7/7/7/6/3; save DC 14 + spell level); 0—*acid splash, detect magic, read magic, resistance;* 1st—*charm person, magic missile, obscuring mist, shield, sleep;* 2nd—*darkness, mirror image, see invisibility, scorching ray, web;* 3rd—*displacement, fly, lightning bolt, suggestion;* 4th—*black tentacles, greater invisibility, lesser globe, stoneskin;* 5th—*baleful polymorph, feeblemind.*

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +1 dagger, masterwork short composite bow, arrow (15), *+1 arrow* (3), *bracers of armor +5, amulet of anonymity, potion of cat's grace, potion of eagle's splendor, potion of expeditious retreat.*

H57. ELVEN BARRACKS

The door opens onto a plain rectangular room. The only decoration that relieves the stark quality of the walls is an engraved moon-and-star motif along its top and bottom edges. Plain wooden bunks sit in regular rows, wooden wardrobes against their feet. A garderobe in the far corner is discreetly hidden behind a faded curtain.

Initial Attitude: Indifferent

Encounter: This is a simple barracks which houses many of the off-duty elven troops. The furnishings are plain, but reasonably comfortable; the beds are comfortable enough to sleep in, and the wardrobes provide enough room for a common soldier to keep his meager personal belongings.

There are no weapons allowed in the barracks, ever since a particularly nasty brawl resulted in the deaths of two soldiers. All weapons are stored in the armory (Room H55) while the owner is off-duty; Jacan hopes that, by doing so, future brawls will be restricted to fists.

The barracks can house a full thirty men (or elves), but in recent days, usually no more than ten wood elf soldiers (hp 33 each) can be found here at any given time. The empty barracks are yet another testament to the fortress' decline.

Encounter Condition: N/A

Tactics: Although unarmed, soldiers in the barracks are not helpless. While one of their brethren sounds the alarm, elven troops in the barracks resort to the simple tactics of the mob. Throwing themselves onto the invaders by twos and threes, the elves grapple intruders, wrestling them to the ground with force and sheer numbers. Once the alarm is sounded, the guard patrol in Room H58 arrives within two rounds, armed and armored. Aligheri arrives to assist after 6 rounds.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, allow the elves a cache of daggers, enough to arm half of them. To decrease the challenge, decrease the level of the soldiers by one.

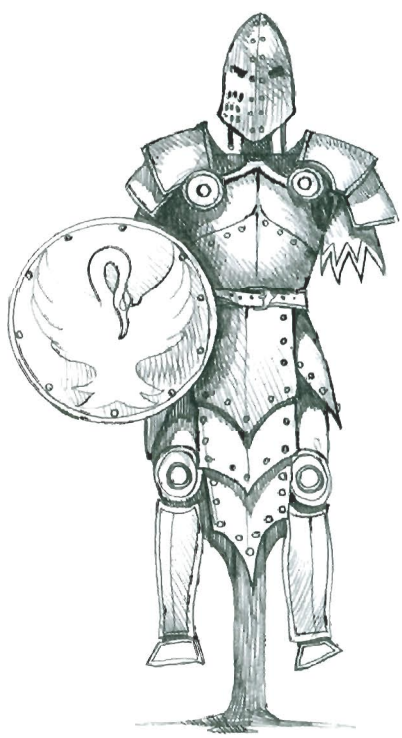
♟ **Wood Elf Soldier, War 7:** CR 6; Medium humanoid (elf); HD 7d8; hp 31; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +7; Grp +8; Atk +8 melee (1d8+1/19–20, longsword) or +11 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +8/+3 melee (1d8+1/19–20, longsword) or +11/+6 ranged (1d8/19–20 ×3, longbow with obsidian arrows); SA —; SQ Elven traits; AL CG; SV Fort +5, Ref +4, Will +2; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +3, Climb +2, Hide +2 (+4), Listen +6, Search +2, Spot +7; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Longsword, longbow, obsidian arrows (12) uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp.



H58. GUARD PATROL

Plain stone passages lead north-south and east-west, lit by golden globes of *continual flame*. A quartet of elven soldiers stands guard at the intersection, marking all who pass and standing ready to respond to any trouble.

Initial Attitude: Indifferent

Encounter: Ever since a barracks brawl that turned deadly, Jacan has issued new standing orders. No weapons are allowed in the barracks, and a guard of wood elf soldiers (hp 34 each) is posted at the corridor junction to respond to any disturbances. The guard patrol is usually rather bored; despite the tensions, little happens that requires intervention.

Encounter Condition: N/A

Tactics: If attacked, the guards bottle the intruders up in the corridor east of the intersection, providing time for the soldiers in the barracks to reach the armory. Aligheri arrives to assist within 4 rounds.

Treasure: N/A

EL: 11 (before reinforcements), 14 (after reinforcements)

Scaling: To increase the challenge of this encounter, increase the level of the guards by one. To decrease the challenge, decrease the level of the guards by one.

♟ **Wood Elf Guard, War 7:** CR 6; Medium humanoid (elf); HD 7d8; hp 31; Init +3; Spd 30 ft.; AC 19, touch 15, flat-footed 13; Base Atk +7; Grp +8; Atk +8 melee (1d8+1/19–20, longsword) or +11 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +8/+3 melee (1d8+1/19–20, longsword) or +11/+6 ranged (1d8/19–20 ×3, longbow with obsidian arrows); AL CG; SV Fort +5, Ref +4, Will +2; Str 13, Dex 16, Con 10, Int 10, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +3, Climb +2, Hide +2 (+4), Listen +6, Search +2, Spot +7; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Elven chain mail, light shield, long sword, masterwork long bow, obsidian tipped arrow (21, 3 masterwork), uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp.

H59. ELVEN BARRACKS

The door opens onto a plain rectangular room. The only decoration that relieves the stark gray of the walls is an engraved tree-and-vine motif along the top and bottom edges of the walls. Plain wooden bunks sit in regular rows, wooden wardrobes against their feet. A garderobe in the far corner is discreetly hidden behind a faded curtain.

Initial Attitude: Indifferent

Encounter: This is the other simple barracks which houses many of the off-duty elven troops. The furnishings are plain, but reasonably comfortable; the beds are comfortable enough to sleep in, and the wardrobes provide enough room for a common soldier to keep his meager personal belongings.

No weapons are allowed in either barracks, ever since a particularly nasty brawl resulted in the deaths of two soldiers. All weapons are stored in the armory (Room H55) while the owner is off-duty; Jacan hopes that, by doing so, future brawls will be restricted to fists.

The barracks can house a full thirty men (or elves), but in recent days, usually no more than ten wild elf soldiers (hp 29 each) can be found here at any given time. The empty barracks are yet another testament to the fortress' decline.

Encounter Condition: N/A

Tactics: Although unarmed, soldiers in the barracks are not helpless. While one of their brethren sounds the alarm, elven troops in the barracks resort to the simple tactics of the mob. Throwing themselves onto the invaders by twos and threes, the elves grapple intruders, wrestling them to the ground with force and sheer numbers. Once the alarm is sounded, the guard patrol in Room H58 arrives within two rounds, armed and armored. Aligheri arrives to assist after 6 rounds.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, allow the elves a cache of daggers, enough to arm half of them. To decrease the challenge, decrease the level of the soldiers by one.

♟ **Wild Elf Line Trooper, War 6:** CR 5; Medium humanoid (elf); HD 6d8; hp 27; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 13; Base Atk +6; Grp +8; Atk +8 melee (1d8+2/19–20, longsword) or +10 ranged (1d8/19–20 ×3, longbow with obsidian arrows); Full Atk +8/+3 melee (1d8+2/19–20, longsword) or +10/+5 ranged (1d8/19–20 ×3, longbow with obsidian arrows); SA —; SQ Elven traits; AL CG; SV Fort +5, Ref +4, Will +1; Str 15, Dex 16, Con 10, Int 8, Wis 9, Cha 8.

Skills and Feats: Climb +3, Hide +3 (+5), Listen +5, Search +2, Spot +5; Point Blank Shot, Precise Shot, Weapon Focus (longbow).

Elf Traits: Immunity to *sleep* spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Longsword, longbow, obsidian arrows (12) uniform cloak (+2 circumstance bonus to Hide checks in Region H), bronze cloak clasp.

H60 THROUGH H61. CENTRAL MOUND

H60. VOLCANIC MUD PIT

Bubbling and stinking, the earth here has become deadly mire, heat rising from its surface like the talons of a fiend. The hot mud roils and bubbles like a cauldron ringed with jagged rock, threatening to escape its confines at any moment. Objects tossed about by the heat and movement bob just beneath the surface, seen only in the occasional glimpse of something off-colored escaping the clutching fingers of thick, liquid earth.

Initial Attitude: Neutral

Encounter: Discovered by Jolinaar some time ago, this pit of liquid mud serves as the perfect dumping ground for those he murders. What flesh the heat does not cook into scraps of leather, the minerals within the pit dissolve into nothingness.

But secrets, like many things thought buried and lost, have a way of coming to the surface. One particular secret remains clutched in the petrified hand of the elven lieutenant murdered by Jolinaar some time ago — *Gutless'* twin, *Spineless*. Damning evidence indeed, if it can be found, as it bears Jolinaar's sigil etched into the pommel, but doing so requires braving the lethal, boiling mud.

Encounter Condition: N/A

Tactics: Those who fall into the pit suffer 2d6 fire and 2d6 acid damage every round they remain immersed. A Swim check (with a +2 circumstance bonus from the mud's relative buoyancy) must be made, or the victim drowns.

Treasure: Spineless.

EL: 8

Scaling: To increase the challenge of this encounter, increase the damage to 3d6 fire/3d6 acid per round. To decrease the challenge, increase the Swim check's circumstance bonus to +4 and reduce the damage to 2d6 fire per round.

H61. GRAY RENDER'S LAIR

Well-hidden behind a copse of thorny bushes, a dark opening gapes between two large granite boulders. Although the thorns jab at unprotected flesh, they are relatively easy to push aside. From the gap issues a faint odor, the scent of stale air and rotting flesh. As you venture deeper into the slightly claustrophobic tunnel, the stench intensifies. The light does not penetrate beyond the first few paces, making the spongy, marsh-like footing even more hazardous.

Initial Attitude: Hostile

Encounter: A gray render (hp 162) has free run of the entire Region, and hunts the area on a frequent basis. Usually, it merely brings down one of the forest animals with which the area is stocked. It is, however, extremely effective at dealing with intruders in a permanent and gruesome fashion. The gray render is utterly devoted to the elven fortress and its defenders, and does not attack the inhabitants of the fortress. The elves have learned to present new arrivals to the render in the presence of one it already knows, to avoid unfortunate incidents.

The lair is ordinarily utterly dark, with no light penetrating into its depths. Unless using alternate light sources, PCs without darkvision suffer standard darkness penalties to Spot and Search checks.

The floor of the lair is ankle-deep in bones, many of which still have rotting flesh clinging to them. Humanoid bones are mingled among the animal bones, and all of them bear the print of large teeth marks.

Encounter Condition: Ambush (darkness), Deep Darkness

Tactics: If the PCs are accompanied by one of the elves or have been "introduced" to the gray render, it does not attack. Otherwise, thanks to its excellent sense of smell, it is not surprised by adventurers entering its lair. It is also unhampered by the darkness, and attacks the first intruder to enter its lair. If facing multiple foes, it uses Power Attack and Cleave to quickly reduce the PCs' numbers, then latches onto the nearest foe.

Treasure: On a DC 28 Search check, the PCs find a cunningly worked figurine in rowan wood, the shape of a young elven woman. The figure is three inches long, with a hole bored sidewise through the top of the head. The figure is worth 1d6 silver for the workmanship if the PCs can clean the gore off it. However, questioning the elven troops in the Southern Rampart reveals that the figure belonged to Borileos, one of the elven warriors gone missing some time ago. The figure is the image of his betrothed.

EL: 9

Scaling: To increase the challenge of this encounter, increase the gray render's Hit Dice by four. To decrease the challenge, reduce the gray render's Hit Dice by one.

Gray Render: CR 9; Large magical beast; HD 13d10+85; hp 162; Init +0; Spd 30 ft.; AC 19, touch 9, flat-footed 19; Base Atk +13; Grp +23; Atk +18 melee (2d6+6/19–20, bite); Full Atk +18 melee (2d6+6/19–20, bite); +13 melee (1d6+3, 2 claws); Space/Reach 10 ft./10 ft.; SA Improved grab, rend 2d6+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +15, Ref +8, Will +5; Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8.

Skills and Feats: Hide +3, Spot +11, Survival +4; Cleave, Power Attack, Improved Bull Rush, Improved Critical (bite), Track.

Improved Grab (Ex): To use this ability, a gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d6+9 points of damage.

Skills: Gray renders have a +4 racial bonus on Spot checks due to their six keen eyes.

H62. FAERIE REVEL

Dancing figures move between the trees with a casual grace that belies their bestial forms, moving in step to the faint sound of pipes carried on the wind. All about, delicate nymphs laugh and clap in time with the dance steps.

Initial Attitude: Friendly

Encounter: The PCs come across a faerie gathering in the wood. Food, wine, and song are flowing freely, and the laughing fey are more than willing to welcome the PCs into their revelry — provided they pay a toll. The satyrs (hp 38, 38, 37, 36, 34, 32) have worked up a thirst during the dance, and nothing satisfies it like a cask of stout dwarven ale. Unfortunately, the dwarves are largely immune to the blandishments of the nymphs. As the price of entry, the PCs must return with a cask of dwarven ale.

There are several ways for the PCs to accomplish this, including bartering with Aligheri (Room H45) or Rhandale (Room H54), stealing it from the dwarves, winning it in a game with the dwarves, etc.

Encounter Condition: N/A

Tactics: If the faerie are attacked on their home ground, the piper uses his pan-pipes to cast *charm person* on the intruders. If successful, he convinces the attackers to just go away and leave them be. If the *charm person fails*, the nymphs harry the attackers with druidic spells while the satyrs engage in melee combat.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add two nymphs. To decrease the challenge, remove two satyrs.

Nymph: CR 7; Medium fey; HD 6d6+6; hp 27; Init +3; Spd 30 ft., swim 20 ft.; AC 17, touch 17, flat-footed 14; Base Atk +3; Grp +3; Atk +6 melee (1d4/19–20, dagger); Full Atk +6 melee (1d4/19–20, dagger); SA Blinding beauty, spells, spell-like abilities, stunning glance; SQ Damage reduction 10/cold iron, low-light vision, unearthly grace, wild empathy; AL CG; SV Fort +7, Ref +12, Will +12; Str 10, Dex 17, Con 12, Int 16, Wis 17, Cha 19.

Skills and Feats: Concentration +10, Diplomacy +6, Escape Artist +12, Handle Animal +13, Heal +12, Hide +12, Listen +12, Move Silently +12, Ride +5, Sense Motive +12, Spot +12, Swim +8, Use Rope +3 (+5 with bindings); Combat Casting, Dodge, Weapon Finesse.

Blinding Beauty (Su): This ability affects all humanoids within 30 ft. of a nymph. Those who look directly at a nymph must succeed on a DC 17 Fortitude save or be blinded permanently as though by the *blindness* spell. A nymph can suppress or resume this ability as a free action. The save DC is Charisma-based.

Spell-Like Abilities: 1/*day-dimension door.* Caster level 7th.

Spells: A nymph casts divine spells as a 7th-level druid.

Typical Druid Spells Prepared (6/5/4/3/1, save DC 13 + spell level): 0—*cure minor wounds, detect magic, flare, guidance, light, resistance;* 1st—*calm animal, cure light wounds, entangle, longstrider, speak with animals;* 2nd—*barkskin, heat metal, lesser restoration, tree shape;* 3rd—*call lightning, cure moderate wounds, protection from energy;* 4th—*rusting grasp.*

Stunning Glance (Su): As a standard action, a wrathful nymph can stun a creature within 30 ft. with a look. The target creature must succeed on a DC 17 Fortitude save or be stunned for 2d4 rounds. The save DC is Charisma-based.

Unearthly Grace (Su): A nymph adds her Charisma modifier as a bonus on all her saving throws, and as a deflection bonus to her Armor Class. (The statistics block already reflects these bonuses).

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a nymph has a +6 racial bonus on the check.

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

Satyr: CR 2 [4 for the one with pipes]; Medium fey; HD 6d6+6; hp 27; Init +1; Spd 40 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +3; Atk +3 melee (1d6, head butt) or +4 ranged (1d6/×3, shortbow); Full Atk +3 melee (1d6, head butt) and–2 melee (1d6/19–20, short sword); or +4 ranged (1d6/×3, shortbow); SA Pipes; SQ Damage reduction 5/cold iron, low-light vision; AL CN; SV Fort +3, Ref +6, Will +6; Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13.

Skills and Feats: Bluff +10, Diplomacy +3, Disguise +1 (+3 acting), Hide +14, Intimidate +3, Knowledge (nature) +10, Listen +16, Move Silently +13, Perform (wind instruments) +10, Spot +16, Survival +2 (+4 aboveground); Alertness[t], Dodge, Mobility, Point Blank Shot.

Pipes (Su): Satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 14 Will save or be affected by charm person, sleep, or fear (caster level 10th; the satyr chooses the tune and its effect).

In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours. The save DC is Charisma-based.

Skills: Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

Possessions: Short sword, short bow, quiver of 12 arrows.

H63. UNPLEASANT SPRITES

The underbrush, cloaked with thorny branches, grasps at passing legs. The soft soil gives way to a pebbly loam, and the trees loom in a vaguely menacing way.

Initial Attitude: Unfriendly

Encounter: Diantha (Room H12) has charmed a group of pixies into performing a number of slightly dangerous, thoroughly unpleasant practical jokes. They have riddled the southwestern part of the forest with pit traps, vine snares, hives full of angry bees, and similar "pranks". Some of the traps, while not lethal, can certainly harm the unwitting passersby; in fact, several elven troopers have fallen prey to the pixies' pranks, and are not pleased.

Hidden Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 31 (*permanent image*); Disable Device DC 20.

Twisting Vine Trap: CR 4; mechanical; location trigger; manual reset; DC 22 Reflex save avoids; 1d4 Dex damage; Search DC 28; Disable Device DC 20.

Angry Bee Trap: CR 3; mechanical; proximity trigger; no reset; Atk +6 melee (1d4 plus poison); bee venom (DC 11 Fortitude save negates, 1d4 Con/1d4 Con); multiple targets (all creatures in a 30 ft. radius); Search DC 25; Disable Device DC 23.

Encounter Condition: Invisibility

Tactics: The pixies use their magic to best advantage; they conceal themselves using greater invisibility, but their giggles when a PC falls prey to one of their traps may give them away. If the PCs attack them, they fly up out of the PCs' reach and retreat, the sounds of their laughter echoing behind them.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, increase the DCs of all traps by +2. To decrease the challenge, decrease the Search DCs for all traps by 2.

Pixie: Advanced Pixie: CR 5/6; Small fey; HD 3d6; hp 10; init +4; Spd 20 ft., fly 60 ft. (good); AC 16, touch 15, flat-footed 12; Base Atk +1; Grp –5; Atk +6 melee (1d4–2/19–20, short sword) or +7 ranged (1d6–2/×3, longbow); Full Atk +6 melee (1d4–2/19–20, short sword) or +7 ranged (1d6–2/×3, longbow); SA Spell-like abilities, special arrows; SQ Damage reduction 10/cold iron, greater invisibility, low-light vision, spell resistance 15; AL NG; SV Fort +1, Ref +7, Will +5; Str 7, Dex 18, Con 11, Int 16, Wis 15, Cha 16.

Skills and Feats: Bluff +10, Concentration +6, Escape Artist +10, Hide +11, Listen +11, Move Silently +11, Ride +10, Search +12, Sense Motive +9, Spot +11; DodgeB, Weapon Finesse, Weapon Focus (long bow).

Greater Invisibility (Su): A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

Spell-Like Abilities: 1/day—*lesser confusion* (DC 14), *dancing lights, detect chaos, detect good, detect evil, detect law, detect thoughts* (DC 15), *dispel magic, entangle* (DC 14), *permanent image* (DC 19; visual and auditory elements only), *polymorph* (self only). Caster level 8th. The save DCs are Charisma-based.

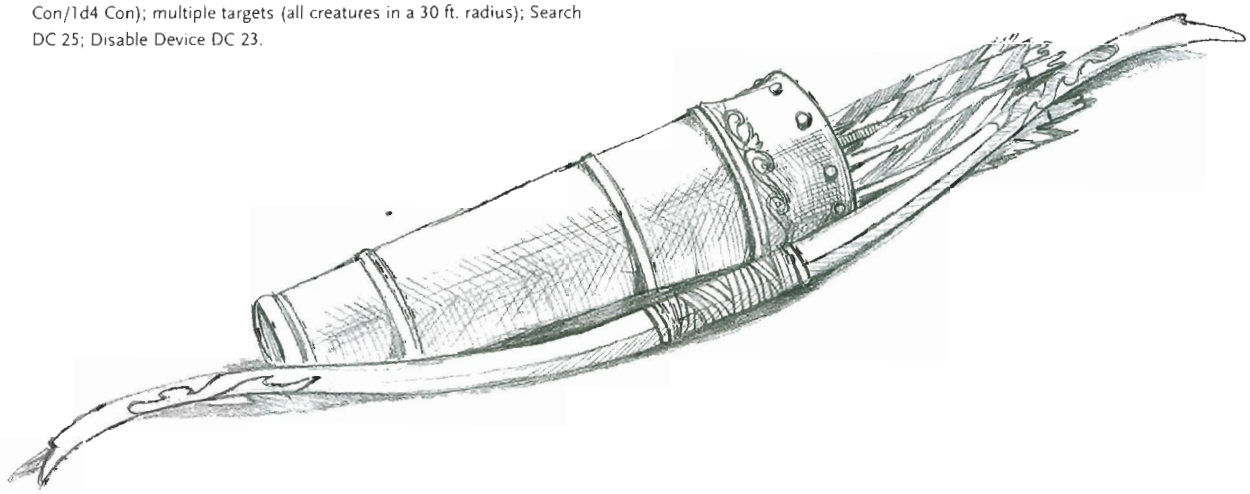
One pixie in ten can use irresistible dance (caster level 8th) once per day.

Special Arrows (Ex): Pixies sometimes employ arrows that deal no damage but can erase memory or put a creature to sleep.

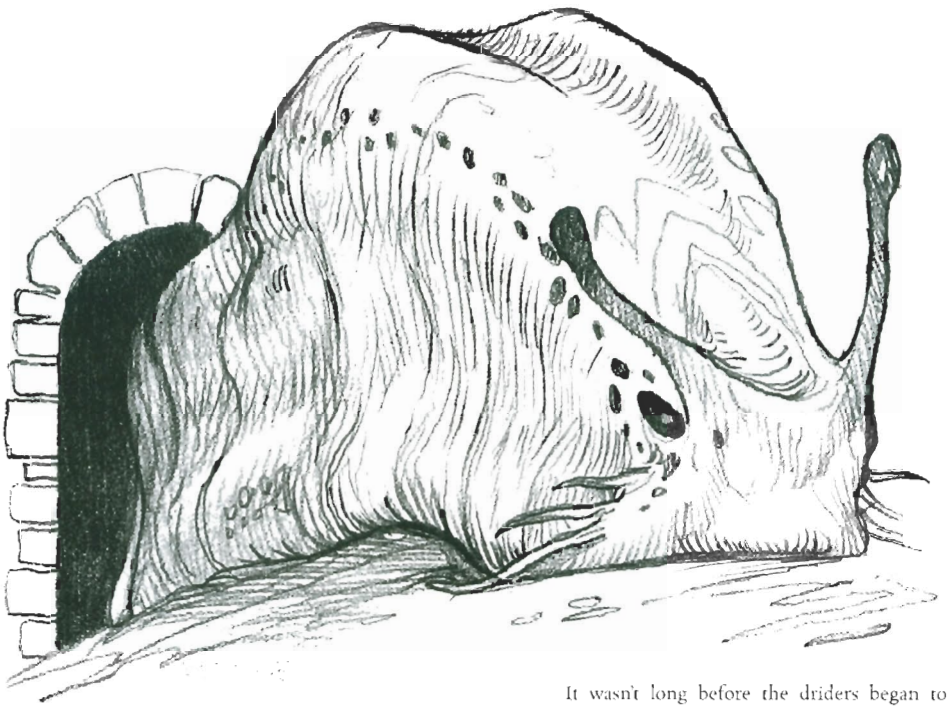
Memory Loss: An opponent struck by this arrow must succeed on a DC 16 Will save or lose all memory. The save DC is Charisma-based and includes a +2 racial bonus. The subject retains skills, languages, and class abilities but forgets everything else until he or she receives a heal spell or memory restoration with limited wish, wish, or miracle.

Sleep: Any opponent struck by this arrow, regardless of Hit Dice, must succeed on a DC 16 Fortitude save or be affected as though by a sleep spell. The save DC is Charisma-based and includes a +2 racial bonus.

Notes: One of the six possesses *irresistible dance*.



REGION I.
THE HALLS OF FLESH



"The Halls of Flesh" is not a metaphor. The corridors and Rooms of this blighted Region make it unlivable for normal beings and a perfect place for unspeakable and horrible diseases. Oozing with miscreant detritus and foul ichor, the Halls of Flesh house some of the dungeon's most unseemly and uncontrollable beasts. Abominations that no man could have devised, live here and their sepsis flows through the halls like the bloody remains they leave in their tracks.

The abominations are the work of a drider named Mahir and his progeny. His dark experiments, centuries ago, still resonate in the timeless Halls of Flesh and even after his passing, the laboratory in Region M continues to churn out vile, impossible 'things.' Chaos beasts, oozes, chokers, and a pair of organisms aptly called 'the Twins', make Region I both a home and battleground to an their unnatural menagerie.

The twins are Anguish and Madness — a chimera made from the unholy union of a dragon egg, a drow, and a protoplasmic goo that cannot be destroyed. They are the truest kind of evil. Pure in their form as forces of chaos and destruction, they lack understanding of their actions and have lost any semblance of morality. Together, they are the core of the Region's suffering and the reason the inevitables in Region E stand ever watchful.

If nothing else, Region I is the effect to the drider's cause. Whatever remnants of their infernal experiments that do not succeed are discarded and abandoned here. For centuries they have pushed off their beasts, leaving them to whatever fate the dungeon wills. For the celestials, this has caused them to pull back to Region E and seal off the dungeon from the aberrations and discarded genetic effluence left by Mahir's children.

The story of Region I goes back centuries to when the driders, (with their drow slaves in tow) searched for a new home. Having recently lost their status among other driders, they stumbled through a series of underground caverns, before Seizing Region M. The driders settled there and set their slaves to the task of digging out Region I. However, what they found were dungeon walls already cut into the earth.

It wasn't long before the driders began to experiment on their drow slaves in hopes of creating more driders. Mahir set up laboratories throughout the Region, in tandem with the efficient tunnel structure of the previous inhabitants. However, not realizing the taint of evil that permeated the halls was abyssal in nature, Mahir's early experimentations would result in unwanted and unthinkable mutations. It would be decades before a creature even close to what they imagined would be created. Meanwhile the failures of their vile experiments were exiled to monster-controlled Sections of the complex.

Perhaps the dark goddess of the drow chose to intervene? Perhaps the driders, given to the same arrogance as their former masters, were lost in error. Whatever the cause, in a single night the driders lost their new home to what was to be the Mahir's greatest creation. Having traded away nine sickly drow slaves to the hag coven in Region K, he acquired a bronze dragon egg, which he used to destructive ends

Mahir took a dozen captive drow and injected them with a foul serum he concocted from alchemical elixirs, protoplasmic enzymes, and the "yolk of the egg." Eight of the drow died instantly and one of them lingered in agony for months before dying at the hands of a drider chiurgeon. Two others spilled into an ooze, forming a single mass of mutated jelly. Reduced to a mass of protoplasmic flesh, only their teeth and eyes left untouched, these two became the creature named Madness, which after only a few short hours, then rampaged out of the laboratory and into the southern halls of Region I.

The twelfth drow survived. Left convulsing and vomiting in a catatonic state, it sprouted into a semi-draconic, three-headed abomination. The creature's first conscious act was to turn on its creators. Mahir and all but one of his assistants quickly fell to its vicious attacks. Within weeks, most of the complex was lost as the two unstoppable juggernauts broke through walls and doors in search of more victims.

Since the terrible accident that forced the driders to abandon the corridors they once called home, the driders and drow have fought to reclaim small pockets of the Region, but to no avail. Now, the driders force drow slaves to guard what little is left of the Halls of Flesh, ever vigilant against the attacks that have driven their brethren to such madness.

TYRANNY OF FLESH: ENVIRONMENT OF THE HALLS

Thanks to the contamination caused by Mahir, the Halls of Flesh have earned their dastardly name. Unnatural life exists in abundance here, enough so that undead dare not enter.

In addition to the traps and monstrous menaces that threaten characters while adventuring within the Halls of Flesh, the environment presents hazards to the unwary. The remnant arcane energies created by the earthquake continue to affect the area. Mingled with the unholy experimentations, the Region is a mess. While the abominations that dwell within the Halls have adapted to its bizarre properties, recent arrivals are in for a rude awakening.

Characters and creatures, excluding those who do not heal naturally (such as constructs and the undead) that are injured within the confines of the Halls of Flesh soon discover a miraculous property of this environment. Living creatures who are injured regain their hit points at an accelerated rate.

Instead of the normal rate, creatures and characters recover lost hit points every hour, rather than every day and nonlethal damage is recovered at the rate of 1 point per minute. DMs are encouraged to describe the odd but harmless distortions of the character's body that take place within 1d4 hours of a PC benefiting from the unnatural vitality — strange changes in skin color or texture, bumps or warts, growths of hair, etc.

TOO MUCH OF A GOOD THING

Characters, especially clerics, may come to depend on the accelerated healing the Halls of Flesh provide, electing to use spells that do other than heal their comrades. This is a mistake.

Characters and creatures injured within the Halls of Flesh discover there is a price to be paid for the unnatural vigor that keeps them among the living. In cases where the creature or character takes enough damage to reduce them to their Constitution or less in hit points, a DC 20 Fortitude save must be made. Failure results in a check on the following table.

1d20	Effect (Duration)
1–3	Abnormal Vigor. +1 Constitution or Dexterity. –2 Wisdom. Distracting pain. 1d8 hours.
4–6	Abnormal Vigor. Immunity to poison, disease and nonlethal damage. –2 to attack rolls and Charisma. Body is wracked by spasms and nearly unbearable agony. 1d6 hours.
7–10	Body Warping. +1 Strength or Dexterity. –1 Charisma. Bulbous twitching under the skin. 1d6 hours
11–13	The Curse of Anguish. +2 Strength and Constitution. –6 Charisma. Assume minor traits of a chimera (horns, foul stench, animal features). Every day, make a DC 20 Will save or suffer rage, attacking everything for 2d6 rounds. 1d4 days.
14–16	The Curse of Madness. +2 Intelligence and Wisdom –6 Charisma as the afflicted is tormented by insane visions. Each day, make a DC 22 Will save or suffer *insanity*. 1d4 days.
17–18	Madness Insight. +2 Intelligence or Wisdom. Every hour, make a DC 19 Will save or suffer *confusion*. –2 Charisma. Paranoia and strange visions. 1d10 hours.
19–20	Mahir's Vengeance. +3 Dexterity, *spider climb* at will, grow fangs (Bite 1d6 plus poison, Fortitude DC 16, 1d6/1d6 Str damage). –8 Charisma. May not wear normal armor or clothing. 1d4 days.

Creatures affected by the Halls may be cured via *lesser restoration* (for effects lasting hours) or *greater restoration* (effects lasting days), *remove curse*, *limited wish*, *wish*, or *miracle*.

FILTH AND DISEASE

The abnormal life in the Halls of Flesh lends itself to filth and disease. The offal left by the battles between the inhabitants of the Halls serves as a breeding ground for any of a number of ailments. PCs who are wounded in battle, or camp in Room recently inhabited by creatures may contract illness, according to the following chart.

The DM should never require more than one roll per battle or three rolls per day.

1d20	Disease
1–3	Cackle Fever—Inhaled, Fortitude DC 16, incubation period 1 day, damage 1d6 Wis
4–6	Devil Chills—Injury, Fortitude DC 14, incubation period 1d4 days, damage 1d4 Str [The victim must make three successful Fortitude saving throws in a row to recover from devil chills.]
7–10	Filth Fever—Injury, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex, 1d3 Con
11–13	Mind Fire—Inhaled, Fortitude DC 12, incubation period 1 day, damage 1d4 Int
14–16	Red Ache—Injury, Fortitude DC 15, incubation period 1d3 days, damage 1d6 Str
17–18	Shakes—Contact, Fortitude DC 13, incubation period 1 day, damage 1d8 Dex
19–20	Slimy Doom—Contact, Fortitude DC 14, incubation period 1 day, damage 1d4 Con [When damaged, the character must succeed on another saving throw or 1 point of damage is permanent drain instead.]

A Heal check (a DC equal to the DC of the Fortitude save + 10) may be made to treat a diseased character, as well as a *cure disease*.

DRIDER KEYS

These magical keys are held by the drider in charge of the drow slaves. Each key resembles a miniature onyx drider. To use a *drider key*, the creature places it over a lock. The figurine then comes to life, performing the necessary task needed to unlock the door in question.

Non-drider using the keys may suffer an unpleasant surprise — the magic in each allows any of the drider sorcerers to locate any given key at any time. At the sorcerers' discretion, each key emits a highly concentrated contact poison (DC 28 Fort save resists, 1d8 Con/1d6 Dex) when used. *Dispel magic* and similar effects suppress the poison and location abilities of the key, but also render it useless for opening the appropriate locks.

I1. FIRST CONTACT

The air here grows fetid as the thick iron door swings aside with a squeal. The darkness is palpable. Stepping forth into its presence is akin to passing through a pane of icy water.

Initial Attitude: Neutral

Encounter: The doors leading into the Halls of Flesh have been warded since before Mahir's magical disaster. To discourage the celestials' interference, the drow and drider wizards have inscribed foul runes upon the doors and walls leading into the Halls of Flesh. There is a *magic circle against good* radiating from each door leading into the prison complex.

EL: 6

Encounter Condition: N/A

Tactics: N/A

Scaling: To increase the challenge, add two gricks, who are lurking near one of the doors to the east or west. To decrease the challenge, remove the *magic circles against good*.

12 THROUGH 115. CHOKING FOR AIR

A bizarre proto-society has developed among the half-intelligent chokers resulting from the twisted arcane methods of healing the Halls provide. As such, this Section is controlled by a gang of "thinking" chokers led by a mutated choker of remarkable girth and above-average intelligence. He, however, still thinks like a beast at times.

Disobedience is punished by death, and advancement within this group hierarchy is solely based on one's cunning. Outright murder is frowned upon, but assassination is a commonly used to get ahead. Woe to the adventurer who haphazardly chooses a place to sleep; the chokers are merciless.

The chokers engage in regular warfare against the nearby gricks, and waylay adventurers or drow patrols unlucky enough to intrude. Unlike most choker gangs, these vile sneaks and murderers are organized to exploit the traps and poisons left behind by the celestial warders and by the drow and drider. While not overtly intelligent, the chokers recognize the healing properties of the Halls. To preserve their numbers, the chokers retreat and then they lead their opponents into an ambush so their wounded can hide in the Halls and be healed.

To be plain among the choker gang is to become outcast. Instead, the chokers embrace their mutations. It is not unusual for an intruder's last vision to be of a swarm of chokers with useless wings, and an unnatural number of arms and legs. [The Random Mutation chart on page 440 works for chokers as well as gricks — though it is designed for the gricks. It is the whim of the DM, whether chokers deserve such benefits.]

The lair of the chokers differs little from that of the gricks — garbage and rubble litter their homes. The vast quantity of waste left lying about provides the chokers with an ideal environment to defend their home — not only does the rubble provide significant cover, but the stones serve as ammunition to harass enemies. Only the power of the Halls prevent the gricks from being eradicated. However, should an intelligent enough mutation arise among the chokers, the gricks' days are numbered.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1	A low, chatter of teeth echoes, barely is audible.
2	A spray of crudely carved rocks lays on the floor in a twisted, indescribable pattern.
3	Several luminescent tiles — recently smashed — glow faintly.
4	A useless and gnawed leather belt writhes like a snake.
5	A dead grick lays upon the floor like a sack of garbage.
6	A creaking iron door slams, echoing through the Section.
7–14	Nothing
15	Four gricks have wandered across the PCs' path, having slipped past the chokers' defenses. They are surprised.
16	Four gricks scrounge for prey, following the PCs. If combat erupts, 1d4 chokers investigate in 1d4 rounds.
17	Six chokers prowl the halls, hunting for gricks.
18	A pair of chokers torment a wounded grick. They do not notice the PCs' approach.
19	Icy patches (strangely) dot the corridor, their source unapparent. Haunted.
20	The entire room flares into light for a moment (*flare*). A DC 14 Fortitude save negates the effect.

12. ABANDONED CHAMBER

This large chamber is abandoned — debris is strewn across the cracked floor tiles. The air is stale, stirred only by the ominous sound of metal creaking against stone up ahead.

Initial Attitude: Neutral

Encounter: Few creatures in the Halls of Flesh venture here, thanks to its proximity to the lair of Anguish (Room 198) to the north. As such, it can provide a safer haven for weary PCs than many of the rooms elsewhere in this section.

After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

13. THE CUBBY-HOLE

The sheets of tattered living flesh endemic to other areas of the Halls are less prevalent here.

Initial Attitude: N/A

Encounter: PCs venturing down this hallway may make a DC 18 Spot check to notice that one of the southern sections of wall in this Room is free of the disgusting tissue that infests the area.

Opening the secret door here is a simple matter — a single stone set roughly 8 ft. above the door may be pressed inward to unlock the latch securing it, causing a cantilever to swing the stone door on a central pivot. A DC 25 Search check reveals the location of the stone.

The hidden room once held a small rack of weapons for use by the celestials during uprisings in the prison. The weapons rack, now vandalized is simply, at this point, useless rubble that litters the floor. The choker leader (hp 46) has left the *continual flame* stone set into one wall intact but damaged, the better to cast shadows for the creature to hide within.

Encounter Condition: N/A

Tactics: If the choker leader is in the Room — there is a 50% chance that he's here — it hides within the shadows cast by the damaged continual flame stone near the ceiling. A DC 30 Spot check is required to determine its presence. As only one PC is likely to be in the Room at any given time, the choker leader waits until an opponent is fully within the room, then triggers the door's closure mechanism (located on the south wall) as a move action, trapping the character inside.

Once a character is trapped inside the Room, the choker leader knocks the *continual flame* panel from the wall as the extra standard action granted by its Quickness ability. This breaks the enchantment and plunges the Room into darkness. The choker then attacks while the victim is flat-footed, using a poisoned dagger. Once the poison takes effect or the victim successfully resists, the choker abandons the dagger in favor of strangulation.

Treasure: A few trinkets are kept here by the greedy choker, amounting to 100 gp. More useful to the PCs, though, is the *drider key* that the choker leader possesses.

EL: 6

Scaling: To make this encounter more challenging, replace the choker leader's poisoned dagger with six poisoned darts, which the creature throws from the ceiling. To decrease the challenge of the encounter, lower the save DC of the poison to 18.

Choker Leader: hp 46, AL CE, equipped with poison dagger 1d4+3 + poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str).

14. THE SOUTHERN CACHE

The entrance into the cache area is well concealed (Search check, DC 30), and requires eight drops of blood to open — one for each leg of the spider glyph that serves as the central locking mechanism for the door.

The spider fangs, pointed outward, draw the blood for the glyph — offering a clue for clever intruders. Though originally intended for only the drow, elven blood suffices to unlock the door, and human blood works 50% of the time, due to the decay of the mechanism.

Failure to add the blood before opening the locking mechanism triggers *repulsion*, centered on the *glyph* (Will save, DC 21). The *repulsion* pushes creatures a full 60 ft. away from the *glyph* and remains in effect until the mechanism resets (10 rounds).

Repulsion Trap: CR 9; magical device; touch trigger; automatic reset (10 rounds); hidden lock bypass (Search DC 25, Open Lock DC 30); multiple targets (10 ft. radius); spell effect (*repulsion*, 12th-level sorcerer, Will save DC 21, remains 10 rounds); Search DC 31; Disable Device DC 31.

Cache Door: 3 in. iron, Hardness 15, hp 90, Break DC 30/30.

This hallways drips with vile slime and patches of fleshy fungus. Only a few areas remain clear, none of them taller than a human.

Initial Attitude: Neutral

Encounter: Established by drow slaves some time ago, this Room acts as a haven for drow fleeing the horrors of the Halls.

The interior of the cache is unlit, though darkvision does work normally. The central circular area is a makeshift meeting and dining area, complete with a single large stone table and several chairs. The western room is uncomfortable barracks for up to eight Medium creatures, with uncomfortable cots and a masterwork healer's kit. The eastern room serves as the armory, and at any given time has a 10% of a random minor magical weapon or item of armor being present, as well as a variety of normal longswords and leather armor.

Encounter Condition: N/A

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: Hidden in the armory in a secret niche (Search check, DC 30) is a single significant magical two-bladed sword called *eight strike fang*, a glimmering sword wrought of the coldest iron and edged so finely that the blade appears to be made of ice. Mahir created this weapon soon after the driders took power to control his errant creations. Shortly before the disaster which killed him, Mahir discovered that *eight strike fang* had been stolen. Unwilling to jeopardize his place among the driders, Mahir said nothing of the theft — a decision which would prove to be his nemesis.

In truth, *fang* was stolen by the drow, who were even then plotting to regain their power over the driders. Over time, the drow have discovered that the sword is effective against Anguish (Room 198) and Madness (Room 156), and believe that it is the only means by which Anguish and Madness can be destroyed. Siglinde (Room 131) is the only creature who knows differently, and for her own reasons, has not informed the drow of this. Thus Lorath and the drow plot to mount an expedition and retrieve *eight strike fang*.

The secret chamber is locked (Open Lock check, DC 30) and trapped with *acid fog*. Lorath (Room 1103) and his lieutenants carry keys to the cache which disable the trap.

Acid Fog Trap: CR 7; magic device; touch trigger; automatic reset; spell effect (*acid fog*, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31.

EL: 10

Scaling: To increase the challenge of this encounter, have two Random Encounters. To decrease the challenge, select have the Random Encounter occur after 1 hour.

EIGHT STRIKE FANG

Eight Strike Fang is a *+1/+2 axiomatic shapeshifterbane two-bladed sword*. In addition to its *bane* properties, shapeshifters struck by eight strike *fang* must succeed at a DC 18 Will save or be forced back into their natural forms. Damage inflicted by the sword to Anguish (Room 198) or Madness (Room 156) heals at the normal rate, not the accelerated rate of the Halls. Further, if Anguish or Madness are reduced to –10 HP by the weapon, they regenerate after 1d6+1 weeks instead of days.

15. THE DISCIPLE OF MADNESS

This rectangular room yields an unpleasant scent, reminiscent of vinegar. There is no furniture, and the floor, while stained and pitted, is spotless. A shadow dances along its back wall, and from it, sonorous chanting arises, the words laying greasily in the ear.

Initial Attitude: Unfriendly

Encounter: This chamber serves as the home of the Disciple of Madness (hp 150), an unfortunate drow reduced to a vomitous slag of black ooze during the disastrous experiments of the driders generations ago. Characters entering the room are not attacked automatically, but anyone approaching within 30 ft. of the Disciple must succeed at a DC 16 Will save or be affected by *hypnotism* for 2d4 rounds. This is a sonic, mind-affecting compulsion. PCs who successfully save cannot be affected by the Disciple's babbling for 24 hours. Those hypnotized are staggered and sense "recorded" visions of torture and debauchery they cannot immediately be explained. DMs should feel free to bury these images deep in the PCs subconscious, bringing them to the surface at an opportune moment later. Nonetheless, the Disciples babbling is constant and distracting, making spell casting difficult.

Any creature targeting the Disciple with thought detection, mind control, or *telepathy* suffers 1d4 Wisdom damage.

Encounter Condition: Concealment, Distracting Noises 6

Tactics: Though insane, the Disciple is a terrifying opponent. It is intelligent enough (barely) lull its opponents into a stupor (with *hypnotism*) before attacking. Should the PCs fall victim to the Disciple of Madness' babblings, a *suggestion* that they simply stand (flat-footed) and listen to its insane proselytizing takes effect.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, add +30 hp to the Disciple. To decrease the challenge of the encounter, reduce its Intelligence score to 1 and remove its spell-like abilities.



Disciple of Madness, Black Pudding: CR 9; Huge ooze; HD 10d10+60; **hp 135; Init** –5; Spd 20 ft., climb 20 ft.; AC 3, touch 3, flat-footed 3; Base **Atk** +7; Grp +18; Atk +8 melee (2d6+4 plus 2d6 acid, slam); Full Atk +8 melee (2d6+4 plus 2d6 acid, slam); Space/Reach 15 ft./10 ft.; SA Acid, constrict 2d6+4 plus 2d6 acid, improved grab; SQ Blindsight 60 ft., darkvision 120 ft., spell-like abilities, spell resistance 18, split, ooze traits; AL CE; SV Fort +9, Ref –2, Will –2; Str 17, Dex 1, Con 22, Int 10, Wis 1, Cha 1.

Skills and Feats: Climb +11, Concentration +16, Intimidate +5; Ability Focus (spell-like ability: hypnotism), Toughness (3).

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 21 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 21 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

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

Spell-Like Abilities: At will—*hypnotism, suggestion* (DC 3). 1/day—*dancing lights, deeper darkness, faerie fire.* Caster level 9th. The save DCs are Intelligence-based.

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

16. DEAD END

This alcove is the sight of a gruesome display — a humanoid skeleton, taller than a human or elf, pinned to the wall with iron spikes, clotted with rust. Those same spikes are still stained with this being's blood, despite the advanced age of the corpse. It glimmers like liquid silver and gold intermixed, shimmering softly in the darkness.

Initial Attitude: Neutral

Encounter: The being spiked to the wall was once a celestial warden of the prison. Ambushed foully by the escaped prisoners after the cataclysm that set them free, the warder was left to die, its lifeblood oozing out over the dozens of spikes driven deep into its body.

The foul chokers that infest this Section avoid the alcove, repelled by the lingering aura of holiness. **Encounter Condition:** Hallowed 4, Positive Energy

Tactics: N/A

Treasure: The tragic loss of a celestial being can be a boon to PCs — A DC 18 Knowledge (religion) check reveals that the blood that still runs over the spikes can be harvested by the faithful and used to create three vials of maximized holy water, or a single *potion of cure serious wounds* with minimal effort. Generous DMs may, at their discretion, waive the cost of creating these items should particularly pious PCs take steps to lay the celestial to rest, if it is within their faith to do so.

EL: N/A

Scaling: N/A

17. LOOK CLOSER

This chamber reeks. Hovels are constructed from the debris and are held together with slimy-looking sheets of living flesh. Perhaps half a dozen small, gray-skinned humanoids squat inside or around these mounds, chattering in soft, high-pitched voices.

Initial Attitude: Unfriendly

Encounter: This room is home to half a dozen chokers (hp 16, 16, 15, 15, 14, 14) encountered the Disciple of Madness in room 15 and have been driven insane by its blasphemous chanting. The chokers emulate the Disciple, going so far as to slaughter one of their own and use its living flesh to bind their homes together. A DC 21 Sense Motive check will reveal that these creatures are dangerously insane.

These chokers are reviled by their evil brethren nearby, shunned and forced to eke out a miserable existence in this room. PCs that can achieve a Neutral or Better result utilizing Diplomacy or appropriate spells will be told that a 'great prophet' lives in room 15, and will be provided with a single choker guide to lead them to the Disciple. Hostile PCs are set upon by every inhabitant of the room. It is important to note that the chokers that roam the lower Halls will not investigate the battle, considering themselves well off if the insane former members of their gang are slain.

Encounter Condition: N/A

Tactics: The chokers here are utterly mad, fighting with little regard for their personal safety. They are intelligent enough to employ their superior reach against enemies, and to swarm fallen foes. Should a PC be knocked unconscious, a pair of chokers drag them to Room 15 to face the Disciple.

Treasure: The mad chokers have a few baubles scavenged from the victims of the Disciple (Room 15) and other horrors of the Halls, totalling 100 gp. A PC who succeeds at a DC 18 Search check is rewarded with an inactive *drider key.*

EL: 6

Scaling: To increase the challenge of this encounter, one of the chokers has a small black pudding (hp 20) that it keeps in a jar, releasing the creature in the midst of battle (treat as a grenadelike weapon). To decrease the challenge, the chokers' brethren nearby have slain two of them in a fit of pique, reducing their numbers to four.

Choker: CR 2; Small aberration; HD 3d8+3; hp 16, 16, 15, 15, 14, 14; Init +6; Spd 20 ft., climb 10 ft.; AC 17, touch 13, flat-footed 15; Base Atk +2; Grp +5; Atk +6 melee (1d3+3, tentacle); Full Atk +6 melee (1d3+3, 2 tentacles); Space/Reach 5 ft./10 ft.; SA Improved grab, constrict 1d3+3; SQ Darkvision 60 ft., quickness; AL CE; SV Fort +2, Ref +5, Will +4; Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7.

Skills and Feats: Climb +13, Hide +10, Move Silently +6; Improved Initiative[b], Lightning Reflexes, Stealthy.

Constrict (Ex): A choker deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Quickness (Su): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Skills: A chokers has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

I8. ABANDONED GUARD STATION

This room has dual entrances — the one you've just entered, and one on the opposite wall. Effort has been made to besmirch the holy symbols that adorn the lintel, though the efforts are clearly half-hearted and not entirely successful. Several panels of stone, roughly at head height, are luminescent.

Initial Attitude: Neutral

Encounter: The celestials once used this room as a guard post. It retains a small amount of the holy energy that once resided here, and is shunned by the creatures of the Hall. Several stones light the room, enchanted with *continual flame*. It is important to note that the lingering Celestial magic here prevents the disease effects found elsewhere in this section.

Encounter Condition: Positive Energy

Tactics: An enterprising minor sorcerer has enchanted the *continual flame* stones with *phantom trap*, in the hopes of driving visitors into other, less than safe rooms. Please note that there is no actual trap here; the *phantom trap* may be detected with a DC 26 Search check.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this area, add four chokers. To decrease the challenge, remove the *phantom trap*.

I9. THE TRAPPED CACHE

This circular room has seen better days. Still, it may be a relief from the haunted corridors outside. Silk sacks line one wall, and small stone barrels, fashioned from fallen columns, take up space next to them. An iron rack holding several pole arms and swords is bolted to one wall, and beneath it a leather case hangs. The room is musty.

Initial Attitude: Neutral

Encounter: As further discouragement to unwelcome visitors, the driders have trapped the first of several caches of medical supplies, armor and weapons. Wary characters may notice that while this particular cache is dusty and clearly has not been used for quite some time (Spot DC 15), the medical supplies are still fresh.

Encounter Condition: N/A

Tactics: The traps in this room are as follows.

- **Weapons Rack.** This rack of glaives, swords and mancatchers is coated with terinav root poison.
- **Terinav Root**—Contact, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex
- **Medical Supplies.** The medical supplies (equivalent in appearance to a masterwork healer's kit) are tainted with drow poison. The poison affects anyone treated with the kit.
- **Drow Poison**—Injury, Fortitude DC 13, initial damage unconsciousness, secondary damage unconsciousness for 2d4 hours.

The Search and Disable Device DCs for these traps are 30.

Treasure: Scattered around the room are two glaives, a masterwork longsword, a longsword, two mancatchers.

EL: 7

Scaling: To increase the challenge of the encounter, increase the save DCs of the traps by +2. To decrease the challenge, use only one trap from above.

I10. CHOKER LAIR

These rooms are stained and fouled with some unnameable excrescence. Rusted iron doors hang half open. In places, the walls are jagged, broken. The only features not vandalized are the lintels and support beams that hold the ceiling in check, and even there the shadows gather thickly, bloated with seeming menace.

Initial Attitude: Hostile

Encounter: These small cells, are now the lair of a gang of chokers. Led by a Medium choker leader (hp 52), these horrid beasts constantly squabble among themselves, only presenting a unified front when faced with intruders. The lair is strewn with random garbage from other sections of the prison complex. Due to the debris scattered about, characters must make Move Silently checks (–2 penalty for the rubble) opposed by a group Listen check by the chokers.

Encounter Condition: [Ambush], Cover

Tactics: Any noise the PCs create brings four chokers (hp 18, 16, 15, 11) to investigate within 1d4 rounds. If a battle occurs, the chokers ambush their foes in the central area. Every round the combat continues, two additional chokers (hp 16 each) join the fight, until there are three chokers per PC, plus the choker leader (who arrives one round after the first four chokers). The remaining members of the choker gang remain in reserve.

The chokers, while of animal intellect, are cunning and familiar with their environment, attacking from beneath loose rubble and, most often, the tops of doorways and from ceiling supports, using their 10 ft. reach to best advantage. Multiple chokers use the Aid Another action to grant attack bonuses to a single attacking choker.

If reduced to 50% or less hit points, the choker leader flees to Room 125, hiding in the secret room. Normal chokers fight until reduced to 50% or fewer hit points, fleeing into the maze of rooms, and waiting until the arcane healing of the Halls restores them to full health.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, arm the chokers with poison-tipped (drow blood) shortspears and shortswords. To reduce the challenge of this encounter, reduce the number of choker reinforcements to two per PC. If the PCs succeed in wounding the choker leader and half of their opponents, have the choker gang retreat, only to attack the PCs later, when they are at their weakest.

Choker: CR 2; Small aberration; HD 3d8+3; hp 18, 16, 15, 11; Init +6; Spd 20 ft., climb 10 ft.; AC 17, touch 13, flat-footed 15; Base Atk +2; Grp +5; Atk +6 melee (1d3+3, tentacle); Full Atk +6 melee (1d3+3, 2 tentacles); Space/Reach 5 ft./10 ft.; SA Improved grab, constrict 1d3+3; SQ Darkvision 60 ft., quickness; AL LE; SV Fort +2, Ref +5, Will +4; Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7.

Skills and Feats: Climb +13, Hide +10, Move Silently +6; Improved Initiative[B], Lightning Reflexes, Stealthy.

Constrict (Ex): A choker deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Quickness (Su): Although not dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Skills: A chokers has a +8 racial bonus on Climb checks and can choose to take 10 on Climb checks, even if rushed or threatened.

Choker Leader: CR 4; Medium aberration; HD 8d8+16; hp 52; Init +5; Spd 20 ft., climb 10 ft.; AC 15, touch 11, flat-footed 14; Base Atk +6; Grp +15; Atk +12 melee (1d4+5, tentacle) or +12 melee (1d4+5 plus poison, masterwork dagger); Full Atk +12 melee (1d4+5, 2 tentacles) or +12 melee (1d4+5 plus poison, masterwork dagger) and +7 melee (1d4+5, tentacle); Space/Reach 5 ft./10 ft.; SA Improved grab, constrict 1d4+5; SQ Darkvision 60 ft., quickness; AL LE; SV Fort +4, Ref +3, Will +7; Str 20, Dex 12, Con 15, Int 4, Wis 13, Cha 7.

Skills and Feats: Climb +15, Hide +8, Move Silently +7; Improved Initiative*, Lightning Reflexes, Stealthy, Weapon Focus (tentacle).

Constrict (Ex): A choker deals 1d4+5 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Quickness (Su): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Poison: Injury, Fortitude DC 24, initial damage 1d6 Str, secondary damage 2d6 Str.

Skills: A chokers has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Possession: Masterwork dagger (drow made) envenomed with purple worm poison.

I11. READY ROOM

The secret door can be found with a successful DC 20 Search check. Inside a gouge in the wall are two narrow stones which must be squeezed together. A successful DC 16 Strength check is required to bring the stones together and open the secret door, which swings opens into the hallway.

What happened in this room is a mystery. Skeletal bodies lay scattered about the floor or smashed into walls, mangled beyond recognition. Though the skeletons are humanoid, their race is indeterminate. The armor and weapons here have been rendered useless by whatever calamity befell these warriors. A corrugated tunnel is present in the southeastern portion of the room. Any further inspection is interrupted as the corpses stir, wormlike forms as large as a human stirring to life beneath them!

Initial Attitude: Hostile

Encounter: Six gricks (hp 28, 27, 26, 23, 21, 18) have wandered from Room I9 to gnaw through the dried husks and accidentally activated one of the functions of a *ring of chameleon power*, worn on the desiccated finger of a drow corpse. The ring grants the gricks a +10 circumstance bonus to their Hide checks while amidst the trash, rubble and detritus.

Encounter Condition: Ambush, Concealment

Tactics: The gricks exhibit subtlety against intelligent opponents. Upon detecting the PCs — lying in wait among the corpses and trash — they erupt from hiding and ambush intruders. The gricks fight until reduced to 50% their total hit points, before fleeing the Room.

Treasure: A DC 30 Search check reveals a *ring of chameleon power* among the rubbish and a DC 24 Appraise check reveals the ring is of celestial manufacture, perhaps provided to the unlucky ex-adventurer by the celestial wardens.

EL: 8

Scaling: To increase the challenge of this encounter, add one grick per PC. To decrease the challenge, reduce the number of gricks to four.

Grick: CR 4; Medium aberration; HD 4d8; hp 28, 27, 26, 23, 21, 18; Init +2; Spd 30 ft., climb 20 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +6; Atk +6 melee (1d4+2, tentacle); Full Atk +6 melee (1d4+2, 4 tentacles), –2 melee (1d3+1, bite); SA —; SQ Damage reduction 10/magic, darkvision 60 ft., scent; AL LE; SV Fort +0, Ref +2, Will +5; Str 14, Dex 14, Con 12, Int 3, Wis 14, Cha 5.

Skills and Feats: Climb +10, Hide +5/13*, Listen +6, Move Silently +4, Spot +6; Alertness, Track, Stealthy.

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

* Their coloration affords gricks a +8 racial bonus on Hide checks when in natural rocky areas.

I12. HIDDEN GUARDROOM

The hallway here is rough, almost like a throat. Abruptly, the warm walls give way to smooth, regular stone, terminating in a dead end, decorated with tiles in a strange language.

If the PCs gain entry into the guardroom, read the following.

This room is plain and well preserved despite its apparent age. Several stone panels shed golden light, reflected in a series of round silver mirrors along one wall. Small runic plaques are beneath each mirror, their purpose not readily apparent.

Initial Attitude: Neutral

Encounter: This hidden guardroom was originally created to monitor the cells in Room I9. Finding the room requires a Search check at DC 25.

Entry into the room is accomplished by pressing a series of tiles to one side of the door in a specific sequence. The sequence can be determined by a legend lore spell, or with a DC 30 Search check. The room is small, but lit by the same *continual flame* effect found in Room I3. A permanent scrying effect allows a character in the room to observe the grick lair in Room I9. The runic plaques are in Celestial, and mark where each scrying mirror's sensor is placed.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, increase the secret door Search check DC by 4. To decrease the challenge, decrease the initial Search check DC by 2.

I13. DEATH AND DARKNESS

At the northernmost end of this corridor is a statue of a spider like being, though its features are worn away by time or a passing touch.

Encounter: The mechanism attached to the crude figurine is part of a trap the driders call Death and Darkness. Moving the statue triggers the trap. It was deliberately constructed to seem as if it opens a nearby secret door.

Encounter Condition: [Deep Darkness], [Total Concealment]

Tactics: When triggered, the trap casts *heightened deeper darkness* in a 60 ft. radius. Then the trap mechanism releases a cloud of alchemical dust that provides total concealment for 1d4 rounds.

If a source of open flame such as a torch or lantern is present, the dust bursts into searing flame, inflicting 5d6 fire damage. The creatures inhabiting the Halls are sensitive to dust, and there is a 25% chance each round of a Random Encounter.

Death and Darkness Trap: CR 9; mechanical; touch trigger; automatic reset; spell effect (*heightened darkness*, 10th-level wizard, 10 rounds), spell effect (alchemical device, *fireball*, 5d6 damage, DC 20 Reflex save, avoids); Search DC 29; Disable Device DC 30.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, increase the chance of a Random Encounter to 40%. To decrease the challenge, reduce the damage of the death and darkness trap by 1d6.

I14. HIS MAJESTY'S THRONE ROOM

This room is adorned with what some being surely thinks is luxury — half-rotted tapestries line the floors and walls, and a deeply scratched and pitted, but still ornate chair rests against one wall. More of the tapestries, along with what might be scrolls or scraps of scrolls, lay atop a wooden bed frame, making a crude mattress.

Initial Attitude: Neutral

Encounter: This room served as the choker leader's 'throne room' from which it lorded over its fellow chokers. Beyond the direct supervision of their superior, the other members of the choker gang foment rebellion. Having the intelligence to recognize the impending mutiny of its fellows, it moved its quarters to the communal living space in room I15.

The choker leader (Room I10) left behind several scraps of parchment that were stolen from a (now dead) rebel drow. The scraps of parchment (DC 18 Search check to find, DC 18 Decipher Script check to assemble, written in Undercommon) detail a particularly fiendish lock constructed from the living body of a drow involved in the almost forgotten attacks on the surface.

"It is certain that... and he is the son of... but the vile traitor, Mahir, has sentenced him to a fate worse than death! Only the venom of the slaves can open the flesh lock, and even then only by the touch of frost, so rare in these nighted halls... must write again later, deliver my message to the leader... I know where the cache lays! Our vengeance is at hand!"

Encounter Condition: N/A

Tactics: N/A

Treasure: The scraps of parchment provide a valuable clue to the locks guarding Mahir's sorcerous cache, lost to nearly all the denizens of the Halls.

EL: N/A

Scaling: N/A

I15. THE SCUTS

Half a dozen or more gray-skinned humanoids with freakishly long arms infest this room. A few emerge or go into doors along each wall, bearing trash or trinkets, eyes glaring hatefully about. They squabble among themselves frequently, even in the few moments they are observed.

Initial Attitude: Hostile

Encounter: Lowest-ranking among the chokers are these ten scuts (hp 16, 15, 14, 14, 14, 14, 14, 14, 13, 12). Having yet to prove themselves in thievery, treachery, or battle against the gricks, these young bravos eagerly seek opportunities to advance among the gang. Three carry slings, while the rest fight with their "hands."

Encounter Condition: Cover

Tactics: The young scuts fight with impressive ferocity. Among the chokers, those armed with slings harass attackers from a distance while their comrades close. The chokers engaged in melee employ their superior reach against foes, and make the best use of their ability to climb walls, attacking from all directions. A noisy battle here (Listen check, DC 15) is likely to alert the elder chokers in Room I10, bringing 1d10 chokers to the battle within 1d4 rounds.

Treasure: The closets to the east and west of this Room hold a few piles of debris, 13 cp, an eye agate (15 gp), and a crumbled *scroll of arcane lock* that the scuts considered trash.

EL: 8

Scaling: To increase the challenge of this encounter, have the elder chokers arrive within 2 rounds. To decrease the challenge, remove two chokers armed with slings.

Scut, Choker: CR 2; Small aberration; HD 3d8+3; hp 16, 15, 14, 14, 14, 14, 14, 14, 13, 12; Init +6; Spd 20 ft., climb 10 ft.; AC 17, touch 13, flat-footed 15; Base Atk +2; Grp +5; Atk +6 melee (1d3+3, tentacle) or +5 ranged (1d3, sling); Full Atk +6 melee (1d3+3, 2 tentacles) or +5 ranged (1d3, sling); Space/Reach 5 ft./10 ft.; SA Improved grab, constrict 1d3+3; SQ Darkvision 60 ft., quickness; AL LE; SV Fort +2, Ref +5, Will +4; Str 16, Dex 14, Con 13, Int 4, Wis 13, Cha 7.

Skills and Feats: Climb +13, Hide +10, Move Silently +6; Improved Initiative, Lightning Reflexes, Stealthy.

Constrict (Ex): A choker deals 1d3+3 points of damage with a successful grapple check against a Large or smaller creature. Because it seizes its victim by the neck, a creature in the choker's grasp cannot speak or cast spells with verbal components.

Improved Grab (Ex): To use this ability, a choker must hit a Large or smaller opponent with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. Chokers receive a +4 racial bonus on grapple checks, which is already included in the statistics block.

Quickness (Su): Although not particularly dexterous, a choker is supernaturally quick. It can take an extra standard action or move action during its turn each round.

Skills: A choker has a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

I16 THROUGH I18. GRICKS

These corridors in the lower Halls have been lost to the savage, bestial gricks. No one is sure where the creatures originated — perhaps they were created by Mahir's magical disaster, perhaps they wandered in from other areas. Or perhaps, they are a manifestation of the aberrant energies and twisted life spread throughout the Region — a theory only whispered by the more potent sorcerers among the ranks of the driders. Siglinde may suspect more, but what she knows, she does not reveal.

The gricks are not particularly intelligent, but they possess more than mere animal cunning. Sheer malevolence underlies their every action. Prey discovered by one grick becomes the target of several, as the scent, sight and sound of intruders propagates through the walls. The gricks possess the ability to disappear into the bloated flesh covered walls and ceiling, only to reappear and ambush unsuspecting characters.

The harmony in which the gricks live with the Halls, their greatest strength, is also their greatest weakness. Gricks in this area gain a +4 circumstance bonus to Hide and Move Silently checks, as they can become one with their surroundings. However, the sheer amount of living flesh in the area makes it difficult to single out any particular victim, and they suffer a –2 circumstance penalty to Spot and Listen checks.

RANDOM GRICK MUTATIONS

Roll on the following chart to add a random mutation as a side effect of the Halls.

1d20	Mutation
1–5	Nothing
6	The grick is festooned with extra tentacles, gaining Multiattack and +5 ft. reach, but its speed is reduced –10 ft.
7	The grick is covered in luminescent slime. It receives a –8 circumstance penalty to Hide checks. Wizards may use the slime as a material component in light-based spells, increasing the duration by 10%. Gricks secret enough slime for 1d6 castings. CR –1.
8	Eyes in all shapes, sizes, and colors cover the grick's body. It receives a +6 circumstance bonus to Search and Spot checks and it cannot be caught flat-footed, but is automatically stunned by spells such as *flare*. CR +1.
9	The grick gains the Regeneration (Ex). The grick regenerates 5 points per round unless wounded by fire or acid. CR +1.
10–11	The grick's outer skin is hard like a carapace, and acts as +6 natural armor. CR +1.
12–13	The grick is unhealthy and its Constitution is considered 8. Touching its dead body results in possible contagion. CR –1. **Slimy Doom**—Contact, Fortitude DC 14, incubation period 1 day, damage 1d4 Con [When damaged, the character must succeed on another saving throw or 1 point of damage is permanent drain instead.]
14	The grick's tentacles are covered in sharp spines. The grick's natural weapons are considered *keen* and *wounding*. CR +1.
15	The grick possesses leathery, cloak-like wings. The grick gains the ability to *fly* at 40 ft. per round. CR +1.
16	The grick is covered with slime that acts as a mimic's Adhesive (Ex) special ability. In addition, the slime provides the grick a +4 circumstance bonus to Climb checks. CR +1.
17	The grick is dense, weighing 1,200 lbs. and has its speed cut in half. It, however, gains a +8 bonus to Strength checks involving bull rushes or grapples.
18	The grick's tentacles constantly exude a contact poison. CR +1. **Malyss Root Paste**—Contact, Fortitude DC 16, initial damage 1 Dex, secondary damage 2d4 Dex
19	The grick's skin is dry, shriveled and cracked, constantly leaking vile ichor. When wounded, it continues to bleed as if struck by a *wounding* weapon. CR –1.
20	The grick has maximum hit points, plus Toughness (3). CR +1.



RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1–3	The walls ripple and writhe, stretching out long pseudopods that grope hungrily about the PCs.
4–8	The flesh lining the walls form into a demonic face that gabbles nonsense at the PCs, stringing together random words in a variety of languages from Celestial to Infernal to Undercommon. At the DM's discretion, the "face" may provide some clue as to what awaits the PCs, or it may throw them off the scent entirely.
9–11	Nothing
12–16	Two chokers are locked in mortal combat with a Large grick. When the PCs arrive, the chokers divert the grick toward the newly arrived prey, fleeing past them as fast as they can.
17–19	A wounded cloaker sneaks through the corridors, avoiding the gricks. It engages the PCs in conversation, but once they let down their guard, the cloaker ambushes them.
20	A hot wind blows through the corridor, the smell of fetid meat permeates the air. Odd striations along the walls pulse in time with the gusts of rancid winds that move in and out like a bellows... or a throat. Cursed 5, Echoes 5, Extreme Heat, Haunted.

I16. WORMS IN THE ALCOVE

The walls and floor of this room are thick with iridescent purple slime. Whatever was in the room previously has long since dissolved leaving a gluey mess that sticks to both feet and equipment.

Initial Attitude: Hostile

Encounter: Six gricks (hp 11, 10, 10, 10, 9, 9) prowl this Room, responding to some noise or scent. They are looking for something, but they don't know what. When PCs enter the room, the gricks have dug under the slime and rubble (Spot check, DC 18 to notice), possible tracking something that has come through here. They attack once the PCs are within range.

Encounter Condition: Ambush (darkness)

Tactics: The gricks employ few tactics, attacking intruders savagely, leaving the fallen where they lay or dragging unconscious PCs off to a corner. Their tactics and behavior are as chaotic as the unsavory masters who devised them.

This encounter works effectively well if the DM has seen the movie *28 Days Later*™.

Treasure: Under the slime and debris, the PCs find a mummified cat with a successful DC 22 Search check. It is not valuable, but a tell-tale sign of the inherent chaos of the Region.

EL: 6

Scaling: To increase the challenge of this encounter, add Poor Footing 5 that does not affect the gricks. To decrease the challenge, remove two gricks.

Grick: CR 3; Medium aberration; HD 2d8; hp 9; Init +2; Spd 30 ft., climb 20 ft.; AC 16, touch 12, flat-footed 14; Base Atk +1; Grp +3; Atk +3 melee (1d4+2, tentacle); Full Atk +3 melee (1d4+2, 4 tentacles); –2 melee (1d3+1, bite); SA —; SQ Damage reduction 10/magic, darkvision 60 ft., scent; AL NE; SV Fort +0, Ref +2, Will +5; Str 14, Dex 14, Con 11, Int 3, Wis 14, Cha 5.

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

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

* Their coloration affords gricks a +8 racial bonus on Hide checks when in natural rocky areas.

117. GRICK LAIR

The hungry and violent gricks in this area have smashed the locks on the iron doors, leaving the doors to swing open freely, creaking if disturbed.

Once clearly a block of cells for creatures of roughly human size, this area is now fouled with garbage. Several stones have crumbled from the ceiling, as well as an occasional fragment of support. The cells, even at this distance, give off a foul, meaty odor, unhampered by the yawning iron doors that once held their occupants in check.

Initial Attitude: Hostile

Encounter: This Room is strewn with rubble and the remains of the dead. The floors and walls are disgusting, covered in foul ichor. Just standing in this Room should make the PCs feel ill and their boots squish the detritus beneath their feet. If that doesn't convince them the Room is disgusting, force a Will save against a fear check or a Fort save against disease.

Almost a dozen gricks (hp 19, 19, 17, 17, 15, 15, 15, 15, 15) have made this Room their home, although most are in the cells when the PCs arrive. While most are tougher than normal, a pair of Large gricks (hp 40, 36) push the others around, ruling through intimidation and fear. Whichever door the PCs come through, the Large gricks are on the opposite side.

Encounter Condition: Diseased (cackle fever) 16 or Fear 15, Poor Footing 4, Stagnant Air

Tactics: Creatures wandering into the grick lair are confronted with the foul aberrations from every corner — gricks attack from the cells, launching from behind half-closed doors, as well as dropping onto the unwary from the rough ceiling. While PCs are attacked by the smaller gricks, the larger pair employ their superior reach against weaker foes.

This encounter is not easy and PCs should find themselves pushed against the wall. Some smaller gricks to pop out of cells, the PCs thought were empty. Let them feel safe before dropping two more creatures on top of them. The tempo here should be chaotic. Just as they think they have the upper hand, a grick that was playing dead gets back up or a vial of acid or alchemical fire (buried under the sludge) explodes under the heavy boot of a PC. Perhaps a trap that has never been sprung goes off at an inopportune moment. This encounter works best for DMs who think fast ne their feet.

Treasure: Allow the PCs an hour to search every cell and corner of this Room. On a DC 30 Search check they find a bony drow hand clutching a iron key, leading to the locked door in Room 125.

EL: 9

Scaling: To increase the challenge of this encounter, add +20 hp to each grick. To decrease the challenge, remove the Large gricks entirely.

Grick: CR 4; Medium aberration; HD 4d8; hp 19, 19, 17, 17, 15, 15, 15, 15, 15; Init +2; Spd 30 ft., climb 20 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +6; Atk +6 melee (1d4+2, tentacle); Full Atk +6 melee (1d4+2, 4 tentacles), –2 melee (1d3+1, bite); SA —; SQ Damage reduction 10/magic, darkvision 60 ft., scent; AL NE; SV Fort +0, Ref +2, Will +5; Str 14, Dex 14, Con 12, Int 3, Wis 14, Cha 5.

Skills and Feats: Climb +10, Hide +5/13*, Listen +6, Move Silently +4, Spot +6; Alertness, Track, Stealthy.

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

* Their coloration affords gricks a +8 racial bonus on Hide checks when in natural rocky areas.

Large Grick: CR 5; Large aberration; HD 6d8+12; hp 40, 36; Init +1; Spd 30 ft., climb 20 ft.; AC 15, touch 10, flat-footed 14; Base Atk +4; Grp +14; Atk +10 melee (1d6+6, tentacle); Full Atk +10 melee (1d6+6, 4 tentacles); +5 melee (1d4+3, bite); SA —; SQ Damage reduction 10/magic, darkvision 60 ft., scent; SV Fort +4, Ref +3, Will +7; Str 22, Dex 12, Con 15, Int 3, Wis 14, Cha 5.

Skills and Feats: Climb +14, Hide +5/13*, Listen +6, Move Silently +4, Spot +6; Alertness, Track*, Stealthy.

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

* Their coloration affords gricks a +8 racial bonus on Hide checks when in natural rocky areas.

118. BLOCKED CORRIDOR

Once a larger corridor leading deeper into the corridors beyond it, this room is choked with rubble and debris. Though a few gaps in the fallen stones are present, the pile rises to kiss the ceiling. The entirety of the blockage seems unstable, and shadows move across it as if it were about to topple at any moment.

Initial Attitude: Hostile

Encounter: Not as harmless as it seems initially, this corridor was blocked with rubble by the celestials to prevent incursions by the horrors of the Halls. Over time, the rubble has settled and become a minor lair for a knot of four gricks (hp 20, 20, 19, 17).

Encounter Condition: Cover, Echoes 6

Tactics: Vicious and fearless, these creatures attack anyone who comes within sense range, striking from the rubble that provides them with cover (+4 AC) and withdrawing into it if badly injured. The gricks have a +8 bonus to their Hide checks due to the rocks and debris.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add one grick per PC, or increase each grick's hit points by 10. To decrease the challenge, reduce the number of gricks by one.

Grick: CR 4; Medium aberration; HD 4d8; hp 20, 20, 19, 17; Init +2; Spd 30 ft., climb 20 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +6; Atk +6 melee (1d4+2, tentacle); Full Atk +6 melee (1d4+2, 4 tentacles), –2 melee (1d3+1, bite); SA —; SQ Damage reduction 10/magic, darkvision 60 ft., scent; AL LE; SV Fort +0, Ref +2, Will +5; Str 14, Dex 14, Con 12, Int 3, Wis 14, Cha 5.

Skills and Feats: Climb +10, Hide +5/13*, Listen +6, Move Silently +4, Spot +6; Alertness, Track, Stealthy.

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

* Their coloration affords gricks a +8 racial bonus on Hide checks when in natural rocky areas.

119 THROUGH 121. CLOAKERS ALONE

The cloakers living in this area work for the dark naga, Siglinde. When not on duty as guards or messengers, the cloakers bide their time here, in a state of perverse contemplation and setting traps for the unwary. Where they came from is a mystery even unto themselves. Siglinde believes the cloakers to be simply another aberration created by the unnatural vitality of the Halls; even she does not know what spawned the shadow-creatures.

Like so many other creatures in the Halls of Flesh, the cloakers owe their existence to Mahir. His long-ago cataclysm spewed magical energy through the Region in a white-hot blast, incinerating many a luckless drow and leaving only tattered spirits and blackened shadows scorched into the stone walls. Years passed, and the curtains of mindless flesh expanded throughout rooms and corridors, swallowing the remains. The shadows infused into the flesh and slowly came to life.

No true memories remain to the cloakers, but they do bear a fierce hatred for the driders. Thus, they take childish delight in assisting the rebel drow against the hated driders. If they ever uncovered Siglinde's little secret, they would turn upon her in a heartbeat and rend her limb from limb, a threat of which Siglinde is utterly unaware.

The cloakers are masters of shadow, but there is one clue to their origin. When caught in strong light, such as that caused by a *daylight* spell, the shadows the cloakers cast appear not only humanoid, but distinctly drow. The cloakers themselves fear light, as much for the truth it reveals as for the shadows it dispels.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	Shadows crawl along the walls. At the end of a hall, for just a moment, the PCs can make out a humanoid figure, silhouetted against the moving flesh. When they reach the corner, the shadow is gone. This persists for 1d6 × 10 minutes. Distracting Visions 5.
2	A drider hangs in the middle of the hall, a rope wrapped around its flabby neck and its eight legs twitching gruesomely. The rope leads up into the shadows lurking along the ceiling, presumably attached to some outcrop. After a moment, the rope slithers down, dropping the dead drider in a heap.
3–15	Nothing
16–17	A pair of wounded cloakers are returning to their lair after venturing too far into grick territory. If attacked, they pretend to flee, but their flight is carefully designed to lead their pursuers into an ambush.
18–19	Two chokers lay in the Room, recently dead. Their heads loll slackly on their shoulders, necks clearly broken. Negative Energy.
20	A single cloaker lies on the floor in a crumpled heap, appearing for all the world like an abandoned cloak. With infinite patience, it waits to strike until a PC decides to wear the "cloak".

I19. 'ROUND AND AROUND

This corridor unveils a hideous scene — three dark-skinned humanoids, lying in a heap to form some bloodstained indalo. Its meaning is unclear, but by the expressions on their mummified faces recommend these unfortunate souls died in terror's mortal grip.

Initial Attitude: N/A

Encounter: The corpses are drider spies detected by the rebel drow. Assigned on a reconnaissance by Lorath (Room I103), the drow captain, the spies found themselves trapped in the lower Halls. Murdered by the cloakers, their bodies were dumped here as a warning to others.

Encounter Condition: Stagnant Air

Tactics: N/A

Treasure: One of the spies bears a signet ring, indicating his allegiance to Lorath and the another bears a ring indicating his loyalty to the drow goddess.

EL: N/A

Scaling: N/A

I20. SPOILS OF WAR

The door to this Room can be locked, but presently is unlocked. A DC 35 Open Lock check is required to lock or unlock this door.

Stout wooden pegs line the walls of this room. Each peg bears a meticulously maintained tunic, tabard or surcoat. The symbols on the clothing either depict a spider or a striking viper.

Initial Attitude: N/A

Encounter: These clothes were collected by the cloakers from drow slain during expeditions to the lower Halls. Each is considered masterwork in quality. Should the cloakers find a PC has stolen one of the items of clothing, their attitude automatically becomes Hostile.

Encounter Condition: [Safe]

Tactics: N/A

Treasure: A dozen items of masterwork clothing, worth 600 gp.

EL: N/A

Scaling: N/A

I21. CLOAKED IN WAITING

Perhaps a welcome respite from the decaying halls, these rooms seem clean, fresh even. While there is no light, at least the dust is swept away, and there is rough furniture scattered about. It does not appear to have been inhabited recently.

Initial Attitude: Indifferent

Encounter: Not even the drow and driders know where these ten cloakers (hp 51, 50, 48, 47, 46, 46, 45, 44, 43, 43) originated. These vile creatures lurk and waylay the occasional delver or drow guard unlucky enough to venture into their lair. The dark naga — Siglinde — in Room I31 occasionally makes use of the cloakers to protect her own lair from other horrors that make their home in the Halls of Flesh, or to 'encourage' visitors.

The cloaker lair is meticulously clean, if damaged. Over time, the cloakers have dragged furniture and other accouterments here to lend it the appearance of an abandoned guard complex.

Encounter Condition: Ambush (darkness), [Concealment], Cover, [Safe]

Tactics: As intruders approach, the cloakers remain hanging from pegs along the walls until the fears of their visitors are allayed or they are attacked. A DC 30 Spot check is required to reveal the cloakers for what they truly are.

Some of the cloakers use their bodies to conceal the continual flame stones in the rooms, casting deep shadows. If left undiscovered, the cloakers use shadow shift to confuse and frighten their prey.

If a creature or group of creatures is unwise enough to camp in these safe rooms, the cloakers wait for the creatures to fall asleep, then moan, starting with their stupor effect. Once the creatures are held, the cloakers descend and feast.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, increase the Spot check DC to notice the cloakers to 35. To decrease the challenge, reduce the Spot check DC to 26; the cloakers do not attack unless PCs make camp here.

♦ **Cloaker:** CR 5; Large aberration; HD 6d8+18; hp 51, 50, 48, 47, 46, 46, 45, 44, 43, 43; Init +7; Spd 10 ft., fly 40 ft. (average); AC 19, touch 12, flat-footed 16; Base Atk +4; Grp +13; Atk +8 melee (1d6+5, tail slap); Full Atk +8 melee (1d6+5, tail slap) and +3 melee (1d4+2, bite); Space/Reach 10 ft./10 ft. (5 ft. with bite); SA Moan, engulf; SQ Darkvision 60 ft., shadow shift; AL NE; SV Fort +5, Ref +5, Will +7; Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15.

Skills and Feats: Hide +8, Listen +13, Move Silently +12, Spot +13; Alertness, Combat Reflexes, Improved Initiative.

Moan (Ex): A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mindaffecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

Unnerve: Anyone within a 60-ft. spread automatically takes a –2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 15 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within a 30-ft. spread must succeed on a DC 15 Will save or become panicked for 2 rounds.

Nausea: Anyone in a 30-foot cone must succeed on a DC 15 Fortitude save or be overcome by nausea.

Affected characters fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 ft. of the cloaker must succeed on a DC 15 Fortitude save or be affected as though by a hold monster spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Engulf (Ex): A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can use its whiplike tail to strike at other targets.

Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Shadow Shift (Su): A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

Obscure Vision: The cloaker gains concealment (20% miss chance) for 1d4 rounds.

Dancing Images: This effect duplicates a mirror image spell (caster level 6th).

Silent Image: This effect duplicates a silent image spell (DC 15, caster level 6th). The save DC is Charisma-based.

I22 THROUGH I33. SIGLINDE AND CLOAKERS

This area is held firmly in the serpentine grip of the dark naga, Siglinde (Room I31). Siglinde is older than the Halls themselves, and she lays her plots with her viper-like patience. She dismisses the drow as weaklings, though she outwardly assists their rebellion against their drider overlords. The driders she scorns as unimaginative; they spend their days enmeshed in petty intrigues and base pursuits. The cloakers she uses, as she uses any creature that falls into her clutches.

The cloakers here act as Siglinde's guards and couriers, ferrying messages between Siglinde and the rebel drow. They are under standing orders to bring any "interesting" intruders directly to Siglinde for interrogation. For the most part, the cloakers obey her orders; she has proven on more than one occasion that she can eavesdrop on them. Occasionally, though, their bloodlust overtakes their better judgment.

Siglinde has a terrible secret: the form she wears is not her own, and she does not wish to relinquish it until she can take its power for her own. Thus, she never, ever, gives any being reason to believe that the Eight Strikes Fang, a powerful magical weapon and bane of shapeshifters lost somewhere in the Region, could in any way inconvenience her. The very idea she would dismiss as preposterous — except in the hidden vastness of her mind.

Siglinde tolerates the occasional rebel drow patrol through her area, feeding them samples from the Flesh Pits, to keep their drider masters satisfied. Otherwise, she prefers to allow the cloakers and the other horrors of the Halls only to be powerful enough to keep the driders at bay. These twin measures ensure that her drow allies do not venture too deeply into the lower Halls, where she suspects the Eight Strikes Fang is hidden.



RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1–2	The flesh of the walls coalesces in the shape of a serpentine face, hissing obscenities at the PCs. This persists for 1d6 × 10 minutes. Distracting Noises 6.
3–4	Shadows crawl along the walls. At the end of a hall, for just a moment, the PCs can make out a humanoid figure, silhouetted against the moving flesh. When they reach the corner, the shadow is gone. This persists for 1d6 × 10 minutes. Distracting Visions 6.
5	The walls ripple and writhe, stretching out long pseudopods that grope hungrily about the PCs.
6–14	Nothing
15–16	Two drow, armed with masterwork longswords and wearing studded leather armor, casually patrol the corridors.
17	The PCs stumble upon a trap. ♦ **Razor-Wire across Hallway:** CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15.
18	The PCs stumble upon a trap. ♦ **Wall Scythe Trap:** CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/×4, scythe); Search DC 21; Disable Device DC 18.
19	The PCs stumble upon a trap. ♦ **Well-Camouflaged Pit Trap:** CR 7; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 27; Disable Device DC 18.
20	A cloaker hurries through the corridor, on a courier mission to Lorath (Room I103). If the PCs kill it, they recover a minor magical item of the DM's choice.

I22. RECEPTION

A bizarre sight greets you here — a full table setting, complete with tableware, plates and candles. There is no food here but the room is kept meticulously clean.

Initial Attitude: Unfriendly

Encounter: A single cloaker (hp 49) guards this Room, observing anyone coming through and reporting back to Siglinde (Room I31) when the intruders are asleep. Allow the PCs a DC 20 Spot check to notice the cloaker waiting in the darkness.

Encounter Condition: N/A

Tactics: The cloaker here is tasked with observation, not battle. It would rather flee than fight. If attacked, it flies up beyond the PCs' reach and use its moan to incapacitate enemies before leaving.

Treasure: The tableware and dishes are heavy (50 lb.), but worth 250 gp.

EL: 4

Scaling: To increase the challenge of this encounter, add a cloaker (hp 45). To decrease the challenge, remove the cloakers entirely.

Cloaker: CR 5; Large aberration; HD 6d8+18; hp 49; Init +7; Spd 10 ft., fly 40 ft. (average); AC 19, touch 12, flat-footed 16; Base Atk +4; Grp +13; Atk +8 melee (1d6+5, tail slap); Full Atk +8 melee (1d6+5, tail slap) and +3 melee (1d4+2, bite); Space/Reach 10 ft./10 ft. (5 ft. with bite); SA Moan, engulf; SQ Darkvision 60 ft., shadow shift; AL NE; SV Fort +5, Ref +5, Will +7; Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15.

Skills and Feats: Hide +8, Listen +13, Move Silently +12, Spot +13; Alertness, Combat Reflexes, Improved Initiative.

Moan (Ex): A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mindaffecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

Unnerve: Anyone within a 60-foot spread automatically takes a –2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 15 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within a 30-foot spread must succeed on a DC 15 Will save or become panicked for 2 rounds.

Nausea: Anyone in a 30-foot cone must succeed on a DC 15 Fortitude save or be overcome by nausea and weakness.

Affected characters fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 ft. of the cloaker must succeed on a DC 15 Fortitude save or be affected as though by a hold monster spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Engulf (Ex): A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whiplike tail to strike at other targets.

Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Shadow Shift (Su): A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

Obscure Vision: The cloaker gains concealment (20% miss chance) for 1d4 rounds.

Dancing Images: This effect duplicates a mirror image spell (caster level 6th).

Silent Image: This effect duplicates a silent image spell (DC 15, caster level 6th). The save DC is Charisma-based.

123. THE CELL

This room is, in fact, two rooms. An outer corridor surrounds an inner room and the walls are crystal. Shattered iron rings decorate the floor, and the cloudy view offered by the once transparent walls of the inner chamber show that it is completely vandalized. Illegible from without, something indistinct is carved into the walls of the inner cell.

Initial Attitude: N/A

Encounter: Once containing a powerful hezrou, this cell is now abandoned, though haunted by the echo of the demon's power. The wall surrounding the inner cell is clear crystal, allowing one to view the foul interior.

Encounter Condition: Distracting Noises 4, Haunted, Stagnant Air

Tactics: Any creature entering the hezrou's former cell is assaulted by a stench, and subsequently uncovers sickening, blood-caked runes left behind before the demon's escape. Creatures capable of reading the runes (Infernal, or Decipher Script check, DC 30) become enraged, as per *rage* (DC 20 Will save, negates), attacking anyone in sight.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, reading the foul runes acts as *suggestion* (Will save, DC 22, negates) upon the PC triggering them and affecting the others PCs within 30 ft. as *rage*. To reduce the challenge of the encounter, remove the Stagnant Air.

124. FLESHY CHAMBER

Due to the flesh covering the walls here, PCs must succeed at a DC 12 Strength check to open the doors.

This small room is claustrophobic. Worse yet, the walls are coated with mucus and rubbery flesh, hot and unpleasant to the touch. The echoes from the halls, combined with the unnerving manner of the room, make it sound as though the walls were breathing.

Initial Attitude: N/A

Encounter: This Room and 126 are both persistent nuisances for Siglinde (Room 131) and the cloakers. Despite their best efforts, the flesh that grows here continues to grow after it is slain. Lately, Siglinde has had her mind on other matters (the drow rebellion) and has neglected to clean here, making it a safe haven for PCs… if their stomachs can handle it.

Encounter Condition: Cursed 6, Diseased (any) 15, Poor Footing 4

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

125. THE ABANDONED TEMPLE

The lock on the door to this Room is intact, and given that there is only a single entrance, the room is quite defensible. It is presently unlocked. It requires a DC 30 Open Lock check to lock or unlock (or the key on the drow in Room 117).

Columns hold up the ceiling of this chamber. Half a dozen desiccated corpses clad in silks on the floor, their bodies twisted and contorted with whatever agony, their skin dark as pitch. The columns here have been carved in the likeness of some dark goddess, though several of them appear melted, as if from great heat. At the far end of the central hallway, three drow bodies have been strung up, nailed to the stone, and burned in effigy.

Initial Attitude: Neutral

Encounter: This Room once served as a temple to the dark goddess of the drow. Since the disaster unleashed by Mahir and his sorcerers, the temple was abandoned. The *continual flame* stones present in some of the other rooms of this part of the prison are not present here, leaving the Room in total *darkness*.

The entire Room radiates evil and transmutation.

Encounter Condition: Deep Darkness, Negative Energy, Unhallowed 4

Tactics: If the door remains unlocked (and after the PCs spend 30 minutes in this Room) roll for a Random Encounter.

Treasure: If the PCs spend an hour hear searching, allow each a DC 25 Search check. Each success indicates the PCs have found an oddly carved stone on one of the six columns in the Room. Each of these stone bears the sigil of the drow goddess and radiates evil (alternately these stones can be found with a DC 20 Spellcraft check if *detect evil* is cast in the direction of the columns).

These sigils once produced *wall of fire*, creating a ring of heat that guarded the occupants in the center of the Room from anything entering. The magic of the sigils is now warped, however, and they merely telegraph that evil once lived here. If a PC spends an hour studying the sigils and succeeds at a DC 15 Spellcraft check or a DC 20 Knowledge (arcana) he not only learns what is wrong with the pillars, but how to correct it. Unfortunately, the PCs lack the equipment necessary to rebuild the columns.

After all this, allow the PC with the highest Intelligence score (or the one examining the columns) a DC 15 Intelligence check to realize that the columns once warded against anyone tampering with the magic in this Room. The wards not only produced a *wall of flame*, but guarded against anyone stealing from the Room. If the PCs are smart enough to pull down the bodies from the back hallway, they find a niche in the wall, where an item of great power was once stored.

EL: N/A

Scaling: N/A

126. FLESH CHAMBER

The walls here are slimy and ribbed, pulsing with ichor that drawn from the very stone itself. A hallway twists around the corner and out of view, slime and skin caking the walls.

Initial Attitude: N/A

Encounter: This Room and Room 124 are both persistent nuisances for Siglinde and the cloakers. Despite their best efforts, the flesh that grows here continues to grow after it is killed. Lately, Siglinde has had her mind on other matters, like the drow rebellion, and has neglected to clean here, making it a safe haven for PCs... if their stomachs can handle it.

Encounter Condition: Diseased (demon fever) 19, Distracting Visions 4, [Fear 14], Poor Footing 6, Stagnant Air

Tactics: N/A

Treasure: If the PC follow the hallway all the way around, they find a dead drow, his skin and flesh caked to the floor. A DC 14 Will save is needed not to become nauseated. Another DC 18 Will save is required if the PCs wish to examine the body. Lifting the body requires a DC 12 Strength check, which rips skin from the body as it clings to the ever-growing flesh of the hall.

Around the neck of the dead drow is a thin rope with small heart-shaped vial. Inside the vial are three doses of giant wasp poison.

EL: 3

Scaling: To increase the challenge of this encounter, increase the DC of the Will saves by +2. To decrease the challenge, replace the giant wasp poison with a *potion of lesser restoration* (3 doses).

127. STAGING AREA

This room holds fewer of the strange oozes and fungi that afflict the other walls in the prison. Some effort is made to scrape and scrub away the filth and grime, though truly it only serves to reveal the scars that catastrophe has left here. The northern wall is blasted away, leaving a gaping hole leading to the chambers beyond. To the southwest, an iron door stands, closed and rusted nearly shut, its twin in the northwest firmly sealed by stone that has run like melted wax.

Initial Attitude: N/A

Encounter: Once used as a staging area by first the drow, then the driders, this cross-shaped Room sits abandoned, shunned by the its former occupants as bad luck. Unfortunately for the drow and driders, and perhaps fortunately for the other denizens of the prison, the ill-reputation of this Room conceals an important secret — the hidden entrance to the sorcerer Mahir's cache of magic.

Sealed Door: 6 in. thick; Hardness 12; hp 120; break DC 35.

Clues to the cataclysm that caused the Halls to be abandoned can also be found here. A DC 25 Search check uncovers scraps of parchment, once part of the cabal's spellbooks, that radiate magic and an assortment of alchemical items. One item in particular, a flask of still-fresh drider venom, may be useful to the PCs later on.

Beyond the sealed door is a short corridor, apparently blocked by more of the melted stone.

Encounter Condition: Stagnant Air

Tactics: The door in the northeastern corner of the Room is covered with stone melted by Madness' ground manipulation ability. Chipping away at the stone is noisy work, and brings creatures to investigate the racket, after 15 minutes [roll for a Random Encounter].

Treasure: A few scattered bits of metal worth 20 gp and a flask containing three doses of drider venom can be found after 15 minutes of searching.

EL: N/A

Scaling: To increase the challenge of this encounter, automatically introduce a wandering monster into the Room after 15 minutes (whether the PCs chip at the stone or not). To decrease the challenge, a Random Encounter only occurs after 1 hour.

128. THE DAMNED CORRIDOR

The walls of this corridor are slick with an oily substance or slime, leaving an unpleasant stink in the air. An iron portcullis stands to the north, and a curiously open portal is to the south; beyond it, a small, shimmering ball of light hovers. To the east, a large hole is ripped into the wall, blasted out from within. Curiously, no debris litters the smooth floor below.

Initial Attitude: N/A

Encounter: Originally intended to guard the laboratory in Room 134 against an escape of prisoners, this complex magical trap is designed to incapacitate intruders instead of killing them.

The trap in this Room is perversely complex, combining both spells and mechanical contrivances. An intruder entering the north-south hallway near Room 128 is confronted by a series of pressure plates on the floor, ceiling and walls. The plates on the ceiling and walls have been disabled over the years since the cataclysm that rocked the prison complex; only the floor plates work properly.

Triggering the floor plates activates the trap.

In the first round after activation (thus allowing PCs or creatures time to fully enter the trap), the north-south floor between Rooms 128 and 129 collapses into a pair of steep downward sloping ramps, 60 ft. deep. As the ramps are activated, *grease* takes effect, making the ramps slippery and dumping those caught in the trap to the bottom of a pit. Every creature that slides to the bottom of the ramps takes 3d6 falling damage and is immediately subjected to the trap's second spell effect — *waves of exhaustion*. The waves of exhaustion target every creature. After 5 rounds, they are grappled by *telekinesis* (the glowing ball seen in the Room description), and carried to open cells at the rear of the Room.

Once all creatures have been deposited in the cells, the warden trap activates a modified *wall of ice* spell, creating a wall 18 in. thick with 54 hp. If the wall is attacked with heat-based spells, weapons or effects, it takes full damage. Shattering the wall by means other than fire causes it to explode, dealing 9d6 damage to the attackers in the form of icy shrapnel. If the wall is subjected to fire-based attacks (a favorite tactic for both demons and devils), it melts normally until the wall is reduced to 10 hp or less. At that time, the wall is reduced to a thick, clinging fog, duplicating the effects of a *mind fog* spell cast by an 18th-level caster.

In all cases, once intruders are corralled in the cells, the hidden guardroom in Room 112 is alerted, though there is no one present to respond to the summons.

Warden Trap: CR 9; magic device; proximity trigger (arcane eye), automatic reset; spell effect (*grease, mind fog, telekinesis, wall of ice, waves of exhaustion*, 18th-level wizard); multiple targets; Search DC 30 (rogue only); Disable Device DC 29.

Encounter Condition: [Fog 10]

Tactics: N/A

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, increase the Search and save DCs of the warden trap by +2. To decrease the challenge, do not have the *wall of ice* explode when attacked with fire-based spells.

I29. CROSSFIRE

The narrow passageway makes marching difficult and short ceiling cramps your steps, making it challenging to raise your arms. Your shoulders scrape against the walls and the sleeves of your clothes grow damp with ichor. As you reach an intersection it gets harder and harder to breathe.

Initial Attitude: N/A

Encounter: As the PCs reach the intersection allow the leader character a DC 16 Spot check to notice the blackened walls at the intersection. If the PC succeeds by 10 or more, allow him to notice the four vents built into the direct corners of each wall, the nozzle of each vent blackened with ash.

The PCs have stumbled into a 4-way burning hands trap, that triggers as soon as a PC steps onto the center of the intersection. The jets of flame point toward the center, but a PC standing in an adjacent square must make Reflex saves as well (albeit at a +4 circumstance bonus); one for each vent.

4-Way Burning Hands Trap: CR 7; magic device; proximity trigger (alarm); automatic reset (3 rounds); spell effect (*burning hands*, 3rd-level wizard, 3d4 fire, DC 11 Reflex save half damage, four vents); Search DC 26; Disable Device DC 26.

Encounter Condition: [Smoke], Stagnant Air

Tactics: The object here is not to kill the PCs, but either separate them from one another or force them to turn back. If they are coming from Room 122 or 28, this is double jeopardy because the PCs must weigh the damage to determine what is worse. Each of them getting scorched or

However, what the PCs may or may not immediately know is that the trap takes 3 rounds to reset, so only the first and last PCs are likely to get singed if they move fast enough.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, increase the damage of each *burning hands* trap vent to 4d4 or 5d4. To decrease the challenge, increase the reset time of the *burning hands* trap to 5 rounds.

I30. SIGLINDE'S CROSSROADS

This cuneiform corridor might go unnoticed, save for a single feature: at its southern end, a series of concentric iron and gold rings, fully three ft. across at their largest are set into the wall. Small indentations dot each ring randomly.

Initial Attitude: Unfriendly

Encounter: This Room is the first line of defense against the wandering horrors that populate the Halls. At the southern extremity of the crossroads is a complex series of rings melded into the walls. The rings contain several effects, any or all of which can be activated or deactivated by Siglinde from her lair (Room 131).

Anyone entering the intersection of this Room triggers a silent *alarm*, alerting the dark naga to their presence. Siglinde typically uses scrying on the Room to observe intruders. In any case, the other three portions of the trap only trigger if the PCs investigate the wall or Siglinde sets them off (she cannot trigger the first ring).

The outermost ring projects *wall of ice* extending from the southern hall to the northern door, effectively sealing the area from floor to ceiling. Curiously, this spell effect is an artifact of the celestials' occupation of the area, and radiates a faint aura of goodness.

The middle ring can be turned, as if it were a trigger mechanism for a secret door. Doing so triggers *touch of idiocy* on the PC touching the ring. A DC 30 Knowledge (architecture and engineering), DC 25 Craft (trapmaking), DC 30 Search check (Rogue only), or detect secret doors reveals the mechanism, but unless the PC succeeds by 5 or more, he believes the mechanism turns off the trap effect. Otherwise, he knows the middle ring is a trap and that it must be disarmed. In addition, if the PC does not succeed by 10 or more, he does not realize that the inner ring is also trapped, but he should be able to draw a logical conclusion.

The innermost ring is Siglinde's final defense against particularly annoying pests — it contains *phantasmal killer*. When the trap is triggered, either by a clumsy intruder or at Siglinde's will, the *phantasmal killer* springs forth and attacks a random target within 15 ft. If triggered by Siglinde, this trap is preceded by *touch of idiocy* (again).

A DC 32 Disable Device check can bypass the the first and second rings of the trap. However, a DC 37 Disable Device check is required to bypass the last ring. In any case, the trap resets itself magically after 2d6 rounds.

Siglinde's Rings Trap: CR 8; magic device; proximity trigger (*arcane eye*), automatic reset; spell effect (*wall of ice, touch of idiocy, phantasmal killer*, DC 18 Will/Fort save special); Search DC 30; Disable Device DC 32/37.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, increase the Search and Disable Device DCs by 2 each. To decrease the challenge, only two of the rings are functioning at any given time.



I31. SIGLINDE'S LAIR

These circular chambers are adorned with tapestries, as well as a series of widely spaced iron bars snaking across the ceiling and walls. The tapestries are abstract, depicting sinuous shapes and bright colors. Incense burns here, driving back the fetid odors of the hallways.

Initial Attitude: Unfriendly, but appears Friendly

Encounter: This series of chambers serves as the home for Siglinde (hp 70), a dark naga sorceress, who entered the prison for reasons yet unaccounted for. Siglinde is accommodating to visitors, once they have proven their sincerity. She thinks nothing of manipulating or outright lying to anyone she encounters, and does so if it benefits here personally. Siglinde's lair is guarded by magical traps and effects, including her sorcery.

Siglinde rarely allows visitors into her inner chambers. The first sight greeting the PCs is the forward chamber of her lair, in the east. To impress her visitors, the dark naga collected the a few leftovers and gaudy decorations from the northern part of the dungeon. Deeper chambers become progressively more practical, eventually giving way to Siglinde's laboratory, assembled from the leavings of the drider laboratory in Room 120.

Siglinde has a secret that is conveyed to not a single soul she encounters — Mahir was not the only survivor of the terrible calamity unleashed by the forgotten drider master sorcerer. Once, Siglinde was among the trusted circle of casters. A touch of vile arcane energies combined with attacks of Madness stripped away her natural form, leaving her with the visage of a dark naga. Siglinde knows of the existence of the master sorcerer's hidden cache in Rooms 142.

Currently, she is conspiring with the drow slaves guards and their captain Lorath (Room 1103) to overthrow the drider. A successful DC 25 Diplomacy check entices Siglinde to reveal that there is a member of Mahir's cabal still living within the Halls of Flesh; important, as it is one part of the key to unlock the cache.

What she is not telling the drow, of course, is that she plans to continue Mahir's experiments, and with the aid of the master sorcerer's cache, regain her form as drow while retaining the sorcerous abilities of the dark naga. If adventuring PCs prove useful, Siglinde thinks nothing of stalling her drow allies in favor of a more immediate solution... and should the PCs be killed by the magical traps or the denizens of the Halls, so much the better.

Siglinde is, as may be guessed, motivated purely by self-interest. If angered, she can be as dangerous and lethal an opponent as her ally, the drow guard captain Lorath. Encountering adventurers, Siglinde does everything within her power (including enchantment spells) to persuade them to help her. Given the opportunity, she sacrifices such pawns if it will move her closer to her goals of both acquiring magical power and escaping the dungeon. She is no fool, though, and prefers to maintain an air of seductiveness, so much the better to preserve her pawns' usefulness for as long as possible.

Encounter Condition: Ambush, Concealment, Cover

Tactics: Siglinde is less a direct combatant and more of a schemer. She prefers guile and trickery over melee. She has altered her lair to allow her easy escape if confronted by a superior force, physically or magically. If attacked, Siglinde casts displacement on herself defensively and targets the strongest-seeming member of the party with a ray of enfeeblement. At the earliest opportunity, she flees to one of the rear chambers, triggering a trap identical to the one she set at the crossroads of Room 117 to deter pursuit.

Treasure: Siglinde's lair contains tapestries and assorted gems worth a total of 1653 gp. The high quality magical components present can be used by sorcerers or sorcerers to increase the save DC of the Enchantment or Illusion schools by 2 for up to 2d20 castings.

EL: 10

Scaling: To increase the challenge of this encounter, add four cloakers or a pair of 5th-level drow fighters as guards. To decrease the challenge, set Siglinde's Initial Attitude to Friendly.

Siglinde, Dark Naga: CR 10; Large aberration; HD 12d8+24; hp 78; Init +2; Spd 40 ft.; AC 14, touch 11, flat-footed 12; Base Atk +9; Grp +15; Atk +10 melee (2d4+2 plus poison, sting); Full Atk +10 melee (2d4+2 plus poison, sting) and +5 melee (1d4+1, bite); Space/Reach 10 ft./5 ft.; SA Poison, spells; SQ Darkvision 60 ft., detect thoughts, guarded thoughts, immunity to poison, resistance to charm; AL LE; SV Fort +6, Ref +8, Will +10; Str 14, Dex 15, Con 14, Int 16, Wis 15, Cha 18.

Skills and Feats: Bluff +10, Concentration +16, Diplomacy +7, Disguise +6 (+8 acting), Intimidate +6, Listen +14, Sense Motive +11, Spellcraft +15, Spot +14; Alertness, Combat Casting, Dodge, Eschew Materials[B], Lightning Reflexes, Spell Penetration.

Poison (Ex): Injury, Fortitude DC 18 or lapse into a nightmare-haunted sleep for 2d4 minutes. The save DC is Constitution-based.

Spells: Siglinde cast spells as a 7th-level sorcerer.

Sorcerer Spells Known (6/7/7/6; save DC 14 + spell level): 0—*daze, detect magic, light, mage hand, open/close, ray of frost, read magic;* 1st—*expeditious retreat, magic missile, ray of enfeeblement, shield, silent image;* 2nd—*cat's grace, invisibility, scorching ray;* 3rd—*displacement, lightning bolt.*

Resistance to Charm: Dark nagas have a +2 racial bonus on saving throws against all charm effects (not included in the statistics block).

Detect Thoughts (Su): A dark naga can continuously use detect thoughts as the spell (caster level 9th; Will DC 17 negates). This ability is always active. The save DC is Charisma-based.

Guarded Thoughts (Ex): Dark nagas are immune to any form of mind reading.

I32. FLESH PIT

This room reeks of foul alchemy mingling with it a taste of strong soap. To the west is a pitted and crudely-patched iron railing and gate set into the floor. Beyond the railing yawns a precipice plunging down into doom. A sludgy, bubbling noise rises from the pit below, as something shifts and squirms wetly in the shadows.

Initial Attitude: N/A [Hostile]

Encounter: Siglinde maintains this chamber for two reasons — providing her drow allies with 'specimens' to present to their drider masters, and to mollify the drow, preventing them from venturing further into her domain.

On Siglinde's orders, offal from the creatures of the Halls is cast into the pit on the western edge of the room by the cloakers, where it melds into a mindless, slimy mass of tissue similar to that infesting the lower Halls. When needed, the drow use longspears to scoop chunks of living flesh from the pit below, dropping it into sacks or other containers, presenting the spoils as 'samples' for the driders.

As Siglinde has discovered, the Room must be kept scrupulously clean, lest the mindless flesh within the pit senses something living is present and escapes its confines to seek it out.

Encounter Condition: [Hazardous Footing 15]

Tactics: PCs approaching the edge of the pit put themselves in the way of significant danger — the flesh-thing residing in the pit, while not precisely a creature, is still dangerous. The dried flesh near the railing makes footing precarious.

Anyone within 15 ft. of the iron railing or gate must make a DC 15 Reflex save, or slide down into the pit, taking 1d6 falling damage. Once the PC is in the pit, the flesh-thing lashes out with slimy pseudopods, grappling its victim. Once its tentacles wrap around its prey, the fleshy mass emits poisons and acids, as it digests the unfortunate creature and incorporates his flesh into its own. If a character escapes the flesh-thing's grapple, a successful DC 25 Climb check is required to escape the pit and return to safer ground. The flesh-thing cannot be killed, though inflicting 50 or more points of damage on it or a targeted *dispel magic* causes it to become quiescent for 1d10 minutes.

Flesh-Thing: CR 7; special; visual trigger; automatic reset; Atk +7 melee 1d6+4 plus 2d6 acid, 1d4+7 tentacles); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares). Search DC 22, Disable Device N/A.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add four drow fighters, who are retrieving a sample of flesh from the pit. To decrease the challenge, reduce the DC of the Climb check to 18 and allow PCs who fall into the pit 1d4 rounds to escape before the flesh-thing senses them.

133. SIGLINDE'S PERIMETER

This room is slime-free. Lumps of charred flesh, dried to husks, litter the floor. Nearby, what appears to be a door is set flush with a stone wall. A series of interlocking metal rings covers the door.

Initial Attitude: Hostile

Encounter: Siglinde (Room 131) maintains this Room as additional protection from the drider and wandering horrors of the Halls of Flesh, employing a similar trap to that in Room 130, with the addition of a second trap to further discourage unwanted visitors.

Encounter Condition: N/A

Tactics: There are two traps present here. The first is identical to the Siglinde's rings trap found in Room 130. It is supplemented by a black tentacles trap nearby that forces intruders into Siglinde's rings.

♦ **Siglinde's Rings Trap:** CR 8; magic device; proximity trigger (*arcane eye*), automatic reset; spell effect (*wall of ice, touch of idiocy, phantasmal killer*); single target; Search DC 30 (rogue only); Disable Device DC 27/32.

♦ **Black Tentacles Trap:** CR 7; magic device; proximity trigger (alarm); no reset; spell effect (*black tentacles*, 7th-level sorcerer, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares); Search DC 29; Disable Device DC 29.

Treasure: N/A

EL: 9

134 THROUGH 144. MAHIR'S LAB AND CACHE

Sought after by drider and drow alike, the lost laboratory and secret cache of the sorcerer Mahir has kept its secrets hidden from prying eyes since the well-documented magical disaster of long ago. Though the laboratory is functionally harmless, Mahir guards his secret cache of lore with devious traps and guardians.

Mahir's cache is avoided by most of the creatures in the Halls of Flesh. Even Siglinde, who is aware of both the cache's location and its deepest secrets, does not dare venture here. To the driders, this domain is an ill-omen in and of itself, the epicenter of the magical disaster that created Anguish and Madness and rendered a good half of the Halls uninhabitable. The drow fear the echoes of the cataclysm that still ripple through the cache, and the horrors that now haunt the abandoned chambers. If the edges of the magical disaster created such abominations as gricks and cloakers, what could have been born from the heart of the storm?

One of the irreconcilable things about Mahir's cache is that the omnipresent pulsing tissue found in the other Halls is conspicuously absent here. The walls are scorched, cracked and crazed in places, but remain free of the aberrant growths. This does not mean that the rooms making up Mahir's cache are less dangerous, however; the wild magics released in the ritual's failure are absorbed by the very stone of the dungeon.

Other curiosities are the large, curved fragments of bronze embedded in the walls, floors and ceilings. A successful DC 30 Knowledge (nature) roll reveals that these are the shattered fragments of a bronze dragon egg; if the PCs have already encountered Anguish or Madness, this sheds a light on the source of their draconic traits.

The failure of Mahir's great experiment was born of several causes. First, the egg stolen from the bronze dragon imprisoned in Region K was ill-suited to such experimentation. The phasm was instructed to retrieve the egg of a black or red dragon, both known to be imprisoned elsewhere in the dungeon, but deemed the job too risky. Second, the magical components involved in the ritual were secretly tampered with by a drow sorcerer awaiting his transformation. After the ritual, that sorcerer fled to the east rather than face the punishment of his drider masters. Third, the magical weapon Eight Strikes Fang was stolen by rebel drow just before the ritual. Although it could not have prevented the failure of the ritual, it could have ameliorated the effects and slain Anguish and Madness. The phasm trapped in the cache is aware of the first event, but not the second and third.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The ground where the PCs step is suddenly rimmed with frost, and the stone beneath their feet crackles a little with the cold. PCs suffer 1d3 cold damage. Extreme Cold.
2	The ground where the PCs step is suddenly rimmed with fire, and the stone beneath their feet crackles with flame. PCs suffer 1d3 fire damage. Extreme Heat.
3	The walls drip acid, as if bleeding from open wound. A random PC is splashed with the acid, suffering 1d3 acid damage.
4	The sound of running footsteps, followed by a slamming door, echo from around a corner. When the PCs turn the corner, the Room or corridor is empty. Echoes 2.
5–15	Nothing
16	The PCs stumble upon a trap. ♦ **Tripping Chain:** CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18. Market Price: 3,800 gp. Note: This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.
17	The PCs stumble upon a trap. ♦ **Hail of Needles:** CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22.
18	The PCs stumble upon a trap. ♦ **Ungol Dust Vapor Trap:** CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.
19	The PCs stumble upon *waves of exhaustion*. There is no save.
20	The death cries of a thousand drider and drow howl through the cache, echoing in a cacophony of anguish for 1d6 × minutes. Distracting Noises 4, Fear 17.

134. THE LABORATORY

Unlike the prison status quo, this room has lights. Radiant balls pinwheel bouncing from the walls, ceiling and floor, casting a shadowy beam over everything.

Scattered across the floor and walls are the remnants of an unnamed long-abandoned magical laboratory; whatever workings were once held here, nothing of interest remains. Indeed, even the walls are pitted and cracked, pale tendrils of oozing flesh.

To the north, a maze of passages have been blasted out by some now forgotten cataclysm.

Initial Attitude: Neutral

Encounter: This Room originally served as the laboratory of the sorcerer Mahir and his cabal. Here, the driders carried out their unholy experiments, twisting and warping the flesh of their victims. That taint still lingers in the room to the current day.

The balls of arcane light that illuminate the room are deceptive — while they appear to light the room, they instead cast continual *darkness*, masked by a *minor image* in the form of balls of magical light.

Encounter Condition: Distracting Visions 5, Echoes 2

Tactics: N/A

Treasure: If the PCs spend 30 minutes searching the Room, they find 1d6 vials of acid, a cursed scroll (casts *baleful polymorph* on the reader as a 12th-level sorcerer), 200 gp in silver bar stock, and 1d4 vials of alchemist's fire.

EL: Varies

Scaling: To increase the challenge of this encounter, add one 5th-level drow fighter for each PC, the Disciple of Madness (from Room 17), or four gricks. To decrease the challenge, reduce the hp of Anguish or Madness by –20 if they arrive.

I35. TREACHEROUS REAGENTS

Wonders lie close at hand here — neatly labeled in spiky script, jars and bottles, vases and boxes are neatly stacked on the walls, as if waiting for a hand to retrieve them.

Initial Attitude: N/A

Encounter: The appearance of this room is deceptive. The reagents and spell components have been cleverly altered — all the PCs a DC 30 Knowledge (arcana) check to determine the alterations — to be a terrible danger for those who would use them.

Reagents Effects Chart

1d20	Effect
1	The caster must succeed at a Concentration check or the spell is lost.
2	The spell area of effect or duration (or both) is cut in half.
3	The spell slot is lost, but the spell effect goes off 1d4 rounds later.
4	Spell effect lasts for 1 round only, no matter what its duration. Instantaneous spells continue to fizzle, but produce no additional effect.
5	After the spell is cast, the caster hears Distracting Noises 5 for 1d6 hours.
6	After the spell is cast, the caster sees Distracting Visions 6 for 1d6 hours.
7	The spell targets another creature or area at random, chosen by the DM.
8	The caster suffers 1 point of temporary Strength damage.
9	The caster suffers 1 point of temporary Constitution damage.
10	The caster suffers 1 point of temporary Wisdom damage.
11	A foul odor is emitted, followed one round later with a flash of light (*flare*), centered on the caster's palm.
12	The spell is replaced with summon monster of the appropriate level, which the caster does not control. The summoned creature is automatically fiendish.
13	The spell gives off a loud explosion alerting all creatures in a 300-ft. radius of the caster's location.
14	The spell is Enlarged, but the caster suffers 1d4 damage per level of the spell.
15	The spell is Extended, but the caster suffers 1d4 damage per level of the spell.
16	The spell is Heightened, but the caster suffers 1d4 damage per level of the spell.
17	The spell is Maximized, but the caster suffers 1d8 damage per level of the spell.
18	Caster is struck blind for 1d6 hours. A DC 25 Heal check reveals the condition is temporary. However, the *blindness* can only be healed by magical means before the duration expires.
19	Caster is struck deaf for 1d6 hours. A DC 25 Heal check reveals the condition is temporary. However, the *deafness* can only be healed by magical means before the duration expires.
20	Caster becomes the target of the spell.

Encounter Condition: N/A

Tactics: N/A

Treasure: The reagents here, despite their appearance, are utterly useless. They are altered subtly enough that less-skilled wizards mistake them for high-quality spell components.

EL: N/A

Scaling: N/A

I36. HIDDEN CACHE ENTRANCE

This corridor was once subjected to immense heat. Stone flowed like molten wax, then cooled into smooth, ropy bands along walls, ceiling, and floor.

Initial Attitude: N/A

Encounter: Beyond the sealed door is a short corridor, apparently blocked by more of the melted stone. However, this is not the case. A hidden catch at the end of the corridor (Search check DC 28) opens a panel, gritty with dust. Within, a magical statuette of Mahir awaits. One round after the panel is opened, the magical lock (a permanent *magic mouth*) speaks in Undercommon.

"To pass beyond these doors, you must answer questions two, the number of the cursed Twins. The first. Who is the Master of this place?"

The answer is Mahir.

"The second. How many of the Master's brood still live within these haunted corridors?"

The second question is likely to be more difficult for PCs to answer; Siglinde (Room 131) is the last surviving member of the original cabal that still resides in the Halls of Flesh, and she is unlikely to be recognized by the PCs as a former drider, unless the lock can be tricked (see below). If they have successfully negotiated with the naga, the riddle becomes significantly easier. The answer, no matter how the PCs arrive at it, is one.

A DC 20 Bluff or Diplomacy check can be used (with appropriate role-playing) to trick the magical lock (a somewhat intelligent magical apparatus) into revealing one of the following pieces of information. However, if the PCs do not interact with the lock, do not give this information away.

- There were originally 12 members of the sorcerous cabal in addition to Mahir.
- Of the original cabal, there were two survivors.
- One of the survivors of the accident fled north beyond the Halls.
- The second survivor was transformed into a serpent by the arcane backlash of the accident.

If a DC 30 Search check is made, the magical lock may be bypassed by attacking the hidden door directly. The door is thick stone reinforced with iron bands cunningly aged to blend seamlessly into the stone.

Stone Door: Hardness 20, hp 120, Break DC 35

If the PCs cannot answer the question, or if the questions are answered incorrectly, the lock refuses to open and the walls scream. The scream is of such intensity and torment that PCs must make a DC 20 Will save or become shaken for 24 hours. This is a mind-affecting fear affect.

Encounter Condition: Cursed 6, [Fear 20], Haunted

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, increase the DC of the Bluff or Diplomacy checks against the magical lock by 4. To decrease the challenge, the lock is damaged and only asks one question.

137. THE CHAMBER OF SORROWS

This Room has continual *deeper darkness* cast. If the PCs are capable of seeing through the *deeper darkness*, read the following.

This roughly cubical room is illuminated by a flickering radiance cast by a pillar of black basalt at its center. Unlike the preceding chamber, it is offal-free. The only sign of decrepitude is the dust of ages that fills the air and cakes the floor in murky clumps. To the north, south and east lie gleaming iron doors surrounded by stone lintels. Stone plaques are set into the face of each door, twisted, unpleasant-looking script etched into each of them.

Initial Attitude: Indifferent

Encounter: This chamber serves as the entryway to Mahir's hidden magical cache, lost for now for centuries. As such, it is rife with traps, tricks and security measures. As might be inferred, the deceased drider sorcerer bore neither love nor trust for his compatriots.

This Room is under the effect of continual *deeper darkness* combined with *major image*. The illusion cast is filtered torchlight, centered on the hollow pillar. The light only radiates in a 5-ft. radius, however. The pillar does not radiate magic.

A DC 30 Spot check reveals an aura of numbing cold radiating from the immediate area of the pillar, and a DC 32 Search check allows the PCs to discover the secret hidden within — a cache of sickly gray icicles. Intended as an emergency set of keys for Mahir, these spikes of frozen poison can be used to open the living lock north of this Room. The frozen poison lasts for 1d10 rounds before melting, unless treated with a cold-based spell such as *ray of frost*.

The doors are detailed below.

Eastern Door. Amongst the doors, this one could either be considered the most or the least dangerous. The door itself radiates significant heat, though not enough to damage a creature coming into contact with it. The door, unlike the others, radiates weak abjuration (*resist energy (fire)*; Spellcraft DC 17 to identify). Its plaque reads, in Ignan: "Feed me and I live. Give me drink and I die. What am I?" The answer in this case is 'fire.' The answer to this riddle must be spoken in Undercommon, and unlocks this portal, which leads to Region J.

Eastern Door: 3 in. thick; Hardness 10; hp 120; Break DC 28.

Northern Door. This sturdy portal is locked when the PCs initially enter the room. Its stone plaque reads, in Undercommon: "I cannot be seen, cannot be felt, cannot be heard, cannot be smelt. I lie behind the stars and beneath the hills. I end life and kill laughter." The answer to this riddle is 'the dark.' The answer must be spoken aloud in Undercommon. Answering the riddle correctly unlocks the door and allows passage into the Rooms beyond.

Northern Door: 3 in. thick; Hardness 10; hp 120; Break DC 30.

Southern Door. This door has seen better days, and is easy to destroy. Its plaque reads, in Elvish: "I pass before the despised sun, yet make no shadow. What am I?" The answer in this case is 'the wind.' Spoken aloud in Undercommon, the answer to the riddle unlocks the door and opens it with an ear-piercing shriek. Once opened, the door cannot be closed again.

Southern Door: 3 in. thick; Hardness 8; hp 60; Break DC 25.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 1

Scaling: To increase the challenge of this encounter, roll for a Random Encounter after each door opens. To decrease the challenge, the answers to each riddle must be spoken in the language in which the riddle is composed.

138. THE LIVING LOCK

This Room has continual *deeper darkness* cast. If the PCs are capable of seeing through the *deeper darkness*, read the following.

No more than two paces beyond the northern door lies a second iron portal, shattered but still hanging just barely on to its hinges.

Initial Attitude: N/A

Encounter: These rooms comprise the true legacy of the sorcerer Mahir. Though difficult to access, the secrets contained within these benighted chambers are key to defeating the deadly Twins that terrorize the Halls of Flesh.

The Room directly north of the entrance is thick with a death and darkness trap. The dust has lost potency over the years; however, a PC that stumbles into it — DC 20 Reflex save to avoid being covered in the dust — provides aberrations within the Halls a +2 morale bonus to attacks and damage, as the creature is driven into a frenzy of violence and hunger. The effects of the dust fade within 1d4 days. A DC 28 Craft (alchemy) check reveals the nature and likely effects of the dust.

Death and Darkness Trap: CR 9; mechanical; touch trigger; automatic reset; spell effect (*heightened darkness*, spell level 8th, 10th-level, 10 rounds), spell effect (alchemical device, *fireball*, 5d6 damage, DC 20 Reflex save, avoids); Search DC 29; Disable Device DC 30.

A secret door is set into the eastern wall requires a DC 35 Search check to locate (due to the darkness), and is the first entrance to the deeper chambers. Once located, opening the door is a difficult task; the locking mechanism for the door is located on the ceiling and is found by a successful DC 30 Search check and is only reachable with a DC 20 Climb check.

Exploration of the lock mechanism (Disable Device check, DC 25 or Search check DC 30) reveals something peculiar — the lock is *alive*. The locks on all the secret doors in this area are part of a single being; its name lost to the shadows. The drow who secured the hidden doors here was one of Mahir's closest advisors, but he betrayed the sorcerer during their battle on the surface. As punishment for his treachery, Mahir used his flesh-warping magics to imprison his former confederate within the stone walls thus forcing it into eternal servitude to guard the mad sorcerer's dark secrets.

Encounter Condition: Cursed 8, Distracting Noises 6, Distracting Visions 5, Fear 15, Haunted, Unhallowed 6

Tactics: Normal lockpicks cannot open the living lock; it has an effective Strength of 25 to break such tools. The key is at once perverse and appropriate to the punishment — drider venom (found in Room 127, for instance) paralyzes the muscles that lock the hidden doors. For the door in this chamber, the poison must be frozen and inserted into the lock 'mechanism' (actually the unfortunate drow's eye socket).

If the PCs are successful, a thin, high-pitched wailing (duplicating the effects of a fear spell, Will save DC 20) emanates from the walls for one round before the first secret door opens.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, increase the DC of the Search check by 2 . To decrease the challenge, reduce the DC of the Search check by 2.

139. DOOR NUMBER ONE, TWO, OR THREE?

This small chamber possess no doors whatsoever. The blackened walls are coated with lava, offering no escape.

Initial Attitude: N/A

Encounter: There are two secret doors leading out of this chamber, each requiring a DC 30 Search check to locate. The northern secret door's locking mechanism is located high in one corner, requiring a DC 20 Climb check to access. Opening this door requires a dose of drider venom be dripped into a concealed basin (Search check, DC 30). The door opens onto a steep ramp leading into a deep pit.

The eastern secret door's lock is set directly above the lintel (Search check, DC 28), and requires a successful DC 25 Climb check to access. To unlock this portal, characters must insert a piercing weapon poisoned with drider venom into the lock. The blade must be left in place for two consecutive rounds for the muscles locking the door to release, allowing the PCs to pass beyond it.

To complicate matters, modified *confusion* (Will save, DC 23) exists in this room, preventing those who come under its influence from recognizing the door that they just entered the chamber through.

Encounter Condition: Cursed 5, Distracting Noises 6, Distracting Visions 6, Fear 15, Haunted, Unhallowed 5

Tactics: N/A

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, increase the DC of the Will save for confusion by +4. To decrease the challenge, reduce the Will save by –2.

140. PROTOPLASMIC PIT

The air of this room is steaming, thick with unpleasant moisture, smelling faintly sweaty. Its sides gradually slope towards its center, where something in the shadows writhes.

Initial Attitude: Hostile

Encounter: A thin 1 ft. ledge surrounds the length of this Room. Beyond that the floor drops off 20 ft. into a flesh-lined pit of protoplasmic goo. At the bottom of this pit seethes a pile of living flesh once used by Mahir in his vile experiments. Over the years and decades, the lingering arcane energies have coalesced, changing and twisting the protoplasm into a chaos beast (hp 55), trapped within the pit.

In an unusual bit of foresight, before his death Mahir placed a *magic circle against chaos* on the door and outer walls of this chamber, an enchantment that persists to the current day. A DC 25 Knowledge (arcana) check or a DC 20 Spellcraft check reveals that the runes worked into the stone walls and door as part of the enchantment.

Whether the sorcerer divined that this experiment would develop a life of its own, or was simply being cautious, is a question lost to the ages.

Encounter Condition: Cursed 5, Distracting Noises 5, Distracting Visions 8, Fear 15, Haunted, Unhallowed 5

Tactics: If attacked, the chaos beast grapples the PC and drags him into the glass-lined pit, where it attacks using its corporeal instability to make it part of itself. Due to the nature of this chaos beast, if anyone with fewer than 12 HD remains unstable for more than 6 hours, he becomes a permanent part of the protoplasmic chaos beast, who gains another HD (much like a barghest who feeds on the dead).

Lastly, every time the chaos beast strikes a PC, it deals 1 point of temporary Charisma damage in addition to any other effects. If left unchecked for more than a week, this damage becomes permanent.

The chaos beast attacks randomly, lashing out at any enemies within reach unless it is slain. However, because it lies in a warded pit, it cannot leave the Room and the PC .

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, have the wards become damaged, allowing the chaos beast to pursue the PCs outside the Room. To decrease the challenge, the chaos beast begins the encounter wounded (–15 hit points).

Chaos Beast: CR 7; Medium outsider (chaotic, extraplanar); HD 8d8+8; hp 55; Init +5; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk +8; Grp +10; Atk +10 melee (1d3+2 plus corporeal instability, claw); Full Atk +10 melee (1d3+2 plus corporeal instability, 2 claws); SA Corporeal instability; SQ Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 15; AL CN; SV Fort +7, Ref +7, Will +6; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +13, Escape Artist +12, Hide +12, Jump +9, Listen +11, Search +11, Spot +11, Survival +0 (+2 following tracks), Tumble +14, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative, Mobility.

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried-armor, backpacks, even shirts-hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A shapechange or stoneskin spell does not cure an afflicted creature but fixes its form for the duration of the spell. A restoration, heal, or greater restoration spell removes the affliction (a separate restoration is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

141. MAHIR'S ANTECHAMBER

This room has less the aspect of a simple chamber and more that of a temple. A small basin stands nearby with remnants of the water it once held long since evaporated. Next to the basin, a small rack holding simple linen towels, the cloth crumbling to dust. A rack of cracked jars is above the basin, and several rotting cloaks hang from decayed wooden pegs. To the north is an ornate iron door, decorated with runes and held shut with a complicated-looking mechanical lock.

Initial Attitude: N/A

Encounter: This Room was utilized by Mahir to prepare for his dark experiments. The basin and jars held powders and liquids he would use to "purify" himself. None of the items here are recoverable; although a DC 25 Knowledge (religion) check or DC 20 Knowledge (arcana) check reveals the nature of the room and its contents. PCs casting *detect evil*, *detect magic*, or similar abilities sense a faint aura of arcane evil from the north, though its true origin cannot be pinpointed.

A second DC 20 Knowledge (arcana) or Knowledge (religion) check reveals the door and its mechanism as a powerful ward against arcane energy and evil, nearly on the order of something produced by celestials. In fact, the celestial guardians of the prison created the door, only to have it utilized by Mahir later following the drider invasion of this Region.

Opening the mechanism on the iron door requires three consecutive Open Locks checks (DC 28, DC 30, and DC 32). Failure on the second or third roll jams the mechanism, requiring the use of *make whole* (or similar) to repair it. Breaking through the door is also an option, but takes a long and creates a great deal of noise.

Iron Door: Hardness 10, hp 250, Break DC 40.

Encounter Condition: Cursed 6, Distracting Noises 6, Distracting Visions 5, Fear 15, Haunted, Unhallowed 5

Tactics: N/A

Treasure: This room contains tattered cloaks designed for driders, worth no more 5 gp for the material, and a collection of long-decayed salves worth about 20 gp. There are enough spell components for about 1d12 castings.

EL: N/A

Scaling: N/A

I42. SPELLBOOK CHAMBER

A single column of stone covered with maddening carvings rises from the smooth basalt floor to the ceiling, while the walls are covered in dark stones, without any apparent design.

If the PCs have darkvision, read the following.

Though the stones set into the walls are a single hue according to the logic of standardized vision, darkvision reveals that the walls are covered with intricate mosaics depicting the foulest atrocities imaginable.

Initial Attitude: N/A

Encounter: To reach the spellbook chamber, characters must negotiate a twisting passage that curves upwards and plunges down, designed for use by the drider sorcerer and explicitly not designed for the comfort simple bipeds. Successful negotiation of the passage requires a DC 15 Balance checks; on a failed check, the character tumbles down the roughened, sharp stone and sustains 4d6 falling damage.

All of these traps may be bypassed without incident by the elder drow Muhaimin (Rooms 184 through 188) and any who accompany him.

A Search check (DC 25) reveals that there is a gap between the top of the column and the ceiling; Mahir's spellbook rests atop this column. A Climb check (DC 20) is required to reach the top of the column.

Encounter Condition: Cursed 6, Distracting Noises 8, Distracting Visions 4, Fear 15, Haunted, Unhallowed 5

Tactics: Fortunately for would-be thieves, the column's traps have long since fallen to ruin. However, the DM is encouraged to roll dice or ask for Search checks, as well as describe hissing or rattling noises from within the column to reinforce the PCs' paranoia.

Treasure: The only treasure in this chamber is Mahir's spellbook, which weighs over 20 lbs. and contains some 300+ pages. It contains the following spells, all of which require *read magic* and a Spellcraft check (DC 25 + spell level) to decipher.

0th—*arcane mark, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, light, mage hand, mending, open/close, prestidigitation, ray of frost, read magic, resistance;* 1st—*charm person, chill touch, mage armor, magic missile, protection from chaos, shield, silent image, sleep, spider climb, summon monster I*[*]*;* 2nd—*acid arrow, blur, darkvision, invisibility, knock, obscure object, see invisibility;* 3rd—*dispel magic, fly, gaseous form, hold person, invisibility sphere, lightning bolt, magic circle against good, magic circle against evil, magic circle against law, slow, suggestion, water breathing;* 4th—*bestow curse, charm monster, confusion, fire trap, polymorph, resilient sphere;* 5th—*cone of cold, prying eyes, shadow evocation, summon monster V*[*]*, wall of iron.* 6th—*acid fog, control water, disintegrate, flesh to stone;* 7th—*finger of death, mass invisibility, shadow walk;* 10th—*ritual of unmaking*[*].

If summoning spells have been ruled out (see page 14), replace them with conjuration spells of equal level from outside the core rulebooks.

EL: 8

Scaling: To increase the challenge of this encounter, increase all DCs by 2. To decrease the challenge, reduce the DCs by 4, noting the column is cracked, allowing an easier time of things.

I43. ALCHEMICAL LAB

This room appears exactly as it did the day it was first conceived. Sturdy slate-topped tables are heavy with scrolls, and torches gutter ed in their scones on the wall. The chamber is inhabited — a dark-skinned humanoid with burning red eyes looks up, startled, from a bubbling alchemical apparatus. His shock-white hair is cut in a tonsure, half-hidden by the hood of his robe.

Initial Attitude: Hostile

Encounter: This Room is a trap left behind by Mahir to snare the inquisitive and unwary who investigate these benighted chambers. When the door is opened, a temporal stasis effect upon the rooms beyond is dispelled.

This creature, despite the likelihood it is a drow, it is actually a phasm (hp 100), trapped here by Mahir before the cataclysm. The alchemical apparatus contains a mixture of exotic substances, and when shattered, releases a noxious gas into the room. The gas acts as an area-effect spell whose radius expands by 10 ft. every round until it fills the room; the gas also provides total concealment to the phasm.

Poison Gas Apparatus: CR 8; mechanical trap; touch trigger; repair reset; gas; never miss; onset delay (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets. Search DC 0, Disable Device DC 25. Note: Break DC 5; hp 10.

There are two doors leading from this room. The southwest door leads to a living area replete with finery. The second door is concealed and leads to Room 144. In order to locate it, the PCs must succeed at a DC 25 Search check, which reveals a narrow groove where a key might fit. However, the lock has been damaged over the years and any slender piece of metal will do. With a successful DC 15 Open Lock check, the cantilever lifts and the secret door slides down into the floor.

Once open, the secret door remains in this position until 50 lbs. of pressure is placed on the top of the stone, sliding the door back into place. The other side of the door is a comparable lock that is equally easy to locate and open.

Encounter Condition: [Total Concealment]

Tactics: Upon being released from stasis, the phasm leads the PCs to believing it is, in fact, the drider sorcerer Mahir. If attacked, the phasm assumes drider form and retreats to the ceiling to destroy the alchemical apparatus in the next round.

If the poisonous gas is released, the phasm takes advantage of the total concealment provided by the choking fumes to assume its natural form, which is immune to the poison, and escape. If it cannot release the gas and escape, the phasm negotiates with the intruders, admitting first that it is not Mahir. A successful DC 25 Intimidate check or DC 20 Diplomacy check gets the phasm to reveal the secret door to the southeast and the contents of Room 144.

Treasure: The alchemical apparatus is merely a trap and cannot be salvaged. There is also a unique magical item worn by the phasm — a *belt of the drider*, detailed in the sidebar below.

EL: 9

Scaling: To increase the challenge of this encounter, add two drow warriors bodyguards. To decrease the challenge, increase the onset delay of the poison gas apparatus to 3 rounds.

THE RITUAL OF UNMAKING

"Do not call up that which cannot be put down once again."

Half magic item, half ritual, this particular spell has but a single purpose — to utterly destroy the creatures created by the drider sorcerer Mahir's experiments. Originally intended as a safeguard against calamity, the ritual failed miserably. It waits now, locked away in the sorcerer's tome of arcane lore, waiting for the day when its powers are called forth again.

Performing the *ritual of unmaking* requires an arcane caster of at least 9th-level, and several components from the master sorcerer's cache intended specifically for use in the ritual. A DC 25 Knowledge (arcana) check is required to identify the specific components required for the ritual, and any deviation from what is prescribed could lead to catastrophe. The caster must also possess a piece of flesh from the Twin they wish to destroy.

Once the components are gathered and the appropriate space in the laboratory is prepared, the caster may begin. The total time required to cast the ritual is 1 hour. Casting time may be reduced by 10 minutes (to a minimum of half an hour) for every participant that possesses the 5 ranks or more in Spellcraft skill.

The *ritual of unmaking* is a perversion of magic and nature, and thus extremely dangerous to those who undertake it. Beginning the ritual requires a simple incantation and a DC 15 Spellcraft check. For the duration of the ritual, make a Spellcraft check every 10 minutes. The DC for the secondary checks begins at 20 and rises by 2 for every 10 minutes of the ritual, to a normal maximum DC of 30. Casters may not take 10 or 20 on these checks.

If the caster fails his Spellcraft check, he must immediately make a Concentration check at the same DC of the failed Spellcraft check. Success on the check allows the caster to make a second Spellcraft check at +2 DC. Failing the Concentration check or the second Spellcraft check results in dire consequences, defined on the chart below.

For the duration of the spell, the Twin targeted is helpless, as its very existence is stripped away from it piece by piece. Unfortunately, the ritual acts as a beacon for the other Twin; it moves at its best speed from its current location, usually arriving within 1d4 rounds. (DMs must exercise good judgment here — for example, it undoubtedly takes longer for Anguish to batter its way out of its prison.) Upon its arrival, the Twin mercilessly attacks the caster unless deterred. Worse, the ritual is incomplete — even if one Twin is destroyed, the other remains. With some planning and forethought, PCs may find that the threat of a single Twin is preferable to the destruction that both surely bring.

The ritual is intended to work once and only once; a DC 25 Spellcraft check is sufficient to confirm this. If the PCs attempt to cast it a second time (targeting the second Twin), the effects are best left to the DM's imagination. The easiest solution is that it simply fails. More perverse or cruel DMs are encouraged to inflict any number of awful side effects on presumptuous magic-users. Especially clever PCs might try to use this danger (if they become aware of it) to strike against one of the more powerful drider sorcerers.

1d20	Effect*
1	Caster's bones become soft and his skin slimy and flexible. Caster's subtype changes to ooze for 1d10 days.
2	Useless, misshapen wings sprout painfully from the caster's back, inflicting 1d4 temporary Dexterity damage and 1d4 temporary Charisma damage. The wings wither and drop off after 1d10 days, restoring any ability damage caused.
3	Arcane energies course uncontrollably through the caster, inflicting 4d6 force and 4d6 electricity damage to everyone within 20 ft. of the caster (including the caster); everyone but the caster is allowed a DC 22 Reflex save for half damage.
4	Caster is engulfed in fire, inflicting 6d8 fire damage to everyone within 20 ft. of the caster (including the caster); everyone but the caster is allowed a DC 22 Reflex save for half damage.
5	Caster gains +1d4 Strength for 1 day, but suffers 2d4 temporary Dexterity damage.
6	Caster suffers *blindness/deafness*.
7	Caster suffers *contagion*.
8	Caster suffers *feeblemind*.
9	Caster suffers *touch of idiocy*.
10	Caster gains undetectable alignment permanently, is surrounded by a permanent *zone of truth*, and loses 2 points of Wisdom, permanently that cannot be restore short of a *miracle* or *wish*.
11	Stone softens at the caster's touch per *soften earth and stone* for 1d4 days. The caster has no control over this effect.
12	*Repulsion* centers on caster for 1d4 hours.
13	*Waves of exhaustion* centers on caster for 1d8 hours.
14	Caster loses sight in one eye, permanently. This reduces the caster's base attack by –2 and reduces his Dexterity by –2.
15	A random finger of the caster withers and falls off.
16	Caster loses one spell slot (chosen at random), permanently. If the caster is a wizard, he also loses one spell from his repertoire that he can never memorize again (chosen at random).
17	Caster gains tremorsense 120 ft., which cannot be turned off. Sleeping/meditation are nearly impossible and the PC is always fatigued (whether he sleeps or not). A Will save (DC 20 — number of days without sleep) is needed for the PC to get 8 hours of rest.
18	Caster suffers 1d3 Wis damage and suffers *confusion*.
19	Caster suffers 1d4 Wis damage and suffers *insanity*.
20	Caster suffers 1d6 temporary Wisdom damage and 1d8 temporary Intelligence damage

* All spell effects are suffered as though the caster of the spell were an 18th-level sorcerer.

Phasm: CR 7; Medium aberration (shapechanger); HD 15d8+30; hp 97; Init +6; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +11; Grp +12; Atk +12 melee (1d3+1, slam); Full Atk +12 melee (1d3+1, slam); SA —; SQ Alternate form, amorphous, resilient, scent, telepathy 100 ft., tremorsense 60 ft.; AL CN; SV Fort +11, Ref +11, Will +11; Str 12, Dex 15, Con 15, Int 16, Wis 15, Cha 14 [12].

Skills and Feats: Bluff +20, Climb +7, Craft (any one) +12, Diplomacy +12 (+11), Disguise +20 (+22 acting)*, Intimidate +4 (+3), Knowledge (any one) +18, Listen +12, Spot +12, Survival +8; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility.

Amorphous (Ex): A phasm in its natural form has immunity to poison, sleep, paralysis, polymorph, and stunning effects. It is not subject to critical hits. Since it has no clear front or back, it is not subject to being flanked.

Resilient (Ex): A phasm has a +4 racial bonus on Fortitude and Reflex saves (included in the statistics block).

Alternate Form (Su): A phasm can assume any form of Large size or smaller as a standard action. This ability functions as a polymorph spell cast on itself (caster level 15th), except that the phasm does not regain hit points for changing form. A phasm can remain in its alternate form until it chooses to assume a new one or return to its natural form.

Tremorsense (Ex): A phasm can automatically sense the location of anything within 60 ft. that is in contact with the ground, so long as it is touching the ground itself.

Skills: * When using shapechange, a phasm gains a +10 circumstance bonus on Disguise checks.

BELT OF THE DRIDER

The *belt of the drider* grants the wearer a +4 competence bonus on Charisma checks and Charisma-based skill checks as they relate to dealing with drider, a +2 competence bonus on similar checks when dealing with drow and spiders, and a –2 competence penalty on similar checks when dealing with anyone else. The wearer can understand, speak, and read Undercommon. If the wearer is not a drider, he gains darkvision 60 ft., *spider climb* 3/day, a +2 enhancement bonus to Dexterity, and a +2 resistance bonus on saves against poison, spells, or spell-like effects.

Moderate divination; CL 12th; Craft Wondrous Item, tongues, creator must be a drider; Price 14,900 gp; Weight 1 lb.

144. SORCERER'S STOREROOM

Shelves and tables take up most of the space here. Carefully labeled boxes, jars, vases and bottles fill all the available surfaces of the room, seeming as fresh as the day they were created.

Initial Attitude: N/A

Encounter: This Room is Mahir's storehouse, but it rarely sees use at this point. Unlike the altered reagents found elsewhere in the cache, these spell components are exactly as they seem — high-quality, preserved through minor spells across the gulf of years. There are enough components here for 5d12 castings.

Encounter Condition: Echoes 4, Safe

Tactics: If the PCs close the secret door in Room 143, they need not worry about Random Encounters here.

Treasure: In addition to the regular uses for spells listed above, the high-quality items in this Room grant a sorcerer the Heighten Spell metamagic feat five times for free, after which the high-end components are used up, but the normal components — like spider legs and bat guano — remain.

EL: N/A

Scaling: N/A

145 THROUGH 157. MADNESS ITSELF

Of all the horrors of the Halls of Flesh, none are more feared than the creature called Madness. Born of the magical catastrophe unleashed by the sorcerer Mahir, this protoplasmic terror roams its domain randomly,dealing death and far worse to those who have the misfortune to cross its path. It cannot die, save by a single spell, and the only weapon that can harm it or its twin Madness has been lost to the ages…

Whenever the PCs enter a Room in this Section there is a 5% chance Madness (Room 156) is already there, waiting for them.

145. RUINED CACHE

These four circular rooms are warped as if they were once a toy at the hands of a cruel child. Each of the four chambers pulses like a living heart. The fluids discharged by their walls flow through the shattered remains of their frame to mingle in a disgusting pool in the halls connecting them.

Initial Attitude: N/A

Encounter: Altered by the magical fallout caused by Mahir's failed experiment, the four chambers are the consequence of a discarded magical theory detailing the four humors of the body. Each chamber is dangerous in its own right, producing terrible effects on the minds of those exposed to them. PCs spending 15 minutes examining the content — and succeeding at a DC 20 Knowledge (arcana) check — have a cursory understanding of what was going on here, but without further examination cannot tell one clue from another.

The Rooms are blood (eastern chamber), black bile (northern chamber), yellow bile (southern chamber), and phlegm (western chamber) and look precisely how they sound.

Encounter Condition: Distracting Visions 6, Fear 14* (in addition to the phlegm chamber).

Tactics: Each chamber represents one of the four bodily humors, described below. Avoiding contact with any of the humors in a chamber requires a DC 24 Reflex check every 2 rounds the characters are in the chamber in question.

Eastern Chamber (Blood). PCs coming into contact with the red ichor flowing from the walls find themselves afflicted with insane good cheer. To avoid the effect a DC 22 Will save must be made. Failure indicates the creature or character is affected as by hideous laughter for 2d6 rounds.

Northern Chamber (Black Bile). Touching this substance induces a deep, abiding depression. Those failing a DC 22 Will save are paralyzed for 2d6 rounds, lost in their own misery.

Southern Chamber (Yellow Bile). This thin, foul-smelling goo creates terrible anger in those it affects, as per *rage* (DC 22 Will save resists) for 2d6 rounds. Those afflicted do not recognize allies and attack anything and everything in the environs.

Western Chamber (Phlegm). Sticky, revolting slime flows from huge open sores in the flesh here. Those who touch this disgusting substance becomes the victims of terrible fear and cowardice. PCs failing a DC 22 Will save suffer *fear* for 2d6 rounds.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, increase the DCs of all saves by +2. To decrease the challenge, reduce the DCs by –2.

I46. THE RIGHT HAND OF MADNESS

Tough, leathery skin covers the floors and walls here, rippling occasionally, as if it were twitching.

Initial Attitude: N/A

Encounter: While this Room is no threat in and of itself, the creature called Madness (Room I56) is capable of causing the muscles and skin (making up the floor and walls) to contract, trapping its prey in an iron grip. His tremorsense ability allows him to sense when PCs are in this Room and 2d6 rounds after someone first steps on the floor, the floor comes to life.

The false door on the east wall is locked and requires a DC 30 Open Lock to unlock. It is also trapped with poison gas trap which is set off if the PCs tamper with the lock without disabling it.

Ungol Dust Vapor Trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

Encounter Condition: N/A

Tactics: The floor of this Room is considered Larger, has a Strength of 30, and possesses the Improved Grapple feat, which can be used to grapple any PC in contact with the floor or walls. Its caustic touch deals 1d3 acid damage per round in addition to whatever grappling damage it deals.

Causing 20 or more points of damage in a single attack against the constricting skin causes it to release the PC, but it also erupts in a shower of gore. The gore is caustic to the skin and acts like *acid splash* (as a 5th-level caster) against everyone in the Room. If the "floor" is destroyed it releases five *acid splashes* at once.

6 Right Hand of Madness: Hardness 5, hp 50, Break DC 40

Treasure: If the PCs destroy the muscle fiber of the floor and walls, they find the skeleton of a drow under a layer of fibers in the process of being slowly digested.

EL: 9

Scaling: To increase the challenge of this encounter, increase the effective strength of the Room to 35 and have the floor attack after 1d6 rounds. To decrease the challenge, remove the ungol dust vapor trap.

I47. LUNGS OF MADNESS

Grit, dust and flecks of bone whirl around this room in pulsing waves with hurricane force. One moment, the air rushes in, then the next, propelled by the expanding and contracting tissue covering the walls.

Initial Attitude: N/A

Encounter: These are the 'lungs' of the domain of Madness (Room I56), their movements stir the air into violent, impossible motion. Shards of bone, dust and dirt whirl about this diseased place, presenting great hazard for those crossing it. Each side is considered a lung, but affect the occupants of the Room the same way.

Encounter Condition: Diseased (any) 20, Distracting Noises 8

Tactics: Those caught in this Room are affected by *gust of wind*. Additionally, unless proper eye protection is worn (such as goggles, or keeping one's eyes shut), a DC 18 Fortitude save must be made, or the PCs suffer a –2 penalty on all visual Spot and Search checks for the next 24 hours. Madness is not affected by this room's spells or penalties.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, reduce movement through the Room by 10 ft. and add ungol dust which whips around the Room threatening to choke the PCs. To decrease the challenge, have the gust of wind active every 1d3 rounds.

I48. PATH TO FIRE

The door leading to this Room is locked and trapped. The lock requires a DC 35 Open Lock check to unlock and the trap triggers if the PCs touch the lock without disabling the trap set into it. The glyph is so small to be nearly invisible, making it almost impossible to notice.

Greater Glyph of Warding (Blast): CR 7; spell; spell trigger; automatic reset; spell effect (*glyph of warding [blast]*, 16th-level cleric, 8d8 cold, DC 17 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 32; Disable Device DC 32.

As soon as the door opens, a blast of heat assaults you. Hot winds slap your face, pushing you back. Ahead you can see light, hurting your dark-adjusted eyes.

Initial Attitude: N/A

Encounter: This is the causeway between Regions I and J. As soon as the PCs step through the doorway, the door closes and the trap resets. Opening the lock from the east side requires a DC 45 Open Lock check.

Encounter Condition: Extreme Heat

Tactics: N/A

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add a second *glyph of warding trap* to the door or extend the range to 15 ft. To decrease the challenge, remove the Extreme Heat.

I49. THE LEFT HAND OF MADNESS

This room is ridged with pale ivory, covering every surface save the doors. It seems as if it might be connected, somehow to a vast puzzle or prison of bone, trembling with unholy anticipation.

Initial Attitude: N/A

Encounter: This Room is filled with sheets and fragments of fused bone, presenting a serious hazard for characters simply passing through. Like Room I46, Madness (Room I56) can bring the bone of the Room to life to attack the PCs.

Encounter Condition: Hazardous Footing 5

Tactics: By itself, the Left Hand of Madness is relatively harmless, if disturbing. With Madness present, the Room becomes a deadly weapon. As a move action, Madness can cause the bone in the room to erupt, clenching tightly around the PCs, piercing them with razor-sharp spikes. Everyone present suffers 4d6 piercing damage from the bone shards and spikes (DC 22 Reflex save for half).

Treasure: N/A

EL: Varies

Scaling: To increase the challenge of this encounter, increase the damage to 4d8 and the DC of the Reflex save by +3. To decrease the challenge, have the damage affect Madness (as well), if he is present.

I50. SUBCONSCIOUS SEPSIS

This room is alive with movement, the floor moving in random directions, to and fro, the stones in motion by some unknown, terrible agency. The walls are thick with fungus and decay, absorbing all of the light in the Room.

Initial Attitude: N/A

Encounter: The floor here is actually 5 ft. below the PC's line of vision. The flooded area is so thick with contaminants, it appears as a shifting layer of stone, when in actuality its a diseased, putrid water. PCs stepping over the 3 ft. wide ledge surrounding them Room into the "pit", suffer no damage, but must succeed at a DC 20 Reflex save to remain standing after falling. Small creatures suffer a –4 circumstance penalty to this save and should consult the drowning rules.

Allow sharp PCs a DC 28 Spot check to notice the floor is actually swampy water and not stone.

Encounter Condition: Cursed 6, Diseased (devil chills) 14, Drafty, Flooded, Poor Footing 5

Tactics: PCs falling into the water are more susceptible to disease, suffering a –4 profane penalty to their Fortitude saves to the resist devil chills.

Treasure: N/A

EL: N/A

Scaling: N/A

151. HAVEN

This small room is quiet, the stones smooth, regular and cool. The heavy iron door bears several dents, but none seem to have affected the stout iron bars keeping it safe from the insanity outside.

Initial Attitude: N/A

Encounter: This Room provides a safe haven for PCs fleeing the depredations of Madness (Room 156). The door is made of iron, stone, and wood and is very strong, making it easy to barricade.

Reinforced Door: Hardness 20, hp 400, Break DC 40.

Encounter Condition: Echoes 4, [Fear 15], Safe

Tactics: Every hour, allow Madness a 5% chance to notice the PCs. At which point he slams on the door for 30 minutes before giving up and retreating elsewhere. If this happens, have the PCs make DC 18 Will saves or be shaken for the duration plus 2d6 minutes afterwards (as a result of the jarring noise). Sleeping PCs suffer a –6 penalty to this save.

Treasure: N/A

EL: N/A

Scaling: N/A

152. FEAR AND FLAME

The small confines of this room are only made worse by the thick, greasy stink of the casks of oil within it. A small slit in the stone, crudely chipped out, provides viewing into the hallway outside. Several channels have been carved into the slit, each clotted with viscous oil gone to varnish.

Initial Attitude: N/A

Encounter: This Room is employed by particularly desperate drow and driders in an attempt to drive Madness back to its home before it reaches more defended areas. Using the alchemist's fire and flammable oil here is dangerous at best, suicide at worst. PCs using this tactic run a 20% chance of setting one or more of the casks ablaze. Even if this does not occur, the heat from the flames outside provoke a DC 15 Fortitude save. Failure causes the character to become fatigued. The effectiveness of the flames is dubious at best.

Encounter Condition: [Extreme Heat]

Tactics: N/A

Treasure: Twelve casks of flammable oil and six vials of alchemist's fire are stocked here, labeled in Undercommon.

EL: N/A

Scaling: N/A

153. A SAFE CHAMBER

The walls of this Room are enchanted with permanent *silence*, preventing sound from being heard outside.

This small room is free of the meaty scents and bits of living flesh endemic to its neighbors. Hammered sheets of iron have been pounded into the walls and floor, sheathing the entirety of the room in metal. Curiously, when struck, the walls make no sound.

Initial Attitude: Neutral

Encounter: This chamber was carefully constructed over time by the driders and their drow slaves to provide a safe haven for unfortunates caught in one of Madness' rampages. The iron door is heavily reinforced and the metal sheathing on the ceiling, walls and floor ensure that if Madness lurks about, it cannot hear or see creatures within the Room, nor is it able to use its Ground Manipulation ability against them.

Iron Door: Hardness 20, hp 120, Break DC 35.

A DC 25 Knowledge (architecture and engineering) check or DC 30 Knowledge (dungeoneering) check indicates that the Room's design is heavily drow-influenced. *Detect magic* reveals that the Room radiates faint Illusion (glamor) magic.

Encounter Condition: Safe

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

154. THE MIND OF MADNESS

Here, all reason has left. The walls roil and bubble, stone flowing like water, the air thick and solid-seeming. Worse still, the very substance of the room scream with a thousand voices, tearing at the mind like hooks, beggaring madness.

Initial Attitude: N/A

Encounter: It is here that Madness' insanity most manifests. If Madness is not present, characters moving through the Room are affected by *solid fog*. Additionally, every 1d4 rounds the PCs remain in the room, a DC 21 Will save is required, lest the PCs by stricken by *insanity* and for 1d4 hours. If Madness is present, he is not affected by the *solid fog*.

Encounter Condition: N/A

Tactics: The *insanity* and *solid fog* effects are an everpresent danger here and cannot be dispelled. Spells like *dispel magic* and *greater dispel magic* dispel the effects for only 1d3 or 1d6 rounds, respectively.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, increase the DC of the Will save DC by +2. To decrease the challenge, remove the *solid fog*.

155. A KICK IN THE PANTS

The floor of this room roils with sickeningly quick waves. A few fragments of wood and stone are thrown violently against the walls by the motion, shattering into even smaller fragments.

Initial Attitude: N/A

Encounter: The floor of this Room is constantly in flux due to the warped energies released by Mahir's failed experiments. PCs moving through this Room must succeed at DC 24 Reflex saves or be thrown against the hard stone walls, taking 3d6 damage in the process.

Encounter Condition: [Hazardous Footing 18]

Tactics: N/A

Treasure: If the PCs spend 30 minutes searching the Room, allow each a DC 25 Search check to find a backpack filled with typical adventuring gear — 50 ft. of rope, two vials of oil, four torches, a small hammer, and a *potion of cure light wounds*. Inside a secret compartment of the pack is a single *immovable rod* that can only be found on a DC 30 Search check.

The rod is set and cannot be moved. If the PCs lift the sack quickly, it tears open, tossing the contents across the floor and revealing the *rod*.

EL: N/A

Scaling: N/A

156. THE MAW OF MADNESS

All four doors leading to this Room are broken and shattered, lying at various angles.

The first sight of this chamber, though certainly hideous, is nothing compared to the demonic caterwauling that echoes from every surface. The room itself churns nauseatingly, the walls, ceiling and floor alive with pale, writhing flesh. Here, a cluster of fingers, there a bubble of pallid eyes. Whatever terrible thing has happened here has pried the stones from the walls, rendering them into a plastic nightmare of ramps, bubbles and less than identifiable shapes. Occasionally, mouths set into the stone… or set in flesh… screech deafening. The whole room erupts into a chorus of screams… Madness itself is present!

Initial Attitude: Hostile

Encounter: This cracked and crooked hall is where Madness (hp 140), one of the twisted twins produced by Mahir's experiments, makes his home. The Maw is an expression of Madness' own twisted, protoplasmic form. Here and there, spars of temporarily solid stone jut from the floor, allowing PCs a place to stand above the churning morass. Several chambers split off from the central Hall, and Madness makes best use of them during a battle.

Madness is a bubbling, twisted mockery of life. Leathery one moment and sickening fluid the next, eyes, mouths while spider-like appendages erupt from its constantly. Madness is always making noise: screams, low whispers, laughter, all erupt from its chorus of mouths.

Encounter Condition: Ambush, Cursed 4, Diseased (shakes) 18, Negative Energy, Total Concealment, Unhallowed 5

Tactics: Madness' lair is a lethal place to combat the horror — the floor acts as if affected by the creature's Ground Manipulation ability, requiring a move-equivalent action every round a PC is in contact with the floor to avoid becoming mired. Madness' gibbering ability gains a +6 circumstance bonus to the difficulty of the save while it is within the room, raising the DC of the Will save to 19.

Madness begins combat with full concealment, hiding within the nearly fluid stone and flesh of the Maw. As long as it can remain concealed, Madness gibbers. After 1d6 rounds (or until he is detected), Madness closes to a distance to employ acid spittle and flame breath, taking a full round to attack with both. Within the Maw, Madness' flame breath continues to burn for an additional round, inflicting an 4d8 flame damage (DC 19 Reflex save for half) in the affected area the round following the attack before burning out.

Madness is constantly on the move and employs the concealing abilities of the Maw to their utmost end. A typical combat round consists of Madness striking from concealment, with appropriate bonuses, then immediately withdrawing into concealment. While concealed, he has a +10 circumstance bonus to its Hide checks (as per a ring of chameleon power), opposed by the PCs Spot checks.

PCs cornering Madness are in for a nasty surprise — if trapped, he takes to the air, sprouting membranous wings and attacking from above. Madness can only remain airborne for a total of 1d6 rounds, but is even more fearsome while airborne than while grounded. While flying, Madness continues to use the concealing effects of the Maw and prefers to use its breath weapons against foes. If pursued into the other chambers of the Maw, Madness squeezes through a door, then use it as a weapon against foes, effectively adding the Power Attack feat for a single attack; the door is destroyed after the attack is concluded, whether successful or not.

As noted elsewhere, Madness cannot be completely destroyed unless subjected to the *ritual of unmaking*, found in Mahir's hidden cache (Room 142). If Madness is killed by anything less than the total destruction of its form (such as by *disintegrate*), he reforms within 1d6 hours at full hit points. Otherwise, he reforms within 1d6 days.

Treasure: Several masterwork weapons of various types can be extracted from the gelid flesh and stone of the Maw. If some of the flesh is retrieved, it can be fashioned (with a successful use of Brew Potion) into a *potion of change self* or *chameleon power* for one-fourth the XP cost. The flesh from the Maw may be employed in spells from the Illusion, Enchantment or Transmutation school as a component, adding a +2 circumstance bonus to save DCs against spells from those schools for 2d6 castings.

If the PCs succeed at a DC 30 Search check they find a cache of magic that Madness was trying to destroy. It is unclear why, but he was unsuccessful. The items are buried under flesh and sinew and require a DC 18 Will save to extract, lest the PC become nauseated for 1 hour. Under the fleshy detritus the PCs find a *+2 warhammer*, *a +1 composite shortbow* [+2 *Str bonus*], *a pearl of power* (2nd), *a lens of detection*, and a *scroll of delayed blast fireball*.

EL: 12

Scaling: To increase the challenge of this encounter, give Madness Improved Initiative and Stealthy. To decrease the challenge, remove the bonus to Madness' gibbering ability and its ability to fly.

Madness, Fiendish Half-Dragon Gibbering Mouther: CR 12; Large dragon (extraplanar); HD 12d10+84; hp 150; Init +4; Spd 10 ft., fly 20 ft (poor), swim 20 ft.; AC 24, touch 9, flat-footed 24; Base Atk +9; Grp +21; Atk Bite +17 melee (2d6+8, bite) or spittle +8 ranged touch (1d6 acid plus blindness); Full Atk +17 melee (2d6+8, bite) and +14 melee (1d8+4, 2 claws) and +14 melee (1d2, 4 sucker mouths) and spittle +6 ranged touch (1d6 acid plus blindness); Space/Reach 10 ft./5 ft.; SA blood drain, engulf, gibbering, ground manipulation, improved grab, spittle; SQ Amorphous, damage reduction 15/magic and bludgeoning, darkvision 60 ft., immunity to electricity, resistance to cold and fire 10, SR 17, tremorsense 120 ft.; AL N; SV Fort +11, Ref +6, Will +9; Str 26, Dex 11, Con 28, Int 6, Wis 13, Cha 15.

Skills and Feats: Listen +16, Spot +20, Swim +22; Improved Initiative, Improved Natural Attack (bite), Multiattack, Lightning Reflexes, Weapon Focus (bite).

Amorphous (Ex): A gibbering mouther is not subject to critical hits. It cannot be flanked.

Blood Drain (Ex): On a successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a DC 12 Strength check or severed by a successful sunder attempt (the mouth has 2 hit points). A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed.

Breath Weapon (Su): Once per day, Madness can shoot a 60 ft. line of lighting causing 6d8 damage, a Ref save (DC 25) for half damage.

Engulf (Ex): A gibbering mouther can engulf a Large or smaller opponent grabbed by three or more sucker mouths. The opponent must succeed on a DC 26 Reflex save or fall and be engulfed. In the next round, the mouther makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the mouther from within. The previously attached mouths are now free to attack others. The save DC is Strength-based and includes a +2 racial bonus.

Gibbering (Su): As soon as a mouther spots something edible, it begins a constant gibbering as a free action. All creatures (other than mouthers) within a 60–ft. spread must succeed on a DC 18 Will save or be affected as though by a confusion spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering mouther's gibbering for 24 hours. The save DC is Charisma-based.

Ground Manipulation (Su): At will, as a standard action, a gibbering mouther can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouther in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

Improved Grab (Ex): To use this ability, a gibbering mouther must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Smite Good (Su): Once per day, Madness can inflict an extra 12 points of damage against a good target.

Spittle (Ex): As a free action every round, a gibbering mouther fires a stream of spittle at one opponent within 30 ft. The mouther makes a ranged touch attack; if it hits, it deals 1d6 points of acid damage, and the target must succeed on a DC 25 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

Skills: Thanks to their multiple eyes, gibbering mouthers have a +4 racial bonus on Spot checks. A gibbering mouther has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It always can choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

157. THE VESTIBULE

The floor here roils and shifts like a serpentine swamp squirming beneath its surface. The walls seem tiled at odd angles, and all that is visible is tinted in the colors of life — blood red, arterial blue, venous purple and flesh, random splashes of hues that would make sense only to the insane. A fetid breeze taints the air with the scent of meat hovering on the edge of corruption and fills the room with a murky haze.

Initial Attitude: Unfriendly

Encounter: This Room is a vestibule in name only. Its original purpose was obliterated by time and the taint of Madness threads through the floor and walls with errant ribbons of twisting, writhing flesh, suggesting all manner of horrors that once took place here.

The vestibule is permanently affected by Madness' ground manipulation ability, altering the stone floor's consistency into a soupy morass. Creatures moving through have their movement reduced by 10 ft. if walking along the floor.

The secret door to the north can be found on a successful DC 30 Search check, but is locked from the other side. PCs must first succeed at a DC 25 Disable Device check to line the cylinders and blocked stone properly (a process that takes 15 minutes). Then, a DC 35 Open Locks check is required to open the secret door, which swivels on a central pivot. This door leads to Room I117 where drow stand guard, waiting for intruders.

Encounter Condition: [Concealment], Poor Footing 18

Tactics: Moving faster than half speed through the vestibule causes the ribbons of flesh to contract and writhe violently, provoking a DC 18 Reflex save. PCs who fail the Reflex save are considered pinned. To escape, they must succeed at an opposed grapple check against the tendrils' grapple check of +15. The tendrils may be attacked with any Small or Light weapon. Those who are not grappled may attack the tendrils freely. Inflicting 5 hp or more damage causes the grappling tendril to release the PC.

Madness is immune to this effect.

Ribbons of Flesh: Hardness 5, hp 60, Break DC 40.

If Madness pursues PCs into this Room, it is considered to have partial concealment and may make a Hide check with a +10 circumstance bonus as it sinks below the sludgy flooring.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, increase the grapple bonus of the tendrils by +3 or the DC of the Reflex save by +2. To decrease the challenge, remove the hardness from the ribbons of flesh.

158 THROUGH 161. CAISSON OF MADNESS

Controlled by neither the driders or Madness, this Section exists in an uneasy balance between the two opposing forces. Once a center for the celestial warders' operations in the prison, it refused to give up its secrets, even after the occupation by first the drow then later by the driders.

Following the catastrophe unleashed by the sorcerer Mahir, the handful of rooms and corridors became a desperate battleground between the horrors unleashed, the driders and their drow slaves. Given its proximity to the accident, some driders believe that the lingering celestial energies mixed with the arcane power of the failed experiment. Others believe that chaos took hold, and it was here that many of the battles simply happened to be fought. Within these rooms, Anguish, wounded after a terrible battle with its twin, was captured by the driders and imprisoned in the sections they control. More recently, it served as the site for forays against the Green Death nearby.

For whatever reason, chaos reigns supreme within these walls, and nothing that lives within the Halls of Flesh finds it pleasant to venture here. Still, it lies at the confluence of several sections, and as a result, is vital to the survival of all who dwell nearby.

RANDOM ENCOUNTERS

Roll for a Random Encounter once every 30 minutes.

1	The Room suddenly becomes silent (as *silence*) for 2d6 rounds.
2	The Room suddenly fills with *daylight* for 1d20 minutes.
3	Several dead drow, in pieces, are scattered across the floor. If the PCs succeed at a DC 28 Search check, they locate a *drider key* amidst the carnage.
4–12	Nothing
13	A part of Madness has fissioned off and has yet to be absorbed, presenting a serious hazard for the PCs. A DC 18 Spot check is needed to avoid surprise, and the gibbering mouther (possessing none of Madness' special qualities) attacks without mercy.
14	The floor trembles beneath the PCs' feet as if gelid. A DC 18 Reflex save is required to avoid falling prone. The falls deals 1d3 points of damage due to the roughness of the floor in this Section. Immediately roll another Random Encounter.
15–16	The walls and floor are coated with slimy doom. If the PC come in contact with it, they can contract the disease. **Slimy Doom**—Contact, Fortitude DC 14, incubation period 1 day, damage 1d4 Con [When damaged, the character must succeed on another saving throw or 1 point of damage is permanent drain instead.]
17	A maddened drider stalks the Section, gibbering incoherently. The drider attacks the PCs on sight and carries a *drider key*. Fearless.
18	The PCs stumble upon a trap. **Acid Fog Trap:** CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (acid fog, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31.
19	The PCs stumble upon a trap. **Lightning Bolt Trap:** CR 6; magic device; proximity trigger (alarm); automatic reset; spell effect (lightning bolt, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
20	Madness (Room 158) is on a rampage. Allow him a Spot check to notice the PCs, otherwise he continues down a perpendicular corridor. If he spots the PCs, he attacks on sight.

I58. DOWN THE HATCH

This room is choked with vegetation and rock. An unpleasant odor wafts from deep inside the grayish green mass, its source unidentifiable.

Initial Attitude: N/A

Encounter: Damaged in the disaster and released by the sorcerer Mahir years ago, the erosion begun by a desperate battle to contain Anguish (Room 198) and Madness (Room 156). Since then, the morass has worsened under the relentless assault of mutated vegetation endemic to the Halls of Flesh. An exit from this room leading to the destroyed laboratory in Room 134 may be located by chopping away some of the vegetation and succeeding at a DC 28 Search check. Only Medium or smaller creatures can negotiate the passage, with Medium creatures having to crawl (1/4 normal movement).

Encounter Condition: Poor Footing 18, Stagnant Air

Tactics: N/A

Treasure: If the PCs spend 30 minutes cutting away at the morass, allowed them DC 20 Search checks. Successful PCs find one of the following items (no two appear twice) — a *potion of barskin +3*, a *potion of jump*, a 5-in. pearl (250 gp), and a masterwork silver short sword.

EL: N/A

Scaling: N/A

I59. VIEWING ROOM

This chamber sits at a crossroads — doors to the north, south, east and west are heavily scarred by battle. The walls are not wrought of mere stone, but instead of translucent crystal, smudged and fouled with a thin film of ambient skin. On the floor, several piles of scorched humanoid bones slowly disintegrating into dust, some still clad in useless remnants of armor or clutching broken weapons.

Initial Attitude: Unfriendly

Encounter: This Room stands empty, befouled by the taint of the horror of Madness (Room 156). Portions of discarded flesh have invaded the enchanted crystal sheets lining the walls, reducing them to little more than deranged abstracts.

The crystal sheets cannot be moved, and *detect magic* reveals moderate divination magic. This Room is avoided by the drider and drow, as they believe Madness frequents it. This superstitious belief is incorrect, however. It is wise not to dally here, though, as the tissues left behind by Madness' passage are capable of alerting the creature to the presence of intruders near its lair.

If intruders clear away the tissue or remove one of the crystal sheets from the walls, the tissue shrieks like a wounded animal. The sound carries a good distance alerting the drow guards in Rooms 168, 177, and 1131 who go on alert, securing their choke points for the next 1d6 hours. In addition, Madness shambles from his lair, eager to investigate the disturbance.

Encounter Condition: Haunted, Unhallowed 6

Tactics: The flesh in this Room is incapable of hostile action; it merely cries out when injured. If Madness is alerted, he travels at normal combat speed (30 ft. per round), gibbering to himself. PCs are allowed Listen checks — starting at DC 25 — to hear his approach. As Madness enters each intervening room (159 and 160), lower the Listen check by 5. Madness reaches the viewing chamber in 1d3+2 combat rounds.

Madness' tactics depend on what it finds. If the PCs have fled or managed to remain hidden, he makes a most cursory examination of the Room then shambles off to consume another creature or return to its lair. If another creature or PC is detected, then Madness softens the stone in the Room to hamper movement, following up with acidic spit or a burst of magical fire.

If Madness is reduced to 10 or less hit points, he makes a full retreat to Room 156 to heal.

Treasure: N/A

EL: N/A

Scaling: N/A

I60. DEFOLIANT STORAGE

The room here is utterly free of the vegetation of nearby areas, and the air here is redolent with a sharp, unpleasant stench.

Initial Attitude: N/A

Encounter: The main room here is devoid of anything, almost an anomaly in an otherwise chaotic and disheveled dungeon. If the PCs do not spend at least 5 rounds here, do not allow them to find the secret door on the west wall.

The secret door can be located with a DC 30 Search check. The door is wrought of a specially-treated silk created by the drider sorcerers nearby, and requires either a *drider key* to open, or application of an acid to the gooey 'mechanism' that secures it. Beyond that, a DC 35 Open Lock check opens the mechanism after 1d3 minutes of trying.

Secret Door: 4 in. thick; Hardness 10; hp 50; Break DC 30; Open Lock DC 35.

Encounter Condition: N/A

Tactics: N/A

Treasure: The hidden cache contains several small casks of an extremely potent alchemical defoliant, employed by unlucky drow slaves to control the growth of the Green Death, the massive, immobile tendriculos located in Room 139. Primitive pumps are also in the Room, requiring two Medium-sized creatures or one Large creature to carry. The casks weigh 20 lbs. each and a single pump weighs 10 lbs.

If the casks containing the alchemical defoliant are ruptured all creatures within a 10-ft. radius of the broken container take 4d6 acid damage (Reflex DC 15 for half). Plant creatures hit by the defoliant take 8d6 acid damage per round of contact, that bypasses any damage reduction the creature might possess.

There are six casks, each containing ten doses of defoliant (for a total of 60 doses) present at any given time.

Cask: Hardness 5, hp 5, Break DC 20.

EL: N/A

Scaling: N/A

I61. CAISSON OF MADNESS

The domed ceiling of this room likely held some sort of inspirational artwork to uplift the wardens of the prison. But time has reduced it to the dust of a once-proud past. Echoing from the walls of the chamber is a hideous cacophony produced by monstrously distorted mouths formed of the thick sheets of flesh that cling tenaciously to the stonework. The floor ripples unhealthily, as if made of murky liquid.

Initial Attitude: N/A

Encounter: The walls of the caisson are covered by flesh discarded from Madness — flesh lost in battle, gnawed away in a fit of rage or simply shed. The mouths that chant, gibber and scream along the wall are mindless, though their voices retain nearly the potency of Madness itself.

Encounter Condition: Cursed 4, Diseased (red ache) 18, Haunted, Hazardous Footing 18

Tactics: Characters remaining in this room for more than two rounds must succeed at a DC 16 Will save or be affected by *confusion* duration of their time in the caisson, plus 2d6 rounds afterwards. Creatures muffling their ears receive a +2 circumstance bonus to the Will save and creatures that cannot hear are immune.

This is a sonic, mind-affecting compulsion effect.

EL: 6

Scaling: To increase the challenge of this encounter, increase the DC of the Will save by +4. To decrease the challenge, reduce the DC of the Will save by –2 or remove the Hazardous Footing 18.

I62 THROUGH I67. GREEN DEATH

Created with energies released by the sorcerer Mahir's failed experiment, the vegetation in this location runs wild. Blown in on a thermal wind from the surface world, spores multiply exponentially and threaten the drider-controlled sections of the Halls of Flesh. Mutated into the stuff of greenish nightmare, what were once weeds are now just barely kept in check by a few desperate driders and their drow slaves.

The battle against the Green Death and its spawn has left several rooms of the Halls poisoned and uninhabitable in an area already severely lacking in space. The Green Death, mindlessly malevolent, cares nothing for the other inhabitants of the Halls; its sole imperative is its own survival. Here, as nowhere else, survival between the competing species is reduced to its most primal form.

The driders battling the encroachment of the Green Death are led by Padeema and a contingent of slaves deemed too weak or unsuitable to survive the sorcerers' experiments. Padeema, despite his species' inability to innovate and penchant for treachery, or perhaps because of it, approaches the problem differently than his comrades. While the drider sorcerers scheme and plot against the other denizens of the dungeon and the surface, Padeema focuses his considerable wit and artistry in an attempt to banish the Green Death to a few rooms, held there by a ring of virulent poisons and concoctions. Surprisingly, this strategy has met with success. The few cases where it has not are due to outside interference: the rebel drow, who find it to their advantage to prevent the driders' spread into the Lower Halls, Padeema's fellow driders who seek to keep him firmly in his current place in the power structure of the Halls, or Madness, who seeks out those who toil in the Halls to incorporate their flesh into its own. Padeema perseveres, bitterly forging ahead with his strategy, ultimately planning to employ a new device, an *apparatus of the crab* fitted with alchemical sprayers, against the heart of the Green Death to destroy it.

The Green Death's strategy is difficult to counter because it possesses no strategy that any intelligent being can track. It acts within a brutal set of parameters, spiraling out from the magical force that twists its being and gives it unholy life: there is It, and there is Other. It must grow, and Other must be destroyed. The Green Death does not retreat; indeed, it cannot. Instead, when badly injured by one of Padeema's sorties against it, the Green Death allows its spawn to perish and withdraws to regenerate. It has nothing but time to extend its tendrils and roots throughout the Halls of Flesh and beyond to the rest of the dungeon... and eventually the surface world.



RANDOM ENCOUNTERS

Roll for a Random Encounter once every 30 minutes.

1d20	Encounter
1	A soft moan, its source unclear, echoes through the halls. A DC 30 Listen check isolates the sound as someone dying.
2	A scraping sound echoes through the halls. PCs failing a DC 20 Will save believe something moves inside the walls.
3	The rattle of chain echoes through the halls. Followed by the sound of something dragging. Echoes 2.
4	A random PC notices a small piece of equipment (no larger than a dagger) is missing from his pack.
5	A random PC notices a leather strap (like one holding a scabbard) has eroded and rotted.
6–12	Nothing
13	A single drow slave collects samples from the vegetation.
14	Tendrils of moss and fungus reach out for the PCs. ♛ **Tendril:** Large plant; hp 20; Init +0; Spd 0 ft.; AC 14; Base Atk +10; Grp +14; Atk +14 melee (1d4 nonlethal plus 1d4 acid, tendril); Space/Reach 0 ft./10 ft.; SQ Fire immunity, damage reduction 3/—, fast healing 2.
15	A single deathspawn (Room I67) detaches itself from a portion of moss-covered wall and attacks. A DC 28 Spot check avoids surprise. Ambush. Concealment.
16	The PCs are ambushed by an assassin vine, perfectly hidden behind stones in the ceiling. Ambush. Drafty.
17	Two deathspawn (Room I67) wander the corridor ahead of the PCs (moving away). Assume they have Listen and Spot checks of 15, and if able to sense the PCs, attack without mercy or hesitation.
18–19	A portcullis falls in front of the PCs and then raises again in 1d6 minutes.
20	Padeema (Room I76) and a contingent of drow fighters are busily dissecting a fallen Deathspawn. The group is considered to have a Spot and Listen check of 20 for purposes of surprise. If confronted, they attempt to lead the PCs into a drider-controlled area of the DM's choosing.

I62. SCORCHED CHAMBER

The secret door set in the southern wall, requires a DC 30 Search check to locate. The door is difficult to open, as the fire has fused its hidden hinges. A DC 14 Strength check is required to unwedge it, push it up. It rotates on a central pintle allowing PCs to squeeze through it into Room I63.

This cubical room bears the marks of a holocaust. The walls are blackened with soot and stink of some strange alchemical mixture.

Initial Attitude: N/A

Encounter: This chamber was once the repository for the alchemical defoliant found in Room I61. It was abandoned following an attack by Madness that caused the stockpile of defoliant to explode.

Encounter Condition: Smoke or Stagnant Air

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

I63. DROW PASSAGE

The secret door set in the northern wall, requires a DC 30 Search check to locate. The door is difficult to open, as the fire has fused its hidden hinges. A DC 14 Strength check is required to unwedge it, push it up. It rotates on a central pintle allowing PCs to squeeze through it into Room I62.

There is secret door set in the southwestern wall, is a little trickier. For starters, locating the secret door requires a DC 29 Search check. A simple combination lock opened by either a *drider key* or a Small or smaller weapon secures the door. A DC 28 Open Locks check releases the lock. A DC 25 Disable Device check opens the lock as well, but leaves it broken and triggers a silent *alarm* in Room 169, summoning ettercaps to repair the lock.

This corridor ends suddenly in a jumble of cracked stones the result of an ancient earthquake.

Initial Attitude: N/A

Encounter: This passage is not function, now that the drow have been pushed out, but it was once a favorite location for sneaking behind the enemy or moving about quietly.

Encounter Condition: Stagnant Air

Tactics: There is a 25% chance of a drow guard from Room 183 patrolling this hall. If so, this is possibly the first drow the PCs have encountered. Depending on how this Region is planned, the DM may decide to have the drow be sympathetic or least approachable. This need not be a combat scene, unless the plan is to simply clear every Room.

If the PCs befriend the drow and convince him that they mean no harm, he is more than willing to escort the PCs through Room 168 (the Paths of the Gauntlet), to meet his commander officer.

Treasure: N/A

EL: N/A; a single drow is no match for the party.

Scaling: To increase the challenge of this encounter, add four drow guards. To decrease the challenge, have the drow be asleep so the PCs don't have any trouble at all finishing him off.

I64. DEFOLIANT CACHE

The sharp, acrid scent of some strange chemical hangs in the air. The foliage upon the walls is patchy and burned, and one corner is entirely free of greenery. Several small casks sit in that corner.

Initial Attitude: N/A

Encounter: This Room was a staging area used by drow slaves preparing to trim back the Green Death. More recently, it has been used to store excess defoliant after the destruction of Room 162.

A secret door is hidden among the greenery on the eastern wall of the Room, and leads to a shortcut to Room 162, often used before that Room's destruction. Locating the secret door requires a DC 29 Search check. A simple combination lock opened by either a *drider key* or a Small or smaller weapon secures the door. A DC 28 Open Locks check releases the lock. A DC 25 Disable Device check opens the lock as well, but leaves it broken and triggers a silent *alarm* in Room 169, summoning ettercaps to repair the lock.

Encounter Condition: Stagnant Air

Tactics: If the casks containing the alchemical defoliant are ruptured, all creatures within a 10 ft. radius of the broken container take 4d6 acid damage (DC 15 Reflex save for half). Plant creatures hit by the defoliant take 8d6 acid damage per round of contact. There are six casks, each containing ten doses of defoliant (for a total of 60 doses) present at any given time.

⊐ **Cask:** Hardness 5; hp 5; Break DC 18.

Treasure: There are three casks of defoliant in one corner of the room. The casks are old but usable.

EL: 6

Scaling: To increase the challenge of this encounter, add one deathspawn tendriculos (that wandered in from Room 167). To decrease the challenge, remove the Stagnant Air.

I65. DEADLY TUNNEL

This hallway and its attached rooms are overrun by rank green vegetation. It invades every crack and crevice as if to undermine the solidity of the stones themselves, wearing away with rootlet and vine. The doors to chambers to the north and south yawn open like weed-choked mouths, their hinges clotted with yet more greenery. The plants extend like an explosion from a crude tunnel to the southeast, the end of which is not visible from this vantage.

Initial Attitude: N/A

Encounter: Following the explosion of the alchemical lab in Room 176, the Green Death expanded from its chamber in Room 167, threatening the safety and security of the Northern Corridors and their residents. A drow fighting force was dispatched to beat back the hostile vegetation, with disastrous results. Several of the drow warriors fell back into the north and south chambers, only to have the doors ripped open by tendrils from the Green Death and a contingent of tendriculos.

A DC 25 Search check reveals the mauled and partially-digested forms of the drow warriors, their flesh eaten away by the ravenous vegetation. The weapons of the fallen warriors are useless, but their uniforms, alchemically treated, remain intact, offer the possibility of a useful disguise for canny adventurers.

Encounter Condition: Fear 14, Stagnant Air

Tactics: N/A

Treasure: Eight suits of alchemically-treated studded leather (fire resistance 10), along with drow guard uniforms, can be pried from the clinging vines and roots. The armor is foul and blood-caked, but a successful DC 18 Fortitude save allows PCs to ignore the flesh clinging to the inside of their newly-acquired armor, lest they be nauseated. Humans find the armor snug as it is designed for drow, but any Medium creature (save for dwarves), can wear the armor.

EL: N/A

Scaling: N/A

I66. BATTERED HALLWAY

Stout doors flank each end of this short hallway. The omnipresent sheets of tissue hanging on the walls have taken on a faintly iridescent green tint, and small tendrils of plant growth curl in and out of small crevices in the stone.

Initial Attitude: N/A

Encounter: This hallway connects the Caisson of Madness (Room 161) and the chamber of the Green Death (Room 167). It usually frequented only by those ambushed by one of the horrors. The stone underfoot is uneven, damaged by the constant inroads of the tendriculos' rootlets. Meanwhile, the doors at either end, while reinforced, have taken a terrible battering from Madness (Room 156) and the Green Death. The ettercaps rarely venture here to make repairs, and when they do, they first make sure that Madness is occupied elsewhere.

⊐ **Reinforced Doors:** 6 in. thick; Hardness 12; hp 105/150; break DC 33; Open Locks DC 30.

Encounter Condition: Drafty

Tactics: The hallway is not itself malign; however, if the PCs are pursued by either the Green Death or Madness, their pursuers are entirely capable of breaking down a door just to get to their prey. PCs may decide to lure Madness into the clutches of the Green Death; this tactic should be rewarded, as the Green Death sees Madness a more fulfilling encounter than the PCs are, while Madness considers Green Death — an aberrant plant — an interesting challenge. PCs may take collateral damage from such a brawl, but may escape with their lives.

Treasure: N/A

EL: N/A

Scaling: N/A

I67. CHAMBER OF THE GREEN DEATH

The interior walls of this room are obscured by dark green vegetation. It covers over everything, rising up and out of sight to unknown heights. Here and there, the lush green gives way to solid-looking dark brown roots and branches. All of this is seen a mere moment before the vegetation boils like fat in a hot cauldron, the greenery, roots and sharp branches springing to malignant life with a fearsome roar!

Initial Attitude: Hostile

Encounter: This chamber houses the creature known as Green Death — a massive tendriculos (hp 130) — and its Deathspawn — two tendriculous (hp 50, 48). Green Death is a mostly-stationary hazard to the creatures and adventurers that lurk within the Halls of Flesh. Deprived of sunlight, the Green Death is normally dormant, stirring only when it detects a random surge in the positive energy contaminating the Halls, or when tasty meat wanders into its lair.

The Path of the Gauntlet forms a pair of tunnels as it passes through this room, the midpoint of each located within 5 ft. of the Green Death (well within its reach). Traversing the Path here requires a DC 17 Climb check. Travelers who stray within reach of the Green Death will soon regret their misstep.

Tactics: The main mass of the Green Death is not anchored on the floor, but rather against the ceiling. It once grew up into a crack caused by the cataclysm; later, its lower 'trunk' was destroyed by alchemical defoliants. When attacking, the Green Death extends itself down from the 15 ft. ceiling to strike at any characters within reach using Power Attack and its Improved Grab. The Green Death is not capable of pursuit; during any combat, it starts in the center 20 ft. of the room, and may move 5 ft. in any direction as a move action. The Green Death may not leave the Room, and if reduced to 10 or fewer hit points, it retreats to the ceiling until it recovers its full health.

Also present in the room are the Deathspawn. These smaller versions of the Green Death form from buds or discarded bits of plant matter severed from the main mass of the Green Death.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add two deathspawn tendriculos, or increase the Green Death's HD by 4. To decrease the challenge of the encounter, remove two deathspawn tendriculous.

Green Death, Tendriculos: CR 7; Huge plant; HD 12d8+72; hp 130; Init –1; Spd 20 ft.; AC 16, touch 7, flat-footed 16; Base Atk +9; Grp +29; Atk +19 melee (4d6+12, bite); Full Atk +19 melee (4d6+12, bite) and +14 melee (1d6+6, 2 tendrils); Space/Reach 15 ft./15 ft.; SA Improved grab, paralysis, swallow whole; SQ Low-light vision, plant traits, regeneration 10; SV Fort +12, Ref +2, Will +4; Str 35, Dex 9, Con 22, Int 3, Wis 8, Cha 3.

Skills and Feats: Hide +9, Listen +2, Move Silently +2, Spot +2; Alertness, Improved Natural Attack (bite), Iron Will, Power Attack, Stealthy.

Improved Grab (Ex): To use this ability, a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round. A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based. A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out. A Huge tendriculos's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Deathspawn, Tendriculos: CR 4; Large plant; HD 6d8+24; hp 50, 48; Init +0; Spd 20 ft.; AC 15, touch 9, flat-footed 15; Base Atk +4; Grp +13; Atk +8 melee (2d6+5, bite); Full Atk +8 melee (2d6+5, bite) and +3 melee (1d4+2, 2 tendrils); Space/Reach 10 ft./10 ft.; SA Improved grab, paralysis, swallow whole; SQ Low-light vision, plant traits, regeneration 10; SV Fort +9, Ref +2, Will +3; Str 20, Dex 11, Con 18, Int 3, Wis 8, Cha 3.

Skills and Feats: Hide +10, Listen +1, Move Silently +1, Spot +1; Alertness, Iron Will, Power Attack.

Improved Grab (Ex): To use this ability, a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round. A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based. A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out. A Large tendriculos's interior can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

I68. THE PATH OF THE GAUNTLET

Room 168 is not a single Room, but a series of connected chambers that form a complete encounter. The DM can antagonize the PCs with a series of encounters, or simply allow them to walk through safely with a drow escort (see Room 163).

Life within the Halls of Flesh is cruel, harsh and unforgiving. Nowhere else is this more prevalent than the twisted society of the drow and driders that occupy the northernmost portion of the Halls, and in nothing else is it more clearly incarnated than in the vicious contrivance called the Gauntlet.

The Gauntlet serves as a funnel where drow can kill just about anything coming north into their controlled Section of the dungeon. For the masters of the hunt, this is a true sport. Constructed primarily of tough webbing treated with the vile alchemical substances created by

the driders, the Paths of the Gauntlet is one enormous Room. As the Gauntlet inches closer to drider-controlled territory, the Path takes on new names, based the hardship the unfortunates forced along it must suffer — the Path of Strength, the Path of Fire, and the Path of Worth (Room I67 is annex part of the path, called the Path of Terror, but is not controlled by the drow). Trusted servants are told the secrets of traversing the Gauntlet and provided the appropriate equipment to do so; slaves and intruders must fend for themselves.

The Paths of the Gauntlet share several common traits — the top portion of the webbing, what humanoids would normally walk across, is coated with an insidious toxin to prevent creatures such as the Green Death from infesting it. The toxin requires a DC 18 Fortitude save to resist, and inflicts 1 point of cumulative temporary Constitution damage for every failed save. The Fortitude save must be made for every 30 ft. of Path crossed, and is treated as a contact poison. The underside of the webbing is slightly sticky, thus allowing the drider, ettercaps and trusted drow servants to traverse it. The Gauntlet slopes downward as it approaches Room I67, and as travelers progress along the Paths, the DCs of the Climb checks required to move increase, beginning with DC 15 and increasing by +2 for every named Path encountered to a maximum of 21. Stopping along the Paths for more than 2 rounds activates a *gust of wind* effect placed upon the webbing, which is intended to cause no end of trouble for hapless travelers.

Specific Paths are further described below.

RANDOM ENCOUNTERS

Every hour the PCs spend in the gauntlet, roll for a Random Encounter. In addition, at some point they are ambushed by a drider sorcerer (hp 61) looking for a kill to take back and prove its worth. He fights to death, unwilling to give the PCs, an inch. The DM can drop this encounter anywhere he likes.

AMBUSH

Drider Sor 3*: CR 10; Large aberration; HD 6d8+18+3d4+9; hp 61; Init +2; Spd 30 ft., climb 15 ft.; AC 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; Base Atk +5; Grp +11; Atk Dagger +6 melee (1d6+2/19–20) or bite +7 melee (1d4+1 plus poison) or shortbow +6 ranged (1d8/×3); Full Atk 2 daggers +4 melee (1d6+2/19–20, 1d6+1/19–20) and bite +2 melee (1d4+1 plus poison); or shortbow +6 ranged (1d8/×3); Space/Reach 10 ft./5 ft.; SA poison, spell-like abilities, spells; SQ darkvision 60 ft., SR 17; AL CE; SV Fort +6, Ref +7, Will +11; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 17.

Skills and Feats: Climb +14, Concentration +12, Hide +10, Knowledge (arcane) +6, Listen +9, Move Silently +12, Spellcraft +7, Spot +9; Combat Casting, Lightning Reflexes, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day— dancing lights (DC 13), clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion (DC 16). Caster level 6th. The save DCs are Charisma-based.

Typical Sorcerer Spells Known (9/7/6/4, base save DC 13 + spell level): 0—*acid splash, daze, detect magic, ghost sound, mage hand, message, ray of frost, read magic, resistance, touch of fatigue;* 1st—*mage armor, magic missile, ray of enfeeblement, shield, silent image;* 2nd—*acid arrow, daze monster, invisibility, web;* 3rd—*dispel magic, displacement, lightning bolt;* 4th—*shadow conjuration, solid fog;* 5th—*hold monster.*

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Daggers, shortbow, two quivers, 36 arrows, 4 masterwork arrows.

* Casts as a 9th-level sorcerer due to his drider innate abilities.

THE PATH OF STRENGTH

This small room has certainly seen use — the walls are battered and pitted, cracked as if squeezed by some mighty, unseen hand. A crack in the northwest corner is wide enough to accommodate a human or similarly-sized creature, though the passage beyond is choked with dark green vegetation.

Initial Attitude: Neutral or Hostile

Encounter: This Room is one of several containing hidden doors and passages that allow the driders and their drow slaves to pass by creatures like the Green Death and Madness without encountering them, and is typical of passages leading through the northern portion of Region I. Drow patrols encountered here are either resting or passing through the room, headed either deeper into the Halls or returning to their fortified positions with a prize in tow.

Passage through this Room is accomplished by a fiendishly simple method — a "path" of webbing created by the ettercap trapmakers. The driders, drow and ettercaps use the bottom of the webbing, climbing like spiders along the underside of the Path towards safe areas in the north. Drow slaves forced to follow the top of the Path face a much harder road. A DC 18 Spot check is required to see the Path among the vegetation, and a successful DC 20 Climb check is required to reach it. The Path of Strength is stickier than the other Paths, and creatures that fail a DC 18 Strength check find their movement reduced by 5 ft. per round. This effect fades when travelers reach the Path of Terror in Room I65.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, add a Huge tendriculos (hp 94) that charges the PCs from a side passage (gaining the advantage of Ambush). To decrease the challenge of this encounter, reduce the Search DC to locate the door by 2.

THE PATH OF FIRE

This winding, narrow corridor is little more than a crack in the wall. Cobwebs hang from the ceiling in ragged curtains, obscuring sight beyond a few paces ahead. The floor is unstable, groaning and creaking as if threatening to collapse with every step.

Initial Attitude: N/A

Encounter: This Room is known as the Path of Fire. The floor is a pit trap, cunningly engineered by the ettercaps to catch the unwary. The trap itself is fairly simple, and PCs may make a DC 24 Spot check to avoid it as they feel the slight heat radiating from the floor.

Those who traverse the Path of Fire, cling to the webbing above, must make a DC 22 Fortitude save or suffocate as they climb through pockets of volcanic gasses and hot air. Any PC falling from the Path triggers the concealed pit trap, and suffers an additional 3d6 damage from the fall.

The Path abruptly terminates 10 ft. from the northern end of this room, forcing travelers to climb down; doing so opens the possibility of triggering the concealed deadfall.

Wide-Mouth Pit Trap: CR 6; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall), 4d6 fire damage on failed Reflex save; multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25.

Note: While the webbing is treated alchemically (fire resistance 10), webs are webs and therefore highly flammable. If the PCs have it too easy, have a stray spark ignite one end of the webbing and quickly consume the rest of the bridge.

Encounter Condition: Extreme Heat, Smoke

Tactics: The Room uses a simple pit trap to drop unwelcome visitors into a lava-filled ditch some 40 ft. below. The thin cover over the sinkhole

is treated with the same alchemical process as the drow leather armor, which aids in concealing the heat from below. The floor acts as a moving platform and unceremoniously dumps its victims into the Path of Worth.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, PCs that fail their Reflex saves take 2d6 additional damage from sharp rocks in the pit. To reduce the challenge, reduce all trap-related DCs by –2.

THE PATH OF WORTH

This stinking, benighted chamber is dominated by a fearsome red glow arising from a fall of lava flowing from the southwest. Eight massive chains of iron, glowing white hot from their proximity to the molten rock, suspend an equally titanic shallow iron bowl ringed with fiercely glowing symbols at its edges. In the center of that crude arena stands a being with fire-scorched red skin, nearly a dozen paces tall. Each of the creature's six arms grips a fearsome weapon, and it roars as it stalks the confines of its prison. Over the rush of gale force winds rising from the lake of fire below, chanting can be heard… a name, spoken in tones of horror and awe: Arioch.

Initial Attitude: Hostile

Encounter: Recognizing the symbols ringing the arena requires a DC 25 Decipher Script check or knowledge of the Celestial language. A DC 18 Knowledge (religion) or Knowledge (arcana) check is required to divine the purpose of the runes. A DC 15 Knowledge (the planes) check identifies the creature in the arena as a Balor.

The Path of Worth ends in the iron arena suspended over the collapsed floor of this room. PCs following the Paths must face Arioch (hp 133), Lorath's brother, in combat. However, all is not as it seems — Arioch is not a Balor, but a drider, magically disguised by his masters. Despite this, Arioch is a terrifying opponent, living only to slake his battle lust. Only Lorath (Room I103), Shalara the priestess (Room I125), and the driders know of this deception, leaving the ettercaps and drow to believe that a fearsome demon is bound to their service. Those who pass into the arena are subjected to a terrible test of arms.

The Path of Worth's purpose is twofold — it disposes of intruders if need be, and, in the minds of the driders, culls the weak and foolish from the ranks of their slaves, leaving only the strong to be transformed into driders themselves. If someone survives the battle with Arioch, the driders extend a platform to the edge of the arena, and welcome survivors into their home. Of course, the driders' ultimate goal is to recruit more beings into their ranks.

Encounter Condition: N/A

Tactics: Arioch is a cunning and deadly opponent. The saving grace of battling him is that the drider blackguard only battles for 5 rounds, testing the 'worthiness' of his foes. Arioch utilizes his multiple limbs and superior mobility to his advantage.

Flying beyond the edges of the 40 ft. arena is inadvisable: PCs doing so are subjected to hurricane-force winds, as per the control weather spell. Arioch targets flying opponents with light crossbows with poisoned quarrels using his Multiattack feat.

Opponents who remain in the arena face more dangers than Arioch — the disguised blackguard constantly forces foes to the edges of the arena with a Bull Rush, where the runes that once bound a true Balor reside. Where the runes are etched, the solid floor of the arena falls away.

Arioch prefers to use his spider climb ability to move along the bottom of the arena, then emerge behind his foes and employ the spiked chain's bonuses to trip them while they are flat-footed.

The blackguard disdains the use of his innate spells in the arena, but employs them if necessity demands it. Better a victory than death.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, add two blackguard levels to Arioch. To decrease the challenge, remove one blackguard level.

Arioch, Drider Ftr 2/Blackguard 4: CR 13; Large aberration; HD 6d8+36 + 2d10+12 + 4d10+24; hp 133; Init +2; Spd 30 ft., climb 15 ft.; AC 24, touch 11, flat-footed 22; Base Atk +10; Grp +17; Atk +14 melee (2d6+6/17–20 plus 1d6 fire, *+2 keen flaming greatsword*) or +13 melee (2d4+4 plus wounding, *+1 spiked chain of wounding*) or +12 melee (1d4+1 plus poison, bite) or +12 ranged (1d4/19-20 plus poison, masterwork hand crossbow); Full Atk +14/+9 melee (2d6+6/17–20 plus 1d6 fire, *+2 keen flaming greatsword*) and +7 melee (1d4+1 plus poison, bite) or +11/+11/+6 melee (2d4+4 plus wounding, *+1 spiked chain of wounding*) and +7 melee (1d4+1 plus poison, bite) or +10 ranged (1d4/19-20 plus poison, 2 masterwork hand crossbow); Space/Reach 10 ft./5 ft.; SA Poison, smite good, sneak attack +1d6, spell-like abilities, spells; SQ Aura of despair, aura of evil, dark blessing, darkvision 60 ft., spell resistance 17; AL CE; SV Fort +17, Ref +8, Will +12; Str 16, Dex 15, Con 22, Int 15, Wis 16, Cha 16.

Skills and Feats: Climb +16, Concentration +13, Disguise +6, Hide +14, Intimidate +11, Knowledge (religion) +4, Listen +9, Move Silently +12, Spot +9; Cleave, Combat Casting, Exotic Weapon Proficiency (spiked chain), Improved Sunder, Improved Trip, Power Attack, Two-Weapon Fighting.

Aura of Despair (Su): Arioch radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all saving throws.

Aura of Evil (Ex): The power of a blackguard's aura of evil (see the detect evil spell) is equal to his class level plus his cleric level, if any.

Detect Good (Sp): At will, Arioch can use detect good as a spell-like ability, duplicating the effect of the detect good spell.

Poison Use: Arioch is skilled in the use of poison and never risks accidentally poisoning himself when applying poison to a blade.

Dark Blessing (Su): Arioch applies his Charisma modifier (+3) as a bonus on all saving throws (included above).

Smite Good (Su): Once a day, Arioch may attempt to smite good with one normal melee attack. He adds his Charisma modifier (+3) to his attack roll and deals 4 extra point of damage. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Poison (Ex): Bite—Injury, Fortitude DC 22, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Crossbow Bolts: Deathblade, injury, Fortitude DC 20, initial damage 1d6 Con, secondary damage 2d6 Con.

Sneak Attack: Aroich's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when Aroich flanks his target. This extra damage is 1d6. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Arioch cast spells as 6th-level cleric.

Cleric Spells Prepared (5/5/5/4, save DC 13 + spell level): 0—*cure minor wounds, detect magic, guidance, resistance, virtue;* 1st—*bless, disguise self**, *divine favor, entropic shield, protection from good;* 2nd—*aid, align weapon, invisibility**, *sound burst, spiritual weapon;* 3rd—*contagion**, *dispel magic, prayer, protection from energy.*

* Domain spell. *Domains:* Destruction and Trickery.

Blackguard Spells Prepared (2/2, save DC 13 + spell level): 1st—*corrupt weapon, cure light wounds;* 2nd—*bull's strength, death knell.*

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: +2 chain armor of fire resistance (usable only by driders), *+2 keen flaming greatsword, +1 spiked chain of wounding,* 2 masterwork hand crossbows, box of 8 poisoned quarrels, *harness of chameleon power* (usable only by driders).

169 THROUGH 176. CENTRAL CORRIDORS



One of Mahir's successes still exists within the Halls of Flesh to this day. In his maddened attempts to create more driders to swell their ranks, the sorcerer and his cabal experimented on a unique species of spider that they found within the former prison that served as their home. Originally created as pests controlled by the celestial warders of the prison, the spiders took exceptionally well to enchantment and transmutation magics, forming what Mahir thought would be an ideal foundation for new driders.

Mahir did not know that the celestials' superiors, realizing that their captives could not be stripped of all of their magic, created the spiders with certain limitations. The primary limitation was that changes wrought upon the spiders by magic would never make them truly independent beings able to be of aid the prisoners in their plans. As a result, the sorceries used to transform the tiny vermin killers instead created ettercaps... and an entirely unexpected side-effect.

Once capable of primitive magical communication to increase their efficiency in disposing of tiny vermin and offal, the newly-created ettercaps became a hive-mind. The intelligence imparted to them (stolen from drow victims) created a single mind, capable of primitive thought and with a surprising talent for trapmaking, perhaps attributable to their origins as nature's trapmakers.

With the ettercaps, the driders found a seemingly safe worker caste to take care of the messy job of placing traps to snare fleeing slaves, intruding celestials, and any other enemies that might venture into controlled rooms. The ettercaps were simply happy, as such things are measured, to be put to work. They toil constantly within a series of workshops provided to them by the driders, and venture out into the Halls of Flesh to repair or reset traps that have been triggered. Their unique hive-mind serves them well in this capacity — what one ettercap knows, all know, instantly, anywhere within the Halls of Flesh. They are not particularly enamored of the driders, but neither do they despise them. As long as they are allowed to build, repair and maintain the traps of the Halls of Flesh, the ettercaps have purpose.

Along with the ettercaps, the Central Halls also boast the frontline defenses of the driders against the horrors that besiege them. This is a punishment duty for the drow, who often die in large numbers during assaults by Madness or other creatures. As a result, those who man the Central Halls have developed a fatalistic attitude towards their duties. Despite the scourges of their drider masters, the drow do not respond to minor threats, instead forcing the driders to use their sorceries against such incursions. This is all to the good of the drow, for the day is coming when the driders' magic may be expended, and the overseers will find themselves alone with several dozen armed and extremely angry drow...

RANDOM ENCOUNTERS

Roll for a Random Encounter once every 30 minutes.

1d20	Random Encounter
1	Tremors and moans fill the halls, indicating that Madness is waking... or something else.
2	The sound of boots marching on stone echoes through the halls and then fades after a few moments.
3–12	Nothing
13	The PCs stumble upon a trap. ♦ **Fusillade of Spears:** CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Search DC 26; Disable Device DC 20.
14	Ten gricks scout for potential drow victims. They attack without warning and fight until killed. Ambush 4.
15	Six drow guards have taken a deserter prisoner. They are escorting him north for the driders to deal with.
16	Six slovenly drow guards patrol the halls. Indifferent, they carefully withdraw to report back to the driders.
17	Ten ettercaps head for their lair (Room 169). Indifferent, they attack if provoked.
18	Six ettercaps head for their lair (Room 169). If the PCs are hostile, web the PCs and summon six drow guards.
19	A single gibbering mouther, spawned temporarily from Madness' flesh, mindlessly attacks, fighting until slain.
20	Lorath (Room 1103) and a patrol of ten drow guards hunt some nameless horror from the south. Lorath and his men subdue the PCs and take them to rebel-controlled areas.

169. ETTERCAP LAIR

The approaches to Room 169 are constantly webbed by the ettercaps. Approaching creatures must succeed at a DC 20 Spot check to notice a web, or stumble into it and become trapped as though affected by the spell. Attempts to burst the webbing receive a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-ft. section of web has 6 hit points, hardness 0, and takes double damage from fire. 10 ft. from Room 169 itself, the webbing ends, preventing intruders from firing the webs that the ettercaps use as their home.

This room is encrusted with thick, sticky ropes of a silken substance, some as thick as a human's arm. Sheets of the material hang down from the ceiling and cover the floor in gauzy profusion. A single square column of stone rises up from the floor, obscured by layer upon lair of the cobwebs.

Initial Attitude: Unfriendly

Encounter: The ettercaps (hp 61, 60, 55, 50, 48, 40, 37, 35) that live here are "employed" by the driders to maintain the traps in the immediate vicinity; a task the driders deemed too dangerous to entrust to the potentially rebellious drow. Room 169 is a central dispatch point for the ettercaps. At any given moment, there are eight ettercaps present, either sleeping or working on traps and parts of traps, chattering amongst themselves in Undercommon. However, there is a 25% chance that two more are passing through to receive new orders.

The ettercaps do not appreciate interruptions, and the cruel treatment inflicted by the driders has taught them to distrust all outsiders. They start any encounter with an initial attitude of Unfriendly. Fortunately, the craven creatures are intelligent enough to negotiate (a DC 25 Diplomacy check adjusts their attitude to Friendly). If the ettercaps are Friendly or Helpful, they chatter on endlessly about their labors within the prison. Despite their rudimentary intelligence, they possess an extensive knowledge of the traps and secret passages present in this section, and can forewarn PCs of traps, ambushes, and other complications existing within the Halls of Flesh. They can also, if the PCs are very persuasive, tell them about the drow cache in Room 14.

Encounter Condition: N/A

Tactics: Like the ettercaps in Room I70, these creatures entangle their opponents in webbing before attacking. Unless their webs are set ablaze, the ettercaps attack from all directions, coordinating attacks so entangled opponents have little opportunity to counterattack before the poison from the creatures' mandibles takes effect. If the webs are set ablaze, the ettercaps abandon them, towards Room I67, hoping to lead their attackers engender conflict with the massive tendriculos living there.

Treasure: The ettercaps keep eight masterwork Trapmaking kits, maps showing the locations of secret doors in Rooms I4, I62, I70, I75 and I116 in this room.

EL: 10

Scaling: To increase the challenge of this encounter, add one ettercap for every two PCs. To reduce the challenge, reduce the number of ettercaps to one per PC.

Ettercap: CR 3; Medium aberration; HD 5d8+5; hp 61, 60, 55, 50, 48, 40, 37, 35; Init +3; Spd 30 ft., climb 30 ft.; AC 14, touch 13, flat-footed 11; Base Atk +3; Grp +5; Atk +5 melee (1d8+2 plus poison, bite); Atk +5 melee (1d8+2 plus poison, bite) and +3 melee (1d3+1, 2 claws); SA Poison, web; SQ Low-light vision; AL NE; SV Fort +4, Ref +4, Will +6; Str 14, Dex 17, Con 13, Int 6, Wis 15, Cha 8.

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

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

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

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

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

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

Hive Mind (Ex): All ettercaps (from this dungeon) within 10 miles of their drider overlord are in constant communication. If one is aware of a particular danger, they all are. If one in a group is not flatfooted, none of them are. No ettercap in a group is considered flanked unless all of them are.

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

I70. THE EASTERN SENTINELS

This chamber is martial in its design, impossible to be mistaken for anything else. The center of it is taken up by three high barricades of iron faced with bundles of a fibrous substance held in place by strips of leather. Each of these siege towers is fringed with barbed iron hooks, and arrow slits sprout like eyes. One tower is in the direct center of the room, the other two covering a set of doors to the northwest and southwest.

Initial Attitude: Unfriendly

Encounter: This Room is fortified and maintained by two driders (hp 55, 51) and three drow guards (hp 40 each), guarding against an attack from Madness (Room I56). Every being here fears an attack, knowing that it could mean death, or worse, a battle between Madness and Anguish (Room I98). The drow guards are effectively slaves, doing what they are told and living in fear, despite their training with a blade which makes them deadly. This stress level puts them on constantly on edge and any Diplomacy checks that fail (or any Bluff attempts at all), shifts their Attitude to Hostile.

The drow manning this outpost could be charitably described as nervous. They are likely to shoot first and ask questions later. The guards become especially fearful when Anguish's keepers travel to its lair in room I98 to gather samples or feed some unfortunate slave to the chimera.

Encounter Condition: Concealment, Cover

Tactics: The drow fighters manning the towers are tough, skilled and terrified. Hostile PCs find themselves facing a dozen well-armed drow and three drider sorcerers, all of whom attack from the safety of their siege towers. While the drow pelt enemies with missile fire, their sorcerer masters attack with spells.

Towers: Hardness 10, hp 400, Break DC 80, fire immunity.

Should PCs not prove hostile, they are taken into custody, and a detachment of extremely relieved drow escort them northwards, to be interrogated by their drider masters. Alternately, the drow could fake an 'escape', if the PCs are on good terms with Lorath (Room I103), and allow them passage to rebel-controlled areas.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add one drider. To decrease the challenge, remove one drider.

Drider: CR 7; Large aberration; HD 6d8+18; hp 55, 51; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +10; Atk +5 melee (1d6+2/19–20, dagger) or +6 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Full Atk +3 melee (1d6+2/19–20, 1d6+1/19–20, 2 daggers) and +1 melee (1d4+1 plus poison, bite); or +5 ranged (1d8/×3, shortbow); Space/Reach 10 ft./5 ft.; SA Spells, spell-like abilities, poison; SA Darkvision 60 ft., spell resistance 17; AL CE; SV Fort +5, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills and Feats: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells: Driders cast spells as 6th-level clerics, wizards, or sorcerers. Drider clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery. The typical spells prepared shown here are for a drider sorcerer.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance;* 1st—*mage armor, magic missile, ray of enfeeblement, silent image;* 2nd—*invisibility, web;* 3rd—*lightning bolt.*

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Drow Guard, Ftr 5: CR 7; Medium humanoid (drow elf); HD 5d10+5; hp 40; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +6; Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d8/19–20, heavy crossbow); Full Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d8/19–20, heavy crossbow); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 16; AL LE; SV Fort +5, Ref +4, Will +1; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +9, Listen +6, Search +3, Spot +6; Dodge, Improved Initiative, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Masterwork studded leather (fire resistance 10), light steel shield, masterwork longsword, heavy crossbow, bolts (10).

171. HIDDEN PASSAGE

This large room's original purpose is lost to the ages. Now it stands empty, save for the sheets and lumps of slowly moving vegetable matter that slither across the floor. There's a heavy sigh to the room as if you just walked in on someone sleeping.

Initial Attitude: N/A

Encounter: This Room is indeed empty and the vegetation merely squashes under the PCs' feet as they walk. Nothing horrible jumps out and attacks them (unless you wish).

A DC 25 Search check is required to locate the hidden door into this Room. The door is thin stone over web-reinforced earth and is easily opened by cutting the strand of webbing that serves as a lock.

Hidden Door: 4 in. thick; Hardness 8; hp 12; Break DC 20; Open Lock DC 25.

The hidden door has a silent *alarm* cast on it, alerting the ettercaps in Room 169 that it is open, summoning a squad of four to repair it in 1d4 rounds.

Encounter Condition: Distracting Noises 8

Tactics: After the door is opened (if the *alarm* is not disabled — a task that requires a DC 26 Disable Device check), four ettercaps arrive to repair the door. The ettercaps have an Initial Attitude of Unfriendly; however, they are conditioned to ignore humanoids and driders. If the characters do not attack, neither do the ettercaps, who merely reset the *alarm* manually.

If the ettercaps are attacked, they web intruders and retreat to Room 169, where the other ettercaps stand ready. If pursued, they web their opponents, then move in to bite, trusting in their poisonous mandibles to discourage further conflict.

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, add one tendriculos, or change the ettercaps' Initial Attitude to Hostile. To reduce the challenge, allow the PCs a DC 15 Listen check to hear the ettercaps approach.

172. BYPASS

Tendrils of some unidentifiable substance ripple over the battered stone walls of the room. The room is otherwise empty, even the dust swallowed up by the sticky mass.

Initial Attitude: N/A

Encounter: This Room is indeed empty and the vegetation merely squashes under the PCs' feet as they walk. Nothing horrible jumps out and attacks them (unless you want).

A DC 25 Search check is required to locate the hidden door into this area. The door is thin stone over web-reinforced earth and is easily opened by cutting the strand of webbing that serves as a lock.

Hidden Door: 4 in. thick; Hardness 8; hp 12; Break DC 20; Open Lock DC 25.

The hidden door has a silent *alarm* cast on it, alerting the ettercaps in Room 169 that it is open, summoning a squad of four to repair it in 1d6 rounds.

Encounter Condition: Distracting Visions 8

Tactics: After the door is opened (if the *alarm* is not disabled — a task that requires a DC 26 Disable Device check), four ettercaps arrive to repair the door. The ettercaps have an Initial Attitude of Unfriendly; however, they are conditioned to ignore humanoids and driders. If the characters do not attack, neither do the ettercaps, who merely reset the *alarm* manually.

If the ettercaps are attacked, they web intruders and retreat to Room 169, where the other ettercaps stand ready. If pursued, they web their opponents, then move in to bite, trusting to their poisonous mandibles to discourage further conflict.

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, add one tendriculos, or change the ettercaps' Initial Attitude to Hostile. To reduce the challenge, allow the PCs a DC 15 Listen check to hear the ettercaps approach.

173. THE (WESTERN) SENTINELS

This chamber is martial by design, impossible to be mistaken otherwise. The center of it is taken up by three high barricades of iron faced with bundles of some fibrous substance kept in place by leather strips. Each of these crude siege towers is fringed with barbed iron hooks at its crest, and arrow slits sprout like eyes. One tower is in the direct center of the room, the other two covering a set of doors to the northwest and southwest.

Initial Attitude: Unfriendly

Encounter: This Room is a fortified position maintained by the driders and their drow slaves to guard against an escape by the creature called Anguish. Every single being here fears such an escape, knowing that it mean instantaneous death, or worse, a battle between Anguish and Madness.

Four drow guards (hp 42 40, 38, 34) and a single drider (hp 55) maintain the center tower, making the noises heard by the PCs. The towers flanking the center are maintained by other drow (with similar hit points) and the driders overseeing them (hp 55, 51) are bitter rivals, willing to come to the aid of the center tower troops, but not one another.

The drow manning this outpost could be charitably described as 'nervous'. They are likely to shoot first and ask questions of the corpses later. The guards become especially fearful when Anguish's keepers travel to its lair in Room 198 to gather samples or feed some unfortunate slave to the chimera.

Encounter Condition: N/A

Tactics: The drow fighters manning the towers are tough, skilled and terrified. Hostile PCs find themselves facing a dozen well-armed drow

and three drider sorcerers, all of whom attack from the safety of their siege towers. While the drow pelt enemies with missile fire, their sorcerer masters attack with spells. The towers are Hardness 10, hp 400, and are immune to fire and fire-based spells. There are four drow to a tower, overseen by a single drider sorcerer.

Should PCs not prove to be hostile, they are taken into custody, and a detachment of extremely relieved drow escort them northwards, to be interrogated by their drider masters. Alternately, the drow could fake an escape, if the PCs are on good terms with Lorath (Room I103), and allow them passage to rebel-controlled areas.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, add two driders. To decrease the challenge, remove two driders.

Drider: CR 7; Large aberration; HD 6d8+18; hp 55, 55, 51; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +10; Atk +5 melee (1d6+2/19–20, dagger) or +6 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Full Atk +3 melee (1d6+2/19–20, 1d6+1/19–20, 2 daggers) and +1 melee (1d4+1 plus poison, bite); or +5 ranged (1d8/×3, shortbow); Space/Reach 10 ft./5 ft.; SA Spells, spell-like abilities, poison; SA Darkvision 60 ft., spell resistance 17; AL CE; SV Fort +5, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills and Feats: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells: Driders cast spells as 6th-level clerics, wizards, or sorcerers. Drider clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery. The typical spells prepared shown here are for a drider sorcerer.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance;* 1st—*mage armor, magic missile, ray of enfeeblement, silent image;* 2nd—*invisibility, web;* 3rd—*lightning bolt.*

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Drow Guard, Ftr 5: CR 6; Medium humanoid (drow elf); HD 5d10+5; hp 42 40, 38, 34; Init +7; Spd 30 ft., AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +6; Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d8/19–20, heavy crossbow); Full Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d8/19–20, heavy crossbow); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 16; AL LE; SV Fort +5, Ref +4, Will +1; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +9, Listen +6, Search +3, Spot +6; Dodge, Improved Initiative, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Masterwork studded leather (fire resistance 10), light steel shield, masterwork longsword, heavy crossbow, bolts (10).

I74. A MIGHTY PAUSE

This room is as empty as it is vast. Voices echo off the walls, lost in the darkness beyond sight. The sounds double and redouble, crashing against the senses, dizzying and unpleasant.

Initial Attitude: N/A

Encounter: Borrowing a trick from the vile creature Madness, this Room is enchanted with *confusion* to baffle potential invaders. The effect can be resisted with a DC 19 Will save. The driders hope the *confusion* will cause intruders to attack one another or give another indication of their presence, alerting the guards in room I73.

A DC 25 Search check is required to locate the hidden door leading out of this room. Unlike those found in nearby rooms, the door made out of thick stone, but is still easily opened by cutting the strand of webbing that serves as the lock.

Hidden Door: 4 in. thick, Hardness 8, hp 12, Break DC 15, Open Lock DC 25.

Encounter Condition: [Fear 14]

Tactics: Random Encounters involving drow or driders do not take place in this Room. They know to stay away and avoid the trap they've set.

Treasure: PCs spending at least an hour searching this Room find a false *drider key* hidden under some vegetation and debris in the corner. Finding the key isn't difficult, but battling the constant *confusion* makes it difficult to concentrate. The key is enchanted with *alarm* and creates a high-pitched wail whenever it is used to open a door. It was left here as a trick by the drow.

EL: N/A

Scaling: N/A

I75. ABANDONED BYPASS

This room is covered in rank, sticky green vegetation that hover s somewhere between life and death. It is pervasive, its thickness unknown, transforming the presumably stone chamber into a disgusting hell.

Initial Attitude: N/A

Encounter: This Room is similar to the bypass in Room I74, but the slow invasion of vegetation spawned by the Green Death renders it unusable. PCs remaining in this room for an hour or more find that any equipment made of wood, leather or another organic substance is ruined. PCs spending the night here wake up *entangled.*

If the PCs spend a 30 minutes searching, allow a DC 32 Search check to find the secret door. Its a simple door to open, but cutting away the vegetation takes another 30 minutes.

Encounter Condition: N/A

Tactics: Random Encounters involving drow or driders do not take place in this Room. They know to stay away and avoid the trap they've set.

Treasure: N/A

EL: N/A

Scaling: N/A

I76. ABANDONED ALCHEMICAL STORAGE

The door to this Room is locked and damaged. An apparent explosion inside the Room slammed the door closed and wedged the lock and doorframe together. A DC 40 Open Lock check and DC 20 Strength check are required to open it. If the Strength check fails, the Open Lock check suffers a –10 circumstance penalty due to the weight of the door smashing the mechanism. Make both checks at the same time, each time the PCs try to open the door.

A Disable Device check can be made in lieu of an Open Lock check, at a –5 circumstance penalty. However, using Disable Device instead of Open Lock grants a +2 synergy bonus to the Strength check.

This room reeks of strange alchemical substances, its walls stained in a lurid range of colors. Several shattered bits of crockery and the remains of small casks litter the floor. The burned husk of some multilegged creature lies curled against one wall, its withered carapace shattered, softer flesh mummified and leathered.

Initial Attitude: Neutral

Encounter: This Room was used by drow and driders to brew and store their alchemical defoliant. Several months ago, the storage room was caught in a battle between a phase spider and a spider eater. The result was the destruction of the alchemical defoliant, as well as the laboratory equipment.

Encounter Condition: Smoke or Stagnant Air (subtle effect)

Tactics: The fumes present in the room are a powerful hallucinogen. Creatures not immune to poison staying in the room for more than 5 minutes must succeed at a DC 16 Fortitude save every round thereafter or be affected by *confusion* for 1d3 hours.

Treasure: If the PCs spend 30 minutes here, they can gather 2d6 castings worth of spell components that have been singed, but not burned. One of these spell components increases the effect of an evocation or transmutation as if it were Maximized. A DC 30 Spellcraft check is needed to recognize this effect, otherwise the component gets consumed randomly in the casting of the wizard's spells.

Sadly, due to the exposure, these components increase the chance of arcane spell failure by 10%. Of course the PCs won't know this until they use them. This roll should be made in secret each time.

EL: 6

Scaling: To increase the challenge of this encounter, add a phase spider that is unaffected by the fumes. To decrease the challenge, reduce the save DC of the fumes by 2.

177 THROUGH 180. NORTHERN CORRIDORS

Over the decades, the social order originally established by the drow has become warped, eroded by the drider rebellion, the cataclysmic magical accident caused by the sorcerer Mahir, and the infestation of the Lower Halls by the horrors the cataclysm unleashed. As such, assumptions commonly held by the surface dwellers regarding drow society are, in many cases, entirely incorrect when dealing with the enclave trapped in the Halls of Flesh and beyond.

The drow crushed beneath the boot heels of the drider seem almost humble when observed by an outsider. They speak little, communicating only in short, rapid bursts; many of the creatures of the Hall can locate prey by sound, and the drow have learned this bitter lesson through painful firsthand experience. They eschew the ornamental armor and weapons of their kin beyond the dungeon, preferring instead utilitarian clothing and the most effective weapons they can manufacture. Rebellion against their drider masters is publicly presented as unthinkable, with such actions punished by a fate worse than death: consignment to the drider sorcerers for their hideous experiments. To the casual observer, the drow slaves are all but resigned to their fate.

The true feelings of the drow are another matter entirely. Unknown beyond the tightly-knit extended family that the drow have formed, a burning hatred is steadily fed by the cruelties heaped upon them by their former slaves. The drow perceive neither irony nor oddity in this reversal of fortune that made them both fodder for the driders' experiments and a Praetorian Guard between the sorcerers and the horrors of the Lower Halls. They simply wait, plotting for the day when their fortunes will turn. Given the tainted immortality of the prison, the drow have all the time in the world to scheme. Their erstwhile leader, the drow guard captain Lorath (Room 1103), even now conspires with the dark naga Siglinde, bartering services and information for magical aid.

The celestial warders of the prison, the legion of horrors of the Lower Halls, the casual cruelty of the driders — the drow are now accustomed to all of these. Perhaps the time is coming when a new element introduced into the fragile social structure renders it into chaos — such as a band of adventurers.

RANDOM ENCOUNTERS

Roll for a Random Encounter once every 30 minutes.

1d20	Random Encounters
1	A ragged cheer echoes through the Section.
2	No matter what surface the PCs are walking on, it sounds like pustules popping underfoot (1d6 minutes).
3	An abandoned trapmaking kit leans against the wall. The ettercap using it has gone back to the workshops (Room 1105) to retrieve a part, returning in 1d6 minutes.
4–12	Nothing
13	A single drider is on his way to the temple (Room 1110) for his daily ritual. Already drugged, it is automatically surprised. It fights until at 50% of its total hit points, then flees.
14	A patrol of four drow and a drider overseer are on a routine sweep of the Section. They subdue the PCs and bring them to the other driders (Room 179 or 190) for interrogation.
15	A small patrol of four drow guards scouring the Halls for intruders at the behest of a particularly paranoid drider. If encountered, they capture the PCs and bring them back to their drider commander (Room 179).
16	A gang of three ettercaps walks silently toward their workshops. They are Indifferent to the PCs.
17	Six ettercaps work on a complicated mechanism of some sort. They are Indifferent, but if accosted, the ettercaps attack, and one triggers the *lightning bolt* trap they were working on, targeting the PCs. **Lightning Bolt Trap:** CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
18	Several drow slaves are doing manual labor and are, unfit for patrol duty. They are unarmed. If Lorath gets word of the PCs slaying slaves, his Initial Attitude shifts one degree toward Hostile. If Lorath gets word of the PCs aiding slaves, his Initial Attitude shifts one degree toward Helpful.
19	Arioch (Room 168) returns from the temple to the arena. Arioch taunts the PCs from a distance in an attempt to lure them to Room 168 for a battle.
20	Lorath (Room 1103) and a patrol of six drow fighters patrol the halls. With no driders around, Lorath attempts to quietly move the PCs to rebel-controlled areas and hide them, promising to negotiate later.

177. THE STRIKE CHAMBER

The martial nature of this room cannot be denied — every surface bristles with reinforcements to the walls, racks for weapons, and in one corner, a massive, sturdy iron barrel sits on its side next to several fired pottery casks. Hoses run from several casks to a horn of sorts, crudely soldered onto one side of the barrel. What appears to be a bellows is propped up next to the casks and barrels. In the southern portion of the room, several stone and iron barriers on wooden carts rest, and beyond them, the doors are heavily, if crudely, reinforced with strips of iron and arcane runes.

Initial Attitude: Unfriendly

Encounter: This room is in the process of being modified by the driders and drow for use as a strong point for dealing decisively with the Green Death, located to the south in Room 167.

This heavily reinforced chamber is used by the drow and driders as part of an experiment by one of the drider sorcerers, Padeema (hp 50) — trading with the foul denizens in other regions of the dungeon, the sorcerer has acquired a partially-functioning *apparatus of the crab* (which looks suspiciously like a spider).

Judicious tinkering has outfitted the apparatus with a crude sprayer, fed by a bellows pump, designed to spray the alchemical defoliant developed by the driders. Ultimately, Padeema's intent is to employ the apparatus against the Green Death, in the hope that the plant creature can be eradicated. The modifications are not entirely successful, though — attaching the spraying apparatus (the design for which was extracted from an unfortunate dwarven engineer that also came with the trade, now deceased) has created a breach in the device, allowing toxic fumes to leak into the interior. Padeema is well aware of the defect, and plans to soon recruit 'volunteers' to test the apparatus' effectiveness in battle.

Encounter Condition: N/A

Tactics: There are four drow bodyguards (hp 40, 40, 38, 36), along with half a dozen drow slaves (hp 34, 32, 30, 30, 30, 28) and Padeema. When confronted by intruders, the bodyguards order the slaves into battle, as they cover Padeema's activities. In the ensuing melee, the drider sorcerer *polymorphs* herself into one of three forms (depending on her assessment of the intruders' intentions) — a slain dwarven engineer, a drow slave, or an ettercap. Once the second or third form is assumed, she casts spells modified by her Silent Spell and Still Spell feats against foes. Like the drow guards in Room I103, the guards, fighters and sorcerer here do not typically strike to kill; intruders are far more valuable as slaves or experimental stock.

Treasure: The contents of this Room are obvious — a damaged *apparatus of the crab* (move 10 ft.; contaminated with toxic fumes; DC 18 Fort save or take 1d6/1d4 Con if inside for more than 2 rounds for every additional round they remain in the crab) and six barrels of alchemical defoliant.

EL: 8

Scaling: To increase the challenge of this encounter, replace the drow slaves with drow bodyguards. To decrease the challenge, replace the bodyguards with slaves.

♟ **Padeema, Drider Sor 1:** CR 8; Large aberration; HD 6d8+18 + 1d4+3; hp 50; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +10; Atk+5 melee (1d6+2/19–20, dagger) or +5 melee (1d4+1 plus poison, bite) or shortbow +5 ranged (1d8/×3); Full Atk +5 melee (1d6+2/19–20, dagger) and +0 melee (1d4+1 plus poison, bite) or shortbow +5 ranged (1d8/×3); Space/Reach 10 ft./5 ft.; SA poison, spell-like abilities, spells; SQ darkvision 60 ft., SR 17; AL NE; SV Fort +5, Ref +4, Will +10; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 18.

Skills and Feats: Climb +14, Concentration +10, Hide +10, Listen +9, Move Silently +12, Spellcraft +5, Spot +9; Combat Casting, Silent Spell, Still Spell.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 14), *clairaudience/clairvoyance, darkness, detect good,detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 17). Caster level 6th. The save DCs are Charisma-based.

Typical Sorcerer Spells Known (6/7/7/5, base save DC 14 + spell level): 0—*daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance;* 1st—*mage armor, magic missile, ray of enfeeblement, shield, silent image;* 2nd—*invisibility, scorching ray, web;* 3rd—*lightning bolt, polymorph.*

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Dagger, shortbow, quiver of arrows (12).

* Casts as a Sor 7.

♛ **Drow Bodyguard, Ftr 5:** CR 7; Medium humanoid (drow elf); HD 5d10+5; hp 40; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +6; Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d8/19–20, heavy crossbow); Full Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d8/19–20, heavy crossbow); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 16; AL LE; SV Fort +5, Ref +4, Will +1; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +9, Listen +6, Search +3, Spot +6; Dodge, Improved Initiative, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Masterwork studded leather (fire resistance 10), light steel shield, masterwork longsword, heavy crossbow, bolts (10).

♛ **Drow Slave, War 4:** CR 4; Medium humanoid (drow elf); HD 4d8+4; hp 34, 32, 30, 30, 30, 28; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 13; Base Atk +4; Grp +6; Atk +7 melee (1d8+3/×3, longspear); Full Atk +7 melee (1d8+3/×3, longspear); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 15; AL LE; SV Fort +5, Ref +2, Will +0; Str 14, Dex 12, Con 12, Int 12, Wis 9, Cha 9.

Skills and Feats: Craft (any one) +3, Jump +7, Listen +5, Search +3, Spot +5, Swim +4; Improved Initiative, Weapon Focus (long spear).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Masterwork studded leather (fire resistance 10), buckler, masterwork longspear.

I78. PROMENADE AND GUARDPOST

The guardhouse door in the southern Room is kept locked and can only be opened with a DC 50 Open Lock check or by *knock* or a similar spell. If the guardpost comes under attack, the guard blows a horn and bangs a gong that echoes throughout Rooms I77 and I79, summoning a contingent of drow fighters and a drider sorcerer within 1d4 rounds.

This room has seen better days. The carvings on the walls, once magnificent, have acquired a patina of dust from the cracked ceiling above. Doors are situated on every wall, including a heavily reinforced portal to the south.

Initial Attitude: Unfriendly

Encounter: This promenade buffers Rooms controlled more by the drow than the drider. The large central chamber echoes sound effectively, granting the guard in the small post to the south a +6 circumstance bonus to Listen checks opposing Move Silently checks. It also grants a +2 bonus to Listen checks in Rooms I77 and I79.

It has the opposite effect on PCs, however, imposing a –6 penalty on their Listen checks.

Encounter Condition: [Echoes 6]

Tactics: A single drow guard (hp 45) is stationed down the hall in the small adjoining Room to the south. The guard is not prepared to combat foes, though he is armed. Guardpost duty of this sort is considered punishment — often, the unlucky drow is stationed for weeks without contact from his fellows. As such, even on a failed Move Silently check the guard does not immediately sound an *alarm*. Usually, the guard is clumsy and bored, or just foolhardy enough to challenge interlopers, allowing PCs an opportunity for diplomacy or trickery.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add one guard and put them on alert, sounding the alarm immediately when intruders are detected. To decrease the challenge, adjust the Initial Attitude to Indifferent and increase the time for guards to arrive from other Rooms to 1d6 rounds.

Drow Guard, Ftr 5: CR 7; Medium humanoid (drow elf); HD 5d10+5; hp 40; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +6; Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d8/19–20, heavy crossbow); Full Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d8/19–20, heavy crossbow); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 16; AL LE; SV Fort +5, Ref +4, Will +1; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +9, Listen +6, Search +3, Spot +6; Dodge, Improved Initiative, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Masterwork studded leather (fire resistance 10), light steel shield, masterwork longsword, heavy crossbow, bolts (10).

179. NORTHERN PROMENADE

This room has seen more than its share of ill-use. The carvings on the walls, once proud, have acquired a patina of dust from the cracked ceiling. Doors leading out of the room are set in every wall.

Initial Attitude: N/A; or Unfriendly

Encounter: This is one of several promenades buffering areas more controlled by the drow than the drider. A door leads to the west; beyond is a short corridor terminating in another door. The room beyond is empty, and has been abused for quite some time. The door remains solid, and despite its size can provide a potential hiding place for PCs on the run.

Encounter Condition: Echoes 6

Tactics: There are always two drider guards (hp 56, 52) and a 25% chance of four drow slaves (from Room 177) manning the promenade (60%) or hunkered down in the west chamber (40%). In any case, they do not take well to trespassers and demand the PCs explain themselves. If a fight starts, the drow slaves defend the driders to the best of their ability, but flee to Room 180 or 1115 if they are reduced to 50% of their total hit points.

If there is commotion in Room 178, the chance of an encounter raises to 50%.

Treasure: N/A

EL: Varies

Scaling: To increase the challenge of this encounter, increase the likelihood of drow slaves by 25%. To decrease the challenge, change the Initial Attitude of the drow slaves to Indifferent.

Drider: CR 7: Large aberration; HD 6d8+18; hp 56, 52; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +10; Atk +5 melee (1d6+2/19–20, dagger) or +6 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Full Atk +3 melee (1d6+2/19–20, 1d6+1/19–20, 2 daggers) and +1 melee (1d4+1 plus poison, bite); or +5 ranged (1d8/×3, shortbow); Space/Reach 10 ft./5 ft.; SA Spells, spell-like abilities, poison; SA Darkvision 60 ft., spell resistance 17; AL CE; SV Fort +5, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills and Feats: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells: Driders cast spells as 6th-level clerics, wizards, or sorcerers. Drider clerics can choose from the following domains: Chaos, Destruction, Evil, and Trickery. The typical spells prepared shown here are for a drider sorcerer.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance;* 1st—*mage armor, magic missile, ray of enfeeblement, silent image;* 2nd—*invisibility, web;* 3rd—*lightning bolt.*

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

180. ENTRANCE TO THE SLAVE HOLD

This warren of rooms is kept meticulously clean, the floors smell strongly of soap and are scrubbed and shining which required extensive labor. To the northeast, a tunnel bores through the black stone of the prison, leading to yet more rooms beyond. A long, wide passageway slopes down to the south, and to the east an equally long, narrow hallway terminates in a cracked and pitted dead end.

Initial Attitude: Hostile

Encounter: This Room is another (and perhaps the last) choke point for the driders and the drow, staving off the invasion of aberrations into Region M. This Room also acts as a fallback position, if the promenade falls to enemies. Unlike the other choke points, it lacks the mobile barricades used by defenders. The driders, while not suffering from limited resources, simply do not consider the entrance to the slave hold important enough to defend as vigorously as other Rooms. The drow have ruthlessly exploited the driders' arrogance, allowing Lorath (Room 1103) and his cadre to establish quarters for the elder drow historian Muhaimin (Room 184) nearby.

The southern door is weaker than most of the other dungeon doors. The door has a manual lock, but does not have a siege bar. The lock on the door is relatively simple, again owing to the arrogance and disdain of the driers; a DC 21 Open Lock check disengages the lock's mechanism.

Southern Door: Hardness 10; HP 60; Break DC 28; Open Lock DC 21

Encounter Condition: N/A

Tactics: Six drow guards (hp 41, 40, 40, 39, 39, 38) are assigned to patrol the area and prevent slaves from escaping to the southern halls. As this duty is generally considered punishment, the guards are none too enthusiastic about their jobs. They are poorly equipped as well, the only concession to a unified force being lightly-treated leather armor. In the event of combat, the drow immediately starts using the Fight Defensively action while calling for help from one of the promenades or the slave hold. The drow guards here have not been provided with any true means of contacting help. If it becomes necessary, the DM may allow a DC 15 Listen check for guards in nearby areas. Success on a Listen check brings 1d4 guards within 4 rounds.

Treasure: Four suits of leather armor (with fire resistance 10) can be recovered, along with the guards' rapiers and glaives.

EL: 6

Scaling: To increase the challenge of this encounter, substitute the guards from Room 1117. To decrease the challenge, the drow guards only fight for 1 round before fleeing the area, taking the Full Retreat action.

Drow Guard, Ftr 5: CD 7; Medium humanoid (drow elf); HD 5d10+5; **hp 41, 40, 40, 39, 39, 38;** Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed **13;** Base Atk +5; Grp +6; Atk +8 melee (1d8+3/19–20, longsword) or +8 **ranged** (1d8/19–20, heavy crossbow); Full Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d8/19–20, heavy crossbow); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 16; AL LE; SV Fort +5, Ref +4, Will +1; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +9, Listen +6, Search +3, Spot +6; Dodge, Improved Initiative, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Masterwork studded leather (fire resistance 10), light steel shield, masterwork longsword, heavy crossbow, bolts (10).

181 THROUGH 186. THOUGHT AND MUHAIMIN

Nowhere else is the hatred of the drow better personified than in the chambers housing the eldest drow, Muhaimin and his guards. Hidden from the watchful eyes of the driders, the chambers where the elder resides also serve as a monument to the rage the dark elves harbor for their oppressors.

Now long forgotten Muhaimin serves as the "memory of the drow" for a brutally pragmatic reason — the elder drow kills any drider or drider ally if he can, taking no heed of danger to himself. Even across the decades and centuries, the elder has forgotten nothing — not the lost battle that forced the drow into the prison, not the single night when the driders rose and enslaved their masters, and not the magical disaster unleashed by the mad sorcerer Mahir. Muhaimin has forgotten nothing. He is unmistakenly a father figure — the eldest of the drow is considered by those who know him to be at best a deadly oracle, and at worst insane. None of these idiosyncrasies alter the reverence given to him by the drow.

Even blind, Muhaimin is less impaired than some might imagine. He is a frequent advisor to Lorath and a living repository of history for the drow slaves and warriors. Despite his years of service, the elder drow retains his burning hatred for the driders. His son, a drow fighter named Arif, was taken by Mahir the sorcerer decades ago and used to construct the traps that guard the now dead sorcerer's cache. Though Muhaimin does not know the location of the cache, he is the only drow capable of bypassing the traps without incident.

More important to the drow than Mahir's cache is the location of the Eight Strikes Fang currently known only to Muhaimin. The elder drow participated in the theft of Mahir's weapon, and might be considered responsible for the cataclysm Mahir's final experiment unleashed. Muhaimin feels no remorse for his act, seeing the Eight Strikes Fang as a key to the future of the drow inhabiting the Halls of Flesh.

Muhaimin barely trusts the dark naga Siglinde (Room 131), and has come to suspect that the creature has a hidden agenda that only involves the drow peripherally. The drow elder barely realizes how correct he is.

There are no Random Encounters in this Section.

181. HIDDEN PASSAGE

Locating the southern door that initially leads into the hallway requires a DC 32 Search check and a DC 35 Open Lock check to open the locking mechanism. Failing this, a DC 32 Decipher Script check or use of *legend lore* allows PCs to discern the name of the drow elder's son that must be used to pass through the door (As if). The name is spelled out with a series of tiles set into the hidden frame and lintel of the door itself, and must be arranged to spell his name.

This narrow hallway is achingly, blisteringly hot, the floor below ready to collapse into lava flowing beneath it. Poisonous fumes choke the air, suffocating and burning the eyes.

Initial Attitude: N/A

Encounter: The read aloud text describes the room as it appears under *hallucinatory terrain.* This hidden hallway leads to the memorial chamber of the drow (Room 184), as well as Muhaimin's quarters (Room 186) to the east and the guardroom (Room 183) in the west. A crystal sphere enchanted with *hallucinatory terrain* gives the appearance that the hall is open to the magma flow running through the dungeon. Locating the crystal sphere requires a DC 30 Search check and can only be made if the illusion is successfully penetrated.

Opening the door to the north is more complicated, requiring that one penetrate the illusion. Once accomplished, those who wish to enter may use one of three names to open the guardroom door by moving the appropriate tiles on the wall to form it — Lorath, Shalara, or Arif. The door to Muhaimin's chambers (Room 185) is likewise operable, but only by using the name of Shalara or Arif.

Encounter Condition: N/A

Tactics: The Room relies on the *hallucinatory terrain* effect to disorient unwelcome visitors. Staying within the area of effect of the crystal sphere for more than a single round arms the silent *alarm* leading to the drow elder's chambers and the guardroom. Likewise, if the sphere is removed or destroyed, the *alarm* to the north immediately activates.

Scaling: To increase the challenge of this encounter, increase the DC of the Search check by 2 and add a silent *alarm* for Room 183. To decrease the challenge, secretly roll a Will save for the PC with highest Intelligence score to disbelieve the *hallucinatory terrain.*

182. HIDDEN CORRIDOR

Entering this Room from Room 181 alerts the guards in Room 184 to trespassers. The silent *alarm* may be detected with a DC 18 Search check and bypassed or dispelled normally.

This rustic hallway, kept sullenly clean by the occasional desultory swipe of a broom, leads to a pair of doors, one to the left, one to the right.

Initial Attitude: N/A

Encounter: This short corridor leads to the guardroom in 184 or the drow elder's chambers in 181. If the *alarm* triggers, oil drops from the ceiling onto the PCs 1d3 rounds later. The oil is viscous and does not come off easily.

Encounter Condition: N/A

Tactics: Drow guards that come running, arrived in 1d3+1 rounds, carrying torches or alchemical fire. The oil on the PCs adds +3 damage per die and extends the duration of any non-magical fire by 1 round.

Treasure: N/A

EL: 1

Scaling: To increase the challenge of this encounter, add two drow guards at the end of the hallway. To decrease the challenge, remove the *alarm.*

I83. GUARDROOM

This cozy room is retrofitted for the comfort of its inhabitants — several thick silk sleeping mats are set against the walls, and more silk is draped over the carved stone chairs and table. Four dark-skinned humanoids are present here, armored in leather and armed with slimly bladed swords. A series of runes mark the south wall, each rune carved into its own scored tile.

Initial Attitude: Unfriendly

Encounter: Three elite drow fighters (hp 50, 45, 42) are stationed here, enjoying the calm of guarding Muhaimin (Room 186) and the memorium chamber (Room 184). However, when a fight breaks out, they respond swiftly and brutally. They are not slouches and fight the PCs toe-to-toe.

The secret door leading to Room 184 requires the PCs press a series of tiles spelling the name of Muhaimin's son, Arif. Since the stones are Undercommon runes, doing so is complicated even for those who speak Undercommon. Without speaking Undercommon, the PCs either need to get lucky or succeed at a DC 30 Search check, followed by a DC 35 Disable Device check to get into the Room 184.

Encounter Condition: N/A

Tactics: The elite drow fighters are devoted to Muhaimin. If he is hurt or killed, they have no compunctions about killing those responsible, even though they would have to answer to Lorath (Room 1103) later. Each fighter targets the weakest-seeming PC in a group, usually a rogue or a sorcerer, using them for cover and as hostages against the PCs, then brutally slaying them in the end. If the fight goes badly, one elite fighter retreats beyond the exit door and into Room 186 and calls for reinforcements using a specialized *alarm* in that Room, alerting the Lorath to the danger. Lorath typically arrives within 1d4 minutes with six drow fighters.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, add one elite drow fighter. To decrease the challenge, remove one.

Elite Drow Fighter, Ftr 7: CR 8; Medium humanoid (drow elf); HD 7d10+7; hp 55, 53, 51; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 15; Base Atk +7; Grp +8; Atk +11 melee (1d6+3/18–20 plus poison, rapier) or +10 ranged (1d4+1/19–20 plus poison, dagger); Full Atk +11/+6 melee (1d6+3/18-20 plus poison, rapier), or +9/+4 melee (1d6+3/18–20 plus poison, rapier) and +8 melee (1d4/19-20 plus poison, dagger) or +10 ranged (1d4+1/19–20, dagger); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, SR 18; AL CE; SV Fort +6, Ref +5, Will +2; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +11, Listen +7, Search +3, Spot +7; Dodge, Improved Initiative, Two Weapon Defense, Two Weapon Fighting, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Poison: Medium spider venom, Injury, Fortitude DC 14, initial and secondary damage 1d4 Strength.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 7th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +2 fire resistance studded leather, masterwork rapier, dagger (4).

I84. MEMORIAL CHAMBER

The curving wall in the center of this room is crudely yet painstakingly carved out of the black volcanic rock. Writing is chiseled carefully into the rough surface, tiny runic letters covering the vast majority of what may be some sort of monument.

Initial Attitude: Unfriendly

Encounter: This Room was carved from volcanic rock by the drow as a memorial to those of their kind who have fallen in battle, service to the driders or fallen victims to the aberrations' vile experiments. It is attended to by an elderly, blind drow named Muhaimin (hp 32), who was charged to etch the names of the fallen into the memorial stones, and to remember their life stories for the day when the drow rise up and slay their oppressors.

Blind though he is, Muhaimin is less impaired than some might think. He is a frequent advisor to Lorath and a living repository of history for the drow slaves and warriors. Despite his years of servitude, the elder drow retains his burning hatred for the driders. His son, a drow fighter named Arif was taken by Mahir the sorcerer decades ago and used to construct the traps that guard the now dead sorcerer's cache. Though Muhaimin does not know the location of the cache, he is the only drow capable of bypassing the traps without incident, calling upon the blood of his family in order to do so.

Muhaimin's hatred of the driders is a frightful thing to behold. Lorath has appointed him 'memory of the drow' for a brutally pragmatic reason — the elder drow kills any drider or drider ally if he can, taking no heed of danger to himself. An opposed Diplomacy check against Muhaimin's Sense Motive check convinces the elder that the PCs wish to harm the driders (the PCs suffer a –5 circumstance penalty if the PCs do not truly wish this). Once convinced, the elder gleefully informs the PCs of any drider activity he is aware of, including any of the following information.

- The nature and use of the *drider keys.*
- The lost history of the drider and drow within the prison complex, including all that is known of Mahir and his circle of sorcerers.
- The vile and terrible experiments that the drider perform on prisoners and drow slaves.
- Navigation of the Paths (Room 168) and the true nature of Lorath's brother, Arioch.
- The location of the drow caches in the lower Halls, including the cache which holds *eight strike fang* (Room 14).

Deciphering the inscriptions on the memorial stone requires use of *comprehend languages*, a DC 33 Decipher Script check, or the capability to read Undercommon.

Encounter Condition: N/A

Tactics: Muhaimin is barely capable of defending himself, and calls for guards if he can. The guards are stationed in Room 183, and can arrive within the round to deal with intruders. Given the isolated nature of the memorial chamber, the guards feel little remorse about killing intruders, though they are under orders not to do so. Assaulting the memory of the drow is considered direct blasphemy by the drow community.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, remove Muhaimin's expert levels and replace them with adept levels. To decrease the challenge, the PCs do not suffer a circumstance penalty to their Diplomacy check for lying to Muhaimin.

♟ **Muhaimin, Drow Exp 10:** CR 6; Medium humanoid (drow elf); HD 10d6–10; hp 32; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +7; Grp +6; Atk +7 melee (1d6, *+1 quarterstaff*.); Full Atk +7 melee (1d6, *+1 quarterstaff*.); SA Spell-like abilities; SQ Blind, elven traits, SR 21; AL CE; SV Fort +4, Ref +5, Will +10; Str 8, Dex 14, Con 9, Int 19, Wis 16, Cha 16.

Skills and Feats: Craft (stone carving) +16, Diplomacy +16, Gather Information +16, Knowledge (history) +17, Knowledge (local) +17, Knowledge (nature) +11, Knowledge (arcane) +10, Knowledge (religion) +8, Listen +16, Move Silently +9, Sense Motive +16; Blind-Fight, Endurance, Great Fortitude, Skill Focus (listen).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Blind: Muhaimin is blind.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 10th.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +1 quarterstaff.

I85. MUHAIMIN'S CHAMBERS

This simply adorned room is laid out with a precision that borders on obsession. A sleeping mat is laid neatly out in one corner, a small washbasin nearby. Nothing litters the floor, and the rough stone walls bear an odd sheen, as if polished regularly and slowly over years.

Initial Attitude: Unfriendly

Encounter: This Room is the home of the drow elder Muhaimin, and where he meditates when not attending to the memorial chamber (Room 184). Due to his blindness, the Room is kept simple and stark; ornamentation is absent. The sheen of the walls is due to Muhaimin's fingers brushing along them, slowly wearing away at the stone.

The secret door in the southern portion of the room may be located with a DC 32 Search check. Opening the door requires that Muhaimin's name be traced across a sequence of stones in the door's center with one's fingers. Doing so draws a small amount (1 hp) of blood; once fed, the door unlatches, easily pushed inward to reveal Room 1108 beyond.

Otherwise the PCs must succeed at a DC 40 Disable Device check to get passed the complicated locking mechanism.

Encounter Condition: Deep Darkness, Haunted, Unhallowed 2

Tactics: There is a 25% chance that Muhamin is present (if the PCs did not already meet him). If attacked, he calls for his guards, who arrive in 1d3 round from Room 184.

Treasure: Muhaimin keeps several small trinkets crafted for him by Shalara (Room 1125), worth perhaps 100 gp.

EL: Varies

Scaling: To increase the challenge of this encounter, have a few drops of demon fever-infected blood placed on the door's trigger mechanism. To decrease the challenge, reduce the Search DC of the door by –4.

I86. MUHAIMIN'S HIDDEN CLOSET

This tiny room holds little of interest, save a great deal of dust and a few shelves the home of decades of accumulated grime. A few vials, the statue of a spider, and half a dozen leather-bound books stand lonely vigil here neglected and abandoned here by their owner.

Initial Attitude: None

Encounter: The small Room to the south of Muhaimin's chambers is ludicrously well-protected given the value of its contents — *a drider key*, a few doses of sacred poison prepared by Shalara (Room 1125), and several journals.

Owing to the blind drow's paranoia, removing the journals is a dangerous proposition. Muhaimin has acquired a small amount of the alchemical substance used in the death and darkness traps employed in the Halls. A DC 28 Search check must be made to notice that the dust that falls from the covers and pages of the journals is not, in fact, simply rotting parchment. The powder is changed regularly by Muhaimin, and retains its flammable properties (which ensure the destruction of the journals in a single round if they are exposed to flame) and its ability to attract the wandering horrors of the southern Halls. At the very least, Muhaimin's sense of smell is keen enough that he can detect the taint of the dust upon those who have come into contact with it, ensuring that would-be thieves are caught and appropriately punished.

♦ **Death and Darkness Dust:** If the dust contacts an open flame such as a torch or lantern, it bursts into searing flame, inflicting 5d6 fire damage. The creatures inhabiting the Halls are sensitized to the dust, and gain a +4 morale bonus to attacks and damage against a character contaminated with it. This effect lasts for 1d4 days, or until the dust is washed off with high proof alcohol.

Encounter Conditions: N/A

Tactics: N/A

Treasure: Of the three things hidden here, the journals are the most tantamount. In them, Muhaimin has concluded that the dark naga Siglinde (Room 131) is in truth a former member of Mahir's cabal, using magic to conceal her true identity. While this is not entirely correct, it is close enough to the truth that the elder drow would be killed by Siglinde and the alliance between her and Lorath (Room 1103) broken if the information were revealed. Muhaimin has kept careful notes of the locations of hidden doors within the Halls, though no map is provided, merely descriptions of the doors and the means for opening them. Deciphering the journals requires use of *comprehend languages* or a DC 32 Decipher Script check. Possession of the journals provides a +4 circumstance bonus to bypass any secret door within Region I.

EL: 6

Scaling: To increase the challenge of this encounter, the journals are also trapped with a poison needle. To decrease the challenge, reduce the Search DC to notice the death and darkness powder by 2.

I87 THROUGH I107. WEBS OF DECEIT

Since the magical disaster unleashed by Mahir, the driders have been battling against their environment and its denizens in what may well result in a futile attempt to regain control of the Halls of Flesh. Despite their natural sorcerous power, the driders find themselves at a serious disadvantage, and fight hard for every room and doorway they hold.

Once, the driders say, they had no need to fight for their homes. Once, before the sorcerer Mahir was betrayed by others in his circle, the driders were poised to retake their rightful place among the surface dwellers. Such ravings are typical of even the lowliest of the driders, underlying the madness that infests every last member of their enclave.

This is not to say that the driders are ineffectual or chaotic; there is certainly method to their madness. The strategy of the driders is twofold — to increase their numbers by continuing the magical experiments begun by Mahir, and to plunder the Halls of Flesh for any remaining magical artifacts left behind by the fiendish prisoners or their celestial warders. This belief in their inevitable triumph has resulted in certain blind spots.

The driders hardly recognize that plots exsist against them. Indeed, they have absorbed all the perceived arrogance of their former masters, the drow, and expanded upon it. That one of their slaves could plot against them is abhorrent, and punishable by death. That the whole of the drow might conspire is inconceivable… something that the drow exploit to utmost advantage. The driders, meanwhile, press forward with their schemes, secure in the knowledge that they alone are the masters of the Halls of Flesh.

Each of the driders that has risen sufficiently in rank pursues their own agenda and projects, all to further the glory of the driders as a whole. One such example is Padeema (Room 177) and his modifications to a stolen apparatus of the crab and forays into alchemical defoliants. Another project of the driders is Arioch (Room 168), the disguised drid-

er champion. The triumph of the driders is their captive, the beast called Anguish (Room 198).

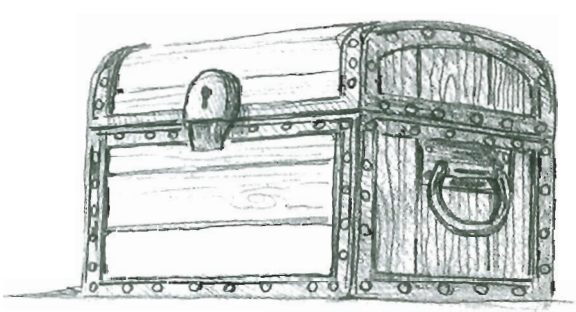
Anguish is the 'twin' of Madness (Room 158), the half-draconic gibbering mouther that plagues the Halls and all those who dwell within. Captured with spell and the sacrifice of dozens of drow slaves and warriors, Anguish now lays, chained, in its chamber. The driders send willful slaves to it occasionally, to collect samples of its magically-charged flesh and venom to further their experiments. More often than not, the slaves are do not return from the likes of such a bestial encounter.

Their arrogance aside, the driders maintain a strong presence in the Halls of Flesh, commanding their troops and slaves nearest the dangerous Sections with an iron fist. Disobedience is punished with torture, and outright rebellion with death. Those who serve the drider well are rewarded with the highest honor — used as experimental fodder for the spider beings' horrific experiments. The drow find this not to be an honor at all, to say the least. Any PCs captured by the driders can expect the same fate — transformation or worse at the hands of their captors.

RANDOM ENCOUNTERS

Roll for a Random Encounter once every 30 minutes.

1d20	Random Encounters
1	An unstable piece of the roof shakes loose. Tremors 15.
2	Screams echo through the Section, followed by liquid gurgling.
3	A recent quake has shifted the corridor, tilting 15 degrees to the right or left. Poor Footing 4.
4	A hot, musty wind blows through the Room, scattering rock chips and dust. Drafty. Smoke.
5	A foul stench erupts from a vent in the earth. Stagnant Air.
6–14	Nothing
15	A single drider is on his way to the temple (Room 1110) for his daily ritual. Already drugged, it is automatically surprised. It fights until at 50% of its total hit points, then flees.
16	A patrol of four drow and a drider overseer are on a routine sweep of the Section. They subdue the PCs and bring them to the other driders (Room 190) for interrogation.
17	A small patrol of four drow guards scouring the Halls for intruders at the behest of a particularly paranoid drider. If encountered, they capture the PCs and bring them back to their drider commander (Room 1103).
18	Several drow slaves are doing manual labor of some kind, unfit for patrol duty. They are unarmed. If Lorath gets word of the PCs slaying slaves, his Initial Attitude shifts one degree toward Hostile. If Lorath gets word of the PCs aiding slaves, his Initial Attitude shifts one degree toward Helpful.
19	Padeema (Room 177) and a contingent of six drow warriors hunt for deserters. Padeema intends to return the PCs to Region M where they would prove useful in his experiments.
20	Anguish (Room 198) fights six drow guards and two driders. PCs joining the battle are attacked by the driders if Anguish is defeated.



187. BLASTED ROOM

This chamber suffered in the grips of a small yet fierce battle — the walls are scorched and pitted, crazily cracked where they have not been melted outright, and the floor is slick as clean glass. A tunnel slopes off to the southwest, dull crimson light and stinking vapor rising from it. A second tunnel rises into darkness to the northeast.

Initial Attitude: N/A

Encounter: The slope of the tunnel to the southwest is used as a ramp to deliver prisoners and 'potential driders' to Arioch in Room 168. The driders frequently send drow who have been driven mad by the altar in Room 1110 here, where they slide into Arioch's iron prison.

Encounter Condition: Hazardous Footing 17

Tactics: PCs navigating this Room must be wary — the floor is fused by heat and magic, forging a nearly-frictionless surface. The Room presents little challenge to the driders, who can navigate the walls and ceiling, but crossing the floor requires a DC 18 Reflex check, use of *spider climb*, or a DC 20 Climb check.

Treasure: N/A

EL: N/A

Scaling: N/A

188. SUNKEN CHAMBER

The floor of this room was cast asunder somehow — it is cracked and tilts at dangerous angles. Few places provide a level walking surface, the large stone tiles smashed and jutting upwards to give the appearance of broken teeth, sharp and ready to bite.

Initial Attitude: N/A

Encounter: This Room is difficult to navigate without injury. For every 5 ft. of floor area crossed, PCs must make a DC 15 Reflex save or suffer 1d4 damage from the sharp, jutting rocks and unexpected holes that trap unwary feet. Moving through this chamber reduces movement by 10 ft. per round, and a failed Reflex save alerts the guards in Rooms 190 and 191 that intruders are approaching as rocks tumble loudly against one another. A DC 20 Move Silently check or *silence* negates this effect.

Encounter Condition: Hazardous Footing 17

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

189. A CRACK'D AND CROOKED PLACE

The floor and walls here tilt and lean crazily, twisted out of their intended positions by an unseen pressure of some kinds, held in place by hardened lava. The room opens up into a larger chamber nearby, and similarly distorted rooms lie to the southwest.

Initial Attitude: N/A

Encounter: This Room is generally left alone by the drider, who falsely believe that it may collapse at any time.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

190. THE LAST BASTION

This was once perhaps a feast hall, or large audience chamber. Any dignity these rooms once had is gone now, replaced by cracked walls, defaces carvings of a bygone age and the stink of desperation rising from its defenders. The southern portion of the room is given over to barricades and choke points befitting its besieged state, manned by both the spider-like beings that haunt these halls and dark-skinned elves. All are armed and mill about looking preoccupied.

Initial Attitude: Hostile

Encounter: The Bastion (as it is called) is a punishment duty, but also remains important to the safety of the driders and their drow slaves. To the south lies the lair of the chimera Anguish (Room 198), and the creature makes attacks against the bastion often, much to deep the regret of those who man the Guardpost.

Little thought was given to the guards of the Bastion—instead, it exists purely to stave off the attacks of Anguish. Two-man barricades litter the room, and the southern doors have been replaced with magically-strengthened iron and etched with runes to discourage the chimera. The guards here are not of Lorath's (Room 1103) cadre; instead a mixture of driders and drow remain vigilant to attacks, always ready to repulse intruders. The driders, as is common, are fanatically loyal to their own cause, and the drow guards brutally conditioned and magically compelled to the point that they cannot feel fear. Each creature present is willing to die before deserting their post.

Barricades: Hardness 10; hp 90; Break DC 28.

Encounter Condition: Fearless

Tactics: Before the battle begins, the Krast and Vala (hp 50, 48) — two drider sorcerers — already have *disguise self* cast, to make themselves look like drow. PCs sympathetic to the drow shouldn't suspect that they are among the enemy. If a fight breaks out the sorcerers step beyond the reach of melee, launching spells from the cracked and pitted ceiling while the six elite guards (hp 53, 53, 51, 50, 50, 48) pepper foes with missile fire and reach weapons.

On round one, the sorcerers use *invisibility sphere* to hide all of them, each standing next to three drow fighters. While the drow fighters move into position, the sorcerers cast *mage armor, shield, fire shield,* and any other spells that do not neutralize their *invisibility sphere*. If things go poorly for the drow, the driders hide and cast ranged spells such as *web, fireball,* and *slow*.

Once intruders are detected, the elite guards retreat to their barricades, which create a deadly maze bristling with weaponry for those unfortunate enough to venture into the Bastion. They provide partial cover for the drow manning them. Typically, two pikemen, two swordsmen and two crossbowmen man three of the six barricades, supported by two drider sorcerers. The pikemen keep intruders at bay while crossbowmen fire. When intruders close with those manning the barricades, the pikemen move to support those with rapiers and crossbows using the 'aid another' action.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add one drow fighter for every member of the party. To decrease the challenge, remove one drider sorcerer.

Be aware that this encounter is supposed to be difficult. Toning it down too much ruins the challenge that it imposes.

Drow Elite Guard, Ftr 7: CR 8; Medium humanoid (drow elf); HD 7d10+7; hp 55, 53, 51; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 15; Base Atk +7; Grp +8; Atk +11 melee (1d6+3/18–20 plus poison, rapier) or +10 ranged (1d4+1/19–20 plus poison, dagger); Full Atk +11/+6 melee (1d6+3/18-20 plus poison, rapier), or +9/+4 melee (1d6+3/18–20 plus poison, rapier) and +8 melee (1d4/19–20 plus poison, dagger) or +10 ranged (1d4+1/19–20, dagger); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, SR 18; AL CE; SV Fort +6, Ref +5, Will +2; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +11, Listen +7, Search +3, Spot +7; Dodge, Improved Initiative, Two Weapon Defense, Two Weapon Fighting, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Poison: Medium spider venom, Injury, Fortitude DC 14, initial and secondary damage 1d4 Strength.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 7th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +2 fire resistance studded leather, masterwork rapier, dagger (4).

Krast and Vala, Drider Sor 3: CR 10; Large aberration; HD 6d8+18 + 3d4+9; hp 62, 58; Init +2; Spd 30 ft., climb 15 ft.; AC 21, touch 15, flat-footed 19; Base Atk +4; Grp +10; Atk +6 melee (1d6+2/19–20, dagger) or +6 melee (1d4+1 plus poison, bite) or shortbow +6 ranged (1d8/×3); Full Atk +6 melee (1d6+2/19–20, dagger) and +1 melee (1d4+1 plus poison, bite) or shortbow +6 ranged (1d8/×3); Space/Reach 10 ft./5 ft.; SA poison, spell-like abilities, spells; SQ Darkvision 60 ft., SR 17; AL NE; SV Fort +5, Ref +4, Will +10; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 18.

Skills and Feats: Climb +14, Concentration +12, Hide +10, Listen +9, Move Silently +12, Spellcraft +9, Spot +9; Combat Casting, Extend Spell, Spell Penetration.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 14), *clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 17). Caster level 6th. The save DCs are Charisma-based.

Sorcerer Spells Known (6/7/7*/7/5; base save DC 14 + spell level): 0—*dancing lights, detect magic, flare, ghost sound, light, mage hand, prestidigitation, ray of frost;* 1st—*burning hands, disguise self, mage armor, shield, shocking grasp;* 2nd—*invisibility, spectral hand, touch of idiocy, web;* 3rd—*fireball, invisibility sphere, slow;* 4th—*charm monster, fire shield.*
* One 2nd level slot has been used for an *extended mage armor* spell.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: dagger, shortbow, quiver of 12 arrows.

Krast and Vala cast as Sor 9.

191. RING TRAP

In the south wall, you see a circle of carved mystical symbols in the with a depression behind it, set into the wall. All around the ring are black smudges and blood.

Initial Attitude: N/A

Encounter: At first glance, the PCs may believe that the ring is another ring trap (like Room 130), but it is in fact a key hole that requires a *drider key* to open. A DC 20 Knowledge (arcane) check reveals them as warding runes, hopefully. If a *drider key* is not placed in the keyhole

before passing more than 5 ft. down the corridor, a magic mouth triggers, shouting in Undercommon "Invaders! Call to arms!" It repeats this message five times and then vanishes until it is triggered.

Encounter Condition: N/A

Tactics: If the *magic mouth* triggers, the drow in Rooms 192, 193, 194, and 195 sent two guards each to investigate. The guards from Rooms 192 and 193 arrive in 2 rounds and the guards from Rooms 193 and 194 arrive in 1d3+2 rounds. They do not engage in battle (unless they outnumber their foes) but instead report back to their respective lieutenants, anything they find that is of any interest. They do not negotiate and keep opponents at bay with spears or whatever else they carry.

The lieutenants in Rooms 192 through 195 all have *drider keys* and any time a soldier is sent out from these Rooms, he carries one with him, so he can return without triggering the *magic mouth*.

Treasure: N/A

EL: 1

Scaling: To increase the challenge of this encounter, the ring casts *shocking grasp* on any non-drider or non-drow inserting a *drider key* into the keyhole hole. To decrease the challenge, allow the PCs to insert any key into the keyhole.

192. CHOKE POINT WEST

The doors to this Room are locked and barricaded. Even if the PCs unlock a door (DC 40 Open Lock check), they need a DC 36 Strength check to break the bar pinning the door closed. Negotiating with the drow lieutenant inside is the only option for getting inside (see Tactics).

A crude slat in the door can be opened and closed from inside allowing the PCs and drow to communicate.

Iron Door: 5 in. thick; hardness 12; hp 120; break DC 36; Open Lock DC 40.

If the drow lieutenant lets the PCs in, read the following.

This stark chamber reflects a single purpose — siege. The doors here are heavily reinforced, and no attempt is made to hide the symbols of elemental magic etched upon them; they fairly glow with power.

Midway through the room rise up stone and iron barricades, their ends hinged, drilled through with murder holes for spears. The barricades nearly reach the ceiling.

Initial Attitude: Hostile

Encounter: This Room — along with Room 193 — is one of the central choke points against attacks by Anguish (the half-dragon chimera located in Room 198). After several previous attacks by the beast, the driders have learned their lesson, knowing full well that if the chimera breaks through to the habitable areas of the prison, slaughter will quickly ensue. A great deal of magic goes into protecting these Rooms such as reinforcing the doors with spells and simple engineering, as well as constructing the barricades.

At present five drow guards (hp 38, 36, 36, 36, 34) and a drow lieutenant (hp 55) guard this Room, manning the west choke point. This is considered terrifying duty for all the drow enlisted. Should Anguish attack, it would certainly signal their demise, even given the reinforcements. Thus, the drow are on edge and ready to prove their worth in repelling an attack. If any of the them kills Anguish he would be given a promotion and quite possibly his freedom, but the driders.

Encounter Condition: Cover

Tactics: The drow lieutenant is willing to hear reasons for letting the PCs in and/or through this Room. If they are coming from the south, he is suspicious and any Diplomacy check suffers a –6 circumstance penalty. If the PCs cannot change his mind, he does not open the door and does not let them in.

The lieutenant stationed here is level-headed and a good leader, but overtly reactionary about two very important topics. One, he will not put his men in harm's way unless he knows it will either save more lives to the north or get him promoted (he is a drow after all). Two, he has been stationed here for far too long, and the threat of Anguish's potential attack against the Room keeps him on edge.

Despite orders to the contrary, the drow guards strike to kill. The barricades give them the benefit of full cover, which they exploit, using specially-prepared longspears to their greatest advantage. If the battle goes badly, a "panic lever" is thrown. Once tripped, creatures in the Room have two rounds before a series of locks and springs seal the Room. One round after being sealed, the room floods with burnt othur fumes.

If the panic level is thrown, the occupants of Room 193 are alerted and prepare to receive visitors at the north door or enemies at the south.

Burnt Othur Vapor Trap: CR 7; mechanical; manual trigger; repair reset; gas; multiple targets (all targets in a 10-ft. by 10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21

Treasure: The lieutenant wears a *drider key* around his neck. He has been assigned this key by the driders and if he loses the key, his life is forfeit. This *drider key* is used to get passed the trap at Room 191 and is his identification (proving his not a shape-shifter) should he visit other guard posts.

EL: 10

Scaling: To increase the challenge of this encounter, replace the drow guards' warrior levels with fighter levels. To decrease the challenge, remove two drow guards.

Drow Guard, War 7: CR 5; Medium humanoid (drow elf); HD 7d8; hp 38, 36, 36, 36, 34; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +7; Grp +8; Atk +10 melee (1d8+3/×3 plus poison, longspear); Full Atk +10 melee (1d8+3/×3 plus poison, longspear); SA Spell-like abilities; SQ Darkvision 120', elven traits, light blindness, spell resistance 18; AL CE; SV Fort +6, Ref +3, Will +2; Str 14, Dex 12, Con 11, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +11, Listen +7, Search +3, Spot +7; Dodge, Improved Initiative, Weapon Focus (longspear),

Poison: Small centipede poison—Injury, Fortitude DC 11, initial and secondary damage 1d2 Dex.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 7th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Possessions: +2 fire resistance studded leather, masterwork longspear, dagger.

Drow Lieutenant, Ftr 7: CR 8; Medium humanoid (drow elf); HD 7d10+7; hp 55; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 16; Base Atk +7; Grp +9; Atk +12 melee (1d8+7/×3 plus 1d6 cold plus poison, *+2 frost longspear*); Full Atk +12 melee (1d8+7/×3 plus 1d6 cold plus poison, *+2 frost longspear*); SA Spell-like abilities; SQ Darkvision 120', elven traits, light blindness, spell resistance 18; AL CE; SV Fort +8, Ref +5, Will +2; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Craft (alchemy) +11, Listen +7, Search +3, Spot +7; Dodge, Great Fortitude, Improved Initiative, Mobility, Spring Attack, Weapon Focus (long spear), Weapon Specialization (long spear).

Poison: Deathblade—Injury, Fortitude DC 20, initial damage 1d6 Con, secondary damage 2d6 Con.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 7th

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Possessions: +2 fire resistance chain shirt, +2 frost longspear, dagger (2), *drider key.*

193. CHOKE POINT EAST

The doors to this Room are locked and barricaded. Even if the PCs unlock a door (DC 40 Open Lock check), they need a DC 36 Strength check to break the bar pinning the door closed. Negotiating with the drow lieutenant inside is the only option of getting inside (see Tactics).

A crude slat in the door can be opened and closed from inside allowing the PCs and drow to communicate.

Iron Door: 5 in. thick; hardness 12; hp 120; break DC 36; Open Lock DC 40.

If the drow lieutenant lets the PCs in, read the following.

This plain square chamber is equipped for siege. Reinforced doors glow with the power of elemental magics, and barricades reach from floor to ceiling, bristling with spears.

Initial Attitude: Hostile

Encounter: This Room — along with Room 193 — is one of the central choke points against attacks by Anguish (the half-dragon chimera located in Room 198). After several previous attacks by the beast, the driders have learned their lesson, knowing well that if the chimera breaks through to the habitable areas of the prison, slaughter would ensue. A great deal of magic has gone into protecting these Rooms, reinforcing the doors with spells and simple engineering, as well as constructing the barricades.

At present five drow guards (hp 38, 38, 35, 34, 31 each) and a drow lieutenant (hp 55) guard this Room, manning the west choke point. This is considered terrifying duty for all the drow involved. Should Anguish attack, it would certainly mean their death, even given the protections. Thus, the drow are on edge and ready to prove their worth in repelling an attack. If any of the them kills Anguish he would be given a promotion and quite possibly his freedom, but the driders.

Encounter Condition: Cover

Tactics: The drow lieutenant in this Room is willing to hear reasons for letting the PCs in and/or through this Room. If they are coming from the south, he is very suspicious and any Diplomacy check suffers a –4 circumstance penalty. If the PCs cannot change his mind, he does not open the door and does not let them in. He is not nearly as reactionary as the lieutenant in Room 192, but he has his orders and follows them. He is not stupid, however, and if the PCs appear genuine or want to help, he invites them in, barring the door quickly once they are inside.

The drow guards are under strick orders to subdue anything that attacks (except Anguish), but most strike to kill out of fear or desperation. The barricades give the drow the benefit of full cover, which they exploit, using specially-prepared longspears to their greatest advantage. If the battle goes badly, a "panic lever" is thrown. Once tripped, creatures in the Room have two rounds before a series of locks and springs seal the Room. One round after being sealed, the room floods with insanity mist.

If the panic level is thrown, the occupants of Room 192 are alerted and prepare to receive visitors at the north door or enemies at the south.

Insanity Mist Trap: CR 7; mechanical; manual trigger; repair reset; gas; multiple targets (all targets in a 10-ft. by 10-ft. room); never miss; onset delay (3 rounds); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); Search DC 21; Disable Device DC 21

Treasure: The lieutenant wears a *drider key* around his neck. He has been assigned this key by the driders and if he loses the key, his life is forfeit. This *drider key* is used to get passed the trap at Room 191 and is his identification (proving his not a shape-shifter) should he visit other guard posts.

EL: 10

Scaling: To increase the challenge of this encounter, replace the drow guards' warrior levels with fighter levels. To decrease the challenge, remove two drow guards.

Drow Guard, War 7: CR 5; Medium humanoid (drow elf); HD 7d8; hp 38, 38, 35, 34, 31; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +7; Grp +8; Atk +10 melee (1d8+3/×3 plus poison, longspear); Full Atk +10 melee (1d8+3/×3 plus poison, longspear); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 18; AL CE; SV Fort +6, Ref +3, Will +2; Str 14, Dex 12, Con 11, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +11, Listen +7, Search +3, Spot +7; Dodge, Improved Initiative, Weapon Focus (longspear).

Poison: Small centipede poison—Injury, Fortitude DC 11, initial and secondary damage 1d2 Dex.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 7th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Possessions: +2 fire resistance studded leather, masterwork longspear, dagger

Drow Lieutenant, Ftr 7: CR 8; Medium humanoid (drow elf); HD 7d10+7; hp 55; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 16; Base Atk +7; Grp +9; Atk +12 melee (1d8+7/×3 plus 1d6 cold plus poison, *+2 frost longspear*); Full Atk +12 melee (1d8+7/×3 plus 1d6 cold plus poison, *+2 frost longspear*); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 18; AL CE; SV Fort +8, Ref +5, Will +2; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Craft (alchemy) +11, Listen +7, Search +3, Spot +7; Dodge, Great Fortitude, Improved Initiative, Mobility, Spring Attack, Weapon Focus (long spear), Weapon Specialization (long spear).

Poison: Deathblade—Injury, Fortitude DC 20, initial damage 1d6 Con, secondary damage 2d6 Con.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 7th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Possessions: +2 fire resistance chain shirt, +2 frost longspear, dagger (2), *drider key.*

194. CHOKE POINT NORTH

The doors to this Room are locked and barricaded. Even if the PCs unlock a door (DC 40 Open Lock check), they need a DC 36 Strength check to break the bar pinning the door closed. Negotiating with the drow lieutenant inside is the only option of getting inside (see Tactics).

A crude slat in the door can be opened and closed from inside allowing the PCs and drow to communicate.

Iron Door: 5 in. thick; hardness 12; hp 120; break DC 36; Open Lock DC 40.

If the drow lieutenant lets the PCs in, read the following.

This simple chamber is built to withstand a siege. The doors here are strongly reinforced, and the symbols of potent sorceries upon them glow with power. Stone and iron barricades rise from floor to ceiling, their ends hinged and drilled through with murder holes for spears.

Initial Attitude: Hostile

Encounter: This Room — along with Rooms 192, 193 and 195 — are the northeastern choke point against attacks by Anguish (the half-dragon chimera located in Room 198). After several previous attacks by the beast, the driders have learned their lesson, knowing well that if the chimera breaks through to the habitable areas of the prison, slaughter

would ensue. The Room has been heavily reinforced through judicious use of magic and solid engineering.

At present five drow guards (hp 37, 37, 36, 34, 31 each) and a drow lieutenant (hp 55) guard this Room, manning the west choke point. The drow involved consider this a terrifying duty. Should Anguish attack, it would certainly mean their death, even given the protections in place. The drow are ready to prove their worth, because the driders have promised the drow that any of them who destroys Anguish will be freed. This is not strictly the case; the driders believe that any drow who can survive an encounter with Anguish is worthy of becoming a drider themselves.

Encounter Condition: Cover

Tactics: The drow lieutenant is level-headed and smart. While he is willing to hear reasons for letting the PCs in and/or through this Room, if they are coming from the south, he becomes suspicious and the PCs suffer a –8 circumstance penalty to any Diplomacy checks. If the PCs cannot change his mind, he does not open the door and does not let them in. He does not pull the alarm level either, because he would rather "wait out" the offending PCs. If possible, he sends two runners around to the other Rooms to warn them.

The lieutenant stationed here has a sound sense of tactics, but is concerned more with his own personal welfare. He has no reluctance to spend the lives of his own men to save his skin, and is equally willing to use outsiders as shock troops.

Despite orders to the contrary, the drow guards strike to kill. The barricades give them the benefit of full cover, which they exploit, using specially-prepared longspears to their greatest advantage. If the battle goes poorly, a "panic lever" is thrown. Once tripped, creatures in the Room have two rounds before a series of locks and springs seal the Room. One round after being sealed, the room floods with burnt othur fumes.

If the panic lever is thrown, the occupants of Room 193 are alerted and prepare to receive visitors at the north door or enemies at the south.

Panic Lever: CR 8; mechanical device; touch trigger; manual reset; spell effect (*alarm*); poison (burnt othur fumes); mechanical effect (locks all doors); multiple targets; never miss; onset delay (two rounds); Search DC 15; Disable Device DC 25.

Treasure: The lieutenant wears a *drider key* around his neck. He has been assigned this key by the driders and if he loses the key, his life is forfeit. This *drider key* is used to get passed the trap at Room 191 and is his identification (proving his not a shape-shifter) should he visit other guard posts.

EL: 11

Scaling: To increase the challenge of this encounter, replace the drow guards' warrior levels with fighter levels. To decrease the challenge, remove two drow guards.

Drow Guard, War 7: CR 5; Medium humanoid (drow elf); HD 7d8; hp 37, 37, 36, 34, 31; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +7; Grp +8; Atk +10 melee (1d8+3/×3 plus poison, longspear); Full Atk +10 melee (1d8+3/×3 plus poison, longspear); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 18; AL CE; SV Fort +6, Ref +3, Will +2; Str 14, Dex 12, Con 11, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +11, Listen +7, Search +3, Spot +7; Dodge, Improved Initiative, Weapon Focus (longspear),

Poison: Small centipede poison—Injury, Fortitude DC 11, initial and secondary damage 1d2 Dex.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 7th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Possessions: +2 fire resistance studded leather, masterwork longspear, dagger

Drow Lieutenant, Ftr 7: CR 8; Medium humanoid (drow elf); HD 7d10+7; hp 55; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 16; Base Atk +7; Grp +9; Atk +12 melee (1d8+7/×3 plus 1d6 cold plus poison, *+2 frost longspear*); Full Atk +12 melee (1d8+7/×3 plus 1d6 cold plus poison, *+2 frost longspear*); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 18; AL CE; SV Fort +8, Ref +5, Will +2; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Craft (alchemy) +11, Listen +7, Search +3, Spot +7; Dodge, Great Fortitude, Improved Initiative, Mobility, Spring Attack, Weapon Focus (long spear), Weapon Specialization (long spear).

Poison: Deathblade—Injury, Fortitude DC 20, initial damage 1d6 Con, secondary damage 2d6 Con.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 7th

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Possessions: +2 fire resistance chain shirt, +2 frost longspear, dagger (2), *drider key.*

195. CHOKE POINT SOUTH

The doors to this Room are locked and barricaded. Even if the PCs unlock a door (DC 40 Open Lock check), they need a DC 36 Strength check to break the bar pinning the door closed. Negotiating with the drow lieutenant inside is the only option of getting inside (see Tactics).

A crude slat in the door can be opened and closed from inside allowing the PCs and drow to communicate.

Iron Door: 5 in. thick; hardness 12; hp 120; break DC 36; Open Lock DC 40.

If the drow lieutenant lets the PCs in, read the following.

This square chamber is plainly ready for a siege. Doors locked and barred glow with the power of elemental magics, and barricades reach from floor to ceiling, bristling with spears.

Initial Attitude: Hostile

Encounter: This Room is the southeastern choke point against attacks by Anguish (the half-dragon chimera located in Room 198). After several previous attacks by the beast, the driders have learned their lesson, knowing well that if the chimera breaks through to the habitable areas of the prison, slaughter would ensue. The room is reinforced by potent magics and solid engineering.

At present five drow guards (hp 41, 36, 34, 32, 32 each) and a drow lieutenant (hp 55) hold this Room against invasion. The drow involved consider this a terrifying duty, but most of them have become friends and at the very minimum enjoy one another's company. Should Anguish attack, it would certainly mean their deaths, even given the protections, so they make the best of what they have. The drow lieutenant is only here 50% of the time, often going for long walks to "check" on things. It is unknown to the guards whether he is a coward to a contact for Lorath (Room 1103).

Encounter Condition: Cover

Tactics: The drow lieutenant in this Room is completely unwilling to hear reasons for letting the PCs in and/or through this Room, especially if they are coming from the south. Due to his paranoia, any Diplomacy check suffers a –10 circumstance penalty. If the PCs cannot change his mind, he does not open the door and does not let them in. If the PCs set any example at all, it is that they are against the driders, however, they gain a +4 competence bonus to Bluff or Diplomacy checks.

The lieutenant stationed here is paranoid and xenophobic; his duty station has suffered the most from Anguish's rampages. If PCs do manage to convince him to allow them through, it takes only one wrong word to cause him to pull the panic lever and retreat north to Room 194.

The drow guards are under strict orders to subdue anything that attacks (except Anguish), but most strike to kill out of fear or desperation. The barricades give the drow the benefit of full cover, which they exploit, using specially-prepared longspears to their greatest advantage. If the battle goes badly, a "panic lever" is thrown. Once tripped, creatures in the Room have two rounds before a series of locks and springs seal the Room. One round after being sealed, the room floods with burnt othur fumes.

Because the driders have promised the drow that any of them who destroys Anguish will be freed, they have formed a pact that should any of them kill the beast, they will draw lots to see who claims the prize. They believe this will make them all fight harder. As a result, the drow guards either gain a +2 morale bonus to all attack rolls, weapon damage, and saving throws during any given 1d6 round 'interval' or suffer a –2 morale penalty to all attack rolls, weapon damage, and saves during that same interval. At the beginning of each interval, roll 1d20. On a 1–10, they suffer a –2 penalty during the 1d6 round interval, and on a 11–20, they gain a +2 bonus during the 1d6 round interval.

This interval need not be random (if the DM so chooses), but represent the ebb and flow of the battle. If they feel unified, they fight well together. But if they see someone slacking or taking a beating, they suffer as well.

If the panic lever is thrown, the occupants of Room I92 are alerted and prepare to receive visitors at the north door or enemies at the south.

Panic Lever: CR 8; mechanical device; touch trigger; manual reset; spell effect (alarm); poison (burnt othur fumes); mechanical effect (locks all doors); multiple targets; never miss; onset delay (two rounds); Search DC 15; Disable Device DC 25.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, replace the drow guards' warrior levels with fighter levels. To decrease the challenge, remove two drow guards.

Drow Guard, War 7: CR 5; Medium humanoid (drow elf); HD 7d8; hp 41, 36, 34, 32, 32; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +7; Grp +8; Atk +10 melee (1d8+3/×3 plus poison, longspear); Full Atk +10 melee (1d8+3/×3 plus poison, longspear); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 18; AL CE; SV Fort +6, Ref +3, Will +2; Str 14, Dex 12, Con 11, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +11, Listen +7, Search +3, Spot +7; Dodge, Improved Initiative, Weapon Focus (longspear).

Poison: Small centipede poison—Injury, Fortitude DC 11, initial and secondary damage 1d2 Dex.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 7th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Possessions: +2 fire resistance studded leather, masterwork longspear, dagger.

Drow Lieutenant, Ftr 7: CR 8; Medium humanoid (drow elf); HD 7d10+7; hp 55; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 16; Base Atk +7; Grp +9; Atk +12 melee (1d8+7/×3 plus 1d6 cold plus poison, *+2 frost longspear*); Full Atk +12 melee (1d8+7/×3 plus 1d6 cold plus poison, *+2 frost longspear*); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 18; AL CE; SV Fort +8, Ref +5, Will +2; Str 14, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Craft (alchemy) +11, Listen +7, Search +3, Spot +7; Dodge, Great Fortitude, Improved Initiative, Mobility, Spring Attack, Weapon Focus (long spear), Weapon Specialization (long spear).

Poison: Deathblade—Injury, Fortitude DC 20, initial damage 1d6 Con, secondary damage 2d6 Con.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 7th

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Possessions: +2 fire resistance chain shirt, +2 frost longspear, dagger (2), *drider key.*

196. OTYUGH PIT

This slime-ridden pit has several rents carved in its thick walls. A veritable river of liquefied filth flows around its edges, spilling through the holes in the walls of the pit to splash below. A roaring sound rises sometimes from the nigh unbreathable, stench-choked air, and flashes of some pale, yellowed flesh can be glimpsed. To the east, two large gates reside, offering escape from this den of waste and foulness.

Encounter: Not as dangerous as it appears at first, the otyugh pit is utilized by the driders and drow for garbage disposal that retains no value whatsoever. Offal, debris, dead enemies, and bits of corpses no longer needed in the driders' experiments (see Region M), are poured into the otyugh pit for the otyugh (hp 150) to consume and dispose of. Those circumnavigating the pit must make a DC 14 Reflex save, or fall into the pit, sustaining 2d6 falling damage.

The otyugh pit was part of the original waste disposal system in this section of the celestials' dungeon. The creature itself, while potentially powerful, is inoffensive to all but the nose, happily devouring whatever is thrown its direction. Due to the nature of the dungeon, the otyugh does not actually need to eat, but it does serve to process the garbage and offal disposed of in the pit.

A peculiarity of the otyugh (unknown to the drow or driders) is that it does not consume living beings; instead, it grasps them with its powerful tentacles and deposits them outside its pit. That is not to say that the otyugh does not consume whatever or whoever falls into its pit; but after a bite or two, the creature recognizes its mistake and removes the offending bit of not-garbage from its presence.

Encounter Condition: N/A

Tactics: The otyugh does not attack unless it is attacked first. However, it consumes anything that falls into the pit. A single bite, given the creature's size, is also enough to ruin small items made of wood or leather, things that the creature happily consumes. If PCs attack the otyugh, it has sufficient reach at its size to strike at anyone within 5 ft. of the pit, dragging them inside for a few quick bites before throwing them out again.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, the otyugh grabs at characters passing within 5 ft. of its pit. To decrease the challenge, the otyugh tosses anything thrown into its pit back out again without biting it, inflicting 1d6+5 falling damage to a PC.

Otyugh: CR 8; Huge aberration; HD 18d8+57; hp 150; Init –1; Spd 20 ft.; AC 19, touch 7, flat-footed 19; Base Atk +13; Grp +25; Atk +17 melee (2d6+4, tentacle); Full Atk +17 melee (2d6+4, 2 tentacles) and +11 melee (1d6+2, bite); Space/Reach 15 ft./15 ft. (20 ft. with tentacle); SA Constrict 1d8+4, disease, improved grab; SQ Darkvision 60 ft., scent; AL N; SV Fort +11, Ref +7, Will +12; Str 19, Dex 8, Con 17, Int 5, Wis 12, Cha 6.

Skills and Feats: Hide –1*, Listen +10, Spot +10; Alertness, Great Fortitude, Improved Natural Armor, Improved Natural Attack (tentacle), Lightning Reflexes, Toughness, Weapon Focus (tentacle).

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

Disease (Ex): Filth fever—bite, Fortitude DC 22, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

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

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

I97. DEAD MEN WALKING

The doors leading into this corridor can be locked from the either side and require a DC 40 Open Lock check to unlock. The door leading to Room Room 199 is certainly locked and the others are locked 50% of the time. The doors are reinforced and sturdy, capable of withstanding intense heat.

Reinforced Iron Door: 3 in. thick; hardness 10; hp 150; break DC 40; Open Lock DC 40, fire immunity.

This narrow, L-shaped corridor reeks of something vile, unidentifiable. All doors here are heavily-reinforced, faced with some strange, fibrous substance held in place with iron bands.The charnel smell of hot flesh permeates everything and chokes you.

Initial Attitude: N/A

Encounter: While the PCs cannot see them (illusions cast on the wall prevent it), there are 4-ft. high vents every 5 ft. of this hallway. These vents cast *burning hands* as the PCs pass, resetting every 2 rounds. The safest method of traversing this corridor is for everyone to run as fast as they can.

Encounter Condition: Smoke or Stagnant Air

Tactics: The walls radiate strong illusion magic from the *permanent image* concealing the vents. A DC 18 Will save is required to see past the illusion and notice all the vents.

Hidden Burning Hands Trap: CR 4; magic device; proximity trigger (*alarm*); automatic reset (2 round delay); spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage), spell effect (permanent image, DC 16 Will save disbelief); Search DC 26; Disable Device DC 26. Searching for the vents requires the PCs to first disbelieve the illusion making them appear as walls.

Treasure: N/A

EL: 4*

Scaling: To increase the challenge of this encounter, remove the delay from the *burning hands* trap. To decrease the challenge, increase the distance between the vents to 10 ft.

I98. THE LAIR OF ANGUISH

The ceiling in this Room is 50 ft. high.

This long hall, perhaps once given to great meetings or feast, is now desecrated, its floors strewn with the cinders of once impressive furniture, the remains spattered with clots of vile black-gray ooze and grime. Carvings of divine figures lay against the walls and in pieces upon the floor, savagely, brutally mangled. Beneath the rubble, once can spy a gnawed bone, often clad in armor or rotted leather. The air here reeks of sulfurous fumes. The ceiling above soars high into the darkness, still held in place by vast beams and supports.

Initial Attitude: Hostile*

Encounter: This unhallowed hall once served as a meeting place for the celestials that guarded the prison complex. 50 ft. high, its bracings and cracked roof stand as testament to the great earthquake that nearly shattered the prison, and as a monument to the original builders' skill.

The doors to the north bear the marks of claws and fire. The doors are barred shut, and the locks fused. PCs may make a DC 28 Knowledge (nature) skill check to realize that Anguish (hp 135) does not possess any of the normal dragon heads associated with chimera. Instead, Anguish's draconic head is that of a maddened bronze dragon.

Because it is one of the sources of the arcane contamination within the Halls, Anguish cannot die unless subjected to the *ritual of unmaking* found in Rooms I22 through I24. If Anguish is killed by anything less than total destruction (such as *disintegrate*), he reforms within 1d6 days at full hit points.

Encounter Condition: Ambush (darkness), Concealment, Echoes 4, Unhallowed 6

Tactics: Creatures approaching Anguish's lair are given fair warning — the halls leading directly to it bear signs of abandonment and the scars of Anguish's battles with the lesser creatures of the prison, as well as its warped twin Madness, scar every surface.

At any given time, there is a 60% chance that Anguish is in his lair. Creatures entering are unlikely to see the chimera at first; it typically conceals itself in the rafters and support beams of the room, all the better to avoid being surprised by Madness.

Anguish is clever enough to wait at least one round before attacking, unless it is seen (Spot check, DC 24). Anguish usually leads its attack by unleashing its breath weapon (a 40 ft. line of lightning) as it hovers. After the initial volley, Anguish attacks utilizing Flyby Attack for its bite, gore and claw attacks, or its breath weapon outside melee range. Anguish continues to attack until its targets have fled to an area it cannot reach, or it has lost 50% of its hit points.

If it loses its prey or is badly wounded, Anguish withdraws to the top of its lair, retaliating with its repulsion breath weapon if attacked. Anguish will not pursue prey that flees within 60 ft. of the lair of its twin, Madness (Room 156).

Treasure: N/A

EL: 13

Scaling: To increase the challenge of the encounter, have Anguish engaged in battle with his 'twin', Madness. PCs should be allowed Listen checks to be forewarned that both are present. To decrease the challenge, Anguish has just returned from a battle and is wounded (–30 hp).

Anguish, Fiendish Chimera: CR 10; Large magical beast (extraplanar); HD 12d10+72; hp 135; Init +1; Spd 30 ft., fly 50 ft. (poor); AC 19, touch 10, flat-footed 18; Base Atk +12; Grp +21; Atk +16 melee (2d6+5, bite); Full Atk +16 melee (2d6+5, bite) and +16 melee (1d8+5, bite) and +16 melee (1d8+5, gore) and +14 melee (1d6+2, 2 claws); Space/Reach 10 ft./5 ft.; SA Breath weapon, smite good; SQ Darkvision 60 ft., damage reduction 10/magic, fast healing 1, immunity to electricity, low-light vision, resistance to cold and fire 10, scent, spell-like abilities, unkillable, water breathing; AL CE*; SV Fort +14, Ref +9, Will +7; Str 20, Dex 13, Con 22, Int 4, Wis 13, Cha 10.

Skills and Feats: Hide +2*, Listen +10, Spot +10; Alertness, Flyby Attack, Hover, Iron Will, Multiattack.

Breath Weapon (Su): Anguish's breath weapon is usable once every 1d4 rounds, and is either: A 40 ft. line of lighting that deals 4d8 points of damage with a Reflex save (DC 22) for half damage or a 20 ft. cone of repulsion gas Will save (DC 22) or do nothing but move away from Anguish for 1d6+2 rounds. The save DC is Constitution-based.

Smite Good (Su): Once per day Anguish can make a normal melee attack to deal +12 damage against a good foe.

Spell-Like Abilities: At will—*speak with animals*; 3/day—*detect thoughts, obscuring mist.*

Unkillable (Su): Anguish cannot be permanently killed by normal or magical means, save for a ritual found deep within the Halls of Flesh (see Rooms I22 through I24).

Water Breathing (Ex): Anguish can breathe underwater indefinitely and can freely use his breath weapon, spells, and other abilities while submerged.

Skills: Anguish's three heads give it a +2 racial bonus on Spot and Listen checks.

* Anguish is the epitome of chaotic evil. There is nothing more chaotic in the entire dungeon and his failure to understand morals marks him as one dangerous beast. He cannot be reasoned with.

1099. RESTIVE AND FURTIVE

The doors to this Room are locked, requiring DC 40 Open Lock checks to unlock.

This small room is flanked by doors on either end, both heavily reinforced. Several crude stone tables are scattered about, surrounded by patched and roughly-carved wooden chairs.

Initial Attitude: Indifferent or Unfriendly

Encounter: This Room represents respite for those manning the sentinel towers and those who are sent to collect samples from Anguish nearby. The driders rarely come here, and when they do, stay but only briefly.

Four drow guards (hp 45, 41, 40, 39) are resting here presently, uninterested in fighting; they only act in self-defense. They are escaping the rigors of duty and would rather be left alone. They've locked the doors, so no one comes looking for them.

Encounter Condition: [Safe]

Tactics: Their Initial Attitude is Indifferent unless they know that the PCs have fought drow in the Region, in which case their Initial Attitude shifts to Unfriendly.

If attacked, the drow fighters retreat towards Room 1103, covering one another while a single drow seeks help.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, add one drider that is berating the drow fighters for their slovenliness. To decrease the challenge, remove one drow fighter.

Drow Guard, Ftr 5: CD 7; Medium humanoid (drow elf); HD 5d10+5; hp 45, 41, 40, 39; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +6; Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d8/19–20, heavy crossbow); Full Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d8/19–20, heavy crossbow); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 16; AL LE; SV Fort +5, Ref +4, Will +1; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +9, Listen +6, Search +3, Spot +6; Dodge, Improved Initiative, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Masterwork studded leather (fire resistance 10), light steel shield, masterwork longsword, heavy crossbow, bolts (10).

1100. CRUEL AMUSEMENT

The door to this Room is locked, requiring a DC 35 Open Lock check to unlock. The door locks automatically when the door closes. A DC 25 Disable Device check stops it from ever locking again, if a PC spends 5 minutes tinkering with it.

This large room is filled with silk sacks, piled high against the walls. The sacks themselves do little to contain the smell of whatever is inside them — a reeking, meaty miasma that seeps into every pore and lingers long in the nostrils. Several stout iron rings were pounded into the floor, where manacles can be secured. Three doors lie to the west, each fitted with an arrangement of gears attached to a lever.

Initial Attitude: N/A

Encounter: These two antechambers serve as holding areas for prisoners of the driders who were proven 'weak' by vicious and depraved tests. Beyond the three reinforced iron doors lie small cells. When the levers attached to each door are thrown, the outer doors of the cells open, allowing prisoners access to Room 1102 and its resident spider eater.

Cell Doors: Hardness 20, hp 120, Break DC 35, Open Lock DC 35.

Manacle Rings: Hardness 10; hp 40; Break DC 28.

The lever mechanisms make little noise. As such, there is little chance (15%) that the drow send reinforcements to this Room (from 194 or 195), even during a battle. The sound is simply ascribed to the decaying machinery.

Encounter Condition: N/A

Tactics: If driders or drow guards are present ('escorting' prisoners into the lair of the spider eater), they strip their prisoners of obvious armor, weapons, spell components and equipment, and forced into the cells in pairs.

Treasure: The silk sacks nearby contain offal from unlucky drow, fallen driders and other, less savory creatures, all used in the making of flesh golems. Harvesting these preserved but disgusting items act as 500 xp and 5,250 gp towards the creation of a flesh golem.

Identifying the contents of the silk sacks requires DC 23 Knowledge (arcana) checks. Success reveals that the items stored within are used for a variety of vile arcane purposes, and that the majority of parts available could be employed to create several flesh golems.

EL: N/A

Scaling: N/A

1101. DEADLY CELLS

The door to this Room is locked, requiring a DC 35 Open Lock check to unlock. The door locks automatically when the door closes.

This small room is faced front and back with sturdy iron doors. As the locking mechanism of the door to the east engages, the door to the west swings upwards on rust-clotted hinges, revealing a large chamber beyond... and something in there scuttles. A sound can be heard which combines the rasp of scraping skin on hard stone mingled with a dripping and fluid liquid type movement.

The is a 15% chance of a drow prisoner in a cell. If so, there is a 25% chance of a pair of prisoners. If so read the following.

Hunkered in the darkness, a ragged prisoner waits for death.

Initial Attitude: N/A

Encounter: There is nothing inherently dangerous about these cells. It is what lies beyond them that presents a hazard.

Cell Door: Hardness 20, hp 120, Break DC 35, Open Lock DC 35.

Encounter Condition: N/A

Tactics: The door leading to the spider eater's lair (Room 102) opens automatically when the outer door's lock is engaged. Within 1d3 rounds, the door opens fully, giving the creature access the cell. Halting the lair door's upward advance requires either a DC 25 Disable Device check, or a Break check against the door itself.

Those outside the cell have no means to monitor the progress of the door, though it does not unlock if the lair door is jammed or otherwise prevented from closing. A third setting, only available from the lever on the outer door, opens both doors, allowing drow guards to retrieve the paralyzed and implanted victims of the spider eater.

Treasure: N/A

EL: N/A

Scaling: N/A

I102. LAIR OF THE SPIDER EATER

This long, wide-ceiling room is lit by a central column, one which bears several mosaic tiles that flicker to life then dim again, casting the room into shadow. And in those shadows something unknown is waiting– moving quickly about the room. This is the source of the scuffling, flowing sound audible from the nearby cells. Vision beyond a few paces is obscured by great, hanging sheets of cobwebs which lend substance to the shadows.

Encounter: This Room is used by the driders to house another of their failed experiments — a mutilated, bestial spider eater (hp 84). The spider eater's wings are torn from its back, allowing drow to corral it easily. The drider sorcerers to the north performed their vile rituals upon the helpless creature, resulting not in the restoration of its wings, but something far more horrible — a dozen spindly, spiked legs sprouting from the bloodied sockets where the wings once sprouted. Months later, when the spider eater began growing at an alarming rate, the driders moved to this Room.

The lair of the spider eater provides the driders with a source of eggs to experiment on and a place to dispose those who have outlived their usefulness.

Encounter Condition: Ambush (darkness), Concealment

Tactics: The spider eater starts this encounter hidden in the shadows on the ceiling, and spends two rounds "scenting" its prey.

The spider eater is a deadly opponent within the confines of its lair. Thanks to the extra limbs grown from its former wings, the creature may attack from any angle, but prefers to drop onto opponents from above. On the third round, the spider eater selects the weakest opponent and drops onto him from the shadows, initiating a grapple. While it grapples its first victim, the extra limbs fend off attackers, while it stings its chosen prey. If the spider eater's prey resists the paralytic poison, it continues to grapple and sting until the opponent succumbs or the grapple is broken. If its prey proves too boisterous, the spider eater selects another opponent, or retreats to the top of the 60 ft. ceiling to heal.

The walls of the lair are treated with sticky silk produced by the ettercaps, and act as the web spell for purposes of movement. The spider eater is not discomfited by this, having been granted *freedom of movement* here.

Treasure: Several undiscovered and unfertilized spider eater eggs are present in the Room.

EL: 7

Scaling: To increase the challenge of this encounter, add one spider eater. To decrease the challenge, remove the spider eater's *freedom of movement*.

Mutant Spider Eater: CR 7; Huge magical beast; HD 7d10+49; hp 84; Init +0; Spd 30 ft., climb 20 ft.; AC 15, touch 8, flatfooted 15; Base Atk +7; Grp +24; Atk +15 melee (2d6+9 plus poison, sting); Full Atk +15 melee (2d6+9 plus poison, sting) and +9 melee (1d6+4, 2 claws) and +9 melee (2d6+4, bite); Space/Reach 15 ft./10 ft.; SA Implant, poison; SQ Darkvision 60 ft., freedom of movement, lowlight vision, scent; AL N; SV Fort +14, Ref +5, Will +3; Str 29, Dex 11, Con 25, Int 2, Wis 12, Cha 10.

Skills and Feats: Listen +12, Spot +12; Alertness, Dodge, Weapon Focus (sting).

Implant (Ex): Female spider eaters lay their eggs inside paralyzed creatures of Large or larger size. The young emerge six weeks later, literally devouring the host from inside.

Poison (Ex): Injury, Fortitude DC 20, initial damage none, secondary damage paralysis for 1d8+5 weeks. The save DC is Constitution-based.

Freedom of Movement (Su): Spider eaters have a continuous *freedom of movement ability* as the spell (caster level 12th). When the spider eater serves as a mount, this effect does not extend to its rider.

Skills: Spider eaters have a +4 racial bonus on Listen and Spot checks. Carrying Capacity: A light load for a spider eater is up to 306 lbs; a medium load, 307–612 lbs.; and a heavy load, 613–920 pounds.

I103. THE MEETING HALL

The doors to this Room is locked, requiring a DC 35 Open Lock check to unlock. The doors lock automatically when the door closes. The eastern approach to the Room has no door, but no sound travels through Room I68 without anyone noticing.

This room is taller than most in the Halls; a cathedral ceiling rises up into the shadows, lending the room a cavernous air. The floor is rough stone, crudely patched in many places. Two rooms are present, doors closed, off to the west. To the east, a long hallway extends out. Midway through that hallway, stone and iron barricades, reminiscent of siege machinery, block the corridor.

Initial Attitude: Unfriendly

Encounter: The siege barriers present here are wrought of magically-reinforced iron and stone, and may be rolled away to unblock the hall at 5 ft. per round. Each barrier blocks an area five feet across.

Barrier: Hardness 10, hp 60, Break DC 35.

Drow and drider guards use this Room as a central gathering point when the denizens of the lower Halls attack. It acts as a coordinating area for the drider overlords as they direct their troops. In cases where the drider and drow-controlled areas are not on alert, there are typically six drow guards (hp 32, 31, 30, 29, 29, 28) present, as well as a drider overlord (hp 50). When attacks from the Halls are underway (a frequent and unpleasant occurrence), the forces increase dramatically — two dozen drow guards (hp 33 each) stand ready to be dispatched to the guard posts and choke points that separate the habitable area from the lower Halls, as well as half a dozen driders and the drow captain, Lorath.

The western wings (behind the doors) of this Room contain special items employed only in case of attacks by intruders or the horrors of the lower Halls. The northwestern room contains the alchemical apparatus necessary to create the dust for darkness and death traps (Room I13), drow sleep poison, the potent defoliant that the driders and drow use to control the Green Death (Room I67) and a variety of other mundane concoctions. The southwestern room contains eight *crystal spheres* enchanted with *telepathic bond* which allow the guard force to communicate more effectively over a great distance. Over time, the spheres' magic has weakened. They are unreliable now, but no one is willing to complain to the driders that they need to be recharged. In times of desperation, a sphere is issued to a drider overlord and its unit of drow guards, while a mastersphere is kept in the meeting hall, held by the senior drider on watch or Lorath (Room I103).

The eastern wings house two to four drow guards each to defend against enemies. Approaching the meeting hall requires PCs to make Hide and Move Silently checks opposed by a Listen or Spot check by the guard force, depending on the situation. The guard force receives a +2 circumstance bonus to these checks, unless otherwise noted.

Encounter Condition: N/A

Tactics: The drider and drow are a disciplined force. Ever watchful for threats emerging from the lower Halls, they are also charged with capturing intruders — the drider sorcerers are generally on the look out for an adventurer or errant celestial to use in their inhuman experiments. If the guard force encounters intruders, they fight to capture them alive, making an exception only in the case of elves, who, according to protocol, may be killed outright.

The guard force are typically armed with a combination of polearms such as glaives and longspears, as well as maces and longswords; all treated with an alchemically-strengthened version of drow sleep poison. As well, all members of the guard force wear alchemically-treated armor that renders them resistant to fire-based attacks. In combat with PCs, the drow guards dispatch four drow warriors to attack while the remainder of the force engages the PCs in a delaying action, keeping them at bay with tanglefoot bags and alchemist's fire. The unlucky PC is subject to attacks by two drow guards who inflict subdual damage. The remaining drow guards make use of the 'aid another' action, reducing the penalty to subdue to –2.

When a PC falls, the drow and driders immediately call for a cessation of hostilities, using the fallen PC as a hostage. In cases where surrender is refused, or the PCs successfully resist the poisoned weapons, the drow strike to kill; the drider sorcerers can still make good use of a corpse.

Treasure: The northwestern chamber contains a masterwork alchemist's laboratory, as well as six acid flasks, six tanglefoot bags, and six vials of alchemist's fire. The southwestern chamber contains three suits of alchemically-treated masterwork studded leather armor (fire resistance 10), as well as the crystal spheres.

EL: 8, or 12 if the guards are on alert

Scaling: The increase the challenge of this encounter, place the drow guard on alert and increase the circumstance bonus to their Listen and Spot checks to +4. To decrease the challenge, remove one drow guard from each location.

Drider Overlord: CR 7; Large aberration; HD 6d8+18; hp 50; Init +2; Spd 30 ft., climb 15 ft.; AC 19, touch 11, flat-footed 17; Base Atk +4; Grp +10; Atk +6 melee (1d6+2/19–20, masterwork dagger) or+6 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Full Atk +4 melee (1d6+2/19–20, 2 masterwork dagger) and +1 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Space/Reach 10 ft./5 ft.; SA poison, spell-like abilities, spells; SQ darkvision 60 ft., SR 17; AL NE; SV Fort +5, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills and Feats: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9; Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

This drider casts spells as a 6th-level sorcerer.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance;* 1st—*magic missile, ray of enfeeblement, shield, silent image;* 2nd—*invisibility, web;* 3rd—*lightning bolt.*

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Masterwork dagger (2), short bow, quiver (2), arrows (36), masterwork arrows (4).

Drow Guard, War 4: CR 4; Medium humanoid (drow elf); HD 4d8+4; hp 32, 31, 30, 29, 29, 28; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 13; Base Atk +4; Grp +6; Atk +7 melee (1d8+2/19–20 plus poison, longsword); Full Atk +7 melee (1d8+2/19–20 plus poison, longsword); SA Poison, spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, SR 15; AL LE; SV Fort +5, Ref +2, Will +0; Str 14, Dex 12, Con 12, Int 12, Wis 9, Cha 9.

Skills and Feats: Craft (any one) +3, Jump +7, Listen +5, Search +3, Spot +5, Swim +4; Improved Initiative, Weapon Focus (long spear).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Poison: Advanced drow poison, Injury, Fortitude DC 18, initial damage Unconsciousness, secondary damage Unconsciousness for 2d4 hours.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 4th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Masterwork studded leather, light steel shield, masterwork longsword.

Lorath, Drow Ftr 8: CR 9; Medium humanoid (drow elf); HD 8d10+40; hp 85; Init +7; Spd 30 ft.; AC 20, touch 13, flat-footed 16; Base Atk +8; Grp +9; Atk +13 melee (1d6+6 plus 1d6 electrical, *+2 shock flail*) or +12 ranged (1d4+2/19–20, dagger); Full Atk +13/+8 melee (1d6+6 plus 1d6 electrical, *+2 shock flail*) or +11/+6 melee (1d6+6 plus 1d6 electrical, *+2 shock flail*) and +10/+5 melee (1d4+3/19–20, *+1 dagger of venom*) or +12 ranged (1d4+2/19-20, dagger); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, SR 19; AL LE; SV Fort +11, Ref +5, Will +2; Str 14, Dex 17, Con 20, Int 18, Wis 10, Cha 16.

Skills and Feats: Intimidate +14, Jump +5, Listen +7, Search +3, Spot +7; Dodge, Improved Initiative, Improved Two Weapon Fighting, Two Weapon Defense, Two Weapon Fighting, Weapon Finesse, Weapon Focus (flail), Weapon Specialization (flail).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 8th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +2 drow chain shirt (treat as mithril), +2 shocking flail, +1 dagger of venom, masterwork dagger (2), *potion of cure serious wounds.*

LORATH

The captain of the drow guard force is the driders' deadliest foe, and takes pains to keep his true intentions a secret. Lorath (Room I103) is a massive drow male with a peculiar deformity — a third muscular arm sprouts from his left side. When on duty, Lorath dresses in a drow chain shirt and carries a large shield on his lower left arm, freeing both his "normal" arms for attack.

Lorath is the epitome of drow psychology — devious, self-centered and vicious. He plots with the dark naga Siglinde (Room I31), bartering items other drow have stolen from the driders in exchange for her promises of magical aid. The arrangement has gone on for quite some time, but Lorath is becoming increasingly suspicious that Siglinde has a hidden agenda of her own.

Lorath puts on a gruff demeanor when dealing with those who can be of aid to the drow cause. But beneath the facade, he plans for the moment when the individual's usefulness is at an end. He fervently believes the drow goddess will cure his deformity when the drow are led back to the surface and their homes. As a rule, Lorath trusts no other, save for his lieutenants stationed in Room I117. The drow captain possesses a twisted sense of humor to match his other sensibilities, thinking nothing of devising a cruel jest at the expense of driders simply for his own amusement.

Lorath does have a weakness — his brother, Arioch (Room I68). Transformed by the drider spellcasters into one of their own, the drow captain's brother awaits those who traverse the Paths of the Gauntlet. Lorath seeks to end his brother's suffering. PCs befriending Lorath, might be tasked to 'rescue' his brother from enslavement by the drider. As the transformation cannot be reversed, this 'rescue' amounts to assassination — of which Lorath is well aware.

CRYSTAL SPHERES

6 in. in diameter, these crimson spheres are enchanted with a permanent *telepathic bond*, and are issued to the drider overlords of drow guards in Room I103. The magic of the *crystal spheres* has faded over time, rendering them unreliable. Using a *crystal sphere* requires a DC 25 Spellcraft check, or a DC 20 Use Magic Device check. The user must concentrate for 1d4+1 rounds to contact another sphere from the set. If the user is interrupted or disturbed in any way during the required time, they must succeed at a DC 20 Concentration check or be forced to start anew. Each of the eyes spheres can be used for a total of 30 minutes in a given 24 hour period, however every 10 minutes the user must succeed at a DC 18 Fortitude save or become nauseated.

The sole exception is the master eye, identifiable by its slightly larger size (eight in. diameter) and stronger aura of Divination magic. The master eye may be used indefinitely, though its utility is limited by the dwindling energies of its sister spheres.

I104. GUARDPOST

This small room is rather unremarkable, save for two features: a lone, dark-skinned guard dressed in red-tinged leathers, dozing, leaning against a halberd, and a malformed doorway to the north.

Initial Attitude: Indifferent

Encounter: Very little trouble unfolds near the ettercap workshops, and the guards on duty are typically assigned to this Room by Lorath, following a visit to the temple in Room I125. The drow guard (hp 41) is actually asleep, having indulged in a bit of the sacred poison recently, and suffers a –2 penalty to attack, damage and saves (for 4d6 rounds) if he does wake.

Encounter Condition: N/A

Tactics: The drowsy guard does not offer resistance if the PCs strike quickly. However, he carries a bone whistle. If he survives an attack, the guard takes a full retreat action down the hall towards Room I105, blowing the whistle to summon guards from Room I103. 2d6 guards arrive in 1d3+1 rounds.

Treasure: A DC 18 Appraise check or DC 20 Heal check reveals that the bone whistle is carved from the fingerbone of a humanoid and is worth about 1 gp.

EL: 6

Scaling: To increase the challenge of this encounter, add a one drow guard and reduce the penalty suffered from the sacred poison to –1. To decrease the challenge, give the PCs an extra round to act before the drow guard summons help.

Drow Guard, Ftr 5: CD 7; Medium humanoid (drow elf); HD 5d10+5; hp 41; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +5; Grp +6; Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d8/19–20, heavy crossbow); Full Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d8/19–20, heavy crossbow); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 16; AL LE; SV Fort +5, Ref +4, Will +1; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +9, Listen +6, Search +3, Spot +6; Dodge, Improved Initiative, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Masterwork studded leather (fire resistance 10), light steel shield, masterwork longsword, heavy crossbow, bolts (10).

I105. ETTERCAP WORKSHOP, FINAL ASSEMBLY

This square chamber is replete with workbenches, tools, and the echoes of labor. High, chattering squeals emanate from the hunchbacked beings hard at work. Nothing devised here could possibly be benign. One or two of the hunchbacked things look up with blank eyes set above wicked mandibles before returning to concentrate on their infernal labors.

Initial Attitude: Indifferent

Encounter: This Room is the final assembly area for the mechanical and magical traps protecting the drider-controlled sections of the Halls from intruders. The ettercaps (hp 35, 33, 31) are exceptionally intelligent, employing their talent for trapmaking on behalf of their masters. A single drow overseer (hp 21) watches over the malformed creatures, and is in league with Lorath, the drow captain of the guard.

The overseer is usually found in this room, where the delicate work is done, requiring the most intensive supervision. While the ettercaps industriously assemble traps, the overseer wanders from workbench to workbench, officiously pointing out "problems" and otherwise attempting to justify his comfortable position. While he is in league wirh Lorath, the rebel drow captain, Lorath is well aware of the overseer's capabilities (or lack thereof), and has assigned him to the workshops to keep him out of trouble.

Encounter Condition: N/A

Tactics: The drow overseer and the ettercaps present are entirely unprepared for confrontation. When combat breaks out, the overseer gladly sacrifices the ettercap laborers to save his own hide, retreating to Room I107 and calling a patrol of six drow warriors.

The ettercaps first entangle their opponents in webbing before attacking. Unless their webs are set ablaze, the ettercaps attack from multiple directions, coordinating attacks so an entangled opponent has little opportunity to counterstrike before the poison from the creatures' mandibles takes effect. If the webs are set ablaze, the ettercaps abandon them, fleeing towards Room I107 to await reinforcements. They are blindly loyal, otherwise retreating only when reduced to 5 hp or less.

Treasure: Two sets of masterwork trapmaking tools can be recovered, along with 100 ft. ft. of strong silk rope; the rope, made of ettercap webbing, is highly flammable.

EL: 6

Scaling: To increase the challenge of this encounter, add two ettercaps. To decrease the challenge, have the ettercaps surrender when reduces to 50% hit points.

Drow Overseer, Exp 5: CR 4; Medium humanoid (drow elf); HD 5d6; hp 21; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +3; Grp +4; Atk +5 melee (1d3+1 nonlethal, whip) or +4 melee (1d6+1/19-20, short sword); Full Atk +5 melee (1d3+1 nonlethal, whip) or +4 melee (1d6+1/19-20, short sword); SA Spell-like abilities; SQ Elven traits, SR 16; AL CE; SV Fort +1, Ref +3, Will +5; Str 12, Dex 14, Con 11, Int 11, Wis 12, Cha 12.

Skills and Feats: Bluff +6, Craft (leather working) +8, Intimidate +11, Listen +11, Move Silently +10, Search +2, Sense Motive +9, Spot +6; Exotic Weapon Proficiency (whip), Weapon Focus (whip).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 5th.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Masterwork whip, short sword, leather armor.

Ettercap: CR 3; Medium aberration; HD 5d8+5; hp 35, 33, 31; Init +3; Spd 30 ft., climb 30 ft.; AC 14, touch 13, flat-footed 11; Base Atk +3; Grp +5; Atk +5 melee (1d8+2 plus poison, bite); Atk +5 melee (1d8+2 plus poison, bite) and +3 melee (1d3+1, 2 claws); SA Poison, web; SQ Low-light vision; AL NE; SV Fort +4, Ref +4, Will +6; Str 14, Dex 17, Con 13, Int 11, Wis 15, Cha 8.

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

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

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

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

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

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

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

I106. ETTERCAP WORKSHOPS, ENCHANTMENT

This room is somewhat different from the previous room. Runes symbolizing power are etched upon the walls and floor, forming several working circles. Along one wall are a pair of workbenches, where two ettercaps hunch over their delicate tasks. In the opposite corner crouches a drider, mandibles wiggling over a metal contraption.

Initial Attitude: Indifferent

Encounter: This Room is the enchantment area for the magical traps protecting the drider-controlled sections of the Halls from intruders. The ettercaps (hp 34, 32) are exceptionally intelligent, spending their time here perfecting and preparing components for enchantment. Meanwhile, a drider crafter (hp 60) with no talent for war-magics spends most of his time enchanting trap components.

Encounter Condition: N/A

Tactics: The crafter and the ettercaps present are unprepared for any sort of confrontation, unless the overseer from Room I105 has alerted them. If the overseer is killed before he can flee, allow the workers in this room a DC 15 Listen check to hear the sounds of combat in Room I105. If alerted, the crafter casts *invisibility* upon himself and scutters back to Room I107 to await reinforcements. Once safely in Room I107, he secures the door with arcane lock.

The ettercaps entangle their opponents in webbing before attacking. Unless their webs are set ablaze, the ettercaps attack from multiple directions, coordinating attacks so an entangled opponent has little opportunity to counterstrike before the poison from the creatures' mandibles takes effect. If the webs are set ablaze, the ettercaps abandon them, fleeing towards Room I107 to await reinforcements. They are almost blindly loyal, otherwise retreating only when reduced to 5 hp or less.

Treasure: Two sets of masterwork trapmaking tools, the drider's spell components, and 100 ft. ft. of strong silk rope may be recovered from this room; the rope, made of webbing, is highly flammable.

EL: 8

Scaling: To increase the challenge of this encounter, add two ettercaps. To decrease the challenge, have the ettercaps surrender when reduces to 50% hit points.

Drider Crafter, Sor 2*: CR 9; Large aberration; HD 6d8+18 +2d4+6; hp 56; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15; Base Atk +5; Grp +11; Atk +6 melee (1d6+2/19–20, dagger) or +6 melee (1d4+1 plus poison, bite) or +6 ranged (1d8/×3, shortbow); Full Atk +6 melee (1d6+2/19–20, 1d6+1/19–20, 2 daggers) or +6 melee (1d4+1 plus poison, bite) or +6 ranged (1d8/×3, shortbow); Space/Reach 10 ft./5 ft.; SA poison, spell-like abilities, spells; SQ darkvision 60 ft., SR 17; AL CE; SV Fort +5, Ref +6, Will +11; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 17.

Skills and Feats: Climb +11, Concentration +11, Hide +10, Knowledge (arcane) +6, Listen +9, Move Silently +12, Spellcraft +6, Spot +9; Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Sorcerer Spells Known (9/7/7/6/3, base save DC 13 + spell level): 0—*acid splash, daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance;* 1st—*identify, mage armor, magic missile, ray of enfeeblement, silent image;* 2nd—*arcane lock, invisibility, web;* 3rd—*explosive runes, dispel magic;* 4th—*stone shape.*

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Dagger (2), shortbow, quiver of arrows (15), four *+1 arrows.*

* Casts as Sor 8 due to Drider innate abilities.

Ettercap: CR 3; Medium aberration; HD 5d8+5; hp 35, 35, 33, 32, 31, 30; Init +3; Spd 30 ft., climb 30 ft.; AC 14, touch 13, flat-footed 11; Base Atk +3; Grp +5; Atk +5 melee (1d8+2 plus poison, bite); Atk +5 melee (1d8+2 plus poison, bite) and +3 melee (1d3+1, 2 claws); SA Poison, web; SQ Low-light vision; AL NE; SV Fort +4, Ref +4, Will +6; Str 14, Dex 17, Con 13, Int 11, Wis 15, Cha 8.

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

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

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

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

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

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

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

I107. ETTERCAP WORKSHOPS, THE FORGE

Built into the far wall of this cubical chamber is a forge, expertly tended by one of the misshapen, hunchbacked arachnids so prevalent in this area. Yet another ettercap pounds red-hot metal on a black iron anvil, and well away from the forge, a third works at a carpenter's bench.

Initial Attitude: Indifferent

Encounter: This Room is where raw materials are processed into components for the magical and mechanical traps protecting the drider-controlled sections of the Halls from intruders. The ettercaps (hp 35, 32, 30) are exceptionally intelligent. Relatively speaking, the ettercaps work industriously to create finished components out of raw materials.

Encounter Condition: N/A

Tactics: The ettercaps present are unprepared for any sort of confrontation, unless the overseer from Room I105 or the drider crafter from Room I106 has alerted them. If the overseer and crafter are killed before they can flee, allow the workers in this room a DC 25 Listen check to hear the sounds of combat in Room I105, and a DC 20 Listen check when combat arrives in Room I106.

If the overseer and crafter are both killed, but the ettercaps are alerted, they attempt to bar the door with bar iron stock. Once the door is breached, if the overseer and/or the crafter are still alive, the ettercaps fight to the death to protect their masters. Otherwise, they attempt to flee back out through the outer workshops, and if prevented from flight, surrender.

Barred Door: 3 in. thick; hardness 10; hp 130; Break DC 34.

If forced to fight, the ettercaps first entangle their opponents in webbing. Unless their webs are set ablaze, the ettercaps attack from multiple directions, coordinating attacks so an entangled opponent has little opportunity to counterstrike before the poison from the creatures' mandibles takes effect. If the webs are set ablaze, the ettercaps abandon them, fleeing outward toward Room I105. They are blindly loyal, otherwise retreating only when reduced to 5 hp or less.

Treasure: Two sets of masterwork trapmaking tools are recoverable, as well as 50 pounds of bar iron stock.

EL: 6

Scaling: To increase the challenge of this encounter, double the number of ettercaps. To decrease the challenge, the ettercaps put up only a token resistance before surrendering.

Ettercap: CR 3; Medium aberration; HD 5d8+5; hp 35, 32, 30; Init +3; Spd 30 ft., climb 30 ft.; AC 14, touch 13, flat-footed 11; Base Atk +3; Grp +5; Atk +5 melee (1d8+2 plus poison, bite); Atk +5 melee (1d8+2 plus poison, bite) and +3 melee (1d3+1, 2 claws); SA Poison, web; SQ Low-light vision; AL NE; SV Fort +4, Ref +4, Will +6; Str 14, Dex 17, Con 13, Int 11, Wis 15, Cha 8.

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

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

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

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

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

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

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

I108 THROUGH I114. DRIDER SHRINE COMPLEX

The drider temple complex is, with the possible exception of the area surrounding Madness' lair, the most vile and disgusting in Region I. The driders, spurning a goddess that reviled and enslaved them, and subsequently having no true deity to worship, have turned to the degenerate worship of abomination itself. Their temple is a cacophonous paean to filth, a haven of aberrations and a spiritual fortress of most desperate unholiness.

The drider kneels at the altar of abomination as they force their drow slaves to the worship in this same way. Any drow that resists, or worse, suffers in the fangs of the driders. The driders love nothing more than to "convert" their chattel, and if they render the drow a mass of tissue, so much the better.

Due to the belief on the part of the driders that the drow find the shrine anything but sacred, drow guards are not usually found within the complex. Drider sorcerers take it in turn to guard the sanctum, but of late, they have been relying more and more on its unholy aura and the filth that has collected in order to keep intruders away. The troubles caused by Madness and Anguish have occupied more of their time, and their main concern is population growth.

Any drow who might be found in this area are unwilling worshippers and potential drider victims. They do not look upon intruders as rescuers, however; intruders are a means for them to purchase their safety for another hour or so. Further, drow who have gone mad from the shrine's torments are friendless, and is likely to turn upon intruder, drow, and drider alike.

There are no Random Encounters in this Section.

I108. THE ROOM OF RUIN

This is less a room and more of a cave, though in one corner the remnants of the first chamber are evident, peeking up through layers of hard-packed dirt and crusted with sheets of sticky white filament. To the north, the room steadily rises upwards, becoming a nearly vertical path before disappearing into a large hole in the wall.

Initial Attitude: N/A

Encounter: The original purpose of this room is lost, destroyed by the massive earthquake that freed the prisoners of the celestials. Now the room serves as the entrance to the drider tunnels to the north. The majority of this room is beneath the floor level of the Halls, and is uncomfortably hot. As the entrance to the drider tunnels is naturally used mostly by driders, little accommodation is made for those not possessing the ability to walk on the walls. A DC 20 Climb check is required to scale the wall and attain the entrance to the warrens beyond.

Encounter Condition: N/A

Tactics: The sticky webbing used to shore up this chamber acts as an entanglement spell, and requires a DC 16 Reflex save to avoid becoming snared. Driders or those wearing a harness of driderkind or belt of the drider can freely navigate the webs without penalties.

EL: N/A

Scaling: N/A

I109. DEAD END

This tiny room has no decorative elements, and is angled unpleasantly to one side. Weapon shards litter the floor and a layer of dust suggests no one has been here in a while.

Initial Attitude: N/A

Encounter: Once used to store weapons, this Room has fallen off the map. The dust should be a fair indication that no one visits this Room, making this a safe hiding place.

If the PCs use this Room as a base of operations to explore north into Region M, there is a 5% chance each time they come in and out of the Room that a random drow guard spots them. Whether or not this guard is loyal to the driders or Lorath (Room I103), is up to the DM.

Encounter Condition: Safe

Tactics: The door can be locked from the inside, should the PCs succeed at a DC 35 Open Lock check. However, any *drider key* opens it and there is a 5% chance that a drow lieutenant has a separate key specific to this door. However, it is unlikely anyone will enter or examine this Room.

Treasure: There is nothing of value, but the PCs can easily find enough wood to build a few fires. A vent in the ceiling (two inches wide) allows smoke to rise up and out of the dungeon.

EL: N/A

Scaling: N/A

I110. SHRINE CELL

This claustrophobic room is filthy. The entrance is barred by a steel portcullis, through which can be witnessed the foul rituals the driders revel in.

Initial Attitude: N/A

Encounter: This small Room encrusted with the filth of the shrine to aberration is nothing more than a holding cell for intruders caught defiling the temple. At present it is empty, but the remains of past "guests" can be found in various corners.

Encounter Condition: Diseased (cackle fever) 16

Tactics: PCs who spend more than eight hours confined in this Room are likely to contract cackle fever, which is carried in the offal encrusting the cell. The driders do nothing to see that the disease is eradicated, for they benefit from the damage it does to its victims' wits and will.

Cackle Fever—Inhaled, Fortitude DC 16, incubation period 1 day, damage 1d6 Wis.

Treasure: A signet ring, with an inscription on the inside (written in Undercommon) — Valor — can be found in a corner of the cell, still attached to a decomposing hand.

EL: N/A

Scaling: N/A

I111. NAVE OF THE SHRINE

This room is large, and studded with ancient columns of celestial creatures that are now defiled. Foul effluvia coat the walls, and between each pair of columns is the barest glint of metal. Moaning emanates from the end of the hall.

Initial Attitude: N/A

Encounter: The drow are brought to the nave of the shrine to indoctrinate them into the worship of twisted flesh. PCs who have time to examine the temple proper notice that several sets of strong manacles are set into the floor; these are used to secure recalcitrant drow during worship. The especially perceptive (Spot check, DC 22) notice that several of the manacle sets are crusted in blood.

When the PCs arrive, there is a single pitiful victim locked inside the manacles, barely dead; the drow's face appears melted and boiled. However, the mutilation cannot disguise the rictus of terror upon its face. He is so near death, the PCs can only ease the pain of his suffering with *cure* spells. Hit points cannot be restored at this point.

The floor of the nave is itself discolored and fouled in places; covered in ribbons of filth.

Encounter Condition: Desecration 6, Negative Energy, Stagnant Air

Tactics: The driders have constructed a particularly sinister trap to protect their sanctum. Pressure plates have been installed in the floor, which cause gravity to reverse in the room. Intruders are tumbled 30 ft. up to the ceiling, triggering a black tentacles spell and entangling them on the ceiling for the driders to deal with at their leisure. The trap further triggers an alarm in Room I112, summoning the two drider sorcerers there. Safe routes through the room are marked by the collections of filth on the floor and walls; the driders are well aware that most creatures do not share in their worship of aberrations offal.

Ceiling Entangle Trap: CR 9; magic device; location trigger (pressure plates); automatic reset; spell effect (reverse gravity, 13th-level wizard, 3d6 fall [upon hitting the ceiling of the 30-ft.- high room], then 3d6 fall [upon falling 30 ft. to the floor when the spell ends or when escaping entangle], DC 20 Reflex save avoids damage); spell effect (black tentacles, 13th-level wizard, DC 20 Reflex save avoids entangle); spell effect (alarm, Room I112); Search DC 32; Disable Device DC 32.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, increase the height of the Room to 60 ft. (causing 6d6 falling damage). To decrease the challenge, reduce all the save and skill DCs of the ceiling entangle trap by 4.

I112. SHRINE TO ABERRATION

Everything about this room screams of inappropriateness. From the curved ceiling and walls melding into warped columns rising from the symbols scrawled in blood on the floor, to the twisted, malformed thing set atop a pile of random rubble that squirms sickeningly at one end of the room, everything here is offensive.

Initial Attitude: Hostile

Encounter: Once a chapel, this Room now serves the evil desires of the driders that conquered the northern Halls. This temple is raised not to a specific god, but instead to the ideal of aberration, the perversion of life itself. It is the center of worship for the driders, whose prayers are meant to gain power from the darkness and give them protection from the horrors to the south. It is this practice that prevents them from regaining the goddess' favor and that keeps them further successes.

The vile jelly that serves as the altar to abomination was the original drider to enter the dungeon. During Mahir's magically-induced cataclysm, this simple drone came into contact with the creature known as Madness, and was reduced to the pitiful state it lives in now, preserved by the flows of positive energy coursing through the Halls. It is at this thing that the driders intend their worship, and with good reason — the altered venom glands of the once-drider produce a poison similar to that employed by the drow priestess Shalara, a venom that induces horrific vision and obscene insights. Those who partake of the venom too often are driven mad by the sights they witness.

The drider consume the jelly. Their victims are not so lucky — their faces are forced by the driders into the pestilent mass, where the venom is squeezed into their skin, eyes and mouth. The effect of the venom, combined with the vile touch of the altar, breaks the wills of the driders' victims.

Encounter Condition: Diseased (cackle fever) 16, Negative Energy, Unhallowed 4

Tactics: There are always two drider sorcerers (hp 50, 48) present. The sorcerers are considered to have Spot and Listen checks of 22 to detect intruders. If interlopers are detected, the driders to hide, one using *invisibility sphere* to cloak its companion, who uses *disguise self* to appear as a drow slave. The driders' tactics once intruders are inside the shrine vary, depending on the party composition — obvious fighters are the subject of *deep slumber* or *slow*, while rogues and sorcerers are targeted with *touch of idiocy* through *spectral hand* and *ray of exhaustion*. The driders employ their superior reach to best advantage, closing to just beyond where opponents can retaliate, striking if at all possible from the walls and ceiling. Injured driders employ *vampiric touch* once the PCs draw close.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add one drider sorcerer. To decrease the challenge, reduce the Listen and Spot checks of the driders to 15.

Drider Sor 3*: CR 10; Large aberration; HD 6d8+18 + 3d4+9; hp 62, 58; Init +2; Spd 30 ft., climb 15 ft.; AC 21**, touch 15, flat-footed 19; Base Atk +4; Grp +10; Atk +6 melee (1d6+2/19–20, dagger) or +6 melee (1d4+1 plus poison, bite) or shortbow +6 ranged (1d8/×3); Full Atk +6 melee (1d6+2/19–20, dagger) and +1 melee (1d4+1 plus poison, bite) or



+6 ranged (1d8/×3, shortbow); Space/Reach 10 ft./5 ft.; SA Poison, spell-like abilities, spells; SQ Darkvision 60 ft., spell resistance 17; AL NE; SV Fort +5, Ref +4, Will +10; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 18.

Skills and Feats: Climb +14, Concentration +12, Hide +10, Listen +9, Move Silently +12, Spellcraft +9, Spot +9; Combat Casting, Extend Spell, Spell Penetration.

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 14), *clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 17). Caster level 6th. The save DCs are Charisma-based.

Sorcerer Spells Known (6/7/7**/7/5, save DC 14 + spell level): 0—*dancing lights, detect magic, flare, ghost sound, light, mage hand, prestidigitation, ray of frost;* 1st—*burning hands, disguise self, mage armor, shield, shocking grasp;* 2nd—*invisibility, spectral hand, touch of idiocy, web;* 3rd—*fireball, invisibility sphere, slow;* 4th—*charm monster, fire shield.*

** One 2nd level slot has been used for an *extended mage armor* spell.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Dagger (2), shortbow, quiver of arrows (12)

* Casts as a Sor 9 due to innate drider sorcerer levels.

I113. THE NAVE OF THE TEMPLE

This chamber is spattered with blood, dried flesh and other less than savory substances. To one side is a low basin containing thick, coppery fluid; to the northeast stretches a crude tunnel.

Initial Attitude: Unfriendly

Encounter: This Room is used by the driders to 'cleanse' themselves of any taint acquired during their daily duties. The basin is kept filled with the blood flowing from the fount in Room I130, and is considered unholy water.

Encounter Condition: Desecration 2, Negative Energy, Unhallowed 2

Tactics: Allow the PCs DC 20 Knowledge (religion) checks or DC 18 Craft (herbalism) checks to notice that while it is unholy water in the basin, it is harmful to both the living and the unliving. It does not harm driders, but it does harm drow.

Treasure: Eight vials of unholy water may be drawn from the basin.

EL: N/A

Scaling: N/A

I114. HOTHOUSE

The floor of this room is covered in soft, fragrant sod. Fungus sprouts from the loam in neat squares and rows, obviously attended to by someone. The air here is hot, moist, close.

Initial Attitude: N/A

Encounter: This fungus garden is maintained by the drow for use by the driders in their experiments. Any of a number of exotic poisons can be made from the fungus and mushrooms found here. One can also mix up medicinal poultices and unguents with these ingredients.

Encounter Condition: N/A

Tactics: A DC 18 Craft (poisons) check to identifies the components used for marking poisons, while a DC 18 Craft (herbalism) or DC 23 Knowledge (nature) check identifies the medicinal poultices.

Treasure: Many of the fungi and mushrooms can be used to craft poisons and medicines. Anyone brewing *cure* potions from these components, is considered to have a Maximized potion at no additional XP or gp cost to the brewer. There are enough ingredients for 2d6 *cure* potions.

In addition, there are six ungents here that act as *potions of cure moderate wounds* and one that acts as a *potion of cure serious wounds.*

EL: N/A

Scaling: N/A

I115 THROUGH I136. THE DARKER SHADOW

Since their defeat at the hands of their former slaves, the drider, the drow have held sacred within their deepest hidden halls and rooms a single purpose —for hate's sake, they will kill the driders. It is this single goal, this one overriding concern that drives nearly every plot and scheme the drow secretly hatch. The drow who are not broken and made into true slaves by the driders are part of a sizeable conspiracy against their spider-like masters, each waiting for the day they will see drider blood spilled in the Halls of Flesh.

The drow maintain a conspiratorial structure born of necessity, given the close confines of the Halls of Flesh. The slaves of the driders are at the bottom of this dark hierarchy, not trusted by the other drow and yet cared for, after a fashion; one does not abandon family, after all. Beyond the slaves are the lay warriors, fighters answerable to the drow captain Lorath's (Room I103) lieutenants. The lieutenants themselves are all fighters, some with rogue levels, fanatically loyal to Lorath himself. At the very top of the conspiracy against the driders is Lorath himself, advised and aided by the drow elder Muhaimin (Room I85) and the priestess Shalara (Room I125). Each level receives its orders from a single member of the level above it, and so forth. The drow maintain this to ensure that their security is maintained and that their members remain unknown to the driders.

The drow rooms themselves that are utilized by the drow as a base of operations are guarded by an intricate network of spells, traps and guards. Unlike traps found in the Halls of Flesh or in drider-controlled areas, the devices scattered about the drow-controlled areas are universally deadly, remorselessly placed killing machines meant to safeguard their masters.

PCs captured by the drow are offered a simple choice — aid the drow or face execution. The drow feel they have little time for diplomacy, though some negotiation can certainly take place. PCs that betray or lie to the drow are killed out of hand if they are caught. Strangely, the drow consider this a sign of respect — far better that another being be killed and its soul freed than to suffer a hideous transformation at the hands of the driders.

The drow of the Halls of Flesh are a lawful sort, terrifyingly sane and rational in their actions. Their leader, Lorath, knows that the Eight Strikes Fang, a weapon perhaps capable of slaying Madness (Room 158) and Anguish (Room 198), is nearly within his grasp. Lorath does not yet realize that the drow people's only ally in the Halls, Siglinde (Room 131), plans to betray him for her own ends. He suspects, but nothing more. If the PCs are capable of providing proof of her treachery, Lorath will accept this and accord the PCs slightly more respect.

Given enough aid to the drow, the PCs can expect weaponry, directions and even aid in return, so long as it all serves the purpose of overthrowing the driders. PCs should always remain aware that as a people, and especially in the Halls of Flesh, the drow subscribe to practices and a philosophy that is evil by any standard of the surface world. For the drow, such ideals are simply a way of life, unquestioned.

RANDOM ENCOUNTERS

Roll for a Random Encounter once every 30 minutes.

1d20	Random Encounter
1	The stone floor cracks open, revealing molten magma below. Extreme Heat.
2	Screams of tortured prisoners echo through the Section.
3	Shadows twist and turn, convincing the PCs that there is danger around every next corner.
4	Blood drips from the walls and ichor coats the floor. Poor Footing 3.
5	A dead drider lies in the hall, recently killed. While the body has started to stink yet, the macabre manner in which it was murdered forces DC 18 Fortitude saves, lest the PCs become nauseated.
6–15	Nothing
16	A lone drow weeps in a corner, having given up the will to fight the aberrations any longer. He is unlikely to hear the PCs coming, but pulls himself together if interrupted.
17	A patrol of six drow guards march down the hall. They move from one niche to the next, making sure that no driders or drider sympathizers are about. Unfriendly.
18	PCs stumble upon a trap. ♦ **Prismatic Spray Trap:** CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (prismatic spray, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32.
19	PCs stumble upon a trap. ♦ **Incendiary Cloud Trap:** CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (incendiary cloud, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.
20	A drider — wounded and maddened — has escaped its drow torturers and staggers through the Section. It attacks the first creature it sees. Any PCs wounded by the creature have a chance to catch demon fever. ♦ **Demon Fever**—Injury, Fortitude DC 18, incubation period 1 day, damage 1d6 Con [When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.]

I115. NORTHERN PROMENADE

This room has seen more than its fair share of abuse. The carvings on the once proud walls have acquired a patina of dust from the cracked ceiling. Doors leading out of the room are set in every wall.

Initial Attitude: N/A

Encounter: This is one of several promenades buffering Rooms controlled more by the drow than the drider. It is presently empty.

Encounter Condition: Echoes 2

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: N/A

EL: N/A

Scaling: N/A

I116. HIDDEN WEAPONS CACHE

The secret door leading to Room I116 can be found with a DC 30 Search check. A single onyx stone, three ft. from the floor can be pressed to reveal a swivelling secret door. The door is weighted to close behind the PCs after they enter.

From the other side, A DC 20 Search check reveals a piece of obsidian that, when depressed, opens the secret door again.

This dark chamber houses weapons of all kinds, neatly racked, kept oiled, glimmering with menace waiting to be unleashed upon their victims.

Initial Attitude: N/A

Encounter: This Room is sequestered by the drow, unknown to their drider masters. Used infrequently, it awaits the day that the drow captain Lorath (Room I103) orders every drider throat slit.

To discourage drider intrusion, a series of non-magical traps are hidden around the Room. No alarms are set and the drow rebels trust the combination of lethal traps and the Room's hidden locale are enough to keep this cache a secret.

The traps here are arrayed three-dimensionally — the first trap is armed by opening a door and triggered by a pressure plate, opening a spiked pit in the floor, 10-ft. by 10-ft. wide. The second trap lies along the right-hand wall where there is a scythe swinging front to back. The third trap strikes from above, firing poisoned darts at the PCs. The fourth mirrors the second trap, attacking from the left with another scythe, this one slicing back to front.

Each trap fires one at a time, in successive rounds and (with the exception of the pit), targets everyone in the corridor leading to main chamber.

♦ **Spiked Pit Trap (Floor):** CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20.

♦ **Wall Scythe Trap (Right-Hand Wall):** CR 4; mechanical; location trigger; automatic reset; Atk +18 melee (2d4+8/×4, scythe); Search DC 21; Disable Device DC 18

♦ **Poisoned Dart Trap (Right-Hand Wall):** CR 4; mechanical; location trigger; manual reset; Atk +15 ranged (1d4+4 plus poison, dart); multiple targets (1 dart per target in a 10-ft.-by-10-ft. area); poison (Small monstrous centipede poison, DC 10 Fortitude save resists, 1d2 Dex/1d2 Dex); Search DC 21; Disable Device DC 22

♦ **Wall Scythe Trap (Left-Hand Wall):** CR 4; mechanical; location trigger; automatic reset; Atk +22 melee (2d4+8/×4, scythe); Search DC 21; Disable Device DC 18

These traps reset in 5 rounds (including the pit trap, which closes), ready to cut the PCs down as they exit. 50 lbs. of pressure opens the pit trap again, but most likely hits whoever is at the bottom of the trap.

Encounter Condition: N/A

Tactics: PCs who have previously encountered Lorath's cache (Room I119) receive a +2 circumstance bonus to Search and Disable Device checks when dealing with the traps upon the weapons cache.

Treasure: In the final chamber of this Room lies a cache of weapons and equipment that Lorath has been hoarding. It is not locked and the PCs have their choice of items. The cache contains six suits of *+2 fire resistance studded leather armor*, six *+1 aberrationbane rapiers* and three *daggers of venom*.

EL: 8

Scaling: To increase the challenge of this encounter, add a silent *alarm* leading to the barracks in Room I115 that alerts Lorath's men when the door is opened. To decrease the challenge, reduce trap DCs by 2.

I117. LINKED BARRACKS

This room has been long-neglected; the ceiling is cracked and the ancient celestial motifs on the walls have been vandalized. Doors are set into each wall, and beyond the door to the west comes the faint murmur of voices.

Initial Attitude: Unfriendly

Encounter: These two Rooms are linked by a single hallway and the doors between the two are typically left open, so the drow can move back and forth without impediment. There is a 15% chance the doors between are closed.

The large central hallway echoes sound effectively and the drow guards in either Room gain a +4 circumstance bonus to all Listen checks made to hear noise in the adjoining Room. This echo works against the PCs, imposing a –4 circumstance penalty to their Listen checks while outside (approaching) the Room.

The western barracks house four drow guards (hp 60, 51, 50, 48) and the eastern barracks house another four (hp 60, 51, 48, 47). No one is in charge, but they have been left with orders to watch the lower Halls and delay them until reinforcements arrive. Since the secret door to the south is locked on this side, the drow spend the majority of their time watching the halls to the north.

As such, they are more heavily armed and better trained than their compatriots in other Rooms. The guards are not entirely unreasonable, however. An appropriate use of Bluff or Diplomacy can enter them into a quiet dialogue with the PCs.

The drow guards are part of Lorath's inner circle, and are frequently sent to retrieve messages from the dark naga Siglinde (Room I31) via her cloaker messengers. Oddly, the cloaker (hp 47) enjoys the company of the drow and is here 65% of the time.

Encounter Condition: Echoes 4

Tactics: The guards are well-trained fighters, and with the aid of the cloaker are confident in their ability to deal with threats. The drider, unable to argue about the effectiveness of well-equipped fighters, have given the drow here superior weapons and armor, as well as a stockpile of alchemical spheres and items.

If attacked, the guards spread out in pairs, each pair selecting a single target. Meanwhile, the cloaker employs its shadow shifting and moaning abilities against foes. As is typical for these drow, one fighter engages an enemy while the other employs the 'aid another' action or Bluffs foes into becoming flat-footed. PC intruders are rarely killed; the drow employ a concentrated sleep poison and prefer to subdue rather than kill. If possible, only half the drow guards engages foes while their comrades throw alchemist's fire, acid, and tanglefoot bags.

Intruders rendered to 0 hp or unconscious by Nonlethal damage are bound and relieved of weapons and armor to await the arrival of Lorath and interrogation. One guard is skilled in the use of the Heal skill, and stabilizes dying foes as soon as combat ceases.

Treasure: Items found here include the +1 shocking burst rapiers, studded leather of fire resistance +2, 16 vials of alchemist's fire, 16 vials of acid, 8 tanglefoot bags, and 12 burned out ioun stones used by the drow and cloaker for gambling money.

EL: 9

Scaling: To increase the challenge of this encounter, add a drow guard for every two PCs or an elite drow fighter. To decrease the challenge, remove two drow guards and reduce the change of the cloaker's presence to 35%.

Drow Guard, Ftr 5: CD 7; Medium humanoid (drow elf); HD 5d10+5; hp 60, 60, 51, 51, 50, 48, 48, 47; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 17; Base Atk +5; Grp +6; Atk +8 melee (1d6+3/18–20 plus 1d6 electricity, *+1 shock rapier*) or +8 ranged (1d8/19–20, heavy crossbow); Full Atk +8 melee (1d6+3/18–20 plus 1d6 electricity, *+1 shock rapier*) or +8 ranged (1d8/19–20, heavy crossbow); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 16; AL LE; SV Fort +5, Ref +4, Will +1; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +9, Listen +6, Search +3, Spot +6; Dodge, Improved Initiative, Mobility, Weapon Focus (rapier), Weapon Specialization (rapier).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 6th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +2 fire resistance studded leather, +1 shock rapier, heavy crossbow, bolts (12), acid (2), alchemist's fire (2), tanglefoot bag.

Cloaker: CR 5; Large aberration; HD 6d8+18; hp 45; Init +7; Spd 10 ft., fly 40 ft. (average); AC 19, touch 12, flat-footed 16; Base Atk +4; Grp +13; Atk +8 melee (1d6+5, tail slap); Full Atk +8 melee (1d6+5, tail slap) and +3 melee (1d4+2, bite); Space/Reach 10 ft./10 ft. (5 ft. with bite); SA Moan, engulf; SQ Darkvision 60 ft., shadow shift; AL CN; SV Fort +5, Ref +5, Will +7; Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15.

Skills and Feats: Hide +8, Listen +13, Move Silently +12, Spot +13; Alertness, Combat Reflexes, Improved Initiative.

Moan (Ex): A cloaker can emit a dangerous subsonic moan as a standard action. By changing the frequency, the cloaker can cause one of four effects. Cloakers are immune to these sonic, mindaffecting attacks. Unless otherwise specified, a creature that successfully saves against one of these effects cannot be affected by the same moan effect from the same cloaker for 24 hours. All save DCs for moan effects are Charisma-based.

Unnerve: Anyone within a 60-ft. spread automatically takes a –2 penalty on attack and damage rolls. Those forced to hear the moan for more than 6 consecutive rounds must succeed on a DC 15 Will save or enter a trance, unable to attack or defend themselves until the moaning stops.

Fear: Anyone within a 30-ft. spread must succeed on a DC 15 Will save or become panicked for 2 rounds.

Nausea: Anyone in a 30-ft. cone must succeed on a DC 15 Fortitude save or be overcome by nausea and weakness. Affected characters fall prone and become nauseated for 1d4+1 rounds.

Stupor: A single creature within 30 ft. of the cloaker must succeed on a DC 15 Fortitude save or be affected as though by a hold monster spell for 5 rounds. Even after a successful save, the creature must repeat the save if the cloaker uses this effect again.

Engulf (Ex): A cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The cloaker attempts a grapple that does not provoke an attack of opportunity. If it wins the grapple check, it establishes a hold and bites the engulfed victim with a +4 bonus on its attack roll. It can still use its whiplike tail to strike at other targets.

Attacks that hit an engulfing cloaker deal half their damage to the monster and half to the trapped victim.

Shadow Shift (Su): A cloaker can manipulate shadows. This ability is effective only in shadowy areas and has three possible effects.

Obscure Vision: The cloaker gains concealment (20% miss chance) for 1d4 rounds.

Dancing Images: This effect duplicates a mirror image spell (caster level 6th).

Silent Image: This effect duplicates a silent image spell (DC 15, caster level 6th). The save DC is Charisma-based.

I118. DOOR OF LORATH

This room is dusty from disuse, closed in and stifling. One wall is roughened and cracked, the results of a tremor.

Initial Attitude: N/A

Encounter: This Room contains a hidden door to a cache of deadly poisons, architectural sketches and magical weapons that the drow captain Lorath plans to use at the appropriate time to overthrow the driders who control this Region. However, the Room looks plain. In fact, the PCs should be suspicious of how clean the Room is.

Opening the hidden door is difficult for anyone but Lorat, as the catch to the door requires the use of three hands.

Encounter Condition: N/A

Tactics: Locating Lorath's secret door is difficult; the drow captain has had several decades to camouflage the portal, and to collect the scrolls necessary to mask the door with illusions. *Nondetection* masks the door's magical aura and a DC 35 Search check is necessary to locate the hand marks required to open the door. If the PCs have been told by Lorath or a lieutenant what to look for, they gain a +4 competence bonus to this an all suhsequent skill checks.

Opening the hidden door requires three hands, roughly equal in size to Lorath's own, placed in three separate locations. Once the hands are in place, the topmost hand print must be pressed in and rotated counterclockwise, then released. The topmost hand print, as it might be guessed, is perfectly placed for Lorath's own malformed third limb.

Allow the PCs to tinker with the combination, but in the end a DC 30 Escape Artist or DC 28 Disable Device check is needed to open the hidden door. One check is allowed every 15 minutes. But PCs cannot try more than five times without a full day's rest (as frustration sets in).

Patient PCs or scholarly types may substitute their Will save bonus for Escape Artist or Disable Device to open the hidden door. This method takes 2d6 x 10 minutes, but can be tried up to three times in one day before rest is required.

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, have a drow guard visit the Room after 30 minutes. To decrease the challenge, cut the times above in half.

I119. LORATH'S CACHE

A chamber lies at the end of a long, shadowy hallway. Visible from the entrance created by opening a hidden door, a large table is barely visible, and above it a rack holding small cylinders of some sort.

Initial Attitude: Hostile

Encounter: Lorath's hidden cache is the drow captain's most closely-guarded secret, and one of the reasons he wears a *ring of mind shielding*. Within this benign chamber, and beyond a close hall guarded by lethal traps, is a collection of weapons, vile poisons and, most importantly, architectural plans and a nearly-complete map of the Region.

A rack of vials is bolted to one wall, each vial containing the most lethal poisons that Lorath could steal or manufacture. A second rack holds masterwork daggers and swords, ready to be enchanted by Siglinde (Room 131). Lastly, there is a table containing an accurate map of the Halls of Flesh and the environs to the North, perhaps the only one in the Region. The map includes markings indicating where the drow have hidden doors unknown to the driders — Room 1122 and the far northeastern portion of the region as well as the hidden passage near Room 1136 leading out of the prison complex.

To ensure privacy and security, Lorath spent several years constructing a series of deadly traps in the hallway that leads to his hidden cache of vile weapons. Like many of the traps constructed elsewhere in the region, Lorath has ensured that the traps are built to deal with foes who have the capabilities in all three dimensions. Many of the enchantments comprising the traps were provided to Lorath by Siglinde, thus the traps are an eerie reflection of those found in Mahir's hidden cache (Room 136 through 142.)

The first trap is laid along the floor, against intruders that arrive on foot. Triggered by a simple but well-hidden pressure plate, the device sprays a magically enhanced goo that duplicates the effect of *web* for the initial round it is used. After that, the web's touch becomes acidic and anyone touching the *web* — entangled or not — suffers 2d4 acid damage every round they remain in contact. The *web* dissolves of its own accord in 3d6 rounds.

The second trap is set upon the ceiling, and combines *hold monster* with a jet of choking volcanic steam that duplicates *scorching ray*, inflicting 4d6 fire damage.

The final trap springs from the western wall. Here, imagination has given way to brutal practicality — intruders expecting a magical trap face a mechanical one instead. Spears erupt from the wall while a spiked gate slams down to finish off those who survive the initial assault. As is the drow way, all of the various points and edges are poisoned.

Unlike Room 1116, these traps trigger when a PC walks passed the location trigger or over the pressure plate. They reset manually, however, so escape is easier for the PCs.

- **Acid Web Trap:** CR 5; spell; location trigger; manual reset; spell effects (*acid arrow*, 2d4 acid damage), spell effect (*web*, Reflex DC 16 to avoid entanglement); Search DC 30; Disable Device DC 29.

- **Hold Monster and Scorching Ray Trap:** CR 5; spell; location trigger; manual reset; spell effects (hold monster, Will save DC 18; scorching ray, 4d6 fire damage, +10 Ranged, 2 rays); Search DC 30; Disable Device DC 29.

- **Poison Spears:** CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spear); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 17; Disable Device DC 21.

- **Spiked Gate:** CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str; Search DC 24; Disable Device DC 20.

Encounter Condition: N/A

Tactics: PCs who have previously encountered Lorath's cache (Room 1116) receive a +2 circumstance bonus to Search and Disable Device checks when dealing with the traps upon the weapons cache.

Treasure: Hidden in a cache at the back of the Room are twelve vials poison (2 dragon bile, 2 burnt othur fumes, 6 deathblade and 2 purple worm poison), six masterwork silvered daggers and six masterwork silvered longswords, architectural plans, and map marked with secret entrance information.

EL: 9

Scaling: To increase the challenge of this encounter, increase the DCs of all the trap by +2. To decrease the challenge, remove the spiked gate trap.

I120. PROMENADE

This walls of the promenade are in better condition than others, granting guards in adjacent rooms a +4 circumstance bonus to their Listen checks to detect intruders. The blood that flows here can be followed back to room 1138.

This room has fallen into disrepair. Dust covers everything, even the iron-banded doors leading east and west. From the north, a shallow, upward-sloping trough carved into the floor is filled with blood that flows sluggishly into a basin set into the center of the room.

Initial Attitude: N/A

Encounter: Circumstantially, the earthquake that nearly destroyed the prison did not damage this Room, nor did the magical cataclysm unleashed by Mahir's failed experiments cause any irreparable harm.

Cunningly constructed by the Halls' original celestial builders, the stones used to line this promenade are particularly good at amplifying sound, to better detect *invisible* escapees. Now it serves the rebel drow as a means of detecting nosy driders or errant dungeon delvers.

The effects of all spells with the sonic descriptor, and items such as thunderstones, are doubled in this room.

Tactics: There is a 50% chance of drow guards in this Room. If so, there are four to six (1d3+3) present (hp 40 each). They do not attempt to fully engage the PCs, but instead lead them away from the nearby temple and into areas controlled by the driders, where the PCs either captured or killed.

Treasure: N/A

EL: Varies

Scaling: To increase the challenge of this encounter, add two drow guards. To decrease the challenge, reduce the chance of an encounter by 25%.

Drow Guard, Ftr 5: CD 7; Medium humanoid (drow elf); HD 5d10+5; hp 40; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 17; Base Atk +5; Grp +6; Atk +8 melee (1d6+3/18–20 plus 1d6 electricity, *+1 shock rapier*) or +8 ranged (1d8/19–20, heavy crossbow); Full Atk +8 melee (1d6+3/18–20 plus 1d6 electricity, *+1 shock rapier*) or +8 ranged (1d8/19–20, heavy crossbow); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 16; AL LE; SV Fort +5, Ref +4, Will +1; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +9, Listen +6, Search +3, Spot +6; Dodge, Improved Initiative, Mobility, Weapon Focus (rapier), Weapon Specialization (rapier).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 6th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +2 fire resistance studded leather, +1 shock rapier, heavy crossbow, bolts (12), acid (2), alchemist's fire (2), tanglefoot bag.

I121. FILTHY BARRACKS

This room is disgustingly dirty — what were once barracks beds are now collapsed and rotting, the straw that filled their crude mattresses leaking out in slimy profusion from the rotted ticking. Other than the door you entered by, the only other way out of the room is a rusted iron door to the north.

Initial Attitude: N/A

Encounter: The drow guards deliberately keep this former barracks room disgustingly filthy; all the better to fool their drider masters. The "rusted" northern door leads to Room I122 and the secret portal and passage beyond which lies the conspirators' headquarters and the entrance to region J. It is sealed by an arcane lock, and only Lorath or his lieutenants may open it without magical means.

Encounter Condition: N/A

Tactics: Over time, fungal spores have accumulated in the rotting bedding laid near the northern exit to the room. These spores act as an inhaled poison (Fort DC 18, 1d4 Dex/1d6 Con damage) if the mattresses are disturbed, either by stepping on them or searching through them. Opening the door to Room 151 causes the hinges to squeal loudly unless proper precautions are taken to prevent this.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, increase the save DC of the spores to 20. To decrease the challenge, lower the save DC to 16.

I122. GATEWAY TO THE CONSPIRATORS

This small room, barely bigger than a large closet, reeks of the decay from the barracks to the south. The air is unpleasantly hot and stifling, causing sweat to spring out on the skin of even the hardiest visitor. One wall steams and hisses, the stone seeming to have once melted and run like wax, waves of heat still radiating from it.

Initial Attitude: Hostile

Encounter: Beyond the hidden door lies the concealed headquarters of the drow conspiracy against their drider masters. As such, the door leading inside is hellishly difficult to locate; a DC 35 Search check is required to locate the hidden catch behind a scalding rock that can open the door. As most drow are equipped with fire resistant armor, the worst they have to fear while operating the catch is a minor burn.

A PC touching any part of the northern wall (save for the hidden catch) suffers 2d6 points of fire damage. While using Search checks for the hidden catch, a DC 15 Reflex check is needed to avoid touching the scalding stone.

The catch is located beneath one of the smaller loose stones in the melted rock. Pressing it inward and twisting counterclockwise twice opens the door. Pressing the catch in and moving it either clockwise or counterclockwise once opens the door, but also arms the trap at the end of the hallway in Room 1123.

Encounter Condition: Cursed 5, Extreme Heat

Tactics: Aside from the threat of the scalding stone catch, the hidden door here is also enchanted with variants of *hallucinatory terrain* and *illusory wall*. Upon operating the catch, the PCs are confronted with a daunting illusion — the corridors beyond glow like white-hot rivulets of molten stone running down the walls to pool upon the floor. The few stable flagstones appear ready to sink into the blazing mire. A DC 24 Will save negates these illusions, and only if the PC has good reason to disbelieve the illusion.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, increase the fire damage to 4d6 and the DC of the Reflex save by +4. To decrease the challenge, reduce fire damage to 1d6+1 and the DC of the Reflex save DC by –2.

I123. THE GAUNTLET

If either door to this Room remains open for more than 1 round, the trap in Room I123 resets.

This hallway ends in a T-shaped intersection where the stones steam and shimmer with just barely-contained heat. Several sections of floor are unstable or discolored.

Initial Attitude: Hostile

Encounter: This Room is designed by the drow to waylay intruders in their inner sanctum. The stones must be followed in a certain pattern, lest the trap be triggered.

A DC 22 Spot check reveals that there is a pattern to the stones on the floor. Examining the stones from afar reveals that certain ones have been carefully laid, and a DC 22 Decipher Script check or the ability to read Undercommon shows the stones spelling out the name of the drow goddess. Following the name of the goddess allows safe passage; failure to do so sounds an alarm in Room 1125 and arms the trap in the northeast. Likewise, clever PCs who think to use the ceiling to bypass the pressure plates are in for a rude surprise — the ceiling tiles are trapped as well, and bypassing the pattern on the floor via the walls or roof also arms the nearby trap.

The trap itself is vicious. If triggered, any creatures that come within its range are first sprayed with a fusillade of darts bearing a mixture of drow sleep poison and terenav root, resulting in paralyzation and unconsciousness. The following round an *acid fog* trap triggers, using the pressure of the mountain's lava core to push hot acid through the ceiling vents.

Fusillade of Darts: CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart; drow sleep poison — DC 13, unconsciousness/unconsciousness for 2d4 hours and terenav root — DC 16, 1d6 Dex/2d6 Dex); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25.

Acid Fog Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (*acid fog*, 11th-level sorcerer, 2d6/round acid for 11 rounds, plus 1d6 fire on contact); Search DC 31; Disable Device DC 31.

Encounter Condition: [Fog 10]

Tactics: Intruders surviving these two traps still have to contend with the guards from Room I125.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, the name of the drow goddess is spelled backwards, increasing the DC of the Decipher Script check by +4, and those who wish to cross must do so with heads bowed, or trigger a second fusillade of darts as they cross. To decrease the challenge, leave the ceiling trapped, but allow inventive characters to use to walls to bypass the trapped stones.

I124. ANTECHAMBER TO THE TEMPLE

This oddly-shaped room is redolent with the thick scent of exotic incense rising from small iron plates in the corners. A small wooden rack holds several light robes on pegs, with several pegs left bare. Next to the door leading to the chamber beyond is a plain stone pedestal, upon which rests an ornate urn of religious significance. It is etched carefully with interlocking images of a goddess, and a simple copper wash basin bearing wine.

Initial Attitude: Hostile

Encounter: This antechamber serves as a place for devout drow to cleanse themselves ritually before entering Room I125, the Temple to their dark goddess. The urn contains a powder derived from a variety of venomous creatures; ones the drow goddess favors for "treachery," including spiders, snakes and scorpions.

To cleanse himself, a drow pilgrim first dips a hand into the basin of wine, then into the powder. The alcohol reacts with the sacred poison within the urn, resulting in a hallucinatory experience used in drow religious rituals. Determining the nature of the urn and basin requires either experimentation or a DC 22 Knowledge (religion) check. A non-drow that performs the ritual must make a DC 28 Fortitude save or suffer from the effects of the sacred poison, which acts as a confusion effect for 1d6 hours.

The robes on the nearby pegs are entirely nonmagical in nature, and offer little in the way of concealment. Donning one is considered a mortal insult by the drow, and results in the offender's death by flaying and slow poisoning.

The drow are universally hostile to intruders who interrupt their sacred rituals, and Diplomacy may only be used to reduce their attitude to Unfriendly. Shalara (Room I125), the temple priestess, knows all of the drow present in Region I personally, and Bluff checks have their DC increased by +5. Shalara is fanatically devoted to her goddess, enough so that she has convinced Lorath (Room I103) that only the power of the prison and celestials has cut the drow off from her infernal grace. Outsiders may be tolerated if Shalara is convinced by a DC 35 Diplomacy check or Lorath's word is given. Shalara does not tolerate infidels in her presence or the goddess's presence for very long, however; she first tries to convert PCs to her goddess or, failing that, quietly administers oil of taggit and arsenic to dispose of them.

Tactics: Drow preparing to enter the temple are likely to be caught by surprise, unless alerted by the trap in Room I123. In any case, when intruders are detected, the drow capture opponents alive. If Shalara is present in the antechamber, she uses her supporting spells on other drow, retreating to the Temple only if her comrades are slain.

If Lorath is present, the drow captain demands one of the PCs, if possible, be handed over for torture. The PC is not immediately harmed, but instead taken into the temple, dosed with sacred poison and subjected to ritual torture lasting several hours. The ritual torture inflicts 1d6 temporary Constitution and Wisdom damage. The PCs are then forcibly removed from the Temple area by the drow under threat of death if they return or betray the location of the temple to the driders.

Treasure: The sacred poison is worth 200 gp.

EL: 9

Scaling: To increase the challenge of this encounter, add four drow guards. To decrease the challenge, remove two.

Drow Guard, War 7: CR 5; Medium humanoid (drow elf); HD 7d8; hp 41, 36, 34, 32, 32; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +7; Grp +8; Atk +10 melee (1d8+3/×3 plus poison, longspear); Full Atk +10 melee (1d8+3/×3 plus poison, longspear); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 18; AL CE; SV Fort +6, Ref +3, Will +2; Str 14, Dex 12, Con 11, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +11, Listen +7, Search +3, Spot +7; Dodge, Improved Initiative, Weapon Focus (longspear),

Poison: Small centipede poison—Injury, Fortitude DC 11, initial and secondary damage 1d2 Dex.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 7th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if he were actively looking for it.

Possessions: +2 fire resistance studded leather, masterwork longspear, dagger.

Temple Priestess, Apt 6: CR 5; Medium humanoid (drow elf); HD 6d6; hp 24; Init +2; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +3; Grp +3; Atk +3 melee (1d4/19–20, dagger); Full Atk +3 melee (1d4/19–20, dagger); SA Spells, spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, SR 17; AL CE; SV Fort +2, Ref +4, Will +7; Str 10, Dex 14, Con 11, Int 13, Wis 15, Cha 12.

Skills and Feats: Concentration +9, Heal +12, Knowledge (religion) +9, Listen +6, Search +3, Spot +6, Survival +5; Alertness, Dodge, Self-Sufficient.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 6th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Adept Spells Prepared (4/3/1, save DC 12 + spell level): 0—*cure minor wounds (2), detect magic, touch of fatigue;* 1st—*cause fear, command, cure light wounds;* 2nd—*invisibility.*

Possession: Padded armor, dagger, holy symbol.

I125. TEMPLE

This chamber's walls are carefully faced with some black stone, polished to a mirror shine. The chamber itself is spherical with iron, silver and gold worked into the crevices between the black stones to form an intricate, hypnotic pattern. Like the antechamber, the air here is thick with clouds of exotic incense. In places, the floor near the center of the room is crusted with faint patches of dried fluid, silently intimating the dark deeds performed here.

Initial Attitude: Hostile

Encounter: The incense in this room is a powerful hallucinogen, meant to work in tandem with the 'sacred poison'. PCs staying here for more than a few rounds must make DC 18 Fortitude saves or suffer *confusion*. A *cure poison* or *lesser restoration* negates this effect.

The temple is the domain of Shalara (hp 40), a servitor of the drow goddess, and she jealously guards the power it gives her. The existence of the Temple is utterly unknown to the driders, who would destroy it and slaughter all its adherents if they did. The only time outsiders are welcome here is when Lorath or Shalara has them brought in for a session of slow, painful torture.

Encounter Condition: N/A

Tactics: Fighting is unlikely in the confines of the Temple, given the potent incense and secrecy under which it is kept. But if combat is unavoidable, Shalara summons six drow fighters (hp 51, 50, 50, 50, 48, 47) from Room I117 to support her.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, Shalara may enchant the vapors in the temple as a move action to act as *phantasmal killer*. To decrease the challenge, remove two drow temple guards.

Shalara, Drow Clr 8: CR 10; Medium humanoid (drow elf); HD 8d8; hp 40; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +6; Grp +6; Atk +7 melee (1d4/19-20 plus poison, masterwork dagger); Full Atk +7 melee (1d4/19–20 plus poison, masterwork dagger); SA Spell-like abilities, spells; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 19; AL CE; SV Fort +6, Ref +5, Will +10; Str 11, Dex 17, Con 11, Int 14, Wis 18, Cha 20.

Skills and Feats: Bluff +17, Concentration +14, Diplomacy +9, Disguise +11, Hide +9 (+11), Knowledge (religion) +7, Listen +8, Search +4, Spot +8; Alertness, Skill Focus (concentration), Spell Penetration.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 8th.

Poison: Bloodroot—Injury, Fortitude DC 12, no initial damage, secondary damage 1d4 Con + 1d3 Wis.

Cleric Spells Prepared (6/6/5/5/4, save DC 14 + spell level): 0—*detect magic, detect poison, guidance, resistance (2), virtue;* 1st—*bless, cure light wounds (2), disguise self*, entropic shield, magic weapon;* 2nd—*bear's strength, cat's grace, hold person, invisibility*, sound burst;* 3rd—*animate dead, dispel magic, magic circle against good*, prayer, protection from energy;* 4th—*confusion*, cure critical wounds, neutralize poison, poison.*

* Domain Spell. *Domains:* Evil (cast evil spells at +1 caster level) and Trickery.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +1 mithril shirt, masterwork dagger, masterwork grey cloak (+2 to hide checks), *darkskull.*

I126. SHALARA'S QUARTERS

These small rooms have been draped in rotting finery, though every effort seems to have been made to make them comfortable. Silks drape the walls, darkly stained, and thick rugs of the same cover the floors. One spot seems particularly thick, likely kept as a sleeping area, and crude religious items are kept carefully arranged, along with a small cache of feminine clothing.

Initial Attitude: Hostile

Encounter: These small alcoves serve as quarters for the single drow priestess, Shalara. As with the temple chamber in Room I125, Shalara brooks no intrusions here; to do so provokes the drow priestess' wrath. Only Lorath himself has entered the priestess' home and lived to tell the tale.

Encounter Condition: N/A

Tactics: Shalara immediately calls for guards if intruders are found in her rooms, using her spells to trap the interlopers before they are killed.

Treasure: N/A

EL: varies

Scaling: To increase the challenge of this encounter, the religious icons are coated with a virulent contact poison (DC 21 Fortitude save, damage paralysis, 2d4 Dex), detectable with a DC 25 Search check. To decrease the challenge, Shalara is in the throes of religious ecstasy in I125, and has no chance of being present.

I127. ECTHELON'S CELL

This prison is devoid of even the most basic commodities. Its lone inhabitant, a mutilated half-humanoid, half spider thing asleep upon the floor. It's obvious that the appendages of the creature have been ripped away and flame applied to seal the deep wounds.

Initial Attitude: Hostile

Encounter: This cell holds Ecthelon (hp 21), a drider captured by Lorath's men. Ecthelon has been cruelly tortured and several of his legs were severed to prevent escape. Thanks to the positive energy properties within the Halls, the tormented drider isn't in the position to die any time soon.

If the PCs are able to win Ecthelon's trust, he can provide them with information on the drow and drider within the Halls, though he does not know anything about the secrets that Lorath (Room I103) keeps. The drider is an excellent listener, however, and knows that Lorath plots with someone named Siglinde (Room I31) to bring about the downfall of the driders, as well as that Siglinde is a powerful spellcaster who provides the drow with most of the secret magic they wield.

Encounter Condition: Cursed 5

Tactics: Ecthelon is incapable of fighting or casting spells from inside her cell. Once release, she casts spells as a 6th-level sorcerer.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, increase the DCs of Diplomacy checks by 5, or add two drow guards. To decrease the challenge, change Ecthelon's Initial Attitude to Indifferent.

Ecthelon, Drider: CR 5; Large aberration; HD 6d8–6; hp 21; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +10; Atk +5 melee (1d4+2 nonlethal, unarmed) or +6 melee (1d4+1 plus poison, bite); Full Atk +5 melee (1d4+2 nonlethal, unarmed) and +1 melee (1d4+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Spells, spell-like abilities, poison; SA Darkvision 60 ft., spell resistance 17; AL CE; SV Fort +5, Ref +4, Will +8; Str 15, Dex 15, Con 9, Int 15, Wis 16, Cha 16.

Skills and Feats: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Str. The save DC is Constitution based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Spells: Ecthelon cast spells as a 6th-level sorcerers.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance;* 1st—*mage armor, magic missile, ray of enfeeblement, silent image;* 2nd—*invisibility, web;* 3rd—*lightning bolt.*

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

I128. BEEM'S CELL

This cell is kept in complete darkness where even the brightest lights fail to banish the shadows. It is in terrible condition — the walls are webbed with cracks, the stone floor is uneven. Several small piles of rubble are present here… and was that a scratching sound just now...?

Initial Attitude: Unfriendly

Encounter: Identical to the cells where Lorath (Room I103) keeps 'guests', this Room is where Beem (hp 20), an homunculus, resides. Beem is a chatty sort, and happily taunts PCs who have been captured by the drow captain. Beem has not managed to escape during the long years of its incarceration, and with its pet spellcaster dead or escaped to elsewhere in the dungeon, now contents itself with tormenting the guards and the occasional prisoner.

Encounter Condition: Negative Energy

Tactics: Beem is as cruel and vicious as its fiendish creator, and takes delight in tormenting Lorath's helpless captives. He knows little of what happens outside its cell, though it cruelly lies to lure victims into a false air of camaraderie.

Treasure: Beem possesses a *+1 dagger blade,* (no hilt) which he occasionally uses to defend itself or to attack those capable of entering the small warren of tunnels between its cell and the 'guest' quarters.

EL: 1

Scaling: To increase the challenge of this encounter, Beem waits until several characters are asleep, then uses his poison to drug the PC keeping watch. Once his victim is asleep, Beem performs a coup de grace, then moves on to other PCs. To decrease the challenge, Beem has lost his dagger, and must rely on poison (and a rock) to defend himself.

Beem, Homunculus: CR 1; Tiny construct; HD 2d10; hp 20; Init +2; Spd 20 ft., fly 50 ft. (good); AC 14, touch 14, flat-footed 12; Base Atk +1; Grp –8; Atk +2 melee (1d4–1 plus poison, bite) or +3 melee (1d4/19–20, *+1 dagger*); Full Atk +2 melee (1d4–1 plus poison, bite) or +3 melee (1d4/19–20, *+1 dagger*); Space/Reach 2-1/2 ft./0 ft.; SA Poison; SQ Construct traits, darkvision 60 ft., low-light vision; AL N; SV Fort +0, Ref +4, Will +1; Str 8, Dex 15, Con —, Int 10, Wis 12, Cha 7

Skills and Feats: Hide +14, Listen +4, Spot +4; Lightning Reflexes.

Poison (Ex): Injury, Fortitude DC 13, initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes. The save DC is Constitution-based and includes a +2 racial bonus.

I129. 'GUEST' QUARTERS

The door to this Room is open.

This dank room has but a single advantage — it is minus the stench of rooms nearby and is mercifully only slightly fetid. A few silk threads are scattered across the floor for bedding. The only exit is a thick stone iron door with a finger-width gap beneath it.

Initial Attitude: N/A

Encounter: These cells are used by Lorath (Room I103) to detain those he wishes kept alive and those who might prove useful in his machinations against the driders. Like the slave hold, they are outfitted with sleeping mats woven from rough spider silk. A single guard (hp 53) is stationed outside to ensure prisoners remain quiet, but has taken to resting on the mat inside, since no one is around at the moment.

Those who are subjected to Lorath's 'hospitality' find that, beyond a single gesture made for their comfort, they are, for all intents and purposes, jailed. The doors are wrought of iron and bear an extremely reliable and difficult locking mechanism which was originally intended to hold homunculi familiars of fiendish spellcasters. A DC 35 Open Locks check may be made to silently open the well-oiled lock. If speed becomes an issue, a DC 28 Open Locks check opens the lock, with failure automatically jamming the lock until it is repaired from the outside. This also alerts the guards that someone is inside.

The walls retain their former enchantment, and radiate an antimagic field. A DC 30 Search check reveals several small holes, enough to allow a Tiny or smaller creature passage. These tunnels are used by the homunculus Beem to spy on Lorath's prisoners.

Encounter Condition: N/A

Tactics: Escaping PCs force the guard to call for aid, which arrives in 3d4 rounds from Room I131. The guard is considered to have a +5 competence bonus to Listen checks when listening for escape attempts.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, increase the guard's Listen check bonus to +8. To decrease the challenge, lower the Listen check bonus to +3 and reduce the DC of the lock by –2.

I130. THE FOUNTAINHEAD

A coppery sanguine scent fills this room, rising from a swirling, shallow depression in the rough floor. Blood. It flows down into this room from beneath the ceiling, traveling into the pool and drains away through downward sloping troughs in the floor to the north, west and south.

Initial Attitude: N/A

Encounter: This Room, set above a good portion of this section, allows blood to flow from the small Room to the east into rooms I120, I131 and I137. Originally, the room stored holy water to vent into those same Rooms in case of an escape attempt by the former prisoners. During the earthquake that caused this section to be abandoned, the celestial charged with creating the holy water and blessing it was trapped by fallen rubble and lava flow. Unable to signal for help or escape, the celestial remained trapped for many years, until the arrival of the drider and drow. Its ultimate fate was hotly debated for some time, a debate cut short by the second cataclysm unleashed by the sorcerer Mahir.

Following the takeover of the Halls of Flesh by the driders' bloody revolution, the trapped celestial was put to another use. Preserved by spells, the celestial was rendered mindless and corrupted to their unholy ends. Dark rituals were performed over several years, until the celestial and the stone became one. In the end, the celestial's heart was pierced, allowing its tainted blood to flow into the troughs carved into the floor.

This blood flow allows the most obviously twisted among the driders to partake of foulness as part of their prayers to honor aberration and corruption.

The Fountainhead serves another purpose, unknown to its drider masters — the drow led by the priestess Shalara and the drow captain Lorath plot to poison the blood of the Fountainhead, and through it, the drider that come to sip from it as part of their rituals.

Encounter Condition: Cursed 8, Desecration 10, Distracting Noises 10, Distracting Visions 10, Haunted, Unhallowed 10

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: N/A

EL: N/A

Scaling: N/A

I131. FALLBACK POSITION

This room is crowded with the necessities for barricading it from intruders — stout iron and stone barriers are set into tracks on the floor, and heavy iron bars may be dropped across the southern door at a moment's notice. A bowl-shaped depression in the center of the room is filled from a trough crudely carved into the floor coming from the east.

Initial Attitude: Unfriendly

Encounter: This Room is designed as a fallback position for the barracks in Room I117, to the south, as well as a pass through for drow rebels delivering messages and supplies to and from Room I134.

The barriers on the floor may be moved into position 5 ft. from the southern door by two Medium creatures of 10 Strength or more. Each barricade is an iron cage filled with stone blocks, giving it Hardness 10, hp 225, and a Break DC of 40. The bars that may be dropped across the southern door increase its Break DC by 10 and its effective hit points by 50.

= **Barricade and Bars:** Hardness 10, hp 275, Break DC 40.

This Room is always manned, even in times of relative quiet, and the drow involved are always among Lorath's peers. Driders are told that the position is assaulted by Madness, who strikes from Room I56, and pains are taken to maintain the illusion. So far the ruse has worked, allowing the drow to continue using the Room both as a fallback position if the barracks in I117 are lost and as a means of relaying material and messages without the notice of their drider masters.

Encounter Condition: [Smoke]

Tactics: Four drow guards (hp 53, 51, 50, 48) are always on duty in this room, and in cases where Room I117 has fallen or is under attack, the complement of drow there are present as well. Intruders who are not obviously aberrations or driders are, perhaps to their surprise, challenged and told to lay down their weapons. If the intruders attack, the drow move forward with their barricades, allowing them to Bull Rush opponents with a +4 circumstance bonus while maintaining the ability to strike from total cover. When attacking, the drow employ polearms against their foes, exploiting the reach capabilities of the weapons to their fullest. Retreating foes may well find themselves trapped as the drow fighters lock the door behind them. The goal, in the case of intruders such as the PCs, is not to kill but rather to wound and disable; Lorath is always ready to exploit new allies (or captives) if he can.

Treasure: Three vials of acid, three vials of alchemist's fire, plus the drow possessions are available.

EL: 8

Scaling: To increase the challenge of this encounter, add one drow guard for every 2 PCs. To decrease the challenge, the drow do not have time to set their barricades, and must fight normally.

Drow Guard, Drow Elf, Ftr 5: CD 7; Medium humanoid (drow elf); HD 5d10+5; hp 53, 51, 50, 48; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +5; Grp +6; Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d4+1/19–20, dagger); Full Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d4+1/19–20, dagger); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 16; AL CE; SV Fort +5, Ref +4, Will +1; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +9, Listen +6, Search +3, Spot +6; Dodge, Improved Initiative, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 5th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Chain shirt, light steel shield, masterwork longsword, dagger (2).

I132. ABUSED ANTECHAMBER

This small room reeks of foul air and dust left to fester in the darkness. It does not seem to have seen any traffic for quite some time. The door to the south provides the only trace of movement upon the filthy floor.

Initial Attitude: N/A

Encounter: This antechamber is given the appearance neglect by the drow in order to conceal their movements between the choke point in Room I131 and the slave quarters in Room I134. A small stone enchanted with the *prestidigitation* spell 'scatters' a large amount of dust on the floor, as well as creating a musty, foul odor. PCs that see through the illusion, realize this Room is heavily trafficked.

Locating the secret door is difficult, thanks to the same enchanted stone makes the Room appear abandoned. A DC 30 Search check locates the enchanted stone. It must be removed before the secret door may be opened. The door itself is crafted so it slides into the wall on hidden springs, and must be manually closed after it is passed through. Once located, the door's locking mechanism may be bypassed with a DC 25 Open Lock check.

Encounter Condition: Stagnant Air

Tactics: N/A

Treasure: The PCs may take the stone with them, but without *identify* (to uncover its command word) or a DC 35 Use Magic Device check, there is no way to control the image projects.

EL: N/A

Scaling: N/A

I133. HIDDEN CORRIDOR

This long room stinks of rot and decay, a sharp odor assaulting the senses and obscuring the vision. It is hot as well, vapor issuing from cracks on the floor, walls and ceiling. The corridor slopes downward, growing hotter as it descends.

Initial Attitude: Unfriendly

Encounter: This volcanic crack allows passage from Room I132 to Room I134, and is used by the drow slaves to deliver messages without the knowledge of their drider masters. A runic plate inscribed with the alarm spell silently alerts the guards in Room I132 that someone is using the passage. Locating the runic plate requires a DC 28 Search check, and a DC 18 Spellcraft check identifies the simple magical device.

Remaining in the passage is dangerous to the unwary — the vapors from the lava far below, mixing with pockets of trapped water, have turned the air of the passage into a toxic miasma. For every round beyond the third that a creature is present in the passage, a DC 17 Fortitude save must be made, or the victim suffers 1 point of temporary Constitution damage. The vapors also provide total concealment beyond 5 ft.

The passage is cunningly crafted to mislead intruders. Relying on simple tricks of architecture, those uninitiated in navigating the passage are likely to find themselves led not to the slave quarters, but to the southwards corridor instead, leading to a dead-end. The corridor is trapped with a simple pressure plate, triggering a rock fall to trap intruders in the passage, an occurrence easily explained by the unstable structure of the corridor itself. Navigating the corridor without directions from Lorath or a member of his cadre requires a DC 15 Survival check; failure indicates that the character has chosen the incorrect corridor, to find themselves on the receiving end of the trap.

Encounter Condition: N/A

Tactics: The southern corridor is rigged with a simple pressure plate and rock fall combination. Obscured by the vapors in the passage, this simple trap is designed to spell the doom of the unwary, as the air grows steadily worse for creatures trapped by the rock fall.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, increase the Fortitude save DC by 2. To decrease the challenge, reduce the Survival and Search DCs by 2.

Collapsing Ceiling: CR 6; mechanical; proximity trigger; no reset; Atk +20 melee (8d6, falling rubble); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 16; Disable Device DC 18

I134. SLAVEHOLD

This was a courtyard, once. Now it is divided into a quartet of rooms, each with its own iron door, likely scavenged from elsewhere. The walls of the rooms are stone, held together with thick sheets of a dull white substance. To the north, a passage opens up, rising up into darkness.

Initial Attitude: Unfriendly

Encounter: These four rooms are where the driders house the drow slaves (hp 10 each) tasked to support the guards that are garrisoned in the northern Halls. Unlike their fighting brethren, these are simple workers and unlikely to engage in combat unless ordered to do so by Lorath (or another one of his lieutenants).

The Rooms here hold sleeping mats for the most part wrought of thick spider silk produced by the ettercaps, as well as a few personal items. A pair of drow guards patrol the area, but are very lax in their examinations or headcounts of slaves unless a drider is present; in such cases, every effort is made to preserve the appearance of propriety.

Workers trusted by Lorath are housed in the southwestern room of the slave hold, so that they can use the hidden tunnel to Room I115 to deliver messages or items. The tunnel itself is not hidden, per se; instead, the drow slaves dump their waste into the tunnel mouth, making it an unlikely place for their masters to venture. Contingencies are in place if the driders deign to enter the tunnel, however: Lorath has provided the trustees with a trap that fills the room with a stinking cloud effect when a drider enters the tunnel.

Encounter Condition: N/A

Tactics: The drow slaves are ill-equipped and not trained to fight. They turn their efforts toward avoiding punishment by their drider masters, with a few supporting Lorath (Room I103). In turn, the drow captain has provided for his kinsmen. The trap requires that a drow slave manually trigger it, and it must be disarmed in the same way. The *stinking cloud* fills the entire room within a single round, and the tunnel leading to Room I115 by the end of the next round.

Stinking Cloud Trap: CR 5; magic device; manual trigger; manual reset; spell effect (*stinking cloud*, 10th-level sorcerer, DC 17 Fort save negates); Search DC 28; Disable Device DC 28.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, add one drow guard that Lorath has seeded the slavehold. To decrease the challenge, remove the *stinking cloud* trap.

Drow Slaves, Com 4: CR 4; Medium humanoid (drow elf); HD 4d4; hp 10; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d6, club); Full Atk +2 melee (1d6, club); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 15; AL NE; SV Fort +1, Ref +2, Will +0; Str 10, Dex 12, Con 11, Int 12, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +8, Profession (any one) +7, Spot +9; Dodge, Endurance.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 4th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

I135. CHARNEL PIT

One side of this room is hacked away, the stones of the wall removed to reveal a wide hole. The hole glows with a dull crimson and orange light, radiating heat, making the room unbearable to set foot in. The heat has baked the smell of death into the walls. The room reeks of decayed and scorched flesh, as well as other, less than savory smells.

Initial Attitude: N/A

Encounter: This Room is utilized by the driders and the drow to neatly dispose of failed experiments and those who fall in either battle or to the cruelty of the driders. Little ceremony is required in the disposal of the se war dead; they are simply pushed through the hole and dropped into a fissure of lava flow 60 ft. below.

If a PC somehow ends up in the disposal hole and chute, a DC 18 Reflex save must be made to maintain their grip, or suffer 4d6 falling damage and 8d6 fire damage every round until extracted from the flow. This lava is unlike the lava in Room X1 and therefore deals real damage.

Encounter Condition: Extreme Heat

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

I136. WANDERING HALLS

These rooms and passages appear to be abandoned. While the occasional footprint or something smaller mars the black dust upon the floor, the entire area gives off a general impression of disuse and disrepair. Even the sound of footsteps provokes an ominous creaking in the walls and ceiling.

Initial Attitude: N/A

Encounter: This Room's appearance is deceiving. Using the small prestidigitation stones given to him by Siglinde (Room I31), the drow captain Lorath (Room I103) makes the Room appear disheveled and haunted, ensuring the driders do not venture into this Section of the Halls. Several of the stones (as well as a stone bearing *ghost sound* and another bearing *nondetection*) have been scattered about, hidden amidst

the rubble and debris. Locating the stones via *detect magic* is useless, as they are masked by *nondetection*. A DC 40 Search check turns up 1d3 stones that look different... somehow.

A small tunnel leads from this Room to Region M.

Encounter Condition: Distracting Noises 8, Echoes 5

Tactics: The drow rely on the magical stones to conceal their activities in this Room. Feel free to use the three stones to whatever creative enterprise imaginable.

Treasure: Six stones enchanted with *ghost sound* (2), *nondetection* (2) and *prestidigitation* (2).

EL: N/A

Scaling: N/A

I137. HOLLOWED HALL

The southern end of this Room is enchanted with *silence* and *minor image* to give the appearance of being entirely collapsed to those who approach from the hallway leading from Room 1130.

This small meeting hall hosts the fallout of age and disaster. A large hole has opened along the northern wall; it slopes upwards and is surrounded by small chunks of rubble.

Initial Attitude: Unfriendly

Encounter: Lorath (Room 1103) keeps six drow slaves (hp 32, 32, 32, 31, 31, 30) in this room to maintain its utility. The slaves are also charged with the keeping of another of Siglinde's (Room 131) stones, enchanted with a specialized, silent *alarm* to alert the dark naga when Lorath desires a meeting.

Encounter Condition: Fearless

Tactics: These drow slaves are not fighters, and assume any who venture here are doing so under the authorization of Lorath. The sole exception are diders, who are immediately set upon by Lorath's slaves in a frenzied attempt to murder the intruders. The slaves are not skilled in combat, but if forced to fight, fight until death.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, either Siglinde (Room 131) and two cloaker bodyguards are present, or Lorath (Room 1103) and his cadre are present. To decrease the challenge, remove two drow slaves.

Drow Slaves, Com 4: CR 3; Medium humanoid (drow elf); HD 4d4; hp 10; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d6, club); Full Atk +2 melee (1d6, club); SA Spell-like abilities; SQ Darkvision 120 ft, elven traits, light blindness, spell resistance 15; AL NE; SV Fort +1, Ref +2, Will +0; Str 10, Dex 12, Con 11, Int 12, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +8, Profession (any one) +7, Spot +9; Dodge, Endurance.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 4th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 ft. of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

I138. THE PASSAGE BEYOND

This wide corridor is twisted and its floor cracked, as if a cruel chill once grasped it and twisted, hard. It dips in the center, then rises, forming a natural ramp that is guarded by a several dark-skinned humanoids dressed in chainmail, armed with slim, exotic-looking swords and functional-looking polearms.

Initial Attitude: Hostile

Encounter: This broken Room leads northwards, beyond Region I, towards the greatest secret of Lorath and the drow — a hidden headquarters complex (Region M). As such, no outsider is allowed to pass unless in the direct presence of Lorath, who must speak the appropriate pass phrases before he is allowed to venture beyond.

Encounter Condition: N/A

Tactics: Tasked with protecting the passages that lead to the hidden nerve center of the rebellious drow, these drow guards (hp 53, 51, 50, 48) take their job extremely seriously. In combat, three of the guards engage intruders while the fourth calls for reinforcements from the North (see Map M). Once reinforcements answer the guard's call, signaled by a low, ominous horn blast, the fourth guard engages intruders, using his light crossbow to fire into melee.

While fighting, the guards switch duties in order to maximize their effectiveness. Two, armed with polearms, use their superior reach to harass opponents while the third moves to neutralize any obvious spell-casters in the party. The third guard is always supported by the fourth, who uses occasional cover fire.

Reinforcements, when they arrive, include six drow guards, evenly split between ranged combatants and pikemen. The reinforcements follow the same attack patterning as the four guards who are normally on duty — pikemen provide harassing attacks and use the 'aid another' action while ranged attackers pepper opponents with missile fire.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, add two drow guards. To decrease the challenge, replace the drow guards' fighter levels with warrior levels.

Drow Guard, Drow Elf Ftr 5: CD 7; Medium humanoid (drow elf); HD 5d10+5; hp 53, 51, 50, 48; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +5; Grp +6; Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d4+1/19–20, dagger); Full Atk +8 melee (1d8+3/19–20, longsword) or +8 ranged (1d4+1/19–20, dagger); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 16; AL CE; SV Fort +5, Ref +4, Will +1; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Jump +9, Listen +6, Search +3, Spot +6; Dodge, Improved Initiative, Mobility, Weapon Focus (longsword), Weapon Specialization (longsword).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 5th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Chain shirt, light steel shield, masterwork longsword, dagger (2).

REGION J. THE PYREFAUST

The Pyrefaust is home to both chaotic and fire-borne creatures. Mostly, comprised of igneous rock, the Region hosts azers, fire giants, salamanders, trolls, wyverns, and even an efreeti. These creatures have carved out niches, using volcanic rock structures as territorial markers. The great red dragon Tyrus presides over the inhabitants of the Pyrefaust through a powerful aura of fear that permeates every inch of the structure. This is a Region characterized by absolute fear — Tyrus' will, the law of the Pyrefaust.

THE PYREFAUST'S CREATION

The tale of the Pyrefaust begins with the final days of the prison's creation, when the celestials took to the task of imprisoning the red dragon Tyrus, the Devourer of Kingdoms. Tyrus' deeds are infamous and the chronicle of legend, possibly etched into the history books of mane the tales of bards. Thousands fell under his reign of terror for centuries before the power of the celestials finally subdued him.

The celestials originally decided to destroy Tyrus, but the god of chaos declared that the dragon's execution would spark a war in heaven; that he would do everything in his power to avenge his 'son.' To avoid a conflict, the celestials struck a bargain with the god of chaos, promising to imprison Tyrus, and in return, the god of chaos would surrender his other children to be entombed as Tyrus' caretakers.

With this accord, a mighty thunderclap echoed from the Heavens. The celestials shattered the crust of the realm with tremendous force; an earthquake shook the land. The god of chaos cast his children into the great dungeon of the celestials, encasing them in magma. The molten rock cooled into stone, and the Pyrefaust was forged. Or so the story is told to children…

TYRUS, DEVOURER OF KINGDOMS

Tyrus is one of the most feared entities in the dungeon and certainly the most powerful in the region. As a young wyrmling, Tyrus craved control over the lands of the celestials. His remorseless hunger for annihilation legendary; his one pleasure in life — to destroy.

Tyrus' lust for devastation was rewarded by the deities of the abyss, who gave him unmatched power. His violence far too debauched, it would take centuries before his siege ground to a halt and the celestials imprisoned Tyrus behind magical walls of ice. And so the legend goes. Tyrus' sleep would last 10,000 lifetimes; one for each kingdom he destroyed.

But then the great earthquakes came, shaking the dungeon's foundation and shattering a portion of the glacial barrier… and the beast woke from its sleep. As the walls of the dungeon waned, Tyrus' power grew.

THE STRUCTURE OF THE PYREFAUST

Many fire creatures have made their home in the Pyrefaust, forming a diverse ecosystem. The Pyrefaust consists of a series of niches, or "rings." Each ring of the Pyrefaust is a community of creatures and at the center of each ring lies inexplicable power that draws the creatures to protect it. This power is believed to be the awakening of Tyrus' and each race draws upon his evil in a different way.

This uncontrollable drive makes the inhabitants territorial and they rarely leave their ring. Such territorialism fuels hostility and impels each ring to clearly mark its territory. Territorial markers are usually large basalt structures, magma-carved basins, lava flows, and blood strewn paintings. Whatever iconography works.

Interaction is rare, but when it happens, it revolves around alignment, disposition, and hierarchy. Some rings exhibit mutualism, while others are less cooperative. Altogether, there are nine rings, based on locations where magic is weak and Tyrus' evil is strong.



A PLACE OF DESPAIR

Anyone entering the Pyrefaust is overcome with an impossible sense of dread; Tyrus's presence is that overreaching. It is important that the DM sustain the concept of fear in the Pyrefaust. The PCs should be afraid to proceed through the Pyrefaust. Since this Region's theme is despair, the PCs are always shaken while they remain in Region J. If they become shaken again, they become frightened and so on. There is no cure for this, save Tyrus' death. The Pyrefaust is unsafe and this should be reinforced by the tone, whether descriptive or imposed through game mechanics.

THE FIRST AND SECOND RINGS OF THE PYREFAUST

The first two Rings are composed of snake-like dwellers — salamanders and behirs. The two groups are separated by a variety of traps and natural barriers created by the celestials. In the First Ring of the Pyrefaust, the salamanders have built a hierarchical society. Flamebrother salamanders are the most common salamander, and their patrols desuade and then attack any who enter the Pyrefaust. The flamebrother salamanders are led by a contingent of noble salamanders. The biggest threat to the salamanders is the behir colony in the Second Ring, that periodically attacks flamebrother salamanders. To mark the edge of their territory, the salamanders have erected large igneous rocks with snake-like sigils burnt into the stone.

The behirs inhabit the Second Ring of Pyrefaust. The climate in the Pyrefaust is not particularly to the behirs' liking, nor is the idea that a red dragon is their master. They despise dragonkind and isolate themselves rather than co-exist with such creatures. Thus, the behirs shun contact with others. They maintain a close guard on their *chaos diamond* and any creatures entering their realm are consumed.

THE THIRD, FOURTH, AND FIFTH RINGS OF THE PYREFAUST

The Third Ring of the Pyrefaust is located in the river of lava. Fire giants make their home on the lave river shore. They have created a militaristic society on the banks of the magma flow. The fire giants are led by Queen Grehennox who wears a *greater circlet of persuasion*. The giants protect their stronghold by heating boulders in pools of lava near the river's edge and bombarding invaders.

Within the river itself live the nomadic magmin, who wander the basin of the lava river. They worship Tyrus and spend their days trying to catch a glimpse of the dragon. Once per day, the magmin pray to Tyrus, beseeching him to smite the fire giants. Despite Tyrus' inability to respond, the magmin continue to worship. They are among the least relevant beasts in the Region and the fire giants show them little respect.

The Fourth and Fifth Rings of the Pyrefaust are similar in structure. The Fourth Ring is occupied by trolls who were once imprisoned on the island. Living safely inside their walls, the fire giants sieged the island, conquered the trolls, and seized their ancestral relic (a *ring of fire immunity*), forcing them into the dungeon proper. Unable to fight the fiery power of the giants, the distraught trolls retreated into the Fourth Ring.

Here, they found the efreeti — Baltazzar the Uncaring — imprisoned in a lantern. A troll accidentally freed the efreeti, who in turn granted their wishes and become their general in a campaign against the fire giants. Now, the trolls, protected from the giants' fire, wage war.

The inhabitants of the Fifth Ring — azers — dislike the fire giants. Smaller than their enormous counterparts, the azers were initially enslaved by the giants to mine for gems. Those who didn't dig were put to work in the giants' forges. There was little the azers could do to defend themselves until a self-proclaimed prophet drove the giants back.

Terr'kaal, an ogre mage, with but a single word from his holy body and the prescene of his icy blade, commanded the fire giants back, freeing the azers from the giants' tyranny. In return, Terr'kaal became their guardian, protector, savior, and leader. He treats the azers well and takes what gemstones he needs for his ritual. In addition, he asks (but does not demand), that azers attend daily service to honor his god.

While outsiders instantly notice that Terr'kaal has a hidden agenda, to the azers he is benevolent and unworthy of suspicion. In truth, Terr'kaal's goal is not only vile, but perhaps the most destructive in the Region. Terr'kaal has all the items he needs for his ritual — gems, two *special potions of fireball* (normally fireball cannot be cast into a potion, but these are used in a very specific manner), a *cloak of etherealness*, and two willing sacrifices. Once complete, Terr'kaal will become divine living fire, capable of almost anything.

THE SIXTH AND SEVENTH RINGS OF THE PYREFAUST

Rast swarms occupy the Sixth Ring. Ferocious creatures that mob their prey, rasts attack any creature that dares come into their Section. The rasts serve their Brood Queen, protecting her and her nest above all other things. They are driven by an unseen force and the primal fear of the Region. They scour other rings for blood to feed the nest and to grow their "empire."

The Seventh Ring is a complicated network of reinforced cages that house fiendish wyverns; descendents of the god of chaos. When the earthquake disrupted the Pyrefaust, the Seventh Ring of the Pyrefaust remained unaffected. Thus, most of the wyverns remained in their respective cells. Easily the simplest and most direct of the rings, recent events have opened a few of the cages and the creatures of the Region sense a waking danger in these Rooms.

THE EIGHTH AND NINTH RINGS OF THE PYREFAUST

The enigmatic Eighth Ring of the Pyrefaust exists throughout the Region, accessible only through secret chambers. Its reclusive inhabitants rarely interact with others. The Eighth Rtng is known amongst the Pyrefaust's inhabitants as the 'Hidden Ring' and can be entered only by solving a series of riddles strewn throughout the Pyrefaust.

Finally, the Ninth Ring is the icy prison of the red dragon Tyrus. Though its entrance is hidden, the presence of the Ninth Ring is felt throughout the Region. The Ninth Ring is a deep cave, buried under ice that can only be reached by going to Region N and travelling south again through a special tunnel. Inside, Tyrus is held prisoner by the icy walls and powerful magic of his tomb.

J1 THROUGH J9. THE FIRST RING OF THE PYREFAUST: THE KINGDOM OF THE KSERS

The First Ring of the Pyrefaust houses fire salamanders. Hordes of flamebrothers patrol the catacombs and roam the outskirts of the First Ring, expelling invaders who cross their territorial markers at the basalt gate (Room J1, on the north end) and the deep chasm (Room J9, on the south end). Flamebrother salamanders do not negotiate with any creature that crosses these boundaries uninvited, attacking ferociously.

The fire salamanders are ruled by noble salamanders and the lowest rank is the 'flamebrother'. The flamebrother salamanders are guards of low social standing. Flamebrothers rise in salamander society only by proving their worth as guardians of the community.

If a flamebrother salamander performs a worthy deed in defense of the nobles, he is promoted to the rank of "Kre-Kser", "Lesser Lord", and begins commanding patrols. Kre-Ksers are distinguished from flamebrother salamanders by the steel lockets they wear around their necks. Each of these lockets contains a single silver scale from the noble salamander that promoted them to Kre-Kser.

The nobles that rule the fire salamanders in the Pyrefaust are called the Kser. Kser are distinguished from other salamanders by a silver patch of scales on their forehead. The Kser are the oldest and wisest of the fire salamanders. The Kser consist of three noble lords — Kser Ssaren, Kser Igenis, and Kser Catais. Kser Ssaren is the strongest of the salamander nobles, relying on brute strength to dispatch opponents. Kser Igenis is the most cunning of the lords. He has a sound tactical sense, and negotiates before attacking. Kser Catais is the weakest of the three lords. Kser Catais avoids conflict entirely, allowing the other lords to deal with physical problems.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The ground beneath the PCs enlarges, as a pyroclast shoots from the surface dealing 2d6+4 fire damage to the PCs. Allow a DC 20 Reflex save to avoid.
2–14	Nothing
15	A sentry of four flamebrother salamanders patrol the corridors. They are Hostile and attack the PCs on sight.
16	A sentry four flamebrother salamanders patrol the corridors. They are Unfriendly and warn the PCs to return from whence they came.
17	The PCs stumble upon a trap. **Reverse Gravity Trap:** CR 8; magic device; proximity trigger (*alarm*, 10-ft. area); automatic reset; spell effect (*reverse gravity*, 13th-level wizard, 6d6 fall [upon hitting the ceiling of the 60-ft.- high room], then 6d6 fall [upon falling 60 ft. to the floor when the spell ends], DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32.
18	Two average salamanders guard the corridor, discussing recent events in the pyrefaust. They stand at attention when the PCs approach, warning them of the dangers they'll find in the Pyrefaust.
19	Two Kre-Ksers salamanders, covered in dead skin, return from the molting rooms. Upon seeing the PCs, they retreat to a safe room and call for reinforcements.
20	A tremor shakes the Section, causing debris to fall from the already cracked ceiling. Tremors 22.

J1. GATE OF THE PYREFAUST

You approach an ancient basalt arch covered in lichen. The arch is flanked by two stone braziers, and has no doors. On the sides of the arch, underneath the moist lichen, an inscription in both Common and Giant reads:

"My eye is the path of the forsaken
My ears are pyres of woe
My mouth descends into the flames of madness
The elements of time do not wear on the fires of the Pyrefaust
Abandon all hope upon passing this gate."

Initial Attitude: N/A

Encounter: There is a massive basalt arch at the entrance of this encounter. The basalt arch has a curse. The gate has a hidden portcullis that snaps shut on the PCs if they enter without disarming it.

Portcullis Trap: CR 2; mechanical; location trigger; manual reset; Atk +15 melee (4d6); Search DC 20; Disable Device DC 20. Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway.

Encounter Condition: Fear 20

Tactics: If a PC passes under the arch, the portcullis drops, sealing the passageway. Disarming the trap allows the PCs to pass through unharmed, but does not prevent the portcullis from sealing them in.

If the PCs disarm the trap, the portcullis still drops behind them, but only when all of the PCs have passed through, and it loses a melee strike.

Treasure: Searching near the pyres (Search check, DC 10), the PC's find a skeletal hand with a gold-braided ring on its index finger. The ring is a *ring of feather fall*. This piece of treasure cannot be reached once the portcullis trap has been triggered.

EL: 2

Scaling: To increase the challenge of this encounter, add +5 to the Search DC. To decrease the challenge, subtract –5 from the Search DC.

J2. THE ENTRANCE TO DESPAIR

A portcullis drops from the over-hang, sealing you inside the inferno. The room is dimly lit, and you hear hissing. A pack of black-scaled fire salamanders searches a pile of bone shards in the center of the room, their hawkish faces rifling for salvage. The sound of the snapping bones echoes through the dark room.

Initial Attitude: Unfriendly

Encounter: Four flamebrother salamanders (hp 26 each) are huddled in the southeast corner of the Room. The salamanders do not notice the PCs immediately because they are rummaging through a pile of bones.

The secret door on the southern wall can be found on a DC 25 Search check. It leads to a small nook, where the salamanders have placed 31 gp worth of trinkets in a sack. The other secret door can be found with a DC 15 Search check, once the PCs know what they are looking for.

Encounter Condition: Drafty, Echoes 2

Tactics: If the flamebrothers are alerted to the PCs' presence, they move into a defensive formation. The flamebrothers do not negotiate or let the PCs approach. If the PCs come near them, two flamebrothers throw short spears. If the PCs flee, the flamebrothers give chase.

If the PCs climb over the northeast pile of rocks, allow a DC 30 Climb check. If successful, they arrive at the banks of the lava flow (Room J15).

Treasure: Each flamebrother salamander carries a finely carved spear, worth about 10 gp to a weapon collector.

EL: 6

Scaling: To increase the challenge of this encounter, add +10 hit points to each flamebrother salamander. To decrease the challenge, have each flamebrother salamander wounded (–5 hit points).

Flamebrother Salamander: CR 3; Small outsider (extraplanar, fire); HD 4d8+8; hp 26; Init +1; Spd 15 ft.; AC 24, touch 12, flat-footed 23; Base Atk +4; Grp +1; Atk +6 melee (1d6+1/×3 plus 1d6 fire, spear); Full Atk +6 melee (1d6+1/×3 plus 1d6 fire, spear) and +4 melee (1d4 plus 1d6 fire, tail slap); SA Constrict 1d4 plus 1d6 fire, heat, improved grab; SQ Darkvision 60 ft., immunity to fire, vulnerability to cold; AL NE; SV Fort +6, Ref +5, Will +6; Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

Skills and Feats: Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11; Alertness, Multiattack.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

J3. SENTRIES OF THE NEST

A pack of salamanders guards a room littered with bone shards. The largest sentry turns to you and hisses in Common "Leave!"

Initial Attitude: Hostile

Encounter: The sentry of salamanders consists of five flamebrother salamanders (hp 12 each) and one average salamander (hp 28) all wielding steel spears. If the PCs proceed into the Room, the salamanders attack immediately, forcing them out.

Encounter Condition: Fearless

Tactics: The salamanders take a hexagonal formation, led by the average salamander at the north-most position. The two flamebrothers furthest from the PCs throw their spears before the average salamander attacks, using tail slaps and uses his spear to defend against the PCs. This tactic increases his AC by +2 against melee strikes and decreases his AC by –2 when being attacked by spells or ranged weapons.

If the average salamander is defeated, the flamebrothers regroup, blocking the southern door. They defend this entrance to the death.

Treasure: The flamebrothers carry 2d6 gp each. The average salamander wears leather bracers and carries 31 gp in a small purse on its belt.

EL: 7

Scaling: To increase the challenge of this encounter, change two of the flamebrother salamanders into average salamanders. To decrease the challenge, remove two flamebrother salmanders.

Flamebrother Salamander: CR 3; Small outsider (extraplanar, fire); HD 4d8+8; hp 26; Init +1; Spd 15 ft.; AC 24, touch 12, flat-footed 23; Base Atk +4; Grp +1; Atk +6 melee (1d6+1/×3 plus 1d6 fire, spear); Full Atk +6 melee (1d6+1/×3 plus 1d6 fire, spear) and +4 melee (1d4 plus 1d6 fire, tail slap); SA Constrict 1d4 plus 1d6 fire, heat, improved grab; SQ Darkvision 60 ft., immunity to fire, vulnerability to cold; AL NE; SV Fort +6, Ref +5, Will +6; Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

Skills and Feats: Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11; Alertness, Multiattack.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

Salamander: CR 6; Medium outsider (extraplanar, fire); HD 9d8+18; hp 58; Init +1; Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +9; Grp +11; Atk +11 melee (1d8+3/×3 plus 1d6 fire, spear); Full Atk +11/+6 melee (1d8+3/×3 plus 1d6 fire, spear) and +9 melee (2d6+1 plus 1d6 fire, tail slap); Space/Reach 5 ft./5 ft. (10 ft. with tail); SA Constrict 2d6+1 plus 1d6 fire, heat, improved grab; SQ Damage reduction 10/magic, darkvision 60 ft., immunity to fire, vulnerability to cold; AL CE; SV Fort +8, Ref +7, Will +8; Str 14, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

Skills and Feats: Bluff +11, Craft (blacksmithing) +19, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Listen +8, Move Silently +11, Search +12, Spot +8; Alertness, Multiattack, Power Attack.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

J4. MOLT

If the PCs fought the salamanders in J3, allow the Kre-Kser salamanders in this room DC 20 Listen checks to prepare for the PCs before they arrive. Otherwise, read the following.

The smell of slime fills your nostrils. Grotesque molded scales litter the stone floor and translucent salamander husks trail across the room. Three larger salamanders in the back of the room wriggle free from their old skins. Each wears a steel locket around its neck.

Initial Attitude: Unfriendly

Encounter: Three Kre-Kser salamanders (hp 88 each) equipped with ornate steel longspears are shedding their old skins as the PCs enter. As a result, the two salamanders are bound by their husks and unable to engage the PCs until the skin is shed. If one of the Kre-Kser salamanders spots the PCs, it struggles to shed the remaining skin (a process that takes 1d3 rounds). The salamanders observe every movement the PCs make, hissing when a PC comes too close to a shedding salamander. The salamanders continue to shed as the Kre-Kser salamanders watch the PCs carefully.

Encounter Condition: Fearless

Tactics: The salamanders become Hostile if the PCs approach. Allow the first salamander to escape in 1 round, while the others must roll for duration. It takes another move action to grab its *+1 longspear*. If the PCs have clumsily made their way into this Room, the salamander is ready, but either way uses the reach of its weapon to keep enemies at bay.

While trapped in their skins, the salamanders are considered flat-footed and incur a –2 circumstance penalty to all Dexterity checks.

If the PCs address the Kre-Kser salamanders, they are Unfriendly, but receptive. They listen to the PCs, even giving directions if necessary, but reinforce the need for the PCs to leave the salamander nest immediately. They gladly escort the PCs to the edge of this Section, even if they have already slain the salamanders in Rooms J1, J2, and J3.

If combat occurs, the Kre-Kser salamanders constrict the PCs and use their longspears to defend against melee attacks. This tactic increases their AC by +2 when attacked by melee strikes and decreases their AC by –2 when attacked by ranged attacks.

Treasure: The salamanders carry steel lockets, containing the scale from the Ksers. It can be traded for information or favors to another salamander. These lockets are virtually priceless to salamanders and the owner of the locket would owe a great boon to whomever returned it.

EL: 11

Scaling: To increase the challenge of this encounter, add one Kre-Kser salamander. To decrease the challenge, remove one.

Kre-Kser Salamander Lieutenant, Ftr 4: CR 10; Medium outsider (extraplanar, fire); HD 9d8+18 + 4d10+8; hp 88; Init +6; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +13; Grp +15; Atk +17 melee (1d8+7/×3 plus 1d6 fire, *+1 longspear*) or +16 ranged (1d6+3 plus 1d6 fire, javelin); Full Atk +17/+12/+7 melee (1d8+7/×3 plus 1d6 fire, *+1 longspear*) and +9 melee (2d6+1 plus 1d6 fire, tail slap) or +16 ranged (1d6+3 plus 1d6 fire, javelin); Space/Reach 5 ft./5 ft. (10 ft. with longspear or tail); SA Constrict 2d6+1 plus 1d6 fire, heat, improved grab; SQ Damage reduction 10/magic, darkvision 60 ft., immunity to fire, vulnerability to cold; AL CE; SV Fort +12, Ref +9, Will +9; Str 15, Dex 14, Con 15, Int 14, Wis 15, Cha 13.

Skills and Feats: Bluff +11, Craft (blacksmithing) +23, Diplomacy +3, Disguise +1 (+3 acting), Hide +12, Intimidate +7, Listen +10, Move Silently +12, Search +12, Spot +10; Alertness, Combat Reflexes, Improved Initiative, Multiattack, Power Attack, Weapon Focus (longspear), Weapon Specialization (longspear).

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

Possessions: Masterwork studded leather armor, *+1 longspear*, masterwork javelin (3).

J5. A NEST OF VIPERS

The stench of slime and mold assaults you as the door opens. Across the room, spears clang off of stone as silhouettes chase something. Salamanders converge on the northeast corner of the room towards a small winged creature. A red pseudodragon is cornered by five flamebrother salamanders. The gruesome half-serpentine creatures hiss as they close in on a small, winged lizard. As the salamanders prepare to strike the small intruder, it squawks "Help!".

Initial Attitude: Unfriendly

Encounter: The five flamebrother salamanders (hp 26 each) are unaware of the PCs, their focus directed at killing the pseudodragon, Fyrsil (hp 16). The pseudodragon notices the PCs immediately, and reacts by taunting the salamanders. This should give the PCs the element of surprise. The pseudodragon is trapped in the northeast corner of the room and the flamebrother salamanders have their backs turned away from the two entrances.

Encounter Condition: Fearless

Tactics: If the flamebrother salamanders are engaged in combat, they are considered 'surprised' and have to spend an action to reassemble into a defensive formation. If the PCs sneak past the occupied flamebrother salamanders, allow each a Listen check (–5 to oppose the PCs.) If the PCs try to negotiate with the flamebrother salamanders, they can be persuaded to be peaceful if the PCs take the pseudodragon and immediately leave the nesting area.

If combat occurs, the flamebrother salamanders heat their weapons to do extra damage. The flamebrothers do not throw their spears at the PCs. If a flamebrother salamander is reduced to 6 hit points or fewer, it uses its tail attack rather than the spear.

The pseudodragon adheres itself as a familiar to a sorcerer PC, if rescued. The entity is named Fyrsil and becomes a voice of exposition as the Pyrefaust progresses. Fyrsil aides the PCs with small bits of information wherever appropriate throughout the Pyrefaust. See sidebar "Fyrsil, the Pseudodragon".

Treasure: The flamebrother salamanders are carrying 5 gp each and their spears.

EL: 8

Scaling: To increase the challenge level of this encounter, add +10 hit points to each flamebrother salamander. To decrease the challenge, each salamander begins wounded (–10 hit points)

Flamebrother Salamander: CR 3; Small outsider (extraplanar, fire); HD 4d8+8; hp 26; Init +1; Spd 15 ft.; AC 24, touch 12, flat-footed 23; Base Atk +4; Grp +1; Atk +6 melee (1d6+1/×3 plus 1d6 fire, spear); Full Atk +6 melee (1d6+1/×3 plus 1d6 fire, spear) and +4 melee (1d4 plus 1d6 fire, tail slap); SA Constrict 1d4 plus 1d6 fire, heat, improved grab; SQ Darkvision 60 ft., immunity to fire, vulnerability to cold; AL NE; SV Fort +6, Ref +5, Will +6; Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

Skills and Feats: Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11; Alertness, Multiattack.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

Possessions: Breastplate, spear.

Fyrsil, Pseudodragon: CR 1; Tiny dragon; HD 2d12+2; hp 15; Init +2; Spd 15 ft., fly 60 ft. (good); AC 18, touch 14, flat-footed 16; Base Atk +2; Grp –8; Atk +4 melee (1d3–2 plus poison, sting); Full Atk +4 melee (1d3–2 plus poison, sting) and –1 melee (1, bite); Space/Reach 2-1/2 ft./0 ft. (5 ft. with tail); SA Poison; SQ Blindsense 60 ft., darkvision 60 ft., immunity to sleep and paralysis, low-light vision, spell resistance 19, telepathy 60 ft.; AL NG; SV Fort +4, Ref +5, Will +4; Str 6, Dex 15, Con 13, Int 10, Wis 12, Cha 10.

Skills and Feats: Diplomacy +2, Hide +20*, Listen +7, Search +6, Sense Motive +7, Spot +7, Survival +1 (+3 following tracks); Weapon Finesse Poison (Ex): Injury, Fortitude DC 14, initial damage sleep for 1 minute, secondary damage sleep for 1d3 hours. The save DC is Constitution-based and includes a +2 racial bonus.

Blindsense (Ex): A pseudodragon can locate creatures within 60 ft. by nonvisual means (mostly hearing and scent, but also by noticing vibration and other environmental clues). Opponents the pseudodragon can't actually see still have total concealment against the pseudodragon. Telepathy (Su): Pseudodragons can communicate telepathically with creatures that speak Common or Sylvan, provided they are within 60 feet.

Skills: Pseudodragons have a chameleonlike ability that grants them a +4 racial bonus on Hide checks. *In forests or overgrown areas, this bonus improves to +8.

J6. FLAMEBROTHER SALAMANDER STUCK IN TAR

The sour odor of mold and slime is overlaid by the bittersweet scent of oil. The floor is blackened by tar, and your boots stick to the floor. The basalt walls are covered with dried vines and a salamander stuck in the center of the room, balances on a basalt sill.

Initial Attitude: Unfriendly

Encounter: A flamebrother salamander (hp 10) appears to be trapped on a protruding sill of rock. He hisses violently at the PCs, repeatedly warning them not to approach him. The flamebrother is actually poised to set off a trap. The tar and oil covering the Room do not allow the flamebrother to move without igniting the entire area. The encounter is considered a fire floor trap.

Floor Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 1d4+7 fire, 7th-level wizard, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29.

Encounter Condition: Fearless

Tactics: The salamander does not advance on the PCs or trigger the trap without being provoked. If the PCs threaten or advance to the exit, the salamander jumps off the sill and ignites the room. After igniting the trap, the flamebrother salamander flees to J7 unharmed.

The salamander can be negotiated with. If the PCs try to negotiate (DC 25 Diplomacy check), the PCs can convince the salamander not to ignite the room by bribing him with one of the Kre-Kser salamander's lockets.

The PCs cannot disable this trap without killing the flamebrother salamander. If the salamander is killed in a single strike, he does not ignite the trap.

If the PCs cross the floor without caution, allow a DC 25 Sense Motive check. A successful check reveals that the salamander is there on purpose to ignite the room with his fire attack when provoked.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add two flamebrother salamanders (hp 15 each). To decrease the challenge, subtract –5 from the skill checks.

Flamebrother Salamander: CR 3; Small outsider (extraplanar, fire); HD 4d8+8; hp 26; Init +1; Spd 15 ft.; AC 24, touch 12, flat-footed 23; Base Atk +4; Grp +1; Atk +6 melee (1d6+1/×3 plus 1d6 fire, spear); Full Atk +6 melee (1d6+1/×3 plus 1d6 fire, spear) and +4 melee (1d4 plus 1d6 fire, tail slap); SA Constrict 1d4 plus 1d6 fire, heat, improved grab; SQ Darkvision 60 ft., immunity to fire, vulnerability to cold; AL NE; SV Fort +6, Ref +5, Will +6; Str 12, Dex 13, Con 14, Int 14, Wis 15, Cha 13.

Skills and Feats: Craft (blacksmithing) +8, Hide +12, Listen +11, Move Silently +6, Spot +11; Alertness, Multiattack.

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

J7. DEN OF LORDS

A light ahead beckons you down a volcanic tunnel. The room ahead is composed of red volcanic rock, giving a crimson hue to three shadows on the south wall. One of the shadows holds a longspear and wears a headdress. A hissing, followed by a raspy voice, sternly asks, "Who dares challenge the court of the Ksers?!" Three salamanders are coiled on a raised granite bed. They are dressed in breastplates with a silver diamond insignia in the center, matching the sparkling silver scales on their brows. The one in the center wears a black headdress and holds a gleaming longspear. He addresses you in Common, hissing, "What purpose do you have in the court of the Ksers?"

Initial Attitude: Unfriendly

Encounter: The PCs have found the court of the noble Kser salamanders. The three Ksers sit in a single row on a granite bed with Kser Ssaren (hp 112) in the center. Kser Ssaren has a stern demeanor and speaks in imperatives. At his right hand sits Kser Igenis (hp 94), quietly observing the PCs. Kser Catais (hp 99) snickers wildly, picking his teeth with his spear blade. Each wears a breastplate and holds a longspear, save for Kser Ssaren (who holds a *+3 flaming burst longspear*). Kser Ssaren wears a black headdress decorated with salamander scales.

Encounter Condition: N/A

Tactics: If the PCs speak with the Ksers, allow a DC 30 Diplomacy check. If successful, Kser Ssaren orders the PCs to exit his kingdom lest he personally dispatch them. Kser Igenis interrupts Ssaren, whispering "It is possible that these sub-creatures can be useful to us…" (Allow PCs a DC 30 Listen check to overhear this.) Ssaren glares at the PCs, but allows Kser Igenis to address them. Kser Igenis explains that the azers have stolen an amulet called the *Ssrin* that is crucial to the Kser.

The *Ssrin* is an amulet which allows the salamanders to communicate with their god. It was stolen, along with several gemstones, by azer marauders. Kser Igenis offers the PCs whatever they wish (except their spear) if they retrieve the amulet. If the PCs accept, Kser Igenis describes the amulet (which Terr'kaal has).

If the PCs agree to Kser Igneis's request, the Ksers allow the PCs to leave their court unharmed. If not, Kser Ssaren continues to threaten them until they leave or engage the Ksers in combat.

If combat occurs, the Ksers take a defensive formation, protecting Kser Igenis at the center rear. Kser Catais engages them first, followed by Kser Ssaren, and finally by Kser Igenis. If Kser Ssaren is defeated, the other two Ksers flee to the north exit of the Room.

Treasure: The Room contains a total of 1,236 gp in various sacks.

EL: 8

Scaling: To increase the challenge of this encounter, add two flamebrothers. To decrease the challenge, remove Kser Catais.

Kser Ssaren, Noble Salamander: CR 10; Large outsider (extraplanar, fire); HD 15d8+45; hp 122; Init +1; Spd 15 ft.; AC 23, touch 10, flat-footed 21; Base Atk +15; Grp +25; Atk +23 melee (1d8+8/×3 plus 1d6 fire plus 1d8 fire, *+3 flaming burst longspear*); Full Atk +23/+18/+13 melee (1d8+8/×3 plus 1d6 fire plus 1d8 fire, *+3 flaming burst longspear*) and +18 melee (2d8+3 plus 1d8 fire, tail slap); Space/Reach 10 ft./10 ft. (20 ft. with tail or longspear); SA Constrict 2d8+3 plus 1d8 fire, heat, improved grab, spell-like abilities; SQ Damage reduction 15/magic, darkvision 60 ft., immunity to fire, vulnerability to cold; AL LE; SV Fort +12, Ref +10, Will +11; Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15.

Skills and Feats: Bluff +19, Craft (blacksmithing) +25, Diplomacy +4, Hide +15, Intimidate +4, Listen +13, Move Silently +17, Spot +13; Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Skill Focus (craft [blacksmithing]).

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell-Like Abilities: 3/day—*burning hands* (DC 13), *fireball* (DC 15), *flaming sphere* (DC 14), *wall of fire* (DC 16); 1/day—*dispel magic*, *summon monster VII* (Huge fire elemental). Caster level 15th. The save DCs are Charisma-based.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

Possessions: Masterwork breastplate, *+3 flaming burst longspear*.

FYRSIL, THE PSEUDODRAGON

Fyrsil is a red-brown pseudodragon that was trapped in the Pyrefaust long ago when the celestials sealed off the prison; the celestials mistook him for a red wyrmling. Unlike most of the inhabitants of the Pyrefaust, Fyrsil is Neutral Good and seeks the companionship of others who despise cruelty. If the PCs rescue Fyrsil from the salamanders, he asks them to help him escape the Pyrefaust. In return, Fyrsil accompanies the PCs, providing information about the area.

Like most pseudodragons, Fyrsil communicates telepathically and vocalizes only animal sounds. Fyrsil addresses his peers with genuine humbleness. However, Fyrsil can become demanding when he's mistreated. If the PCs are uncaring or rude to Fyrsil, he leaves them to experience the wrath of the Pyrefaust on their own.

Kser Igenis/Kser Catais, Noble Salamander: CR 10; Large outsider (extraplanar, fire); HD 15d8+45; hp 114 and 113; Init +1; Spd 15 ft.; AC 23, touch 10, flat-footed 22; Base Atk +15; Grp +25; Atk +22 melee (1d8+8/×3 plus 1d8 fire, *+2 longspear*); Full Atk +22/+17/+12 melee (1d8+8/×3 plus 1d8 fire, *+2 longspear*) and +18 melee (2d8+3plus 1d8 fire, tail slap); Space/Reach 10 ft./10 ft. (20 ft. with tail or longspear); SA Constrict 2d8+3 plus 1d8 fire, heat, improved grab, spell-like abilities; SQ Damage reduction 15/magic, darkvision 60 ft., immunity to fire, vulnerability to cold; AL LE; SV Fort +12, Ref +10, Will +11; Str 22, Dex 13, Con 16, Int 16, Wis 15, Cha 15.

Skills and Feats: Bluff +19, Craft (blacksmithing) +25, Diplomacy +4, Hide +15, Intimidate +4, Listen +13, Move Silently +17, Spot +13; Alertness, Cleave, Great Cleave, Multiattack, Power Attack, Skill Focus (craft [blacksmithing]).

Constrict (Ex): A salamander deals automatic tail slap damage (including fire damage) with a successful grapple check. A noble salamander can constrict multiple creatures simultaneously, provided they are all at least two sizes smaller than it.

Heat (Ex): A salamander generates so much heat that its mere touch deals additional fire damage. Salamanders' metallic weapons also conduct this heat.

Improved Grab (Ex): To use this ability, a salamander must hit a creature of up to one size larger than itself with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Spell-Like Abilities: 3/day—*burning hands* (DC 13), *fireball* (DC 15), *flaming sphere* (DC 14), *wall of fire* (DC 16); 1/day—*dispel magic, summon monster VII* (Huge fire elemental). Caster level 15th. The save DCs are Charisma-based.

Skills: Salamanders have a +4 racial bonus on Craft (blacksmithing) checks.

Feats: Salamanders have the Multiattack feat even though they do not have the requisite three natural weapons.

Possession: Masterwork breastplate, *+2 longspear.*

J8. PIT TRAP

The earth is broken up in this area. At the base of a crevasse, a branch of the magma river crawls lazily by. The northern side of the room is cut off completely from the southern side.

Initial Attitude: N/A

Encounter: The PCs flee into this Room from the pursuing lava in J9. They encounter a 15-foot-wide pit, 5 feet into this section. The Pyrefaust cracked during the earthquake and filled with magma from the river.

Encounter Condition: Extreme Heat

Tactics: If the PCs arrived from J8, the lava from the previous trap is creeping up behind them. It take 2 rounds before the lava from the previous Room pushes the PCs to the edge of the pit trap.

If the PCs try to jump the gorge, they need a DC 20 Jump check.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, increase the DC of the Jump check by +5. To decrease the challenge, reduce the DC of the Jump check by –4.

J9. THE FLOW

This room is desolate save for a massive salamander statue in the corner. There is no vegetation or molted skin anywhere. The ground is made of volcanic cinders laid over harder rock, and the walls are dark with scorch marks. Steam rises from cracks. The statue has a gold amulet around its neck, light flickering off it. There is an inscription on the base of statue — "Kser Igenis, Protector of Boundaries".

Initial Attitude: N/A

Encounter: The sigil on the statue is a 15th-level magical ward that protects this boundary from invaders. As the PCs set foot in the Room, the walls crumble. Magma seeps in, forcing the PCs to find an exit quickly.

Built-to-Collapse Wall/Lava Trap: CR 6; mechanical; proximity trigger; manual reset; Atk +20 melee (8d6 pieces of stone); multiple targets in a 20 ft. by 20 ft. area; Search DC 20; Disable Device DC 30. Note: After the wall collapses, the PCs have 4 rounds before the Room fills with lava.

Encounter Condition: Extreme Heat

Tactics: When the PCs enter the Room, the wall collapses and magma seeps in. This ward cannot be disabled or removed. The Room floods with lava in four rounds. The PCs can safely exit the Room in three rounds, with a successful DC 20 Reflex save.

If the PCs attempt to retrieve the amulet, they have one round until it is consumed by the magma seeping in behind it. Allow a DC 30 Reflex save for the PC retrieving the amulet. If unsuccessful, he takes 4d6 fire damage and loses one round to run from the lava.

If the magma catches an escaping PC, allow a Reflex check (DC 25) for half damage. The lava does 4d6 fire damage to any PC that comes in contact with it. The lava pursues them into Room J9.

Treasure: The amulet on the statue is worth 250 gp and can be traded to azers for information or favors.

EL: 4

Scaling: To increase the challenge of this encounter, increase the Disable Device DC of the lava trap by +5. To decrease the challenge, reduce the Disable Device DC of the lava trap by –5.

THE SECOND RING OF THE PYREFAUST: THE ISOLATED BEHIRS

The Second Ring of the Pyrefaust is controlled by behirs. Since they despise all dragonkind, nothing displeases them more than being ruled by Tyrus. The behirs have sealed off and trapped every possible entrance to the catacombs. Furthermore, the behirs conceal themselves in pits and under piles of ash. Isolation is the only objective of the behirs; they simply wish to be left alone.

The climate in the Pyrefaust does not favor the behirs, either, but they refuse to leave. To provide relief from the heat, the behirs have flooded their Section with whatever water they can find. As such, the Second Ring is extremely humid and has up to 3 ft. of standing water in places. Because of this, the behirs' lightning breath doubles in range.

Behirs in the Second Ring have little societal structure, resorting to outright anarchy at times. Behirs dislike all creatures in the Pyrefaust, even other behirs, marking their territory with snake-like sigils, warning all trespassers to stay clear. A *chaos diamond,* is held by the strongest of the behirs, Nrangrok. He keeps the diamond in his feeding pit (Room J16), and guards it against everyone, including other behirs.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The skeletal remains of a salamander lay across hall.
2	A small tremor rocks the surface of the Pyrefaust. The ground expands and a small amount of magma seeps out. Tremors 20.
3	A vent of steam cracks through the earth. Extreme Heat.
4–17	Nothing
18	The PCs stumble upon a trap. **Electrified Floor:** CR 8; mechanical; location trigger; manual reset; Atk +20 melee (12d6 electricity, DC 20 Reflex save half damage); multiple targets (30 ft. by 30 ft. section of floor); Search DC 33; Disable Device DC 33.
19	A behir patrols for invading salamanders.
20	A pair of behir fight over the body of a salamander.

J10. SHOCKING PATH

The air in this section becomes heavier as the humidity rises. Beads of water accumulate on your armor. You enter an area where the walls are streaming with water. As you look down, you see a thin film of moisture across the granite floor. There are three doors in this room: one leading to the south, one leading to the east, and one to the north.

Initial Attitude: N/A

Encounter: There is an *electrified floor* trap in this Room. It is safeguard. Should the PCs trigger it, allow the behir in Room J12 DC 20 Listen checks to overhear it.

Electrified Floor: CR 8; mechanical; location trigger; manual reset; Atk +20 melee (12d6 electricity, DC 20 Reflex save half damage); multiple targets (30 ft. by 30 ft. section of floor); Search DC 33; Disable Device DC 33.

Encounter Condition: Hazardous Footing 16, Poor Footing 6

Tactics: If the PCs pause and listen (DC 20 Listen check), they hear the sound of cracking rock to the south and something moving through water to the east.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, increase the DC of all skill checks by +4. To decreases the challenge, reduce the DC of all skill checks by –4.

J11. SINKHOLE

The ground is weak. The room echoes with the sound of shifting rock. The floor at the center of the room has buckled. Moldy water runs down the walls and trickles towards the depression. The humidity makes your armor stick uncomfortably to your clothes. There is a pedestal against the southern wall; an exceptionally crafted longsword rests atop it.

Initial Attitude: N/A

Encounter: The center of the floor is very unstable. When any weight beyond 50 lbs. is put on it, the floor crumbles and the Room becomes a giant sinkhole, creating a pit trap.

Well-Camouflaged Pit Trap: CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18.

Encounter Condition: N/A

Tactics: If the PCs cross the floor, the pit trap's location trigger trips. Allow a DC 25 Listen check if the PCs cross the floor without caution. A successful skill check reveals that the running water sounds like it is falling.

The PCs cannot avoid triggering the pit trap after they remove the short sword from the pedestal. The short sword rests on a pressure plate, which instantly triggers the floor's collapse when the sword is lifted from it.

Treasure: The longsword glows in the PCs hand. Runes light with intense with and red light that weren't on the blade before. This magical blade is a +3 *flaming longsword*, that takes 2d6 hours to attune to the user. During this time, the sword confers only a +1 bonus. So long as the PC only uses this weapon, for the next 2d6 hours, the weapon becomes "his" and acts as a normal +3 *flaming longsword*.

EL: 8

Scaling: To increase the challenge of this encounter, increase the Search and Disable Device DCs of the well-camouflaged pit trap by +10. To decrease the challenge, reduce the Search and Disable Device DCs of the well-camouflaged pit trap by –5.

J12. LURKING BEHIR

The standing water on the floor increases as you move through the cavern, until you are in a waist-high pool of water. Suddenly, you detect movement through the water. The steam rising from the water impairs your vision. Then, the dim lighting casts a massive shadow over you as a huge behir rears its head.

Initial Attitude: Unfriendly

Encounter: A behir (hp 108) lies in a pool of water, tracking the PCs from the moment they enter the pool. As the PCs enter the Room, the behir rises up from the water and stares them down. Though not violent, the behir is not opposed to killing trespassers.

Encounter Condition: Darkness, Flooded

Tactics: If the PCs address the behir, have them make a Diplomacy check (–5 circumstance penalty). Upon a successful check, the behir tells them that it is a bit tired, so if they turn around and don't bother it again, it will not expend the energy to kill them. If the check is unsuccessful or the PCs do not take the behir's offer, the behir tries to swallow the nearest PC.

If the PCs attack the behir, the behir uses its breath weapon to send a wave of electricity into the pool. As water is an excellent conductor, the PCs suffer a –4 circumstance to the Reflex save (in addition to any penalties they suffer for movement). The breath weapon travels through the water and instantly hits anyone standing in the pool (including the immune behir). Every time the behir uses its electrical attack, it can damage the PCs from anywhere in the Room.

Treasure: Rummaging through the water turns up skeletal remains. On one of the skeletons, the PCs find 200 gp, a full helm, and padded armor (which has been ruined by the soaking).

EL: 8

Scaling: To increase the challenge of this encounter, increase the hit point of the behir to 125. To decrease the challenge, reduce the hit point total of the behir to 90.

Behir: CR 8; Huge magical beast; HD 9d10+45; hp 94; Init +1; Spd 40 ft., climb 15 ft.; AC 20, touch 9, flat-footed 19; Base Atk +9; Grp +25; Atk +15 melee (2d4+12, bite); Full Atk +15 melee (2d4+12, bite); Space/Reach 15 ft./10 ft.; SA Breath weapon, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole; SQ Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent; AL N; SV Fort +11, Ref +7, Will +5; Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12.

Skills and Feats: Climb +16, Hide +5, Listen +4, Spot +4, Survival +2; Alertness, Cleave, Power Attack, Track.

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.

Constrict (Ex): A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +15 melee, damage 1d4+4.

Swallow Whole (Ex): A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check.

A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: Behirs have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

J13. CROSSROADS

There is carbon-scoring along the walls and the basalt floor crackles, as a soft 'snapping' sound comes from behind an iron door. Gold coins lay strewn across the floor, reflecting what little light enters the room.

Initial Attitude: N/A

Encounter: There are six piles of gold on the floor. One of the piles is placed directly over a large snake-like inscription, carved into the middle of the floor. While its not obvious what it does, the sigil rests on a 5-ft. by 5-ft. pressure plate of a *summon monster IV* trap that triggers when the sigil is examined too closely.

Summon Monster VI Trap: CR 9; magic device; location trigger; no reset; spell effect (*summon monster VI*, 11th-level wizard), Search DC 31; Disable Device DC 31. Note: This trap combines the effect of three *summon monster VI* spells, cast simultaneously.

Encounter Condition: Extreme Heat

Tactics: If the PCs trigger the trap, combat is inevitable. The trap summons three fire elementals (hp 60 each), which attack the PCs immediately. They move rapidly through the Room and with no distinct attack pattern.

Treasure: The piles of gold total 364 gp.

EL: 9

Scaling: To increase the challenge of this encounter, add three fire elementals. To decrease the challenge, the fire elementals are *confused*.

Fire Elemental: CR 5; Large elemental (fire, extraplanar); HD 8d8+24; hp 60; Init +9; Spd 50 ft.; AC 18, touch 14, flat-footed 13; Base Atk +6; Grp +12; Atk +10 melee (2d6+2 plus 2d6 fire, slam); Full Atk +10 melee (2d6+2 plus 2d6 fire, 2 slams); Space/Reach 10 ft./10 ft.; SA Burn; SQ Damage reduction 5/—, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL CN; SV Fort +5, Ref +11, Will +2; Str 14, Dex 21, Con 16, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +5, Spot +6; Dodge, Improved Initiative[B], Mobility, Spring Attack, Weapon Finesse[B].

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a DC 17 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

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

J14. TREASURED SECRETS

The door to this Room is locked and trapped. A DC 35 Open Lock check unlocks the door, but tampering with the door or lock causes the summon monster IV trap in Room J13 to trigger. If already triggered, it resets.

A blast of cold air hits you. A bewildering contrast, considering the environment. The cold steam evaporates into dew and then clings to your face. The room is well-kept except for the ruined stacks of books on the east wall.

Initial Attitude: N/A

Encounter: The celestials made the climate of this Room perfect for storing books and scrolls, but the heat from beyond the door has caused the paper to molt. Everything is worthless. PCs are welcome to dig through it, however, searching for clues.

Encounter Condition: Fog 10

Tactics: If the PCs reset the trap by opening the door to this Room, they can trigger the fire elemental trap again.

Treasure: If the PCs succeed at a DC 40 Search check, they find a three arcane scrolls — *scroll of shadow conjuration, scroll of waves of fatigue, scroll of water breathing* — and one divine scroll — *scroll of heal*.

EL: N/A

Scaling: N/A

J15. BLACK BLOOD OF THE EARTH

Use this Encounter for the entire western edge of the lava flow.

The lava bubbles, swiftly cutting through the landscape. Across the lava you see a series of caves and broken earth. An island rests in the center of the lava and what appears to be a 20-foot tall statue of an angel stands on the eastern bank.

If the PCs are actually in Room J15, add the following.

The stone walls are blackened from fire. The floor is featureless save for cracks between the flagstones and bones are fused to the rock wall.

Initial Attitude: N/A

Encounter: The bones in the wall are nothing more than demons and celestials who died in the first wave of fire that poured into the dungeon. They died in their footsteps as the powerful magma burst through the prison.

Encounter Condition: Extreme Heat, [Haunted], Negative Energy

Tactics: If the PCs stay for too long, they begin to hear the voices of the dead and the moans of their eternal destruction.

Treasure: N/A

EL: N/A

Scaling: N/A

J16. THE BEHIR CHAMPION

A very large, multi-legged lizard is tossed to the ground, shaking the earth. Two others are locked in combat. The two mammoths constrict each other; meanwhile, the downed creature circles to its feet and returns for more. The two smaller lizards — still 15 ft. long — seem to be coordinating their attack on the larger one. The pre-occupied combatants seem completely unaware of your presence.

Initial Attitude: Unfriendly

Encounter: Two behirs (hp 94 each) are fighting a gargantuan behir (hp 175). The gargantuan behir, Nrangrok, holds a *chaos diamond*, in one of his twelve legs. The behirs are battling over the a giant diamond as a show of dominance. Initially, the behirs are too engrossed in fighting each other to notice the PCs. However, the DM should allow the behirs Listen checks with a –5 circumstance penalty. If successful, the behirs immediately disengage and turn their attention to the PCs.

Encounter Condition: Fearless

Tactics: If the PCs are undetected by the behirs, they can transverse the Room confrontation. If the PCs are unseen and attack the behirs, they gain a surprise round. If the behirs detect the PCs, Nrangok immediately attacks, grappling and swallowing the nearest PC. The other two behirs wait for Nrangok to fall, and attack only if attacked by the PCs.

Once Nrangok falls, he drops the *chaos diamond* and the other two behirs pounce on it. Any PCs that obstruct a behir from seizing the *chaos diamond* are attacked with the behir's breath weapon. The behirs fight viciously until they seize the *chaos diamond* or die trying.

Treasure: The *chaos diamond* grants the wielder the following spell-like abilities — 3/day—*confusion (lesser), magic circle against law, word of chaos*, and *cloak of chaos*. In order to use the power of the *chaos diamond*, the possessor must "defeat" it in a challenge of wills. The PCs must succeed at a Will save opposed by the *chaos diamond's* Will save bonus of +15. Such a challenge of wills takes 4 hours of uninterrupted concentration, (with the Will save made at the end of this meditative state).

If the PC fails, he cannot try again for 1d12 months. If successful, he gains the above abilities (so long as he carries the 10 lb. diamond) and may use the Will save of the *diamond* in place of his own, once per day.

EL: 13

Scaling: To increase the challenge of this encounter, increase Nrangrok's hit point total by +50. To decrease the challenge, reduce Nrangrok's hit point total by –35.

Nrangrok, Gargantuan Behir: CR 11; Gargantuan magical beast; HD 14d10+98; hp 175; Init +1; Spd 40 ft., climb 15 ft.; AC 22, touch 7, flat-footed 21; Base Atk +14; Grp +38; Atk +22 melee (2d6+18, bite); Full Atk +22 melee (2d6+18, bite); Space/Reach 20 ft./15 ft.; SA Breath weapon, constrict 2d8+8, improved grab, rake 1d6+6, swallow whole; SQ Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent; AL N; SV Fort +16, Ref +10, Will +6; Str 34, Dex 13, Con 25, Int 7, Wis 14, Cha 12.

Skills and Feats: Climb +20, Hide +1, Listen +4, Spot +4, Survival +2; Alertness, Cleave, Power Attack, Track.

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 24 half. The save DC is Constitution-based.

Constrict (Ex): A behir deals 4d6+12 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +22 melee, damage 1d6+6.

Swallow Whole (Ex): A behir can try to swallow a grabbed Large or smaller opponent by making a successful grapple check. A behir that swallows an opponent can use Cleave to bite and grab another opponent.

A swallowed creature takes 4d6+12 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A behir's gizzard can hold 1 Large, 4 Medium, 16 Small, 64 Tiny, or 256 Diminutive or smaller opponents.

Skills: Behirs have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Behir: CR 8; Huge magical beast; HD 9d10+45; hp 94; Init +1; Spd 40 ft., climb 15 ft.; AC 20, touch 9, flat-footed 19; Base Atk +9; Grp +25; Atk +15 melee (2d4+12, bite); Full Atk +15 melee (2d4+12, bite); Space/Reach 15 ft./10 ft.; SA Breath weapon, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole; SQ Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent; AL N; SV Fort +11, Ref +7, Will +5; Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12.

Skills and Feats: Climb +16, Hide +5, Listen +4, Spot +4, Survival +2; Alertness, Cleave, Power Attack, Track.

Breath Weapon (Su): 20-foot line, once every 10 rounds, damage 7d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.

Constrict (Ex): A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +15 melee, damage 1d4+4.

Swallow Whole (Ex): A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check. A behir that swallows an opponent can use Cleave to bite and grab another opponent.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: Behirs have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

THE THIRD RING OF THE PYREFAUST: THE FIRE CULTS

The most unusual Section of the Pyrefaust is the Third Ring. An area of extremes, it housing both the tallest creatures (the fire giants) and the smallest (the magmin). Both societies have developed bizarre religious practices as a way of coping with their imprisonment.

The magmin are enthralled by Tyrus, worshipping him as master of the Pyrefaust. The magmin live in the magma flow. Once per day, they can be seen worshipping along the shores of the lava. Their clerical leader raises a *necklace of fireballs type IV* into the air as a symbolic offering to Tyrus. At the end of the ceremony, the magmin return to bask in the magma until the next day. Sometimes, they swim up the lava to Region N, but few return, so this is practice is not common.

The fire giants are ruled by a militaristic fanatic named Queen Grehennox, also known as the "Steel Queen". Her speeches, enhanced by her *greater circlet of persuasion*, have convinced the fire giants that steel is crucial to their salvation and their weapons shall one day lead to freedom from Tyrus' dominating fear.

Grehennox (fanatically) believes that all creatures of the Pyrefaust should be subject to her steel. Often, she sends units of fire giants into other Section of the Pyrefaust to subjugate the inhabitants. These military campaigns have targeted the azers, troll, and even the magmin. As a result, these races abhor the fire giants.

Fire giants in this Section carry 2d4 throwing rocks each.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The heat is unbearable in this Section for 1d6 × 10 minutes. Extreme Heat.
2	The sound of a whip crack echoes through the halls.
3	The sound of gouts of flame erupting echoes in the distance.
4	The skeletal remains of an azer clutches a gem in its bony hands, the skin flayed from its body.
5–16	Nothing
17	A pack of 1d6 charge the PCs shouting: "Praised be the Master! Praised be the Master!"
18	The PCs stumble upon a trap. **Deathblade Wall Scythe:** CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19.
19	The PCs stumble upon a trap. **Destruction Trap:** CR 8; magic device; touch trigger (*alarm*); automatic reset; spell effect (*destruction*, 13th-level cleric, DC 20 Fortitude save for 10d6 damage); Search DC 32; Disable Device DC 32.
20	A small tremor rocks the surface of the Pyrefaust. The ground expands and a small amount of magma seeps out. Hazardous Footing 20, Tremors 20.



J17. THE CULT OF TYRUS

A swarm of magmin swim along the lava banks. The magmin bow in prayer, facing a the north end of the magma. Suddenly, you hear a rumbling like an earthquake and then magmin cheer. To the north, a bridge crosses the vast river of lava.

Initial Attitude: Hostile

Encounter: The PCs have caught the magmin engaged in their daily worship of their 'god', Tyrus. PCs may make a DC 25 Move Silently check in order to pass through the Room without alerting the magmin to their presence. No Hide check is required, as the magmin are caught in the rapture of their worship. If the PCs fail, twenty-five magmin (hp 20 each) are alerted to their presence. They converge upon the PCs, swarming and flanking. Clever PC are allowed a DC 40 Bluff or Diplomacy check to convince the magmin that they, too, worship Tyrus (if they think of this). If the PCs are successful, the magmin allow their new brothers to proceed on their way unmolested.

Encounter Condition: Ambush, Extreme Heat

Tactics: The magmin swarm the PCs with no tactics, attempting to pull them down through sheer force of numbers. There should be no fewer than five magmin attacking each PC per round. They keep emerging from the lava river until the PCs are forced to flee. For every magmin that is wounded or killed, four magmin emerge from the lava. The wisest course of action for the PCs is to flee toward the bridge.

If the PCs stay and fight, a total of 100 magmin eventually emerge from the lava (the whole of their community). A battle this size can certainly be seen from Rooms J18, J19, and J21.

The magmins concentrate on flushing the PCs toward the lava. If the PCs retreat, the magmin impede their escape with a wall of "soldiers.". If the PCs head toward the bridge, the magmin herd them along.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, increase the hit points of each magmin by +10. To decrease the challenge, have only two magmins emerge from the lava for every magmin killed.

Magmin: CR 4; Small elemental (fire, extraplanar); HD 4d8+4; hp 20; Init +0; Spd 30 ft.; AC 17, touch 11, flat-footed 17; Base Atk +3; Grp +1; Atk +6 melee touch (1d8 fire plus combustion, burning touch) or +6 melee (1d3+3 plus combustion, slam); Full Atk +6 melee touch (1d8 fire plus combustion, burning touch) or +6 melee (1d3+3 plus combustion, slam); SA Combustion, fiery aura SQ Damage reduction 5/magic, darkvision 60 ft., elemental traits, immunity to fire, melt weapons, vulnerability to cold; AL CN; SV Fort +3, Ref +3, Will +0; Str 15, Dex 11, Con 13, Int 8, Wis 10, Cha 10.

Skills and Feats: Climb +4, Spot +5; Great Fortitude.

Combustion (Ex): Anyone a magmin touches must succeed on a DC 12 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magmin's last successful attack. Magmins can also ignite flammable materials with a touch. The save DC is Constitution-based.

Fiery Aura (Ex): Anyone within 20 feet of a magmin must succeed on a DC 12 Fortitude save or take 1d6 points of heat damage per round from the intense heat. The save DC is Constitution-based. To represent the intense heat of the magmin in groups, increase the DC by +1 for every additional magmin within 20 ft. of the PC, rather than require 25 separate Fort saves.

Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed on a DC 12 Fortitude save or melt away into slag. The save DC is Constitution-based.

J18. CROSSING THE RIVER/BRIDGE

Ahead, an old stone bridge crosses the river of lava, connecting to the other side via the island in the river.

If the PCs are fleeing Room J17, read the following.

Behind you, you can see magmin flowing out of the river by the dozens, as if the river itself were chasing you. Your only option is to attempt to cross the black granite bridge towards the other half of the Pyrefaust.

Initial Attitude: Hostile

Encounter: The solid granite bridge that crosses the lava river is in good condition. If the PCs are fleeing the hostile magmin from Room J17, they are chased by a mob of 2d20 magmin (hp 20 each) to the bridge. Ahead of the PCs, towards the other end of the bridge, two fire giants (Room J21) heat boulders in an effort to protect their territory from any who cross.

Encounter Condition: Extreme Heat, Poor Footing 6

Tactics: The horde chases the PCs half-way across the bridge. If the magmins catch the PCs, they swarm them and pull the PCs into the lava.

Once the PCs cross the bridge and leave the island, the fire giants at Room J21 launch volleys of heated rock. Allow the PCs DC 20 Spot checks to see the oncoming boulders, 1 round before they strike. Otherwise, they are caught flat-footed. Any boulders that miss the PCs make contact with the bridge 50% of the time.

Treasure: If the PCs kill all the magmins, they can search the ruins on this island. A DC 35 Search check reveals a ring of iron kings pressed under rocks. Some digging pries the ring of five keys loose, each cut with a unique celestial rune on the surface. While the keys are for doors that no longer exist in the dungeon, the DM may allow the PCs to use them in situations where a door normally couldn't be opened.

"Wait. I try one of those keys we found on fire island."

EL: Varies

Scaling: To increase the challenge of this encounter, increase the hit points of each magmin by +10. To decrease the challenge, have only 2d10 magmin chase them across the bridge.

J19. THE FIRE GIANT FORGE

It is incredibly hot in this section; your armor begins to absorb the heat. Your ears ring with the loud clanging of steel. Piles of newly-forged weapons litter the middle of the cavern. Three bronze-skinned giants stand over massive anvils. Focused on their work, the mammoth humanoids pound heated iron with enormous mallets.

Initial Attitude: Unfriendly

Encounter: There are three fire giants (hp 142 each) at work on the forge. The giants craft weapons and armor for their Queen's military conquests, stacking them in piles. Toiling over their forges, the fire giants are too busy to take immediate notice of the PCs. Allow the fire giants Listen checks, suffering a –5 circumstance penalty from the noise. If successful, the giants glance at the PCs and then continue working.

If a PC speaks Giant, allow a Diplomacy check at a –5 circumstance penalty. If successful, the giants tell them what the weapons are for and that the trolls are going to invade them soon. After the giant explains this, he recommends the PCs leave their territory before their Queen (Room J20) finds them. The fire giants otherwise ignore the PCs.

Encounter Condition: Extreme Heat

Tactics: If the PCs continue passed the forge without confronting the giants, the PCs can travel freely without danger of combat. If the PCs rummage through the weapons, the fire giants stop what they are doing and scold them, giving them 2 rounds before they attack.

If combat occurs, the fire giants attack the PCs, fighting until the PCs leave the forging area, or until one side or the other is dead. They are metalsmiths and not warriors, so their knowledge of tactics is limited. They know pushing the PCs into the lava works wonders.

Treasure: In one of the piles of weaponry, the PCs find a mithril helm and a masterwork chain shirt.

EL: 13

Scaling: To increase the challenge of this encounter, add one fire giant. To decrease the challenge, remove one.

Fire Giant: CR 10; Large giant (fire); HD 15d8+75; hp 142; Init –1; Spd 30 ft. in half-plate armor; base speed 40 ft.; AC 23, touch 8, flat-footed 23; Base Atk +11; Grp +25; Atk +20 melee (3d6+15, greatsword) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +20/+15/+10 melee (3d6+15, greatsword) or +20 melee (1d4+10, 2 slams) or +10 ranged (2d6+10 plus 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +9, Craft (any one) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

Rock Throwing (Ex): The range increment is 120 ft. for a fire giant's thrown rocks.

J20. THE THRONE

A passageway leads toward a light. The cave walls are engraved with images of giants battling trolls. There is a striking image of a female giant, her boot heel on the head of an demon. Further down the hallway, loud footsteps echo. Beyond the passage, is a barbaric throne room. At the southern end of the cavern, three fire giants stand around an enormous granite table in front of a throne. The throne is flanked by two piles of rocks and a pool of magma flowing from a granite fountain on one side. On the throne is a female giant, dressed in black robes with polished slate broaches, a circlet on her brow. Speaking in Giant, the three address her aggressively as she struggles to feign interest. The giants point at a parchment on the table. Behind the throne are six leashed and weary flaming humanoids.

Initial Attitude: Unfriendly

Encounter: There are three fire giants (hp 142 each) standing at a table examining a map. In the throne behind the giants is Grehennox (hp 142), the fire giant queen, with her six leashed azers (hp 25 each) milling around behind the throne. The Queen wears a *greater circlet of persuasion* and is surrounded with a charismatic aura. PCs who speak Giant can understand the conversation between the giants and their leader; they are discussing tactics against the troll army and ways to subdue the trolls' leader, Baltazzar.

The giants do not mention that Baltazzar (Room J30) is an efreeti.

The Queen has a look of utter boredom as she spins a dagger in her left hand. The chained azers behind her are restless and starved. The fire giants don't notice the PCs unless they approach the Queen, but the azers get a Listen check to see if they notice them. If they hear the PCs, the azers begin to tug at their master's leash and foam at the mouth. Grehennox quickly tugs on the azers' choke chain to calm them. The throne room has only one passageway.

Encounter Condition: Echoes 6, Extreme Heat, Fearless

Tactics: If the PCs leave without confronting the giants, they can sneak through this Room without danger of combat. Allow the PCs DC 15 Move Silently checks to avoid being detected.

If the PCs approach the giants, allow a Diplomacy check at a –5 circumstance penalty (–2 if one of the PCs speaks Giant). If successful, the giants converse with the PCs. The fire giants around the table are unfriendly, but Grehennox reacts warmly in an attempt to gain allies, offering them a quest at the appropriate pause.

She explains that Baltazzar the Uncaring and his troll armies have plagued her people with *ice storms* from the Fourth Ring. She offers them each 2,500 gp and a mithril breastplate to kill him. If the PCs accept, the fire giants go back to devising a scheme for conquering the trolls' land. If they decline, the Queen directs her giants to slay the PCs.

The fire giants attack the PCs using great swords. They work their way through the ranks, killing the strongest men before attacking spellcasters. Wizards are subdued, rather than killed, as it is believed they would make excellent slaves. The Queen unleashes her azers on round 3. They attack randomly, and grappling their chosen targets and biting them. If all of the giants and the azers are defeated, Grehennox tries to reach peace agreements, attacking the PCs if this fails.

Treasure: The map on the table shows the layout of the Third and Fourth Rings. The map is labeled in Giant. A DC 40 Search check reveals a fire resistant bag in the lava pool filled with over 4,500 gp, a blackened silver ring (fit for a giant, 50 gp), 2d20 gems taken from the azer (worth 5d20 × 100 gp each) a *bead of force*, and a *gray ioun stone*.

EL: 21

Scaling: To increase the challenge of this encounter, add one fire giant. To decrease the challenge, remove one.

Azer: CR 2; Medium outsider (extraplanar, fire); HD 2d8+2; hp 11; Init +1; Spd20 ft.; AC 23, touch 11, flat-footed 22; Base Atk +2; Grp +3; Atk +3 melee (1d8+1/×3 plus 1 fire, warhammer) or +3 ranged (1d6+1 plus 1 fire, shortspear); Full Atk +3 melee (1d8+1/×3 plus 1 fire, warhammer) or +3 ranged (1d6+1 plus 1 fire, shortspear); SA Heat; SQ Darkvision 60 ft., immunity to fire, SR 13, vulnerability to cold; AL LN; SV Fort +4, Ref +4, Will +4; Str 13, Dex 13, Con 13, Int 12, Wis 12, Cha 9.

Skills and Feats: Appraise +6, Climb +0, Craft (any two) +6, Hide +0, Jump –6, Listen +6, Search +6, Spot +6; Power Attack.

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Fire Giant: CR 10; Large giant (fire); HD 15d8+75; hp 142; Init –1; Spd 30 ft.; AC 23, touch 8, flat-footed 23; Base Atk +11; Grp +25; Atk +20 melee (3d6+15, greatsword) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +20/+15/+10 melee (3d6+15, greatsword) or +20 melee (1d4+10, 2 slams) or +10 ranged (2d6+10 plus 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +9, Craft (any one) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack

Rock Throwing (Ex): The range increment is 120 ft. for a fire giant's thrown rocks.

Queen Grehennox, Fire Giant Rog 1: CR 11; Large giant (fire); HD 15d8+75; hp 142; Init +1; Spd 40 ft.; AC 23, touch 10, flat-footed 21; Base Atk +11; Grp +26; Atk +24 melee (1d8+13/19–20, *+2 short sword*) or +21 melee (1d4+11, slam) or +13 ranged (2d6+11 plus 2d6 fire, rock) or +15 ranged (1d8+13, *+2 dagger*); Full Atk +24/+19/+14 melee (1d8+13/19–20, *+2 short sword*) or +21 melee (1d4+10, 2 slams) or +13 ranged (2d6+11 plus 2d6 fire, rock) or +15 ranged (1d8+13, *+2 dagger*); Space/Reach 10 ft./10 ft.; SA Rock throwing, sneak attack +1d6; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +8, Will +9; Str 30 [32], Dex 12, Con 21, Int 11, Wis 14, Cha 12*.

Skills and Feats: Bluff +5 (+10), Climb +9, Craft (weaving) +8, Intimidate +7 (+12), Jump +9, Sense Motive +6, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack

Rock Throwing (Ex): The range increment is 120 ft. for a fire giant's thrown rocks.

Sneak Attack: Grehennox's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6. Should Grehennox score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks count as sneak attacks if the target is within 30 ft.

*Possessions: +1 chain shirt, +2 short sword, +2 dagger, greater circlet of persuasion (+5, 1/day—enthrall), gauntlets of ogre power, ring of fire immunity** (while useless to her, Grehennox keeps it from the trolls).

J21. TREBUCHET GIANTS

Your armor scorches your skin. An inset north of the bridge promises refuge from the blazing heat. Peering around the volcanic rock, you see two fire giants close to a pile of rocks and a volcanic geyser. The giants are tossing rocks at the magmin on the bridge to the south.

Initial Attitude: Hostile

Encounter: Two fire giants (hp 142 each) are boulder-tossing for sport. Unaware of the PCs, the giants heat their boulders and take turns tossing them at the bridge. Allow the giants Listen or Spot checks at a –4 circumstance penalty. If the giants hear or see the PCs approaching, they change their contest from strength to accuracy.

Encounter Condition: Echoes 4, Extreme Heat

Tactics: If the PCs are spotted by the giants, combat is unavoidable. The giants heat their rocks to a blazing temperature in the volcanic geyser and hurl the boulders at the PCs. In melee, the giant uses the boulder as a bludgeoning weapon. The heated boulder causes both bludgeoning and fire damage. The fire giants fight until they have less than 20 hit points, then retreat toward Room J19 to find reinforcements.

Treasure: N/A

EL: 17

Scaling: To increase the challenge of this encounter, add one additional fire giant. To decrease the challenge, remove one.

Fire Giant: CR 10; Large giant (fire); HD 15d8+75; hp 142; Init –1; Spd 30 ft.; AC 23, touch 8, flat-footed 23; Base Atk +11; Grp +25; Atk +20 melee (2d6+15 plus 2d6 fire, rock) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +20/+15/+10 melee (2d6+15 plus 2d6 fire, rock) or +20 melee (1d4+10, 2 slams) or +10 ranged (2d6+10 plus 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +9, Craft (any one) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

Rock Throwing (Ex): The range increment is 120 ft. for a fire giant's thrown rocks.

J22. CAVE-IN

As you move through this cavern, a fire giant spots you. With a diabolical grin on his blackened face, the giant bashes his club into the ceiling. The ceiling crumbles above you.

Initial Attitude: Hostile

Encounter: There is one fire giant (hp 142) with a greatsword here. As the PCs enter the Room, the fire giant smashes the east wall, causing a cave-in. After the PCs are buried under rubble, the fire giant attacks.

Collapsing Wall Trap: CR 6; mechanical; manual trigger; manual reset; Atk +20 melee (8d6 pieces of stone); multiple targets in a 20 ft. by 20 ft. area; Search DC 20; Disable Device DC 30;

Encounter Condition: Extreme Heat, Poor Footing 5, Hazardous Footing 18

Tactics: The trap triggers immediately upon entering the Room, unless the PCs surprise the fire giant. Allow the PCs DC 24 Reflex saves to avoid the falling rocks, applying any penalties for being caught unaware. Once the trap is triggered, it cannot be reset.

Pinned down, the PCs are at a disadvantage. The fire giant gains a +2 circumstance bonus to attack rolls and AC while fighting the PCs on uneven ground. He is unaffected by the Poor Footing, but must still make saves against the Hazardous Footing.

The fire giant fights until he is reduced to 35 hit points or less, at which point he flees to Room J21.

Treasure: The fire giants carries 3d8 azer gemstones (see Room J39).

EL: 10

Scaling: To increase the challenge of this encounter, increase the damage of the collapsing wall trap to 12d6 and increase the DC of the Reflex save by +4. To decrease the challenge, reduce the damage of the collapsing wall trap to 6d6 and reduce the DC of the Reflex save by –4.

Fire Giant: CR 10; Large giant (fire); HD 15d8+75; hp 142; Init –1; Spd 30 ft.; AC 23, touch 8, flat-footed 23; Base Atk +11; Grp +25; Atk +20 melee (3d6+15, greatsword) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +20/+15/+10 melee (3d6+15, greatsword) or +20 melee (1d4+10, 2 slams) or +10 ranged (2d6+10 plus 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +9, Craft (any one) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

Rock Throwing (Ex): The range increment is 120 ft. for a fire giant's thrown rocks.

J23. THE FIRE GIANT SMELTING POT

The heat here is scalding, and your armor burns your skin. Along the walls, you see massive iron ore boulders embedded in the porous stone. A pot is suspended over a magma pool, and a fire giant is heaving iron ore from a pile into the cauldron.

Initial Attitude: Unfriendly

Encounter: In the center of the Room, one fire giant (hp 142) tosses hundred-pound pieces of iron into a smelting pot. The giant is oblivious to the PCs, suffering a –6 circumstance penalty to his Listen checks. If the giant hears the PCs shuffling around in the Room, he hurls a piece of ore at them.

Encounter Condition: Extreme Heat

Tactics: If the fire giant becomes aware of the PCs, combat is inevitable. The giant hurls iron ore, each chunk dealing 8d6 points of damage. He has enough iron to throw 2d6 pieces of ore.

If a PC engages the fire giant in melee combat, he swings the iron ore as a bludgeoning weapon, dealing 6d6 damage. The smelting giant fights until he has 70 hit points or less, then retreats to Room J19 to muster reinforcements.

Treasure: The giant is carrying 103 gp and a massive pick axe.

EL: 10

Scaling: To increase the challenge of this encounter, add one fire giant. To decrease the challenge, reduce the hit points of the fire giant by –40.

Fire Giant: CR 10; Large giant (fire); HD 15d8+75; hp 142; Init –1; Spd 40 ft.; AC 23, touch 8, flat-footed 23; Base Atk +11; Grp +26; Atk +17 melee (8d6+16, iron bar) or +21 melee (1d4+11, 2 slams) or +6 ranged (8d6+11, iron bar); Full Atk +17/+12/+7 melee (6d6+16, iron bar) or +21 melee (1d4+11, 2 slams) or +6 ranged (6d6+11, iron bar); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 33, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +9, Craft (any one) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

Iron Bar Throwing (Ex): The range increment is 30 ft.

J24. THE IRON ORE DEPOSITORY

Chunks of unrefined iron ore are stacked in this alcove. A golden-skinned fire giant toils to sort the ore into stacks. The clanging of ore echoes throughout the cavern.

Initial Attitude: Indifferent

Encounter: One fire giant (hp 142) sorts and stacks large pieces of ore. However, he is too busy piling ore to take notice of the PCs, suffering a –4 circumstance penalty to his Listen and Spot checks. He avoids combat, if possible, attacking the PCs only if they attack him.

Encounter Condition: Fearless, Extreme Heat

Tactics: If combat is inevitable, the giant hurls iron ore at the PCs. The ore deals 8d6 points of damage and he has enough for 2d6 attacks, but settles disagreements before it gets this far. If reduced to 40 hit points or less, there is no way to end hostilities peacefully and he fights to the death.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add one fire giant. To decrease the challenge, reduce the fire giant's hit points by –40.

Fire Giant: CR 10; Large giant (fire); HD 15d8+75; hp 142; Init –1; Spd 40 ft.; AC 23, touch 8, flat-footed 23; Base Atk +11; Grp +26; Atk +17 melee (8d6+16, iron bar) or +21 melee (1d4+11, 2 slams) or +6 ranged (8d6+11, iron bar); Full Atk +17/+12/+7 melee (6d6+16, iron bar) or +21 melee (1d4+11, 2 slams) or +6 ranged (6d6+11, iron bar); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL LE; SV Fort +14, Ref +4, Will +9; Str 33, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +9, Craft (any one) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Iron Will, Power Attack.

Iron Bar Throwing (Ex): The range increment is 30 ft.

J25. THE FIRE GIANT PRISONER ALCOVE

A whipcrack shatters the silence. A fire giant harnesses three fiery dwarf servants to a sled piled with ore. Struggling to move the sled, an azer collapses, and the fire giant lashes him into unconsciousness. Once the azer is rendered useless, the giant removes him from the harness, and exhorts the remaining azers to move the sled.

Initial Attitude: Hostile

Encounter: The PCs encounter a fire giant taskmaster (hp 164) attaching three azers (hp 15 each) to a sled. As the PCs enter the Room the fire giant has already beaten one of the azers unconscious. The other two are too terrified to work. The giant does not initially notice the PCs, but allow him a Listen check at a –3 circumstance penalty. If he becomes aware of the PCs, the giant decides to refill his sled with the PCs.

Encounter Condition: Extreme Heat

Tactics: Negotiation with the fire giant is not an option. He fights to subdue the PCs, hoping to show off his new slaves. He deals non-lethal combat damage, using his whip to ensnare the PCs. Once the PC is entangled, the giant reels in his victim to knock him unconscious.

If combat grows deadly (i.e. he's reduced to 90 hit points or less), the fire giant fights to the death, convinced the PCs aren't worth the trouble.

During combat, the azers remove their harnesses to make an escape. After 3 rounds, the azers successfully flee. If the PCs approach, the azers run in a panic. The azers' sole motive is to escape their captors and avoid contact with the PCs. A trapped azer fights like a cornered animal.

Treasure: The fire giant carries 340 gp and there are several large pieces of iron ore on the sled which can be crafted into weapons.

EL: 10

Scaling: To increase the challenge of this encounter, increase the hit points of the fire giant by +50. To decrease the challenge, reduce the hit points of the fire giant by –30.

Fire Giant Taskmaster: CR 10; Large giant (fire); HD 15d8+75; hp 164; Init –1; Spd 30 ft.; AC 23, touch 8, flat-footed 23; Base Atk +11; Grp +25; Atk +20 melee (1d4+10 nonlethal, whip) or +20 melee (1d4+10, slam) or +10 ranged (2d6+10 plus 2d6 fire, rock); Full Atk +20/+15/+10 melee (1d4+10 nonlethal, whip) or +20 melee (1d4+10, 2 slams) or +10 ranged (2d6+10 plus 2d6 fire, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to fire, low-light vision, rock catching, vulnerability to cold; AL CE; SV Fort +14, Ref +4, Will +9; Str 31, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +9, Craft (any one) +6, Intimidate +6, Jump +9, Spot +14; Cleave, Exotic Weapon Proficiency (whip), Great Cleave, Improved Sunder, Iron Will, Power Attack

Rock Throwing (Ex): The range increment is 120 ft. for a fire giant's thrown rocks.

J26. THE HIDDEN DROP OFF

Heading north, you find a passageway out of the fire giants' domain. The climate is cooler here, a relief after the heat. The ground is covered with light volcanic debris. Ashes line the corridor walls as do pieces of wood.

Initial Attitude: N/A

Encounter: The giants have protected this passageway to the north by digging a pit and covering it with light rubble and thin pieces of wood. The rubble and wood supports less than 100 lbs. in combined weight, collapsing whenever a PC or monster steps on in it.

Well-Camouflaged Pit Trap: CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18.

Encounter Condition: Extreme Heat

Tactics: Allow the fire giant in Room J25 a DC 25 Listen check if a PC falls through this trap. He arrives 1d3+1 rounds later to investigate.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, increase the depth of the well-camouflaged pit trap to 140 ft. To decrease the challenge, allow a DC 35 Spot check to notice the well-camouflaged pit trap.

J27. INTERSECTION OF PITS

At the border of the fire giants' domain is an open chamber. From the northern corridor, thunderous marching footsteps echo while a sparkling light emanates from the east. The illuminations create a spectrum of reddish colors on the floor.

Initial Attitude: Extreme Heat

Encounter: The fire giants have placed a false floor over this intersection of terrain. Thin wooden planks cover a 50-ft. by 50-ft. section of floor. The planks support less than 100 lbs. in combined weight and collapses whenever a PC or monster steps on in it.

Well-Camouflaged Pit Trap: CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18.

Encounter Condition: Echoes 6

Tactics: All of the monsters in the surrounding area know about the trap. Allow everyone within 100 ft. a DC 25 Listen check to overhear the commotion.

There is a 25% chance that two trolls (Room J30) are standing guard at the northern most part of the Room, hiding in the shadows.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, increase the depth of the well-camouflaged pit trap to 140 ft. To decrease the challenge, allow a DC 35 Spot check to notice the well-camouflaged pit trap.

J28. ROOM OF FLAMES I

In each corner of this room rests a statue, sculpted as if it were wild fire. Each shape is skillfully varied as if it were an artistic coup de grace.

Initial Attitude: N/A

Encounter: A statue carved into the shape of live fire sits in each of four corners. Each of the gleeful shapes elementals is trapped with proximity triggers by the efreeti. If anyone approaches within 5 ft. of a statue, an incendiary cloud trap triggers.

Incendiary Cloud Trap(100 feet deep): CR 9; magic device; automatic reset; proximity trigger; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save for half damage) Search DC 33; Disable Device DC 33.

Encounter Condition: Extreme Heat

Tactics: After a statue triggers, there is a 25% chance (per statue) that it triggers as well. Whether this is a defect of the statues or not, is open for debate. PCs spotting one trap, can spot them all.

Behind the statue in the northwest corner is a secret door. Opening this secret door requires the PCs to cast a fire spell (of any kind) on the statue. This disables the trap for that statue and causes the statue to slide forward 5 ft., so the PCs can squeeze through. Large creatures must succeed at a DC 20 Escape Artist check to squeeze through, while larger creatures cannot fit at all.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, increase the save DCs of the *incendiary cloud* trap by +5. To decrease the challenge, reduce the Search DC of the *incendiary cloud* trap by –5.

J29. ROOM OF FLAMES II

In each corner of this room rests a statue, crafted as if it were living fire. Each shape is different, revealing the sculptor's talent.

Initial Attitude: N/A

Encounter: A statue carved into the shape of living fire sits in each of four corners. Each of the gleeful shapes elementals is trapped with proximity triggers by the efreeti. If anyone approaches within 5 ft. of a statue, an incendiary cloud trap triggers.

Incendiary Cloud Trap: CR 9; magic device; automatic reset; proximity trigger; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save for half damage) Search DC 33; Disable Device DC 33.

Encounter Condition: Extreme Heat

Tactics: After a statue triggers, there is a 40% chance (per statue) that it triggers as well. Whether this is a defect of the statues or not, is open for debate. PCs spotting one trap, can spot them all.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, increase the save DCs of the *incendiary cloud* trap by +5. To decrease the challenge, reduce the Search DC of the *incendiary cloud* trap by –5.

THE FOURTH RING OF THE PYREFAUST: THE OSTRACIZED UNITE

A troll army gathers in the Fourth Ring of the Pyrefaust. Without a leader and bereft of their treasure, stolen by the fire giants, the trolls hide in these brass catacombs.

The ravenous trolls rummaged through the corridors and one came across a jeweled lantern hidden in the cobwebs. Fedj'ik the troll immediately pried it open, freeing an efreeti — Baltazzar the Uncaring, long ago sealed there by the Celestials.

Dazed by the sudden burst of flame emitted by the lantern, Fedj'ik attempted to flee. Baltazzar grabbed the arm of his emancipator and held him aloft. As the efreeti stared the bewildered troll in the eye, Fedj'ik mumbled in broken Common, "No kill. No kill. Fedj'ik seek magic. Hate giants." A great flash of light followed, then a ring of fire. The trolls, terrified of fire, cowered from Baltazzar, who promised them salvation from the fire lords.

Baltazzar was free to wreak havoc on the Pyrefaust with an army of trolls behind him. To further appease his hosts, the warmongering efreeti unleashed his magic on the fire giants. The trolls revere Baltazzar, a powerful entity who protects and leads them, while Baltazzar uses the trolls as pawns to conquer the other Rings of the Pyrefaust.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The PCs hear distant chanting echoing throughout the area. Those who speak Giant can decipher the chanting: the trolls are praising "the war bringer."
2	A horrid smell rises from a cluster of lichen. At the bottom of the lichen, a bloated troll corpse lies, unable to regenerate. A gold ring set with a small gem (85 gp) is on its left hand. If the ring is removed, the troll begins regenerating again.
3	The corridor walls are crudely painted with images depicting trolls eating huge feasts and killing fire giants under the gaze of a pair of fiery eyes. Fear 18.
4	Fist-sized rocks tumble down from above. There is no way to tell what caused the rocks to fall. Tremors 20.
5	A dead fire giant lies on the ground, a noose around its neck and deep claw marks on its face and arms. It is a warning to trespassers.
6–16	Nothing
17	The PCs stumble upon a trap. **Well-Camouflaged Pit Trap:** CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18. At the bottom of the pit is another trap. **Destruction Trap:** CR 8; magic device; touch trigger (*alarm*); automatic reset; spell effect (*destruction*, 13th-level cleric, DC 20 Fortitude save for 10d6 damage); Search DC 32; Disable Device DC 32.
18	A troll sleeps on a ledge above the PCs. A DC 15 Listen check is needed to notice the troll. If the troll wakes, it leaps down and attacks.
20	A patrol of 2d4 trolls search for fire giant stragglers who recently raided their territory. They attack on on sight. Fearless.

J30. TROLL MOB AND EFREETI GENERAL

A pit trap lies in the passageway leading to Room J30 from the south.

Well-Camouflaged Pit Trap: CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18.

At the bottom of the pit is another trap, which triggers when the first PC lands on it.

Polymorph: CR 6; magic device; location trigger; automatic reset; spell effect (*polymorph*, 12th-level wizard, target is polymorphed into gray ooze); Search DC N/A; Disable Device DC 40.

Standing at the corners of the southern passage are two trolls (hp 84 each), on watch for intruders. If the PCs have a light source or have been talking loudly, the trolls are prepared and have alerted the rest of the creatures in Room J30. If the PCs fall into the trap, the troll bring the fight the hallway.

The cavern walls turn to dull brass as you proceed towards a network of catacombs. Off in the distance, you can see the gleam of what appears to be a bonfire. As you draw nearer to the burning pyre, you pass two fire giant skulls on pikes. Suddenly, the ground shakes and you hear ferocious cries. Several shadowy monoliths gather around the pyre and you see an gold-skinned humanoid grow in the middle of the mob. A demon, bathed in his own personal fire, is revealed from behind the masses, larger then the pack of snarling trolls he commands. The gang of trolls raised their giant spiked clubs. The demon commands, "Consume the trespassers. Break their bones upon the earth and make them pay. Mercy is for the weak."

Initial Attitude: Hostile

Encounter: There are twelve trolls here (hp 84 each) and one efreeti, Baltazzar the Uncaring (hp 65). The efreeti appears abnormally large (20 ft. high), using his *change size* ability. He hovers behind the group of trolls, who are in a blind rage, spurning them on with his speech. Either Baltazzar intends to attack the fire giants now or this is a daily event.

Allow PCs a DC 25 Knowledge (nature) or Survival check to notice the trolls are sirting (unusually) close to the fire in the center of the Room. If the PCs are spotted, the trolls charge, attacking fearlessly. They are always in a state of ready to defend their territory.

Encounter Condition: Echoes 4, Fearless

Tactics: Baltazzar has imbued the trolls (through wishes) with increased natural armor, minor resistance against fire, maximum hit points, sharpened claws, improved regeneration, and spell resistance. This development makes more effective in battle than typical trolls and altered the war with the fire giants significantly.

In battle, the trolls flail wildly with spiked clubs. Every time a troll misses with its club, it leaves it behind and uses it claws instead. They use their numbers as an advantage, swarming the PCs in a chaotic fervor, while Baltazzar fights from a distance.

When half the trolls fall, Baltazzar unleashes a volley of *pyrotechnics* on the PCs. After the blast of *pyrotechnics*, he uses *heat (ex)* to increase his attack damage and engages the PCs in melee combat. Baltazzar does not engage them PCs toe to toe and turns to *gaseous form*, fleeing to Room J31 if pressured. If he dies, he collapses into ash piles and his spirit returns to the lantern in Room J33.

This is an important battle at the heart of the Section. If the trolls fall, a great deal of tension between the rings fades. Baltazzar's power has always appeared more than it truly is. His immortality and ability to grant wishes, is his one true power.

Treasure: Baltazzar drops all his possessions when he dies.

EL: 14

Scaling: To increase the challenge of this encounter, add two trolls. To decrease the challenge, remove two.

Baltazzar, Efreeti: CR 8; Large outsider (extraplanar, fire); HD 10d8+20; hp 65; Init +7; Spd 20 ft., fly 40 ft. (perfect); AC 23, touch 11, flat-footed 21; Base Atk +10; Grp +20; Atk +18 melee (2d6+8/15–20 plus 1d6 fire, *+3 scimitar*); Full Atk +28/+13 melee +18 melee (2d6+8/15–20 plus 1d6 fire, *+3 scimitar*); Space/Reach 10 ft./ 10 ft.; SA Change size, heat, spell-like abilities; SQ Darkvision 60 ft., immunity to fire, plane shift, telepathy 100 ft., vulnerability to cold; AL LE; SV Fort +9, Ref +10, Will +9; Str 23, Dex 17, Con 14, Int 12, Wis 15, Cha 16.

Skills and Feats: Bluff +15, Craft (silversmith) +14, Concentration +15, Diplomacy +7, Disguise +3 (+5 acting), Intimidate +18, Listen +15, Move Silently +16, Sense Motive +15, Spellcraft +14, Spot +15; Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Quicken Spell-Like Ability (scorching ray).

Change Size (Sp): Twice per day, an efreeti can magically change a creature's size. This works just like an enlarge person or reduce person spell (the efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Heat (Ex): An efreeti's red-hot body deals 1d6 points of extra fire damage whenever it hits in melee, or in each round it maintains a hold when grappling.

Plane Shift (Sp): A genie can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports the genie and up to eight other creatures, provided they all link hands with the genie. It is otherwise similar to the spell of the same name (caster level 13th).

Spell-Like Abilities: At will—*detect magic, produce flame, pyrotechnics* (DC 15), *scorching ray* (1 ray only); 3/day—*invisibility, wall of fire* (DC 17); 1/day—*grant up to three wishes (to nongenies only), gaseous form, permanent image* (DC 18), *polymorph* (self only). Caster level 12th. The save DCs are Charisma-based.

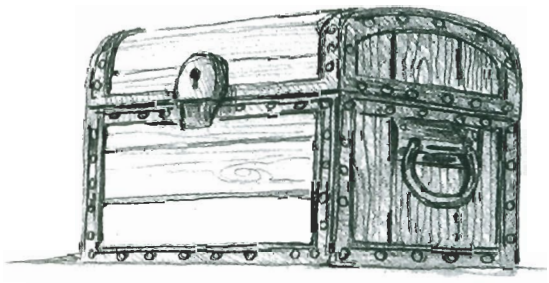
Possessions: *+1 chain mail, +3 unholy keen scimitar, ring of pyrotechnics.*

Troll: CR 6; Large giant; HD 6d8+36; hp 84; Init +2; Spd 30 ft.; AC 24, touch 11, flat-footed 22; Base Atk +4; Grp +14; Atk +9 melee (2d6+9, spiked club) or +9 melee (1d6+6/18–20, claw); Full Atk +9 melee (2d6+9, spiked club) or +9 melee (1d6+6/18–20, 2 claws) and +4 melee (1d6+3/19–20, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 90 ft., fire resistance 10, low-light vision, regeneration 7, scent, spell resistance 17; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 2d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.



J31. SINISTER DEALINGS

This closet is empty. From top to bottom, edge to edge, there isn't even a speck of dust.

Initial Attitude: N/A

Encounter: The Room is an illusion. This chamber is a sanctum for Baltazzar who placed a powerful illusion here, making the Room appear empty. Even when the trolls (all except Fedj'ik) enter the Room, it appears empty to them.

It however is filled with rugs, pillows, plates of food, and anything else that Baltazzar has deemed a "necessity". While he does not tell Fedj'ik what to wish, for he does hint, with leading questions — "Would master like an invisible room?" — making sure the master troll provides the Room with everything it needs. Months of wishes have resulted in a powerful illusion that hides this lush chamber.

A DC 40 WIll save is needed to see through the illusion. So powerful is it, in fact, that whenever Baltazzar or Fedj'ik enter, they too disappear. PCs chasing after either one, find a dank, empty closet.

Of course, this invisibility lasts only as long as they remain hidden. If they attack the PCs, the illusion no longer protects them, but does protect the Room.

Encounter Condition: Positive Energy, [Safe], Spell Resistance 20

Tactics: Unless the PCs uncover the illusion, there isn't much to do here. If Baltazzar is hiding from the PCs, he remains in this Room until fully healed, usually after drinking one of dozens of *cure* potions.

Treasure: Baltazzar and Fedj'ik keep 50 potions of various makes in hidden niches throughout the Room. Anything else the DM can think of can also be stored here.

EL: N/A

Scaling: N/A

J32. BRASS ARMORY

This room is home a beautiful collection of brass weapons. It appears to be the troll's armory. Three trolls emerge, growling in Common, "Get out! Baltazaar's armory!" One raises and swings his spiked club.

Initial Attitude: Hostile

Encounter: Three trolls (hp 84 each) guard the Room. One of the trolls is armed with a spiked club, but the other two are weaponless. The trolls do not negotiate with PCs; Baltazzar has ordered them to expel or kill all trespassers.

Encounter Condition: Fearless

Tactics: Combat ensues immediately upon the PCs entering the room. A troll swings his club at the nearest PC, forcing the PCs to move back towards the entrance. The other two trolls pounce on the nearest PCs, attempting to grapple them and rend their flesh.

When the troll with the spiked club misses an attack, the club is caught on the ground where the troll missed. When this happens, the troll must spend a full-round action freeing his club. All trolls in this room fight till the death and without fear.

Treasure: The armory contains a brass helm, 3 brass swords, 1 brass shield, 2 brass breastplates, and a full-plate of brass armor. Additionally, the troll with the spiked club carries 24 gp.

EL: 7

Scaling: To increase the challenge of this encounter, increase the size of the trolls to Huge (hp 82 each). To decrease the challenge, the trolls start wounded (-20 hit points each).

Troll: CR 6; Large giant; HD 6d8+36; hp 84; Init +2; Spd 30 ft.; AC 24, touch 11, flat-footed 22; Base Atk +4; Grp +14; Atk +9 melee (2d6+9, spiked club) or +9 melee (1d6+6/18–20, claw); Full Atk +9 melee (2d6+9, spiked club) or +9 melee (1d6+6/18–20, 2 claws) and +4 melee (1d6+3/19–20, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 90 ft., fire resistance 10, low-light vision, regeneration 7, scent, spell resistance 17; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 2d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

J33. EFREETI'S QUARTERS

The gritty interior of the dungeon turns into a brass-inlaid paradise. The entire room is crafted of gold and bronze. The room's grandeur is straight from legend. Light shimmers on the lavishly decorated walls and silk pillows. Along the northern wall is a gold-covered cushion beneath a painting of a beautiful brass city. Atop the cushion is a jeweled lantern. Two trolls flank the cushion, clearly protecting it. One is armored and wields a broadsword. The other carries a spiked club.

Initial Attitude: Hostile

Encounter: Two trolls guard Baltazzar's private quarters. The troll that wears armor is Fedj'ik (hp 102). Fedj'ik that freed Baltazzar from captivity and was granted three days of wishes before the others. He was subsequently made master of the trolls. He is powerful, as a result.

The other troll guard (hp 84) carries a spiked club. The trolls are initially unaware of the PCs, but if the PCs openly approach, the trolls attempt to kill them. Baltazzar has ordered the trolls to expel or kill all who enter his chambers uninvited.

Encounter Condition: Fearless

Tactics: If the trolls spot the PCs, they attack. There is no negotiation.

In combat, Fedj'ik bravely charges the nearest PC. He swipes at the PC with two attacks — his longsword in his left hand followed by his right claw. If he grows frustrated by the fight, he discards his weapon and rends the nearest PC. Once he begins fighting with both claws, he turns into a feral beast and loses any protection gained from fighting with the other troll. Fedj'ik is immune to fear and attacks until he dies.

The troll with the spiked club protects Fedj'ik's flank, striking any PCs trying to gain a positional advantage. This makes Fedj'ik immune to sneak attacks. When the troll with the spiked club dies, Fedj'ik's advantage is nullified. If Fedj'ik dies, the other troll flees, scouring the halls for reinforcements.

Treasure: A locked chest can be found under one of the many piles of rugs. The chest is guarded by five *fire traps*. One is on the lock, on each on the hinges, one on the lid and another inside on the lantern. Baltazzar's love of fire should be obvious by now. Inside the PCs find over 1,000 gp (in gold and silver) and an arabian style lantern. More specifically it is *Baltazzar's Lantern* which functions exactly as a *djinni's lamp*.

Fire Trap: CR 6; spell; spell trigger; no reset; spell effect (*fire trap*, 1d4+12 fire, 12th-level wizard, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29.

Lastly, the PCs find a ruby that radiates conjuration magic. The gem acts as a *brazier of commanding fire elementals* with three differences. One, the gem can be activated only once per day and requires the wielder to place the gem inside a fire (of any kind). Two, it summons a neutral evil, greater fire elemental. Three, it stores and summons the same elemental repeatedly. If reduced to 0 hit points, the elemental returns to the gem

and heals damage at a rate of 1 point per round, 2 if the gem is placed in fire. The gem radiates evil, however, as it touches a piece of the fire plane best left alone.

Once inside the gem, the fire elemental cannot be released unless summoned. However, there is a 1% chance each day (at sunrise), that the fire elemental escapes of its own accord. If it breaks out, the fire elemental is free of the gem's power until it reaches 0 hit points again.

EL: 9

Scaling: To increase the challenge of this encounter, add two trolls and add two fighter levels to each one. To decrease the challenge, remove one troll.

♟ **Fedj'ik, Ftr 2:** CR 7; Large giant; HD 6d8+36 + 2d10+12; hp 106; Init +6; Spd 30 ft.; AC 33, touch 10, flat-footed 32; Base Atk +6; Grp +17; Atk +14 melee (1d10+11/19–20, *+1 bastard sword*) or +9 melee (1d6+6/18–20, claw); Full Atk +14/+9 melee (1d10+11/19–20, *+1 bastard sword*) or +9 melee (1d6+6/18–20, 2 claws) and +4 melee (1d6+3/19–20, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 90 ft., fire immunity, low-light vision, regeneration 8, scent, spell resistance 19; AL CE; SV Fort +14, Ref +4, Will +3; Str 25, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Improved Initiative, Iron Will, Track, Weapon Focus (bastard sword).

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 2d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Possession: Full plate, *+1 bastard sword.*

♛ **Troll:** CR 6; Large giant; HD 6d8+36; hp 84; Init +2; Spd 30 ft.; AC 24, touch 11, flat-footed 22; Base Atk +4; Grp +14; Atk +9 melee (2d6+9, spiked club) or +9 melee (1d6+6/18–20, claw); Full Atk +9 melee (2d6+9, spiked club) or +9 melee (1d6+6/18–20, 2 claws) and +4 melee (1d6+3/19–20, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 90 ft., fire resistance 10, low-light vision, regeneration 7, scent, spell resistance 17; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 2d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

J34. SCORCHED EARTH

Piles of burnt skeletons surround a crater in the center of the room. The crater has a layer of ash around its base and streams of volcanic rock cooled to its sides.

Initial Attitude: N/A

Encounter: The crust of the Pyrefaust shakes as the PCs step into this area. From the center of the crater, a pyroclast erupts in front of the PCs. Blazing magma shoots out of a crater and rains on the PCs 1d4 rounds after they enter the Room. The magma fills the air with intense heat and targets every PC in the Room with 4d6+4 fire damage. A DC 16 Reflex save halves this damage. If the door closes shut behind the PCs, increase the DC to 20.

Encounter Condition: Fire, Hazardous Footing 10, Tremors 16

Tactics: Should the azer or magmin every wish to raid the trolls from within, they can push up through this lava flow. If they can find it from under the earth's core. Fire giants would never fit.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, increase the DC of the Reflex save by +5. To decrease the challenge, allow the PCs 2d4 rounds before the magma vents from the crater.

THE FIFTH RING OF THE PYREFAUST: THE GREAT MINE OF TERR'KAAL

The Fifth Ring of the Pyrefaust is an azer mining encampment. The intense heat of the Pyrefaust causes diamonds, emeralds, and sapphires to form in abundance. The azers store the gems they mine in vacant prison cells throughout the Fifth Ring.

The azers are led by the diabolical ogre mage Terr'kaal. Terr'kaal became the leader of the azers by smiting the fire giants, who raided the azers' encampment for slaves in the early days of the Dungeon. The great sorcerer regularly terrorizes the fire giants in revenge for the atrocities they have committed on the azers. Once every twenty days, Terr'kaal sends a swarm of locusts into the giants' food supplies. Though the ogre mage is a boon to the azers, Terr'kaal serves a darker entity.

In the early days of the Dungeon, Tyrus appeared to Terr'kaal during the ogre mage's meditations and seduced him with the promise of freedom. Terr'kaal succumbed to Tyrus's *charm* spell, and the charmed ogre mage was commanded to destroy the glacial seal keeping Tyrus on the Great Plateau.

Fortunately, the ice cap kept the ogre mage away from his master. When the earthquake shattered the Dungeon's walls, Terr'kaal was given the opportunity to finally see Tyrus. There, on the plateau, Terr'kaal was given a scroll that recorded a ritual designed to melt the glacial tomb. The ritual required a vast array of precious gems, which were unavailable to Terr'kaal at the time.

The secret doors in this Section can only be opened by casting fire spells onto the surface. While this deals no damage (the receptacles are specifically designed for this), the door will not open by any other means. The wall descends into the earth, in most cases, and allows entry. Secret doors can be found with a DC 30 Search check (revealing a fiery hand print), but can only be opened with a fire spell. Azer's open these secret doors by merely touching the walls with their fiery palm.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The ground beneath the PCs enlarges, as a pyroclast erupts, dealing 4d6+4 fire damage. Allow the PCs DC 18 Reflex saves to have this damage.
2	A small tremor rocks the surface. The ground swells and steam rises from cracks in the stone. Extreme Heat, Tremors 20.
3	An explosive of fire erupts, echoing through the halls. Screams follow, signs that someone has hit a vein of fire while digging.
4–16	Nothing
17	A gang of four azer miners on their way to work in the mines. 4d6 rounds later, four azer miners come from the other direction, leaving work.
18	A pack of four rasts dragging the body of a dead azer back to their lair.
19	Four azers haul a cart filled with gemstones from the mine.
20	Four trolls search for azers to ambush. They stalk the PCs instead. Ambush.

J35. THE FIRST LINE OF DEFENSE

The fiery climate subsides somewhat as you pass through a door into a passageway. At the east end of the room you hear feet shuffling, the darkness obscures your vision.

Initial Attitude: Unfriendly

Encounter: Four azer flameguards (hp 70 each) protect the east end of the Room from intruders. They are armed with warhammers and surround the eastern door in a half-circle. These sentries protect the edges of the azers' domain and bear a red handprint on their backs. The marking is a blessing from the ogre mage, Terr'kaal, and all of his servants have this mark.

Encounter Condition: Deep Darkness, Fearless

Tactics: If the PCs converse with the azers (and succeed at a Diplomacy check), the azers explain they are servants of the "Exalted Terr'kaal" and none shall enter his domain without permission. They then point their spears and tell the PCs to "leave at once." If the PCs do not leave (or provoke the azers), combat is inevitable.

Three of the azers use their spears to back the PCs away from the eastern door. A fourth azer races to Room J36 to find help. After 2d4 rounds, the azer returns with 10 more azer guards armed with spears.

Treasure: Each of the azers carries 3 gemstones and spears. The gemstones are worth 15 gp each.

EL: 11

Scaling: To increase the challenge of this encounter, add two azer guards. To decrease the challenge, reduce their Listen and Spot checks to notice the PCs by –6.

Azer Flameguard, Ftr 6: CR 8; Medium outsider (extraplanar, fire); HD 2d8+6 + 6d10+18; hp 70; Init +5; Spd 20 ft.; AC 27, touch 11, flat-footed 24; Base Atk +8; Grp +12; Atk +14 melee (1d8+6/19–20, ×3 plus 1 fire, warhammer) or +9 ranged (1d6+4 plus 1 fire, javelin); Full Atk +14/+9 melee (1d8+6/19–20, ×3 plus 1 fire, warhammer) or +9 ranged (1d6+4 plus 1 fire, javelin); SA Heat; SQ Darkvision 60 ft., immunity to fire, spell resistance 13, vulnerability to cold; AL LN; SV Fort +11, Ref +6, Will +6; Str 18, Dex 13, Con 16, Int 12, Wis 12, Cha 9.

Skills and Feats: Appraise +6, Climb +3, Craft (weaponsmith) +12, Craft (goldsmith) +6, Jump +2, Listen +6, Search +6, Spot +6; Cleave, Great Cleave, Improved Critical (warhammer), Improved Initiative, Power Attack, Weapon Focus (warhammer), Weapon Specialization (warhammer).

Heat (Ex): An azer's body is hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct heat.

Possessions: Masterwork banded mail, large steel shield, masterwork warhammer, javelin (3).

J36. ROOM OF FLAMES 3

The door to this Room is marked with red paint, in Ignan, warning others of a trap inside. The writing is simple, not rushed and looks pretty.

In every corner of this room rests a statue, sculpted as if from live flames. Each shape is different, revealing the sculptor's skill. On the floor, a line or chalk and soot has been drawn around the center of the Room.

Initial Attitude: N/A

Encounter: A statue carved into the shape of fire sits in each of four corners. Each of the gleeful shapes elementals is trapped with proximity triggers by the efreeti. None of the inhabitants have learned how to disarm the traps so they leave them alone. If anyone approaches within 5 ft. of a statue, an *incendiary cloud* trap triggers.

Incendiary Cloud Trap: CR 9; magic device; automatic reset; proximity trigger; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save for half damage) Search DC 33; Disable Device DC 33.

Encounter Condition: Extreme Heat

Tactics: After a statue triggers, there is a 25% chance (per statue) that it triggers as well. Whether this is a defect of the statues or not, is open for debate. PCs spotting one trap, can spot them all.

Behind the statue in the northwest corner is a secret door. Opening this secret door requires the PCs to cast a fire spell (of any kind) on the statue. This disables the trap for that statue and causes the statue to slide forward 5 ft., so the PCs can squeeze through. Large creatures must succeed at a DC 20 Escape Artist check to squeeze through, while larger creatures cannot fit at all.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, increase the save DCs of the *incendiary cloud* trap by +5. To decrease the challenge, reduce the Search DC of the *incendiary cloud* trap by –5.

J37. THE UNBINDING HEROES I

The door on the south wall of this Room is locked and cannot be opened from either side. No door handle exists and no seams are evident.

This large antechamber is desolate save for four statues of celestial animals in opposing corners. One of the statues depicts a great lion rearing on its hind legs. Its counterpart, in an opposing corner, is also a lion celestial, but this lion lies flat on its stomach with its paws extended. The other two statues are of dragons in similar poses of sleep and attack.

If the PCs have not yet encountered Serratine (Room V6), read the following.

A gust collects in the center of the room in a shimmering entity. A woman hovers in front of you, wrapped in satin robes. Her features bear marks of grief, and her hair dances in the wind. She looks at you, "Help me, great heroes! Help me escape this terrible curse! Only you can save me from the dragon by turning the lion's wrath on its slumber." After uttering this baffling phrase, the weeping spirit dissipates into the air.

Initial Attitude: N/A

Encounter: The ghost that appears to the PCs is actually a projected image of Serratine, the Dark Seductress. She is trying to get the PCs to unlock her crypt (Room V1) by having them solve a series of riddles created by the Celestials which keep her tomb sealed.

Encounter Condition: Haunted

Tactics: There are four statues of celestial creatures, each in a different pose. If the PCs succeed at a DC 25 Search check, they notice that the statues are relatively light and movable. Upon further inspection, the PCs find that the statues are on rotating pedestals.

If the PCs rotate the 'attacking' lion to face the 'resting' dragon, they hear a siren's song in the west (coming from Room V1). This magical effect persists for 5 rounds and alerts any creatures within 300 ft. of the statue. They are well aware of what it is, and if Hostile, prepare to ambush who is coming.

After 5 rounds of singing the door on the southern wall unlocks and opens.

Treasure: N/A

EL: N/A

Scaling: N/A

J38. STATUE OF SERRATINE I

You enter an old chamber unlocked by the celestial statues. The air is cold and dry in this section, and the putrescence of the sealed room is nauseating. In the center of the secret chamber stands a statue of the woman whose spirit spoke to you. Though a well-crafted reproduction, the statue fails to capture the pure beauty of her spirit.

Initial Attitude: N/A

Encounter: There is a statue of Serratine in each of these Rooms. A switch at the base of the statue in the third Room is in the upright position. This switch can be found with a DC 40 Search check. Otherwise *detect magic* reveals strong abjuration coming from the base of the statue.

If anyone other than a lawful good PC touches the switch, roll on the following chart to see the effect. There is no save. Caster level 20th.

1d20	Effect
1–3	If the creature touching the switch is undead, it casts *heal*. If the creature touching the switch is living, it casts *harm*.
4–8	*Chain lightning*
9–12	*Dictum*
15–19	*Insanity*
20	Paralysis, 2d6 hours

A DC 40 Search check reveals the trap and a DC 50 Disable Device check disables the trap for 2d6 rounds.

Encounter Condition: Stagnant Air^

Tactics: This switch is one of five that unseals Serratine's crypt at Room V1. Once all of the five switches beneath the statues of Serratine are pulled into the 'down' position, a *mithril orb* (see Room J39) placed in the outstretched hands of the statue opens the crypt.

The other statues are in Rooms J46, J47, J49, and J53.

Treasure: N/A

EL: N/A

Scaling: N/A

J39. AZER MINES

The drab corridor opens up into a glittering cavern. Hundreds of gemstones peek out of the basalt walls. This room is a mining encampment. The mine is well lit by stone braziers and equipment is strewn about. Beneath the lip of the mine, four fiery dwarves chip away at the gems in the basalt walls. On the surface of the mine, you see twelve of them hauling gemstones towards the north corridor in small carts.

Initial Attitude: Unfriendly

Encounter: Twelve azer miners (hp 47 each) haul two carts away from the mine shaft that descends beneath the floor. The azers are unaware of the PCs' presence due to their focus on their work, suffering a –6 circumstance penalty to any Listen or Spot checks. If the PCs are noticed, the azer yells "Intruder!" The twelve azers instantly cease their work and attack. Four azers inside the mine do not see the PCs and the clanging of their mallets temporarily deafens them.

Encounter Condition: Cover (soft), Fearless, Hazardous Footing 17, Poor Footing 6

Tactics: If combat starts, the azers swarm the PCs. The twelve azers divide into two groups of six. Each group mobs a single PC, attacking spellcasters first. The four azers in the mine retreat to Room J45 to summon the ogre mage Terr'kaal, if they hear the battle above (DC 25 Listen check, modified by explosive spells, etc.).

If they retreat for help, they arrive 7 rounds later with 15 azer guards from Room J45. The azer guards use the same 'swarming' tactics employed by the others.

Treasure: The mine is full of half-excavated precious stones. PCs can extract 3 gemstones, worth 150 to 250 gp each, per hour. If the PCs venture into the mine, allow for a DC 30 Search check. One of the knapsacks contains a polished *mithril orb*. The *mithril orb* was stolen from the statue of the celestial at Room V1 and claimed by a miner. He carries it with him everywhere he goes.

EL: 8

Scaling: To increase the challenge of this encounter, add 5 azers (hp 11 each) to the encounter. To decrease the challenge, remove five azers from the encounter.

Azer Miner, Ftr 4: CR 6; Medium outsider (extraplanar, fire); HD 2d8+4 + 4d10+8; hp 47; Init +6; Spd 20 ft.; AC 25, touch 12, flat-footed 23; Base Atk +6; Grp +8; Atk +10 melee (1d8+5/×3 plus 1 fire, warhammer) or +3 ranged (1d6+1 plus 1 fire, javelin); Full Atk +10/+5 melee (1d8+5/×3 plus 1 fire, warhammer) or +3 ranged (1d6+1 plus 1 fire, javelin); SA Heat; SQ Darkvision 60 ft., immunity to fire, SR 13, vulnerability to cold; AL LN; SV Fort +9, Ref +6, Will +5; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 9.

Skills and Feats: Appraise +6, Climb +1, Craft (armorer) +11, craft (blacksmith) +6, Jump +2, Listen +6, Search +6, Spot +6; Cleave, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (great axe), Weapon Specialization (great axe).

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Possessions: Masterwork chainmail, masterwork warhammer, javelin (3).

J40. THE UNBINDING HEROES II

Inside this antechamber stand four statues of animals, in opposing corners. The creatures the statues depict are a phoenix with its wings extended, a phoenix with its wings at its sides, a boar in full charge, and a boar asleep. A chill comes through the room, heralding the appearance of a spirit. Her satin robes flow in the cold breeze, robes which do nothing to dim her beauty. Tears glitter as she weeps. "Help, there is not much time left. You must direct the boar's advance to stop the flight of the phoenix." Without warning, the spirit fades into nothingness.

Initial Attitude: N/A

Encounter: The ghost that appears to the PCs is a projected image of Serratine, the Dark Seductress. She is trying to get the PCs to unlock her crypt (Room V1) by having them solve a series of riddles created by the Celestials which keep her tomb sealed.

Encounter Condition: Haunted

Tactics: There are four statues of celestial creatures, each in a different pose. If the PCs succeed at a DC 25 Search check, they notice that the statues are relatively light and movable. Upon further inspection, the PCs find that the statues are on rotating pedestals.

If the PCs move the 'charging' boar to a position where it is facing the 'flying' phoenix, they hear the singing of a siren in the west (coming from Room V1). This magical effect persists for 5 rounds and alerts any creatures within 300 ft. of the statue. They are well aware of what it is, and if Hostile, prepare to ambush who is coming.

After 5 rounds of singing the door on the northern wall unlocks and opens.

Treasure: N/A

EL: N/A

Scaling: N/A

J41. AZER MINING EQUIPMENT STORAGE

You enter a room lined with racks of mining equipment. Grimy shovels, picks, axes, and ladders are all stored on hooks here. In the middle of the room, you see a few beaten sleds and worn carts. The silence of the storage room is broken by the sound of trowels falling near the back of the room. Three azers emerge from the clutter, wielding mining tools menacingly. One of the azers steps forward and says "This is the kingdom of the Exalted Terr'kaal, intruders. Go back to your giant lands or die." The azer shakes his shovel menacingly at you.

Initial Attitude: Unfriendly

Encounter: This Room is covered in azer mining equipment. Shovels, drills, axes, trowels, and other mining tools are either hung up on the walls or piled on the ground. The cluttered Room is difficult to maneuver in.

There is a 50% chance when the PCs enter, that three minors from Room J39 are here, putting away shovels and picks. The azers threatens the PCs, intent on forcing them out of the Room. They do not want to fight, but the PCs aren't supposed to be here.

A successful Diplomacy check calms them down, but the azers tell the PCs if the others find them here, there will be trouble. If the PCs do not leave the Room, the azers' Attitude changes to Hostile and combat cannot be avoided.

Encounter Condition: N/A

Tactics: In combat, the azers swing their crude weapons madly. They are not warriors and fight with very little organization. If they suffer any damage at all, they run to Room J39 for reinforcements. It takes 2 rounds to reach Room J39 and another 2d3 rounds to return with help.

Treasure: There are 14 shovels, 14 pick axes, 44 burlap knapsacks, two drills, four hand carts, 400 ft. of rope, and twelve loose (chipped) gemstones in this Room. The azers carry 3 rubies each worth 50 gp apiece.

EL: 6

Scaling: To increase the cballenge of this encounter, add two azers. To decrease the challenge, reduce the chance of an encounter to 25%.

J42. THE GEMSTONE MOUNTAIN

You barely pry open two tightly sealed iron double doors. Light reflects off the gemstones in this room. Mounds of rubies, sapphires, emeralds, and diamonds fill the room to the ceiling. It is a rogue's paradise, with piles of treasure everywhere. You quickly scan the room; there is not a soul near the treasure.

Initial Attitude: Unfriendly

Encounter: This is the azers' gemstone storage chamber. The site is dizzying. It is unclear why the azer dig, perhaps some preternatural cause, but they are efficient and organized, separating the gems into eight hills, each with thousands of gems in each. Azers haul carts of precious stones mined in Room J39 into this Room and unload them.

The gemstones have an *alarm* spell cast on them by Terr'kaal (Room J45), which triggers when the gems are touched by any non-azer. The *alarm* spell signals Terr'kaal who sends 20 azers from Room J45 to attack the trespassers in 1d6+2 rounds.

Encounter Condition: N/A

Tactics: The azer guards are armed with warhammers, blocking the doorway to the chamber. They 'Heat' their warhammers to scalding temperatures and fight in lines. If the PCs take flight, the azers do not follow beyond the entrance.

Treasure: The PCs can collect 3d6 gems per round. The gemstones are worth 50 to 150 gp each. They are particularly useful in making magic items with fire resistance. 200 gp worth of these gems cut the gp cost of any fire resistance magic item in half.

EL: N/A

Scaling: N/A

J43. A BURST OF LAVA

A wave of oppressive heat hits the PCs as they approach this Room. They should be aware of the Extreme Heat before entering.

Metal armor heats to scalding temperatures as you proceed into a darkened room. In the middle of the cavern, piles of ash surround a crater. The layer of ash surrounds its base of cooled magma. Trails of cooled volcanic rock creep into the corners of the room. Suddenly, the cavern begins to shake. A small puff of ash is ejected from the center of the crater and lava begins to flow to the surface.

Initial Attitude: N/A

Encounter: This Room is extremely hot. Signs of digging can be seen throughout the Room, but the lack of recent activity suggests that the azers left. While they are immune to heat, vents of scaling magma do not produce precious stones. As a result, there is nothing to find here, other than an abandoned mine staff.

Encounter Condition: Extreme Heat*

Tactics: The base DC for the Fortitude save against extreme heat is increased by +5 in this Room.

Treasure: N/A

EL: N/A

Scaling: N/A

J44. VOLCANIC

A wave of oppressive heat hits the PCs as they approach this Room. They should be aware of the Extreme Heat before entering.

A small foothill protrudes from the surface. The hill is smooth and curved on the surface, trickles of magma curling down the sides. There is a dusting of ashes around its base, resembling tarnished snow marred with lamp oil. The surface of the hill cracks, as crimson magma pours from the sides of the hill.

Initial Attitude: N/A

Encounter: A crack of magma has pushed up from beneath stone. Cracked flagstones litter the floor. The intense heat is unbearable for most. However, the passageway to Region K lies to the east, providing PCs with an exit from the pyrefaust. The azer's have sealed off this Room and given up on digging here.

After 2d6 rounds, the core releases a torrent of fire and molten lava. The PCs suffer 8d6+8 fire damage and are allowed DC 20 Reflex saves for half damage. Should the PCs remain, the lava erupts again every 1d6 minutes. The DM is free to make the heat and fire as extreme as possible.

Encounter Condition: Extreme Heat*

Tactics: The base DC for the Fortitude save against extreme heat is increased by +10 in this Room. Feel free to add a few dead creatures that crawled into the Room and withered from the heat.

This Room is the start of larger problem for the occupants of the dungeon. The azers, having dug too far, have copied their hubris of the derro who brought the ceiling down in Regions K and L. By digging too deep and cracking into the fiery core of the earth, the azer have started a chain reaction that cannot be averted.

Unless the PCs can find a way to undo the churning power of the magma undertow, the Eastern portion of this Region will be consumed in about 2 months. A crack will form, ripping from Room J44 through J35, J27, and finally to the lava river.

From there, the lava's power is left to the DM's twisted machinations.

Treasure: N/A

EL: N/A

Scaling: N/A

J45. TERR'KAAL'S LAIR

A great hallway, lit by braziers, is filled with columns and flying buttresses, raising the basalt ceiling to the heavens. Two dozen fiery dwarves kneel before a twenty-foot tall statue of a red dragon. From statue's base an ogre emerges, dressed in a ceremonial robe.

As the ogre dazzles his servants with the display, four of the dwarves rise and go behind the statue. They emerge seconds later, carrying two cauldrons. One of the cauldrons has boiling hot magma steaming from the lip. The other cauldron is brim-full of rubies, sapphires, and a shimmering cloak. The two place the cauldrons in front of the mage. Raising his hands into the air, the ogre recites a ritual in hoarse unpleasant consonants. Plunging his left hand into the cauldrons, the ogre grimaces as the magma consumes his flesh — yet he continues to chant.

Suddenly, wind shoots through the hallway. Without warning, flame bursts from the statue's jaws and the ogre bellows; his eyes roll back in his head as a flame forms in the center of the hall.

Initial Attitude: Hostile

Encounter: The PCs have entered the lair of Tyrus's servant, Terr'kaal (hp 116, –20 from the ritual), as he recites the final verses of a *greater flamebond ritual* given to him by the ancient red dragon in a dream. The flame in the center of the Room grows steadily until it is 30 ft. tall. Terr'kaal then feeds a *special potion of fireball* to two azers and all three step into the fire. Once the ritual is completed, Terr'kaal becomes a divine elder fire elemental (hp 288), minus the extraplanar subtype. While a fire elemental he maintains his spells and spell-like abilities, plus all of his Special Qualities. If necessary, he attacks the PCs in this new form.

Twenty-three azer byrns (hp 47 each) watch Terr'kaal perform this ritual, two of them knowing they must give their lives to complete it. Once the ritual is finished, Terr'kaal walks to Room J39, J43, or J44 and dives into the lava. From there he swims under the earth to the lava river and then up to Region N where he can follow the tunnel back to Room J72. Once inside the dragon's prison, he self-immolates and destroys the ice with divine fire.

Despite being enthralled with the ogre's ritual, four azers in the back of the Room actively watch for intruders. Allow the azers Spot checks at a –4 circumstance penalty (due to the distraction of the ritual). If successful, they alert the rest of the worshippers, who swarm the PCs.

Encounter Condition: Distracting Noises 8, Echoes 8, Fearless

Tactics: If the azers are alerted to the PCs' presence, combat begins. The azers attack in groups of seven, striking with their warhammers until the PCs are defeated or the azers die. Terr'kaal continues his ritual as the azers engage the PCs. If combat between the PCs and the PCs lasts for more than 15 rounds, the ogre mage successfully finishes the ritual, killing the two closest azer and turning him into a large fire elemental. A violent wave of fire follows, dealing 15d6 fire damage to everything in the Pyrefaust (no save). Once he takes elemental form, he moves only 10 ft. per round. It takes him 2 hours to make the long trek to Room J72.

If the azers are defeated in less than 15 rounds, Terr'kaal and the last two azers flee. The ogre mage casts *darkness* and then *delayed blast fireball*, before polymorphing one of the azers into a young red dragon. He then sets it loose on the PCs, using *wall of fire* and other spells to keep the PCs at bay, so he can finish the ritual. If Terr'kaal is forced into melee, he uses a *+2 icy burst great sword* one-handed along with powerful *inflict* spells.

If Terr'kaal is reduced to 20 hit points or less, he takes *gaseous form* and retreats, passing through walls to Room J71. If Terr'kaal dies, the statue of the dragon collapses. PCs under the statue may make a DC 16 Reflex save to avoid the falling pieces, or suffer 3d8 bludgeoning damage.

The secret door on the northwest corner of the Room is typical of the Section and opens when magical fire is cast on the door.

Treasure: Each azer carries 3 gemstones. The cauldron by the statue of Tyrus is filled with 656 gemstones worth 25 to 100 gp each. Terr'kaal also carries the *Ssrin* (the amulet stolen from the salamanders, which allows him to speak draconic), 34 gemstones, and 1343 gp.

EL: 15

Scaling: To increase the challenge of this encounter, add seven azers. To decrease the challenge, remove seven.

Azer Byrn, Ftr 4: CR 6; Medium outsider (extraplanar, fire); HD 2d8+4 + 4d10+8; hp 47; Init +6; Spd 20 ft.; AC 25, touch 12, flat-footed 23; Base Atk +6; Grp +8; Atk +10 melee (1d12+5/×3 plus 1 fire, greataxe) or +3 ranged (1d6+1 plus 1 fire, javelin); Full Atk +10/+5 melee (1d12+5/×3 plus 1 fire, greataxe) or +3 ranged (1d6+1 plus 1 fire, javelin); SA Heat; SQ Darkvision 60 ft., immunity to fire, SR 13, vulnerability to cold; AL LN; SV Fort +9, Ref +6, Will +5; Str 14, Dex 14, Con 14, Int 12, Wis 12, Cha 9.

Skills and Feats: Appraise +6, Climb +1, Craft (armorer) +11, craft (blacksmith) +6, Jump +2, Listen +6, Search +6, Spot +6; Cleave, Great Cleave, Improved Initiative, Power Attack, Weapon Focus (great axe), Weapon Specialization (great axe).

Heat (Ex): An azer's body is intensely hot, so its unarmed attacks deal extra fire damage. Its metallic weapons also conduct this heat.

Possessions: Masterwork chainmail, masterwork greataxe, javelin (3).

Terr'kaal, Ogre Mage, Clr 7: CR 14; Large giant; HD 5d8+15 + 7d8+21; hp 116; Init +4; Spd 30 ft., fly 40 ft. (good); AC 20, touch 9, flat-footed 20; Base Atk +8; Grp +18; Atk +16 melee (3d6+10/17–20, *+2 icy burst greatsword*); Full Atk +16/+11 melee (3d6+10/17–20, *+2 icy burst greatsword*); Space/Reach 10 ft./10 ft.; SA Spells, spell-like abilities; SQ Blindsense 80 ft., darkvision 90 ft., frightful presence, low-light vision, regeneration 5, resistance to fire 15, spell resistance 19; SV Fort +12, Ref +5, Will +9; Str 22, Dex 10, Con 17, Int 14, Wis 16, Cha 18.

Skills and Feats: Concentration +18, Diplomacy +11, Knowledge (arcana) +7, Knowledge (religion) +7, Listen +10, Spellcraft +17, Spot +10; Brew Potion, Combat Expertise, Improved Critical (greatsword), Improved Initiative, Lightning Reflexes.

Frightful Presence (Su): Anyone approaching with 20-ft. of Ter'kaal must make a Will save (DC 20) or be shaken for as long as they in his presence and for 1d4 rounds afterwards. A successful save makes one immune to this effect for 24-hours. This is a fear and mind-affecting power. The save DC is Charisma-based.

Flight (Ex): Terr'kaal can cease or resume flight as a free action. While in *gaseous form*, he flies at his normal speed and has perfect maneuverability.

Regeneration (Ex): Acid and electricity deal normal damage to Terr'kaal. If Terr'kaal loses a limb or body part he can reattach it by holding the severed limb to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or Terr'kaal dies. Terr'kaal cannot regrow lost body parts.

Spell-Like Abilities: At will—*darkness, invisibility;* 1/day—*charm person* (DC 15), *delayed blast fireball* (DC 21), *gaseous form, polymorph, scorching ray.* Caster level 12th. The save DC is Charisma-based.

Cleric Spells Prepared (6/6/5/4/2, save DC 13 + spell level): 0—*detect magic (3), resistance (3);* 1st—*burning hands**, *divine favor (3), entropic shield, shield of faith;* 2nd—*aid, bear's endurance, bull's strength, death knell, produce flame**; 3rd—*invisibility purge, magic vestment, prayer, resist energy (cold or fire only)**; 4th—*divine power, wall of fire**.

* Domain Spell. *Domains:* Fire (turn or destroy water creatures) and Strength (Feat of Strength, once a day).

Possessions: Masterwork banded mail, *+2 icy burst greatsword, potion of bear's endurance, potion of fireball (2)**, *potion of resist energy (acid) (2), potion of protection from evil, potion of protection from good, cloak of etheralness** (consumed in the ritual), holy symbol.

Terr'kaal, Divine Elder Fire Elemental: CR 13; Huge elemental (fire); HD 24d8+96; hp 288; Init +13; Spd 60 ft.; AC 25, touch 17, flat-footed 16; Base Atk +18; Grp +32; Atk +26 melee (2d8+6 plus 2d8 divine fire, slam); Full Atk +26 melee (2d8+6 plus 2d8 divine fire, 2 slams); Space/Reach 15 ft./15 ft.; SA Burn; SQ Blindsense 80 ft.,damage reduction 15/–, darkvision 90 ft., elemental traits, frightful presence, immunity to fire, low-light vision, regeneration 5, spell resistance 19, vulnerability to cold; AL CE; SV Fort +14, Ref +23, Will +10; Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +28, Spot +29; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative B, Great Fortitude, Iron Will, Mobility, Spring Attack, Weapon FinesseB, Weapon Focus (slam).

Burn (Ex): A fire elemental's slam attack deals bludgeoning damage plus divine fire damage (which bypasses fire resistance and immunity) from the elemental's flaming body. Those hit by a fire elemental's slam attack also must succeed on a DC 26 Reflex save or catch on fire. The flame burns for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution- based.

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

J46. STATUE OF SERRATINE II

The door to this Room is locked and can only be opened by successfully navigating the puzzle in Room J40.

The air is stale, the smell of mold overwhelming. In the middle of the room, covered in lichen, is a statue of a celestial woman.

Initial Attitude: N/A

Encounter: There is a statue of Serratine in this Room. A switch at the base of the statue is in the upright position. This switch can be found with a DC 40 Search check. Otherwise *detect magic* reveals strong abjuration coming from the base of the statue.

If anyone other than a lawful good PC touches the switch, roll on the following chart to see the effect. There is no save. Caster level 20th.

1d20	Effect
1–3	If the creature touching the switch is undead, it casts *heal*. If the creature touching the switch is living, it casts *harm*.
4–8	*Chain lightning*
9–12	*Dictum*
15–20	*Insanity*

A DC 40 Search check reveals the trap and a DC 50 Disable Device check disables the trap for 2d6 rounds.

Encounter Condition: Stagnant Air

Tactics: This switch is one of five that unseals Serratine's crypt at Room V1. Once all of the five switches beneath the statues of Serratine are pulled into the 'down' position, a *mithril orb* (see Room J39) placed in the outstretched hands of the statue opens the crypt.

The other statues are in Rooms J38, J47, J49, and J53.

Treasure: N/A

EL: N/A

Scaling: N/A

J47. STATUE OF SERRANTINE III

The air is stale, the smell of mold overwhelming. In the middle of the room, covered in lichen, is a statue of a celestial woman.

Initial Attitude: N/A

Encounter: There is a statue of Serratine in this Room. A switch at the base of the statue is in the upright position. This switch can be found with a DC 40 Search check. Otherwise *detect magic* reveals strong abjuration coming from the base of the statue.

If anyone other than a lawful good PC touches the switch, roll on the following chart to see the effect. There is no save. Caster level 20th.

1d20	Effect
1–3	If the creature touching the switch is undead, it casts *heal*. If the creature touching the switch is living, it casts *harm*.
4–8	*Chain lightning*
9–12	*Dictum*
15–20	Paralysis, 2d6 hours

A DC 40 Search check reveals the trap and a DC 50 Disable Device check disables the trap for 2d6 rounds.

Encounter Condition: Stagnant Air

Tactics: This switch is one of five that unseals Serratine's crypt at Room V1. Once all of the five switches beneath the statues of Serratine are pulled into the 'down' position, a *mithril orb* (see Room J39) placed in the outstretched hands of the statue opens the crypt.

The other statues are in Rooms J38, J46, J49, and J53.

Treasure: A DC 30 Search check reveals a single ruby (worth 50 gp), wedged between two stones. PCs that touch the ruby trigger a *fire trap*.

Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 1d4+7 fire, 7th-level wizard, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29.

EL: N/A

Scaling: N/A

J48. THE UNBINDING HEROES PART III

Three statues of the god of chaos stare at you. The room grows cold. Fog and mist wreaths the three statues, which slowly forms into a woman with an angelic face. Her full lips part, and she says, "Please save me. It will not be long before I expire. Bring order by focusing chaos on destruction." The fog parts slowly, returning the angelic mistress to the void.



Initial Attitude: N/A

Encounter: There are three statues of Serratine in this Room. A switch at the base of the center statue is in the upright position. This switch can be found with a DC 40 Search check. Otherwise *detect magic* reveals strong abjuration coming from the base of the statue.

If anyone other than a lawful good PC touches the switch, roll on the following chart to see the effect. There is no save. Caster level 20th.

1d20	Effect
1–3	If the creature touching the switch is undead, it casts *heal*. If the creature touching the switch is living, it casts *harm*.
4–10	*Chain lightning*
11–17	*Insanity*
18–20	Paralysis, 2d6 hours

A DC 40 Search check reveals the trap and a DC 50 Disable Device check disables the trap for 2d6 rounds.

Encounter Condition: Stagnant Air*

Tactics: The secret doors leading to Rooms J47 and J48 can only be opened by casting fire spells onto the surface of the statues. While this deals no damage (the receptacles are specifically designed for this), the door will not open by any other means. The statue slides out and provides a narrow passage for the PCs to squeeze through. The secret doors can be found with a DC 30 Search check (revealing a fiery hand print), but can only be opened with a fire spell. Azers open these secret doors by merely touching the walls with their fiery palm.

Treasure: N/A

EL: N/A

Scaling: N/A

J49. STATUE OF SERRATINE IV

The air is stale, the smell of mold overwhelming. In the middle of the room, covered in lichen, is a statue of a celestial woman.

Initial Attitude: N/A

Encounter: There is a statue of Serratine in this Room. A switch at the base of the statue is in the upright position. This switch can be found with a DC 40 Search check. Otherwise *detect magic* reveals strong abjuration coming from the base of the statue.

If anyone other than a lawful good PC touches the switch, roll on the following chart to see the effect. There is no save. Caster level 20th.

1d20	Effect
1–5	If the creature touching the switch is undead, it casts *heal*. If the creature touching the switch is living, it casts *harm*.
6–12	*Dictum*
13–17	*Insanity*
18–20	Paralysis, 2d6 hours

A DC 40 Search check reveals the trap and a DC 50 Disable Device check disables the trap for 2d6 rounds.

Encounter Condition: Stagnant Air*

Tactics: This switch is one of five that unseals Serratine's crypt at Room V1. Once all of the five switches beneath the statues of Serratine are pulled into the 'down' position, a *mithril orb* (see Room J39) placed in the outstretched hands of the statue opens the crypt.

The other statues are in Rooms J38, J46, J47, and J53.

Treasure: N/A

EL: N/A

Scaling: N/A

THE SIXTH RING OF THE PYREFAUST: THE LAIR OF THE RASTS

Guardian rasts are concealed in the northeast recesses of the Pyrefaust. Trapped in the material realm, they were placed here as guardians at the behest of the god of fire. Perhaps seeing the future, he urged the celestials to train them and place them here. Over the centuries, wards have fallen and doors have opened, allowing them to roam free.

Now, uncontrolled by the celestials, they have a plan of their own...

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The echo of insect feet bounces off the walls, as though the PCs were surrounded by bugs
2	Heavy footsteps on the ceiling distract the PCs. Echoes 4.
3–15	Nothing
16	The ground beneath the PCs opens as a pyroclast shoots from the earth dealing 4d6+4 fire damage to the PCs. A DC 20 Reflex save negates.
17	An azer flees from the Section, heading toward Room J39.
18	Six rasts ambush the PCs from above. Ambush.
19	The PCs stumble upon a trap. **Chain Lightning Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.
20	The PCs stumble upon a trap. DMs choice (see page 832).

J50. THE UNBINDING HEROES PART V

There is a secret door on the north wall of this Room. The door can only be found on a DC 40 Search check (which reveals an opening in the wall, just larger than a human fist) and can only be opened by suffering the trap. The secret door and trap are complicated.

Inside the opening is a series of grooves, each about the size of a finger. Clever PCs should realize this is a grip. If a PC slides his hand into the opening, his hand is immediately attracted to the positive energy radiating from the grib. A DC 24 Will save resists. If touched, the grip *detects alignment* and acts as an axiomatic weapon. If the PC survives, he is allowed a DC 30 Disable Device check each round to turn the grip in the right position and line up the grooves. If he fails, the grip activates *shocking grasp* (5d4 electricity, no save) every round until he succeeds. The PC may pull away with a DC 24 Will save, gaining a +1 for every previously failed Will save. The real trick here is that the PC must do this by touch. Anyone wearing gauntlets suffers a –15 circumstance penalty to the Disable Device check and suffers an additional +5 points of electricity damage whenever the *shocking grasp* triggers.

From the inside, the secret door can only be opened by the switch in Room J53.

This unlit room smells of sulphur. A breeze swirls through the room, however, dispersing the odor. To the south are two dark alcoves, one deeper than the other. At the far end of the deeper alcove to the southeast is an ebon statue. The statue depicts a humanoid with his face half exposed beneath the cowl.

A circle is etched into the surface of the ground, with an odd jaundice-colored powder dusting the edges. The ring is about twenty feet in diameter. Suddenly, the wind picks up. The air travels around the room as a female spirit appears before you. She is draped in satin and she weeps, "I am stranded amongst horrible creatures in the pyramid by the river of fire! Help, I cannot survive much longer. Release me by casting the dark one into the ring of fire. Hurry, my hope runs thin."

Initial Attitude: N/A, Hostile

Encounter: A single statue stands in the far dark alcove to the southeast. The ebony statue is actually made of slate and depicts a cloaked figure. A DC 20 Craft (alchemy) check reveals the mysterious powder is a sulfur and phosphorus compound, which ignites easily. A DC 40 Craft (alchemy) check reveals that the powder, once lit, burns for 100 years.

The spirit is a projected image of Serratine. The evil temptress seeks to trick the PCs into opening her crypt (Room V1).

Encounter Condition: N/A

Tactics: A DC 20 Search check reveals that the statue is incredibly light and easily moveable. With a DC 16 Strength check, the PCs can haul the statue anywhere in the Room. Failing the Strength check, the statue drops. If dropped, the statue shatters like glass.

If the PCs move the cloaked figure into the center of the circle and then light the phosphorus compound in the etching, the ring ignites and melts the shadowy statue. The fire is smokeless.

All four doors leading out of this Room (to Rooms J51, J52, J53, and J54) unlock at once, releasing the rast guardians inside J51, J52, and J54. They ambush the PCs, almost at once, fighting to push them from the Room. Once engaged, two attack the front, drawing attention from the other two rasts, who flank the PCs.

If a PC is killed, the rast immediately pounces and drains the PC's blood. If the PCs flee, the rasts chase them to the edge of the Region.

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, have the rasts begin combat invisible. To decrease the challenge, have the doors open one round at a time, so the rasts cannot flank the PCs as well.

Godrast, Celestial Rast: CR 9; Huge outsider (extraplanar, fire); HD 12d8+88; hp 184; Init +3; Spd 5 ft., fly 60 ft.; AC 16, touch 7, flat-footed 16; Base Atk +12; Grp +30; Atk +31 melee (1d8+10, claw) or +31 melee (2d8+15, bite); Full Atk +31 melee (1d8+10, 4 claws) or +31 melee (2d8+15, bite); SA Paralyzing gaze, improved grab, blood drain, smite evil; SQ Damage reduction 10/magic, darkvision 60 ft., flight, immunity to fire, resistance to acid, cold and electricity 10, spell resistance 18, vulnerability to cold; AL NG; SV Fort +13, Ref +9, Will +9; Str 30, Dex 8, Con 21, Int 3, Wis 13, Cha 12.

Skills and Feats: Hide +9, Listen +17, Move Silently +17, Spot +17; Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (bite), Weapon Focus (claw).

Blood Drain (Ex): A rast drains blood from a grabbed opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Flight (Su): A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Improved Grab (Ex): To use this ability, a rast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude DC 17 negates. The save DC is Charisma-based.

Smite Evil (Su): Once a day the godrast can make a normal melee attack to deal +13 damage to an evil foe.

J51. RASTS OF UNUSUAL SIZE I

The door to this Room is locked and can only be opened by solving the statue puzzle in Room J50.

Skeletal shards cover the floor and crackle as you carefully cross the floor. The bones are stripped of flesh.

Initial Attitude: N/A

Encounter: A celestial rast (hp 184) guards this Room, waiting for the moment the door opens. It attacks the PCs in Room J50, without hesitation. It works with the other rasts, quickly overcoming its enemies. Due to the state of mind of the others, this one is effectively the leader.

Encounter Condition: Ambush, Fearless, Positive Energy

Tactics: Bred for fighting, this rast is fearless. It fights with the intensity unmatched by others of its kind.

Treasure: Buried in the floor is a magical stone that fills the Room with intense Positive Energy. It cannot be dispelled and acts like *repulsion* (20th-level caster) against evil creatures. It would take months of digging to get at it.

EL: See Room J50.

Scaling: See Room J50.

J52. RASTS OF UNUSUAL SIZE II

The door to this Room is locked and can only be opened by solving the statue puzzle in Room J50.

Skeletal shards cover the floor, crackling as you carefully cross the floor. The bones are stripped completely clean.

Initial Attitude: N/A

Encounter: A celestial rast (hp 184) guards this Room, waiting for the the door to open. It attacks the PCs in Room J50, without hesitation.

Encounter Condition: Ambush, Fearless, Positive Energy

Tactics: While bred to be the leader, it is somewhat passive. It does not fight with the same fervor as the others and runs for aid, should it be reduced to 50 hit points or less. When it gets to Room J56, there is a 50% chance that the rasts there tear it to pieces.

Treasure: Buried in the floor is a magical stone that fills the Room with intense Positive Energy. It cannot be dispelled and acts like *repulsion* (20th-level caster) against chaotic creatures.

EL: See Room J50.

Scaling: See Room J50.

J53. STATUE OF SERRATINE V

The door to this Room is locked and can only be opened by solving the statue puzzle in Room J50.

The air is stale, the smell of mold overwhelming. In the middle of the room, covered in lichen, is a statue of a celestial woman. Blood stains the walls with a bacchanalian mood.

Initial Attitude: N/A

Encounter: There is a statue of Serratine in this Room. A switch at the base of the statue is in the upright position. This switch can be found with a DC 40 Search check. Otherwise *detect magic* reveals strong abjuration coming from the base of the statue.

If anyone other than a lawful good PC touches the switch, roll on the following chart to see the effect. There is no save. Caster level 20th.

1d20	Effect
1–3	If the creature touching the switch is undead, it casts *heal*. If the creature touching the switch is living, it casts *harm*.
4–8	*Chain lightning*
9–12	*Dictum*
15–19	*Insanity*
20	Paralysis, 2d6 hours

A DC 40 Search check reveals the trap and a DC 50 Disable Device check disables the trap for 2d6 rounds.

Encounter Condition: Stagnant Air

Tactics: This switch is one of five that unseals Serratine's crypt at Room V1. Once all of the five switches beneath the statues of Serratine are pulled into the 'down' position, a *mithril orb* (see Room J39) placed in the outstretched hands of the statue opens the crypt.

The other statues are in Rooms J38, J46, J47, and J49.

When this switch is placed in the down position, the secret door in Room J50 unlocks, opens, and the trap is disabled.

Treasure: N/A

EL: N/A

Scaling: N/A

J54. RASTS OF UNUSUAL SIZE III

The door to this Room is locked and can be opened by solving the statue puzzle in Room J50.

Skeletal shards cover the floor, crackling as you cross the room. The bones are stripped completely clean of flesh. The smell of decay fills the air and the room reeks with evil. The door on the north wall looks as though it has been chewed through from the inside.

Initial Attitude: N/A

Encounter: Two huge celestial rasts (hp 184) guard this Room, waiting for the moment the door opens. They attack the PCs in Room J50, without hesitation. However, these rasts have been corrupted by the Room and do not possess the same frame of mind as the others.

Encounter Condition: Ambush, Fearless, Negative Energy

Tactics: These rast are mindless. Though they look and act like their counterparts, they are in fact immune to mind-affecting magic, having been exposed to the negative energy of the Room for two long. One of them appears to have recently hurt itself, the scars still healing.

Treasure: Buried in the floor is a magical stone that once filled the Room with intense Positive Energy. It however has morphed and now spreads evil through its taint. It cannot be dispelled and acts like *repulsion* (20th-level caster) lawful creatures.

EL: See Room J50.

Scaling: See Room J50.

J55. THE UNBINDING HEROES IV

The heat in this cavern is intense. At the east end of the room, an alcove hides a statue of a warrior maiden brandishing a sword in the air, her face twisted into battle cry. A corresponding alcove across the room is empty.

After a few moments, steam rises and takes female shape. The woman's locks tatter in the rising steam. The beauty of the spirit is unparalleled. She cries, "I have no time. I am trapped. You must restore the balance." The spirit lingers, but as the steam rises to the top of the cavern, she vanishes.

Initial Attitude: N/A

Encounter: As the characters enter this room, Serratine, the Dark Seductress, appears before them. She is baiting the PCs into unlocking her crypt (Room V1) by having them solve a series of riddles created by the celestials who entomb her.

Encounter Condition: Fog 15

Tactics: If the PCs search the statue, they find that it, like others in the "Unbinding Heroes" sections, is on a rotating plinth. Unlike the other statues, if the PCs inspect this one closely enough (DC 30 Search check), they discover that it merely rests on the plinth rather than being attached. If the PCs succeed at a DC 24 Strength check (most likely working together), they can drag the statue off of the pedestal and haul it across the room to stand in the empty niche.

Once completed, a misty image appears to them, showing the location of the *mithril orb* (most likely in Room J39), but it could be anywhere the DM wishes. If the PCs possess it, they see themselves.

Treasure: N/A

EL: N/A

Scaling: N/A

J56. FREE RANGE RASTS

There is a 50% chance (per Room) that these doors are open.

Skeletons lay scattered across the floor. A half-chewed troll corpse drops from the ceiling and lands amid the bodies, scattering the bones. Three large fanged spiders drop from the ceiling and crawl through the air in your direction.

Initial Attitude: Hostile

Encounter: Two rasts (hp 166, 141) drop onto the PCs. Having been free for so long, they have lost their sense of right and wrong and attack anything that moves, marking their territory with the dead. There are two rasts in each Room and they fight together until a PC drops, at which point the larger of the two takes the kill.

Encounter Condition: Ambush, Concealment, Fearless, Flooded*

Tactics: The rasts ambush the PCs, striking as quickly as possible. They are supreme hunters and have grown used to killing things quickly. If the PCs prove to be a challenge, this spurs them on and they gain the benefit of *rage*. They are near-mad rast, however, and gain a +4 bonus to fear saves, but suffer a –2 to all other Will saves.

Treasure: Amid the debris on the floor are dozens of gems from azers, and a few discarded weapons. The gems are worth 15 to 50 gp each.

EL: 13

Scaling: To increase the challenge of this encounter, add one rast. To decrease the challenge, reduce the hit points of each rast by –30.

Godrast, Celestial Rast: CR 9; Huge outsider (extraplanar, fire); HD 12d8+88; hp 166, 141; Init +3; Spd 5 ft., fly 60 ft.; AC 16, touch 7, flat-footed 16; Base Atk +12; Grp +30; Atk +31 melee (1d8+10, claw) or +31 melee (2d8+15, bite); Full Atk +31 melee (1d8+10, 4 claws) or +31 melee (2d8+15, bite); SA Paralyzing gaze, improved grab, blood drain, smite evil; SQ Damage reduction 10/magic, darkvision 60 ft., flight, immunity to fire, resistance to acid, cold and electricity 10, spell resistance 18, vulnerability to cold; AL NG; SV Fort +13, Ref +9, Will +9; Str 30, Dex 8, Con 21, Int 3, Wis 13, Cha 12.

Skills and Feats: Hide +9, Listen +17, Move Silently +17, Spot +17; Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (bite), Weapon Focus (claw).

Blood Drain (Ex): A rast drains blood from a grabbed opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Flight (Su): A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Improved Grab (Ex): To use this ability, a rast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude DC 17 negates. The save DC is Charisma-based.

Smite Evil (Su): Once a day the godrast can make a normal melee attack to deal +13 damage to an evil foe.

J57. SWARM OF RASTS

Before the PCs open any of the doors to Room J57, allow the rasts inside Listen checks to hear them coming. Upon reaching the center point of the hallway, the doors burst open and the rasts swarm.

Otherwise, read the following.

The floor is covered with bones and strands of spider silk drape the walls. The ceiling is over 60 feet high and rubble make the floor difficult to stand on. A wolf spider trickles down a web into your line of vision. Suddenly, a few pebbles fall from the ceiling as the sound of skittering feet climb the walls.

Initial Attitude: Hostile

Encounter Condition: Ambush, Concealment, Cover, Fearless, Hazardous Footing 17, Poor Footing 3

Encounter: The PC find themselves the target of a clever ambush. Between the three Rooms, there are fifteen rasts (hp 25 each), that drop down on the PCs from above. Tunnels have been dug into the ceilings and walls above the outside hallway, allowing them to move quickly from one Room to the other.

The rasts drop from the ceiling and float down, angling their bodies in an effort to land directly on top of the PCs. Attacking in numbers, the rasts bury the PCs as ants engulf a bread crumb.

Encounter Condition: N/A

Tactics: The rasts swarm the PCs, immediately grappling the largest (and obviously healthiest) one. They then use *blood drain* to reduce their prey. The rasts are fearless and unpredictable. If possible, they swarm in threes and fours, using their numbers to whittle down the PCs' strength. If the PCs flee, the rasts chase them to the edge of the Section.

Treasure: PCs searching the tunnels 40 ft. above the floor, find the dead bodies of dozens of creatures, in various states of decomposition. They are wrapped in a thin webbing that is easy to break. Among the remains are dozens of azer gems and mundane items. A DC 30 Search check unearths a small coffer filled with potions — *five potions of cure moderate wounds, three potions of endure elements, two potions of owl's wisdom, one potion of resist energy (fire) 20,* and *two potions of lesser restoration.* Each potion is labeled and stoppered with wax. All are the same color.

EL: 14

Scaling: To increase the challenge of this encounter, add five to ten rasts. To decrease the challenge, remove five.

Rast: CR 5; Medium outsider (extraplanar, fire); HD 4d8+7; hp 25; Init +5; Spd 5 ft., fly 60 ft.; AC 15, touch 11, flat-footed 14; Base Atk +4; Grp +6; Atk +6 melee (1d4+2, claw) or +6 melee (1d8+3, bite); Full Atk +6 melee (1d4+2, 4 claws) or +6 melee (1d8+3, bite); SA Paralyzing gaze, improved grab, blood drain; SQ Darkvision 60 ft., flight, immunity to fire, vulnerability to cold; AL N; SV Fort +5, Ref +5, Will +5; Str 14, Dex 12, Con 13, Int 3, Wis 13, Cha 12.

Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8; Improved Initiative, Toughness.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a rast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): A rast drains blood from a grabbed opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Flight (Su): A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

J58. RAST COURT OF BLOOD

The secret door leading to the antechamber of this Room can be found with a DC 30 Search check. However, it can only be opened spreading blood on a small sigils on the face of the wall. The rasts merely spit blood to open it, however.

The stench is overwhelming here. The clicking of dozens of legs fills the air. In the southeast corner of the room, several fanged cluster around a shadowy corridor. Tucked into the corners red eggs, covered in a thin membrane of dried blood.

Initial Attitude: Hostile

Encounter: The PCs have entered the nesting warren of the rast queen (hp 151). She is a celestial rast (like those in Room J50), but lays the eggs of regular rasts. She is tougher than the other celestial rasts, and slightly larger than the males guardians in this Room. She has a larger head, but one fewer set of legs. She is surrounded by a horde of eighteen rasts (hp 25 each). The Room is humid, causing the PCs to stick inside their armor and suffering –2 Dexterity while in the Room.

Encounter Condition: Ambush (darkness), Fear 18, Fearless

Tactics: If the rasts notice the PCs, they swarm, driving them out of this secret Room. If the PCs flee, the rasts give chase to the secret door.

The rasts swarm in multiples of six and the queen only gets involved if her eggs are threatened or the PCs kill all the rasts she flies into the air and uses her *paralyzing gaze* on the nearest PC. If successful, she slashes with her claws, grapples, and then uses her *blood drain* ability.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, add eight rasts. To decrease the challenge, remove six.

Rast: CR 5; Medium outsider (extraplanar, fire); HD 4d8+7; hp 25; Init +5; Spd 5 ft., fly 60 ft.; AC 15, touch 11, flat-footed 14; Base Atk +4; Grp +6; Atk +6 melee (1d4+2, claw) or +6 melee (1d8+3, bite); Full Atk +6 melee (1d4+2, 4 claws) or +6 melee (1d8+3, bite); SA Paralyzing gaze, improved grab, blood drain; SQ Darkvision 60 ft., flight, immunity to fire, vulnerability to cold; AL N; SV Fort +5, Ref +5, Will +5; Str 14, Dex 12, Con 13, Int 3, Wis 13, Cha 12.

Skills and Feats: Hide +8, Listen +8, Move Silently +8, Spot +8; Improved Initiative, Toughness.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude DC 13 negates. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a rast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Blood Drain (Ex): A rast drains blood from a grabbed opponent, dealing 1 point of Constitution damage each round it maintains the hold.

Flight (Su): A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Rast Queen: CR 10; Huge outsider (extraplanar, fire); HD 12d8+88; hp 151; Init +3; Spd 5 ft., fly 60 ft.; AC 16, touch 7, flat-footed 16; Base Atk +12; Grp +30; Atk +31 melee (1d8+10, claw) or +31 melee (2d8+15, bite); Full Atk +31 melee (1d8+10, 4 claws) or +31 melee (2d8+15, bite); SA Paralyzing gaze, improved grab, blood drain, smite evil; SQ Damage reduction 12/magic, darkvision 60 ft., flight, immunity to fire, resistance to acid, cold and electricity 20, spell resistance 18, vulnerability to cold; AL NG; SV Fort +13, Ref +9, Will +9; Str 30, Dex 8, Con 21, Int 3, Wis 13, Cha 12.

Skills and Feats: Hide +9, Listen +17, Move Silently +17, Spot +17; Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (bite), Weapon Focus (claw).

Blood Drain (Ex): A rast drains blood from a grabbed opponent, dealing 1d3+1 points of Constitution damage each round it maintains the hold.

Flight (Su): A rast can cease or resume flight as a free action. A rast that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Improved Grab (Ex): To use this ability, a rast must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Gaze (Su): Paralysis for 1d6 rounds, 30 feet, Fortitude DC 17 negates. The save DC is Charisma-based.

Smite Evil (Su): Once a day the godrast can make a normal melee attack to deal +13 damage to an evil foe.

J59. INVISIBLE PENDULUM

This desolate section is narrow, but with a high ceiling. The air in this room swirls with a soft breeze. There are gold pieces scattered across the floor, in a path to the door across the room from you. In the center of the room there are two identical short hallways or deep alcoves, one on the north end of the room and one on the south end of the room.

Initial Attitude: N/A

Encounter: An invisible pendulum swings back and forth between the north and south alcoves. The pendulum is imbued with *greater invisibility* and *silence*. The only indication of the pendulum is the breeze it causes as it swings back and forth. Most likely, the PC is caught flat-footed when it hits.

Invisible Pendulum Trap: CR 6; mechanical device; timed trigger; automatic reset; Atk +20 melee (1d12+8/×3, greataxe); spell effect (*greater invisibility*); Search DC 30; Disable Device DC 38.

Encounter Condition: N/A

Tactics: The invisible pendulum trap attacks the first PC that comes into contact with it. If the PCs do not move quickly, more can be hit by it however. It remains invisible indefinitely. If the PCs cast *greater dispel magic* on the Room, the pendulum becomes visible for 2d6 rounds. If they cast *detect magic*, the can see a moving aura of moderate illusion.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add a second blade to the invisible pendulum trap. To decrease the challenge, increase the Search DC of the invisible pendulum trap by +10.

THE SEVENTH RING OF THE PYREFAUST: THE TOMB OF WYVERNS

The Seventh Ring of the Pyrefaust is a network of reinforced granite cages imprisoning half-fiend wyverns. These beasts were born from a single angry thought, brought upon the world by the god of retribution. In an instant they descended and destroyed hundreds of cities and creatures. In their haste, the celestials killed most and imprisoned the rest. These wyverns are all that remain from that single malevolent moment, imprisoned with these cages.

When the earthquake cracked the walls of the Pyrefaust, the granite cages of the Seventh Ring remained intact, due to the powerful energy holding them in place. Buried with the wyverns, the celestials placed an unholy item born from the same evil — an *+3 anarchic vicious lance*.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A blast of heat fills the hall for 1d6 minutes. Extreme Heat.
2	The skeletal remains of a fire giant fill the hall, making it difficult to pass. Hazardous Footing 18.
3	The echoing crack of a whip fills the cavern.
4	Steam and noxious vapors suddenly vent from a nearby crack. The PCs must make DC 16 Reflex saves or suffer 3d6 fire damage.
5	A small tremor rocks the surface of the Pyrefaust. The ground expands and a small amount of magma seeps out. Though not harmless, it makes crossing the floor difficult.
6–18	Nothing
19	Baltazzar's fire elemental (Room J68) is loose and looking for prey. It stalks the PCs and waits for the right moment to strike. Ambush.
20	A wyvern has somehow gotten loose and attacks the nearest thing it can find.

J60. INTERSECTION OF FIRE

A brazier of fire rest at the intersection of these mammoth hallways. The fire crackles, as the dancing flames cast a hazy light across the intersection. Growls, hissing noises, echo from every direction.

Initial Attitude: N/A

Encounter: The brazier in the center of the hallway has been magically trapped by the efreeti to the south to keep any freed wyverns from crossing into the trolls' territory. The efreeti believes that the wyverns in are unintelligent and attracted to light sources, so he set a large brazier in the center of the crossroads with a *flame strike trap*.

Flame Strike Trap: CR 10; magical device; proximity trigger (*alarm*); automatic reset; spell effect (*flame strike*, 9d6 fire, 9th-level cleric, DC 17 Reflex save half damage; Search DC 30; Disable Device DC 30.

Encounter Condition: [Deep Darkness], Drafty

Tactics: If the PCs come within 3 ft. of the brazier, the trap triggers. If PCs disarm the trap, the brazier immediately extinguishes, creating a Deep Darkness Encounter Condition for all adjoining Rooms.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, increase the damage of the *flame strike* trap to 13d6. To decrease the challenge, reduce the Reflex save DC of the *flame strike* trap to 14.

J61. CAGED WYVERNS

If the PCs lifted the lever in Room J64, the bars are down and two of the wyverns are gone.

The secret door on the northeast wall can be opened from either side with a DC 30 Search check. It rotates on a central pintle and opens when a special stone is pressed and released at the 4 ft. mark.

Thick metal bars run from ceiling to floor. This mammoth room is cut in two, with four massive winged beasts on one side. Like bulls, they hiss and one rams its head repeatedly into the steel bars.

Initial Attitude: Hostile

Encounter: Four gargantuan half-fiend wyverns (hp 243 each) are contained in a cage and unable to engage in combat. They often fight one another, when bored and the scars on their bodies are the proof. As a result, their damage reduction has increased by +5. One of the wyverns continuously rams itself against the steel bars. If the PCs linger, the wyvern eventually renders itself unconscious after 3d4 rams. The less aggressive wyverns continues to watch the PCs from the back of the cage.

Encounter Condition: Fearless

Tactics: If the switch at Room J64 is down, this cage stands open and the wyvern is not here. If the wyvern is still caged and a PC is within 10 ft. of the bars, the wyvern strikes with its tail. If struck, allow the PC a DC 20 Reflex save for half damage.

Treasure: N/A

EL: 1 or 15

Scaling: To increase the challenge of this encounter, remove the bars. To decrease the challenge, remove two wyverns.

Half-Fiend Wyvern: CR 11; Gargantuan outsider (augmented dragon); HD 21d12+147; hp 243; Init +6; Spd 20 ft., fly 60 ft. (poor); AC 27, touch 8, flat-footed 26; Base Atk +21; Grp +42; Atk +31 melee (2d8+14 plus poison, sting) or +26 melee (4d6+14, talon) or +26 melee (6d6+14/19–20, bite); Full Atk +31 melee (2d8+14 plus poison, sting) and +29 melee (6d6+7/19–20, bite) and +10 melee (2d8+7, 2 wings) and 2 talons +10 melee (4d6+7, 2 talons); Space/Reach 20 ft./15 ft.; SA Poison, improved grab, spell-like abilities; SQ Damage reduction 15/magic, darkvision 60 ft., immunity to sleep, paralysis and poison, low-light vision, resistant to acid, cold, electricity and fire 10, scent, spell resistance 31; AL NE; SV Fort +19, Ref +13, Will +13; Str 39, Dex 14, Con 25, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +25, Hide +14, Intimidate +27, Listen +25, Move Silently +25, Sense Motive +25, Spot +28, Survival +25; Ability Focus (poison), Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Improved Natural Armor (2), Improved Natural Attack (sting), Multiattack[c].

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

Poison (Ex): Injury, Fortitude DC 29, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Smite Good (Su): Once per day the wyvern can make a normal attack to inflict +21 damage against a good foe.

Spell-like Abilities: 3/day—*darkness, poison* (DC 15), *unholy aura*. 1/day—*blasphemy, contagion* (DC 15), *desecrate, destruction* (DC 18), *horrid wilting* (DC 19), *summon monster IX* (fiends only), *unhallow, unholy blight* (DC 15). Caster level 21th. The save DC is Charisma-based.

Skills: Wyverns have a +3 racial bonus on Spot checks.

J62. THE SLEEPING LIZARD

If the PCs lifted the lever in Room J63, the bars are down and two of the wyverns are gone.

The secret door on the northeast wall can be opened from either side with a DC 30 Search check. It rotates on a central pintle and opens when a special stone is pressed and released at the 4 ft. mark.

A single wyvern rests peacefully near a gold coffer in the back of the cage. As you draw nearer, the wyvern raises its head, bewilderment in its eyes. After staring at you for a few seconds, the wyvern directs its gaze towards the coffer.

Initial Attitude: Unfriendly

Encounter: There is one half-fiend wyvern (hp 189) held in the cage. The wyvern is aware of the PCs, but not inclined to investigate their arrival. The wyvern is under a powerful *deep slumber* spell induced by the coffer he possesses.

Encounter Condition: N/A

Tactics: If the switch at Room J64 is down, this cage stands open, but the wyvern is still asleep. If the wyvern is still caged and a PC is within 10 ft. of the bars, the wyvern strikes with its tail. If struck, allow the PC a DC 20 Reflex save for half damage.

If the PCs attack the PCs, it is considered shaken and is caught flat-footed the first round of combat. It does not put up much of a fight and exposing its flank from time to time, hoping the PCs will end its misery.

Treasure: The gold coffer is a cursed magic item, that the wyvern covets. While all it does is cast deep slumber continuously on anyone touching it, the wyvern seeks the warm embrace of death and this is the next best thing.

PCs touching the coffer must succeed at a DC 16 Will save or be drawn to put it in their pack. Cursed, the items stays with the PC until an appropriate spell is cast to cut his tie to the item.

EL: 1

Scaling: To increase the challenge of this encounter, remove the bars. To decrease the challenge, remove the wyvern.

Half-Fiend Wyvern: CR 11; Gargantuan outsider (augmented dragon); HD 21d12+147; hp 183; Init +6; Spd 20 ft., fly 60 ft. (poor); AC 27, touch 8, flat-footed 26; Base Atk +21; Grp +42; Atk +31 melee (2d8+14 plus poison, sting) or +26 melee (4d6+14, talon) or +26 melee (6d6+14/19–20, bite); Full Atk +31 melee (2d8+14 plus poison, sting) and +29 melee (6d6+7/19–20, bite) and +10 melee (2d8+7, 2 wings) and 2 talons +10 melee (4d6+7, 2 talons); Space/Reach 20 ft./15 ft.; SA Poison, improved grab, spell-like abilities; SQ Damage reduction 15/magic, darkvision 60 ft., immunity to sleep, paralysis and poison, low-light vision, resistant to acid, cold, electricity and fire 10, scent, spell resistance 31; AL NE; SV Fort +19, Ref +13, Will +13; Str 39, Dex 14, Con 25, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +25, Hide +14, Intimidate +27, Listen +25, Move Silently +25, Sense Motive +25, Spot +28, Survival +25; Ability Focus (poison), Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Improved Natural Armor (2), Improved Natural Attack (sting), Multiattack.

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

Poison (Ex): Injury, Fortitude DC 29, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Smite Good (Su): Once per day the wyvern can make a normal attack to inflict +21 damage against a good foe.

Spell-like Abilities: 3/day—*darkness, poison* (DC 15), *unholy aura*. 1/day—*blasphemy, contagion* (DC 15), *desecrate, destruction* (DC 18), *horrid wilting* (DC 19), *summon monster IX* (fiends only), *unhallow, unholy blight* (DC 15). Caster level 21th. The save DC is Charisma-based.

Skills: Wyverns have a +3 racial bonus on Spot checks.

J63. UNLOCKING SWITCH I

There are six bloody footprints leading from inside the Room to the hallway, stopping just 6 ft. from the door to this Room. Allow the PCs a DC 20 Spot check (modified by light) to notice.

A row of bars, running floor to ceiling, divides this room in two. However, two of the bars are missing, leaving an opening to the second half of the room. Bloody footprints mark the floor, however, leading from the center of the room out. In the center of the back wall is a heavy lever.

Encounter: A switch in the back wall controls the wyvern cage bars. Flipping the switch to 'down' lowers the bars into the floor, releasing the wyverns from their cages in Rooms J62 and J66. If the switch is returned to the 'up' position, the bars raise from the floor, closing up again.

The celestial's have trapped the floor here, to ensure the wyverns are not released. However, it only triggers when an evil creature crosses the floor.

Electrified Floor Trap: CR 7; magic device; proximity trigger (*detect evil*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Encounter Condition: N/A

Tactics: Once the lever is raised, the wyverns in Rooms J62 and J66 escape to the hallway, breaking through the doors.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, have the electrified floor trap trigger regardless of alignment. To decrease the challenge, reduce the damage of the electrified floor trap to 9d6 and 4d6 respectively.

J64. UNLOCKING SWITCH II

The sound of bone crashing into metal echoes from the room to the north. A row of bars, running ceiling to floor, cuts this room in two. Two of the bars appear are spread apart as if by some great force. The far corner has collapsed in, with earth and rubble breaking through into the room. In the center of the back wall is a heavy lever.

Initial Attitude: N/A

Encounter: A switch in the back wall controls the wyvern cage bars. Flipping the switch to 'down' lowers the bars into the floor, releasing the wyverns from their cages in Rooms J61 and J65. If the switch is returned to the 'up' position, the bars raise from the floor, closing up again.

The celestial's have trapped the floor here, to ensure the wyverns are not released. However, it only triggers when an evil creature crosses the floor.

Electrified Floor Trap: CR 8; magic device; proximity trigger (*detect evil*); automatic reset; spell effect (*chain lightning*, 11th-level wizard, 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Encounter Condition: N/A

Tactics: Once the lever is raised, the wyverns in Rooms J61 and J65 escape to the hallway, breaking through the doors.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, have the electrified floor trap trigger regardless of alignment. To decrease the challenge, reduce the damage of the electrified floor trap to 9d6 and 4d6 respectively.

J65. DINING WYVERN

If the PCs lifted the lever in Room J64, the bars are down and the wyvern is gone.

The secret door on the north wall can be opened from either side with a DC 30 Search check. It rotates on a central pintle and opens when a special stone is pressed and released at the 4 ft. mark.

The ceiling soars above 30 feet in height and giant bars run floor to ceiling. Flying buttresses support the cracked ceiling. In the back of the room, a mammoth wyvern gnaws on an oversized femur. The wyvern looks up at you, lets out a deep-throated roar, and returns to the bone.

Initial Attitude: Unfriendly

Encounter: A gargantuan half-fiend wyvern (hp 288) chews a leg bone at the back of the cell. The wyvern seems content to strip the femur clean and doesn't take much interest in the PCs. The howl let out by the wyvern was a warning to leave him alone to dine. If the PCs linger, the wyvern becomes annoyed by their presence and takes a tail swipe at the closest PC.

Encounter Condition: Deep Darkness, Fearless

Tactics: If the switch at Room J64 is down, this cage stands open and the wyvern is not here. If the wyvern is still caged and a PC is within 10 ft. of the bars, the wyvern strikes with its tail. If struck, allow the PC a DC 20 Reflex save for half damage.

Treasure: N/A

EL: 1 or 11

Scaling: To increase the challenge of this encounter, remove the bars. To decrease the challenge, remove the wyvern.

Half-Fiend Wyvern: CR 11; Gargantuan outsider (augmented dragon); HD 21d12+147; hp 243; Init +6; Spd 20 ft., fly 60 ft. (poor); AC 27, touch 8, flat-footed 26; Base Atk +21; Grp +42; Atk +31 melee (2d8+14 plus poison, sting) or +26 melee (4d6+14, talon) or +26 melee (6d6+14/19–20, bite); Full Atk +31 melee (2d8+14 plus poison, sting) and +29 melee (6d6+7/19–20, bite) and +10 melee (2d8+7, 2 wings) and 2 talons +10 melee (4d6+7, 2 talons); Space/Reach 20 ft./15 ft.; SA Poison, improved grab, spell-like abilities; SQ Damage reduction 15/magic, darkvision 60 ft., immunity to sleep, paralysis and poison, low-light vision, resistant to acid, cold, electricity and fire 10, scent, spell resistance 31; AL NE; SV Fort +19, Ref +13, Will +13; Str 39, Dex 14, Con 25, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +25, Hide +14, Intimidate +27, Listen +25, Move Silently +25, Sense Motive +25, Spot +28, Survival +25; Ability Focus (poison), Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Improved Natural Armor (2), Improved Natural Attack (sting), Multiattack[B].

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

Poison (Ex): Injury, Fortitude DC 29, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Smite Good (Su): Once per day the wyvern can make a normal attack to inflict +21 damage against a good foe.

Spell-like Abilities: 3/day—*darkness, poison* (DC 15), *unholy aura*, 1/day—*blasphemy, contagion* (DC 15), *desecrate, destruction* (DC 18), *horrid wilting* (DC 19), *summon monster IX* (fiends only), *unhallow, unholy blight* (DC 15). Caster level 21th. The save DC is Charisma-based.

Skills: Wyverns have a +3 racial bonus on Spot checks.

J66. TRAPPED WYVERN

If the PCs lifted the lever in Room J63, the bars are down and two of the wyverns are gone.

The secret door on the northeast wall can be opened from either side with a DC 30 Search check. It rotates on a central pintle and opens when a special stone is pressed and released at the 4 ft. mark.

This enormous series of bars, cuts this room into four sections. Peering into the void, you see nothing. As you step closer to the bars, a deep hissing echoes from the gloom. Suddenly, a gargantuan wyvern charges toward the bars from out of nowhere.

Initial Attitude: Hostile

Encounter: This Room is cut into four separate "cages." Each holds a wyvern (hp 243) that paces in its cell. They have all agitated one another with a recent show of strength and the beasts seek to release their aggression.

Encounter Condition: [Ambush], Fear 14, Fearless

Tactics: If the switch at Room J63 is down, these cages stands open and two of the wyverns are not here. The two remaining ambush the PCs and strike to kill. They both pounce on the same PC and fight for dominance. If the cannot both attack the same PC, the attack the closest two.

If the wyverns are still caged and a PC is within 10 ft. of the bars, the wyverns strike with their tails. If struck, allow the PC a DC 20 Reflex save for half damage.

Treasure: N/A

EL: 1 or 14

Scaling: To increase the challenge of this encounter, remove the bars. To decrease the challenge, remove one wyvern.

Half-Fiend Wyvern: CR 11; Gargantuan outsider (augmented dragon); HD 21d12+147; hp 243; Init +6; Spd 20 ft., fly 60 ft. (poor); AC 27, touch 8, flat-footed 26; Base Atk +21; Grp +42; Atk +31 melee (2d8+14 plus poison, sting) or +26 melee (4d6+14, talon) or +26 melee (6d6+14/19–20, bite); Full Atk +31 melee (2d8+14 plus poison, sting) and +29 melee (6d6+7/19–20, bite) and +10 melee (2d8+7, 2 wings) and 2 talons +10 melee (4d6+7, 2 talons); Space/Reach 20 ft./15 ft.; SA Poison, improved grab, spell-like abilities; SQ Damage reduction 15/magic, darkvision 60 ft., immunity to sleep, paralysis and poison, low-light vision, resistant to acid, cold, electricity and fire 10, scent, spell resistance 31; AL NE; SV Fort +19, Ref +13, Will +13; Str 39, Dex 14, Con 25, Int 10, Wis 12, Cha 13.

Skills and Feats: Bluff +25, Hide +14, Intimidate +27, Listen +25, Move Silently +25, Sense Motive +25, Spot +28, Survival +25; Ability Focus (poison), Alertness, Flyby Attack, Improved Critical (bite), Improved Initiative, Improved Natural Armor (2), Improved Natural Attack (sting), Multiattack[B].

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

Poison (Ex): Injury, Fortitude DC 29, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Smite Good (Su): Once per day the wyvern can make a normal attack to inflict +21 damage against a good foe.

Spell-like Abilities: 3/day—*darkness, poison* (DC 15), *unholy aura*, 1/day—*blasphemy, contagion* (DC 15), *desecrate, destruction* (DC 18), *horrid wilting* (DC 19), *summon monster IX* (fiends only), *unhallow, unholy blight* (DC 15). Caster level 21th. The save DC is Charisma-based.

Skills: Wyverns have a +3 racial bonus on Spot checks.

J67. PIT OF DARKNESS

The two granite doors here have been wedged open. Beyond them an expansive holding cell is engulfed in darkness, its ceiling lost in the gloom. There appears to be a steep drop at the edge of the cell, its bottom also concealed by the darkness.

Initial Attitude: N/A

Encounter: The floor of this Room fell into darkness years ago during one of the earthquakes. The Room is dangerous and the floor could break again at any moment. While the pit is only 100 ft. deep, it is lined with dead wyverns and rubble, making the bottom harmful to land on.

Encounter Condition: Deep Darkness, Hazardous Footing 20, Poor Footing 4, Tremors 16

Tactics: Every round the PCs remain in this Room, have each of them make a DC 20 Reflex save. Failure indicates a portion of the floor beneath the PC's feet has cracked, sending him falling into the darkness, onto the bony floor of the pit.

Bone-Strewn Pit Trap: CR 8; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +20 melee, 2d4 spikes per target for 1d6+3 each); Search DC N/A; Disable Device DC N/A.

Treasure: An azer fell to his death while looking for a safe place to count his stolen gems. He and his gemstones are on the floor of the pit. There are 17 gemstones in all (worth 25 to 50 gp each), scattered across the floor. But, searching in the darkness probably isn't worth the trouble.

EL: 8

Scaling: To increase the challenge of this encounter, increase the depth of the bone-strewn pit trap to 130 ft. To decrease the challenge, reduce the depth of the bone-strewn pit trap to 70 ft.

J68. DEAD WYVERN

The door to this Room is scored from fire. The door is slightly ajar and the PCs can smell burnt flesh coming from inside the Room.

If the PCs have used the *gem of commanding fire elementals* from Room J31 this Room is empty.

The smell of burnt flesh fills your nose as the door opens. Inside the room are bars blocking your way, cutting off the rest of the room. Jagged scorch marks on the walls and a smoldering from the eastern end of the room, indicate fire. Seconds later, the explosion of fire, just beyond the wall fills the room with heat.

Initial Attitude: N/A

Encounter: Although the PCs cannot see it, a wyvern lies dead, the victim of a battle with a rampaging fire elemental (hp 178). The beast pushed its way through the bars. One of Baltazzar's pets, the beast was let loose a few weeks ago and made quick work of the sleeping wyvern in this cage. It is vile and destructive, a pawn from Baltazzar's home plane.

Able to squeeze between the bars, the fire elemental attacks the PCs as soon as he notices there is company.

Encounter Condition: Cover, Extreme Heat, Fearless

Tactics: The fire elemental attacks without warning. While the PCs have a few rounds before it strikes, they cannot see it. Once it senses the PCs are around the corner, it pushes through the bars (a move action to move from one side to the other), it attacks the closest PC. It is a force of energy with little to no restraint. It attacks feverishly, lashing out every round.

If the fire elemental dies, it returns to the fiery gem in Room J31 (or wherever the gem is now).

Treasure: If the PCs squeeze through the bars (requiring a DC 30 Escape Artist check for Medium PCs and a DC 20 check for Small PCs), they find the skeletal remains of a wyvern, apparently cooked by the elemental for quite some time. Inside its gullet, is a key to Room K56.

EL: 9

Scaling: To increase the challenge of this encounter, add one fire elemental. To decrease the challenge, reduce the hit points of the fire elemental by –50.

Greater Fire Elemental: CR 9; Huge elemental (fire, extraplanar); HD 21d8+84; hp 178; Init +12; Spd 60 ft.; AC 24, touch 16, flat-footed 16; Base Atk +15; Grp +28; Atk +22 melee (2d8+5 plus 2d8 fire, slam); +22 melee (2d8+5 plus 2d8 fire, 2 slams); Space/Reach 15 ft./15 ft.; SA Burn; SQ Damage reduction 10/—, darkvision 60 ft., elemental traits, immunity to fire, vulnerability to cold; AL NE; SV Fort +11, Ref +20, Will +9; Str 20, Dex 27, Con 18, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +14, Spot +14; Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative*, Iron Will, Mobility, Spring Attack, Weapon FinesseB, Weapon Focus (slam).

J69. FIRE IN THE HOLE

Written on the doors, in Celestial, are the words, "The death of fire lies within." A DC 30 Decipher Script check allows the PCs to read the text.

The large double doors leading to this Room are locked and trapped. Each door has its own *fire trap* (placed here by the celestials) and each door is locked separately. A DC 40 Open Lock check unlocks the door, but does not disable the trap. The trap triggers as soon as someone touches the door or tampers with the lock.

Fire Trap: CR 11; spell trigger; automatic reset; multiple traps (three simultaneous *fire traps*); spell effect (*fire trap*, 1d4+17 fire, 17th-level wizard, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29. Note: This trap is really three CR 5 *fire trap* that fire simultaneously, using the same trigger and reset. Typically fire traps cannot be cast together on a single item.

The secret door on the eastern wall can be opened by finding a trigger on the angelic statue. A DC 35 Search check reveals a niche above the hilt of the statue's scabbarded sword. If a lawful good PC puts a piece of silver into the niche, the statue rotates and allows the PCs entry into the Room. PCs succeeding at a DC 25 Craft (alchemy) check identify trace bits of silver on the niche.

Without silver, a DC 40 Open Lock check is needed to bypass the niche and open the secret door. The secret door remains open for 4d6 rounds. While the door is open, all the traps in the Room are disarmed. Opening it from the inside requires the PCs defeat the trap below.

A giant hall opens before you as a gust of air rushes passed you into the room. A giant granite brazier rests against the far wall. Alcoves set into the north wall and another in the south wall hide statues of angels. The statues stand at the ready, like guardians. The vaulted ceiling disappears into the darkness above.

Initial Attitude: N/A

Encounter: Once the PCs enter the Room, the double doors close behind them and two gates fall in front of the doors, blocking the PCs in. The traps reset on the door and the gate gleams with obvious mystical writing (they too are trapped). Written on the inside of the doors, in Celestial, are the words, "The breath of flame blocks your path. Salvation lies in its destruction."

The gates require a DC 50 Strength check to pry open, but trigger a complex ward placed upon them. Otherwise, the only way to open the gate and doors is to release all of the air in the chamber, an act that happens in one of two ways.

The PCs can allow the braziers to burn out all of the Room. This process takes 2 hours and leads to the PCs suffering the effects of Smoke after 105 minutes (so long as they stay low to the ground). Once the air is completely gone, the brazier's light fades, and the secret door on the east wall swivels open and remains open for 4d6 rounds. Once open, the brazier comes alight again as the Room fills with air.

Alternately, the PCs can trigger the three *fireball* traps on the statues that fill the Room with blue fire and consume all of the air. This is equally deadly, however. But more direct.

The *fireball* traps are easily located, but it is unlikely the PCs will think of either of these methods to escape. In either case, the secret door opens as soon as the air is gone from the Room.

Gate Ward Trap: CR 14; spell trigger; no reset; automatic reset; multiple traps (one *glyph of warding blast*,one *bestow curse* trap, and one *symbol of weakness*); spell effect (*glyph of warding [blast]*, 18th-level cleric, 9d8 cold, DC 18 Reflex save half damage); spell effect (*bestow curse*, 18th-level cleric, –6 Constitution, DC 17 Will save negates); spell effect (*symbol of weakness*, 18th-level cleric, 3d6 Strength damage, DC 21 Fortitude save negates); multiple targets (everyone within 90 ft.); Search DC 15; Disable Device DC 40. Note: This trap is really one CR 4 trap that creates a *bestow curse*, a CR 5 trap creates a *glyph of warding*, and a CR 8 symbol of weakness. In addition, the trap increases the ranges of all spell effects to to 90 ft.

♦ **Fireball Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Encounter Condition: [Drafty], [Smoke], [Stagnant Air]

Tactics: While the PCs plan an escape, allow them time to explore the Room. They have 2 hours before they run out of air, less if they are very active or start small fires, etc.

Treasure: The entire Room radiates magic. DC 25 Spellcraft checks are needed to isolate and locate the various magical auras throughout (gates, statues, etc.). If the PCs succeed at a DC 30 Spellcraft check while examining the floor behind the southern statue, a moderate transmutation, a strong conjuration, and a moderate abjuration aura radiate from under the stone.

A DC 40 Search check reveals a loose stone in the alcove behind the southern statue where the floor and wall meet. The PCs gain a +10 competence bonus to this check, if they know where to look. Prying the stone from the wall requires a DC 30 Disable Device check, DC 35 Open Lock check, or a DC 24 Strength check.

Inside the wall is a small, slender wooden box, 6 in. wide, 2 in. tall and 2 in. deep. Finely crafted by celestial hands and inlaid with ivory, the box is very valuable, worth over 1,000 gp to collectors who appreciate fine work. If anyone other than a lawful good PC touches the box, he suffers damage as if attacked by an *axiomatic holy weapon*.

Inside the box, laying on a bed of thick felt, rest three rings. The rings are a *ring of regeneration*, a *greater ring of energy resistance (fire)*, and a *ring of evasion*.

EL: 16

Scaling: To increase the challenge of this encounter, increase the damage of the *fireball* traps to 10d6 each or add a *sepia snake sigil* to the gate ward trap. To decrease the challenge, remove the *bestow curse* from the gate ward trap.

J70. FIRE WOMAN

The hallway and two circular chambers make up one Room. The following information is for the entire area.

When the PCs enter one of the circular chambers, read the following.

The stone statue of an angel faces south. It grips a two-handed sword, pointing down, the hilt held against its chest. The eyes of the statue look directly at the southern door. There is an overwhelming calm in the room that cannot be explain; nonetheless, you feel energized.

When the PCs enter the hallway, read the following.

The hallway is dark and narrow. Depressed pressure plates in the corridors appear to be triggers for ancient traps and the smell of charred moss pervades the hall. Beyond that, it seems safe and clear of trouble.

Initial Attitude: N/A

Encounter: Inside the Room is *antipathy* that targets both chaotic and evil creatures (effectively five different alignments). The effect reduces the Dexterity of said creatures by –8, instead of the normal –4. In addition, the majority of creatures in the Region avoid this Room.

The back hall is likewise protected, providing a safe haven for PCs.

The true power of this Room stems from the statues, which are in fact, celestials encased in stone. The angels had themselves permanently "fused" with the Region, in the hopes that their eternal "lawful goodness" would somehow keep the place safe. As the centuries wore on, however, their energy subsided and the rift in Room J67 tore through their immobile defenses. As a result, only these two chambers and the back hall are protected. In a few years, only the hallway will be safe.

Encounter Condition: Deep Darkness, Deep Silence, Positive Energy, [Safe]

Tactics: The PCs can do a number of good things for the Region. By casting *break enchantment* three times on each statue, the angels are freed. *Freedom* or *stone to flesh* cast once also frees them. Short of that, only a *miracle* or *wish* can free the angels. If freed, the astral deva thanks the PCs and begins the task of restoring the Region. If updated on the dragon Tyrus, the angels join the PCs in fight, but do not leave the Region for any other Region. "They have work to do," is their motto.

If the PCs lock the doors to the Room, requiring a DC 35 Open Lock check or somehow bar the door, the Room is considered Safe and the likelihood of an encounter with her drops to once every 10 hours.

Treasure: If the PCs search the back hall, they easily find a handful of azer gemstones worth 25 to 50 gp each.

EL: N/A

Scaling: The DM can replace an astral deva with a trumped archon if he wishes, or (to increase the challenge to the Region) a hound archon.

J71. PRISONERS OF FATE

A thin sheet of ice covers the floor. In the northwest corner, rubble has collapsed through the stone. To the south, the statue of a demon stands on a pedestal, its face twisted with rage.

Initial Attitude: N/A

Encounter: In some macabre and not so lawful good plan, the celestials used the bones of ice devils to build this Room and Room J72. The fire beast that was imprisoned here, however, died decades ago and now the Room is filled with the haunted and vile memories of gelugon.

The statue to the south is actually an ice demon, trapped in perpetual ice. If the statue is destroyed, the ice melts and the Room's vile energies dissipate. Destroying the statue, however, is not easy.

First, the PCs must melt the ice, which frees the gelugon. Then, they must fight and destroy the confused and shaken ice devil (hp 196). The ice is vulnerable to fire, but to date, no one has tried to melt it due to the other conditions of the Room.

♦ **Ice:** hardness 20; hp 500; break DC 200.

Encounter Condition: Distracting Noises 9, Distracting Visions 10, Fear 22, Haunted

Tactics: Because of the foul manner in which the Room was conceived, a perverse karma has caused the devils' aura to permeate the floor and walls. Just standing in the Room is unnerving for PCs and lawful good PCs become nauseated (no save) after 1 minute. Every 5 rounds, the Room unleashes one of the following effects as a 16th-level caster.

1d20	Effect
1–4	*Cone of cold*
5	*Contagion*
6–9	*Freezing sphere*
10–12	*Ice storm*
13–16	*Slow*
17–20	*Wall of ice*

Treasure: Searching through the rubble on the northwest corner of the Room, the PCs can easily find a *robe of scintillating* colors. A DC 40 Search check reveals a *ring of invisibility*, which, is itself, invisible. This Search check is done by touch, not sight, so PCs do not gain vision bonuses to the check. The ring, cursed by the Room, cannot be removed once worn, unless the wearer dies.

EL: 12

Scaling: To increase the challenge of this encounter, allow the ice devil to be released through more mundane means, like a single fire spell or by reducing the hardness to 5. To decrease the challenge, reduce the frequency of random effects to once every 8 rounds.

Ice Devil (Gelugon): CR 13; Large outsider (evil, extraplanar, lawful); **HD 14d8+84**; hp 196; Init +5; Spd 40 ft.; AC 32, touch 14, flat-footed 27; **Base** Atk +14; Grp +24; Atk +20 melee (2d6+9/×3 plus slow, spear) or **+19** melee (1d10+6, claw); Full Atk +20/+15/+10 melee (2d6+9/×3 plus slow, spear) and +14 melee (2d6+3, bite) and +14 melee (3d6+3 plus slow, tail); or +19 melee (1d10+6, 2 claws) and +14 melee (2d6+3, bite) and +14 melee (3d6+3 plus slow, tail); Space/Reach 10 ft./10 ft.; SA Fear aura, slow, spell-like abilities, summon devil; SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 25, telepathy 100 ft.; AL LE; SV Fort +15, Ref +14, Will +15; Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20.

Skills and Feats: Bluff +22, Climb +23, Concentration +23, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Jump +27, Knowledge (any three) +23, Listen +25, Move Silently +22, Search +23, Sense Motive +23, Spellcraft +23, Spot +25, Survival +6 (+8 following tracks); Alertness, Cleave, Combat Reflexes, Power Attack, Weapon Focus (spear).

Fear Aura (Su): An ice devil can radiate a 10-foot-radius fear aura as a free action. A creature in the area must succeed on a DC 22 Will save or be affected as though by a *fear* spell (caster level 13th). A creature that successfully saves cannot be affected again by the same ice devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Slow (Su): A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 23 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. The save DC is Constitution-based.

Spell-Like Abilities: At will—*cone of cold* (DC 20), fly, *ice storm* (DC 19), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19). Caster level 13th. The save DCs are Charisma-based.

Summon Devil (Sp): This ice devil cannot summon devils for 7 weeks after he is freed.

Regeneration (Ex): An ice devil takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

THE NINTH RING OF THE PYREFAUST: THE LAIR OF THE ANCIENT DRAGON

On the Great Plateau of the Pyrefaust, above the ever-flowing river of magma, the majestic Ancient Dragon watches over his territory. The Ninth Ring of the Pyrefaust is the tomb of Tyrus, Devourer of Kingdoms. The Ninth Ring contains the plateau which overlooks the entire Pyrefaust. Tyrus lives on top of the plateau, encapsulated in a magically-sustained glacial wall beyond the rocky lip of the formation. With his movement restricted to the plateau, Tyrus occupies himself by enthralling his minions.

Until the recent earthquake, Tyrus was completely trapped in the ice barrier the Celestials had created. The Earthquake cracked a portion of the wall, allowing Tyrus to charm new servants in the Pyrefaust. Through this crack, his entranced minions could personally contact their master. This opening allowed Tyrus to entrance the ogre mage Terr'kaal into casting a great fire ritual to melt the glacial wall. Tyrus gains strength by the day, enthralling servants throughout the Pyrefaust. Soon he will have the entire Pyrefaust in his grasp.

RANDOM ENCOUNTERS

There are no random encounters in the Ninth Ring.

J72. THE ICE PRISON OF THE ANCIENT DEVOURER

As you creep through the tunnel, you feel an icy chill. The floor is frozen, your footing uncertain. The tunnel narrows as you progress, ice building up on the walls, until it ends at a large crack in a glacial wall. The crack is large enough for a small troll to squeeze through, leaving ample room for you to enter. Beyond the crack, pyres cast dark orange lights through the iced-over walls.

You emerge from the crack in the wall onto a plateau almost entirely covered in ice save for a few barren places towards the south. Suddenly, you hear movement, as if someone were dragging two monoliths across chain mail. The dragging sounds are followed by a ghastly snort, and a cloud of smoke rises from the center of the room.

There, a gargantuan red dragon slumbers in a pile of gold pieces and fine-crafted items. The thought of his pyroclastic breath dissuades you from approaching.

However, all hope is not lost. The red dragon is sleeping and seems unaware of your presence. To the south there is an unlit antechamber to the cavern. To the north, you see another large crack in the glacial wall, about 9 feet tall and 6 feet wide, which seems to lead out of the Pyrefaust into a different part of the Dungeon.

Initial Attitude: Hostile

Encounter: The 'sleeping dragon' in the center of the room is actually a *major image* of Tyrus, as he lies in wait at the dark southern end of the cavern. He is trying to lure the PCs into the Room, knowing that they will ambush a "sleeping" dragon.

The gold is not an illusion, but only half of the gold in the cavern. Additionally, the gold has an *alarm* spell cast upon it. When the gold is touched, the red dragon Tyrus (hp 603) is fully alerted to the presence of the PCs, attacking them from the shadows when they least expect it.

Encounter Conditions: Ambush

Tactics: If the PCs elect to take the passage to the north, they avoid combat with Tyrus. The north passage leads back through the glacial wall and out of the Pyrefaust. If the PCs touch the gold or attempt to attack the image of Tyrus, the mirror image disappears, and the real red dragon unleashes *mass inflict light wounds* on the greedy PCs.

Once combat with Tyrus is inevitable, the dragon casts *mirror image* upon himself. Tyrus then hovers 30 ft. off the ground with his *mirror images* and casts *magic missiles* on the PCs. Tyrus attacks the PCs as a flying 15th-level sorcerer would, hovering at a distance from his opponents and using his complement wizard spells. When he loses half of his hit points, Tyrus descends to the ground and stays grounded. While on the ground, Tyrus assaults the PCs with his breath weapon. If a PC attempts a melee strike on the dragon, Tyrus uses his crush attack to damage the PC. If a PC strikes from Tyrus's flank, the dragon uses his tail sweep to flush the PC forward.

If a PC casts a spell on Tyrus, the dragon responds with *greater dispel magic*. After the dragon dispels the spell, he retaliates by using *word of chaos* on the caster.

If Tyrus has fewer than 50 hit points remaining, he casts *mass suggestion* on the PCs, suggesting that they climb the glacial wall of the plateau and dive into the magma flow because "it is too cold on this plateau." If he succeeds, the PCs must try to climb the walls (Climb check, DC 20). Upon a successful check, the suggested PC climbs the wall. If a PC is at the top of the plateau, about to fling himself the lava river, allow him a final Will save (DC 25). If he is unsuccessful, the PC jumps to his death in the lava river. The killed PC cannot be resurrected.

If Tyrus is killed, the glacial prison melts. The excess water runs off the lip of the plateau and down into the lava river. The evaporating water creates a fog over the Pyrefaust. From this point on in the Dungeon, all remaining encounters in the Pyrefaust are considered to have a Fog encounter condition. The melting glacier fully reveals the exit to the north.

Treasure: Tyrus's lair contains 187,978 gp in various denominations and piles. There are also 345 gemstones, 18 dwarven breastplates, a *gemstone of fortification*, and twelve huge longswords strewn throughout the Room. Lastly, the dragon possess a false *mithril orb*, that if placed on the statue in Room V1, shatters and explodes like five *beads of force* all at once.

EL: 23

Scaling: Do not alter this encounter.

♟ **Tyrus, the Devourer of Kingdoms, Ancient Red Dragon:** CR 23; Gargantuan dragon (fire); HD 34d10+306; hp 603; Init +0; Spd 40 ft., fly 200 ft.; AC 39, touch 6, flat-footed 39; Base Atk +34; Grp +60; Atk +44 melee (6d6+14/19-20, bite); Full Atk +44 melee (6d6+14/19-20, bite), +42 melee (2d8+7/19-20, 2 claws), +42 melee (2d6+7, 2 wings) and +42 melee (2d8+21, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA Breath weapon, crush, frightful presence, spell-like abilities, spells, tail sweep; SQ Blind-sense 80 ft., damage reduction 15/magic, darkvision 120 ft., immunity to fire, magic sleep effects, and paralysis, low-light vision, spell resistance 28, vulnerability to cold; AL CE; SV Fort +28, Ref +19, Will +26; Str 39, Dex 10, Con 29, Int 24, Wis 25, Cha 24.

Skills and Feats: Appraise +39, Bluff +35, Concentration +30, Intimidate +47, Jump +49, Listen +47, Search +54, Sense Motive +36, Spellcraft +26, Spot +56, Survival +25; Alertness, Awesome Blow, Cleave, Flyby Attack, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Natural Attack (bite), Multiattack, Power Attack, Snatch, Wingover.

Breath Weapon (Su): Cone of fire (as high/wide as long, from adjacent intersection), 60 ft. range, DC 36 Reflex save for half, 20d10 fire damage. The save DC is Constitution-based.

Crush (Ex): Area 20-ft. by 20-ft.; Medium or smaller opponents take 4d6+21 points of bludgeoning damage, and must succeed on a DC 35 Reflex save or be pinned.

Frightful Presence (Ex): 300-ft. radius, HD 33 or fewer, Will DC 31 negates.

Improved Snatch (Ex): Against Large or smaller creatures, bite for 4d6+14/round or claw for 2d8+7/round.

Spell-Like Abilities: 10/day—*locate object*; 3/day—*suggestion* (DC 20); 1/day—*find the path*. Caster level 15th.

Tail Sweep (Ex): Half-circle 30 ft. in diameter, Small or smaller opponents take 2d6+21 points of bludgeoning damage, Reflex DC 35 half.

Sorcerer Spells Known (6/8/8/8/7/7/7/5; save DC 17 + spell level): 0—*arcane mark, dancing lights, detect magic, ghost sound, guidance, mage hand, prestidigitation, read magic, resistance*; 1st—*alarm, chill touch, divine favor, magic missile, shield*; 2nd—*cat's grace, cure moderate wounds, darkness, detect thoughts, enthrall, mirror image*; 3rd—*deeper darkness, dispel magic, major image, protection from elements*;* 4th—*charm monster, crushing despair, greater invisibility, spell immunity*;* 5th—*feeble mind, hold monster, waves of fatigue*; 6th—*greater dispel magic, mass suggestion*; 7th—*insanity, prismatic spray*.

Tyrus casts spells as a 15th-level sorcerer.

DENOUEMENT: THE FALL OF THE MASTER

With one final burst of fire, the ancient red dragon topples onto the cavern floor. His fall shakes the plateau, cracking the ice cap above his tomb. He gasps for a final breath, and then the cavern is still. Tyrus, the Devourer of Kingdoms, has been slain.

Above you, the thick glacial wall shatters like a mirror cast to the ground. Chunks of ice melt in midair and fall to the surface of the plateau. Gallons of water crack the rocky lip of the plateau. A waterfall forms, descending into the river of lava to evaporate instantly as it hits the scorching magma. A cloud of steam shrouds the Pyrefaust in thick fog. The inferno is calm, the fires quenched by the melting waters. Tyrus has been destroyed, his control over the Pyrefaust broken.

J73 THROUGH J86. TRAPPED STATUES

Though not a ring, the statues lining the hallways of this Region comprise their own "Section" and require a separate set of rules. While no Random Encounter chart exists for this "Section", refer to the Random Encounters for those outlying rooms.

Each statue is a terrifying angel in a different pose, trapped to injure those who tamper with them. The gems in their eyes are their power source. While the trigger may still exist, the statues are powerless without the gems.

While designed to cast hold person and similar non-lethal spells, years of neglect have altered the initial intent. Lightning bolts, fireballs, and other powerful magic now pours forth from their caustic cores. Unable to turn them off, most inhabitants avoid them completely or send smaller creatures out to trigger them, so they can sneak by while the trap resets.

DISABLE DEVICE

The only way to shut off these traps is to remove the gems. Doing so is not easy. For starters, the PCs must succeed at two DC 50 Disable Device checks (one for each gem). Even if the PC is successful, the trap triggers one last time as the gem falls from the statue's head. If the PC fails the check by more than 10, the trap triggers twice and the PC suffers a –4 to any Reflex save to avoid damage due to his proximity. Lastly, if the PC fails this check by more than 30, he suffers the effect listed above, and is then turned to stone (no save), becoming a permanent fixture.

If the PCs do not remove the gems, but succeed at the required Disable Device check to bypass the trap, the trap does not trigger for 1d4 hours, at which point it automatically resets.

USING TYRUS'S SPELLS

Tyrus does not rush into combat, nor face down 20 opponents at once, nor allow PCs to sneak attack or trick him. He controls the pace of the battle and takes advantage of his enemies' mistakes. To set the pace of this encounter, take time with Tyrus's actions and fluster the PC by forcing them to finish their actions quickly, in less than a minute. Being in the presence of a dragon should unnerve the PCs; being in Tyrus's presence should make them cry for mercy.

When combat ensues, Tyrus has already cast *mage armor, protection from energy (cold), mirror image,* and *spell immunity — lightning bolt, magic missile, vampire touch. Mirror image* is cast soon after to disrupt PC attacks.

If the PCs come out strong, Tyrus drops *insanity* and *prismatic spray* on spellcasters and other PCs showing off their power. Anyone displaying extreme strength or wielding powerful magic items is hit with *feeblemind*. If the PCs stand too close together, Tyrus casts two or three *chain lightnings* until the PCs get the hint.

Mind fog is used on clerics and druids and *baleful polymorph* turns bards and rogues into mice and wingless sparrows. If the PCs insist on getting too close, *fire shield* changes their minds, and *crushing despair* is a great spell late in combat for fighters too stupid to leave the area.

Lower level spells — *bear's endurance, blindness/deafness, touch of idiocy,* and so on — are reserved for when a wizard gets too close or when Tyrus is out of other spells. Tyrus sees wizards as a threat to his power and targets them first.

If the PCs haven't suffered enough, Tyrus snatches one up in a claw and devours him right in front of the party. Should they beg for mercy, he makes sure the wizards are killed and/or the spellbooks destroyed before he considers letting them go. Fighters and rogues are enlisted as lieutenants, if they don't get uppity. Clerics and paladins seeking mercy are forced to renounce their faith (in front of Tyrus) or be destroyed. Sorcerers and druids are enlisted as familiars.

SECRET DOORS

Not all the statues in this "Section" are traps. Part of the original design was to create a series of obvious traps, so less-obvious secret doors could be used by the celestials to move quickly through the prison. Some of the statues bear the same markings, gems, or poses to discourage would be intruders. However, each secret door has its own unique way of opening.

J73. ANGELIC TRAP

Two statues stand at the north and east corners of the hall. Each, a celestial standing guard is a spear and shield. The sigil of an eagle is in relief on the shield and breastplates of these bronze statues.

Initial Attitude: N/A

Encounter: A pressure plate in the floor leads to a *hold monster* trap that emanates from both statues, making the magic more powerful.

Hold Monster Trap: CR 7; magic device; touch trigger (5 round delay); automatic reset; spell effect (*delayed blast fireball*, 16th-level wizard, 16d6 fire, DC 17 Reflex save half damage); Search DC 32; Disable Device DC 32.

Encounter Condition: N/A

Tactics: The magic from this trap is pure arcane fire. Fire immunity or resistance is powerless against it and PCs with bonuses to saving throws against fire damage are not protected against this trap. The fire cannot combust clothing or other flammable items.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, increase the Will save DC of the *hold monster* trap by 4. To decrease the challenge, replace the *hold monster* trap with a *charm person* trap.

J74. SECRET DOOR

Initial Attitude: N/A

Encounter: An angelic statue (like many others in the Region) stands at the end of the hallway and hides a secret door. The other two are trapped and trigger if examined (see below). If the PCs succeed at a DC 35 Search check, they find a bas relief of a star inside a star on the back of the shield. A PC must lie on the ground to actually see the star.

If a lawful good PC touches the star the secret door opens automatically. Otherwise, a PC must succeed at two consecutive DC 30 Disable Device checks to rotate the inner star clockwise and the outer star counter clockwise.

A DC 40 Search check reveals nail clippings (from rast that use this spindly claws to open the door) on the floor around the statue.

Encounter Condition: N/A

Tactics: When the PCs open the secret door, the statue spins on its axis, opening the hallways behind it. The PCs can now squeeze (one at a time), through the narrow passage. This secret door cannot be opened from the other side.

It remains open for 5 rounds before closing.

Treasure: Eighteen gemstones of various sizes are scattered on the floor, around the statue. They are worth 15 to 50 gp each.

EL: N/A

Scaling: N/A

J75. SECRET DOOR

Initial Attitude: N/A

Encounter: An angelic statue (like many others in the Region) stands at the end of the hallway and hides a secret door. If the PCs succeed at a DC 35 Search check, they find a groove under the shield of the angel. If the PCs cast *mage hand* or any similar "push" spell on the groove, it opens the secret door.

Alternately, a PC can use thief tools to move a latch inside the groove. Only the thinnest tool works. A DC 40 Open Lock releases the latch and opens the secret door. A failed check by more than 10, causes the tool to bend and become worthless.

A DC 40 Search check reveals nail clippings (from rast that use this spindly claws to open the door) on the floor around the statue.

Encounter Condition: N/A

Tactics: When the PCs release the latch, the statue spins on its axis, opening the hallways between the two statues. The PCs can now squeeze (one at a time), through the narrow passage.

It remains open for 5 rounds before closing.

Treasure: Eighteen gemstones of various sizes are scattered on the floor, around the statue. They are worth 15 to 50 gp each.

EL: N/A

Scaling: N/A

J76. OGRE STATUE

Initial Attitude: N/A

Encounter: There are three statues of Terr'kaal at the end of this hallway, arms raised to the heavens. The statues depict the ogre mage raising his hands as though performing a ritual. Terr'kaal's statue has a stream of hot air emitting from the secret door behind it, which the PCs notice with a DC 35 Search check. If the PCs cast a fire spell onto the statue, the statue rotates, revealing the hallway beyond.

It remains open for 5 rounds before closing.

Encounter Condition: N/A

Tactics: N/A

Treasure: Eighteen gemstones of various sizes are scattered on the floor, around the statue. They are worth 15 to 50 gp each.

EL: N/A

Scaling: N/A

J77. SECRET DOOR

Initial Attitude: N/A

Encounter: An angelic statue (like many others in the Region) stands at the end of the hallway and hides a secret door. If the PCs succeed at a DC 35 Search check, they find a groove under the shield of the angel. If the PCs cast *mage hand* or any similar "push" spell on the groove, it opens the secret door.

Alternately, a rogue can use thief tools to move a tiny latch inside the groove. Only the thinnest tool works. A DC 40 Open Lock releases the latch and opens the secret door.

A DC 40 Search check reveals nail clippings (from rast that use this spindly claws to open the door) on the floor around the statue.

Encounter Condition: N/A

Tactics: When the PCs release the latch, the statue spins on its axis, opening the hallways between the two statues. The PCs can now squeeze (one at a time), through the narrow passage.

It remains open for 5 rounds before closing.

Treasure: N/A

EL: N/A

Scaling: N/A

J78. FIRE FOR EFFECT

This encounter occurs somewhere between the northern and southern locations indicated on the map.

A haze in the air stings your eyes. A statue in the walkway ahead glares across the front of a niche with its own statue. These angry basalt angels have red gems for eyes, with a third gem in the center of their foreheads. Beneath their gazes, a behir looks confused. It watches the statues and is unaware of your approach.

Initial Attitude: N/A

Encounter: An aggressive behir (hp 94) chased an azer through the hallways only to find itself trapped between the statues. While (luckily) the trap has not triggered, the behir moves as slowly as possible to avoid being struck by the fire that is sure to issue forth. If anyone else steps on the pressure plate in front of the statues, spreading fire is triggered from both statues.

♦ **Spreading Fire Trap:** CR 7; magical device; location trigger; automatic reset; spell effect (*fireball, scorching ray,* 11th-level wizard, 11d6 fire to nearest target plus 5d6 fire to up to eleven secondary targets, DC 19 Reflex save for half damage); Search DC 31; Disable Device DC 31.

Encounter Condition: Fog 10

Tactics: If anyone moves onto the plate in front of one of the statues' eyes, or forces the behir to move more than 5 ft. in a single round, the spreading fire trap triggers. Each statue is set to go off, so crossfire cuts through the corridor, linking the four statues with rays of fire. This is considered four separate trap effects triggering at one time. Unless someone else stands on the pressure plate, the behir is the primary target of two of the traps, and any PCs within the four statues suffers damage as secondary targets.

The behir does not wish to die, but knows its fate is fixed. If the PCs approach within 15 ft., allow it a Listen or Spot check. If outnumbered, it charges away from the PCs, hoping to take some of them in the wake of the spell's effect.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, give the behir +30 hit points and have it automatically save against the fire damage of the trap. To decrease the challenge, have the trap already triggered, with the behir's dead body on the pressure plate. Only 100 lbs. or more triggers the plates again.

♛ **Behir:** CR 8; Huge magical beast; HD 9d10+45; hp 94; Init +1; Spd 40 ft., climb 15 ft.; AC 20, touch 9, flat-footed 19; Base Atk +9; Grp +25; Atk +15 melee (2d4+12, bite); Full Atk +15 melee (2d4+12, bite); Space/Reach 15 ft./10 ft.; SA Breath weapon, constrict 2d8+8, improved grab, rake 1d4+4, swallow whole; SQ Can't be tripped, darkvision 60 ft., immunity to electricity, low-light vision, scent; AL N; SV Fort +11, Ref +7, Will +5; Str 26, Dex 13, Con 21, Int 7, Wis 14, Cha 12.

Skills and Feats: Climb +16, Hide +5, Listen +4, Spot +4, Survival +2; Alertness, Cleave, Power Attack, Track.

Breath Weapon (Su): 20-ft. line, once every 10 rounds, damage 7d6 electricity, Reflex DC 19 half. The save DC is Constitution-based.

Constrict (Ex): A behir deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a behir must hit a creature of any size with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Rake (Ex): Six claws, attack bonus +15 melee, damage 1d4+4.

Swallow Whole (Ex): A behir can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check.

A behir that swallows an opponent can use its Cleave feat to bite and grab another opponent.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the behir's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A behir's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: Behirs have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

J79. ANGELIC COMMAND

On the floor lies the body of a smoldering dwarf. It looks as though he died recently. A hiss emanates from the floor… or perhaps the walls.

Initial Attitude: N/A

Encounter: Unlike the other trapped statues in the Region, this one does nothing more than raise an audible *alarm*. The trap triggers as soon as any movement happens within line of sight of the statue (usually 20 to 120 ft., depending on lighting).

♦ **Alarm Trap:** CR 1; magic device; visual trigger (*true seeing*); automatic reset; spell effect (*alarm*, 16th-level wizard); Search DC 40; Disable Device DC 35.

The trap sounds like an eagle crying out and continues for 2d6 minutes.

Encounter Condition: Hallowed 4

Tactics: Creatures in the Region have no way to turn off the *alarm*, but practically every creature within 120 ft. can hear it go off. They are so used to the azers triggering it, that creatures come to investigate 25% of the time (indicating a Random Encounter).

Treasure: N/A

EL: 1

Scaling: N/A



J80. A DOOMED FIRE DWARF

On the floor lies the body of a smoldering dwarf. It looks as though he recently died, succumbing to fire damage. A hiss emanates from the floor... or perhaps the walls.

Initial Attitude: N/A

Encounter: If the PCs are paying attention, they'll notice the dwarf is actually an azer, a creature normally resistant to fire. Therefore, whatever killed him (a *delayed blast fireball* trap) creates pure arcane fire that supercedes normal fire resistance. This, compounded with the fact that it triggers from a visual cue, makes it a very deadly trap. The hissing the PCs hear is the *delayed blast fireball* trap resetting itself.

The PCs have 2d6 rounds before the trap triggers again.

[Divine] Delayed Blast Fireball Trap: CR 7; magic device; visual trigger (*true seeing*, 5 round delay); automatic reset (12 round delay); spell effect (*delayed blast fireball*, 16th-level wizard, 16d6 fire, DC 17 Reflex save half damage); Search DC 32; Disable Device DC 32.

Encounter Condition: Hallowed 4

Tactics: The magic from this trap is pure arcane fire. Fire immunity or resistance does not work against it and PCs with bonuses to saving throws against fire damage are not protected against this trap..

Treasure: The azer carried six gems worth 185 gp altogether.

EL: 8

Scaling: To increase the challenge of this encounter, increase the Reflex save DC of the *delayed blast fireball* trap by 4. To decrease the challenge, replace the *delayed blast fireball* trap with a *fireball* trap.

J81. ANGELIC THUNDER

Two blackened bronze statues rest in the corners of this hall. Over eight feet tall, they have suffered some wear. Claw marks dig into the bronze and the faces are gouged and torched.

Initial Attitude: N/A

Encounter: A *greater shout* trap goes off when a PC steps on a pressure plate before the two statues. The DM should roll randomly to see if the PCs step on the 2 ft. by 2 ft. flagstone set in the floor.

Greater Shout Trap: CR 9; magic device; location trigger; automatic reset; spell effect (*greater shout*, 16th-level cleric, 16d6 sonic, stunned 1 round, deafened 6d6 rounds, DC 21 Fortitude save half damage, negate stun); Search DC 32; Disable Device DC 32.

Encounter Condition: [Deep Silence]

Tactics: Because the *greater shout* from this trap emanates from two different directions, the save DC of the trap is and the duration of the deafening are increased. Afterwards the Room is filled with a *zone of silence* for 1 hour.

The blackened marks are from the rast who fly passed these traps with ease.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, increase the Fortitude save DC of the *greater shout* trap by +4. To decrease the challenge, replace the *greater shout* trap with a *shout* trap.

J82. FAKE TREASURE, FIRE TRAP

A pair of heroically-posed angelic statues face one another, each bearing a removable spear and shield. Behind them, golden tabards hang from silver rods. Age has done little to diminish these items.

Initial Attitude: N/A

Encounter: A *delayed blast fireball* goes off 5 rounds after anyone moves the shield or spear on either statue, or attempts to remove the fireproof tabard. The delay gives the PCs the impression that they've succeeding in not triggering a trap.

Although the items appear to be portable, none of the weapons, shields, or tabards can be removed.

[Divine] Delayed Blast Fireball Trap: CR 7; magic device; touch trigger (5 round delay); automatic reset; spell effect (*delayed blast fireball*, 16th-level wizard, 16d6 fire, DC 17 Reflex save half damage); Search DC 32; Disable Device DC 32.

Encounter Condition: Hallowed 4

Tactics: The magic from this trap is pure arcane fire. Fire immunity or resistance does not work against it and PCs with bonuses to saving throws against fire damage are not protected against this trap.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, increase the Reflex save DC of the *delayed blast fireball* trap by 4. To decrease the challenge, replace the *delayed blast fireball* trap with a *fireball* trap.

J83. INERT ANGELS

An angelic statue stands on an ornate pedesral. One arm raised high, spear in hand, its empty eyes look to the heavens. A sigil on its chest is marred by years of abuse.

Initial Attitude: N/A

Encounter: This was once a trapped statue, but now that its gems are gone, the statue is lifeless. Clever PCs should notice that statues without gems do not trigger traps.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

J84. ANGELIC WIND

An angelic statue stands atop an ornate pedestal. One arm brandishes a sword, while the other holds a horn. Its eyes are diamonds, shimmering, reflecting light from the hallway.

Initial Attitude: N/A

Encounter: A *whirlwind* is set off when the pressure plate in front of the statue has more than 50 lbs. on it. Once triggered the cyclone lasts for 15 rounds. If the PCs are not careful, they can be pushed out of the corridor and into the lava to the north.

Whirlwind Trap: CR 8; magical device; location trigger; automatic reset; spell effect (*whirlwind*, 15th-level cleric, 3d6 bludgeoning (1d8 per round, thereafter), DC 18 Reflex save negates, 15 rounds); Search DC 33; Disable Device DC 33.

Encounter Condition: N/A

Tactics: The blast immediately deals damage to Large or smaller creatures and pushing Medium or smaller creatures 60 ft. per round, up to 200 ft., possibly depositing the PCs in the lava flow.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, increase the Reflex save DC of the *whirlwind* trap by 4. To decrease the challenge, replace the *whirlwind* trap with a *shout* trap.

J85. ANGELIC LIGHTNING

A pair of haunting angels, wings spread, crouch on smooth stone pedestals, their gazes glinting mercilessly. As you draw closer, the temperature drops dramatically. At the intersection lie the charred remains of an azer.

Initial Attitude: N/A

Encounter: These two *lightning bolt* traps are set off when a pressure plate (at the intersection) has more than 50 lbs. on it. The pressure plate triggers multiple lightning bolts coming from the eyes of the statues.

Lightning Bolt Trap: CR 10; magical device; location trigger; automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save for half damage); Search DC 28; Disable Device DC 28. This trap triggers four times before resetting.

Encounter Condition: N/A

Tactics: The first two blasts are immediate and unavoidable if the trap is unknowingly triggered. The third and fourth lightning bolts trigger 2 rounds later. Allow a DC 20 Listen check; if successful, the PCs hear the crackling of the lightning a few moments before the statue fires again. Allow the alerted PCs a +4 circumstance bonus to their Reflex saves.

Treasure: The slain azer lies on top of a lump of gold that was once 36 gp, but is now slagged together.

EL: 10

Scaling: To increase the challenge of this encounter, increase the Search and Disable Device DCs of the *lightning bolt* trap by 5. To decrease the challenge, reduce the DCs by –5.

J86. ANGELIC DECAY

A pair of angelic statues stand together, crumbled and worthless.

Initial Attitude: N/A

Encounter: These statues are inert, no longer capable of triggering their magical traps. PCs examining them find the edges of the statues shorn smoothly, eroded from years of neglect or perhaps lava.

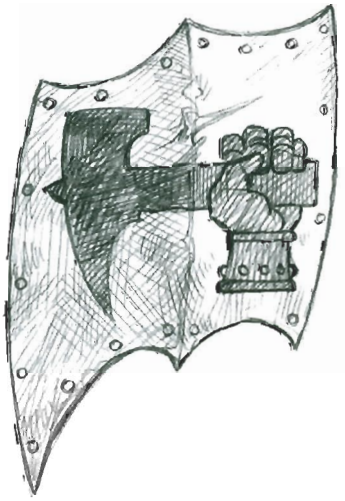
Encounter Condition: Hallowed 2

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A



THE EIGHTH RING OF THE PYREFAUST: THE HIDDEN RING

This Section requires the use of the map on page 541. The Room numbers start with V, but otherwise represent the tomb under Region J.

When the Pyrefaust was forged, a secret chamber was created to house special "guests." Since the climate of the Pyrefaust was inhospitable to its guests some 4,000+ years ago (perhaps ice demons and undead were housed here), the ensuing fires that came so many years later provided a natural barrier for anything buried beneath the dungeon. This tomb would forever hold unspeakable beasts — demons, undead, and worse. Things that plagued the waking world were buried under the stone prison, in a place even the most stern inevitables deemed punishment. However, events unfolded that the celestials could not foresee, forcing them to house one of their own — a dark seductress, named Serratine.

Serratine was once a celestial. Beautiful, she was the most physically perfect amongst the heavenly beings. If the angels could harbor jealousy, they would certainly envy her. But few would know her love. Serratine had given her heart to a pit fiend, named Kator. Unbeknownst to the celestial world, she planned for her true love's escape.

Unfortunately, the celestials became wise to her rouse. Suspecting her of secretly harboring feelings for a devil (an heretical act), Cyrlebrai (Room G5) followed her and when his suspicions were confirmed, he struck, casting Serratine into this tomb and Kator into the deepest hole in the prison.

Centuries passed and the dungeon changed. What was once a prison above, become the home to all manner of fiery beasts. And as the years rolled on, Serratine's soul was twisted and her beauty faded into the unholy beast she swore to fight against. The most beautiful angel in the heavens was no more and in its place, the vampire Serratine plots a come back.

RANDOM ENCOUNTERS

Roll for a Random Encounter once every 30 minutes.

1d20	Encounter
1	A grotesque shriek echoes through the crypts, filling the PCs with trepidation. Fear 25.
2	A cold wind whisks past the PCs. Drafty.
3–14	Nothing
15	A soothing voice echoes in the back of the PCs' minds — "I so enjoy pleasurable company. Won't you come in?"
16	A soothing voice echoes in the back of the PCs' minds — "Come inside. I adore guests."
17	A soothing voice echoes in the back of the PCs' minds — "What have you brought me? I hope you can stay?"
18	A soothing voice echoes in the back of the PCs' minds — "I offer hope to those who receive it and wisdom for those who believe."
19	The sound of stone rumbling, crackles above. Tremors 18.
20	A vampire spawn greets the PCs, urging them to meet his "Queen" (Room V8).

V1. GATEWAY TO THE HIDDEN RING

A low-lying ziggurat rests near the banks of the lava flow. The structure is crumbling, the bottom covered in volcanic residue. At the peak of the ziggurat, the statue of a female celestial with outstretched arms beckons you. The outstretched hands of this once beautiful granite maiden are cupped, as if something once rested there. A plaque at the base almost hurried text engraved in the Celestial tongue.

If the PCs decipher the plague, read the following.

"Five to unbind,
One to complete,
My beloved children,
Rise to their feet."

Upon reading the baffling poetry, the engraving melts off of the plaque and runs down the side of the charred stone, before hissing into steam.

The text returns in one hour.

Initial Attitude: N/A

Encounter: The ziggurat is the top of the entrance to the Hidden Ring of the Pyrefaust. The outstretching celestial is actually the embodiment of a vampire sealed in the ziggurat; Serratine (Room V8). The statue once held a *mithril orb* that has since become the property of the azers. If the PCs retrieve it and unlock the five unbinding riddles (Rooms J38, J46, J47, J49, and J53) and place the *mithril orb* in statue's hands, the statue slides open, revealing a stairs leading down into the earth. Otherwise, only brute strength can open the ziggurat.

Encounter Condition: Cursed 5, Desecration 4, Extreme Heat, Stagnant Air, Unhallowed 6

Tactics: The PCs may break into the top of the ziggurat without fulfilling the requirements of the tomb's seal, by succeeding at a DC 75 Strength check. Nothing short of epic strength or the might of a dragon can open this tomb. However, the ziggurat has a celestial ward cast upon it making it resistant to all spells.

If the PCs attack the statue, it has a hardness of 50 and 1000 hit points.

However, if the PCs fulfill all of the requirements to open the prison (answering the riddles, finding the *mithril orb*), the statue silently slides away to reveal a granite staircase below. At which point, read the following.

The stench of decay assaults you, stings your eyes with the smell of death and something worse. The darkness below calls out with irresistible allure as if the heavens opened her arms and whispered your name.

Whether the PCs descend the staircase or not, the statue returns to its resting place and closes the tomb shut in 1d6+1 rounds.

Treasure: N/A

EL: N/A

Scaling: N/A

V2. THE ENTRANCE OF THE CRYPT

The sulfuric light on the staircase matches the jaundiced lichen on the walls. Echoing corridors branch off to the north and south. On the east wall, a relief portrays celestials and demons locked in battle. At the bottom of the relief, there is a depiction of a fallen celestial. As you spot the bas-relief, you hear a soft voice. "At last, my heroes have come to save me! Come quickly, I am trapped by fiends..."

Initial Attitude: N/A

Encounter: The bas-relief is trapped with a *mass charm monster* spell. If the PCs touch the relief or state at the markings for more than 5 rounds, the trap triggers.

- Mass Charm Monster Trap: CR 8; magical trap; proximity trigger (3 ft. section of wall); spell effect (*mass charm monster*, 16th-level wizard, DC 23 Will save negates); Search DC 30; Disable Device N/A

Encounter Condition: Darkness

Tactics: The engravings are a distraction to allow the tomb to seal itself shut without interrupting. Allow PCs DC 25 Reflex saves to escape the tomb if they successfully evaded the *mass charm monster* trap.

If a PC tries to wedge the tomb door open with an object, the tomb's massive stone door destroys it and allow a DC 35 Strength check if a PC tries to physically hold the door open himself. If the PC succeeds, he holds the door open for 1d4 rounds. If he fails, the door pushes him back into the Room (50% of the time) and outside the tomb (50% of the time). Once the door is sealed, only a *wish* can re-open the tomb.

Once the PCs have entered the tomb, Serratine senses their presence and begins luring them to her.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, increase the save DC of the *hold monster* trap by +5. To decrease the challenge, allow the PCs DC 25 Spot checks to notice the *hold monster* trap.

V3. HALLWAY OF CRYPTS I

In the midst of the hallway are three granite sarcophagi. Each sarcophagi is eight feet long and three feet wide. The soft voice speaks again. "You may calm down. There is no purpose in further ruses. Come in, my heroes. It is not often I receive visitors. I am so lonely in this dreadful place. Come visit me and share conversation with an old soul."

Initial Attitude: Unfriendly

Encounter: Each of the sarcophagi held a vampire spawn, that now resides with Serrantine. Each sarcophagus is closed, however, and requires a DC 25 Strength check to open. Once a sarcophagus is open, there is a 25% chance of an energy drain trap protecting it, triggering.

- **Energy Drain Trap:** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

Encounter Condition: Deep Darkness

Tactics: If an undead creature attempts to open the sarcophagus it is struck with 2d4 "positive" levels, most likely killing it.

Treasure: The first two sarcophagi contain dirt and rags. The last sarcophagus in the row contains dust, a masterwork long sword, a suit of elven chain, and 430 gp worth of jewels and gems.

EL: 10

Scaling: To increase the challenge of this encounter, place a vampire spawn in each sarcophagus. To decrease the challenge, remove the energy drain trap and the treasure.

V4. HALLWAY OF CRYPTS II

The arching ceiling makes the tomb seem gargantuan. Three lidless sarcophagi line the hall. The stench of death is unmistakable and whispers echo from the walls.

Initial Attitude: N/A

Encounter: Each of the sarcopbagi once held vampire spawn, but the lids were destroyed when the powerful spawn inside burst out. Unlike Room V3, these are not trapped.

Encounter Condition: Deep Darkness, Echoes 6, Unhallowed 5

Tactics: N/A

Treasure: The first and last sarcophagi in the row of three contains dirt, mold, and rags. The middle sarcophagus contains gaudy gems and jewelry worth 132 gp.

EL: N/A

Scaling: N/A

V5. THE STILL CRYPT

The hallway opens into a spacious portion of the catacombs. The light that guided you into this tomb has faded. Six granite sarcophagi are barely visible, their lids removed. To the east of the sarcophagi, the darkness consumes the far wall. Suddenly, the soft voice you heard when you entered returns. "Do not be afraid, revered guests. My children are safe with me."

Initial Attitude: N/A

Encounter: There are six empty sarcophagi in the center of the crypt. Each held a vampire spawn at one time, but now they are in Room V8, serving Serrantine. Each sarcophagus is closed and requires a DC 30 Strength check to open. Once a sarcophagus is open, there is a 25% chance of an *energy drain* trap protecting it, triggering.

- **Energy Drain Trap:** CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

Encounter Condition: Deep Darkness, Fear 20, Negative Energy

Tactics: There is a pallor of fear hanging in the Room and PCs that remain must make a Will save every minute.

Treasure: The first, second, fourth, and sixth sarcophagi in the row of six holds dirt, mold, and rags. The third sarcophagus holds a *ring of improved invisibility*. The fifth sarcophagus in this row holds 42 gp.

EL: N/A

Scaling: N/A

V6. LOVER'S QUARREL

This alcove is lit by candles and torches on a ledge. An open sarcophagus sits in the center of the room. The sarcophagus is oddly shaped and large in comparison to others you have encountered. There is no relief carved on its exterior, but jagged letters can be made out on the lid. The stench of decay fills your nostrils.

Initial Attitude: N/A

Encounter: The coffin is meant for Serratine's former demon lover who betrayed her, resulting in her exile to the depths of the Pyrefaust. Serratine etched the Celestial word for 'lover' on the lid of the sarcophagus to ensure that it was reserved for his body alone. Other than the odd engraving, the sarcophagus possesses no extraordinary qualities.

Encounter Condition: N/A

Tactics: N/A

Treasure: The candles are in gold holders worth approximately 5 gp each

EL: N/A

Scaling: N/A

V7. THE UNDISTURBED CRYPT OF THE DEMON

Off to the south end of the hallway, you find an alcove with a lit shrine. The rear wall of the alcove has a relief of an efreeti carved in the stone. There is an open sarcophagus here, its massive stone lid propped up against the southeast wall. The sarcophagus is empty. Looking into the sarcophagus, you see two rats frozen solid in blocks of ice. Near the rodents is a brass ring.

Initial Attitude: N/A

Encounter: The sarcophagus is meant for the remains of Cyrlebrai, should the PCs retrieve him. Serratine has reserved a special sarcophagus for his eternal rest. The sarcophagus is trapped with a *freezing sphere* that she intends to trigger once his remains are placed inside.

Encounter Condition: N/A

Tactics: The trap only triggers on Serrantine's command. Should a fight between she and the PCs spill into this Room, she triggers the sphere as a free action.

Treasure: The brass ring is worth 2 gp.

EL: N/A

Scaling: N/A

V8. THE TOMB OF THE SEDUCTRESS

At the far end of the room is an alcove. Suddenly, candles in the back of the alcove ignite. The burst of light reveals a divine woman sitting atop a granite sarcophagus. She is draped in cloth, relaxing on top of the tomb with a bare leg hanging over the side. Her hair complements her skin and lips. All around are obviously sad attendants in black attire.

She smiles at you, and beckons, whispering, "What took you so long? You may call me Serratine. Please, take a seat." The beautiful creature smiles at you as she runs her index finger down her forearm.

Initial Attitude: Unfriendly

Encounter: This is the keeper of the Hidden Ring, the fallen celestial vampire Serratine (hp 92). The Dark Seductress knew of the PCs' presence as soon as they unsealed her crypt, and guided them to this alcove so she could meet and use them. She waits for them with twelve vampire spawn (hp 29 each), who stand about like servants around a queen.

Serratine is receptive to the PCs because she plans to enthrall them. Serratine explains her history as she perceives it, telling the PCs that she was once the most desired Celestial in the Realm. Serratine was beloved, but she fell in love with a celestial named Kator. Their romance was legendary, but Kator became jealous of her suitors and lobbied the Celestials to cast her from the heavens. Thus, Serratine was cursed and banished to confinement in the Pyrefaust.

Serratine expands upon the horrors she has had to endure. Trying to gain sympathy she expands her story, using every chance to gain their sympathy, flirting even with male PCs. Her words are riddled with temptations. Allow her to use Diplomacy to seduce weak-willed PCs.



After Serratine finishes her story about her affair with Kator, allow the PCs a Sense Motive check opposed by Serratine's Bluff check. If successful, the PCs notice that Serratine is lying about the reason for her entombment. In truth, Serratine was seduced by a demon while in the presence of the Celestials. The demon infected Serratine's thoughts and turned her against the Celestials. She and her demon lover were then cast into the Pyrefaust.

Serratine asks the PCs to avenge her. She asks PCs to slay the celestial that betrayed her and to bring his remains back to the crypt so she can entomb them forever without possibility of resurrection. Serratine offers them a *ring of three wishes* as compensation for their efforts. If the PCs refuse, she casts *charm person* (with the Still Spell and Silent Spell metamagic feats) and *suggestion* on the leader, to encourage them. If this fails, the PCs worthless become worthless to her and her spawn attack.

Encounter Condition: Desecration 2, Deep Darkness, Negative Energy, Unhallowed 8

Tactics: If the PCs accept her quest, Serratine offers them to secret to unlocking the crypt. While she cannot leave or open the crypt, the *ring of three wishes* can if the PCs use one of the wishes (a fair price to pay for the treasure). What the PCs do not know, is that she used up one of the wishes already. Effectively, only one wish remains after the PCs use the ring to open the crypt.

She tells them, once Cyrlebrai is destroyed the enchantment holding the tomb closed fades (this is a lie). She knows that there is NO escape from this prison and she hopes to add the PCs and the remains of Cyrlebrai to her cadre of undead. Their only escape at this point, would be to use the final *wish*.

If Serratine's charm spells are unsuccessful, she no longer negotiates with the PCs. Combat begins with Serratine's eyes turning from blue to burning yellow, and she exclaims, "You shall be consumed with a vile unrest, grotesque mortal!" Here spawn attack, while she draws back into the shadows.

Serratine casts *invisibility* on herself, then *haste*. While invisible, her spawn attack the PCs and keep them occupied while she prepares for their death. She weaves through the PCs, draining them with her bite and touch and using *dominate* on the most weak-willed of the group. Once visible, Serratine flies to the top of the alcove's ceiling (30 ft.), and casts *crushing despair*. If successful, Serratine descends upon the closest affected PC and grapples him intent on using her blood drain ability.

If Serratine is reduced to 35 hit points or less, she frenzies, fighting madly for her life. If defeated, her flesh melts off her perfect body and turns black. Her blood streams onto the floor of the crypt, seeking out her spawn. Any surviving vampire spawn wither to nothingness when they come in contact with the black ooze. The ooze then rises up into the sarcophagus and seals again, waiting another 100 years for her to rise. Once she is sealed inside, it cannot be opened again short of a *miracle* or *wish*.

Treasure: In Serratine's ashes, the PCs find a *ring of three wishes*. While she could never open the tomb with it, the PCs can use it to open the crypt door and escape the tomb. Only two *wishes* remain and opening the tomb requires the PCs expend at least one *wish*.

EL: 18

Scaling: To increase the challenge of this encounter, give Serratine maximum hit points (192) and increase her AC by +8. To decrease the challenge, remove six vampire spawn

Serratine, Fallen Celestial Vampire, Ftr 6/Sor 10: CR 18: Medium undead (formerly celestial "humanoid"); HD 6d12 + 10d12; hp 117; Init +9; Speed 30 ft.; AC 20, touch 15, flat-footed 15; Base Atk +11; Grp +21*; Atk +17 melee (1d6+9 plus energy drain, slam); Full Atk +17/+12/+7 melee (1d6+9 plus energy drain, slam); SA Blood drain, dominate, energy drain, smite evil, spell-like abilities; SQ Alternate form, damage reduction 10/magic and silver, children of the night, create spawn, darkvision 60 ft., fast healing 5, gaseous form, resistance to acid, cold and electricity 10, spider climb, turn resistance +4, spell resistance 20; SV Fort +8, Ref +12, Will +12; Str 22, Dex 20, Con —, Int 18, Wis 16, Cha 24.

Skills and Feats: Bluff +31, Concentration +16, Diplomacy +14, Handle Animal +16, Hide +13, Jump +16, Knowledge (arcana) +17, Knowledge (the planes) +5, Listen +13, Move Silently +13, Profession (seductress) +23, Ride +16, Search +12, Sense Motive +16, Spellcraft +17, Spot +13; Alertness[c], Blind-Fight, Combat Casting, Combat Reflexes[c], Dodge[c], Eschew Materials, Greater Spell Focus (enchantment), Greater Spell Penetration, * Improved Grapple, Improved Initiative[c], Improved Unarmed Strike, Lightning Reflexes[c], Silent Spell, Still Spell, Spell Focus (enchantment), Spell Penetration.

Alternate Form (Su): Serrantine can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that Serrantine does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise.

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

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by the a vampire's energy drain rise as a vampire spawn 1d4 days after burial.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 24) or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th).

The ability has a range of 30 ft.

Energy Drain (Su): Living creatures hit by the vampire's slam attack gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire

forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Smite Evil (Su): Once per day, Serratine can make a normal attack to deal +14 additional damage against an evil foe.

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

Sorcerer Spells Known (6/8/8/8/6/4, save DC 17 + spell level, 19 + spell level for enchantments*): 0—*arcane mark, daze**, *detect magic, disrupt undead, mending, message, prestidigitation, resistance, touch of fatigue*; 1st—*charm person**, *color spray, mage armor, ray of enfeeblement, shield*; 2nd—*alter self, eagle's splendor, glitterdust, hideous laughter**; 3rd—*hold person**, *haste, suggestion**; 4th—*charm monster**, *enervation*; 5th—*hold monster**.

Skills: Vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Vampire Spawn: CR 4; Medium Undead; HD 4d12+3; hp 51; Init +6; Spd 30 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +5; Atk +5 melee (1d6+4 plus energy drain, slam); Full Atk +3 melee (1d6+4 plus energy drain, slam); SA Blood drain, domination, energy drain; SQ +2 turn resistance, damage reduction 5/silver, darkvision 60 ft., fast healing 2, gaseous form, resistance to cold 10 and electricity 10, spider climb, undead traits; AL NE; SV Fort +1, Ref +5, Will +5; Str 16, Dex 14, Con --, Int 13, Wis 13, Cha 14.

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

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

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

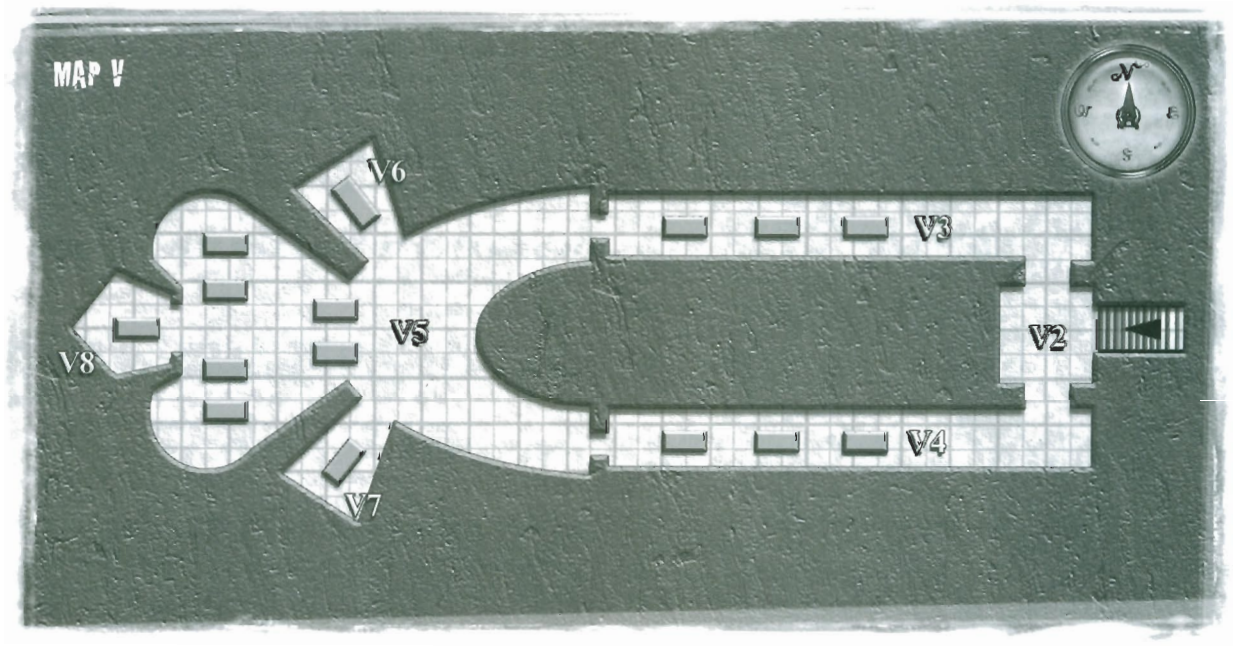
Energy Drain (Su): Living creatures hit by a vampire spawn's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the vampire spawn gains 5 temporary hit points.

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

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

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

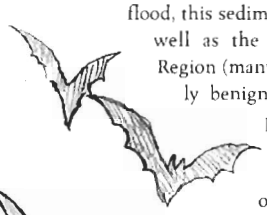
Skills: Vampire spawn have a +4 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.



REGION K. THE SHALLOWS



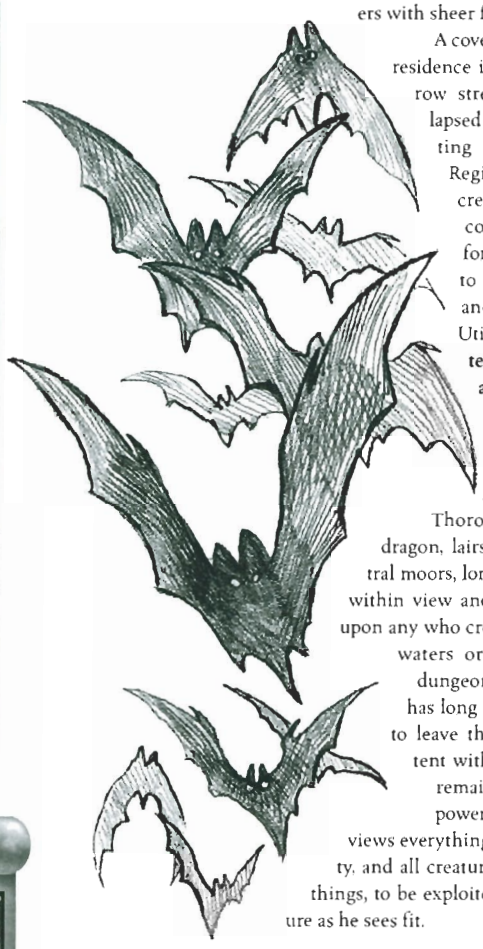
Prison cells and traps intended to contain demonic beings once sprawled across this Region, but derro excavations cracked this portion of the dungeon's roof and flooded this Region and Region L with murky water. Only pockets of structures remain beneath this Region's shallow wash, surrounded by dungeon debris and perished demonic prisoners.



During the centuries following the flood, this sediment corrupted the lake as well as the beings swept into the Region (many of whom were originally benign, but have since grown paranoid, and in some cases openly hostile). Eventually, curious and migratory monsters crept into the dungeon through the mountainous lake caverns, adding to this Region's population. Some were killed or fell victim to the Region's remaining traps, but others flourished. Two rose to power, dominating all others with sheer force or lurking terror.



A covey of hags has taken up residence in the north, in a narrow stretch of partially collapsed dungeon rooms abutting the undead tomb in Region O. These vicious creatures plot to seize control of the Region for themselves, hoping to kill all opposition and enslave all others. Utilizing a wide variety of terror tactics, the hags are feared by nearly all the Region's denizens, who view them as a great lingering evil from before the Wash.



Thorodin, an adult green dragon, lairs in the Region's central moors, lording over all territory within view and preying mercilessly upon any who creep out from the dark waters or the few remaining dungeon corridors. The beast has long since grown too large to leave this place, and — content with its surroundings — remains the fulcrum of "old power" in the Region. He views everything herein as his property, and all creatures herein as his playthings, to be exploited for his cruel pleasure as he sees fit.

Caught between these dark forces are two outposts of displaced aquatic races, both living in the cool western waters near the entrances to Region J. This lake's northern waters are home to a school of merfolk, whose naturally defensive and mischievous personalities now manifest as intense distrust for all outsiders. Though not aggressive, the merfolk can easily be pushed to violence if their people are threatened. They are concerned foremost with their own lives, viewing their water home as a prison they must defend if they are to survive.

To the south, the lake bed rises nearly to the surface, and portions of the original dungeon complex spike out of the sediment. These shallow water chambers are home to a small community of fiercely provincial tritons, who view the structures as their final home. Prone to headstrong outbursts, the tritons do everything in their power to keep outsiders at bay, fighting to the death to control their dwellings.

As the PCs arrive in this Region, its delicate balance of power is waiting to be upset, sparking open conflict. Recent events are responsible for renewed friction between the Region's factions, and the PCs can take advantage of one or more of these situations to thin out the herd. Alternately, the PCs may simply align themselves with one or more factions, choosing to sculpt the Region's ecology — and earn a little respect and loot — before they move on.

If the politics of evil are not the PCs' speed, the party may venture into the prison's original cells to the south, or into the deeper waters to the east, where classic dungeon-crawling dangers may be found.

K1 THROUGH K10. THE HAG DEN

This Section belongs to the hags. Though it is relatively small, it is a fortress of dire traps and dangerous foes. From Room K8 the hag covey plots this Region's ultimate domination, and they've already set their eyes on their first and greatest obstacle: Thorodin the green dragon (Room K36). The hags are not stupid, however, and know that the wyrm could — and would — easily kill them if given the chance. So for now, the covey focuses its efforts on gathering information about Thorodin and acquiring power to use against him.

RANDOM ENCOUNTERS FOR THE HAG DEN

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A psychic 'tug' pulls the PCs toward the *crystal of vile attraction* (see Room K1 and the sidebar on page 543).
2	A chill wind breezes past the PCs (the invisible hags toying with the new intruders in "their domain"). Drafty.
3–10	Nothing.
11–14	A Medium ravid slips out of the scenery and lurks near the PCs' feet for 1d4 rounds before attacking.
15–18	A patrol of four merrow — working for the hags — ambushes the PCs. They retreat if reduced to 10 hp or less. The hags observe the exchange through a *hag's eye* one of the merrow wears on a necklace. Ambush.
19	The hag covey arrives, sweeping through the area in flight *(see Room K7 for details)*. All three grapple a single PC and carry him back to their lair (Room K8).
20	The hag covey arrives, sneaking up on the PCs while invisible *(see Room K7 for details)*. They fight only until they have sustained a total of 20 hp of damage between them, then flee toward their lair (Room K8).

K1. KILLING SHORE

This encounter occurs above the surface.

Special Note: If Thorodin, the green dragon, is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this area without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 25 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

To the south, this subterranean lakeshore narrows sharply., stretching beyond your line of sight into the darkness. To the east, the ruins of this portion of the dungeon reappear, the shoreline giving way to collapsed granite masonry. Here, a trodden patch of pulverized stone indicates that others have approached from the north. At the shore's edge, three sets of skeletal remains — only two of them human — lie prone, their hands clawing at one spot of sand. Each skeleton's equipment is pitted from years of lakeshore exposure. A strange sense of exhilaration swims through you as you survey the scene.

Initial Attitude: Hostile

Encounter: The remains were once animated skeletons, lured to the lakeshore from Region N by a *crystal of vile attraction* buried 3 ft. beneath the sand in this Room. The skeletons dug their way into this Region but their path has collapsed, though the PCs may locate it with a successful DC 30 Survival check. No amount of digging clears this passage back to Region N.

Unfortunately for the skeletons and the PCs, this location is a hunting ground for a water naga (Room K11) that has become predatory after spending decades in the lake's corrupted water. Its lair is a cave 40 ft. directly below the lake's edge. The water naga was also drawn here by the *crystal of vile attraction*, though it has yet to figure this out.

Encounter Condition: Ambush, Concealment

Tactics: The water naga casts *alarm* on the skeletons every morning, and receives a mental warning when anyone approaches within 25 ft. of them (no password deactivates this spell). Thereafter, it casts *nondetection* and *resistance*, then swims to just below the lake's surface, where it casts *clairaudience/clairvoyance* and/or *detect undead* to determine its next course of action.

Against undead targets, the naga uses *disrupt undead* and *acid arrow*. Against all other targets, it casts *bull's strength* and *black tentacles*, followed by *ghost sound* and *mage hand* to lure the targets to shore, where it grapples them and drags them to its underwater lair. If these tactics fail, the naga relies on *daze*, *ray of enfeeblement*, *ray of frost*, *obscuring mist*, and *hideous laughter*, in that order, exiting the water and engaging prey when it is confident it can win the battle.

If reduced to 25 hp or less, the naga retreats to Room K11 to nurse its wounds. If the PCs follow it there, it fights to the death.

Treasure: Treasure accumulated by the water naga is described in Room K11. The PCs may dig up the *crystal of vile attraction* in 5 minutes, but they must know what they are digging for and where. The armor scraps, pocked shields, and other bits of equipment on the skeletons are worthless.

EL: 8

Scaling: To increase the challenge of this encounter, add 2 sorcerer levels to the water naga. To decrease the challenge, have the naga begin this encounter wounded (–20 hp).

K2. ALARM ARCH

This encounter occurs above the surface.

Special Note: If Thorodin, the green dragon, is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this area without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 25 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

Only the easternmost third of what was once a large, strangely shaped chamber remains here, the stone floor buried in places by large chunks of granite masonry from the 25-ft. ceiling. The rest of the chamber now opens directly onto the shore of a wide and dark lake, the floor breaking away at the edge of a deep plunge into the murky water. To the east, a 12-ft. marble archway opens into a narrow shadowed corridor.

Initial Attitude: N/A

Encounter: This Room was once a northern guard post defending against a demonic prison outbreak. As the northern half of this prison block contained some of the most powerful demons, the celestial guards imbued this Room with a vast array of magical properties to protect and heal them, and to alert them if any demons escaped their cells. All but one of these properties was destroyed during the flood.

The arch radiates positive energy and good alignment. If any character or creature of evil alignment steps through the arch, it emits a flash of bright light. Within 20 ft. of the arch, this light operates like a *sunburst* spell cast by an 18th-level wizard. This also alerts every creature in Rooms K1, K13 through K41, K43 through K46, and K53 to the PCs' presence. The light remains only during the round the trap is activated; thereafter, this Room (and the Region) once again fall into darkness, unless stated otherwise.

Sunburst Trap: CR 8; magical; proximity trigger; automatic reset; spell effect (*sunburst* 18th-level caster, 6d6/18d6 to undead, plus blindness within 20 ft., DC 18 Ref save for half, avoid blindness); Search N/A; Disable Device N/A.

Encounter Condition: Deep Darkness

Tactics: Thorodin (Room K36) recognizes the light for what it is — an alert that someone or something has ventured out onto the shoreline. He takes flight and sails to this Room, arriving in 1d4+1 rounds. If the PCs or any other characters or creatures are visible when Thorodin arrives, he hovers over them and attempts to snatch them in his claws, mauling them to death and dropping them into the northern lake waters. If no targets are visible, Thorodin flies counterclockwise around the lake at ½ his standard speed (75 ft. per round), looking for other prey, then returns to his lair.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, double the damage from the *sunburst* trap. To decrease the challenge, reduce the sunburst trap's damage to 3d6 points within 10 ft.

THE CRYSTAL OF VILE ATTRACTION

This cursed item appears to be a 3-in. shard of rock crystal. A successful DC 20 Appraise check estimates its value at around 50 gp. It is cool to the touch and radiates strong magic of no specific school. The crystal attracts creatures within 100 ft., inciting a sense of euphoria in those of neutral and good alignments and irritating those of evil alignments. A sense of direction accompanies these feelings, which increase as the creature approaches. Those within 50 ft. must make a DC 15 Will save or be compelled to approach. This DC rises to 20 within 25 ft. Anyone within 10 ft. of the crystal must make a DC 25 Will save or be compelled to take possession of it by any means, up to and including fighting friends and allies. Burying the crystal subdues its effect, reducing each of its ranges by 1/2, rounded down.

Within the World's Largest Dungeon, the *crystal of vile attraction* has one additional effect — whenever the DM rolls a Random Encounter, he adds +2 to the result of his encounter table roll (with all results higher than 20 becoming 20).

K3. MOSAIC ROOM

This encounter occurs above the surface.

Special Note: If Thorodin, the green dragon, is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this area without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 25 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

This room was once fully tiled in attractive mosaic patterns, but its southeastern corner and part of the hallway leading east have collapsed. These parts of the room open onto a dense bog that extends over 100 ft. into the distance. Several yards of muck extend onto the mosaics, obscuring all but one enormous image of a tusked boar's head upon the northern floor and a wide depiction of a fanged viper on the northern wall. The black shadow of another image that once adorned the eastern wall is largely lost to time and the destruction that ravaged this area.

Initial Attitude: N/A

Encounter: This room was custom-built to hold a demon of particular interest to the celestials. The demon, who played a pivotal part in an ancient war against the celestials, was obsessed with architectural art — so much so that he was compelled to touch it whenever possible. Each of the mosaics here was set to trigger a trap when approached or touched, an eternal torture for the demon in question.

Encounter Condition: Flooded (southern half only)

Tactics: All but three of the mosaic-traps have been destroyed. A spear trap is embedded in the boar mosaic, and is triggered by anyone walking over the northern half of the floor. This trap's "spear" looks like a giant boar's tusk, and impales anyone hit by the trap to the room's ceiling for 1 hour, after which it retracts into the floor. The tusk has a hardness of 10 and 10 hit points, and may be forcefully retracted with a successful DC 20 Strength check. Each attempt to break or retract the tusk inflicts an additional 1d8 damage to anyone impaled upon it. This trap is disabled by unhinging a spring 6 in. beneath the floor.

Spear Trap: CR 6; magical; location trigger; automatic reset; +20 ranged (3d8/×3 crit); Search DC 30; Disable Device DC 30.

A poison gas trap is embedded in the viper mosaic, and is triggered by anyone passing within 5 ft. of the northern wall. This trap is disabled by threading an extended thief's tool into the masonry, poking a hole into the back of the gas cell. This leaks the gas into an air pocket elsewhere in the dungeon.

Poison Gas Trap: CR 8; magical; proximity trigger; automatic reset; no attack roll necessary — DC Fortitude save, 2d6 Con/2d6 Con; Search DC 35; Disable Device DC 35. This poison is magical in nature and cannot be transferred from the wall onto any other object.

A *telekinesis* trap is embedded in the unadorned ceiling, and is triggered by anyone passing through without touching any surface (e.g. by levitating). When triggered, this trap hurls the victim toward the southern wall. Since the trap that was embedded in the southern wall has been destroyed, the victim sails into the bog, landing in Room K25. If the victim attempts to catch himself on the wall before he sails out into the bog, he must make a successful DC 18 Reflex save. If the victim sails into the bog, he suffers 2d6 damage, which may be reduced by ½ (rounded down) with a successful DC 18 Reflex save.

Telekinesis Trap: CR 6; magical; location trigger; automatic reset; +20 melee touch (*telekinesis*, 20th-level wizard — hurls target to Room K25, DC 20 Reflex save to catch wall); Search DC 31; Disable Device N/A.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add filth and debris to all surfaces, increasing the DCs of all Search checks made to locate the traps by 3. To decrease the challenge, add several corpses on the floor, providing a warning of the traps.

K4. RAVID NEST

This encounter occurs above the surface.

Special Note: If Thorodin, the green dragon, is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this area without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 25 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

The corridor extends an extra 5 ft. into the northern stone at this juncture, which is open onto the bog. The northern extension contains the remains of an ancient fireplace used to warm those stationed in this room long, long ago. Several wisps of flame dance over the soil heaped within what's left of this chamber.

Initial Attitude: Unfriendly

Encounter: This is the lair of a pair of ravid (hp 16 each) subjugated and used as an early warning system by the hags in Room K8. When the PCs arrive, one ravid lurks inside the northern wall, in the fireplace's chimney, and the other is wandering the Region, but is assumed to be nearby if fighting begins.

Encounter Condition: Positive Energy

Tactics: Though on edge (due to the corrupted silt in this Region), the ravids do not attack on sight. They are not fully trained, largely because the hags have not dedicated enough time to the process. The ravids only observe the PCs unless they attack, disturb the rubble, or open the eastern door (in which case they react on instinct, animating one object to attack the PCs each round). Each time a ravid animates an object in this room, roll 1d20. With a result of 1–4, the animated object is a *ring of shooting stars*, which directs *spark shower* in a random direction.

The first ravid uses its positive energy lash first and follows up with standard melee attacks. Its mate arrives 1d6 rounds into the combat, after which the creatures attempt to flank the PC who has inflicted the most damage against either of them.

If either ravid is reduced to 15 hp or less, both flee toward Room K7.

Treasure: The wisps of flame are caused by a *ring of shooting stars* chained to the floor and buried in the rubble. The hags left this item here so it would create a field of Positive Energy that the ravids would find comfortable. If the PCs root around in the rubble on the floor, they find the ring with a successful DC 25 Search check.

EL: 9

Scaling: To increase the challenge of this encounter, have the *ring of shooting stars* automatically activate during the first round of combat and have the second ravid arrive after 1d4 rounds. To decrease the challenge, remove 6 animated objects.

Ravid: CR 8; large outsider (extraplanar); HD 9d8+27; hp 58; Init +3; Spd 20 ft., fly 60 ft. (perfect); AC 26, touch 8, flat-footed 26; Base Atk +9; Grp +18; Atk+14 melee (2d6+5 plus positive energy, tail slap) or +14 melee touch (positive energy, tail touch); Full Atk+14 melee (2d6+5 plus positive energy, tail slap) and +12 melee (1d6+2 plus positive energy, claw); or +14 melee touch (positive energy, tail touch) and +12 melee touch (positive energy, claw touch); Space/Reach 10 ft./5 ft.; SA animate objects, positive energy lash; SQ darkvision 60 ft., flight, immunity to fire; AL N; SV Fort +9, Ref +7, Will +7; Str 21, Dex 8, Con 17, Int 7, Wis 12, Cha 14.

Skills and Feats: Escape Artist +10, Hide +7, Survival +12, Listen +12, Move Silently +10, Spot +12, Survival +12, Use Rope +0 (+2 with bindings); Improved Initiative, Improved Natural Attack (tail slap), Lightning Reflexes, Multiattack.

Animate Objects (Su): Once per round, a random object within 20 feet of a ravid animates as though by the spell animate objects (caster level 20th). These objects defend the ravid to the best of their ability, but the ravid isn't intelligent enough to employ elaborate tactics with them.

Flight (Su): A ravid can cease or resume flight as a free action. A ravid that loses this ability falls and can perform only a single action (either a move action or an attack action) each round.

Positive Energy Lash (Su): A ravid can make a touch attack or hit with a claw or tail slap attack to infuse a target with positive energy. The energy produces an unpleasant tingle in living creatures, and against undead foes (even incorporeal ones) it deals 2d10 points of damage.

Note: A ravid has the Multiattack feat even though it does not have the requisite three natural weapons.

K5. THE SHACKLED WYRM

This encounter occurs on or above the surface.

Special Note: Thorodin *should* be able to see into this room, but the thick vine curtain keeps it hidden, blended with the broken dungeon wall. The green dragon makes no Spot checks when the PCs are located here.

Sheltered behind a tall curtain of thick vines, this shattered room was once an audience chamber, with broken staircases leading up to cracked and in some cases fallen balconies and observation platforms. The ceiling reaches 60 ft. in places, covered in creeping vines invading from the bog to the south. Strangely, the rubble in the room has been gathered into a flat pile at the center of the floor — a pile that seems to have been compacted by a great weight at some point.

Initial Attitude: Hostile

Encounter: With a successful DC 25 Survival check, PCs with the Track feat recognize the scent of a dragon in this room. Lightspar, a young adult bronze dragon (hp 189), lairs here against her will. The hags subdued her shortly after the flood when she was very young, stealing her first clutch of eggs and bartering them to the driders in Region M for one of their monstrosities, which subsequently became Anguish and Madness. The hags bound Lightspar to this room with a permanent *dominate monster* ritual (from a *staff of domination*) — initially to keep her at bay, but she was eventually to become another trained guardian.

Believing that her children could not survive without her, and suffering from a bizarre form of cabin fever after centuries in the same room, Lightspar has gone mad, believing the hags to be her sisters-in-human-form. Eventually, she took a form similar to that of her captors — a form she is now trapped in due to a second hag ritual. In her madness, Lightspar also twisted standard draconic behavior. With no access to treasure, for instance, she gathers the room's rubble and piles it up in a bed upon which she sleeps.

Encounter Condition: N/A

Tactics: In addition to trapping Lightspar in human form, the hags' second ritual releases her when anyone enters this room. When the PCs arrive, Lightspar is curled up on a balcony 40 ft. above the western entrance. Her transformation shatters the balcony, and anyone entering from the west suffers 1d6 damage from falling masonry. Each affected character may make a DC 20 Reflex save to reduce this damage by half.

Unfamiliar with her draconic form for many decades, Lightspar collapses onto the floor, inflicting an additional 6d6 damage to each character in the room. Each affected character may make a DC 22 Reflex save to reduce this damage to half.

Lightspar assumes the party are intruders sent by the green dragon Thorodin to kill her, or to kill her "sisters," and attacks with impunity. She is out of practice as a dragon, however, and fails to muster her breath weapon 50% of the time, suffers a –6 competence penalty to attack rolls when hovering, and cannot remember her spells.

The PCs may recognize that the dragon is insane (however, having never met a bronze dragon, they have no frame of reference). Should they show mercy, not attacking her for 2 consecutive rounds, or should they take any submissive or comforting action and succeed with a DC 40 Diplomacy check, Lightspar relents, falling back onto her haunches to hear them out. She is depressed, and desperate to find her children, which in her mind have yet to hatch. The hags have convinced her that the green dragon Thorodin stole her eggs to hatch as lieutenants in his "unholy army." Lightspar often stands at the vine curtain, watching the green dragon upon its boggy mount and plotting how to destroy him. "Perhaps," she says to the PCs, "we can help each other…"

Lightspar proposes that the PCs kill Thorodin, or at the very least slip into his lair and steal back her eggs. In exchange, she offers to introduce them to her sisters, "champions of this far-reaching realm." If the PCs inquire further about Lightspar's sisters, she claims they are questing for a way to free her, and will return soon. She describes them as three enchanting dragonesses who travel in human form — female adventurers of unearthly beauty (which is how her deranged mind sees them).

The PCs may ask to make a Sense Motive check during this conversation. With success against a DC 23, they know that Lightspar is not entirely sane, but they cannot tell which parts of her story are accurate. With success against a DC 38, they know that Lightspar is unstable, her story not wholly true, and her need for companionship entirely unhealthy for a beast of her stature. Increase these DCs by +5 or +10 if the PCs have little or no frame of reference to base their opinions on. The PCs may *only* make this check if they specifically ask to make it.

If left alive, Lightspar transforms back to human form the instant the last PC leaves this room.

Treasure: Lightspar wears a *hag's eye* strung on a chain around her neck. So long as the PCs keep this item, the hags in Room K8 know where they are at all times. If the PCs destroy this item, the PCs hear a distant shriek from the east as each hag suffers 1d10 damage, and Bile the green hag is struck blind for the next 24 hours.

EL: 6

Scaling: To increase the challenge of this encounter, remove the penalties listed under Tactics. To decrease the challenge, increase the chance that Lightspar's breath weapon fails to 75%.

Lightspar, Young Adult Bronze Dragon: CR 12; Large dragon (water); HD 18d12+72; hp 189; Init +4; Spd 40 ft., fly 150 ft. (poor), swim 60 ft.; AC 26, touch 9, flat-footed 26; Base Atk +18; Grp +27; Atk +23 melee (2d8+6, bite); Full Atk +23 melee (2d8+6, bite) and +21 melee (2d6+3, 2 claws) and +21 melee (1d6+3, 2 wings) and +21 melee (1d8+9, tail slap); Space/Reach 10 ft./5 ft. (10 ft with bite); SA Alternate form, blindsense 60 ft., confinement, breath weapon, keen senses, spell-like abilities; SQ Damage reduction 5/magic, frightful presence, immunity to electricity, inactive, spell resistance 20**, water breathing; AL N; SV Fort +15, Ref +11, Will +13; Str 23, Dex 10, Con 19, Int 18 [14]*, Wis 19 [15]*, Cha 18 [14]*.

Skills and Feats: Disguise +13, Hide +7, Knowledge (nature) +23, Listen +25, Move Silently +10, Perform (sing) +12, Search +23, Spot +25, Survival +23, Swim +27; Alertness, Endurance, Flyby Attack, Improved Initiative, Improved Natural Attack (bite), Improved Natural Attack (claw), Multiattack.

Blindsense (Ex): Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

Breath Weapon (Su): Lightspar has two types of breath weapon, a 80 ft. line of lightning, 10d6 electrical damage DC 23 Reflex save for half, and a 40 ft. cone of repulsion gas. Creatures within the cone must succeed on a DC 23 Will save or be compelled to do nothing but move away from the dragon for 1d6+5 rounds. This is a mind-affecting compulsion enchantment effect. Due to her state of mind, her breath weapons fail 50% of the time.

Confinement (Su): Lightspar is confined by a powerful ritual that prevented her from moving more than 60 ft from the northern door from this room.

Frightful Presence (Ex): Lightspar can unsettle foes with her mere presence in her natural form. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of 150 feet are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a DC 23 Will save remains

immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Keen Senses (Ex): A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Water Breathing (Ex): Lightspar can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Alternate Form (Su): Lightspar can assume any animal or humanoid form of Medium size or smaller as a standard action three times per day. This ability functions as a polymorph spell cast on itself at its caster level, except that the dragon does not regain hit points for changing form and can only assume the form of an animal or humanoid. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Inactive (Ex): Years of inactivity have rendered Lightspar's wings almost useless. When hovering, she suffers a –6 competence penalty to her attack rolls and Reflex saves.

Spell-Like Abilities: At will—*speak with animals.*

Spells: If Lightspar were freed from her confinement and her depression, she would again be able to cast spells as a 5th level sorcerer.

* Lightspar's mental abilities have been degraded by her confinement. Should she be freed, she would recover in 3d20 years.

** Lightspar's spell resistance always fails against the hags. She believes her sisters would do nothing to harm her, and does not resist their "charms."

K6. NECROJADE PRISON

This encounter occurs on or above the surface.

Each door to this room is magically sealed, requiring a DC 30 Use Magic Device check to unlock. Opening each door requires the PCs to read a complex series of runes surrounding it, and utter the words displayed in reverse order.

As you finish reading the rune-phrases aloud, a deep rumble comes from beyond the heavy door. Moments later, you hear a hollow stone collision and a hissing sound. The door swings opens, every edge grinding against the long-sealed frame. Beyond is a spherical room filled to a depth of 3 ft. with a slow-moving haze of green-black gas. Four thick seams on the walls bisect the room from floor to ceiling, a pair of manacles mounted into the ceiling point at which they converge at right angles. Below the manacles is a suit of golden armor around a pile of bones.

Initial Attitude: N/A

Encounter: With a successful DC 25 Spot check, the PCs notice that the bones are chipped, splintered, and in some cases broken, as if struck repeatedly and from many different angles by a heavy, dull blade. They notice this automatically if they inspect the bones up close.

Also, as the PCs enter the room, the find the floor to be flat, even though they can see the bottom of the sphere beneath them. If they investigate this further, they discover a flat plane of transparent force hovering 1 ft. above the sphere's lowest point, and a 1-in. gap between the force-floor and the walls on all sides. (This allows the seams to spin around the room's edges, though the PCs shouldn't know this yet.)

This Room was once prison to a powerful zombie lord, and still contains traps specifically designed to prevent its escape. The gas is a powerful poison called *necrojade*, which is heavier than air (the reason it settles to the floor).

The cell contains two traps, each designed to play upon the zombie lord's insatiable hunger and plodding mobility. First, the manacles are enchanted to recognize ambulatory visitors, and attempt to grapple the first PC to approach within 10 ft. of them (including any PC reaching for the armor or searching the floor near the remains).

Second, the "seams" along the Room's vertical axes are a spinning blade trap. They begin slowly revolving in opposite directions around the Room's edge when the manacles animate, and quickly pick up speed. Any PC leaving the Room once the blades are in motion must make a DC 25 Jump check or suffer 1d10 damage and be pushed back into the Room. Anyone leaning on the walls automatically suffers this damage.

The blades do not stop spinning until 100 years after the manacles become inert, so the PCs are unlikely to wait out this trap. Further, since the necrojade applies a progressively higher penalty to Jump checks, the longer the PCs remain in the room, the less chance they have to escape.

Spinning Blade Trap: CR 5; mechanical; movement trigger; automatic reset; DC 20 Jump check to avoid (3d8/×3); Search DC 18; Disable Device DC 18.

Troll Manacle Trap: CR 5; magical; proximity trigger; +20 melee (2d6/×2 plus 1d8 acid); Search DC 20; Disable Device N/A. Note: The manacles have a Strength score of 20 and always attempt to grapple the target, inflicting their melee damage with any successful hit. While the manacles pin a target, they inflict no damage upon him. Further, the manacles have a hardness of 10 and 10 hit points, and regenerate 1 point of hardness and 3 hit points per round. Any attack upon the manacles inflicts full damage upon any character shackled in them.

Encounter Condition: N/A

Tactics: N/A

Treasure: The armor is gold-washed half plate engraved with a royal signet. Also, if they search the floor and make a successful DC 25 Search check, they find a matching helmet. Together, the helmet and armor are worth 2,000 gp to a collector.

EL: 9

Scaling: To increase the challenge of this encounter, fill the Room with gas, preventing the PCs from noticing the armor, bones, etc. Further, have the poison gas spill out of the Room when any door is opened, forcing all PCs within 10 ft. of the door to save against the *necrojade* poison before they take any other action. To decrease the challenge, withhold the gas until the PCs trigger the cell's defenses.

NECROJADE POISON

The celestials designed this poison late in the dungeon's construction (well after Region O was complete), and could only implement it in Room K6 as part of an elaborate trap to hold the rampaging remains of a religious leader who fell to undead legions.

Necrojade poison seeps through the skin into the bones. When it seeps into undead remains, it increases their weight until the creature can no longer move. Necrojade cannot destroy undead; it merely immobilizes them. Coincidentally, the poison has the same effect against living beings.

Fortunately, the celestials conceived the poison to be repelled by all things holy, most notably themselves. The gas withdraws 3 in. away from any holy objects or blessed characters, parting to let them pass through it untouched. Even characters of lawful good alignment are moderately protected, gaining a +4 sacred bonus on Fortitude saves made to resist the poison.

PCs infected with necrojade poison may ignore its effects for 1 hour after he is targeted with a *prayer, cure serious wounds, hallow, healing circle, holy aura, holy word, mass heal,* or *miracle* spell or spell effect.

Necrojade Poison — Contact, Fort save DC 20, initial/secondary damage 1d6 Con. For every 4 points of Con damage inflicted, the victim suffers a –5 ft. speed penalty and a –2 circumstance penalty with all skills affected by an armor check penalty. Further, so long as the victim remains in contact with the poison, he must make a Fort save once per hour to avoid once again suffering the poison's secondary damage.

Any living being killed by necrojade poison becomes a wight.

K7. THE MOANING POOLS

This encounter occurs above the surface.

You reach an intersection, another doorway facing you from each compass point. A shimmering veil of fluid ripples in each doorway, including the one you just opened. A low, mournful moan is coming from one of the doorways.

Initial Attitude: N/A

Encounter: No amount of concentration discerns more information about the moaning — all the PCs can tell is that it's coming from all four exit portals. This is true even after the PCs enter the room.

Entering the room through the veil has no effect upon the PCs, nor does it disorient them. They merely pass through what appears to be a thin layer of glistening liquid (it's actually a magical effect — it doesn't feel wet, nor does it dampen the PCs or their clothes).

This room is the outermost defense for the hags' lair (Room K8), but contains no monsters or traps. Instead, each of its doorways magically alters anyone who exits through it.

If a PC exits through the north portal, he is made invisible for 1d4 minutes. If a PC exits through the south portal, he is granted the benefits of the *fly* spell as cast by a 3rd-level sorcerer for 1d4 minutes. If a PC exits through the east portal, nothing happens. If a PC exits through the west portal, the hags immediately become aware of his approach toward their lair. Once a PC exits this room through any portal, he may not reenter the room for 10 minutes (the fluid-veil acts as an impenetrable barrier during this time).

The hags exit their lair through whatever portal best suits their current needs or mood.

The entire covey is required to fuel the veils' magic. If one or more of the hags is killed, the veils disappear and this room no longer has any effect upon passers-through.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

K8. HAG COVEY LAIR

This encounter occurs above the surface.

Beyond a short corridor, this room opens up considerably, showing clear signs of recent excavation. While the floor remains level, the walls are rough, as if dug out several feet from their original perimeter. In the enlarged chamber are four tall stone obelisks, each towering 20 ft. high, surrounding the room's central point. Around the obelisks are low tables and high shelves cluttered with books, jewelry, clothes, dolls, and other amusements, all caked in pus and blood. Above, the ceiling extends out of sight, the walls tapering off in a domelike fashion. At the dome's lowest edges, the rugged stone walls gives way to patches of irregular grey-pink fungus. You feel something move somewhere in the room, the ground trembling beneath its weight.

Initial Attitude: Hostile

Encounter: The hags plotting to take over this Region lair in this twisted sanctuary. Modeled on a little girl's playroom, this chamber contains all the hags' trophies, ranging from cherished but valueless heirlooms from their pre-dungeon travels to items stolen from the Region's other inhabitants or made to mock them. Every 15 minutes the PCs spend searching the tables and shelves, roll on the following table to determine what they find (no Search check is required to find these things).

1d20	Trophy
1–2	A shelf stacked high with rotting eyeballs.
3–4	A table where someone was brutally killed and their body removed. Bizarre ritualistic symbols were etched in the blood before it dried.
5–6	A wall upon which many rope dolls hang, several of them with fish tails, one a dragon, all mangled or disfigured. The PCs are allowed a DC 15 Intelligence check. If successful, they identify several creatures they have previously encountered elsewhere in the Region.
7–8	A shelf of thick, heavy books (each weighing 3 lb.). All are written in Common. Each entry describes the final moments of a merrow who ventured out into the bogs, looking for something (that is not identified). The entries are written in first-person, even though they all describe the grisly deaths of the merrow involved. (The hags wrote these entries as they observed the merrows' actions through *hags' eyes*.)
9–12	The PCs think they see something beneath the slime, but it's just a trick of the light.
13–14	A table covered with a bloody sheet. Beneath the sheet is a huge pile of sparkling gems — which abruptly collapses in all directions and skitters into the corners of the room, vanishing through tiny holes dug in the stone. The fleeing "gems" leave behind the skeletal remains of a merfolk corpse, the bones scoured of flesh and pitted from tiny bite marks. *(The "gems" are in fact a strange insect indigenous to this Region of the dungeon — see Room K74).*
15–16	An armoire in which many pieces of jewelry are hung or placed with loving care. None of the pieces has been moved in centuries, and all that keeps them intact is the slime; once removed, they crack to pieces or crumble to dust.
17–18	A pitch-black rocking horse painted to look like it's bleeding from several deep side wounds. If the PCs look closely, they see the "toy's" eyes move about frantically, consumed with fear. (This is actually a nightmare pony frozen in place by ritual magic and hammered onto a wooden rocking frame. The nightmare is cognizant of its surroundings, and has been for the 192 years since its capture.)
19–20	The *necklace of choking* (see the sidebar on page 549), lying on the floor in front of one of the stone obelisks.

The hags' most prized trophies are trapped in the "fungus" on the ceiling. Each time the hags kidnap and kill one of this Region's inhabitants, they bring the body back here and mount it into the fungus, which is becoming a grotesque fresco of corpses. The fungus holds them in place, but any disturbance greater than poking them causes 1d4 to fall away from the ceiling to land with dull, squishy thuds upon the stone floor or splay in horrifying positions over the obelisks, tables, and shelves.

When the PCs enter this room, the trembling they feel is the heavy gait of a merrow (aquatic ogre) mage (hp 39). Unless they immediately declare that they are all attempting to Move Silently, the merrow notices them and casts *invisibility* on himself. The next time he can act, he remembers the hags' orders and casts *darkness* over the center 20 ft. of the room, which encompasses the inward face of each stone obelisk.

These obelisks are the hags' resting places, where they recuperate after each foray into the Region. Each of the obelisks is hollow and filled with the same mixture of pus and blood that covers everything else in this room. Entering an obelisk requires a successful DC 30 Use Magic Device check. The PC must place both hands upon the obelisk's surface and utter the word "sleep" in pidgin Common/Giant. Alternately, a PC may strike the obelisk to break it open. This requires a successful DC 20 Strength check or reducing the obelisk to ½ its full hp (rounded down), at which point the obelisk cracks open, spilling its contents into the center of the room. Each obelisk has a hardness of 8 and 30 hit points.

While a hag floats in one of the obelisks, she recovers hit points, spells, and temporary ability damage at twice the standard rate, and recovers permanent ability damage as if it is temporary ability damage. The obelisks support and heal the hags, and if any other being enters one, the fluid acts like acid, inflicting 1d6 points of damage per round of immersion (in addition to the effects of drowning).

Encounter Condition: Unhallowed 2

Tactics: After casting *invisibility* and *darkness*, the merrow mage leaps into the patch of darkness between the obelisks. If any hags remain alive, they are sleeping in the obelisks, and are awakened by the merrow mage's landing. They can see out of the obelisks in any direction (as if the stone were transparent) and cast spells before leaving their hiding places. Jointly, they cast *animate dead* twice upon the ceiling, and unless they've been encountered elsewhere in the Region within the last 12 hours, each casts *expeditious retreat* as well.

Bane (hp 76), the annis hag, casts *mage armor, cat's grace, blur,* and *displacement,* in that order. If Bane believes she will be able to attack a PC during the round when she leaves the obelisk, she casts *true strike* as well.

Bile (hp 80), the green hag, casts *invisibility, minor globe of invulnerability, protection from good, resistance,* and *shield.* If Bile has time, she casts *mage hands* to fling objects at the PCs before leaving her obelisk.

Malice (hp 29), the sea hag, has no spells to cast, and simply waits until her sisters leave their obelisks.

As one of this covey's powers, the hags are mentally aware of each others positions and actions within 100 ft., and those which complete spellcasting early wait for the others to finish so they can all exit the obelisks at the same time. Those with extra time hold off casting short-duration spells until the last possible moment.

If a PC moves to an adjacent square next to one of the obelisks, the hag within may drop out of hiding early, gaining an attack of opportunity (per the DM's discretion). A hag only attempts this if the potential benefits outweigh the spell effects she and her sisters could otherwise gain by hiding, and only if she is reasonably certain the move won't result in grievous injury to her or one of her sisters.

Once the hags leave the obelisks, they attempt to remain hidden within the darkness, coming together to cast *animate dead* on the corpses plastered to the ceiling and *force cage* around the merrow mage and any melee opponent (as much to ensure the merrow doesn't run as to keep the PC occupied). Thereafter, the hags split up, attacking the PCs in their own unique fashions.

Bane, the annis hag, casts *vampiric touch* and engages the PCs directly, attacking every other round so long as she can regain cover or slip out of sight in-between. When this becomes impossible, she leaps directly into the fray, striving to keep the PCs away from her sisters.

Bile, the green hag, levitates above the combat, casting *magic circle against good, hold person, scare,* and *dispel magic* as appropriate. If she runs out of spells to cast, she levitates to the ceiling and dislodges 1d4 corpses over the combat during each round, inflicting a –4 circumstance penalty upon the attack rolls, skill checks, and Reflex saves of any characters — including the merrow mage or Bile's sisters — in a square underneath a falling corpse or in any adjacent square.

Malice, the sea hag, sneaks about the room, attempting to get the drop on one or more PCs with her horrific appearance and evil eye abilities, then falls back and casts *magic missile* before finally engaging in melee combat.

Bane fights to the death. Bile and Malice fight until they are reduced to 15 hp each, at which point they flee to Room K7, where they pass through the southern mirror portal. Thereafter, they may only be encountered randomly.

The merrow mage remains within the *darkness* until it dissipates, until 3 rounds pass during which he cannot attack any targets from a position within the *darkness* (even with spells), or until the combat ends. If reduced to 10 hp or less he attempts to flee, incurring the wrath of the nearest hag, who spends one round trying to kill him before turning her attention back to the PCs.

Finally, as the corpses upon the ceiling awaken and stir, they break free of their sticky fungus bonds, dropping to the floor and suffering 6 hp of damage each (describe these wounds for flavor — some corpses break fragile limbs, while others' torsos explode). Despite these injuries, the creatures rise and shamble toward the PCs (more as a distraction than a serious threat).

This encounter should either be the blow-out conclusion to a major plot threat within this Region, or an unexpected — and potentially devastating — slam-bang combat fest that leaves the PCs wondering what they got themselves into.

Treasure: Beyond the *necklace of choking* (which can be found by searching the Room), the only treasure to be found here is the ring of darkvision worn by the merrow mage, although he doesn't know what it does. Unfortunately, this ring is fitted for a Large creature and does not resize for the PCs. With a week in a major city, the PCs could spend 1,000 gp to have the ring "fixed" by a magic craftsman.

If the PCs succeed at a DC 50 Search check, they find a *staff of domination* in the muck and mire, buried so Lightspar would never see it.

EL: 14

Scaling: To increase the challenge of this encounter, add one merrow mage. To decrease the challenge, remove the merrow mage.

♟ **Mahe, Merrow Sor 1:** CR 4; Large giant; HD 4d8+11 + 1d4+2; hp 39; Init +0; Spd 30 ft., swim 40 ft.; AC 13, touch 9, flat-footed 13; Base Atk +3; Grp +12; Atk +8 melee (1d6+5/19–20, dagger) or +2 ranged (1d6+5, dart); Full Atk +8 melee (1d6+5/19–20, dagger) or +2 ranged (1d6+5, dart); Space/Reach 10 ft./10 ft.; SA -; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +6, Ref +0, Will +3; Str 20, Dex 10, Con 15, Int 6, Wis 10, Cha 12.

Skills and Feats: Climb +5, Concentration +3, Listen +2, Spot +2; Toughness, Weapon Focus (dagger).

Sorcerer Spells Known (6/5, save DC 11 + spell level): 0—*detect magic, disrupt undead, light, read magic;* 1st—*detect undead, unseen servant.*

Possessions: Dagger, dart (4), *scroll of magic missile (7th), scroll of burning hands (5th).*

♟ **Bane, Annis Hag Sor 7:** CR 13; Large monstrous humanoid; HD 7d8+14 + 7d4+14; hp 76; Init +5; Spd 40 ft.; AC 20, touch 10, flat-footed 19; Base Atk +10; Grp +21; Atk +16 melee (1d6+7, claw); Full Atk +16 melee (1d6+7, 2 claws) and +11 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA Improved grab, rake 1d6+7, rend 2d6+10, spells, spell-like abilities; SQ Damage reduction 2/bludgeoning, darkvision 60 ft., spell resistance 19; AL CE; SV Fort +8, Ref +10, Will +11; Str 25, Dex 12, Con 14, Int 13, Wis 13, Cha 16.

Skills and Feats: Bluff +11, Concentration +12, Diplomacy +5, Disguise +3 (+5 acting), Hide +5, Intimidate +5, Knowledge (arcana) +2, Listen +10, Spellcraft +11, Spot +10; Alertness, Blind-Fight, Great Fortitude, Improved Initiative, Lightning Reflexes.

Improved Grab (Ex): To use this ability, Bane must hit a Large or smaller opponent with a claw attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rake (Ex): Attack bonus +13 melee, damage 1d6+7. Bane can attack a grappled foe with both claws at no penalty.

Rend (Ex): When bane hits with both claw attacks, she latches onto the opponent's body and tears the flesh. This attack automatically deals an extra 2d6+10 points of damage.

Spell-Like Abilities: 3/day—*disguise self, fog cloud.* Caster level 8th.

Sorcerer Spells Known (6/7/7/5, save DC 13 + spell level): 0—*acid splash, detect magic, disrupt undead, message, ray of frost, read magic, resistance;* 1st—*burning hands, expeditious retreat, mage armor, obscuring mist, true strike;* 2nd—*blur, cat's grace, summon swarm;* 3rd—*displacement, vampiric touch.*

Possessions: Necklace of adaptation, scroll of bull's strength (3rd), scroll of fireball (10th), and scroll of acid arrow (9th).

♟ **Bile, Green Hag Sor 9:** CR 14; Medium monstrous humanoid; HD 9d8+9 + 9d4+9; hp 80; Init +5; Spd 30 ft., swim 30 ft.; AC 24, touch 11, flat-footed 23; Base Atk +13; Grp +17; Atk +17 melee (1d4+4, claw); Full Atk +17 melee (1d4+4, 2 claws); SA Spell-like abilities, weakness, mimicry; SQ Darkvision 90 ft., spell resistance 18; AL CE; SV Fort +9, Ref +10, Will +13; Str 19, Dex 12, Con 12, Int 13, Wis 13, Cha 21.

Skills and Feats: Concentration +16, Knowledge (arcana) +16, Hide +9, Listen +11, Spellcraft +10, Spot +11, Swim +12; Alertness, Blind-Fight, Combat Casting, Great Fortitude, Improved Initiative, Spell Focus (enchantment), Spell Penetration.

Spell-Like Abilities: At will—*dancing lights, disguise self, ghost sound* (DC 12), *invisibility, pass without trace, tongues, water breathing.* Caster level 9th. The save DC is Charisma-based.

Weakness (Su): Bile can weaken a foe by making a special touch attack. The opponent must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): Bile can imitate the sounds of almost any animal found near her lair.

Sorcerer Spells Known (6/8/7/7/5, save DC 15 + spell level, 16 + spell level for enchantments*): 0—*arcane mark, dancing lights, daze**, *detect magic, disrupt undead, mage hands, read magic, resistance;* 1st—*alarm, charm person**, *expeditious retreat, protection from good, shield;* 2nd—*levitate, scare, hideous laughter**, *whispering wind;* 3rd—*dispel magic, hold person, magic circle against good;* 4th—*locate creature, minor globe of invulnerability.*

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

Possession: Bracers of armor +2, wand of magic missile (5th, 8 charges), scroll of ice storm (7th), scroll of fear (7th) and scroll of lightning bolt (9th).

♟ **Malice, Sea Hag, Sor 3:** CR 7; Medium monstrous humanoid (aquatic); HD 3d8+6 + 3d4+3; hp 29; Init +5; Spd 30 ft., swim 40 ft.; AC 14, touch 11, flat-footed 13; Base Atk +3; Grp +7; Atk +7 melee (1d4+4, claw); Full Atk +7 melee (1d4+4, 2 claws); SA Horrific appearance, evil eye; SQ Amphibious, SR 14; AL CE; SV Fort +2, Ref +4, Will +4; Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 16.

Skills and Feats: Concentration +7, Craft (doll-making) +3, Hide +4, Listen +6, Spot +6, Swim +12; Alertness, Improved Initiative, Toughness.

Horrific Appearance (Su): The sight of a sea hag is so revolting that anyone (other than another hag) who sets eyes upon one must succeed on a DC 16 Fortitude save or instantly be weakened, taking 2d6 points of Strength damage. This damage cannot reduce a victim's Strength score below 0, but anyone reduced to Strength 0 is helpless. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. The save DC is Charisma-based.

Evil Eye (Su): Three times per day, malice can cast her dire gaze upon any single creature within 30 ft. The target must succeed on a DC 16 Will save or be dazed for three days, although *remove curse* or *dispel evil* can restore sanity sooner. In addition, an affected creature must succeed on a DC 13 Fortitude save or die from fright. Creatures with immunity to fear effects are not affected by the sea hag's evil eye. The save DCs are Charisma-based.

Amphibious (Ex): Although malice is aquatic, she can survive indefinitely on land.

Sorcerer Spells Known (6/6, save DC 13 + spell level): 0—*dancing lights, daze, detect magic, disrupt undead, read magic;* 1st—*expeditious retreat, identify, magic missile.*

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

Possessions: Potion of shield of faith (+3), scroll of magic missile (7th).

♛ **Hag Covey:** Collectively, the hags possess the following abilities.

Spell-Like Abilities: 3/day—*animate dead, bestow curse* (DC 17), *control weather, dream, forcecage, mind blank, mirage arcana* (DC 18), *polymorph, veil* (DC 19), *vision.* Caster level 9th. The save DCs are based on a Charisma score of 16. To use one of these abilities (which requires a full-round action), all three hags must be within 10 ft. of one another, and all must participate.

Hag Eye: A hag eye is a magic gem created by a covey. It appears to be nothing more than a semiprecious stone, but a gem of seeing or other such effect reveals it as a disembodied eye. Often, a hag eye is worn as a ring, brooch, or other adornment. Any of the three hags who created the hag eye can see through it whenever they wish, so long as it is on the same plane of existence as the hag. A hag eye has hardness 5 and 10 hit points. Destroying a hag eye deals 1d10 points of damage to each member of the covey and causes the one who sustained the greatest damage to be blinded for 24 hours.

♛ **Animated Corpse, Zombie:** CR 1/2; Medium undead; HD 2d12+3; hp 16; Init –1; Spd 30 ft. (can't run); AC 11, touch 9, flat-footed 11; Base Atk +1; Grp +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); SA —; SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +0, Ref –1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —; Toughness.

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

NECKLACE OF CHOKING

The hags created this necklace from several strands of coral collected from the corrupted reef (Room K17). It is attractive, and a successful Appraise check (DC 15) estimates its value at between 90 and 110 gp. The necklace tightens to fit snugly around its wearer's neck. Every so often the wearer feels it writhe, as if it's slowly crawling around his neck, like a worm eating its own head. At any time, when the word "blue" is spoken in Common, the necklace begins constricting around the wearer's neck, strangling him per the standard drowning rules. This process continues until the necklace is removed or the word "pink" is spoken in Common.

The necklace has a hardness of 2, 15 hit points, and a Break DC of 20.

K9. GRAY RENDER'S LAIR

This encounter occurs above the surface.

Splashes of azure show through thick coats of mud and ash upon the walls of this long room. In the northwestern corner, above a pile of moss and rotting seaweed, something glitters in the room's scant light. Beside it, something moves — something *big.* As your hands dart to your sheaths, bows, and spell pouches, a hulking figure rises from the shadows. Nearly 9 ft. tall, it lumbers with the weight of a giant as it approaches a pyramid of boulders piled several feet away.

Initial Attitude: Hostile

Encounter: A gray render (hp 125) bonded with the hag covey in Room K8, years ago. When the render met Bane the annis hag, she grappled it to a standstill, a feat which forged a strong bond between them. Thereafter, the render left the hags small tropheys, such as sea cat entrails and pretty rocks (like a cat leaving a dead bird). Recognizing the render's potential, the hags encouraged it to lair here and charged it with protecting the southern entrance to their lair (Room K28).

Encounter Condition: Fearless, Poor Footing 4

Tactics: Whenever the render encounters something new, his first impulse is to smash it against the ground to see what happens. His first action here, however, is to lob a boulder and see what happens. Thereafter, he grabs a recently uprooted bog tree up off the ground and charges the PCs, swinging at them at the end of his movement. Finally, he alternates between smashing at the PCs with his club and attempting to grab one of the intruders so he can throw them against a nearby wall.

The gray render is extremely loyal to the hags and fights every combat as if their lives depend upon on him.

Treasure: Two of the boulders are quartz geodes with a value of 300 gp each to a jeweler. Unfortunately, each weighs 100 lbs. For each full day the PCs spend digging into the walls, they find another geode with the same value and weight.

Additionally, the gray render wears a *hag's eye* on a necklace, a gift from the covey. The render cherishes this item, and lashes out at any who touch or steal it. Unknown to him, the covey observes all of his actions through the gift — and all of the PCs' actions as well, so long as they keep the item in their possession.

EL: 8

Scaling: To increase the challenge of this encounter, increase the hit points of the gray render to 170 and have it *rage* on round two. To decrease the challenge, reduce the gray render's Initiative check to 1.

Gray Render: CR 8; Large magical beast; HD 10d10+70; hp 125; Init +0; Spd 30 ft.; AC 19, touch 9, flat-footed 19; Base Atk +10; Grp +20; Atk +15 melee (2d6+6, bite) or +15 melee (2d8+9, greatclub) or +9 ranged (2d6+6, thrown boulder); Full Atk +15 melee (2d6+6, bite) and +10 melee (1d6+3, 2 claws); or +15 melee (2d6+6, bite) and +10 melee (2d8+3, club); or +9 ranged (2d6+6, thrown boulder); Space/Reach 10 ft./10 ft.; SA Improved grab, rend 2d6+9; SQ Darkvision 60 ft., low-light vision, scent; AL N; SV Fort +14, Ref +7, Will +4; Str 23, Dex 10, Con 24, Int 3, Wis 12, Cha 8.

Skills and Feats: Hide +2, Spot +10, Survival +3; Cleave, Power Attack, Improved Bull Rush, Track.

Improved Grab (Ex): To use this ability, a gray render must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Rend (Ex): A gray render that wins a grapple check after a successful bite attack establishes a hold, latching onto the opponent's body and tearing the flesh. This attack automatically deals 2d6+9 points of damage.

Skills and Feats: Gray renders have a +4 racial bonus on Spot checks due to their six keen eyes.

K10. MUGRUTS

This encounter occurs on or above the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 20 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

You arrive at a narrow shoreline wedged between the collapsed dungeon edge to the north and a vast, still underground lake to the south. To the southwest, the shoreline gives way to a bog patch, and to the northeast, it opens up as a sprawling beach and eventually as an icy plain before several distant caverns. Here, the lake's rolling waves sweep over the swampy land's edge, where shallow muck hillocks peek up between channels of cool water and mire, blanketed in rotting seaweed, meager bushes, and wild, low grass. Upon these hillocks, four waterlogged-looking ogres argue.

Initial Attitude: Unfriendly

Encounter: The aquatic ogres (merrow) are too involved in their argument to notice the PCs at first, and should the PCs leave immediately, they are in no danger of being followed. Should they stay and listen to the argument, however, they must succeed at Hide checks to avoid being noticed.

The PCs pick up the argument mid-sentence. Two merrow are doing the fighting with the other two looking on, wide smiles on their toothy, elongated faces. If the PCs understand Giant, they make out the following exchange.

"...mugrut! That one mine!" The first merrow points out toward a longspear moving through the water about 40 ft. from shore, pointing straight up toward the high cavern roof.

"You mugrut, and throw bad, too! That one *mine*!" The second merrow also points as the spear leaps up out of the water, imbedded in the back of a howling lacedon. The second merrow doesn't wait before stressing his point further, hovering close to the first: "MINE!"

"You hit *ghoul*?" the first merrow jokes. "You miss Kraken!"

The third and fourth merrow chuckle, drawing the attention of both the others.

"What funny?" the second merrow asks, the first pounding his fist into his palm.

The third and fourth merrow slowly back away, raising their hands and shaking them as if to say, "nothing".

The first two merrow slowly look to each other and smile, then yell, "Mugruts!" They grab one of the other two merrow by his wrists and ankles and start swinging him back and forth toward the lake. The grappled merrow mews until they let go. He sails out over the slow waves and crashes into the water, disappearing beneath the waves. A few seconds later, he breaks the surface, flailing and gurgling, and begins swimming back to shore.

The first two merrow turn toward the fourth, who has fallen back toward the northern rock face...

The PCs can interrupt this scene anytime they like, and unless they linger and either ignore or fail their Hide checks, the merrow don't notice them until the scene's end (at which point they scream "Intruders!", grab their longspears, and charge the PCs). The PCs may simply leave any time before the scene ends, or they may interrupt it, gaining a surprise round against the merrow.

Encounter Condition: Echoes 4, Fearless, Submerged

Tactics: There are four merrow (hp 47 each) in all. Once the merrow notice the PCs, they grab longspears from a row of weapons leaning against the rock face and attack. They never throw their spears. Fearing the hags' wrath, the merrow fight the PCs to the death. The third merrow arrives at the shore two rounds later, grabs a longspear, and joins the fray.

Treasure: These merrow work for the hags, but are far from favored, and therefore possess nothing of importance or value.

EL: 9

Scaling: To increase the challenge of this encounter, have the merrow notice the PCs *before* they throw the third merrow into the lake. To decrease the challenge, have the argument evolve into a fistfight that reduces each merrow's starting hit points to 20.

Merrow Ftr 3: CR 6; Large giant; HD 4d8+11 + 3d10+6; hp 47; Init +3; Spd 20 ft., swim 40 ft.; AC 16, touch 8, flat-footed 16; Base Atk +6; Grp +16; Atk +12 melee (1d8+9/×3, longspear); Full Atk +12/+7 melee (1d8+9/×3, longspear); Space/Reach 10 ft./10 ft.; SA —; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +10, Ref +1, Will +2; Str 22, Dex 8, Con 16, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +6, Listen +2, Spot +3; Blindfighting, Improved Initiative, Toughness, Weapon Focus (longspear).

K11 THROUGH K24. THE WESTERN LAKE

The flood hit the northern half of this lake Section the hardest, burying or destroying nearly all of the original prison structure and leaving behind little more than a bed of pulverized stone. The gentle waves created by the slight temperature fluctuations in this Section have shifted this bed, creating a number of wide, shallow coves. Within these coves lives a downtrodden community of wayward merfolk who were swept up in the flood and have been trapped here ever since.

These merfolk were sent to the mountain lake above the dungeon to receive a lillend named Sissefiss, who was foretold by the merfolk civilization to arrive there as an avatar of their god Eadro. The merfolk were to escort Sissefiss back to their ocean cities, where she was to guide their people into a new age of enlightenment. Things went horribly awry. Not only have the merfolk been separated from their people for hundreds of years, but they have lost their charge, and their faith.

Several years ago, the green dragon Thorodin captured Sissefiss when she surfaced for a breath of air. Intrigued by the talkative, strange-thinking sea creature, Thorodin didn't kill Sissefiss, but imprisoned her in a magical cage behind his lair (in Room K40). The merfolk have fallen into despair, relying entirely on fate and the will of their divinity to save them.

Only one retains the will to fight — the cleric Vash, who secretly communes with Sissefiss through her mephit familiar, Ebb. Vash keeps the truth of Sissefiss' indignant condition to himself, lest the other merfolk swim off to their doom to rescue her or lose their faith altogether. If the PCs encounter Vash randomly or in his sanctuary (Room K15), he enlists them to return Sissefiss, an act he believes will renew the merfolk's spirit and give them fresh faith that Eadro will one day lead them back home.

The southern half of this Section was submerged by the flood, but vestiges of its original floorplan are still visible in the shallow water. These partial structures are occupied by a tribe of tritons, who rode the flood into this Region on purpose, seeking to explore new territory. They now find themselves trapped just like the merfolk, victims of the green dragon Thorodin (Room K36), who has unknowingly become their cultural nemesis, the "Eternal Enemy" they must one day defeat to liberate the Region from tyranny.

The tritons are far more organized than the merfolk. They plant traps along the bog shelf (in Rooms K34, K37, and K39), hoping to weaken or distract the dragon, or eliminate some of his underlings. They build weapons from the coral, shells, and other natural resources left behind after the flood (including many remnants harvested from the original dungeon rooms they now inhabit). Most recently, they have sent investigators into the southern dungeon Rooms, hoping to find new allies against the dragon.

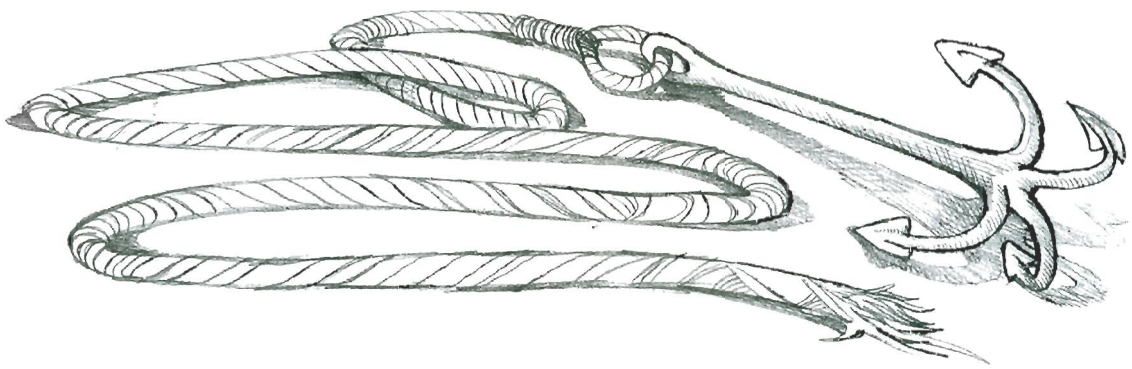
The tritons recognize that they and the merfolk are in much the same position. They have tried to communicate with their northern neighbors, but with the merfolk skittish about the Region's other denizens, and because the merfolk brought with them a pride of aggressive sea cats, the tritons keep their distance. If the two races are to work together, the merfolk must make the first move, and that can only happen with Sissefiss back in their ranks.

Unfortunately for both colonies, the corrupted sediment and water only intensifies their distrust and aggressiveness, threatening to ignite their anger before it can be channeled.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The PCs briefly feel a psychic 'tug' toward the *crystal of vile attraction* (see Room K1 and the sidebar on page 543).
2	The PCs unknowingly pass over the crushed and buried remains of a former demon prisoner. Without realizing it, they grow more impatient and argumentative with one another. For 1d4 hours, they suffer –1d6 Charisma each.
3	Ebb (Room K15), swims alongside the PCs for 1d6 minutes. If the PCs have encountered him before (and especially if they have refused to help the merfolk cleric Vash), he sarcastically berates them for their cowardice. Otherwise, he annoys the PCs until they follow him back to Room K15.
4–5	The PCs spot a merfolk male at the edge of their vision. He holds his position for 1 round, then swims away at maximum speed, heading for the sea cat caves (Room K14). If the PCs follow, the sea cats attack.
6–14	Nothing
15	The PCs stumble upon a submerged section of trapped pre-flood dungeon floor. **Globe of Cold Trap:** CR 6; mechanical; location trigger; manual reset; 20 ft. radius hemisphere frozen solid (5d6 + drowning, even with *water breathing*); DC 19 Reflex save avoids; Search DC 27; Disable Device N/A.
16–17	The PCs spot two male tritons at the edge of their vision. They hold their position for 1 round, then swim to investigate the PC. Their attitude is Unfriendly, but can easily be shifted if the PCs don't openly wield weapons, and let the tritons dominate the discussion. If the tritons' attitude is improved to Friendly or higher, they lead the PCs back to their colony (Room K22), where they treat them as potential allies against the green dragon. If their attitude is worsened to Hostile, they attack.
18	A water naga, considering the PCs a threat, attacks from Ambush using the tactics described in Room K11.
19	The hag covey arrives, sweeping through the area in flight (see Room K7 for details). All three attempt to grapple a single PC and carry him back to their lair (Room K8).
20	The hag covey arrives, sneaking up on the PCs while invisible (see Room K7 for details). They fight only until they have sustained a total of 20 hp of damage between them, then flee toward their lair (Room K8).



K11. WATER NAGA LAIR

The depth of this encounter is 40 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 25 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

A narrow cavern extends into the lake bed's sheer northern face, only large enough for two humans to enter side by side. You can't make out anything in the dark waters, yet you're overcome with a strange blend of excitement and dread.

Initial Attitude: Hostile

Encounter: This is the lair of a water naga (64 hp), which was drawn to the lake by the *crystal of vile attraction*, a cursed magic item that attracts PCs and creatures of all alignments (see page 543). The naga doesn't expect anyone to breach its lair, having terrorized the lake's other northern inhabitants for many years. If the PCs enter the cave without a light source, and succeed with Move Silently checks, they gain a surprise round against the naga.

Encounter Condition: Fearless, Submerged

Tactics: Against undead targets, the naga uses *disrupt undead* and *acid arrow*. Against all other targets, it casts *ray of enfeeblement*, followed by *acid arrow* and *bull's strength*, after which it engages the intruders in melee combat. The naga sense of territorialism is heightened by the corrupted silt throughout this Region, so it refuses to fall back or listen to reason.

Treasure: The bodies of two victims may be found at the back of the cave. Between them, they possess 632 gp and a *dagger +1 (+2 vs. undead)*.

EL: 9

Scaling: To increase the challenge of this encounter, add 2 sorcerer levels to the water naga. To decrease the challenge, reduce the hit points of the water naga by –10.

Water Naga Sor 1: CR 9*; Large aberration (aquatic); HD 7d8+28 + 1d4+4; hp 64; Init +1; Spd 30 ft., swim 50 ft.; AC 15, touch 10, flat-footed 14; Base Atk +5; Grp +12; Atk +7 melee (2d6+4 plus poison, bite); Full Atk +7 melee (2d6+4 plus poison, bite); Space/Reach 10 ft./5 ft.; SA poison, spells; SQ darkvision 60 ft.; AL N; SV Fort +6, Ref +5, Will +10; Str 16, Dex 13, Con 18, Int 10, Wis 17, Cha 16.

Skills and Feats: Concentration +13, Listen +7, Spellcraft +9, Spot +7, Swim +11; Alertness, Combat Casting, Eschew Materials*, Lightning Reflexes.

Typical Sorcerer Spells Known (6/7/7/6/3; save DC 13 + spell level): 0— *daze, detect magic, disrupt undead, ghost sound, mage hand, ray of frost, read magic, resistance;* 1st—*alarm, comprehend languages, detect undead, obscuring mist, ray of enfeeblement;* 2nd—*bull's strength, acid arrow, hideous laughter;* 3rd—*clairaudience/ clairvoyance, nondetection;* 4th—*black tentacles.*

Poison (Ex): Injury—Fortitude DC 18, initial and secondary damage 1d8 Constitution. The save DC is Constitution-based.

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

* Casts as Sor 8 due to its innate abilities.

K12. ABANDONED CAVE

The depth of this encounter is 15 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 20 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

15 ft. below the lake's surface, a cave leads deep into the collapsed rock face, ending in what appears to be an empty 30 ft. by 30 ft. stone room. An stale but breathable air pocket is trapped in the chamber's top 3 ft., but the area is otherwise unremarkable. All evidence of it occupants has long since been washed away, and no doors are visible in the chamber's walls.

Initial Attitude: N/A

Encounter: This Room is empty. It features no exits, secret or otherwise, and all its contents were long ago flushed out into the lake. The merfolk considered using it, but with the naga lair so close (Room K11), they remained in the coves, where they could outmaneuver the beast.

Encounter Condition: Submerged

Tactics: After the PCs spend 30 minutes in this Room, roll a Random Encounter.

Treasure: N/A

EL: N/A

Scaling: N/A

K13. SUBMERGED DUNGEON DOOR

The depth of this encounter is 25 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 15 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

An original dungeon door faces out of a shallow depression within the rock face at this location. The door is locked, requiring a DC 25 Open Lock check to unlock. Air was sealed in the room beyond when the chamber shifted during the flood, so the PCs must make a successful DC 20 Strength check to force the door open.

As you force the dungeon door open, large pockets of trapped air rushes out into the lake, bubbling to the surface. The crumbling corridor beyond the door lies at a 45-degree angle down into the rock face, leading into darkness. As you swim inside, a flash of crackling electricity explodes deep below you, instantly spreading through the water and jolting you.

Initial Attitude: Hostile

Encounter: Each PC suffers 6d6 electricity damage, immediately. Any PC making a successful DC 20 Spot check notices during the flash that the corridor opens up after 40 ft., entering a larger chamber below. If the PC's Spot check result is 20 or higher, he's sure he saw something moving within the room. The room below was originally located at K13's position on the map, but the flood uprooted it from the rest of the dungeon. It dropped under the wash and slid north, underneath the dungeon corridors between Rooms K2 and K3. Somehow, all the room's doors were forced shut and stayed air tight during the chaos.

This Room was a storage chamber, but when this part of the dungeon grew crowded, the celestials improvised, reinforcing the doors and chaining a retriever demon to the floor. The creature's bonds broke during the flood, but it found all the exits but the upward corridor blocked by collapsed dirt and dungeon debris — and try as it might, it couldn't wedge itself through the upward corridor's 10 ft. × 10 ft. space.

Encounter Condition: Fearless, Submerged

Tactics: When the PCs open the submerged door, water rushes down the upward corridor and into the Room. Startled, the retriever unleashes a *ray of electricity* (the flash and charge that damages the PCs). Thereafter, the creature plays dead (as spiders do when dropped into water). The retriever keeps up its ruse for 10 rounds, until attacked, or until one or more PCs enter an adjacent square, at which point it attempts to surprise the PCs with a ray of cold.

The retriever's *fire* and *petrification* rays don't work underwater. Its *cold* ray affects not only the target but any characters adjacent to the target, and its *electricity* ray affects everyone in the room (except the retriever itself, which is immune to the effects of all its rays).

The retriever fights to the death.

Treasure: The chains that held the retriever in place before the flood are celestial creations called *chains of vulnerability* (see the sidebar on page 553). With a successful DC 25 Craft (stonemasonry) check or DC 40 Disable Device check, the PCs can remove these chains intact.

EL: 9

Scaling: To increase the challenge of this encounter, add 2 HD to the retriever. To decrease the challenge, start the retriever in the *chains of vulnerability*, which inflict a –2 circumstance penalty with all attack rolls and Reflex saves. Further, the chains make the creature vulnerable to subdual damage, and it begins the combat wounded (having suffered 25 points of subdual damage from the initial electrical charge).

Retriever: CR 10; Huge construct (extraplanar); HD 10d10+80; hp 135; Init +3; Spd 50 ft.; AC 21, touch 11, flat-footed 18; Base Atk +7; Grp +25; Atk +15 melee (2d6+10, claw) and +8 ranged touch (eye ray); Full Atk +15 melee (2d6+10, 4 claws) and +10 melee (1d8+5, bite) and +8 ranged touch (eye ray); Space/Reach 15 ft./10 ft.; SA Eye rays, find target, improved grab; SQ Construct traits, darkvision 60 ft., fast healing 5, low-light vision; AL CE; SV Fort +3, Ref +6, Will +3; Str 31, Dex 17, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Eye Rays (Su): A retriever's eyes can produce four different magical rays with a range of 100 feet. Each round, it can fire one ray as a free action. A particular ray is usable only once every 4 rounds. A retriever can fire an eye ray in the same round that it makes physical attacks. The save DC for all rays is 18. The save DC is Dexterity-based.

The four eye effects are:

Fire—deals 12d6 points of fire damage to the target (Reflex half).

Cold—deals 12d6 points of cold damage to the target (Reflex half).

Electricity—deals 12d6 points of electricity damage to the target (Reflex half).

Petrification—The target must succeed on a Fortitude save or turn to stone permanently.

Find Target (Sp): When ordered to find an item or a creature, a retriever does so unerringly, as though guided by discern location.

The being giving the order must have seen (or must have an item belonging to) the creature to be found, or must have touched the object to be located. This ability is the equivalent of an 8th-level spell.

Improved Grab (Ex): To use this ability, a retriever must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and grips the opponent fast in its mouth. This is the method by which it usually "retrieves" things.

CHAINS OF VULNERABILITY

This celestial-made magic item looks like a set of 4 ordinary steel chains, each 6 ft. in length and ending in a simple clasp. Each of the chains has a hardness of 10, 40 hit points, and a Break DC of 40. If even one of the chains is broken, the item loses all magical properties.

A character or creature must be rendered immobile using these chains to suffer their effect. While rendered immobile, the captive loses its immunity to critical hits, subdual damage, ability damage, and death from massive damage, if any.

K14. SEA CAT LAIR

The depth of this encounter is 20 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 25 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

A cave extends several feet into the rock face and then suddenly dips down at almost a 90-degree angle, vanishing into the dark.

Initial Attitude: Unfriendly

Encounter: When the merfolk arrived, they were accompanied by a school of sea cats. Only two remain — the rest staying behind in Region L — and the merfolk chose to lair these guardians between their most critical member, the cleric Vash (Room K15), and the most dangerous predator in this part of the lake, the water naga in Room K11.

The cave extends down another 60 ft. before opening up into a small, smooth-walled chamber where the sea cats sleep. The floor is warm to the touch — a result of volcanic activity beneath this part of the dungeon — and the sea cats relax here when not needed by the merfolk.

The sea cats have very sensitive hearing. With a successful Listen check they notice combat in any adjacent Room, even if asleep. When alerted to combat anywhere in the lake, the sea cats swim to see if the merfolk are in danger. Regardless of what is happening, the sea cats attack all but the merfolk on sight (including the PCs).

Encounter Condition: Extreme Heat, Fearless, Submerged

Tactics: Sensitive to the Region's corruption, the predatory sea cats are now prone to wild fits of rage. They not only attack the PCs on sight, but suffer from form of barbarian rage at all times. The lions attack with every action until no enemies are left alive.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, increase the hit points of each sea cat to 69 and increase the Will save bonus of each sea cat by an additional to +5. To decrease the challenge, reduce the hit points of each sea cat to 51 and the Will save bonus of each sea cat to +3, but increase the sea cats' AC to 18.

Sea Cat: CR 4; Large magical beast; HD 6d10+18; hp 51; Init +1; Spd 10 ft., swim 40 ft.; AC 18, touch 10, flat-footed 17; Base Atk +6; Grp +14; Atk +9 melee (1d6+4, claw); Full Atk +9 melee (1d6+4, 2 claws) and +4 melee (1d8+2, bite); SA Rend 2d6+6; SQ Darkvision 60 ft., hold breath, low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +5; Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10.

Skills and Feats: Listen +8, Spot +7, Swim +12; Alertness, Endurance, Iron Will.

Hold Breath (Ex): A sea cat can hold its breath for a number of rounds equal to 6 __its Constitution score before it risks drowning.

Rend (Ex): A sea cat that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an extra 2d6+6 points of damage.

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

K15. MERFOLK TEMPLE

The depth of this encounter is 20 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 25 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

Several feet into a cave, the PCs find a sturdy dungeon door leading to a basement room that was swept away during the flood. The door is still functional, and secured with a poison needle trap. The door is locked, requiring a DC 40 Open Lock check to unlock. Unless the PCs disable the poison needle trap first, however, any Open Lock check — successful or not — triggers it.

Poison Needle Trap: CR 3; mechanical; touch trigger; repair reset; Atk +20 melee (1 plus poison, needle); poison (small centipede poison, DC 11 Fortitude save resists (poison only), 1d2 Dex/1d2 Dex); Search DC 22; Disable Device DC 35. Note: This trap is disabled by removing the needles narrow holes set into the mechanism.

Beyond the trapped door is a small square chamber containing a makeshift altar delicately crafted from coral and shells, decorated with seaweed and kelp. As you approach, a small winged man with tiny horns and a smooth, featureless body drops down into your field of view. He holds a ball of smoldering fluid in his right hand, but keeps it at his side. He looks over your shoulder and utters something in a gurgling tongue. Behind you, an aged merman approaches from deeper lake waters.

Initial Attitude: Unfriendly

Encounter: The merfolk cleric Vash (hp 38) prays for guidance here, where he also hides Ebb (hp 19), Sissefiss' water mephit familiar. Only Sissefiss and Vash know about Ebb, whom the merfolk elders never mentioned. Sissefiss claims he is part of her, an appendage without which she is lessened, and that he is therefore part of Eadro the merfolk god. Whether this is true or merely Sissefiss' exploitation of the merfolk's beliefs is beyond the scope of this dungeon, but may act as a springboard for greater adventure if the PCs choose to escort Sissefiss and the merfolk back to their people.

Encounter Condition: Safe, Submerged

Tactics: Vash is fiercely protective of Ebb, not only because he is important to Sissefiss, but also because the mephit can communicate with the lillend. If the PCs threaten Ebb, the attitude of both Vash and the mephit immediately shift to Hostile (though neither attacks except in self-defense).

Neither Vash nor Ebb are combatants, and unless the PCs are few and injured, they assume the PCs can defeat them in combat. They try to talk their way out of the situation, convincing the PCs that they're not a threat and that the party should just continue on its way. All the while, Ebb attempts to slip past the party, out into the lake, where he and Vash can escape if they must.

During the conversation, Vash is extremely nervous, but respectful. Ebb displays a sarcastic wit, joking about the PCs, their condition, their gear, their known history in the Region, and anything else he finds humorous.

If the creatures' attitude is improved to Friendly or higher, if the PCs arrive with other merfolk they've befriended, or if the PCs mention helping the merfolk or slaying the dragon, Vash and Ebb perk up, pressing the party for information and feeling them out to see if they can recruit them as allies in the struggle against Thorodin.

If the PCs agree to help against Thorodin, or if they have already slain him, Vash escorts them to Room K16, where he introduces them as "heroes to be" and formally accepts them into the cause. From this point on, Vash agrees to use any of his spells to assist the PCs during their time in the dungeon, and lets them rest in his temple as well. Further, when the party goes to fight Thorodin, Vash grants them custody of Ebb, who can communicate with his mistress and coordinate her rescue. Until the PCs rescue Sissefiss or leave the Region, Ebb fights with them, but never risks his life unless it is to save his mistress.

If combat erupts, Vash and Ebb flee to Room K16, where the merfolk make their last stand.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, have Vash arrive with two merfolk warriors. To decrease the challenge, have Vash arrive wounded (–10 hp), and without *cure* spells.

Vash, Merfolk Clr 5: CR 5; Medium humanoid (aquatic); HD 5d8+10; hp 38; Init +1; Spd 5 ft., swim 50 ft.; AC 13, touch 11, flat-footed 12; Base Atk +3; Grp +4; Atk +4 melee (1d8+1/×3, spear); Full Atk +4 melee (1d8+1/×3, spear); SA —; SQ amphibious, low-light vision; AL NG; SV Fort +6, Ref +2, Will +5; Str 13, Dex 13, Con 14, Int 10, Wis 13, Cha 10.

Skills and Feats: Concentration +10, Knowledge (religion) +10, Listen +3, Spot +3, Swim +9; Alertness.

Amphibious (Ex): Merfolk can breathe both air and water, although they rarely travel more than a few feet from the water's edge.

Cleric Spell Prepared (5/5/3/2, save DC 11 + spell level): 0—*cure minor wounds, detect poison, guidance, light, mending;* 1st—*bless (2), deathwatch, obscuring mist*, shield of faith;* 2nd—*augury, hold person, locate object*;* 3rd- *fly*, glyph of warding.*

* Domain Spell. *Domains:* Travel (freedom of movement) and Water (turn or destroy fire creatures).

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

Ebb (familiar of the lillend Sissefiss), Water Mephit: CR *; Small outsider (extraplanar, water); HD [7]; hp 19; Init +0; Spd 30 ft., fly 40 ft. (average), swim 30 ft.; AC 20, touch 11, flat-footed 20; Base Atk +7; Grp +8; Atk Claw +10 melee (1d3+2); Full Atk 2 claws +10 melee (1d3+2); SA Breath weapon, deliver touch, spell-like abilities, summon mephit; SQ Alertness, damage reduction 5/magic, darkvision 60 ft., empathic link, fast healing 2, improved evasion, share spells; AL CG; SV Fort +6, Ref +5, Will +5; Str 14, Dex 10, Con 13, Int 8, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Diplomacy +5, Disguise +2 (+4 acting), Escape Artist +6, Hide +11, Listen +7, Move Silently +6, Spot +6, Swim +10, Use Rope +0 (+2 with bindings); Power Attack, Toughness.

Alertness (Ex): While Ebb is within arm's reach, Sissefiss gains the Alertness feat.

Breath Weapon (Su): A mephit can use its breath weapon once every 1d4 rounds as a standard action. 15-foot cone of caustic liquid, damage 1d8 acid, Reflex DC 13 half. The save DC is Constitution-based and includes a +1 racial bonus.

Deliver Touch Spells (Su): Ebb can deliver touch spells for Sissefiss. If Sissefiss and Ebb are in contact at the time Sissefiss casts a touch spell, she can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if Sissefiss casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su): Sissefiss has an empathic link with Ebb out to a distance of up to 1 mile. Sissefiss cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, Sissefiss has the same connection to an item or place that her familiar does.

Fast Healing (Ex): Mephits heal 2 points of damage each round, provided they are still alive and certain other conditions are met. A water mephit heals only if it is exposed to rain or submerged up to its waist in water.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Share Spells: At the Sissefiss' option, she may have any spell (but not any spell-like ability) she casts on herself also affect Ebb. Ebb must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting Ebb if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, Sissefiss may cast a spell with a target of "You" on Ebb (as a touch range spell) instead of on herself.

Sissefiss and Ebb can share spells even if the spells normally do not affect creatures of the familiar's type.

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

Summon Mephit (Sp): Once per day, a mephit can attempt to summon another mephit of the same variety, much as though casting a summon monster spell, but with only a 25% chance of success. Roll d%: On a failure, no creature answers the summons that day. A mephit that has just been summoned cannot use its own summon ability for 1 hour. This ability is the equivalent of a 2nd–level spell.

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

K16. MERFOLK COLONY

The depth of this encounter is 40 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 20 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

The lake's desolate expanse is broken here by a dim cove, the lip of which is lined with criss-crossed spikes dug into the sand. The shadows within the cove shift and swirl, as if a school of large fish has taken up residence.

Initial Attitude: Unfriendly

Encounter: This central cove is home to the surviving merfolk originally charged with escorting the lillend Sissefiss to their faraway home waters (hp 25 each). Only 5 warriors remain (hp 25 each), the other 3 having been killed by Thorodin when he attacked their original outpost to the south (Room K18). These warriors live with the weight of their misfortune, believing all hope lost. Vash, their cleric, tries to keep their spirits up, with little success. The warriors miss their homeland and the feel of the sun's warmth. None of them says it, but they are waiting to die.

The cove features no merfolk comforts, all of which were lost when Thorodin attacked Room K18. Beyond the temple at Room K15, all that remains of the merfolk's link with their people are several minor pieces of jewelry that the warriors protect with their lives. These items are worthless to the PCs and on the open market.

Encounter Condition: Submerged

Tactics: The line of cris-crossed spears along the cove's edge is a spear snare trap designed to snare intruders. When the PCs arrive, the merfolk grab their weapons and fall in line. Though they expected the green dragon, they are not surprised that outsiders have chosen to raid their last home instead.

Spear Snare Trap: CR 1; mechanical; proximity trigger; manual reset; no attack roll necessary (1d8 + entangled); DC 16 Reflex save avoids; Search DC N/A; Disable Device DC 15. Note: This trap is disabled by slowly releasing the pressure behind each spear and severing the tension lines.

Unless the PCs immediately lower their weapons, raise their hands, or make similarly non-threatening gestures, four of the warriors attack, trying to drive the party from the cove. The fifth warrior swims toward Room K14 to summon the merfolk's sea cat guardians.

Any conversation is curt. The merfolk assume the PCs are a threat and demand that they leave. All skill checks made to improve the merfolk's attitude suffer a –4 circumstance penalty. If the merfolk's attitude is somehow improved to Friendly or higher, they hesitantly welcome the PCs into their home, sharing stories until Vash returns 1d4 hours later. At this time, the conversation turns to explaining the merfolk's plight — possibly including a trip to the former colony site (Room K18) — and recruiting the PCs to fight against the dragon (Room K15). This also happens if Vash accompanies the PCs when they arrive.

If the PCs have already slain the dragon, they are received as heroes Though their demeanor remains sullen (because they are trapped so far from home), they smile and do their best to offer the PCs a warm welcome and pleasant stay. They escort the PCs to any lake location, and are even open to the idea of traveling out of the dungeon if Sissefiss has returned and the PCs offer to help them find their way home.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, add four merfolk warriors. To decrease the challenge, remove all five merfolk warriors and change this Room to a second site pillaged by Thorodin. In this case, Vash is the last merfolk left to save Sissefiss (*see Room K15 for details*).

Merfolk War 4: CR 2; Medium humanoid (aquatic); HD 4d8+8; hp 26; Init +1; Spd 5 ft., swim 50 ft.; AC 15, touch 11, flat-footed 14; Base Atk +4; Grp +5; Atk +5 melee (1d8+1/×3, spear) or +5 ranged (1d10/19–20, heavy crossbow); Full Atk +5 melee (1d8+1/×3, spear) or +5 ranged (1d10/19–20, heavy crossbow); SA —; SQ Amphibious, low-light vision; AL N; SV Fort +6, Ref +2, Will +0; Str 13, Dex 13, Con 15, Int 10, Wis 9, Cha 10.

Skills and Feats: Listen +4, Spot +4, Swim +11; Alertness.

Amphibious (Ex): Merfolk can breathe both air and water, although they rarely travel more than a few feet from the water's edge.

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

K17. CORRUPTED REEF

The depth of this encounter is 40 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 15 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

This stretch of lake bed sports a coral reef, upon which long-stalked white plants sway back and forth like drunken tavern patrons. The scene is remarkable, a pleasant reminder of the wilderness beyond this endless dungeon.

Initial Attitude: N/A

Encounter: Like the coral beds to the south (Room K24), this location has been exploited by this Region's denizens, though not for the same reasons. Here, the lake bed's corrupted silt has crept into the coral and plants, infecting them with a malevolent spirit.

For every 10 minutes the PCs spend harvesting materials in this Room, they gain 1 lb. of coral or plant stalk they can use to create weapons, armor, and other items. These materials may only be used to create cursed items, but when used to do so, reduce the cost and time required to create the item is reduced to ½ standard (rounded down).

The materials do not grant a bonus with Craft skill checks made to create cursed items. A skilled hand is still required to make use of the materials' special properties.

Encounter Condition: Negative Energy, Submerged

Tactics: N/A

Treasure: Other than the potential for harvesting cursed materials, this Room contains nothing of interest. Selling the cursed materials requires a successful Bluff check opposed by the trader's Sense Motive skill, and garners a base return of 200 gp per lb. sold.

EL: N/A

Scaling: N/A

K18. ABANDONED MERFOLK COLONY

The depth of this encounter is 40 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 20 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

The lake bed below you is scoured clean, the sand crystallized into beautiful but jagged layers. Plants around the scarred ground are lush, but all life has been burned away in the scoured zone. The lake bed has been uprooted — before or after the acidic attack you can't be certain — torn up and cast about with unbridled fury.

Initial Attitude: N/A

Encounter: Once this was a shallow cove dotted with attractive lake bed plants and low, flat rocks upon which the merfolk rested. Before the coming of Thorodin, the merfolk tried to make the best of their circumstances, adapting the lake bed as best they could to their native sea floor back home. They sculpted the lake's plant life into breathtaking works of natural elegance. They taught the lesser water creatures to sing. They brought grace to the Region.

Thorodin's initial attack was devastating. The dragon plunged into the lake at the center of the merfolk activity, swallowing one of the merfolk whole and mustering an acidic maelstrom that dissolved every leaf. Two more merfolk fell to the dragon's vicious attacks as the colony fell back, disappearing into the caves at the lake's edge. But the true loss was delayed, as Thorodin spotted the prize he would seize weeks later — the lillend Sissefiss.

The merfolk rarely return here, unable to bear the haunting memories of that day. If they grow attached to the PCs, they might bring them here to illustrate the atrocities committed against them by the dragon, and to convince the party to work against the beast.

Encounter Condition: Submerged

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

K19. TANAA'RYL VEIN

The depth of this encounter is 20 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 25 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

The tritons salvaged a door from the pieces of dungeon buried in the lake bed and installed it here to protect their find. The door is locked, requiring a DC 30 Open Lock check to unlock or DC 18 Strength check to pry up. Once it is pried up, a DC 20 (28 for the person holding it open) Escape Artist check to slip through.

The back end of this shallow cave is dug out, a narrow one-man tunnel winding deep into the rock. The tunnel is lit up ahead, as if a fire burned in the water…

Initial Attitude: N/A

Encounter: The PCs must enter the tunnel in single file, even if one or more of them are Small. The tunnel leads 20 ft. into the rock, then dips down for 5 ft. before opening into a 30 ft. × 30 ft. mine where the tritons harvest a mineral they call *tanaa'ryl*.

The tritons discovered this mineral many months ago while scouting the lake bed for resources to use in an eventual attack against Thorodin. tanaa'ryl is compressed demon bone, corrupt but incredibly versatile, strong, and magical. The tritons have created weapons and armor from this mineral, using a forge they built in a southern cave (Room K21). These have proven amazingly useful in the tritons' forays into the southern dungeon Rooms, but have a number of side effects.

The tritons are aware of tanaa'ryl's negative properties, and avoid using their armor and weapons unless they must. They do not mention the mineral's properties. Even if the tritons' attitude is improved to Helpful and they agree to part with one or more of their tanaa'ryl arms, they never talk about the items' side effects.

Encounter Condition: Haunted, Submerged

Tactics: If the PCs linger in this Room for 10 minutes or more, there is a progressively higher chance that a triton scout patrol checks in on the vein. After 10 minutes, and for every 10 minutes the PCs remain in this Room thereafter, roll 1d20. With a result of 1 + 1 per 10-minute increment beyond the first, a scouting patrol of 2 tritons (hp 26 each) arrives. These tritons attack intruders on sight.

Treasure: The PCs may harvest tanaa'ryl from this location on their own. For every hour they spend harvesting materials in this Room, they gain 1 lb. of tanaa'ryl they can use to create weapons, armor, and other items. tanaa'ryl is extremely hard to forge. The PCs cannot forge it while in the dungeon, and outside the dungeon must dedicate twice the standard cost and time to creating items with it. Selling the tanaa'ryl requires a successful Bluff check opposed by the trader's Sense Motive skill (to convince him it's not cursed), and garners a base return of 500 gp per lb. sold.

EL: 6

Scaling: To increase the challenge of this encounter, add one triton. To decrease the challenge, remove one.

Triton: CR 3; Medium outsider (native, water); HD 6d8+6; hp 33; Init +0; Spd 5 ft., swim 40 ft.; AC 16, touch 10, flat-footed 16; Base Atk +6; Grp +8; Atk +9 melee (1d8+3, trident) or +6 ranged (1d10/19–20, heavy crossbow); Full Atk +9/+4 melee (1d8+3, trident) or +6 ranged (1d10/19–20, heavy crossbow); SA Spell-like abilities; SQ Darkvision 60 ft.; AL NG; SV Fort +4, Ref +3, Will +4; Str 14, Dex 10, Con 12, Int 13, Wis 13, Cha 11.

Skills and Feats: Craft (any one) +10, Diplomacy +2, Hide +9, Listen +10, Move Silently +9, Ride +9, Search +10, Sense Motive +10, Spot +10, Survival +10 (+12 following tracks), Swim +9; Mounted Combat, Ride-By Attack, Weapon Focus (trident).

Spell-Like Abilities: 1/day—*summon nature's ally IV*. Caster level 7th. Tritons often choose water elementals for their companions.

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

Possession: Trident, underwater adapted heavy crossbow, bolts (8).

K20. TRITON SCOUTS

The depth of this encounter is 10 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 15 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

A rock outcropping juts out over the lake bed, casting a dark shadow on the space below. Two figures huddle there, crouching on a slight lip in the rock face. Both wear heavy cloaks of interwoven seaweed and coral-sheathed shortswords. Crossbows hang at their belts and tridents lean behind them. The figures eye the lake waters warily, as if guarding something.

Initial Attitude: Unfriendly

Encounter: Two triton scouts (hp 26 each) guard this location at all times, partly to ensure Thorodin doesn't ambush their colony and partly to maintain the traps set along the eastern shore (Rooms K34, K37, and K39).

Encounter Condition: Submerged

Tactics: The scouts hold their position for 1 round, then swim to investigate the party. Their initial attitude is Unfriendly, but can easily be shifted if the PCs don't openly draw or wield weapons, and if the party lets the tritons dominate the discussion. In this case, the PCs gain a +2 circumstance bonus with skill checks made to adjust the tritons' attitude. This bonus increases to +4 if the PCs have previously killed one or more of Thorodin's toadies (see Room K36).

If the tritons' attitude is improved to Friendly or higher, they lead the PCs back to their colony (Room K22), where they argue for the party to be treated as potential allies against the green dragon. This grants the PCs a +4 circumstance bonus when making skill checks to adjust the attitude of the tritons at that location (offsetting the –4 circumstance penalty they would otherwise suffer there).

If the tritons' attitude is worsened to Hostile, they attack, relying on their crossbows and tridents until they are reduced to 10 hp or less. At that point, the tritons draw their *tanaa'ryl shortswords* and attempt to fall back to the colony (Room K22).

The swords' flickering light automatically draws Thorodin's attention if he is within line of sight to this area. He flies here at ½ flight speed (75 ft. per round), diving into the water without slowing down. The tritons and the PCs are caught up in his wake, tumbling through the water

TANAA'RYL ITEMS

The mineral *tanaa'ryl* glows with subdued hellfire. All items made from it look like glass containing tendrils of smoldering embers. This can be an effective tool, granting a +2 circumstance bonus with Intimidate checks made during combat. Unfortunately, unless the item is sheathed or covered by at least 1 in. of shrouding material, it also gives away its position — and the position of its wielder — within line of sight in all directions. No skill check is required to see a character holding an exposed *tanaa'ryl* item in the open, even if that character makes a skill check or uses an ability to conceal his position.

Tanaa'ryl courses with the memories of the demons from which it is harvested. At the end of each day during which a character uses a tanaa'ryl item, he must make a Will save (DC 20) or suffer 1 point of temporary Wisdom damage. As the character's Wisdom score drops, the demonic forces within the *tanaa'ryl* slowly take hold, until he becomes a slave to them.

If the character's Wisdom drops to 9 or below, he begins dreaming through the eyes of the demon from which the *tanaa'ryl* was harvested, reliving its worst horrors. During this time, he recovers only ½ the standard hit points and spells during each full night of rest (rounded up).

If the character's Wisdom drops to 5 or below, he becomes prone to fits of violence when stressed. During combat, when the character argues, and when he performs any action that the DM deems to be taxing, the character must make a successful Will save (DC 15). If he fails he slips into a fit, losing 1d4 rounds to incoherent ranting, during which he utters several phrases in Abyssal (whether he knows the language or not). During each round of this fit, the character must make another Will save (DC 15) or lash out with whatever weapon he holds at the nearest living being within 10 ft., whether the being is an ally or not. If the character carries no weapon, he lashes out with his fists. If no living being is located within 10 ft., the character strikes out at thin air.

Tanaa'ryl may not reduce a character's Wisdom below 1, but if the character's Wisdom drops to 1, one of the demons from which the *tanaa'ryl* was harvested seizes control of his body (and the character potentially becomes an NPC, per the DM's discretion). From this point on, the character recovers Wisdom as standard, even when he uses tanaa'ryl items (indeed, he becomes *obsessed* with *tanaa'ryl* items, collecting them whenever possible and refusing to part with them under any circumstances).

A character consumed with *tanaa'ryl* possession may only be saved by moving him at least 100 ft. away from all *tanaa'ryl*, at which point he falls into a coma and his Wisdom score drops by 1 per day he remains away from the mineral. When the character's Wisdom drops to 1, he wakes in control of his own actions and begins recovering Wisdom as standard. Once his Wisdom is fully recovered, he is thereafter immune to *tanaa'ryl's* effects.

In Room K19, the triton blacksmith Wroe forges shortswords, spearheads, and chainmail vests from *tanaa'ryl*, which may be found throughout this Region. These arms possess the following qualities.

Tanaa'ryl shortswords are identical to standard shortswords, except that their critical range is increased by 1 (to 18–20/×2). When a critical is scored with a *tanaa'ryl shortsword*, the weapon is briefly engulfed with hellfire that may spread to the target per the standard fire rules. This hellfire does not injure the shortsword's wielder. If sold on the open market, a *tanaa'ryl shortsword* has a base value of 1,000 gp.

Tanaa'ryl-tipped spears are identical to standard longspears, except that their critical range is increased by 1 (to 19–20/×3). When a critical is scored with a *tanaa'ryl-tipped spear*, the weapon's head is briefly engulfed with hellfire that may spread to the target per the standard fire rules. This hellfire does not injure the spear's wielder. If sold on the open market, a *tanaa'ryl-tipped spear* has a base value of 500 gp.

Tanaa'ryl chainmail is identical to standard chainmail, except that it absorbs additional damage from the first critical scored against its wearer during each combat. The weapon's base damage is still applied, but the critical multiplier is not. When *tanaa'ryl chainmail* absorbs a critical hit, it is briefly engulfed with hellfire that may spread to the attacker per the standard fire rules. This hellfire does not injure the armor's wearer. If sold on the open market, a vest of *tanaa'ryl chainmail* has a base value of 1,500 gp.

for 4 rounds. Thereafter, the DM sets new locations for each triton and PC in relation to the dragon. Unless two or more PCs are somehow physically linked (e.g. with rope), the DM should feel no obligation to place them together.

The encounter then continues with the dragon trying to snatch the tanaa'ryl-armed tritons and return to Room K40 with them. The dragon ignores all others unless attacked, in which case he bats the offenders away with his claws, or — if he suffers more than 25 hit points in damage — uses his breath weapon to cover his withdrawal. If the PCs attempt to save the tritons from Thorodin, the dragon engages them, fighting them until he is reduced to 175 hp, at which point he withdraws to his lair (Room K36).

Believing the dragon has finally come to destroy their colony, all the tritons in Rooms K19 through K24 converge on the location at maximum speed. They arrive in staggered groups beginning the round following the dragon's departure, at which point the encounter resolves per the guidelines under Room K22.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add one triton. To decrease the challenge, remove one.

Triton: CR 3; Medium outsider (native, water); HD 6d8+6; hp 33; Init +0; Spd 5 ft., swim 40 ft.; AC 21, touch 10, flat-footed 21; Base Atk +6; Grp +8; Atk +9 melee (1d6+3/18–20, *tanaa'ryl shortsword*); Full Atk +9/+4 melee (1d6+3/18–20, *tanaa'ryl shortsword*); SA Spell-like abilities; SQ Darkvision 60 ft.; AL NG; SV Fort +4, Ref +3, Will +4; Str 14, Dex 10, Con 12, Int 13, Wis 13, Cha 11.

Skills and Feats: Craft (any one) +10, Diplomacy +2, Hide +9, Listen +10, Move Silently +9, Ride +9, Search +10, Sense Motive +10, Spot +10, Survival +10 (+12 following tracks), Swim +9; Mounted Combat, Ride-By Attack, Weapon Focus (short sword).

Spell-Like Abilities: 1/day—*summon nature's ally IV.* Caster level 7th. Tritons often choose water elementals for their companions.

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

Possession: Tanaa'ryl chainmail, tanaa'ryl shortsword.

K21. TRITON FORGE

The depth of this encounter is 25 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 25 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

The tritons salvaged a door from the pieces of dungeon buried in the lake bed and installed it here to protect their find. The door is locked, requiring a DC 30 Open Lock check to unlock or DC 18 Strength check to pry up. Once it is pried up, a DC 20 (28 for the person holding it open) Escape Artist check to slip through.

As you open the makeshift lakeside door, a wave of warm water escapes past you. Beyond, a small cave leads several feet into the rock and a few feet up to a pool within another chamber. You surface slowly to remain hidden, finding a pocket of stale air within an oblong chamber outfitted as a blacksmith's workshop. A scarred and stooped triton missing one eye and several fingers labors over an anvil, hammering a shortsword into shape. It could be a trick of your eyes, but it looks like the heart of the sword metal burns with unholy fire.

Initial Attitude: Unfriendly

Encounter: Wroe, a triton (hp 28) who spent many years among humans, lives and works in this warm cavern. He learned the trade of blacksmith many years ago, and uses these skills to forge weapons and armor for his people. His most recent — and some say obsessively passionate — project involves the tanaa'ryl mineral discovered in a cave to the north (Room K19).

Finding tanaa'ryl fascinating, Wroe has created many valued items for the colony (Room K22), but he is slowly losing himself in the process. He has been suffering from awful nightmares for weeks now, and periodically flies into rages, during which he blacks out. When he wakes, he finds his tools scattered about the room and embedded in the walls. Recently, he found the tanaa'ryl cauldron tipped over, the molten metal having cooled mere inches from where he collapsed.

Wroe is terrified of what is happening, but more afraid that it will spread to the other tritons. He no longer accepts visitors, leaving all newly created weapons in the cave outside. He hasn't returned to the colony in… days or weeks, he can't be sure.

Wroe is surprised to find someone in his home, and initially seeks to defend himself with a white-hot *tanaa'ryl shortsword*. If the PCs remain at a distance and do not raise their weapons, Wroe's curiosity gets the better of him and he starts asking them questions: Who are they? Why are they here? Have they come to steal his tanaa'ryl?

Since he never leaves this Room, Wroe is unaware of recent events. He doesn't know the PCs by reputation if they've slain Thorodin, nor does he have any idea that Thorodin might have captured one or more tritons (see Room K20). All he's interested in is determining whether the PCs are a threat.

During the conversation, the PCs may be able to determine that Wroe is not entirely well. With a successful Sense Motive check, they notice he seems distracted, unable to focus on them or the situation at hand. If their skill check result is +10 higher than the opposed check, they pinpoint the sword as the point of his obsession.

If Wroe's attitude is improved to Indifferent or better, he lets his guard down and goes back to work, carrying on any conversation the PCs wish. Talk about the mineral clearly makes him nervous, and if the PCs ask more than a few cursory questions about it, touch any of it, or ask to take any of it with them, he flies into a tanaa'ryl-induced rage, briefly taking on the personality of the sneering quasit Hygge, who was imprisoned in this Region before the flood. While tapping this personality, Wroe asks many questions about the Region, what has happened to the prison and the celestials, and who now wields power in the Region. Wroe recovers from the fit after several minutes, collapsing into a slumber that lasts several hours.

This Room contains an anvil, a cauldron of molten tanaa'ryl metal, a forge (the chute of which vanishes into the dungeon rock, channeled to some distant room), and a rack of makeshift blacksmithing tools salvaged from the southern dungeon rooms or made from coral and other lake resources. Tipping the cauldron requires a successful DC 20 Strength check, and inflicts 6d6 fire damage within a 15 ft. cone.

Encounter Condition: Haunted, Submerged

Tactics: If the PCs linger in this Room for 10 minutes or more, there is a progressively higher chance that a triton scout patrol checks in on the forge. At 10 minutes, and for every 10 minutes the PCs remain in this Room thereafter, roll 1d20. With a result of 1 + 1 per 10-minute increment beyond the first, a scouting patrol of 2 tritons (hp 26 each) arrives to ensure the forge is secure. Unless Wroe intervenes, these tritons attack intruders on sight.

Treasure: Other than Wroe's supply of molten tanaa'ryl (10 lbs.), this Room contains nothing of interest. Unfortunately, only Wroe knows how to use this forge, which is built using a variety of magical and masterwork shortcuts he refuses to describe.

EL: 7

Scaling: To increase the challenge of this encounter, add 1 triton to the scouting patrol. To decrease the challenge, remove 1 triton.

Wroe Triton, Ftr 3: CR 5; Medium outsider (native, water); HD 3d8+3 + 3d10+3; hp 35; Init +4; Spd 5 ft., swim 40 ft.; AC 16, touch 10, flat-footed 16; Base Atk +6; Grp +8; Atk +10 melee (1d8+3, trident); Full Atk +10/+5 melee (1d8+3, trident); SA Spell-like abilities; SQ Darkvision 60 ft.; AL NG; SV Fort +7, Ref +4, Will +5[+0]; Str 15, Dex 10, Con 13, Int 13, Wis 13 [3], Cha 11.

Skills and Feats: Craft (cobbling) +7, Diplomacy +2, Hide +6, Listen +7, Move Silently +6, Ride +6, Search +7, Sense Motive +7, Spot +7, Survival +7 (+9 following tracks), Swim +9; Improved Initiative, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (trident).

Spell-Like Abilities: 1/day—*summon nature's ally IV.* Caster level 7th. Tritons often choose water elementals for their companions.

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

Possession: Masterwork trident.

Triton: CR 3; Medium outsider (native, water); HD 6d8+6; hp 33; Init +0; Spd 5 ft., swim 40 ft.; AC 16, touch 10, flat-footed 16; Base Atk +6; Grp +8; Atk +9 melee (1d8+3, trident) or +6 ranged (1d10/19–20, heavy crossbow); Full Atk +9/+4 melee (1d8+3, trident) or +6 ranged (1d10/19–20, heavy crossbow); SA Spell-like abilities; SQ Darkvision 60 ft.; AL NG; SV Fort +4, Ref +3, Will +4; Str 14, Dex 10, Con 12, Int 13, Wis 13, Cha 11.

Skills and Feats: Craft (any one) +10, Diplomacy +2, Hide +9, Listen +10, Move Silently +9, Ride +9, Search +10, Sense Motive +10, Spot +10, Survival +10 (+12 following tracks), Swim +9; Mounted Combat, Ride-By Attack, Weapon Focus (trident).

Spell-Like Abilities: 1/day—*summon nature's ally IV.* Caster level 7th. Tritons often choose water elementals for their companions.

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

Possession: Trident, underwater adapted heavy crossbow, bolts (8).

K22. TRITON COLONY

The depth of this encounter is 30 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here—and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 20 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

Nestled in a shallow recess at the edge of the southern lake bed, a submerged portion of the original dungeon is still intact, below 30 ft. of dim water. The structure shows signs of recent activity, as if something has claimed it as a lair.

Initial Attitude: Unfriendly

Encounter: Predisposed to live in sea castles and other defensible structures, the tritons have set up their colony within the largest section of dungeon remaining on the lake bed. On the surface, this section consists of four chambers opening onto a central north-south corridor, two on either side. The northernmost chambers on either side are guard posts, each containing 1 triton (hp 26 each). The southernmost chambers on either side are empty, intentionally cleared in case the tritons need to use them as defensive positions.

A staircase at the corridor's southern end leads to an empty basement chamber with three doors. Each door is locked, requiring a successful DC 30 Open Lock check to open. The leftmost chamber is a barracks containing the remaining six tritons (hp 26 each). Other than the kelp mats upon which the tritons sleep, this chamber is empty.

The rightmost chamber is a makeshift workshop where the tritons design and construct the traps that are used along the bog's western shore (at Rooms K34, K37, and K39). Other than four craftsmen's hammers and piles of wood, stone, coral, and woven seaweed rope, this chamber is empty.

The center chamber is a makeshift training room where the tritons think up and practice attack and retreat patterns for use against the green dragon Thorodin. It holds a large dragon-shaped training dummy made from coral and scavenged furniture, tied together with woven seaweed rope. The dummy is riddled with crossbow bolts and has been repeatedly stabbed with tridents, especially in and around the underbelly and neck.

Standard wooden dungeon doors lead into all three basement chambers, but they are waterlogged and easy to break. All doors except the one leading into the barracks are locked, and each requires a DC 30 Open Lock check to unlock or a DC 16 Strength check to break down.

Encounter Condition: Concealment, Cover, [Fearless], Submerged

Tactics: The triton guards posted in the surface chambers observe the surrounding lake waters through cracks in the structure, and gain a +4 circumstance bonus with all opposed Spot checks made to determine awareness. They automatically succeed with all unopposed checks made to notice the PCs' arrival.

All of the tritons carry 'ink bombs,' small orbs of sewn seaweed containing ink harvested from jellyfish. Once a triton guard notices intruders, he drops an ink bomb through a crack in his guard post's floor, alerting the tritons in the barracks that there's trouble. The triton guards wait to engage the intruders until they're attacked or the other tritons arrive in 1d4+1 rounds (whichever comes first). Thereafter, the tritons work as a unit, moving into positions that allow as many of them to flank or ambush the intruders as possible. All tritons who cannot flank or ambush take cover and fire at the PCs with their crossbows.

Assuming the worst, the tritons ignore everything the PCs say, unless one of them refuses to attack for 1 full round and succeeds with a DC 30 Diplomacy check. In this case, the tritons become curious, all but one taking a ready action targeting the closest PC with an attack. The remaining tritons demand the PCs explain their intrusion. Unless the PCs tell the tritons that the party is here to help or save them, and unless one of the PCs succeeds with a second Diplomacy check, the tritons attack again, this time fighting to the death.

Convincing the tritons to listen is only the first step — if the PCs wish to ally with the tritons, they must also prove themselves, either by convincing the creatures that they're genuine or by demonstrating their competence. The first option requires that the PCs adjust the creatures' attitude to Friendly or higher. This is difficult, given the colony's fatalistic outlook, and all skill checks made to adjust the tritons' attitude suffer a –4 penalty.

The second option requires that the PCs show the tritons that they can be of use against the dragon. They can accomplish this by building three traps for use in on the bog's western shore (each requiring a DC 20 Craft (trapmaking) check), by venturing into the southern dungeon Rooms and returning a group of missing tritons, or by returning with the corpse of one of Thorodin's toadies (Room K36). Accomplishing any of these tasks improves the tritons' attitude to Helpful and convinces the colony to support the PCs' actions (which, according to all, "are clearly steps toward felling the great wyrm!").

Of course, if the PCs have already slain Thorodin, they are welcomed upon their arrival as fellow warriors of the highest caliber. The tritons even tour the lake with them — including the surface — showing off their "new allies" (whether the PCs suggest an alliance or not). However, each time the tritons recount the dragon's demise, it is with greater and greater pride in their own accomplishment, and by several days after the PCs' departure, the colony has left them out of the tale altogether.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, add two tritons. To decrease the challenge, remove two.

Triton: CR 3; Medium outsider (native, water); HD 6d8+6; hp 33; Init +0; Spd 5 ft., swim 40 ft.; AC 16, touch 10, flat-footed 16; Base Atk +6; Grp +8; Atk +9 melee (1d8+3, trident) or +6 ranged (1d10/19–20, heavy crossbow); Full Atk +9/+4 melee (1d8+3, trident) or +6 ranged (1d10/19–20, heavy crossbow); SA Spell-like abilities; SQ Darkvision 60 ft.; AL NG; SV Fort +4, Ref +3, Will +4; Str 14, Dex 10, Con 12, Int 13, Wis 13, Cha 11.

Skills and Feats: Craft (any one) +10, Diplomacy +2, Hide +9, Listen +10, Move Silently +9, Ride +9, Search +10, Sense Motive +10, Spot +10, Survival +10 (+12 following tracks), Swim +9; Mounted Combat, Ride-By Attack, Weapon Focus (trident).

Spell-Like Abilities: 1/day—*summon nature's ally IV.* Caster level 7th. Tritons often choose water elementals for their companions.

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

Possession: Trident, underwater adapted heavy crossbow, bolts (8).

K23. TRITON ARMORY

The depth of this encounter is 20 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 15 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

The tritons salvaged a door from the pieces of dungeon buried in the lake bed and installed it here to protect their find. The door is locked, requiring a DC 30 Open Lock check to unlock or DC 18 Strength check to pry up. Once it is pried up, a DC 20 (28 for the person holding it open) Escape Artist check to slip through.

Several feet into a rough, narrow tunnel, you emerge into a squat cave. Weapon racks line the right wall, empty save for two sheathed shortswords, and two heavy vests hang on the left wall, covered by rotting cloaks.

Initial Attitude: N/A

Encounter: The tritons store their small collection of tanaa'ryl arms here. To protect them, Wroe installed a trap that is triggered whenever someone picks any item off a rack or hook without replacing it with an item of equal weight (within 1/4 lb. heavier or lighter). When triggered, this trap releases jets of molten tanaa'ryl into the room through tiny holes in the ceiling. The resulting tanaa'ryl 'pillars' are harmful to the touch when fluid, and extremely difficult to break when they cool.

Molten Tanaa'ryl Trap: CR 4; magical; location trigger; manual reset; no attack roll necessary (2d6 per round for 2 rounds + tanaa'ryl effects); DC 20 Reflex save avoids; Search DC 25; Disable Device DC 25. Note: For 2 rounds, the tanaa'ryl 'pillars' are fluid, inflicting 2d6 damage and coating the victim. Until another character makes a successful DC 14 Strength check to remove the tanaa'ryl (and several layers of the victim's skin), the victim suffers the standard effects of 'wielding' tanaa'ryl (see the sidebar on page 557). Removing the tanaa'ryl inflicts an additional 1d6 damage. After 2 rounds, the tanaa'ryl 'pillars' cool and harden, each becoming a bar with a hardness of 12, 25 wound points, and no Break DC. The PCs must successfully get through 8 of these bars before they can leave this Room (which likely takes longer than 10 minutes, allowing a chance that a triton scouting party will return to inspect the armory). Note: This trap is disabled by upsetting the weight scales within the wall, convincing the trap that the triggers within the Room always push against the proper pressure.

Encounter Condition: Submerged

Tactics: If the PCs linger in this Room for 10 minutes or more, there is a progressively higher chance that a triton scout patrol checks in on the armory. At 10 minutes, and for every 10 minutes the PCs remain in this Room thereafter, roll 1d20. With a result of 1 + 1 per 10-minute increment beyond the first, a scouting patrol of two tritons (hp 26 each) arrives to ensure the armory is secure. These tritons attack any intruders on sight.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add one triton. To decrease the challenge, remove one.

Triton: CR 3; Medium outsider (native, water); HD 6d8+6; hp 33; Init +0; Spd 5 ft., swim 40 ft.; AC 21, touch 10, flat-footed 21; Base Atk +6; Grp +8; Atk +9 melee (1d6+3/18–20, *tanaa'ryl shortsword*); Full Atk +9/+4 melee (1d6+3/18–20, *tanaa'ryl shortsword*); SA Spell-like abilities; SQ Darkvision 60 ft.; AL NG; SV Fort +4, Ref +3, Will +4; Str 14, Dex 10, Con 12, Int 13, Wis 13, Cha 11.

Skills and Feats: Craft (any one) +10, Diplomacy +2, Hide +9, Listen +10, Move Silently +9, Ride +9, Search +10, Sense Motive +10, Spot +10, Survival +10 (+12 following tracks), Swim +9; Mounted Combat, Ride-By Attack, Weapon Focus (short sword)

Spell-Like Abilities: 1/day—*summon nature's ally IV.* Caster level 7th. Tritons often choose water elementals for their companions.

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

Possession: Tanaa'ryl chainmail, tanaa'ryl shortsword.

K24. CORAL BEDS

The depth of this encounter is 20 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 25 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

At the lake's southern edge, the waters wash up against the floors of two rooms that have been ripped open. To the north, they open up to more robust depths. The waters here are filled with spires, spindles, jagged stars, and other unusual rock formations in a dazzling array of colors. The lake bed is covered in a thin layer of coral which seems to have recently been torn up by humanoid hands.

Initial Attitude: Unfriendly

Encounter: The tritons harvest the coral to use in construction both martial and civil. They also mount raids of the southern dungeon rooms through the open chambers to the south (Rooms K50 and K51).

Encounter Condition: Submerged

Tactics: If the PCs linger in this Room for 10 minutes or more, there is a progressively higher chance that a triton scout patrol checks in on the area. At 10 minutes, and for every 10 minutes the PCs remain in this Room thereafter, roll 1d20. With a result of 1 + 1 per 10-minute increment beyond the first, a scouting patrol of 2 tritons (hp 26 each) arrives to ensure the area is secure. These tritons attack any intruders on sight.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add one triton. To decrease the challenge, remove one.

Triton: CR 3; Medium outsider (native, water); HD 6d8+6; hp 33; Init +0; Spd 5 ft., swim 40 ft.; AC 16, touch 10, flat-footed 16; Base Atk +6; Grp +8; Atk +9 melee (1d8+3, trident) or +6 ranged (1d10/19–20, heavy crossbow); Full Atk +9/+4 melee (1d8+3, trident) or +6 ranged (1d10/19–20, heavy crossbow); SA Spell-like abilities; SQ Darkvision 60 ft.; AL NG; SV Fort +4, Ref +3, Will +4; Str 14, Dex 10, Con 12, Int 13, Wis 13, Cha 11.

Skills and Feats: Craft (any one) +10, Diplomacy +2, Hide +9, Listen +10, Move Silently +9, Ride +9, Search +10, Sense Motive +10, Spot +10, Survival +10 (+12 following tracks), Swim +9; Mounted Combat, Ride-By Attack, Weapon Focus (trident).

Spell-Like Abilities: 1/day—*summon nature's ally IV.* Caster level 7th. Tritons often choose water elementals for their companions.

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

Possession: Trident, underwater adapted heavy crossbow, bolt (8).

K25 THROUGH K42. THE BOGLANDS

One would expect this Section to be a hotbed of activity, being the most convenient land passage across the Region. Since the green dragon Thorodin moved in, however, it's become a wasteland. The Region's inhabitants are terrified that any trip across the boglands will draw the wyrm's ire. Thus, the majority of the encounters herein involve the dragon, animals, or scenery. Random encounters are handled separately for the boglands north and south of the central channel. While Thorodin lords over both, the hags' hold over the northern half of this Section alter what the PCs might find there.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from anywhere in the boglands — and vice-versa. Each time the PCs enter this Section, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 15 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round). These effects are applied in addition to the effects of each Room the PCs enter while in this Section.

Additionally, Thorodin makes a Listen check once per round to notice any combat happening within this Section.

RANDOM ENCOUNTERS (ROOMS K25 THROUGH K31)

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The PCs briefly feel a psychic 'tug' toward the *crystal of vile attraction* (see Room K1 and the sidebar on page 543).
2	A chill wind breezes past the PCs (the invisible hags toying with the new intruders in "their domain"). Drafty.
3–13	Nothing
14–15	A ravid slips out of the scenery and lurks near the PCs' feet before attacking (1d4 rounds later).
16–18	A patrol of four merrow, working for the hags, stumbles onto the PCs. The hags observe the exchange through a *hag's eye* one of the merrow wears on a necklace wrapped around his forehead. Ambush.
19	The hag covey arrives, sweeping through the area in flight (see Room K7 for details). All three attempt to grapple a single PC and carry him back to their lair (Room K8).
20	The hag covey arrives, sneaking up on the PCs while invisible (see Room K7 for details). They fight only until they have sustained a total of 20 hp of damage between them, then flee toward their lair (Room K8).

RANDOM ENCOUNTERS (ROOMS K32 THROUGH K42)

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The PCs set off an audible *alarm* cast by Thorodin, which triggers a *whispering wind* uttering "Who dares?" in draconic. Thorodin moves to the PCs' location at ½ his standard ground speed (20 ft.), then leaps onto the largest group of PCs he can pin using his crush attack. He engages the remaining PCs with tactics described in Room K36.
2	The PCs find a gilded statue lying upon the ground. When touched, the bust recites a 1-hour speech in Celestial at normal speaking volume (and with a pompous tone). The speech describes the difference between simply being and truly existing, and operates like *fascinate* (17th-level bard). While the bust speaks, add +4 to all Random Encounter rolls within 30 ft.
3–10	Nothing
11–12	The PCs stumble upon a trap hidden beneath the bog, increasing the DCs of skill checks made to find or disable it. **Spiked Pit Trap:** CR 6; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 30; Disable Device DC 30.
13–14	Three Medium constrictor snakes live within the 30 ft. × 30 ft. area in the PCs path. The snakes move beneath the bog's surface, gaining a +10 circumstance bonus with all Hide checks made before they attack.
15–17	One of Thorodin's toadies stumbles onto the party. He tries to Hide as long as possible, observing the PCs to learn why they are here and what they intend to do. Then he attempts to flee and report his findings to his master in Room K36.
18–19	All three of Thorodin's toadies attempt to ambush the PCs and take them back to their master in Room K36.
20	Thorodin (Room K36) arrives, leaping onto the largest group of PCs he can pin using his crush attack, then engaging the remainder of the party per the tactics described under Room K36.

K25. MERFOLK OUTCASTS

The depth of this encounter is 5 ft. below the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 15 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

As you slog through the boglands, something slithers past your leg — something *big and scaly*. The waters ripple around you for a moment in erratic patterns. You are not alone.

Initial Attitude: Unfriendly

Encounter: Several months ago, these merfolk rejected the lillend Sissefiss as Eadro's avatar, claiming that if she were such, she would have seen the merfolk away from this accursed dungeon long ago. Outcast by the colony, these heretics retreated to the lake's shoreline, where two of them encountered Glug, a locathah toadie working for the green dragon Thorodin.

Assuming the merfolk to be little challenge, Glug attacked, but the remaining two merfolk blindsided the creature, allowing the others to overpower and capture him. The merfolk harshly interrogated Glug for hours, asking him about the surrounding Regions. The merfolk were especially interested in the eastern lake, which they hoped would eventually lead out to sea, permitting their escape.

Unfortunately, the interrogation was interrupted when Thorodin sailed overhead, looking for his missing servant. The merfolk fell back into the bog, narrowly escaping the dragon's wrath, and have since taken to living under the boglands' surface at all times except when they must come up for air or to stage an ambush. They seek to capture Thorodin's toadies, hoping to gain more information before they make the trek through the eastern waters.

If the PCs improve the merfolk outcasts' attitude to Friendly or better, the merfolk explain their background and their hope to eventually flee the dungeon. They may also have limited information about adjacent Regions (DM's discretion).

Unfortunately, no amount of diplomacy reunites the outcasts with their colony. According to the lake-livers, the outcasts' words can never be forgiven. The merfolk will accept the outcasts' help during a fight against Thorodin, but even after that, they refuse to accept them back into their ranks. Even Sissefiss cannot convince the merfolk to change their minds.

Encounter Condition: Bog, Concealment

Tactics: Four merfolk outcasts (hp 6) recognize the PCs as a superior force and attack only in self-defense. They linger near the PCs until they leave this Room, primarily out of curiosity. If forced into violence, the merfolk fight until wounded, at which point the surrender.

Treasure: N/A

EL: 2

Scaling: To increase the challenge of this encounter, add two merfolk outcasts. To decrease the challenge, have the merfolk refuse to attack the PCs under any circumstances (though they might still attract the dragon or other boglands predators if they make enough noise).

Merfolk Outcast, War 1: CR 1/2; Medium humanoid (aquatic); HD 1d8+2; hp 6; Init +1; Spd 5 ft. (1 square), swim 50 ft.; AC 13, touch 11, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d8+1, trident) or +2 ranged (1d10/19–20, heavy crossbow); Full Atk +2 melee (1d8+1, trident) or +2 ranged (1d10/19–20, heavy crossbow); SA —; SQ Amphibious, low-light vision; AL N; SV Fort +4, Ref +1, Will –1; Str 13, Dex 13, Con 14, Int 10, Wis 9, Cha 10.

Skills and Feats: Listen +3, Spot +3, Swim +9; Alertness.

Amphibious (Ex): Merfolk can breathe both air and water, although they rarely travel more than a few feet from the water's edge.

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

K26. THE SPARKLING PILLAR

The depth of this encounter is on or above the surface, or up to 5 ft. below the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 15 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

A spire of obsidian rock juts crazily out of the bog here, pointing up toward the heavens. Its surface is covered in worn characters and symbols that you can't make out from a distance. As you approach, a chill passes through you, as if you've passed an invisible line of some kind.

Initial Attitude: N/A

Encounter: The PCs may assume the pillar is evil, but its appearance is actually due to the corrupted bog's influence, not its original design. The pillar is a remaining part of the original dungeon, a node of celestial power that repels evil. So long as the pillar remains standing, a permanent *magic circle against evil* exists out to 25 ft. from it in all directions. The pillar has a hardness of 8, 150 hit points, and no Break DC.

Encounter Condition: Bog, Hallowed 2

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

K27. THE BODY SPONGE

This encounter occurs on or above the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 15 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

A low hillock rises up out of the bog, a dense concentration of mushy vegetation from which you might be able to get a better look to the south, or hide from the area's predators.

Initial Attitude: Hostile

Encounter: This hillock is the gravesite of several merrow the hags killed as an example when they came to the Region. Eventually, the corrupted bog sediment and the seeping evil of the nearby hags granted the hillock vegetation semi-coherence as a tendriculos (hp 94) and breathed angry unlife into the merrow bodies, awakening them as zombies (hp 29 each).

Encounter Condition: Ambush, Bog, Negative Energy

Tactics: The tendriculos remains still until the PCs climb up onto the hillock, stop to rest or hide next to it, or turn to leave, at which point it rises up, revealing the zombies beneath it. All shamble toward the PCs, seeking to kill them and drag them under the tendriculos with the undead merrow. Any PCs unfortunate enough to suffer this fate rise as zombies in 4d6 weeks.

The tendriculos and all zombies created in this Room will fight to the death rather than be separated. They fight all intruders to the death.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add 2 zombie merrow. To decrease the challenge, have the zombie merrow awaken from a vile "sleep" before attacking, losing the chance to move or attack during the first 2 rounds of the combat.

Tendriculos: CR 6; Huge plant; HD 9d8+54; hp 94; Init –1; Spd 20 ft.; AC 16, touch 7, flat-footed 16; Base Atk +6; Grp +23; Atk +13 melee (2d8+9, bite) and +8 melee (1d6+4, 2 tendrils); Full Atk +13 melee (2d8+9, bite) and +8 melee (1d6+4, 2 tendrils); Space/Reach 15 ft./15 ft.; SA Improved grab, paralysis, swallow whole; SQ Low-light vision, plant traits, regeneration 10; SV Fort +12, Ref +2, Will +4; Str 28, Dex 9, Con 22, Int 3, Wis 8, Cha 3.

Skills and Feats: Hide +9, Listen +1, Move Silently +1, Spot +1; Alertness, Iron Will, Power Attack, Stealthy.

Improved Grab (Ex): To use this ability, a tendriculos must hit a creature at least one size smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round. A tendriculos can also use its improved grab ability on a tendril attack. If it wins the grapple check, it establishes a hold, picks up the opponent, and transfers it to the mouth as a free action, automatically dealing bite damage.

Swallow Whole/Paralysis (Ex): A tendriculos can try to swallow a grabbed opponent by making a successful grapple check. Once inside the plant's mass, the opponent must succeed on a DC 20 Fortitude save or be paralyzed for 3d6 rounds by the tendriculos's digestive juices, taking 2d6 points of acid damage per round. A new save is required each round inside the plant. The save DC is Constitution-based. A swallowed creature that avoids paralysis can climb out of the mass with a successful grapple check. This returns it to the plant's maw, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the tendriculos's interior (AC 14). Once the creature exits, the plant's regenerative capacity closes the hole; another swallowed opponent must cut its own way out. A Huge tendriculos's interior can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

Regeneration (Ex): Bludgeoning weapons and acid deal normal damage to a tendriculos. A tendriculos that loses part of its body mass can regrow it in 1d6 minutes. Holding the severed portion against the mass enables it to reattach instantly.

Merrow Zombie: CR 2; Large undead; HD 8d12+3; hp 29; Init –2; Spd 30 ft. (can't run), Swim 40 ft; AC 15, touch 7, flat-footed 15; Base Atk +4; Grp +14; Atk +9 melee (1d8+9, long spear) or +9 melee (1d8+6, slam); Space/Reach 10 ft./10 ft.; SA —; SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

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

K28. GRAY RENDER GATE

The depth of this encounter is 5 ft. below the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 15 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

The soppy bog seeps into your boots and stains your trousers. The bog extends far to the west and a short distance to the south before plunging into the subterranean lakes created by the catastrophe that rocked this part of the dungeon. To the north, as always, is the high, wrecked dungeon wall, reduced to rubble at the swamp's edge. One section of rubble appears to have been created after the disaster.

Initial Attitude: N/A (potentially Hostile)

Encounter: This location is the south entrance to the hag's lair, and is protected by a gray render that bonded with the covey many years ago (see Room K9 for details). Each time the PCs approach within line of sight to this location, there is a 1 in 6 chance that the render is here, guarding the entrance.

Since guarding the entrance is a tedious job, the render is easily distracted. Should the PCs attempt to trick the render to gain surprise, they gain a +2 circumstance bonus with any related skill check.

The render placed three large boulders in front of the corridor leading north to Room K7. Moving each boulder requires a successful DC 20 Strength check. Moving one boulder opens the entryway for any character of Small size or smaller, while moving two boulders opens the entryway for Medium characters and moving all three opens it for Large characters.

Encounter Condition: Bog

Tactics: Whenever the render encounters something new, his first impulse is to smash it against the ground to see what happens. His first action here, however, is to lob a boulder at the PCs, making a +3 ranged attack that inflicts 2d6+6 damage if it hits. Thereafter, he spends 1 round uprooting a bog tree, then charges the PCs, swinging at them at the end of his movement. Finally, he alternates between smashing at the PCs with his "club" and attempting to grab one of the intruders so he can throw them against a nearby wall.

The gray render is extremely loyal to the hags and fights every combat as if their lives depend upon his victory. He fights to the death.

Treasure: The gray render wears a *hag's eye* on a necklace, a gift from the covey. The render cherishes this item, and lashes out at any who attempt to touch or steal it. Unknown to him, the covey observes all of his actions through the gift — and all of the PCs' actions as well, so long as they keep the item in their possession.

EL: N/A (potentially 8)

Scaling: To increase the challenge of this encounter, add 2 levels of barbarian to the gray render. To decrease the challenge, reduce the gray render's initiative roll to 1.

K29. BRIGHT LIGHTS, DEEP FOLLY

The depth of this encounter is at or above the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 10 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

As you slog through an area of ankle-deep mud, three yellow globes of glowing energy wink into sight before you. They converge and swirl in a maddening circle over your heads, then cluster to the south.

Initial Attitude: Hostile

Encounter: The globes are indeed three will o'wisps (hp 42 each), but the PCs probably don't expect them to be helpful. The will o'wisps show the only path through the bog in this area, not out of kindness, but to induce fright in those who travel through this Room. The wisps are just smart enough to recognize that most travelers mistrust them, so they hope to play upon that preconception by showing the safe path and expecting to be disregarded.

If the PCs follow the will o'wisps' movements through this area, they encounter no pitfalls and the will o'wisps leave them be thereafter (recognizing the PCs as their cunning equals). Otherwise, there is a 75% chance that each PC falls into a patch of quicksand during each round of movement.

Thorodin makes a Spot check once per round while the will o'wisps are visible.

Encounter Condition: Bog, [Submerged]

Tactics: When one or more PCs become mired in the quicksand, the will o' wisps attack, focusing their efforts on those not caught within the quicksand to ensure they cannot aid their companions. The creatures retreat when their hit points are reduced to 20 or less.

PCs in quicksand must make a DC 20 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 ft. in whatever direction is desired. If a trapped character fails this check by 5 or more, he sinks below the surface and begins to drown whenever he can no longer hold his breath.

PCs below the surface of a bog may swim back to the surface with a successful Swim check (DC 15, +1 per consecutive round of being under the surface).

Pulling out a character trapped in quicksand can be difficult. A rescuer needs a branch, spear haft, rope, or similar tool that enables him to reach the victim with one end of it. Then he must make a DC 18 Strength check to successfully pull the victim, and the victim must make a DC 14 Strength

check to hold onto the branch, pole, or rope. If the victim fails to hold on, he must make a DC 15 Swim check immediately to stay above the surface. If both checks succeed, the victim is pulled 5 ft. closer to safety.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add one will o'wisp. To decrease the challenge, remove one will o'wisp.

Will-O'-Wisp: CR 6; Small aberration (air); HD 9d8; hp 42; Init +13; Spd Fly 50 ft. (perfect); AC 29, touch 29, flat-footed 20; Base Atk +6; Grp –3; Atk +16 melee touch (2d8 electricity, shock); Full Atk +16 melee touch (2d8 electricity, shock); SA —; SQ Darkvision 60 ft., immunity to magic, natural invisibility; AL CE; SV Fort +3, Ref +12, Will +9; Str 1, Dex 29, Con 10, Int 15, Wis 16, Cha 12.

Skills and Feats: Bluff +13, Diplomacy +3, Disguise +1 (+3 acting), Intimidate +3, Listen +17, Search +14, Spot +17, Survival +3 (+5 following tracks); Alertness, Blind-Fight, Dodge, Improved Initiative, Weapon Finesse®.

Immunity to Magic (Ex): A will-o'-wisp is immune to most spells or spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex): A startled or frightened will-o'-wisp can extinguish its glow, effectively becoming invisible as the spell.

K30. SINKHOLES

The depth of this encounter is 5 ft. below the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 15 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

Gentle waves wash through this portion of the bog, carrying through from the wide, deep eastern lake. The scene is tranquil, given its surroundings.

Initial Attitude: Hostile

Encounter: This treacherous area contains dozens of sinkholes where the soggy ground is gradually slipping into the depths to the east and south. Should any character run through this area, or move into it without checking the ground first, he immediately falls into one of these sinkholes.

Between 5 ft. and 20 ft. below the surface, the sinkholes are connected, leading out beneath the unstable ground to the eastern lake. Three giant crocodiles (hp 59 each) live in this submerged layer of the bog, surfacing through the sinkholes to attack the PCs as they make their way across the bog. The PCs must make Balance checks each round while in combat in this location as well, but the DC rises to 25.

Encounter Condition: Ambush, Bog, Poor Footing 18

Tactics: When any crocodile manages to grab a character, it drags him down through a sinkhole, trying to pin him in the water layer below the bog. Even if a character dragged to this layer manages to escape the crocodile, he must move an additional 15 ft. within the water layer before he can begin his ascent through a sinkhole. Further, he suffers a –4 circumstance penalty with all Swim checks until he surfaces again.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add one crocodile and increase their Hide checks by +4. To decrease the challenge, reduce all Balance check DCs by –5.

Giant Crocodile: CR 4; Huge animal; HD 7d8+28; hp 59; Init +1; Spd 20 ft., swim 30 ft.; AC 16, touch 9, flat-footed 15; Base Atk +5; Grp +21; Atk +11 melee (2d8+12, bite) or +11 melee (1d12+12, tail slap); Full Atk +11 melee (2d8+12, bite) or +11 melee (1d12+12 tail slap); Space/Reach 15 ft./10 ft.; SA Improved grab; SQ Hold breath, low-light vision; AL N; SV Fort +9, Ref +6, Will +3; Str 27, Dex 12, Con 19, Int 1, Wis 12, Cha 2.

Skills and Feats: Hide +1*, Listen +5, Spot +5, Swim +16; Alertness, Endurance, Skill Focus (Hide).

K31. CHUUL LAIR

The depth of this encounter is 5 ft. below the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 15 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

Ripples dance across the surface of this waist-deep quagmire, where the fog seems to maliciously wrap around everything, slowly enveloping all in sight. A shallow pool spreads out before you, offering the prospect of washing the mud from your limbs for at least a few minutes.

Initial Attitude: Hostile

Encounter: The deep pool is home to an isolationist chuul (hp 109) that attacks any PCs who invade its secluded haven. Unless the PCs spot it first, the creature allows the lake's minute current to push it toward the party, attempting to remain still and look like a patch of bogland until the last possible moment.

Encounter Condition: Bog

Tactics: The chuul drags any paralyzed victims into the pool, dropping them to the soggy floor 15 ft. below, where they begin to drown.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add the Ambush (darkness) and Encounter Conditions. To decrease the challenge, wound the chuul during a recent fight with the green dragon (–30 hp).

Chuul: CR 7; Large aberration (aquatic); HD 11d8+44; hp 109; Init +7; Spd 30 ft., swim 20 ft.; AC 22, touch 12, flat-footed 19; Base Atk +8; Grp +17; Atk +12 melee (2d6+5, claw); Full Atk +12 melee (2d6+5, 2 claws); Space/Reach 10 ft./5 ft.; SA Constrict 3d6+5, improved grab, paralytic tentacles; SQ Amphibious, darkvision 60 ft., immunity to poison; AL CE; SV Fort +7, Ref +6, Will +9; Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 5.

Skills and Feats: Hide +13, Listen +11, Spot +11, Swim +13; Alertness, Blind-Fight,Combat Reflexes, Improved Initiative.

Constrict (Ex): On a successful grapple check, a chuul deals 3d6+5 points of damage.

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

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from the creature's mandibles.

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

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

K32. LAKE CHANNEL

The depth of this encounter is 15 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 10 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

A thick fog bank shields this narrow channel of cool water cutting through the warm boglands.

Initial Attitude: N/A

Encounter: A heavy mist slowly traverses this channel, headed to the western lake from its birthplace in the deeper waters of Region L. It is an unnatural fog, it rests upon the water and never dissipates. When it reaches this Room, it swirls and begins the long journey around the bog again.

Encounter Condition: Fog 20, Submerged

Tactics: The fog is a manifestation of all that is wrong with the Region. Negative emotions and hatred fuel it and fear attracts it. Merely passing through it fills non-aquatic creatures with dread.

Should the PCs come in contact with the mist, they suffer the effects of *chill touch*, *confusion*, *crushing despair*, and *suggestion* (DC 20) all at once. PCs are targeted with each effect for 1d4 rounds, before growing used to it or so jaded it no longer affects them. Either way, if they successfully save against these effects, they are immune to them for 24 hours.

The mist cannot be harmed, but spells such as *repulsion* and *protection from evil* grant bonuses to the save. It is a supernatural phenomenon and cannot be harmed. The actual effect of the suggestion is left to the DM.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add *feeblemind* and *waves of exhaustion* to the mist. To decrease the challenge, allow the PCs to turn the mist as if it were undead.

K33. THE WAILING WILLOW

The depth of this encounter is 5 ft. below the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC equal to the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

A tall willow tree stands at the southern edge of a deep fog bank, its branches swaying gently through the wafting air. A treasure chest is wedged in between the tree's roots, barely visible through a thick layer of mud.

Initial Attitude: Unfriendly

Encounter: The willow tree is an illusion caused by the thick fog. In reality, the tree is a roper (hp 85) using the fog to lure prey into its preferred attack range (20 ft.).

Encounter Condition: Ambush, Bog, Fog 20

Tactics: The roper waits until at least two PCs are within 20 ft., then whips its branch-strands out toward them. If it manages to attach at least two strands to PCs, it drags them toward its position, assuming the others will follow to save their friends. Otherwise, it rips its roots up out of the bog and begins lurching toward the PCs, following them during the following hour (after which time it returns to this location).

The green dragon ignores the roper, knowing that it can't hurt him and trusting its methods to keep his lair safe from intruders through the channel fog bank.

Treasure: The treasure chest contains four pitted and useless swords, three pitted and useless daggers, and one +1 *copper dagger*, as well as three sets of pitted and useless chainmail. An oval citrine stone, worth 50 gp, is embedded in the chest's lid and may be removed with a successful DC 16 Strength check.

EL: 10

Scaling: To increase the challenge of this encounter, provide the roper with an additional offensive weapon, a gift from the corrupted land — its strands exude an corrosive oil, inflicting 1d8 points of acid damage per strand per round they are in contact with a target. To decrease the challenge, have any ranger, druid, or other character who spends most of his time in the wilderness make a DC 28 Spot check to detect the roper before it attacks.

Roper: CR 12; Large magical beast; HD 10d10+30; hp 85; Init +5; Spd 10 ft.; AC 24, touch 10, flat-footed 23; Base Atk +10; Grp +18; Atk +11 ranged touch (drag, strand) or +13 melee (2d6+6, bite); Full Atk +11 ranged touch (drag, 6 strands) and +13 melee (2d6+6, bite); Space/Reach 10 ft./10 ft. (50 ft. with strand); SA Drag, strands, weakness; SQ Darkvision 60 ft., immunity to electricity, low-light vision, resistance to cold 10, spell resistance 30, vulnerability to fire; AL CE; SV Fort +10, Ref +8, Will +8; Str 19, Dex 13, Con 17, Int 12, Wis 16, Cha 12.

Skills and Feats: Climb +12, Hide +10*, Listen +13, Spot +13; Alertness, Improved Initiative, Iron Will, Weapon Focus (strand).

Drag (Ex): If a roper hits with a strand attack, the strand latches onto the opponent's body. This deals no damage but drags the stuck opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 23 Escape Artist check or a DC 19 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A roper can draw in a creature within 10 feet of itself and bite with a +4 attack bonus in the same round. A strand has 10 hit points and can be attacked by making a successful sunder attempt. However, attacking a roper's strand does not provoke an attack of opportunity. If the strand is currently attached to a target, the roper takes a –4 penalty on its opposed attack roll to resist the sunder attempt. Severing a strand deals no damage to a roper.

Strands (Ex): Most encounters with a roper begin when it fires strong, sticky strands. The creature can have up to six strands at once, and they can strike up to 50 feet away (no range increment). If a strand is severed, the roper can extrude a new one on its next turn as a free action.

Weakness (Ex): A roper's strands can sap an opponent's strength. Anyone grabbed by a strand must succeed on a DC 18 Fortitude save or take 2d8 points of Strength damage. The save DC is Constitution-based.

Skills: * Ropers have a +8 racial bonus on Hide checks in stony or icy areas.

K34. DRAGON SPIKE

The depth of this encounter is 5 ft. below the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC equal to the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

A large lake extends to the west, beyond a patch of heavy surface moss and seaweed. The foliage is oddly grouped, and an unfortunate firefly seems to have become trapped beneath one large section of it. The insect doesn't move, though it could be faking death or preserving energy until it spots a way out of the water.

Initial Attitude: N/A

Encounter: The tritons of the western lake collected this foliage here to conceal one of their blacksmith's latest contraptions — a spear trap utilizing ammunition made from tanaa'ryl, or crushed demon bone.

This mineral burns with unholy fire, giving the impression of a "firefly" in the water through a patch of foliage that has drifted open. Any PC who studies the firefly from a distance may make a DC 25 Search check to realize that the insect is really a fire burning beneath the bog's surface. If three or more PCs investigate the foliage up close, they trigger the traps unless they specifically declare they are watching for them (in which case they may make Search checks to notice them as standard).

Once triggered, each of the traps launches a tanaa'ryl-tipped spear in a high arc toward the green dragon's lair (Room K36). If any PCs in this Room are Large size or larger, the spears target them before continuing on to the dragon's lair. If Thorodin is present, each spear that didn't hit a character targets him at the end of its trip across the bog.

Whether any spears hit the dragon or not, he charges across the boglands toward this Room, intent upon killing anyone located here. Only if the PCs immediately take cover, and successfully make Hide checks opposed by the dragon's Search skill, do they avoid being attacked. Even then, the dragon continues his search for another minute before leaving.

Encounter Condition: Bog

Tactics: N/A

Treasure: For each trap the PCs successfully disable, they gain 1 tanaa'ryl-tipped spear.

EL: 6

Scaling: To increase the challenge of this encounter, aim the traps lower than expected, so they fire at Medium characters as well. To decrease the challenge, allow Thorodin to make a DC 25 Spot check to notice the attack upon his lair.

Tanaa'ryl Spear Trap: CR 3; mechanical; proximity trigger; manual reset; +10 ranged (3d6/×3, spear); Search DC 20; Disable Device 20.

K35. THE FINAL RESTING PLACE OF ALNYE THE BRAVE

The depth of this encounter is at or above the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC equal to the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

An 8-ft. tall outcropping of obsidian juts out across the swamp's surface, pointing at a near-horizontal angle over the shoreline toward the eastern depths. A slight, skeletal figure draped in ruined leather armor and carrying a rotting satchel lies in the bizarre rock's shadow. The figure's right arm is outstretched toward the uprooted stone, as if the poor soul had been trying to touch it before he died, and somehow became frozen in place when he perished.

Initial Attitude: N/A

Encounter: The skeletal figure is the corpse of an elven adventurer who, after swimming out of the horrific depths of Region L, came ashore to find a ferocious green dragon cutting off his only aventue of escape. The obsidian rock was once a pillar identical to the one in Room K26, a node of celestial power that repelled evil. The green dragon Thorodin grew tired of the constant, irritating song in his mind and tracked it here, battering the pillar until it tipped over and the song stopped. The power within the node exploded outward, injuring Thorodin and driving him away for a time. This explosion also froze the elven adventurer Alnye in place as he reached for the pillar. Lost in a hallucinatory dream during the final moments of his life, Alnye believed the pillar to be an ancient holy monument within his home village. He carried this blissful image into his afterlife.

There is no combat to be had here, no traps to avoid, no puzzles to solve. The Room exists as a reminder that others travel the dungeon, and to point toward the node in Room K26 as a source of aid (or harm, if the PCs are cynical).

Encounter Condition: Bog

Tactics: N/A

Treasure: Most treasure the elf carried with him was long ago stolen by Thorodin's toadies or other brave souls exploring this area. All that remains is a *scroll of water breathing*, which has become soaked through and stuck to the inside lining of the elf's satchel. A successful DC 30 Search check is required to find this item, which has a 50% chance of failing when used due to misread, soggy script.

EL: N/A

Scaling: N/A

K36. THORODIN THE PILLAGER

The depth of this encounter is at or above the surface.

Special Note: If Thorodin is currently present, the PCs can see him — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC equal to the lowest Hide skill bonus in the party minus 4). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

If Thorodin is not present, adjust this Room's read-aloud text accordingly.

The centerpiece of the southern boglands is an enormous green dragon, stretched out across the swamp like a basking, over-fed gnoll. Surrounding his slumbering form are the carcasses of several merrow, their bodies ravaged by mighty teeth and claws. Some of the remains hang upon stout willow trees that have survived the dragon's movements, while others poke up through the slow-shifting mist, barely visible in the muck. As you pick through the bog, your foot comes down on something hard and round.

Initial Attitude: Hostile

Encounter: The object beneath the PC's foot is a gold coin, part of Thorodin's hoard.

Thorodin (hp 299) considers this Region *his* and freely hunts its inhabitants for sport and to collect the few belongings he likes as part of his scattered hoard. He is an omnipresent, oppressive terror to every creature living here, a fact he relishes and now works to support whenever possible. Consequently, he attacks all intruders within his lair on sight.

A lonely creature, Thorodin leaves select victims alive and offers them the chance to become his toadies. Currently he has three such servants — all locathah. He sends these beasts out into this and the surrounding Regions to explore, collect treasure, and bring back amusements for him to play with — until he grows bored and kills them (if they're alive) or adds them to his hoard (otherwise).

Thorodin was unaware that the hags wanted him dead until recently, when his favored toadie, Glug, snuck into the merrow beach (Room K10), where he overheard the minions talking about their mistresses' plans. The dragon is unconcerned with the hags, presuming that any attack they mount will fail. Mildly intrigued with this development, he feigns sleep a great deal, hoping to lure his new enemies out of hiding. (This is what he's doing when the PCs arrive, unless the DM alters this encounter and its description).

Should the PCs kill Thorodin, they are acclaimed as champions by all the Region's civilized inhabitants, including the beleaguered merfolk and the nihilistically military tritons in the eastern lake. Within 1d6 hours after the PCs leave, however, the hags exert their influence, moving the Room K28's gray render (hp 125) and Room K10's merrow (hp 26 each) into this Room to seize control of the fallen wyrm's holdings. If possible, they capture the lillend Sissefiss (Room K40), using her as leverage to convince the merfolk to attack the tritons,

hoping the two forces kill each other off. After consolidating their expanded territory, the hags begin scheming ways to push their perimeter out even further, using the insane bronze dragon Lightspar (Room K5) and all other resources at their disposal to do so.

Should the PCs linger after they kill Thorodin, the hags mount an attack within 24 hours, hoping to take advantage of the PCs' weakened states. This likely leads to a blow-out final battle across the bogs, with the hags, merrow, the gray render, and Lightspar on one side and the PCs on the other (supported by the merfolk, tritons, and their allies at dramatically appropriate moments, per the DM's discretion).

Other effects of killing Thorodin are described in this Region's other encounter descriptions.

Encounter Condition: Bog

Tactics: Though Thorodin cannot make Spot checks while feigning sleep, he makes active Listen checks every 10 minutes. Assuming that anything he hears is a hag attack, he waits until he's sure the intruders are located on the southern boglands before attacking. His first action is to rear up and leap toward the intruders, hoping to *crush* two or more of them beneath his bulk. Throughout the combat, Thorodin uses this tactic whenever he thinks he can *crush* two or more enemies at once.

Thereafter, the dragon attacks the enemy within his melee reach who has inflicted the greatest amount of damage upon him so far during the combat. Once the enemies pinned beneath him stop squirming for 1 full round, he assumes they're dead and takes flight, hovering over enemies and attacking them with his standard melee options (bite, claws, and tail slap).

Thorodin's spells are largely useless in combat. He tends to use them upon his toadies before he sends them out to explore the dungeon.

Treasure: Thorodin's hoard consists of 1,000 gp (nearly all the gold owned by the Region's inhabitants), 1 set of *tanaa'ryl chainmail*, 1 *tanaa'ryl shortsword*, a *ring of water breathing*, and 3 hag's eyes (collected from hag minions the dragon or his toadies killed). Unable to make a suitable pile from this meager treasure, Thorodin simply pushes it together as best he can, only to scatter it around whenever he moves through the bog. The PCs can't simply pick and choose what they want — at least not initially. For every minute they spend in this Room, they may make a cooperative DC 30 Search check to find 1d100 gp and one item, until all gold and items are found.

EL: 14

Scaling: To increase the challenge of this encounter, have the toadies — upon whom Thorodin has already cast *enlarge*, *magic weapon*, and *resistance* — attack immediately. To reduce the challenge, remove the locathah toadies. Alternately, have Thorodin be flying or stalking one of the lake Sections, to return in 1d4 rounds.

Thorodin, Adult Green Dragon: CR 14; Huge dragon (air); HD 20d12+100; hp 299; Init +0; Spd 40 ft., fly 150 ft. (poor), swim 40 ft.; AC 27, touch 8, flat-footed 27; Base Atk +20; Grp +39; Atk Bite +28 melee (2d8+10) or claw +26 melee (2d6+5) or wing +26 melee (1d8+5) or tail slap +26 melee (2d6+15); Full Atk Bite +28 melee (2d8+10) and 2 claws +26 melee (2d6+5) and 2 wings +26 melee (1d8+5) and tail slap +26 melee (2d6+15); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA Breath weapon, crush, frightful presence, spell-like abilities (suggestion), spells; SQ Blindsense, damage reduction 10/magic, immunities, keen senses, spell resistance 24, water breathing; AL LE; SV Fort +17, Ref +12, Will +15; Str 31, Dex 10, Con 21, Int 16, Wis 17, Cha 16.

Skills and Feats: Bluff +13, Concentration +23, Decipher Script +18, Diplomacy +13, Escape Artist +10, Intimidate +18, Jump +18, Knowledge (arcana) +12, Knowledge (Region K) +11, Listen +23, Scry +8, Search +23, Spellcraft +23, Spot +23, Swim +18; Cleave, Flyby Attack, Hover, Multiattack, Power Attack, Snatch, Sunder.

Breath Weapon (Su): Cone of corrosive acid, 50 ft. range, DC 25 Reflex save for half (Constitution-based), 16d6 acid damage.

Crush (Ex): Creatures in the affected area must succeed on a DC 25 Reflex save or be pinned, automatically taking 2d8+10 bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

Frightful Presence (Ex): Creatures within a radius of 180 ft. are subject to the effect if they have fewer than 20 HD. A potentially affected creature that succeeds on a DC 27 Will save remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Immunities: Immune to acid, fire, illusions, *lightning bolt*, mind-affecting magic, *magic missile*, paralysis effects, *polymorph*, silver, *sleep*.

Keen Senses (Ex): Four times human in shadowy illumination, two times normal light, darkvision 120 ft.

Water Breathing (Ex): A green dragon can breathe underwater indefinitely and can freely use its breath weapon, spells, and other abilities while submerged.

Spell-Like Abilities: 3/day—*suggestion*.

Sorcerer Spells Known (6/7/5; save DC 13 + spell level): 0—*arcane mark*, *detect magic*, *detect poison*, *mending*, *read magic*, *resistance*; 1st—*alarm*, *enlarge*, *hold portal*, *mage armor*, *shocking grasp*; 2nd—*arcane lock*, *see invisibility*, *whispering wind*.

Thorodin casts as a 5th-level sorcerer.

Note: Thorodin's power is much different than a typical green dragon of his size. He isn't the true threat of the Region, anyway. If the PCs slay him and the inhabitants of the Region see this, the hags will most surely attack while the PCs are weak.

Locathah Toady, Ftr 2: CR 3; Medium humanoid (aquatic); HD 2d8 + 2d10; hp 19; Init +1; Spd 10 ft., swim 60 ft.; AC 15, touch 12, flat-footed 14; Base Atk +3; Grp +3; Atk +4 melee (1d8/×3, longspear) or +3 melee (1d4/19–20, dagger) or +4 ranged (1d8/19–20, light crossbow); Full Atk +4 melee (1d8/×3, longspear) or +3 melee (1d4/19–20, dagger) or +4 ranged (1d8/19–20, light crossbow); SA —; SQ —; AL NE; SV Fort +6, Ref +1, Will +1; Str 10, Dex 13, Con 10, Int 13, Wis 13, Cha 11.

Skills and Feats: Craft (any one) +6, Listen +6, Spot +6, Swim +8; Dodge, Mobility, Weapon Focus (longspear).

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

Possessions: Longspear, dagger, light crossbow, bolts (20).

K37. DRAGON SNARE

The depth of this encounter is 5 ft. below the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC equal to the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

The bog is strangely still to the south, along the shoreline abutting the western lake, as if something enormous waits just beneath the waters…

Initial Attitude: N/A

Encounter: Something does wait beneath the waters to the south: one of the triton blacksmith's latest contraptions, a giant net trap designed to snap closed over a 25 ft. × 25 ft. area to the north.

Huge Snare Trap: CR 1; mechanical; manual or proximity trigger; manual reset; +10 melee (PCs in a 20-ft. square are grappled by net (Str 16 if they fail a DC 12 Reflex save); Search DC 20; Disable Device DC 20. Note: This trap is disabled by simply cutting all fifteen tension lines along the snare's edge.

Encounter Condition: Bog

Tactics: The trap is inactive at present, but may be made ready by two or more characters making a successful DC 20 Craft (trapmaking) check. This check requires 10 minutes to perform. When active, the trap is triggered by three or more PCs standing at the numbered location on the map.

The tritons hope to use this trap to gain the element of surprise over the green dragon Thorodin when they finally take the offensive. Unfortunately, the trap has a faulty design and uses substandard materials. If the PCs ally themselves with the tritons, they may improve upon the design with a successful DC 25 Craft (trapmaking) check. This raises the net's grapple Strength to 20 and the Reflex save DC to 16 — still not enough to be effective against the dragon, though it might slow him down early in combat.

Treasure: N/A

EL: N/A

Scaling: N/A

K38. LIZARD LAIR

The depth of this encounter is 5 ft. below the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC equal to the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

Barren rocks rise from the moor, sloping down into the eastern lakeshore. Strange clicks come from the cracks between the rocks and several slender blue lizards emerge from the shadows, tiny horns jutting up through the scales on their heads. As the curious creatures scurry toward you, the skin on your arms begins to tingle.

Initial Attitude: Unfriendly

Encounter: The rocks are home to a clutch of sixteen shocker lizards (hp 26 each). They are not aggressive, but defend their home if they have to. They, however, are really good at hiding and gain an additional +4 racial bonus to Hide checks in this bog. The DM may wish to make the variable (1d6 each), to reflect that not all of them have learned to hide from Thorodin equally well.

Encounter Condition: Bog, Total Concealment (while the lizards are hidden within the rocks)

Tactics: The lizards usually click a few times to drive visitors away, and if this doesn't work, they close to within 5 ft. and administer stunning shocks. If the PCs still refuse to leave, or retaliate, the lizards flee into the cracks between the rocks and pelt the PCs with lethal shocks.

Treasure: Anything of valuable to the shocker lizards has been taken or lost over the years. A few gold coin scraps can be found with a DC 35 Search check.

EL: 11

Scaling: To increase the challenge of this encounter, increase the DCs of all Reflex saves made to reduce electricity damage by 4 (unless the target is somehow dry and standing on the rocks). To decrease the challenge, remove four shocker lizards.

Shocker Lizard: CR 3; Small magical beast; HD 4d10+4; hp 26; Init +6; Spd 40 ft., climb 20 ft., swim 20 ft.; AC 16, touch 13, flat-footed 14; Base Atk +4; Grp +0; Atk +5 melee (1d4, bite); Full Atk +5 melee (1d4, bite); Space/Reach 5 ft./5 ft.; SA lethal shock, stunning shock; SQ darkvision 60 ft., electricity sense, immunity to electricity, low-light vision; AL N; SV Fort +5, Ref +6, Will +2; Str 10, Dex 15, Con 13, Int 2, Wis 12, Cha 6.

Skills and Feats: Climb +11, Hide +11, Jump +8, Listen +4, Spot +5, Swim +10; Ability Focus (stunning shock), Improved Initiative.

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 feet.

Lethal Shock (Su): Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10 + number of lizards contributing) reduces the damage by half.

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 feet. This attack deals 2d8 points of nonlethal damage to living opponents (Reflex DC 15 half). The save DC is Constitution-based.

Skills: Shocker lizards have a +4 racial bonus on Hide checks due to their coloration. Shocker lizards have a +2 racial bonus on Listen and Spot checks. Shocker lizards use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. A shocker lizard has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. A shocker lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

K39. DRAGON STRIKE

The depth of this encounter is 5 ft. below the surface (to the north only).

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 10 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

The southwestern edge of the bog laps onto a patch of remaining dungeon floor, which extends around the lake and leads to several hallways and doorways farther to the south. The stone floor is wet with lake water, and recent footprints are visible moving from there to a line of collapsed ruins leading directly east.

Initial Attitude: N/A

Encounter: The tritons of the western lake made these prints while setting up a new trap to use against the green dragon Thorodin — a jet of molten tanaa'ryl buried in the collapsed southern wall, aimed north. The jet is set to go off when anything passes within 20 ft. of the southern wall at a height of 10 to 15 ft. Should any PC be located within this position (possibly due to a *levitation* spell, or because he climbs up onto the collapsed southern wall to investigate), the trap goes off.

Tanaa'ryl Jet Trap: CR 3; magical; location trigger; manual reset; +10 ranged (2d6 per round for 2 rounds + tanaa'ryl effects); DC 20 Reflex save avoids; Search DC 25; Disable Device DC 25. Note: For 2 rounds, the tanaa'ryl 'pillars' are fluid, inflicting 2d6 damage and coating the victim. Until another character makes a successful DC 10 Strength check to remove the tanaa'ryl (and several layers of the victim's skin), the victim suffers the standard effects of 'wielding' tanaa'ryl (see the sidebar on page 557). Removing the tanaa'ryl inflicts an additional 1d6 damage. After 2 rounds, the tanaa'ryl 'pillars' cool and harden, becoming a shell over the character's skin. This shell provides no armor benefits, and requires a successful DC 15 Strength check to remove, inflicting an additional 1d6+3 damage in the process. Note: This trap is disabled by directing the magical apparatus slightly out of sync with the holes in the rock face, causing the tanaa'ryl to splash and cool harmlessly within the wall.

Encounter Condition: Bog

Tactics: Once triggered, the trap automatically draws Thorodin's attention. The dragon moves across the boglands toward this Room at ½ his standard ground speed (20 ft.), attacking any who dare venture this close to his pet in Room K40.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, aim the traps lower than expected, so they fire at Medium PCs as well. To decrease the challenge, allow Thorodin to make a DC 25 Spot check to notice the attack upon his lair.

K40. THE CAGED AVATAR

The depth of this encounter is 5 ft. below the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 10 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

The collapsed dungeon rock at the bog's southern edge has been gouged out by tremendous claws, creating an alcove that has been converted into a resplendent if humiliating prison. In front of the alcove is a moss-covered lump the size of a crouching human. Within the alcove is a giant cage made of gold- and silver-plated iron, imprisoning a brooding bird-woman with the long, feathered tail of an otherworldly serpent. Though her beauty is caked in sweat and grime, you are instantly smitten. She is a goddess. Within her cage is an artist's easel, and an impressive gallery of her work decorates the alcove's walls. As you arrive, she is playing an ethereal flute piece that raises your spirits for the first time in the many weeks you've spent within this endless dungeon. She stops playing and lowers the flute to her lap, regarding you with a combination of curiosity and disdain.

Initial Attitude: Hostile

Encounter: The creature within the cage is the lillend Sissefiss (45 hp), whom the merfolk in the western lake believe to be an avatar of their god Eadro. The green dragon Thorodin captured Sissefiss several years ago while patrolling "his territory," and gouged out the alcove to create a suitable home for her. Thorodin chose this location well, having discovered months before that the mossy lump here is in fact an altar left behind by the dungeon's creators, a holy relic that radiates a permanent *antimagic field* 50 ft. in all directions. This prevented Sissefiss from using her natural abilities to escape the cage or summon help.

Thorodin ordered his minions to create a gilded cage and collect instruments and art tools with which his pet might occupy herself. At first he was merely curious about her, and concerned that she remain sane, but the many paintings and songs she has created during her stay have captured his heart, and he has come to prize her above all other treasures within his hoard. Thorodin visits Sissefiss at least once a day, urging her to speak with him; she never does. She plays and paints for him as an escape, a way to keep him distracted so she need not converse with her despised captor. .

As the PCs arrive at the alcove, Sissefiss assumes they are more of Thorodin's minions, come to "make her more comfortable" or trick her into letting down her defenses. She rains caustic words upon them, her rage scarcely contained, and takes every opportunity to humiliate them. Deep down, she hopes her verbal lashing will incite the PCs' wrath, prompting them to let her out of the cage, or come in after her. Either way, she believes that once the cage door is open, the antimagic field will end and she will be able to use her spells and other abilities to escape.

The PCs suffer a –8 circumstance penalty with all skill checks made to improve Sissefiss' attitude. If they manage to improve her attitude to Indifferent, she hears them out, giving them a chance to explain their case, after which they may make skill checks to further improve her attitude without this penalty. The only other ways to convince Sissefiss that of the party's intention to help are to free her and allow her to escape to the western lake, or to attack the dragon within her line of sight (from her cage she can see everything that happens in Room K36).

If the PCs secure Sissefiss' goodwill, she cooperates with any action that doesn't send her into combat against the dragon before she speaks with the merfolk. After speaking with the merfolk, her rage overcomes her fear and she calls for them to rise up against the dragon. If the PCs think to visit the tritons with her, her powers of persuasion grant them a +4 circumstance bonus with all skill checks made to improve the tritons' attitude or convince them to join forces with the merfolk against the dragon. If the PCs wish, Sissefiss can become the linchpin in a cooperative offensive against the dragon, leading the charge alongside the party.

The only way to restore magical ability within the alcove is to desecrate the moss-covered altar. Finding the altar in the first place requires a successful DC 25 Search check. Thereafter, a successful DC 20 Knowledge (religion) check identifies it as a dedication to the god of order. The celestials used the altar to help contain demons' magical abilities, but Thorodin has perverted its purpose. In order to stop the antimagic field, the PCs will have to go a step further, committing an act that borders on evil — they must destroy the altar. They can accomplish this in a variety of ways. The can physically destroy the altar (which has a hardness of 10 and 200 hit points), they can attack it with unholy water (which inflicts 1d20 points of damage per vial, ignoring hardness), or they can attack it with tanaa'ryl weapons (which ignore the first 5 points of hardness with each successful hit).

When the altar's hit points are reduced to 0, it explodes, casting a powerful wall of concussive force across the Region. Every character and creature not protected by a physical barrier at least 1 ft. thick suffers 1d10 subdual damage and is knocked prone unless they make a successful DC 20 Fortitude save. Thereafter, the antimagic field vanishes. Of course, Thorodin also knows that something is wrong and heads to the alcove at top speed.

Encounter Condition: Bog

Tactics: Once freed from her cage, Sissefiss attempts to use her distracting spells and abilities to keep the PCs and others at bay, saving *hallucinatory terrain* to use when she approaches the western lake. She casts this spell to extend any pursuers' view of the bog's edge out over the water, likely causing them to fall into the lake mid-stride and giving her valuable rounds to escape toward the merfolk colony.

Unless the PCs destroy the antimagic field beforehand, Sissefiss can't use any spells even after she escapes. She simply flies toward the lake, using her melee attacks only in self-defense.

If Thorodin notices the PCs at the alcove, he assumes they are trying to steal his prize and reacts with every option in his arsenal to destroy them as quickly and painfully as possible. He uses only combat attacks, abilities, and spells, in order of highest potential damage to the largest number of enemies.

Treasure: It's unlikely that the PCs will be able to carry the gilded cage out of the dungeon, as it weighs 1,000 lbs., but if they somehow manage to do so, it can be melted down and sold for 5,000 gp. The instruments within Sissefiss' cage are unremarkable, but each of her paintings is worth 1d6× 100 gp. Each painting is approximately 3 ft. × 4 ft. and weighs 8 lbs.

EL: 7

Scaling: To increase the challenge of this encounter, add two lizardfolk guards who have left their people in the southern dungeons to serve the green dragon Thorodin. Upon sighting the PCs, one of these creatures engages the PCs while the other runs north to alert Thorodin. To decrease the challenge, have Sissefiss believe the PCs to be rescuers when they arrive, eliminating conflict between her and the party unless they intentionally anger her.

Sissifiss, Lillend: CR 7; Large outsider (chaotic, extraplanar, good); HD 7d8+14; hp 45; Init +3; Spd 20 ft., fly 70 ft. (average); AC 17, touch 12, flat-footed 14; Base Atk +7; Grp +16; Atk +11 melee (1d8+5/19–20, short sword); Full Atk +11/+6 melee (1d8+5/19–20, short sword) and +6 melee (2d6+2, tail slap); Space/Reach 10 ft./10 ft.; SA Constrict 2d6+5, improved grab, spells, spell-like abilities; SQ Bardic music, darkvision 60 ft., immunity to poison, resistance to fire 10; AL CG; SV Fort +7, Ref +10, Will +8; Str 20, Dex 17, Con 15, Int 14, Wis 16, Cha 18.

Skills and Feats: Appraise +12, Concentration +12, Diplomacy +16, Knowledge (arcana) +12, Listen +13, Perform (any one) +14, Sense Motive +13, Spellcraft +14, Spot +13, Survival +17; Combat Casting, Extend Spell, Lightning Reflexes.

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

Bard Spells Known (3/4/3; save DC 14 + spell level): 0—*detect magic, ghost sound, lullaby, mage hand, prestidigitation, read magic;* 1st—*cure light wounds, feather fall, hypnotism, silent image;* 2nd—*enthrall, glitterdust, hypnotic pattern.*

Sissifiss casts arcane spells as a 6th-level bard and has the bardic music ability as a 6th-level bard.

Spell-Like Abilities: 3/day—*darkness, hallucinatory terrain* (DC 18), *knock, light;* 1/day—*charm person* (DC 15), *speak with animals, speak with plants.* Caster level 10th. The save DCs are Charisma-based.

Skills: Lillends have a +4 racial bonus on Survival checks.

Possession: Short sword, harp.

K41. TOADIE LAIR

This encounter occurs on or above the surface.

Special Note: Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 15 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ⅓ flight speed (75 ft. per round).

This partial dungeon room opens onto a wide, deep lake to the east. It is around the corner from a large bog to the west, and many humanoid footprints slop back and forth from that direction. A pile of wet seaweed lies on the floor in the corner, below two makeshift hammocks and next to a stack of discarded egg shells. One bunk is covered in shed scales and smells of rancid fish. Whatever lives here cares little for keeping it tidy.

Initial Attitude: Hostile (if any toadies are present)

Encounter: Thorodin's toadies would prefer to dwell in the bog, which they all find more pleasant than hard dungeon floor, but the dragon sends them away except when giving them orders. Still, they must remain within easy summoning distance, so they live here, just out of his sight.

Sheele sleeps on the seaweed pile on the floor. The eggshells are the remains of his last meal, stolen from the chuul's clutch in Room K31.

When the PCs arrive, roll 1d20 to determine which toadies are present, as follows:

1d20	Toadies Present
1–15	None
16–18	Pif only
19	Sheele and Pif
20	All three — Glug, Sheele, and Pif

If the PCs sweep the Room for items of interest and make a successful DC 30 Search check, they find a loose stone at the foot of the seaweed pile. Beneath it is a hollowed out area where the toadies store their extra weapons and the few items they assumed were too unimpressive to add to Thorodin's hoard.

Encounter Condition: N/A

Tactics: If present, the toadies attempt to take on the PCs themselves, hoping not to have to run to Thorodin to solve their problems. If any of them drops to 4 or fewer hit points, they all flee into the bog, screaming for the dragon's help.

Treasure: The hollow at the base of Sheele's seaweed bed contains 1 light crossbow, 12 crossbow bolts, a set of thieves' tools, 76 sp, 14 cp, a flawed blue quartz gem (4 gp), and the carapace of a dead gemsect (Room K74), which looks to be worth 200 gp, but is in fact worthless. A crumbling book lies on top of the small collection, wrapped in a filthy blanket. The book was once covered in slime, but has been lovingly wiped clean and warmed to preserve the pages. The book is written in Draconic and contains the spells *geas/quest, legend lore,* and *veil.*

EL: 5

Scaling: To increase the challenge of this encounter, add +3 to the result of the roll to determine which toadies are present. To decrease the challenge, subtract –2 from this roll.

K42. THE GRAPPLING WALL

This encounter occurs on or above the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 25 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ⅓ flight speed (75 ft. per round).

A tunnel leads into the collapsed rock to the west, through what appear to be the remains of a collection of impressive statues, all of famed celestial warriors. The statues are broken to bits, and now look like a pile of petrified limbs and torsos buried by history.

Initial Attitude: N/A

Encounter: The statues are magical guardian traps that retain their power despite being dismembered. As the PCs approach within 10 ft. of the tunnel leading west toward the bog, along the wall on either side, the trap activates and the limbs begin moving. They try to grapple the nearest PCs and drag them into the rubble, inflicting melee damage until the victim is dead. One hour after a victim stops moving, the traps let go, dropping the victims' corpses to the floor.

Grappling Statue Trap: CR 5; magical; proximity trigger; automatic reset; +12 melee (1d3+5 plus grapple); Search DC 20; Disable Device N/A. Note: The statues each possess a Strength score of 20, a hardness of 8, 30 hit points, and no Break DC.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, increase the statues' Strength scores to 25. To reduce the challenge of this encounter, allow a DC 20 Reflex save to leap out of the statues' reach when they begin to move.

K43 THROUGH K45. THE ABYSSAL EDGE

The eastern lake extends into Regions H, L, and P, and is the dungeon's largest body of water. Like the western lake, it's infested with the compacted evil crushed or swept aside during the flood, and this evil permeates everything herein. Within this Region, the lake's edge belongs entirely to one creature, a mutated water spider which lairs along the southwestern shoreline (Room K68) and hunts here, in Room K45. This creature is ferocious and long ago drove away all competition within the Section. Other challenges remain, however, waiting to send the PCs to a watery grave.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1–4	A corpse floats by, unrecognizable after being caught directly in a wide spray of highly corrosive acid. *(This is a victim of the water spider — see Room K45).*
5–17	Nothing
18	The hag covey arrives, sweeping through the area in flight *(see Room K7 for details).* All three attempt to grapple a single PC and carry him back to their lair (Room K8).
19	The hag covey arrives, sneaking up on the PCs while invisible *(see Room K7 for details).* They fight only until they have sustained a total of 20 hp of damage between them, then flee toward their lair (Room K8).
20	Thorodin (hp 230) arrives, hovering over the PCs and performing melee attacks until his hit points drop to 199 or below, at which point he tries to snatch up a PC and fly back to his lair (Room K36).

K43. THE WELL OF LAST RESORT

The depth of this encounter is 15 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 10 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

Fifteen feet below the surface is an irregular circle of darkness. It doesn't move, nor approach, but every moment you observe it, you feel a sense of euphoria, as if you're drifting on air. The dungeon falls away around you, and your troubles vanish into the depths...

Initial Attitude: N/A

Encounter: The circle is a well leading down 100 ft. to a chamber that was swallowed into the earth during the flood. The celestials built the trap that plunged the chamber into the earth, knowing that if they ever lost control of this chamber, nothing else would matter. They hoped that if they had to activate the trap, burying the chamber 100 ft. down in a well of magical protection would contain the vile influence of its occupant.

The sunken chamber contains the remains of a powerful demon lord named Vizeed (hp 174), whose researches into new planes of existence revealed cracks between the known realms. These cracks were seemingly empty, but attracted life energy (i.e. character levels), draining them into oblivion. From the moment Vizeed first observed the cracks, he became a conduit for them, sucking the life energy out of all with whom he came into contact. With the energy went experience and memory — those entirely consumed slipped out of history as if they had never existed. Only Vizeed remembered them.

The celestials were aware of the cracks but never investigated them for fear of unleashing them upon the world. When Vizeed's partial victims came to their attention, they hunted him down, eventually trapping him within a magical prison chamber. Upon this prison's completion, they transferred the chamber here. Never did they open the chamber, nor attempt to interact with the demon lord — they were content to let him die in his new home.

Yet Vizeed did not die. He outlived all but his youngest and most powerful jailers, and when the flood came and his chamber was dropped into the earth — into a magical containment apparatus the celestials called the Well of Last Resort — he tried to escape. The Well's magic contained him, and the effort of fighting against it eventually forced him into a deep slumber, in which he remains to this day.

The Well's uppermost end is a 1,000-lb. cover stone displaying a variety of master-level arcane sigils. The stone was constructed to survive any possible attack or catastrophe, and while it has remained largely intact all these centuries, the celestials didn't take into consideration the simple effects of erosion. Over time, the lake water has worn down the sigils to the point that minute amounts of Vizeed's power seep through in a vertical column, up to the water's surface. Now, any character who swims within 25 ft. of this location is affected by a level-drain trap.

Encounter Condition: Submerged

Tactics: If the PCs swim to the lake bed to investigate, they find the cover stone, which may not be moved, but may be broken with enough effort. The stone has a hardness of 10 and 1,000 hit points. If the PCs break the stone, the Well's magical properties fail and Vizeed awakens, ready to stalk the world anew. He leaves the Well and thanks his rescuers, claiming to be a celestial who was trapped in the flood, using his spells and abilities to support his lie. He asks to travel with the PCs until they leave the dungeon, after which he will report the horrible outcome of their grand project. If the PCs refuse or see through his ruse, he *teleports* to the northern boglands and heads north from there. Per the DM's discretion, the party may encounter him again once they are sufficient level to combat him. Vizeed abhors violence, but relishes the gradual decline of those with whom he travels. The DM can use him to spectacular effect by altering future Rooms to contain their former occupants, or the occupants of other rooms, who have fallen victim to Vizeed's terrible presence.

Energy Drain Trap: CR 12; magic device; visual trigger (*true seeing*); automatic reset; always hits; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC N/A; Disable Device DC N/A. Note: All living beings must make another Will save each hour they remain within the trap's area of effect or suffer the trap's standard effects. Any being whose level is reduced to level 0 or less by this trap ceases to exist — though his previous actions still happened, no one except Vizeed remembers him and he may never be resurrected.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, increase the Will save DC of the drain trap by +5. To decrease the challenge of this encounter, reduce the Will save DC of the drain trap by –5.

Vizeed, Greater Glabrezu: CR 13; Huge outsider (chaotic, extraplanar, evil); HD 12d8+120; hp 174; Init +0; Spd 40 ft.; AC 27, touch 8, flat-footed 27; Base Atk +12; Grp +30; Atk +20 melee (2d8+10, pincers); Full Atk +20 melee (2d8+10, 2 pincers) and +18 melee (1d6+5, 2 claws) and +18 melee (1d8+5, bite); Space/Reach 15 ft./15 ft.; SA Improved grab, spell-like abilities, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 21, telepathy 100 ft., true seeing; AL CE; SV Fort +18, Ref +8, Will +11; Str 31, Dex 10, Con 31, Int 16, Wis 16, Cha 20.

Skills and Feats: Bluff +22, Concentration +25, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +24, Knowledge (any two) +18, Listen +26, Move Silently +18, Search +18, Sense Motive +18, Spellcraft +18, Spot +26, Survival +3 (+5 following tracks); Cleave, Great Cleave, Multiattack, Persuasive, Power Attack.

Draining Aura (Su): Anyone within 20 ft. of Vizeed suffers 3 negative levels as long as they are within that area, these negative levels last for 1d6+1 minutes after leaving the area. A successful DC 21 Fortitude save reduces this to 1 negative level. Only one drain from this aura (the highest) may be in effect on someone at any one time. The save DC is Charisma-based.

Improved Grab (Ex): To use this ability, a glabrezu must hit a Medium or smaller opponent with a pincer attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Spell-Like Abilities: At will—*chaos hammer* (DC 19), *polymorph self, dispel magic, mirror image, reverse gravity* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy blight* (DC 19); 1/day—*power word stun*. Caster level 14th. The save DCs are Charisma-based.

Once per month, Vizeed can fulfill a *wish* for a mortal humanoid. The demon can use this ability to offer a mortal whatever he or she desires-but unless the *wish* is used to create pain and suffering in the world, the glabrezu demands either terrible evil acts or great sacrifice as compensation.

Summon Demon (Sp): Once per day a Vizeed can summon 4d10 dretches or 1d2 vrocks with a 50% chance of success, or another glabrezu with a 20% chance of success. This ability is the equivalent of a 4th-level spell. However, Vizeed prefers to be alone and only summons other demons as a last resort.

True Seeing (Su): Vizeed continuously uses *true seeing* as the spell (caster level 14th).

Skills: Glabrezu have a +8 racial bonus on Listen and Spot checks.

K44. THE MARINER'S PASSION

The depth of this encounter is 80 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 20 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

The water here takes on a faint green tint, seemingly drifting up from the lake bed far below. Through the cloud, you're pretty sure you can make out the silhouette of a wrecked sea vessel upon the lake bed.

Initial Attitude: N/A

Encounter: The ship is a shallow-water vessel named the *Mariner's Passion*, which smuggled monsters out of the mountains above for sale in distant lands. The ship was caught up in the flood, sucked into the dungeon, and dragged along the lake bed to this location. Much of its hull and many of its occupants were left behind to the east, though its most secure inner cargo hold remained intact until its final collapse. The hold's occupants — a dozen digesters — were killed during the flood. Their rotting bodies sank into the lake bed and combined with the crushed remains of the demon prisoners to spawn a waterborne contagion called *waxman's disease*.

Waxman's disease causes the victim's flesh, muscle, veins, and other soft parts to partially dissolve, drooping like wax over low heat and allowed to cool. Though the victim's flesh recovers some of its elasticity, it remains forever spongy, reducing bodily strength and appearance.

♦ **Waxman's Disease**—Contact, Fortitude DC 20, incubation period 1 day, damage 1d4 Con and 1d4 Cha (½ is permanent, rounded down).

Encounter Condition: Diseased (waxman's disease) 20, Submerged

Tactics: N/A

Treasure: With a successful Search check, the PCs find the captain's quarters, within which is a safe requiring a successful DC 20 Open Lock check to access. Inside are the spoils of the ship's last voyage: 100 pp.

EL: 8

Scaling: To increase the challenge of this encounter, make all of the disease's damage permanent. To decrease the challenge, make only ½ of the disease's damage permanent (rounded down).

K45. THE SHADOW IN THE WAVES

The depth of this encounter is 80 ft. below the surface.

Special Note: If the PCs are at or above the lake's surface and Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. The first time these conditions apply while the PCs are not trying to hide, and for every 10 minutes they continue to apply, Thorodin makes a Spot check (DC 25 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. pet round).

A faint green illumination permeates the water beneath you, where a number of attractive glowing fish weave between large stone structures leaning in odd directions. From the east, a shadow creeps through the scene, cutting off your view of the attractive lake bottom. Something *big* is moving beneath you. The water starts to wash outward from your location as the form rises to the surface.

Initial Attitude: Hostile

Encounter: These waters are home to the second most powerful creature in the Region, a Gargantuan water spider (hp 132) that has been severely mutated by the corrupted lake bed. With barbed legs, a hardened hide, and a vicious acid spray attack, this beast is a formidable foe that feeds upon creatures of any race who wander into its territory.

While the fish in this Room glow, they are harmless and have no other special properties. Likewise, the stone structures below are insignificant ruins destroyed by the flood, and of no interest.

Encounter Condition: Fear 20, Submerged

Tactics: The creature recognizes movement within its territory and swims into position beneath it, rising suddenly to attack with its acid spray. It follows up by biting each PC in order of proximity, then leaving them to drift to their sizzling death while it attends to the others. When all the intruders drift motionless, the water spider begins collecting and depositing them in its lair (Room K68). If any PCs resist after being bitten, the spider rakes them repeatedly with its barbed legs until their bodies are destroyed.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, increase the Fortitude save to resist the water spider's poison to 35. To decrease the challenge, remove the water spider's acid spray attack.

♛ **Mutant Gargantuan Water Spider:** CR 9; Gargantuan vermin (aquatic, amphibious); HD 16d8+64; hp 132; Init +3; Spd 30 ft., climb 20 ft., swim 50 ft; AC 19, touch 9, flat-footed 16; Base Atk +12; Grp +31; Atk Bite +15 melee (2d8+10 plus poison); Full Atk +15 melee (2d8+10 plus poison) and +10 melee (1d12+6, barbed forelegs); Space/Reach 20 ft./15 ft.; SA acid spray, poison; SQ Damage reduction 4/—, darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +12, Ref +8, Will +5; Str 25, Dex 17, Con 19, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +14, Hide –5, Jump +7, Move Silently +0, Spot +4.

Acid Spray (Ex): Free action, can only be used every 1d4+2 rounds, 40 ft. cone, 4d6+4 acid damage, Reflex save (DC 22) for half. The save DC is Constitution-based.

Poison (Ex): A monstrous spider has a poisonous bite, Fortitude save DC 30, inflicts 2d6 Strength initial and secondary damage. The save DC is Constitution-based. Includes a +8 racial bonus.



K46 THROUGH K74. THE SOUTHERN DUNGEON

Some of this Region's original dungeon rooms survived the flood, though circumstance and events since have flushed all but a few occupants and monsters from their confines. Further, while the flood didn't sweep through these chambers, the quake caused by its passing collapsed many of the rooms that once dotted this Section. These extra rooms are not shown on the map for this Region, and are left to the DM to devise should the PCs start digging.

RANDOM ENCOUNTERS FOR THE SOUTHERN DUNGEON

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The PCs briefly feel a psychic 'tug' toward the *crystal of vile attraction* (see Room K1 and the sidebar on page 543).
2	The PCs hear the distant howl of a wolf from the east. (This is the barghest lairing in Room K69.)
3–4	A strange series of glyphs emerges from the walls, ceiling, and floor for 10 ft. in all directions of the PCs' current location. Activated by something the PCs said or did when they appeared (per the DM's discretion), these glyphs are written in Celestial, and describe something about the location as it was when the dungeon prison was whole (again, per the DM's discretion). The glyphs should not relate to the PCs' current situation unless the DM wishes to give them a hint, or provide a red herring. The glyphs remain active for 1 minute, during which time they glow with the intensity of a torch. There are countless ways to activate countless series of glyphs, following celestial logic, not human reason. Thus, the PCs should not be able to trigger additional glyphs unless the DM wishes them to.
5–15	Nothing
16–18	The ceiling is unstable in this area and collapses upon the PCs as they move through. **Collapsing Ceiling Trap:** CR 6; mechanical; location trigger; no reset; multiple targets within a 20 ft. × 20 ft. area (8d6 + pinned); DC 22 Reflex save avoids; Search DC 15; Disable Device DC N/A. DC 25 Craft (stonemasonry) check repairs.
19	The hag covey arrives, sweeping through the area in flight (see Room K7 for details). All three attempt to grapple a single PC and carry him back to their lair (Room K8).
20	The hag covey arrives, sneaking up on the PCs while invisible (see Room K7 for details). They fight only until they have sustained a total of 20 hp of damage between them, then flee toward their lair (Room K8).

K46. KILLED AT SHORE

This encounter occurs above the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 25 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

A former adventuring party lies on the shore of a subterranean lake, their packs missing and their clothes ripped apart by inhuman hands. The bodies seem to have been defiled with torches or brands, as if their murders had been personal.

Initial Attitude: Hostile

Encounter: The murders were anything but personal and the fire sores were not made with brands or torches. A group of thoqqua (hp 16 each) dwell in the rock face above the bodies, attracted by the presence of the tanaa'ryl in Room K19 (though they don't realize this and haven't found the strange mineral deposit yet).

The bodies are indeed those of a former adventuring party who entered this location from the west, only to be attacked by the thoqqua from behind (a fate the PCs are likely to suffer unless they enter the Region backwards). After the party died, their bodies were ransacked by the servants of a powerful green dragon living in the boglands to the east (*see Rooms K36 and K41 for details*).

Encounter Condition: N/A

Tactics: The thoqqua spring out of small holes burned into the rock face when the PCs exit the western tunnel into this Room. Acting entirely on instinct, they fight to the death.

Treasure: Frightened away by the thoqqua before they could search around the bodies, the toadies left behind 2 *potions of water breathing*, which rolled free of the party's packs when they were killed.

EL: 9

Scaling: To increase the challenge of this encounter, add 4 thoqqua. To decrease the challenge, remove 4 thoqqua.

Thoqqua: CR 2; Medium elemental (earth, extraplanar, fire); HD 3d8+3; hp 16; Init +1; Spd 30 ft., burrow 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +2; Grp +4; Atk +4 melee (1d6+3 plus 2d6 fire, slam); Full Atk +4 melee (1d6+3 plus 2d6 fire, slam); SA Heat, burn; SQ Darkvision 60 ft., elemental traits, immunity to fire, tremorsense 60 ft., vulnerability to cold; AL N; SV Fort +4, Ref +2, Will +2; Str 15, Dex 13, Con 13, Int 6, Wis 12, Cha 10.

Skills and Feats: Listen +5, Move Silently +3, Survival +3; Alertness, Track

Heat (Ex): Merely touching or being touched by a thoqqua automatically deals 2d6 fire damage.

Burn (Ex): When a thoqqua hits with its slam attack, the opponent must succeed on a DC 12 Reflex save or catch fire. The save DC is Constitution-based. The flame burns for 1d4 rounds if not extinguished sooner. A burning creature can use a full-round action to put out the flame.

K47. HUNTING MIST

This encounter occurs above the surface.

Acrid green mist fills this entire room, concealing all interior details.

Initial Attitude: Unfriendly

Encounter: The mist operates like a permanent *acid fog* spell. It rises through cracks in the floor (from what demonic source the PCs can only guess). The Room is also home to a belker (hp 55) who finds the acidic mist homelike and comforting. The belker is immune to the acid, but most likely the PCs are not.

Encounter Condition: Concealment (total), Fog 5

Tactics: The belker benefits from total concealment unless the PCs somehow part or drive off the mist (with a *gust of wind* spell, for example). The Room refills with mist in 1d4+2 rounds, even if the PCs attempt to cover the cracks in the floor (there are hundreds of cracks, most of which are not easily visible).

If the belker is attacked directly, it takes smoke form and flees into the cracks in the floor. If the PCs wait it out, attempt to remove or part the mist, or cover the cracks in the floor, the belker attacks, seeing them as a threat to its happy existence. Otherwise, it simply watches them, attempting to remain hidden.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, have the belker use a solid smoke-hand to slam the door shut to trap and attack the PCs, whether they provoke it or not. To decrease the challenge, allow the PCs a DC 18 Fortitude save to resist the acid mist's effects each round.

Belker: CR 7; Large elemental (air, extraplanar); HD 10d8+10; hp 55; Init +5; Spd 30 ft., fly 50 ft. (perfect); AC 22, touch 14, flat-footed 17; Base Atk +7; Grp +13; Atk +11 melee (1d6+2, wing); Full Atk +11 melee (1d6+2, 2 wings) and +9 melee (1d4+1, bite) and +9 melee (1d3+1, 2 claws); Space/Reach 10 ft./10 ft.; SA Smoke claws; SQ Acid immunity, darkvision 60 ft., elemental traits, smoke form; AL NE; SV Fort +4, Ref +11, Will +3; Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +9, Move Silently +11, Spot +9; Alertness, Dodge, Multiattack, Weapon Finesse.

Smoke Claws (Ex): A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 16 Fortitude save or inhale part of the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semi-vaporous menace.

Smoke Form (Su): Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a gaseous form spell (caster level 7th). Skills: Belkers have a +4 racial bonus on Move Silently checks.

K48. IMMACULATE GUARD POST

This encounter occurs above the surface.

The doors to this Room are locked, each requiring a DC 30 Open Lock check to unlock.

This room's floor of green marble is flecked with gold. A sparkling mirror hangs on the east wall and a bed hovers 2 ft. off the ground against the west wall. A single steel door is visible in the opposite wall, a crystal key in its lock. The room is immaculately clean, as if existing apart from the rest of this devastated dungeon.

Initial Attitude: N/A

Encounter: This was once a celestial guard post and resting quarters. The bed grants the benefits of the positive energy encounter condition to any single character who sleeps in it (only 1 character may sleep in the bed at any time). The mirror was once a scrying surface for celestials looking in on prisoners, but lost its power when the celestials linked to it were overthrown and killed.

The Room benefits from a permanent *unseen servant* whose only instructions are to keep everything spotless. As the PCs move through the Room, they may make DC 30 Spot checks. With success, they notice that their tracks and any debris or marks they leave behind gradually vanish behind them.

Encounter Condition: Positive energy (bed only)

Tactics: N/A

Treasure: The steel door may be opened by turning the key currently in the lock. This triggers no traps or ill effects. The small closet beyond contains a celestial weapons rack. This device is invisible, seemingly suspending items in mid-air within the closet. The only item still hanging upon the rack is a *greatsword +1 (+2 vs. demons)*. Unfortunately for any character who wields this weapon, any creature originally imprisoned in the dungeon under the celestial's stewardship associates this weapon with its awful incarceration and focuses all its attacks upon him exclusively.

EL: N/A

Scaling: N/A

K49. DRENCHED TRITON SCOUTS

This encounter occurs on or above the surface.

The southern door leading into this chamber has been smashed in and now hangs off its hinges in splintered ruin. Several feet north of it are the bodies of two tritons, their bodies still drenched, presumably from diving nearby.

Initial Attitude: Hostile

Encounter: The tritons were a scouting party from the colony in the western lake (*Room K22*), who were sent to find allies and resources to use against the green dragon Thorodin. Their quest ended here, when they fell victim to four gray oozes (hp 61 each) formed from the same abyssal pit that spawned the belker in Room K47.

Encounter Condition: N/A

Tactics: The gray oozes are digesting the tritons' bodies and belongings when the PCs enter the room, and go still until the newcomers approach closer (thus the water in the read-aloud text). When the PCs approach within 10 ft., the oozes spill across the floor to wrap around their feet. Unless stopped, the oozes creep up the party's bodies until they block off their air passages, inflicting drowning damage in addition to their standard attacks.

Treasure: Anything of value in this Room, and anything the tritons brought into the Room with them, has been at least partially digested by the gray oozes.

EL: 9

Scaling: To increase the challenge of this encounter, add one gray ooze that clings to the ceiling until the other oozes attack, then falls onto a targeted PC's head, blocking his airway during the first round of combat. [Ambush]. To decrease the challenge, have the oozes attack as soon as the PCs enter, not bothering to lie in wait until the PCs approach.

Gray Ooze: CR 5; Medium ooze; HD 6d10+30; hp 62; Init –5; Spd 10 ft.; AC 5, touch 5, flat-footed 5; Base Atk +4; Grp +5; Atk +5 melee (1d6+1 plus 1d6 acid, slam); Full Atk +5 melee (1d6+1 plus 1d6 acid, slam); SA Acid, constrict 1d6+1 plus 1d6 acid, improved grab; SQ Blindsight 60 ft., immunity to cold and fire, ooze traits, transparent; AL N; SV Fort +6, Ref –4, Will –4; Str 12, Dex 1, Con 21, Int —, Wis 1, Cha 1.

Skills and Feats: —

Acid (Ex): A gray ooze secretes a digestive acid that quickly dissolves organic material and metal, but not stone. Any melee hit or constrict attack deals acid damage. Armor or clothing dissolves and becomes useless immediately unless it succeeds on a DC 16 Reflex save. A metal or wooden weapon that strikes a gray ooze also dissolves immediately unless it succeeds on a DC 16 Reflex save. The save DCs are Constitution-based.

The ooze's acidic touch deals 16 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A gray ooze deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

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

Blindsight (Ex): An ooze's entire body is a primitive sensory organ that can ascertain prey by scent and vibration within 60 feet.

Transparent (Ex): A gray ooze is hard to identify, even under ideal conditions, and it takes a DC 15 Spot check to notice one. Creatures who fail to notice a gray ooze and walk into it are automatically hit with a melee attack for slam and acid damage.

K50. TRITON CAMP #2

This encounter occurs on or above the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 25 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

The northeastern corner of this chamber has fallen into a shallow lake, and gentle waves lap at the remaining stone floor. Someone or something has recently climbed from the lake up into this chamber, and left through the southern door, which stands slightly ajar.

Initial Attitude: N/A

Encounter: This Room was used as a way station by the triton scouts sent to investigate the southern dungeon by their colony (Room K22). After investigating Rooms K51 and K54 (and realizing they could not easily pass through the latter), the tritons took the southern hallway toward Room K49. Other than the footprints leading to the southern hallway, it contains nothing of interest.

Once in the southern hallway, the PCs may make a DC 25 Track check to determine that two tritons made their way west down the corridor and have not returned.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

K51. TRITON CAMP I

This encounter occurs on or above the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 25 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

The northern wall of this chamber has fallen into a shallow lake, and gentle waves lap at the remaining stone floor. Someone or something has recently climbed from the lake up into this chamber.

Initial Attitude: N/A

Encounter: This Room was used as a way station by the triton scouts sent to investigate the southern dungeon by their colony (Room K22). They inspected this Room and then returned to the lake to enter Room K50. Other than the footprints, it contains nothing of interest.

Encounter Condition: N/A

Tactics: Once in the eastern hallway, the PCs with the Track feat are allowed a DC 25 Survival check to determine that two tritons made their way east down the corridor, then returned some time later.

Treasure: N/A
EL: N/A
Scaling: N/A

K52. THE CRYSTAL PITS

This encounter occurs on or above the surface.

Two large pits stretch across the full north-south width of this obsidian-lined chamber. Shards of glass or crystal are wedged into the edge of each pit, and countless claw marks are visible in the stone just below.

Initial Attitude: N/A

Encounter: This Room once served as a prison and a trap. Crystal caps covered each of the 40-ft. deep eastern pits, neutralizing the spells and abilities of the powerful demons they imprisoned. As a safety measure, if either crystal cap were compromised, an enormous obelisk resting on its side at the eastern end of the Room rolled the length of the floor, crushing anything not within the pit.

The earthquake that tore much of the dungeon asunder also shattered the crystal caps, freeing the demon prisoners. The obelisk roller trap remains active, and is triggered by any movement through either of the crystal caps' original positions. The PCs may only notice the Room's eastern wall is in fact a giant obelisk with a successful DC 28 Search check.

Additionally, whenever the obelisk trap is triggered, a crushing wall trap slams shut over the Room's entrance. This second trap only harms those standing in the entrance, but prevents anyone within from leaving unless they make a successful Strength check (DC 40). Up to 8 characters may cooperate to make this Strength check.

- **Obelisk-Roller Trap:** CR 6; mechanical; location trigger; automatic reset; always hits (10d6 crushing); Search DC 30; Disable Device DC 31. Note: The obelisk is as long as the Room is wide, and nothing and no one outside the pits can escape its approach. It moves 30 ft. at the start of each round. Note: This trap is disabled by wedging a Large or larger weapon on either side of the obelisk when it isn't in motion.

- **Crushing Wall Trap:** CR 8; mechanical; location trigger; automatic reset (after 1 hour); no attack roll necessary (20d6 crushing); DC 25 Reflex save avoids; Search DC 33; Disable Device DC 33. Note: This trap is disabled by placing supports with a minimum hardness of 8 within the Room's doorway.

Encounter Condition: Hazardous Footing 15
Tactics: N/A
Treasure: N/A
EL: 9
Scaling: To increase the challenge of this encounter, add a standard 40-ft. spiked pit trap in each of the pits. To decrease the challenge, have the obelisk jam during its first round of movement, traversing only half the Room's length.

K53. THE WARNING GROUNDS

This encounter occurs on or above the surface.

Special Note: If Thorodin is currently at his lair (Room K36), the PCs can see him from here — and vice-versa. Each time the PCs enter this Room without trying to hide, and for every 10 minutes they spend here, Thorodin makes a Spot check (DC 20 + the lowest Hide skill bonus in the party). If the PCs try to hide, Thorodin's Spot check is opposed by the PCs' Hide skills, as standard. With success, he notices the PCs and moves to attack them at ½ flight speed (75 ft. per round).

A tall spike dug into this long stretch of shoreline props up the remains of a human-sized black-skinned beast. What looks like they were once wings have been ripped from its body. Its twisted frame is covered in cuts and bruises, and the left side of his chest has collapsed under some incredibly forceful strike. A fierce electrical burn runs across his right shoulder and up its neck, searing his face. One eye is missing, melted from the socket.

Initial Attitude: Indifferent

Encounter: This pitiful creature is [was] a harpy. Days ago, she was ambushed and blindsided by Thorodin and left for dead. The electrical burns are the result of Thorodin's *shocking grasp* spell. Like a child catching a butterfly, Thorodin tortured the harpy for hours, seeing what it was made of, ripping off its wings and spiking it in the mud.

Encounter Condition: N/A

Tactics: A successful DC 30 Knowledge (nature) check identifies the creature as a harpy, with horns and thick skin. Gasping for breath and waiting to die, the harpy whispers in a lilting voice to whomever will listen.

A weak, croaking voice speaks through bubbles of blood. "The green-skin... he is... he is ambitious and cruel. Strike him down and you shall be gods... among..."

At this point the harpy dies. No amount of first aid or magic brings her back.

Treasure: Around the neck of harpy is an *amulet of nondetection*. Blackened by the Thorodin's acid is fused to the skin. It does not radiate magic, but a DC 30 Appraise check reveals that it is valuable (1,500 gp or more), if for nothing else, the rare black emerald in the center (something else Thorodin missed). The PCs may never realize what the necklace is, by anyone carrying it or wearing it gains its benefit.

The amulet is not perfect. Damaged long ago, it failed to protect the harpy as well as it should have. Each day, there is a 5% chance that the amulet doesn't work for 24 hours. While the PC wearing the item will never know this, the DM should secretly check everyday at midnight.

EL: N/A

Scaling: N/A

K54. PRISON CHECKPOINT

This encounter occurs on or above the surface. All doors leading into this room are propped open.

The stone walls of this large chamber are mostly covered in corroded copper metal panels. More copper panels have been wrenched free and lie upon the floor, which sports several charred skeletons. Some of the skeletons are clad in chainmail or leather, while others wear no armor at all.

Initial Attitude: N/A

Encounter: The copper panels within this Room are part of a simple trap designed to injure living beings while leaving constructs such as the inevitables and their golem minions unharmed. The trap targets anyone touching or passing between the copper plates.

The skeletons are the remains of elves from Region H that entered from the southeast. Although elves are notably alert creatures, the trap here was too much for them and they fell victim to the Room's defenses, but not before ripping free a few of the panels. This has reduced the trap's effectiveness, but only slightly. More work is required to fully disable it.

Encounter Condition: N/A

Tactics: N/A

Treasure: Each of the 20 copper panels is 2 ft. × 2 ft., weighs 3 lbs, and is worth 100 cp. The bodies carry typical adventuring gear, but nothing magical beyond three *potions of cure light wounds*. The DM is welcome to add any mundane items, such as arrows, that the PCs might need.

EL: 9

Scaling: To increase the challenge of this encounter, have the *lightning bolt* trap attack from 2 different locations each time it's triggered. To decrease the challenge, reduce the Disable Device DC of the lightning bolt trap by –10.

♦ **Lightning Bolt Trap:** CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*empowered maximized lightning bolt*, 15th-level wizard, 60 + 5d6 electricity, DC 18 Reflex save half damage); Search DC 15; Disable Device DC 35. Note: This trap is disabled by prying the copper panels from the wall without coming into direct contact with them.

K55. UNSTABLE GUARD POST

This encounter occurs on or above the surface.

The passageway opens up as it makes a right-angle turn, forming a small room filled with wisps of mist. A cabinet on the western wall holds many weapons.

Initial Attitude: N/A

Encounter: This Room was once a guard post, but it's become a hazard. The mist rises from several fissures along the southern wall, where noxious gases filter up from a small gas pocket 60 ft. below. If anyone steps into this chamber, the floor collapses, plunging the cabinet and any entering PCs into the source of the gas.

♦ **Pit Trap:** CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC N/A.

♦ **Poison Gas**—Inhaled, Fortitude DC 15, initial damage unconscious, secondary damage 1d6 Con. Note: All victims must make another successful Fort save every five minutes they remain within the pit or suffer this poison's secondary damage.

Encounter Condition: Drafty

Tactics: N/A

Treasure: The cabinet contains four spears, four longswords, four daggers, and three small steel shields. All are standard weapons with no magical qualities. There is a 15% chance per item it is masterwork.

EL: 4

Scaling: To increase the challenge of this encounter, have the corridors on both sides collapse out to 10 ft., potentially sending cautious PCs into the pit as well. To decrease the challenge, allow the PCs a DC 30 Spot check to notice a number of cracks and fissures in the floor as they enter.

K56. REFUGE

This encounter occurs on or above the surface.

All doors to this Room are locked and barred, each requiring a DC 30 Open Lock check to unlock and/or a DC 22 Strength check to open.

Five hulking beasts stand hunched and waterlogged. They hover and stand guard over four battered elves shackled to the north wall. The elves have light-blue skin and webbed fingers. Three of them have their jaws broken and the other's leg has been removed. The beasts look ready to deliver killing blows.

Initial Attitude: Hostile

Encounter: The fives creatures are merrow guards (hp 55, 49, 47, 44, 44), who captured the elves and don't know what to do with them. Instead, they've been having fun with their "toys" and decided to beat on them a little. Most likely, the aquatic elves will be given to Thorodin as an offering, but at the moment they are too enraptured with their abuse to think that far ahead.

The aquatic elves (hp 8, 6, –1, –4) are near death. Messengers from Region L, they were trying to reach the tritons, when these five merrow ambushed them and dragged them inside. Two of the aquatic elves are near death. Unless the PCs hurry, they will surely die.

Encounter Condition: N/A

Tactics: The merrow most likely hear the PCs coming, but allowed them DC 20 Listen checks to see if they are surprised. Once combat begins, the merrow realize that more offerings to Thorodin might be better. They attack the PCs instantly, still pumped from the previous fight with the aquatic elves.

They charge the PCs head on and use their brute strength to overpower the PCs. The leader takes on the strongest PC, while the others spread out and find a kill of their own. If they outnumber the PCs, then two share the weakest PC for an easy kill.

Treasure: The merrow placed a pile of weapons and gear in the corner after they captured the aquatic elves. They have yet to sort it, so the PCs have about 50 lbs. of wet gear to sort through. Beyond a few arrows and swords, there are three scrolls — *blade barrier*, *control water*, and *remove curse* — in a waterproof scrollcase.

EL: N/A

Scaling: To increase the challenge of this encounter, add two merrow. To decrease the challenge, have the strongest aquatic elf get loose during the fight and attack a merrow from behind.

Aquatic Elf, War 2: CR 1; Medium humanoid (aquatic elf); HD 2d8; hp* 8, 6, –1, –4; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +3; Atk +3 melee (1d3+1, unarmed); Full Atk +3 melee (1d3+1, unarmed); SA —; SQ Aquatic elf traits; AL CG; SV Fort +3, Ref +1, Will –1*; Str 13, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +2, Listen +3, Search +4, Spot +3; Weapon Focus (longbow).

Merrow Ftr 3: CR 6; Large giant; HD 4d8+11 + 3d10+6; hp 55, 49, 47, 44, 44; Init +3; Spd 20 ft., swim 40 ft.; AC 16, touch 8, flat-footed 16; Base Atk +6; Grp +16; Atk +12 melee (1d8+9/×3, longspear); Full Atk +12/+7 melee (1d8+9/×3, longspear); Space/Reach 10 ft./10 ft.; SA —; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +10, Ref +1, Will +2; Str 22, Dex 8, Con 16, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +6, Listen +2, Spot +3; Blindfighting, Improved Initiative, Toughness, Weapon Focus (longspear).

K57. CHAIN CELL

This encounter occurs on or above the surface.

The thick stone door to this dusty chamber is covered in glyphs, and stands slightly ajar. Inside the room, many thick chains hang upon the wall and ceiling. The chains are covered in gristle and dried black blood.

Initial Attitude: N/A

Encounter: The glyphs read, "Gatarana, whose strength comes from the earth," which can be deciphered with a successful DC 25 Decipher Script check.

This was once the cell of a powerful creature that died during the flood. The cell's enchantments remain active. When anyone enters, the 20-ft. chains animate, attempting to grapple the intruder's limbs. When two or more chains successfully grapple the character, they pull toward their respective walls, suspending and immobilizing the victim in the center of the room. The chains continue to pull at the victim's limbs thereafter, and since the cell was designed to imprison superhumanly strong creatures, the victims may eventually die. Indeed, the blood and gristle within the room are the remains of those caught and ripped apart.

The room contains 8 enchanted chains, and can therefore suspend and immobilize up to 4 characters.

Chain Trap: CR 4; magical; location trigger; automatic reset; +15 ranged touch (1d10 + grapple — Str 26); Search DC 26; Disable Device N/A.

Chain: hardness 10, hp 30, Break DC 30.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add 4 chains, allowing 2 additional characters to be captured. To decrease the challenge, animate only 2 chains during each round and allow only 4 chains to be active at any time.

K58. FIRE CELL

This encounter occurs on or above the surface.

The door to this chamber is a slab of granite covered in glyphs. A silver chain stretches from a hook on the door a few inches off the ground to the door immediately across the hallway. The floor between the doors is charred and shattered. Through a 2-ft.-wide hole in the door, you glimpse six sets of shattered manacles hanging upon the wall. Scorch marks cover the chamber's interior walls near the manacles.

Initial Attitude: N/A

Encounter: The glyphs read, "Stenarri, creature of fire," which can be deciphered with a successful DC 25 Decipher Script check.

This was once the cell of a powerful fire demon. It is magically linked to the cell across the corridor (Room K61). The cell's enchantments remain active. When the temperature of one room rises, the chain draws heat from the warmer room into the cooler room, keeping the temperatures of both constant.

When Stenarri was still imprisoned in this cell, this heat siphon weakened it and prevented its escape. Likewise, heat forced into the ice demon Ahbonet's cell weakened that creature (*see Room K61*). During the earthquake, the magical link between these Rooms was broken for several minutes, allowing the prisoners to escape into the hallway, where they fought to the death. The demons' remains have since dissolved between the corridor stones, though a successful DC 24 Search check finds the bizarre stains left behind.

Within this Room, all fire damage is reduced to ½ standard (rounded down), and if any fires erupt or enter this Room, their temperature is siphoned to Room K61 at the rate of 1 degree Fahrenheit per round. This slow rate of transfer prevents fire-based damage from transferring to occupants of Room K61.

Encounter Condition: N/A

Tactics: N/A

Treasure: If the silver chain is removed, the magical link is permanently broken. The chain itself is not magical, but may be sold for 500 gp. It is 10 ft. long and weighs 10 lbs.

EL: N/A

Scaling: N/A

K59. BLADE CELL

This encounter occurs on or above the surface.

The wooden door leading into this cell lies in splinters in the outer corridor. Several daggers are scattered across the floor of the chamber beyond, and the far wall bears deep wounds, as if numerous objects had been powerfully thrust into it.

Initial Attitude: N/A

Encounter: This was once the cell of a powerful flesh demon, which was pinned to the wall with magical daggers. During the earthquake that ravaged the dungeon, this creature was shaken free and fled.

Encounter Condition: N/A

Tactics: N/A

Treasure: Each of the blades on the floor is a *+1 dagger* made from a different material. The materials are gold, silver, brass, cold iron, adamantine, holy diamond, lawful coral, chaotic granite, good wood, and evil opal.

EL: N/A

Scaling: N/A

K60. WATER CELL

This encounter occurs on or above the surface.

The door is barred from the outside, requiring one move-equivalent action to open.

The door to this chamber is a slab of granite covered in glyphs. Just beyond the door rests a silvery veil, perhaps the edge of a magical field of some kind. The chamber is barren but clean. Its walls and floor are unadorned, while its ceiling is pierced by scores of 1-in. diameter holes, all somehow closed or blocked.

Initial Attitude: N/A

Encounter: The glyphs read, "Rifidar, creature of air," which can be deciphered with a successful DC 25 Decipher Script check.

This was once the cell of a powerful air demon, which escaped during the earthquake that broke open the dungeon. The magical field in this room is a modified and permanent *wall of force*. Anything may enter the Room except for free-flowing liquids. While a person may step through without difficulty, the flask of water upon his belt may not. Anyone attempting to force a container of liquid into Room, bursts the container. If a wet character enters, he finds himself suddenly dry, the liquid sheered off his skin and out of his clothes and hair and dropped to the floor outside.

At the start of the round following anyone's entry into the room, the ceiling holes open, releasing a flood of water into the chamber at a rate of 3 ft. per round. The *wall of force* keeps the water from spilling out into the corridor, ensuring the room will eventually fill to the ceiling. During the first two rounds of flooding, any occupant of the room must make a DC 16 Strength check to pull through the *wall of force* and exit into the corridor. Following the second round of flooding, any character within the room must make a successful DC 15 Swim check or DC 20 Strength check to move more than 5 ft.

At the end of the third round of flooding, when the chamber is completely flooded, the temperature suddenly drops, freezing the water and inflicting 6d6 points of cold damage upon each character within the room. Thereafter, each character begins suffocating and must make a successful DC 35 Strength check to leave the Room.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, increase the DCs of all Swim and Strength checks by +5. To decrease the challenge, have the Room flood at a rate of 1 ft. per round, filling in 9 rounds.

K61. ICE CELL

This encounter occurs on or above the surface.

The door to this chamber is a slab of granite covered in glyphs. A silver chain stretches from a hook on the door a few inches off the ground to the door immediately across the hallway. Through a 2-ft.-wide hole in the door, you glimpse two sets of shattered manacles hanging upon the wall. The chamber is otherwise empty and unremarkable.

Initial Attitude: N/A

Encounter: The glyphs read, "Ahbonet, creature of ice," which can be deciphered with a successful DC 25 Decipher Script check.

This was once the cell of a powerful ice demon, and is magically linked to the cell across the corridor (Room K58). The cell's enchantments remain active. When the temperature of one room rises, the chain draws heat from the warmer room into the cooler room, keeping the temperatures of both constant.

Decades ago, when Ahbonet was still imprisoned in this cell, this cold siphon weakened it and prevented its escape. Likewise, cold forced into the fire demon Stenarri's cell weakened that creature (*see Room K58*). During the earthquake, the magical link between these rooms was broken for several minutes, allowing the prisoners to escape into the hallway, where they fought to the death. The demons' remains have since dissolved between the corridor stones, though a successful DC 20 Search check finds the bizarre stains left behind.

Within this room, all cold damage is reduced to ½ standard (rounded down), and if any ice or other sources of cold are created or enter this room, their temperature is siphoned to Room K61 at the rate of 1 degree Fahrenheit per round. This slow rate of transfer prevents cold-based damage from transferring to occupants of Room K58.

Encounter Condition: N/A

Tactics: N/A

Treasure: If the silver chain is removed, the magical link is permanently broken. The chain itself is not magical, but may be sold for 500 gp. It is 10 ft. long and weighs 10 lbs.

EL: N/A

Scaling: N/A

K62. EMPTY CELL

This encounter occurs on or above the surface.

A stone door banded with metal strips hangs from one hinge, revealing a barren cell. Deep scratches mark where a series of glyphs once existed on the door, but they are now illegible. Short lengths of chain litter the floor of the cell.

Initial Attitude: N/A

Encounter: This was once the cell of a powerful succubus, which was bound in cold iron and escaped during the earthquake that broke open the dungeon. The succubus' residual aura remains within the room, operating like *emotion* (*friendship*) — 20th-level caster.

Encounter Condition: N/A

Tactics: N/A

Treasure: Though broken, the chains within the cell are cold iron and worth a great deal. They weigh 10 lbs. and have a value of 3,000 gp.

EL: N/A

Scaling: N/A



K63. REST AREA

This encounter occurs on or above the surface.

The secret door to the east can be found by the PCs with a DC 30 Search check. From the west, the door is disguised as a part of the beautiful horizon and opening it requires the PCs to press a star in the night sky. From the east, the door blends into the corridor wall and opening it requires the PCs to pull and twist a loose stone.

The room ahead appears to be a outdoor hillside gleaming in the moonlight, but that can't be… can it? Have you finally found a way out of this accursed dungeon?

Initial Attitude: N/A

Encounter: The celestials built this room as a comfort for guards who had to remain in the prison for long periods of time. It radiates powerful magic, but has no special properties outside depicting a very realistic outdoors location.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

K64. CHAINS OF REMORSE

This encounter occurs on or above the surface.

The north door to this room is broken open from the inside. The south and east doors to this room are magically sealed, each requiring a DC 30 Use Magic Device check to unlock. Opening a magically sealed door requires the PCs to stand with their backs against the door and mutter a standard *dispel evil* spell backward.

A passageway curves away from you to the left and right, the walls gleaming with a highly metallic sheen like polished mirrors. As you move through the passageway, your images reflect back and forth between the walls dozens of times, each time slipping a little further away from your true appearance.

Initial Attitude: N/A

Encounter: This enchanted corridor targets anyone who enters with a *confusion* spell as cast by a 15th-level sorcerer. If this causes any PC to attack the nearest creature and the PC is adjacent to a mirrored wall, he attacks the mirror. The mirrors have a hardness of 50 and 100 hit points per 5-ft. length, and are unlikely to be damaged by any attack the PCs can muster. When the damage of any attack is absorbed completely by the mirror's hardness, the attacker suffers the damage instead.

Each door leading out of the corridor — except the one to the west that leads into the central area — is affected by a permanent *sequester* spell as cast by a 15th-level sorcerer. Anyone who moves along the mirrored outer wall with one hand upon it quickly discovers the hidden doors.

The door leading to the central area is unlocked but trapped. When anyone opens it, a powerful gust of wind pulls them through the doorway and into the central area — a 200-ft. shaft ending in a bed of wicked, twisting spikes. Fortunately, many chains extend across the shaft at three different intervals, giving the victim a few chances to catch himself before he is skewered at the bottom. Each set of chains leads to the manacled remains of a demon or devil suspended within the shaft.

These creatures — demons and devils the celestials viewed as so evil that they deserved an eternity of suffering — were incarcerated here as the ultimate punishment. The shaft is is affected by a permanent *clairvoyance/clairaudience* spell as cast by a 20th-level sorcerer. Anyone within experiences random scenes of carnage from the victim's perspective. These scenes are all real, snapshots taken from a thousand Planes and realms across reality. Some of them defy explanation; others are grisly beyond anything the Prime Material Plane has to offer. The scenes play out over the shaft's surface, preventing those within from looking away by any means other than closing their eyes (and even then, they can still hear and feel them, and therefore still stuffer their full effects).

The scenes begin to play out at the start of the round after the *gust of wind* trap is triggered, and remain active so long as any character remains alive in the shaft. While exposed to the scenes, a character is staggered and shaken, which further complicates the long trip back up the shaft (assuming, of course, the fall didn't disable him in the first place).

The shaft's walls are sheer and feature no hand- or footholds, preventing use of the Climb skill to scale them. The only way out of the shaft is through the use of natural or magical levitation or flight, or an ingenious use of another spell or item, per the DM's discretion.

The shaft plays one final trick upon its occupants — it acts as a one-way portal from each scene displayed, should the victims or creatures involved succeed with a Spot check (DC 30) and use a full-round move to leap through. This portal opens randomly, once per scene, and remains open for 1 round only. The DM may use this contrivance to introduce new PCs to a reduced party, or introduce a new high-level party to the middle of the dungeon first.

- **Wind Trap:** CR 2; magical; location trigger; automatic reset; no attack roll necessary (dragged into shaft); DC 15 Fort save avoids; Search DC 20; Disable Device N/A.

- **Spiked Pit Trap:** CR 6; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20. Note: During his fall, a PC may make a DC 16 Reflex save to catch himself on one of the chains stretching across the shaft. With success, he catches himself 20 ft. below, suffering 2d6 falling damage in the process. With failure, he may make a second Reflex save (DC 25) to catch himself on one of the chains 30 ft. deeper, suffering 5d6 falling damage in the process. With failure, he may make one last Reflex save (DC 35) to catch himself on one of the chains 30 ft. deeper, suffering 8d6 falling damage in the process. If he fails this final Reflex save, he suffers the trap's full damage.

Encounter Condition: N/A

Tactics: Recently, a minor kyton devil named Skatakanata attempted to rescue one of the shaft's prisoners, an bone devil named Bakaranan. He arrived too late, and has since moved on to Region L.

Treasure: The remains at the bottom of the shaft jointly hold *a wand of cure moderate wounds* with 12 uses remaining, a dozen well-cut moonstone gems worth 65 gp each, 143 gp, and 59 sp.

EL: 7

Scaling: To increase the challenge of this encounter, increase the DC of the Fortitude save to resist the wind trap's effects to 20. To decrease the challenge, remove the spikes from the pit trap.

K65. UNSTABLE CELL

This encounter occurs on or above the surface.

Both secret doors leading to this corridor can be found by the PCs with a DC 25 Search check. Opening each door requires the PCs to flip the doors on a horizontal axis before opening them. Additionally, the door to this room is locked, requiring a DC 25 Open Lock check to unlock.

A steel-bound door covered in a series of glyphs remains shut along the corridor's southern wall. It appears quite sturdy, but a finger-thick crack reveals the room's interior — metallic plates around the skeletal form of an enormous bull lie in the center of the bare stone room beyond.

Initial Attitude: N/A

Encounter: The glyphs read, "Baphon, lesser denizen of the blighted realms," which can be deciphered with a successful DC 25 Decipher Script check.

This was once the cell of a half-fiend greater gorgon, and was built to withstand the beast's powerful charges. Originally, each wall, the floor, and the ceiling each had a hardness of 15, 100 hit points, and no Break DC. Since the earthquake, however, the Room's walls have been weak-

ened and no longer fully support the unharmed ceiling. Two rounds after the cell's door is opened, the walls collapse under the ceiling's weight, trapping any characters within under magically dense rubble.

Collapsing Ceiling Trap: CR 5; mechanical; touch trigger (attached); no reset; Atk +20 melee (8d6, stone blocks); Search DC 30; Disable Device DC 30.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: 5

Scaling: To increase the challenge of this encounter, catch the gorgon's final breath between the stones in the weakened walls. When the walls collapse, the gas is released and everyone must make a DC 20 Fortitude save or be turned to stone. To decrease the challenge, allow each PC a DC 30 Spot check to notice the walls' instability.

K66. ETERNAL CHARM

This encounter occurs on or above the surface.

Both secret doors leading to this corridor can be found by the PCs with a DC 30 Search check. Opening each door requires the PCs to flip the doors on a horizontal axis before opening them. Additionally, the door to this room is locked, requiring a DC 25 Open Lock check to unlock.

The only occupant of this cell is a 6-ft. statue of a beautiful woman with wide feathered wings. The statue is captured in a pose of fright, recoiling from the door.

Initial Attitude: N/A

Encounter: The glyphs read, "Gayenen, whose eternal charms were her undoing," which can be deciphered with a successful DC 25 Decipher Script check.

This Room once served as the holding cell for an erinyes devil, but she perished long ago, when the half-fiend gorgon in Room K65 first broke free (thus prompting that cell's current design). When Gayenen attempted to use *charm monster* on the gorgon, it resisted and breathed into her cell, petrifying her forever. With such a fitting outcome, the celestials decided to leave Gayenen within her cell as a museum piece.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

K67. SCORPION CELL

This encounter occurs on or above the surface.

Both doors to this Room are locked, requiring a DC 35 Open Lock check to unlock.

Beyond a long corridor lined with thick spears angled north, you find a stout portcullis blocking the way into a large, tall chamber. Within, an enormous skeleton hangs in chains above a pile of rotted flesh. You think you can hear an irregular clicking sound.

Initial Attitude: Hostile

Encounter: This was once the cell of a twisted devil unclassified by the celestials (for that matter, no creature remotely like it was encountered before or since). The mass of mouths and legs was suspended within this 60-ft. tall chamber and surrounded by simple physical defenses, largely because the celestials had no idea how to contend with it, and partially because they knew it responded to physical pain.

Many centuries later, the devil died, but lacking information about its life cycle, the celestials left it to rot. Eventually, the creature's flesh sloughed off its bones and collapsed to the chamber's floor, where most of it remains today, decaying at an impossibly slow rate.

In time, the earthquake brought many outside creatures into the dungeon, including a monstrous scorpion (hp 104) that made its nest in the enormous flesh pile. The flesh pile accelerated and expanded the scorpion's growth, until it reached its current Huge proportions — too large to leave the room in one piece.

Encounter Condition: Fear 18, Fearless, Negative Energy, Stagnant Air, Unhallowed 2

Tactics: The scorpion clings to the southern wall, 20 ft. above the entrance. When the first approaches the flesh pile some 20 ft. inside the Room, or when someone notices the scorpion, it leaps to the floor in front of the door and engages the intruders in melee. It focuses its attacks on the nearest character, using its claw attacks to immobilize him before it stings him. The creature moves on after each sting, sure that the current victim is dead (even though he might not realize it yet).

The scorpion fights to the death, its mind a delirious haze of violence imparted by the lingering essence of the cell's original occupant. It is immune to the Fear and Negative Energy in the Room.

Treasure: N/A
EL: 6

Scaling: To increase the challenge of this encounter, increase the Fortitude save DC of the monstrous scorpion's poison by +12. To decrease the challenge, reduce the creature's vision to 30 ft.

Monstrous Scorpion, Huge: CR 7; Huge vermin; HD 10d8+30; hp 104; Init +0; Spd 50 ft., AC 20, touch 8, flat-footed 20; Base Atk +7; Grp +21; Atk +11 melee (1d8+6, claw); Full Atk +11 melee (1d8+6, 2 claws) and +6 melee (2d4+3 plus poison, sting); Space/Reach 15 ft./10 ft.; SA Constrict 1d8+6, improved grab, poison; SQ Darkvision 60 ft., tremorsense 60 ft., vermin traits; AL N; SV Fort +10, Ref +3, Will +3; Str 23, Dex 10, Con 16, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +10, Hide –4, Spot +4.

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

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

Poison (Ex): Injury, Fortitude DC 14, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

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

K68. WATER SPIDER'S LAIR

This encounter occurs on or above the surface.

Weak waves wash along this loose grit and gravel shoreline from the vast subterranean lake to the east. Central along the shore is a giant mound of red-stained sand 10 ft. high.

Initial Attitude: N/A

Encounter: The mound is the lair of a monstrous water spider hunting in the eastern lake (Room K45). It contains the bodies of the water spider's victims, one of which is still alive.

If the PCs attempt to climb the mound, they discover that it gives under their weight, and their legs become caught on something buried in it. For each round spent digging into the mound, the PCs discover the body of one victim. The mound contains 10 bodies; roll 1d10 to determine when the live body is found.

The survivor is a lizardman named Sslore (hp 24), who sneaks away from his people in Room K71 to take swims in the eastern lake. With his help, the PCs can circumvent the trap in Room K72, and automatically improve the attitude of the lizardfolk beyond, but only if they perform a successful DC 25 Heal check upon him first.

Encounter Condition: N/A

Tactics: For every minute the PCs spend in this location, there is a 10% chance that the water spider notices them moving about in its lair and returns to attack them.

Treasure: N/A
EL: N/A
Scaling: N/A

SSlore, Lizardfolk Ftr 3: CR 4; Medium humanoid (reptilian); HD 2d8+2 + 3d10+3; hp 24*; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +6; Atk Claw +6 melee (1d4+2) or +7 melee (1d10+3, greatclub) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (1d4+1, 2 claws) and +4 melee (1d4+1, bite) or +7 melee (1d10+3, greatclub) or +4 ranged (1d6+2, javelin); SA —; SQ Hold breath; AL N; SV Fort +4, Ref +4, Will +1; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +4, Jump +14, Swim +14; Dodge, Mobility, Multiattack, Weapon Focus (great club).

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks.

K69. BARGHEST LAIR

This encounter occurs on or above the surface.

The body of a merfolk is sprawled across the rocks at the base of this high collapsed wall. His gray skin is withered like rotting jerky, and he smells of feral sweat.

Initial Attitude: Hostile

Encounter: A pair of barghests (hp 33 each) recently moved north along this shore from Region E, and stumbled across a survivor of the thoqqua attacks in Room K46. How they made it this far is anyone's guess, but far from the political machinations of their brethren, they need only worry about the Thorodin, who they've successfully avoided for months.

Encounter Condition: N/A

Tactics: The barghests lurk in the rocks above the body when the PCs arrive. They use *project image* to make it appear that they are approaching from the southern shore, then leap when the PCs are facing away. The barghests flee to the south when either is reduced to 14 or less hit points.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, replace the barghests with greater barghests. To decrease the challenge, out four potions of cure light wounds in a sack under the merfolk.

Barghest: CR 4; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 6d8+8; hp 36, 34, 30; Init +6; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +9 melee (1d6+3, bite); Full Atk +9 melee (1d6+3, bite) and +4 melee (1d4+1, 2 claws); SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., scent; AL LE; SV Fort +6, Ref +7, Will +7; Str 17, Dex 15, Con 13, Int 14, Wis 14, Cha 14.

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

Spell-Like Abilities: At will—*blink, levitate, misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*. Caster level 6th. The save DCs are Charisma-based.

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

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

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

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

Pass Without Trace (Ex): A barghest in wolf form can use pass without trace (as the spell) as a free action.

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

K70. GOLEM POST

This encounter occurs on or above the surface.

Ten statues of proud warriors stand shoulder to shoulder along each side of this chamber. Every warrior wears an abbreviated loincloth, is armed with a spear, and carries a shield bearing a unique emblem. A 20-ft.-wide banner covers the western wall, bearing an emerald insignia of a rearing bear, and an empty white marble fountain sits in each of the chamber's corners. Each statue bears the head of a hound or eagle.

Initial Attitude: N/A

Encounter: These statues bear the marks of the celestials who built this prison. An honor guard, dedicated to exacting lawful good tenets, was model for these priceless golems that have now fallen into disuse. They no longer function and nothing short of a *miracle* or *wish* can restore them.

Encounter Condition: Hallowed 2, Positive Energy

Tactics: This is an excellent place for the PCs to stop and rest for a while, before moving on.

Treasure: N/A

EL: N/A

Scaling: N/A

K71. LIZARDFOLK REFUGE

This encounter occurs on or above the surface.

The standard door to the north is locked, requiring a DC 30 Open Lock check to unlock. The secret door to the east can be found by the PCs with a DC 28 Search check. Opening the secret door requires the PCs to toggle a nearby foot pedal disguised as a loose stone.

Once a meeting hall or throne room, this chamber contains a 20-ft. high dais to the east, upon which rests an elaborate seat reached by a long flight of winding steps. Seven pillars in the center of the chamber each support another, smaller seat accessible via a short flight of steps. On all sides, platforms extend from the walls at various heights, supported and reached by steep ladders. None of the pillars or platforms rises above the eastern dais. The chamber's walls are a continuous fresco of swirling energy, giving the impression of being in the center of a gale-force windstorm.

Initial Attitude: Indifferent

Encounter: This Room once hosted the highest ranking celestials whenever decisions had to be made. Today, it's a refuge for a tribe of lizardfolk who were driven from the boglands by Thorodin. The creatures have yet to find a new home, and protect this sanctuary with as much passion as they can muster (for a dungeon chamber).

If the PCs saved Sslore from the water spider lair (Room K68), and accompany him here, the lizardfolk's Initial Attitude becomes Friendly and they share basic information about Thorodin and the boglands. Despite good relations, the lizardfolk will not join the PCs or help them fight other forces, including Thorodin. The lizardfolk wish only to find a new home and reestablish their lost culture.

Encounter Condition: N/A

Tactics: Twelve lizardfolk (hp 30 each) sleep on the platforms and pillars, and their leader, Hassslessh (hp 44), sleeps on the dais. When anyone enters the refuge, the lizardfolk remain in these prone positions, hoping intruders will move on quickly. Should anyone climb any stair or ladder within the chamber, the lizardfolk leap down, seeking to kill them quickly. If any enemies remain standing after 2 rounds of combat, the lizardfolk retreat through the secret door to the east, hoping to use their trap in Room K72 to foil any pursuit.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, change the Initial Attitude of the lizardfolk to Hostile. To decrease the challenge, remove four lizardfolk.

Hassslessh, Lizardfolk Brb 5: CR 4; Medium humanoid (reptilian); HD 2d8+4 + 5d12+10; hp 61; Init +0; Spd 30 ft.; AC 15, touch 10, flat-footed 15; Base Atk +6; Grp +10; Atk Claw +10 melee (1d4+4) or +12 melee (1d12+7/×3, *+1 greataxe*) or +6 ranged (1d6+4, javelin); Full Atk +10 melee (1d4+4, 2 claws) and +8 melee (1d4+2, bite) or +12/+7 melee (1d12+7/×3, *+1 greataxe*) or +6 ranged (1d6+4, javelin); SA Rage 2/day; SQ Hold breath, improved uncanny dodge, trap sense +1, uncanny dodge; AL N; SV Fort +6, Ref +4, Will +1; Str 18, Dex 11, Con 15, Int 10, Wis 10, Cha 12.

Skills and Feats: Balance +4, Jump +14, Listen +8, Swim +14, Spot +2, Survival +8; Alertness, Multiattack, Power Attack.

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Uncanny Dodge (Ex): Hassslessh retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Trap Sense (Ex): Hassslessh gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps.

Improved Uncanny Dodge (Ex): Hassslessh can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Lizardfolk Ftr 3: CR 4; Medium humanoid (reptilian); HD 2d8+2 + 3d10+3; hp 30; Init +1; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +4; Grp +6; Atk Claw +6 melee (1d4+2) or +7 melee (1d10+3, greatclub) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (1d4+1, 2 claws) and +4 melee (1d4+1, bite) or +7 melee (1d10+3, greatclub) or +4 ranged (1d6+2, javelin); SA —; SQ Hold breath; AL N; SV Fort +4, Ref +4, Will +1; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Balance +4, Jump +14, Swim +14; Dodge, Mobility, Multiattack, Weapon Focus (great club).

Hold Breath: A lizardfolk can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning.

Skills: Because of their tails, lizardfolk have a +4 racial bonus on Jump, Swim, and Balance checks.

K72. LIZARDFOLK TRAP

This encounter occurs on or above the surface.

Each door to this room is stuck, requiring a DC 15 Strength check to unlock.

As you enter the chamber, you hear a faint click high above, followed by a high-pitched wailing sound as javelins plummet all around you.

Falling Javelin Trap: CR 3; mechanical; location trigger; manual reset; 1d4 javelins attack each PC in the Room 2 rounds after the trap is triggered; +7 ranged (1d6, javelin); Search DC 18; Disable Device DC 18. Note: This trap is disabled by detaching the tension cable at each door and anchoring it to the immobile door frame.

The chamber beyond the trapped door features two other exits, both closed and similarly trapped, as is plainly visible from this side. High above you, many javelins hang from hooks rigged to the door traps, each slightly swaying due to a light breeze within the room.

Initial Attitude: N/A

Encounter: The lizardfolk in Room K71 built this trap to dissuade intruders. If the PCs are accompanied by Sslore (Room K68), he deactivates the trap before the PCs pass through and resets it after they leave.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, double the number of javelins in the falling javelin trap and increase the attack bonus to +12. To decrease the challenge, target each PC with only 1 javelin.



K73. SCALES OF PERSEVERANCE

This encounter occurs on or above the surface.

This chamber's walls and floor are composed of alternating black and red tiles. A large stone sits in the center of the room; balanced across it is a second, plank-shaped stone slab. A thick layer of dust covers every surface.

Initial Attitude: N/A

Encounter: The plank-shaped stone is a balance scale and each tile may be lifted from the floor with a successful DC 14 Strength check. Each red tile weighs 3 lbs. and each black tile weighs 5 lbs. When the scale is perfectly balanced (or just perfectly horizontal), an electrical charge courses through the stone and anyone touching it.

The PCs might assume that the tiles must be stepped upon in a certain order, or that when balanced in a certain way, the scale reveals a hidden passage or truth. Both assumptions are wrong -- the Room was built as an charging station for the inevitables, nothing more.

Scale Trap: CR 4; magical; touch trigger; always hits (*shocking grasp*, 5d6 electricity, 15th-level sorcerer); Search DC 26; Disable Device DC 26. Note: This trap is disabled simply by placing equal piles of cloth below each side of the stone plank to keep the scale slightly off-center.

Encounter Condition: N/A

Tactics: N/A

Treasure: There is one secret within this Room — if every red tile is placed on one side of the scale and every black tile is placed on the other side of the scale, the scale tips in favor of black. When its tip touches the ground while it bears this load, the stone upon which it rests swings open to reveal a *gem of lightning*.

EL: 4

Scaling: N/A

GEM OF LIGHTNING

This magic item is a fist-sized diamond valued at 1,000 gp on its own. When its magical properties are identified, its wielder gains the benefits of a *resist elements (electrical)* spell cast by a 15th-level sorcerer. Additionally, the gem allows the wielder to cast *shocking grasp* (1 charge), *lightning bolt* (3 charges) and *chain lightning* (8 charges), all as a 12th-level sorcerer. The gem contains 19 charges, cannot be recharged, and shatters when its final charge is used.

K74. GEMSECT LAIR

This encounter occurs on or above the surface.

A long chamber opens up to the right, where a locked chest sits upon a low table. The light is dim here, but you catch a faint glimmer from between the cracks in the chest's aging wood.

Initial Attitude: Indifferent

Encounter: The chest is locked, requiring a successful DC 35 Open Lock check to access. Within, the PCs find a pile of glittering gems of many different types, cuts, and sizes — though only a few are real. The rest are a gemsect swarm (hp 24), a unique creature indigenous to this Region.

Encounter Condition: N/A

Tactics: The gemsect swarm remains idle until the PCs touch any of the chest's contents. Then they shift into sudden motion, bursting forth from the chest to gather at the feet of the offending character. Their attitude immediately shifts to Hostile, as they view the character's act as a violation of their lair, and they continue to attack the offending PC and his allies, one at a time, until they are all dead or the swarm is reduced to ½ standard hit points (rounded down), at which point they flee through cracks in the dungeon floor, never to be seen again.

Treasure: The chest contains several true gems, 4 chunks of jade worth 100 gp each, 2 perfectly cut amber stones worth 250 gp each, and 1 black pearl worth 500 gp.

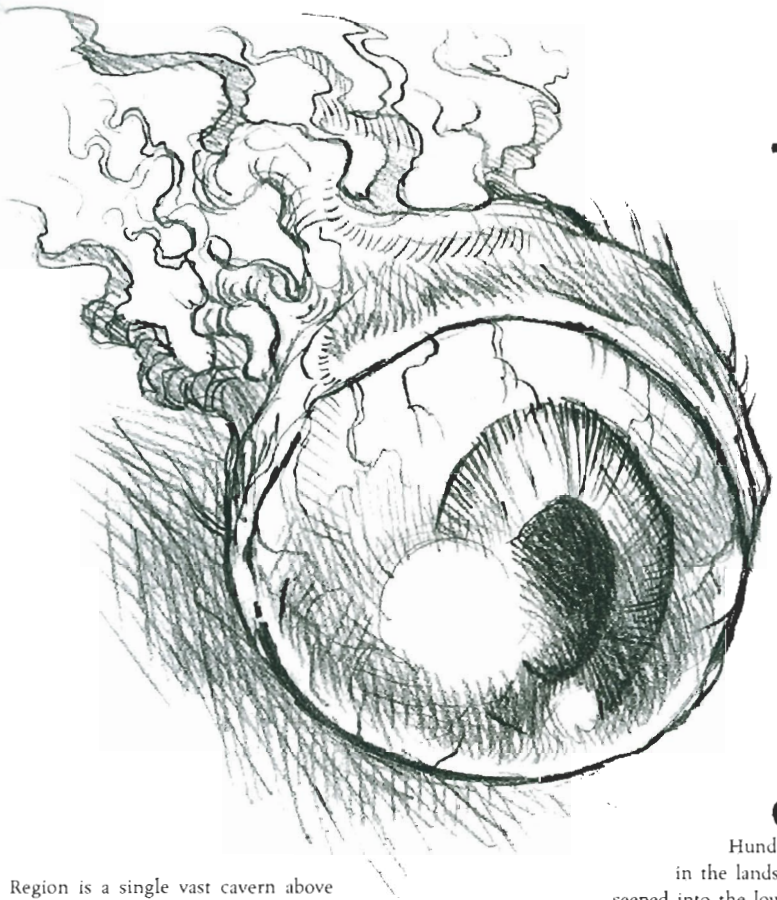
EL: 4

Scaling: To increase the challenge of this encounter, add 1 gemsect swarm to the chest. To decrease the challenge, allow the PCs a DC 30 Spot check to notice that something is wrong with the gems before anyone touches them.

GEMSECT SWARM

This creature appears to be a swarm of beetles whose shells look like beautiful gems. When the gemsects rest, they pull their legs and heads into their shells, completing the illusion.

A gemsect swarm operates like a *summon swarm (beetles)* spell cast by a 12th-level sorcerer. When idle, it looks like a pile of beautiful gems, gaining a +8 Hide skill bonus. When located within an actual pile of gems, the swarm benefits from total concealment, even when moving. Finally, after a gemsect swarm kills, or when it comes across a corpse, it can utterly obliterate all remains within 1 hour, leaving nothing behind to *resurrect*.



REGION L. THE DEEPS

This Region is a single vast cavern above a large expanse of dark water where unknown dangers lurk. Dozens of cells and traps imprisoned powerful creatures in this region, warded against extraplanar contact, for uncounted years. Four centuries ago, a group of derro excavated the area above this Region so extensively that they caused a massive cave-in. Thousands of tons of rock collapsed, killing derro diggers, prisoners, and guardians alike. The disaster cracked open the bed of an enormous lake on the surface, floodinf the area with millions of gallons of water

With the prisoners crushed by the collapse, the celestials abandoned the Region, pulling back to Regions E and G. When the waters swallowed the dungeon, the prisoners' corpses tainted the lake. Their blood seeped into the lakebed and a trace of their demonic souls remained trapped within the lake, their foul essence slowly changing the aquatic victims of the landslide. 400 years later, the abyssal taint continues to warp everything it touches into hideous new shapes with malevolent intelligence.

The most powerful of these creatures is Mahg'Gog, a gargantuan kraken who established control over the other lake monsters, destroying everything that opposed him. Massive monsters such as water elementals and dragon turtles and small tribes of aquatic humanoids such as lacedons (aquatic ghouls), locathah, sahuagin, and scrags (aquatic trolls) all pay fealty to the kraken. Now the kraken yearns to expand its control to Region K to the west, destroying the merfolk and tritons who dwell in the tidal pools there.

However, Mahg'Gog is only a symptom of the true danger within the Region. Hidden beneath the waves, the ruptured wards and glyphs that onced restrained the demons and devils of this Region function perversely. The magical glyphs — crushed under the weight of water — have bound the demonic energies of the dead prisoners, preventing the evil from dissipating. Without an outlet, this taint oozes into the lake creating a festering pool of evil, mutating everything it touches. The only means of cleansing the lake is to either destroy or repair the damaged wards (see Room L9), and destroying the unholy aberrations living there now, before their spawn take control of everything.

CORRUPTING TAINT

Hundreds of demons, devils, and other evil creatures died in the landslide that collapsed the prison. Their foul essences seeped into the lowest portion of the lakebed and slowly eroded the holy energies that once protected Regions K and L. Harmless creatures mutated into terrifying parodies of themselves — fish became locathah, turtles became dragon turtles, the dead became lacedons, and a simple fresh-water squid became the terrifying kraken Mahg'Gog.

The taint continues to affect those who linger here. Hours after entering the waters, visitors begin hearing demonic voices in their heads urging them to perform unspeakable acts. Every 24 hours spent in this Region requires the PCs to make a Will save (DC 10 + 1 per day spent within the Region) or be affected by the demonic *suggestions*. In addition, each failed save causes the PCs' alignment to shift (temporarily) from Good to Neutral, or Neutral to Evil. Evil PCs are not allowed saves and follow the *suggestions* to the letter, whatever they are (DM's discretion). Any time spent upon hallowed or consecrated ground or while under the effects of a *protection from evil* spell does not count for determining the amount of time between saves.

Lastly, PCs who fail the save gain one mutation from the chart below, typically accompanied by superficial changes to his appearance. Each mutation results in 1d3 points of Charisma damage that cannot be restored without a *miracle* or *wish*, except for those marked with a * which cause 1d4 points of Charisma damage and those marked with a ** which cause 1d6 points. If gaining a mutation would reduce a PC's Charisma below 1, his Charisma becomes 1 and he can no longer gain mutations. Mutations can be gained any number of times, unless otherwise specified.

Random Mutations

1d20	Mutation
1	Target creature gains +5 natural armor.**
2	Target creature gains 1d4 Intelligence and loses 1d4 Wisdom.
3	Target creature gains 1d6 Strength and 1d6 Constitution. Target creatures loses 1d6 Intelligence and 1d6 Wisdom.**
4	Target creature gains 2d6 Strength and suffers 1d4 permanent negative levels.*
5	Target creature gains a random 1st-level spell that can be cast 1d4 times per day as [1d8]th-level caster.**
6	Target creature gains Blindsight 60 ft.* This mutation can be gained only once.
7	Target creature gains damage reduction 5/magic.*
8	Target creature gains fast healing 2 and loses 1d6 Constitution.** This mutation can be gained only once.
9	Target creature gains poisonous talons that deal damage based on HD and Size. See Monster Manual™ for details.
10	Target creature gains spell resistance 10+HD.*
11	Target creature gains the ability to detect magic at will.*
12	Target creature gains the aquatic trait and increases its swim speed by 10 ft.
13	Target creature gains the fiendish template as if 1 HD.* If this mutation is rolled again, increase it to 4 HD, 8 HD, and 12 HD respectively. This mutation can be gained only four times.
14	Target creature gains the timeless body ability of a 17th-level monk.**
15	Target creature gains *water breathing*, but can no longer breathe air, suffering drowning out of water.
16	Target creature grows an additional limb and gains Multiattack.** This mutation can be gained only twice.
17	Target creature grows wings and can fly, increasing its flying speed by 10 ft.
18	Target creature increases its base speed by 10 ft. and all other forms of movement (if any) by 5 ft.**
19	Target creature increases its Size category by one and loses 1d4 Wisdom. This mutation can only be gained twice.
20	Twisted mutations wrack the target creature's body. If the target creature succeeds at a DC 30 Fortitude save, it gains 1d8 Con and one class level of sorcerer. If the save fails, the creature suffers 5d20 damage.**

If the wards are restored, these effects cease in 4d4 months, but any mutations already earned are permanent.

Encounter Conditions

Due to the circumstances of this Region, all the encounters suffer from the same global Encounter Conditions. Every Room is Cursed 5 and Submerged. In addition, Rooms below 100 ft. in depth suffer from Extreme Cold. Below 200 ft., the Fortitude save DC for Extreme Cold increases by +5. Below 300 ft., it increases by +10. Beyond that, the PCs are lucky to be alive.

Lighting and Descriptions

Much of the cavern is unlit, with only a few glimmers of light from a small island. All descriptions assume that the PCs bring their own source of light, though fire-based illumination such as torches and candles does not function underwater. None of the creatures are affected by the presence or lack of light.

Each section of this part of the dungeon states the average height of the ceiling and each encounter lists the depth at which the encounter occurs. While the PCs are in this Region, their depth must be tracked. Encounters listed at the depth of the PCs' current position occur as stated but encounters whose depth is either greater or less than the PCs' may attract their attention as well (Spot check, DC 15 +1 for every 20 ft. below the PCs or +1 for every 30 ft. above the PCs. Reduce the base DC of the Spot check by 5 if the encounter includes mention of lights or illumination). Despite this, it is likely that the PCs will miss some encounters within the enormous volume of the lake. Dungeon Masters should feel free to move encounters within a section to provide the PCs with the impression that the lake teems with adventure.

Water Dangers

Any character can wade in relatively calm water that isn't over his head; no check is required. Similarly, swimming in calm water only requires skill checks with a DC of 10. Trained swimmers (5+ ranks in Swim) may just take 10. (Remember, however, that armor or heavy gear makes any attempt at swimming more difficult. See the Swim skill description.)

Fast-moving water is much more dangerous. On a successful DC 15 Swim check or a DC 15 Strength check, it deals 1d3 points of nonlethal damage per round (1d6 points of lethal damage if flowing over rocks and cascades). On a failed check, the character must make another check that round to avoid going under.

Very deep water is not only generally pitch black, posing a navigational hazard, but also deals water pressure damage of 1d6 points per minute for every 100 ft. the character is below the surface. A successful Fortitude save (DC 15, +1 for each previous check) means the diver takes no damage in that minute. Very cold water deals 1d6 points of nonlethal damage from hypothermia per minute of exposure.

Drowning

Any character can hold her breath for a number of rounds equal to twice her Constitution score. After this period of time, the character must make a DC 10 Constitution check every round in order to continue holding her breath. Each round, the DC increases by 1.

When the character finally fails her Constitution check, she begins to drown. In the first round, she falls unconscious (0 hp). In the following round, she drops to –1 hit points and is dying. In the third round, she drowns.

Weather Patterns

A weather pattern has developed within this large cavern, guided by the kraken's magic. A strong wind circulates clockwise around the lake at water level, causing erratic gusts of wind down the tunnels leading away from this Region. Thick banks of fog occasionally coalesce into small clouds which drift unseen in the calmer air high above the lake.

The hot water from the tidal pools of Region K flows northeast to collide with the waters influenced by the glacial temperatures in Region O to the north. The hot water cools, sinks to the bottom and flows to the east. This sets up a strong clockwise current that circulates around the entire lake before the water filters back west through the swamps in Region K.

A powerful riptide exists in the Region in the form of a water elemental. This water elemental is not from the plane of water, but instead a manifestation of the evil permeating the Region and the mixture of hot and cold water. This creates a blanket of fog over the entire lake that limits visibility to anywhere from 15 ft. to 30 ft. Lastly, a Random Encounter in the form of a powerful riptide can be found close to the center of the lake.

EXPLORING THE DEEPS

Many PCs are reluctant to enter a foreign environment, especially one as fraught with dangers as this lake, without a concrete goal or purpose. Since it is easy enough to circumnavigate the lake, here is a list of possible methods of convincing them to dive beneath the waves.

An Artifact. Few rewards entice adventurers like the lure of powerful magical items. Several locations provide information on the four pieces of an artifact (the *watrazor*) lying within the region awaiting reforging.

Challenge. Another useful lure is the possibility of powerful monsters and dangerous situations. Even more than loot, many PCs yearn to overcome enormous obstacles and triumph against terrible odds, so rumors or signs of the creatures who lurk below can draw PCs into the lake.

Mahg'Gog's Plan. The kraken plans to destroy the aquatic humanoids in neighboring region K and they are powerless to prevent it. Only the PCs can eliminate this threat. How they learn of it is entirely up to the DM, but clues can be planted throughout Regions H or K, perhaps in the form of a forward observer sahuagin, or magic radiating off the lake that no one has seen before.

Revenge. The kraken and dragon turtle are might well attack anyone passing through this Region, perhaps killing (or kidnapping) PCs or destroying valuable equipment before returning to their homes in the depths.

Rising Evil. The PCs discover the malign force infesting the lake's waters and mutating its inhabitants. Left unchallenged, the evil could grant the minions the ability to leave the water, subjugating everything surrounding this region. The PCs must find the source of this evil and destroy it.

Search and Rescue. The tritons in Region K have lost one of their scouts who ventured into the lake, or the elves from Region H worry that a sorcerer's *water breathing* spell expired several hours ago. Divination magic only reveals that the person still lives within the lake. Do the PCs answer the call for help?

Search for a Cure. The lake contains dozens of strange species, anyone of which may be the missing ingredient for an elusive cure or the final component for an important spell. The PCs enter the waters to seek out the missing item.

Shrine of evil. Divine magic reveals that somewhere within the lake lies a shrine dedicated to an ancient evil, one that must not resurface. A priest or paladin is entrusted with the task of destroying the shrine (see Room L67).

Tracing the Currents. This relatively small lake possesses a strong current. Spellcasters may realize (Spellcraft check, DC 15) that this tide may serve as a form of ritualistic magic by continually forming a single shape along its length, similar to a three-dimensional *glyph of warding*. To discover the purpose of this magic, they must discover its shape by tracing the current from beginning to end, from surface to lakebed around the entire lake (See "Weather Patterns" for more details). Accidently noticing it one morning after studying a spellbook is the perfect time for an epiphay of this magnitude.

Treasure. Most PCs love acquiring wealth, so rumors of the kraken's fabulous treasure trove hidden beneath the waves could entice them to explore.

L1 THROUGH L4. SAHUAGIN LAIR

While the waters here are fresh rather than salt, the sahuagin who were searching for the *watrazor* carried *necklaces of adaptation* and survived the plummet from the lake above during the cataclysm which brought this lake into being. The necklaces also protect them against the lake's taint. Their leader Sh'iga'torath's (Room L3) alchemical experiments have extended his and his assistants' lives unnaturally. This longevity has allowed Sh'iga'torath to pursue his quest for the *watrazor*. Years passed and they sought the artifact in the ruined lake, discovering that the celestials had split it into four pieces. They devoted their time to recovering two pieces while the aquatic creatures around them grew powerful. Eventually, the monsters struck against the sahuagin, destroying almost the entire tribe.

Now the remaining sahuagin eke out a meager existence within their lair, emerging only occasionally to pay tribute to the kraken. Over the years, the waters warped them. They no longer require their *necklaces of adaptation* to survive in the water, and all of them have the four-armed mutation. Their scales are now a black and green swirl, their fins blood red.

The sahuagin have established a lair in the northwestern part of the lake. It consists of several Rooms which remained intact during the earthquake, but were flooded with water and then slid to the lake bottom. The sahuagin carved a series of shallow rungs into the cavern wall from the entrance to their lair to the surface of the water (Spot check, DC 15 to find the rungs). These serve to speed movement for the sahuagins to their lair and ensure the current does not send them off-course.

The current here moves swimmers 20 ft. to the northeast every round, but anyone pulling themselves down the rungs moves twice the normal rate through the water and is not affected by the current. Composed of jagged rocks, the ceiling is 120 ft. above the surface of the water and shows signs of the earthquake that created this lake years ago.

RANDOM ENCOUNTERS

Check for random encounters once every two hours the PCs spend within this section. If the PCs are in the waters surrounding the Sahuagin Lair, use the Random Encounter chart for the Northern Waters.

1d20	Encounter
1	A net containing dozens of fish carcasses drifts through the water. This is debris from the sahuagin's alchemy.
2	Thick spears thrust from the seabed and pierce three severed merrow-heads as a warning to intruders.
3	A school of fish flees from the approaching PCs.
4	A school of bottom feeders hides from the PCs, kicking up dirt. Fog 15.
5–14	Nothing
15–16	The sahuagin concealed a harpoon trap in the wall. **Harpoon Trap:** CR 3, mechanical; location trigger; +12 atk, 1k8+3); Search DC 12, Disable Device DC 15.
17–18	Three sahuagin patrol the Section, looking for intruders.
19	Rubato (Room K7) arrives, carrying a net with a half dozen small creatures from the tidal pools for Sh'iga'torath's alchemical experiments.
20	Sh'iga'torath and two sahuagin (Room L3) debate the spread of acid through water. Sh'iga'torath carries twelve experimental alchemical acid bombs which inflict 2d8 damage rather than the normal 2d6.

L1. JELLIES

The depth of this encounter is 150 ft. to 350 ft. below the surface.

A group of faint lights slowly drifts towards you, undulating as they come closer. Long tentacles trail from dozens of roughly spherical bodies which shine from within with a pale pink light. One of the creatures lags behind the others and clutches something within its tentacles.

Initial Attitude: Neutral

Encounter: The jellyfish swarm (hp 100) passively waits for the currents to bring fish and other prey into its tentacles. The mindless jellyfish devour whatever falls within their grasp.

Encounter Condition: N/A

Tactics: The jellyfish swarm simply floats with the currents, ignoring the PCs completely unless they approach within 5 ft. Anyone swimming within 5 ft. of a jellyfish must make a DC 15 Swim check to avoid touching one of the tentacles accidentally. Anyone hit by the jellyfish or otherwise touching one of their tentacles suffers an electrical shock as tentacles wrap around him and the swarm closes.

Treasure: Clutched in the tentacles of the lowest of the jellyfish is the body of a locathah. Its skeletal hands still grip a *+1 bamboo longspear* which grants its wielder the effects of *endure elements (pressure and cold)*. The longspear is plated in glistening mother-of-pearl.

EL: 10

Scaling: To increase the challenge of this encounter, the jellyfish swarm actively hunts and pursues anyone approaching within 15 ft. To reduce the challenge, cut the jellyfish swarm in half.

Jellyfish Swarm: CR 10; Diminutive ooze (swarm); HD 20d10; hp 100; Init +3; Spd swim 20 ft.; AC 17, touch 17, flat-footed 14; Base Atk +7; Grp —; Atk Swarm (1d4 plus 1d6 electrical plus poison); Full Atk Swarm (1d4 plus 1d6 electrical plus poison); Space/Reach 10 ft./0 ft.; SA Distraction, poison, shock; SQ Blindsight 30 ft., half damage from slashing and piercing, ooze, resistance to acid and electricity 12, swarm traits; AL N; SV Fort +3, Ref +6, Will –2; Str 1, Dex 17, Con 10, Int —, Wis 1, Cha 1.

Skills and Feats: —

Distraction (Ex): Any living creature that begins its turn with a jellyfish swarm in its space must succeed on a DC 16 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d3 Dex. The save DC is Constitution-based.

Shock (Ex): The jellyfish swarm's attack also generates an electrical attack causing an extra 1d6 electrical damage, this electrical damage is increased to 3d6 against any creature that is denied its Dexterity bonus for any reason.

L2. SAHUAGIN'S ENTRY ROOM

The depth of this encounter is 500 ft. below the surface.

A narrow opening leads into an immense stone outcropping bulging from the cavern wall. Rough stone spikes jut out around the opening, but the tunnel itself is lined with white marble tiles. After 30 ft., the room opens up into a wide chamber tiled in marble, though all the tiles are skewed and cracked. An enormous mosaic of a snake-haired woman upon the eastern wall stares malevolently towards the entrance.

Initial Attitude: N/A

Encounter: The tunnel is 10 ft. wide, but the spikes reduce the entry width to 4 ft., just large enough for the sahuagin to swim through it. The spikes and narrowness of the tunnel provides the creatures with some protection from the massive creatures that dwell within the lake. The entry Room holds a trap that alerts the sahuagin of danger. If anyone remains here 2 rounds, the medusa mosaic opens its mouth and shrieks with lethal effects.

THE WATRAZOR

A powerful weapon created centuries ago by a legendary sahuagin wizard to destroy the tritons, the *watrazor* was broken into four pieces when the lake fell into the dungeon. When intact, it consists of a 6 ft. haft topped by four blades extending out at a 45 degree angle. It can be wielded as a *+5 aquaticbane icy burst wounding trident* which always inflicts lethal damage to regenerating creatures and possesses all the powers of a *trident of fish command*. In addition, three times per day while underwater the wielder may cast *control water, crushing hand*, and *dismissal* as a 20th-level caster — the *crushing hand* is made of water rather than a magical force. Once per week while underwater, the wielder may cast *imprisonment*.

Currently, the weapon is broken into four pieces, a spear and three blades. Each one has some of the powers of *the watrazor*, glows with a red light when touched to one of the other items, and glows blue-green when within 60 ft. of the "next piece" in the chain. However, even after 400 years, the sahuagin leader Sh'iga'torath (Room L3) has been unable to make his way through the hazards of the lake. He holds one piece and knows about the blade in Room L43, but he dares not collect it until he knows the location of all four pieces.

Another blade lies in a stone chest in Room L61 and Mahg'Gog controls the final piece (Room L18). Should the PCs collect any of the pieces, the magnitude of the magic alerts the creatures in the lake.

If the PCs place two pieces of *the watrazor* together under water, the items fuse and a brilliant flash of light fills the waters around them. The new item possesses all of the magical abilities of the separate pieces and gains an additional +1 enhancement bonus.

In addition, once they have two or three pieces of the *watrazor*, Random Encounters occur twice as often. If they collect all four, Sh'iga'torath and Mahg'Gog both know they have it and come looking for them.

Banshee Trap: CR 12; magical device; proximity trigger (*alarm*); automatic reset (1 hour); spell effect (*wail of the banshee*, 17th-level sorcerer, Fort save, DC 23 negates); multiple targets (up to 17 creatures in a 20-ft. by 20-ft. area); Onset delay 2 rounds; Search DC 34; Disable Device 34.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, reduce the onset delay to 1 round and reduce the reset time to 15 minutes. To reduce the challenge, the mosaic softly moans the round before activating, providing the PCs with a 1 round warnring.

L3. SH'IGA'TORATH'S WORK CHAMBER

The depth of this encounter is 500 ft. below the surface.

The center of this large room is open. A multitude of nets and ropes hang from the ceiling and the floor is covered in fish, clams, and other small aquatic animals. Many of the fish are iridescent, and the reflections off their scales shimmers across the entire room. Shadows continue to conceal the northwestern corner and the openings in this room. Three four-armed reptilian humanoids float before you, delicately slicing open the fish or plucking at items in the nets. With a snarl, the largest one twists his head towards you and bares wicked fangs.

Initial Attitude: Unfriendly

Encounter: Sh'iga'torath (hp 47) is the leader of a sahuagin tribe, while the other two sahuagin are his alchemy assistants (hp 20 each). Sh'iga'torath believes other humanoid races have no right to exist,

but he is a canny fighter and knows that his followers cannot defeat every enemy. When the PCs arrive, Sh'iga'torath is working on an alchemical experiment. Rather than attacking intruders, he parleys with them. He knows the lake very well and trades information about his surroundings for minor magical trinkets or a alchemical ingredients necessary for some of his experiments (such as the bat guano from Room L24). He also possesses several pearls and a six *necklaces of adaptation* which he can offer to the group, for a price.

Since the tritons and merfolk possess no defense against the creatures of Region L — such as the kraken or the dragon turtle — only the merrow's coral dam (Region K) prevents these monsters from reaching the tritons. Sh'iga'torath devised a method of eliminating the merrow quickly. He and and his assistants spent months experimenting with the organic compounds before devising an alchemical substance that would dissolve coral quickly. He created a dozen powerful alchemical acid bombs by surrounding the acid with thin gold spheres.

Within the darkness of the northwest corner is a massive altar carved from a granite foundation stone dedicated the patron god of sahuagin. The altar is *consecrated*, but the last sahuagin priest died without passing on his knowledge. Nonetheless, Sh'iga'torath and the sahuagin regularly worship here.

A stone passage in the shadows beneath the altar leads out into the lake, but a locked portcullis blocks the way. Close examination reveals that each intersection of the bars is engraved with a single letter in Aquan. Simultaneously touching the letters of the word "strong" releases the lock, though it closes and locks again if released.

A DC 35 Open Lock check also opens the portcullis.

Encounter Condition: N/A

Tactics: Sh'iga'torath avoids combat within his lair if possible. Should it become unavoidable, he launches himself at opponents wearing magical items that provide *water breathing* (such as a *necklace of adaptation*), ripping them away. Failing that, he attacks with his +2 *spear*, while lashing out with his bite and claws. The other two sahuagin are unarmed, but follow his lead. Each attacks a single target.

If the PCs use area effect spells in this Room, 1d3 alchemical acid bombs may break open. Sh'iga'torath and his assistants know their properties and that the *necklaces of adaptation* protect them. He remains close to the ruptured acid bombs, hoping to encourage foes to swim towards him through their acid.

Treasure: Sh'iga'torath and his assistants possess three modified *necklaces of adaptation* which surround them with whatever environment they find most comfortable, rather than just air. For the sahuagin, it surrounds them with warm salt water.

The *necklaces of adaptation* he offers the PCs are cursed and when donned dispel any *water breathing* effect on the user (as *dispel magic*, caster level 12th). PCs at this depth die almost immediately.

His spear is part of *the watrazor* and acts as a +2 *silver spear of fish command*. The floor of the chamber is covered with 2,000 gp worth of alchemical supplies and materials. There are 5 pearls worth 200 gp each upon the altar. Lastly, 10 alchemical acid bombs (see sidebar) are stored upon stone slabs within the Room.

EL: 11

Scaling: To increase the challenge of this encounter, make the trident +3 and Large. To reduce the challenge, remove the alchemy assistants.

♟ **Sh'iga'torath, Mutant Sahuagin Ftr 8:** CR 10; Medium monstrous humanoid (aquatic); HD 2d8+4 + 8d10+16; hp 81; Init +5; Spd 30 ft., swim 60 ft.; AC 16, touch 11, flat-footed 15; Base Atk +10; Grp +12; Atk +12 melee (1d4+2, talon) or +14 melee (1d8+7/19–20, ×3, *+2 silver spear*); Full Atk +15/+10 melee (1d8+7/19–20, ×3, *+2 silver spear*) and +12 melee (1d4+2, 2 talons) and +10 melee (1d4+1, bite); or +12 melee (1d4+2, 4 talons) and +10 melee (1d4+1, bite); SA Blood frenzy, rake 1d4+1; SQ 4-armed, blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +10, Ref +8, Will +8; Str 15, Dex 13, Con 14, Int 14, Wis 13, Cha 9.

Skills and Feats: Craft (alchemy) +13, Handle Animal +5*, Hide +6*, Listen +6*, Profession (hunter) +7*, Ride +9, Spot +6*, Survival +5*; Cleave, Great Fortitude, Improved Critical (spear), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (spear), Weapon Specialization (spear).

Blindsense (Ex): A sahuagin can locate creatures underwater within a 30-foot radius. This ability works only when the sahuagin is underwater.

Blood Frenzy: Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and takes a –2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +10 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in fresh water must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for round. On subsequent rounds, they are dazzled while operating in bright light.

Speak with Sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 ft. away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Constitution.

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

* Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks.

* A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home.

* A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

Possessions: +2 silver spear (part of the watrazor), ring of water breathing, necklace of adaptation.

♛ **Alchemical Assistants, Mutant Sahuagin, Exp 4:** CR 5; Medium monstrous humanoid (aquatic); HD 2d8+2+4d6+4; hp 29; Init +1; Spd 30 ft., swim 60 ft.; AC 16, touch 11, flat-footed 15; Base Atk +5; Grp +7; Atk +8 melee (1d4+2, talon); Full Atk +8 melee (1d4+2, 4 talons) and +5 melee (1d4+1, bite); SA Blood frenzy, rake 1d4+1; SQ 4-armed, blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +4, Ref +5, Will +8; Str 14, Dex 13, Con 12, Int 14, Wis 13, Cha 9.

Skills and Feats: Craft (alchemy) +9, Craft (2 others) +9, Handle Animal +4*, Hide +9*, Listen +12*, Profession (hunter) +1*, Ride +3, Spot +12*, Survival +5*; Alertness, Great Fortitude, Multiattack, Weapon Focus (claw)

Blindsense (Ex): A sahuagin can locate creatures underwater within a 30-foot radius. This ability works only when the sahuagin is underwater.

Blood Frenzy: Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and takes a –2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in fresh water must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for round. On subsequent rounds, they are dazzled while operating in bright light.

Speak with Sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 ft. away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Constitution.

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

* Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks.

* A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home.

* A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

Possession: ***Necklace of adaptation***

L4. SAHUAGIN SLEEPING CHAMBER

The depth of this encounter is 500 ft. below the surface.

Dozens of jagged spikes and 5-ft. blades jut from the walls and ceiling. The only clear spot is upon the far wall where a pair of crossed long swords hang. The blades are elegantly simple but the hilts are elaborately engraved in the form of a dragon and a griffon. The spikes and blades are all stained a deep crimson including three longer spires extending 10 ft. from the ceiling towards the center of the room. Three four-armed sahuagin stretch in the middle of the room as if just awakening.

Initial Attitude: Hostile

Encounter: While this Room now serves as the sleeping chamber for Sh'iga'torath (Room L3) and his sahuagins, it was once a deadly trap. The two swords are both magical, but anyone touching them or any of the spikes protruding from the walls causes the ceiling to descend to the floor, crushing everyone present. The trap has been damaged and no longer functions properly. It takes 4 full rounds for the ceiling to reach the floor, allowing victims sufficient time to escape unharmed. Further, the three longer spikes did not retract correctly and touching them no longer triggers the trap.

When fatigued, the sahuagins grab one of the three spikes and sleep in the center of this deadly trap. This keeps them alert and sharp. The three sahuagins (hp 32 each) are aware of the traps and layout of the Room.

Encounter Condition: N/A

Tactics: If alerted by noise in the adjoining Room, the sahuagin are alert and immediately attack anyone entering the Room. If not alerted, the sahuagins are surprised for the first round of combat. If possible, the sahuagin push past the PCs, block the exit, and trigger the spike trap, containing PCs within the Room until the last moment.

Spike Trap: CR 3, mechanical; location trigger; automatic reset, ceiling moves down (12d6, piercing), multiple targets (all targets in Room), never miss, onset delay (4 rounds); Search DC 15, Disable Device DC 15.

Treasure: The two crossed swords are both powerful magical items. The one with a dragon hilt is a +2 *dragonbane longsword* which provides its wielder an additional +3 enchantment bonus to Reflex saves. The other is a +3 *short sword* that casts *feather fall* automatically whenever the PC holding it falls more than 30 ft. Both blades are securely fastened to the wall, requiring a DC 30 Disable Device check, a DC 35 Open Lock check, or a DC 26 Strength check pry them free.

EL: 10

Scaling: To increase the challenge of this encounter, have Sh'iga'torath place two alchemical acid bombs near the entrance to the Room. When the trap triggers, it crushes these spheres and inflicts 2d6 acid damage on anyone within 5 ft. of the exit of the room. To decrease the challenge, reduce the DCs of the spike trap by –2.

Sahuagin Killers [4-Armed], Ftr 3: CR 5; Medium monstrous humanoid (aquatic); HD 2d8+2+3d10+3; hp 32; Init +5; Spd 30 ft., swim 60 ft.; AC 16, touch 11, flat-footed 15; Base Atk +5; Grp +7; Atk +8 melee (1d6+2, talon); Full Atk +8 melee (1d6+2, 4 talons) and +5 melee (1d4+1, bite); SA Blood frenzy, rake 1d4+1; SQ Blindsense 30 ft., darkvision 60 ft., freshwater sensitivity, light blindness, speak with sharks, water dependent; AL LE; SV Fort +6, Ref +5, Will +5; Str 14, Dex 13, Con 13, Int 14, Wis 13, Cha 9.

Skills and Feats: Handle Animal +7*, Hide +6*, Listen +6*, Profession (hunter) +7*, Ride +6, Spot +6*, Survival +1*; Great Fortitude, Improved Initiative, Improved Natural Attack (talon), Multiattack*, Weapon Focus (talon).

Blindsense (Ex): A sahuagin can locate creatures underwater within a 30-foot radius. This ability works only when the sahuagin is underwater.

Blood Frenzy: Once per day a sahuagin that takes damage in combat can fly into a frenzy in the following round, clawing and biting madly until either it or its opponent is dead. It gains +2 Constitution and +2 Strength, and takes a –2 penalty to Armor Class. A sahuagin cannot end its frenzy voluntarily.

Rake (Ex): Attack bonus +2 melee, damage 1d4+1. A sahuagin also gains two rake attacks when it attacks while swimming.

Freshwater Sensitivity (Ex): A sahuagin fully immersed in fresh water must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, it must repeat the save attempt every 10 minutes it remains immersed.

Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds sahuagin for round. On subsequent rounds, they are dazzled while operating in bright light.

Speak with Sharks (Ex): Sahuagin can communicate telepathically with sharks up to 150 feet away. The communication is limited to fairly simple concepts such as "food," "danger," and "enemy." Sahuagin can use the Handle Animal skill to befriend and train sharks.

Water Dependent (Ex): Sahuagin can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules on page 304 of the *Dungeon Master's Guide*™).

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

* Underwater, a sahuagin has a +4 racial bonus on Hide, Listen, and Spot checks.

* A sahuagin has a +4 racial bonus on Survival and Profession (hunter) checks within 50 miles of its home.

* A sahuagin has a +4 racial bonus on Handle Animal checks when working with sharks.

ALCHEMICAL ACID BOMBS

Sh'iga'torath devised an alchemical method of intensifying the acidic digestive fluids of some of the fish which inhabit the lake. The process creates an alchemical fluid which must be immediately contained within a golden sphere. Once a sphere is damaged, the acid leaks out into the water, inflicting 1d6 points of acid damage per round to anyone within a 5 ft. radius for 3 rounds. If broken open outside of water, the acid damage affects anyone splashed by the acid, inflicts 1d6 damage per round and lasts for 2d6 rounds or until washed off. The acid completely dissolves any coral within 5 ft. of the sphere within 5 rounds. Sh'iga'torath plans to use several of the spheres to form an fissure within the merrow's coral dam and then place more of the spheres within this fissure for maximum effect. If the kraken attacks the dam after it has been weakened, his tremendous strength rips it asunder.

L5 THROUGH L8. UNDERWATER BONES

Rough waves roil from the southwest to the northeast as a clammy fog clings to every surface above the cool water. A red haze beneath you resolves into a school of large-jawed crimson fish. The cavern's ceiling is shrouded in the darkness and a feeling of dread fills the air.

The ceiling is 100 ft. above the surface of the water while the lakebed averages 400 ft. below it. The warm and cold waters colliding to the north create the fog. The contrasting temperatures also forms the strong current which moves swimmers 20 ft. to the northeast every round.

While the earthquake entombed scores of demonic and devilish creatures beneath collapsing rock, several prisoners escaped their bonds during the chaos. This Section is the home of the dead and their remains. Severeal locations have powerful or unholy magic and all radiate the Encounter Condition of Desecration 5.

The negative energies turned the dead into lacedons, who in turn fed on more dead. The armies of lacedons have grown in size and shrunk again as internal wars break out among the self-hating beasts. Now, none of them look anything like their original form, but all are evil. Some were once elves from the island who were attacked or brought back from raids.

RANDOM ENCOUNTERS

Check for Random Encounters once every two hours the PCs explore this section. If the PCs are thrashing in the water or have not bound their wounds to prevent blood from spreading through the water, check for Random Encounters every hour.

1d20	Encounter
1	Broken boat bobs on the surface of the water, set adrift by the elves and destroyed by some sea creature.
2	A school of fish flees from the approaching PCs.
3	A school of bottom feeders hides from the PCs, kicking up dirt. Fog 15.
4–12	Nothing.
13	The PCs stumble upon a trap.
	Collapsing Roof. Tiny seismic disturbances rock the area and break off an enormous stalactite from the ceiling, sending it crashing into the lake. The stalactite is 10 ft. in length and inflicts 8d6 damage on anyone it hits in the air or upon the surface of the water; a DC 15 Reflex save avoids this damage entirely. If the PCs are underwater, the stalactite inflicts only 4d6 damage (half lethal and half non-lethal), but the water retards the PCs' movements (Ref save, DC 20).
14–15	A bamboo cage drifting with the tides. It broke loose from room L35.
	Cage trap: CR 6; magic device; visual trigger (true seeing); triggers when a sahuagin, human or large monster is present; no reset; multiple traps (one poison and one contagion); spell effect (poison, caster level 10th), spell effect (contagion, caster level 10th, demon fever); Search DC 30; Disable Device DC 30.
16	Small pod of three fiendish orcas (see Room L67). A massive tentacle sprouts from the back of each orca, giving it an additional attack each round.
17	Lacedon Hunting Party. 6 advanced locathah scouts from room L7.
18	Pair of dire bull sharks searching for prey. They attack upon sighting the PCs (see Room L31).
19	12 dire bats hang from the ceiling and swoop down to attack anyone moving above the surface of the water. The dire bats' sonar is so powerful that each group of three bats produces a sonic attack equivalent to a soundburst every round.
20	Koltran and three of his lacedon fighters (see Room L7) in search of prey.

L5. CURRENT EDDIES

The depth of this encounter is on the surface to 200 ft. below the surface.

Gleaming lights whirl about in a dizzying vortex within the water before you. Peering more closely, you see the swirling waters form the circular funnel of a whirlpool. A school of phosphorescent fish and another group of shadowy creatures struggle helplessly in the midst of the whirlpool as it pulls them into the twilight depths.

Initial Attitude: Indifferent

Encounter: The hot and cold waters form a small whirlpool which draws anything caught within it further into the water. The whirlpool reaches all the way to the surface and affects any boats which approach too closely. In addition to the harmless fish, the whirlpool twists and turns a group of eleven lacedons (20 hp) to the lake's surface. They are led by Zarg (24 hp), and are returning from a scouting trip. The lacedons carried flasks of squid ink, but the whirlpool shattered the containers. The water disperses the ink in 2 rounds, providing the lacedons with total concealment until that time. The ink also provides the lacedons with a Spot check modifier of –5 to notice the PCs.

The whirlpool is 40 ft. in diameter and anyone who approaches within 30 ft. of it moves 10 ft. towards the whirlpool's center per round. Anyone who enters the whirlpool itself moves 30 ft. down per round until they reach a depth of 225 ft. below the surface. The whirlpool disperses 2d20 rounds after the PCs discover it.

Encounter Condition: N/A

Tactics: The lacedons are in no danger from the whirlpool. To them it is an inconvenience, and Zarg planned to wait until it dispersed before continuing. The PCs' arrival changes his mind, and he orders his followers to swim down and away from the whirlpool. Once free of the whirlpool, the lacedons swarm up towards the PCs and attack. The lacedons force the PCs towards the whirlpool and pursue them into the depths. They concentrate on any non-elves among the PCs, attempting to paralyze as many victims as possible. Any lacedon reduced to fewer than 5 hp retreats from melee and drags a paralyzed victim deeper underwater where the pressure can finish him off.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, increase the number of lacedons by 3. To decrease the challenge, the phosphorescent fish provide enough light that the PCs have no penalty for darkness at this encounter.

Lacedon/Zarg: CR 1; Medium undead; HD 3d12; hp 24*, 20; Init +2; Spd 30 ft., swim 30 ft; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1 plus paralysis, bite); Full Atk +3 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); SA Lacedon fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 Turn resistance; AL CE; SV Fort +1, Ref +3, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +7, Climb +6, Hide +7, Jump +5, Move Silently +7, Spot +8; Multiattack, Weapon Focus (bite).

Lacedon Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Constitution and 1d3 Dexterity. The save DC is Charisma-based.

An afflicted humanoid who dies of lacedon fever rises as a lacedon at the next midnight. A humanoid who becomes a lacedon in this way retains none of the abilities it possessed in life. It is not under the control of any other lacedon s, but it hungers for the flesh of the living and behaves like a normal lacedon in all respects.

Paralysis (Ex): Those hit by a lacedon's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

L6. SKELETAL GRAVE

The depth of this encounter is 400 ft. below the surface.

A pile of skulls and bones looms from the dark water ahead of you. As you approach, you see that it bulges up from a sandy hillock in the lakebed. About a dozen humanoids drift slowly around the bones. The creatures' flesh is pale and bloated, as if slowly rotting upon their frames; their jagged claws sift through the sand.

Initial Attitude: Hostile

Encounter: The creatures around the tail are a group of eight lacedons (hp 20 each) unsuccessfully scavenging for items of value to offer as tribute to the kraken. Their leader, the lacedon Drisden (hp 25), watches scornfully, alert for any signs of attack. The bones are the remains of hundreds of demons who failed to escape the earthquake and the ensuing torrent of water.

If the bones are taken from this place, they become inert.

Encounter Condition: [Concealment], Cover, Fearless, Unhallowed 2

Tactics: The bones are a source of great evil and power. Breaking them underfoot has a 5% chance of producing a random effect. The lacedons are aware of this power and break bones while the PCs are engaged.

1d20	Effect
1	*Chain lightning* (as a 13th-level caster), targeting everyone in the area.
2–6	Summon demon. A babau demon twists from the sand, rising to fight anything that moves.
7–11	Sumon devil. A bone devil rises from the pile, targeting the nearest good creature. It is under the effect of *rage*.
12–15	Fireball (as a 9th-level caster), targeting everyone in the area. Anyone within 60 ft. (wearing metal armor) is also targeted with *heat metal* (5th-level) as the steam boils the PCs inside their armor.
18–19	Summon elemental. A water elemental rises from the lake floor, spinning and forming for 1d3 rounds before attacking everything in its path.
20	*Earthquake* (affecting water as if it were earth), targeting everyone in the area.

Once the PCs are within 30 ft., the lacedons rush forward while Drisden hurls his harpoon at the most obviously clumsy PC. The other lacedons focus on well armored characters by flanking and using the "aid another" action. They fight to the death without regard for their own safety. If the PCs form a rigid formation, the creatures bullrush the smallest PCs. Drisden uses his harpoon from a distance and then moves in to sneak attack anyone engaged in combat.

Two of the lacedons do not engage the PCs directly, but instead stir up the silt and sand. After 1d3+2 rounds, this creates a sandy fog that obscures vision, providing concealment. Once concealed, the lacedons swim to the bone pile seeking cover and breaking bones at will.

Treasure: Drisden possesses a *+1 seeking spear* which ignores the effects of being underwater.

EL: 11

Scaling: To increase the challenge of this encounter, add two lacedons. To decrease the challenge, remove one lacedon.



♟ **Drisden, Lacedon, Rog4:** CR 1; Medium undead; HD 2d12+4d12; hp 33; Init +3; Spd 30 ft., swim 30 ft; AC 15, touch 13, flat-footed 12; Base Atk +4; Grp +5; Atk +6 melee (1d8+2/×3 plus disease, +1 seeking spear) or +5 melee (1d6+1 plus paralysis, bite) or +8 ranged (1d8+2/×3 plus disease, +1 seeking spear) or +7 ranged (1d6+1 plus disease, javelin); Full Atk +6 melee (1d8+2/×3 plus disease, +1 seeking spear) or +5 melee (1d6+1 plus paralysis, bite) and +3 melee (1d3 plus paralysis, 2 claws) or +8 ranged (1d8+2/×3 plus disease, +1 seeking spear) or +7 ranged (1d6+1 plus disease, javelin); Space/Reach 5 ft./5 ft.; SA Diseased weapons, ghoul fever, sneak attack +2d6, paralysis; SQ darkvision 60 ft., evasion, uncanny dodge, undead traits, +2 Turn resistance; AL CE; SV Fort +1, Ref +7, Will +6; Str 13, Dex 17, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +13, Climb +9, Hide +11, Jump +11, Listen +7, Move Silently +11, Spot +11, Tumble +12; Multiattack, Point-Blank Shot, Precise Shot.

Diseased Weapons (Ex): Drisden fondles and licks his spear and javelins when he is not otherwise occupied, so they carry lacedon fever as well, but in a less potent form (DC 10).

Evasion (Ex): Drisden can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Lacedon Fever (Su): Disease—bite, Fortitude DC 14, incubation period 1 day, damage 1d3 Constitution and 1d3 Dexterity. The save DC is Charisma-based.

An afflicted humanoid who dies of lacedon fever rises as a ghoul at the next midnight. A humanoid who becomes a lacedon in this way retains none of the abilities it possessed in life. It is not under the control of any other lacedon s, but it hungers for the flesh of the living and behaves like a normal lacedon in all respects.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Sneak Attack: Drisden's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when Drisden flanks his target. This extra damage is 2d6. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Uncanny Dodge (Ex): Drisden can react to danger before her senses would normally allow him to do so. He retains his Dexterity bonus to AC even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Possession: +1 seeking spear, quiver of 4 javelins.

♞ **Lacedon:** CR 1; Medium undead; HD 3d12; hp 24, 20; Init +2; Spd 30 ft., swim 30 ft; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1 plus paralysis, bite); Full Atk +3 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); SA Lacedon fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 Turn resistance; AL CE; SV Fort +1, Ref +3, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +7, Climb +6, Hide +7, Jump +5, Move Silently +7, Spot +8; Multiattack, Weapon Focus (bite).

Lacedon Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Constitution and 1d3 Dexterity. The save DC is Charisma-based.

An afflicted humanoid who dies of lacedon fever rises as a lacedon at the next midnight. A humanoid who becomes a lacedon in this way retains none of the abilities it possessed in life. It is not under the control of any other lacedon s, but it hungers for the flesh of the living and behaves like a normal lacedon in all respects.

Paralysis (Ex): Those hit by a lacedon's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

L7. SKELETAL TOMB

The depth of this encounter is 400 ft. below the surface.

The lake bottom drops away to reveal an enormous pile of bones. A single spinal column rises out of the sand and arcs 60 ft. into the lake water before descending again. Hundreds of thousands of bones line the bottom of the lake: skulls, legs, ribs, wings and less identifiable body parts. Shadowy humanoid figures swim in the shadowy reaches between the piles of bones.

Initial Attitude: Hostile

Encounter: This is more of the skeletal remains of demons killed in the earthquake. However, the difference between this Room and Room L6 is the difference between a lifeboat and a galleon. The spinal column is 15 ft. thick. The lake bottom is thick sand covering the bones of several hundred demons killed in the landslide.

The lacedons are loosely organized into five gangs of six to twelve and identified by their leaders' names. As new ones are created they join the weakest group until they prove their worth to the leaders of the other gangs. At present there are five gangs of lacedons, and two can be found here.

Kolirran's (hp 45) past is unknown, but he proved himself strong enough to join any gang he desired when he killed a dire shark with his own hands. Kolirran seized control of the weakest gang and trained them for months. Now he brutally rules the other gangs. Kolirran directly controls eleven lacedon warriors (hp 32 each) while Drisden (Room L6), Kischa (hp 27), Tyhris (Room L8), and Zarg (Room L5) lead the other gangs.

Drisden and his gang prefer treachery, but their lack of experience makes them the weakest of the gangs. Kischa and his ten lacedons (hp 20 each) are the largest gang, but they lack discipline. While not as numerous as Kischa's followers, Tyhris's followers were spell casters before their death and retain a small measure of those powers. Zarg's lacedons have no outstanding features, but do boast eleven members, making them the second strongest gang (see Room L5).

When the PCs arrive, Kolirran and Kischa are arguing about an attack upon the "music lovers." Kischa wants to send half the lacedons to the attack, despite Kolirran's objections that if even one remains behind, Mahg'Gog will certainly destroy every lacedon within the lake. They break off this discussion when they spot the PCs.

Encounter Condition: Concealment, Cover

Tactics: The lacedons stand guard together in pairs. If one spots trouble, the other swims to alert the gang. The lacedon who remains behind digs at the silt, creating a cloud that obscures vision in the area. Within 1d4+1 rounds, the cloud grows into a *fog cloud* that lasts until the lacedon stops digging, plus 2d6 minutes.

The other lacedons remain hidden within the bony structure, waiting for the PCs to approach. They have no problem leaving the other lacedon to die and prepare for the invaders. The lacedons are adept at swimming through the bone tomb and use the confined spaces to their advantage, gaining a +1 circumstance bonus to all attack and damage rolls and increasing their AC by +2.

If the PCs attack with ranged spells, the lacedons hold out for 1d4 rounds before emerging (en masse) to fight.

Kolirran orders Kischa's gang to launch a frontal assault upon the PCs with all his followers while his own followers study their opponents. Kolirran's gang attacks 1d3 rounds later, exploiting any weaknesses the PCs possess (gaining a +1 to their attack and damage rolls; this stacks with the bonus for fighting among the bones). Privately Kolirran despises his rival and avoids aiding him if possible. Kolirran's lacedons use the "aid another" action and flank the PCs, eliminating the most capable opponents first and administering coup de graces to paralyzed opponents.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, replace Kischa's gang with Zarg's gang. To reduce the challenge, replace Kischa's gang with Drisden's gang.

♟ **Kolirran, Lacedon Ftr 5:** CR 6; Medium undead; HD 2d12 + 5d12; hp 45; Init +6; Spd 30 ft., swim 30 ft; AC 18, touch 12, flat-footed 16; Base Atk +6; Grp +9; Atk +10 melee (1d8+3 plus paralysis, bite); Full Atk +10 melee (1d8+3 plus paralysis, bite) and +7 melee (1d3+1 plus paralysis, 2 claws); SA Lacedon fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 Turn resistance; AL LE; SV Fort +4, Ref +3, Will +6; Str 16, Dex 15, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Ability Focus (paralysis), Improved Initiative, Improved Natural Attack (bite), Multiattack, Weapon Focus (bite), Weapon Specialization (bite).

Lacedon Fever (Su): Disease—bite, Fortitude DC 14, incubation period 1 day, damage 1d3 Constitution and 1d3 Dexterity. The save DC is Charisma-based.

An afflicted humanoid who dies of lacedon fever rises as a lacedon at the next midnight. A humanoid who becomes a lacedon in this way retains none of the abilities it possessed in life. It is not under the control of any other lacedons, but it hungers for the flesh of the living and behaves like a normal lacedon in all respects.

Paralysis (Ex): Those hit by a lacedon's bite or claw attack must succeed on a DC 16 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Possession: +2 greater acid resistant leather armor.

♟ **Kischa, Aquatic Ghast:** CR 3; Medium undead; HD 4d12+3; hp 27; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +2; Grp +5; Atk Bite +5 melee (1d8+3 plus paralysis); Full Atk Bite +5 melee (1d8+3 plus paralysis) and 2 claws +3 melee (1d4+1 plus paralysis); SA Lacedon fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide +8, Jump +9, Move Silently +8, Spot +8; Multiattack, Toughness.

Lacedon Fever (Su): Disease—bite, Fortitude DC 13, incubation period 1 day, damage 1d3 Constitution and 1d3 Dexterity. The save DC is Charisma-based.

An afflicted humanoid who dies of lacedon fever rises as a lacedon at the next midnight. A humanoid who becomes a lacedon in this way retains none of the abilities it possessed in life. It is not under the control of any other lacedon s, but it hungers for the flesh of the living and behaves like a normal lacedon in all respects.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Lacedon: CR 1; Medium undead; HD 3d12; hp 24*, 20; Init +2; Spd 30 ft., swim 30 ft; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1 plus paralysis, bite); Full Atk +3 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); SA Lacedon fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 Turn resistance; AL CE; SV Fort +1, Ref +3, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +7, Climb +6, Hide +7, Jump +5, Move Silently +7, Spot +8; Multiattack, Weapon Focus (bite).

Lacedon Fever (Su): Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Constitution and 1d3 Dexterity. The save DC is Charisma-based.

An afflicted humanoid who dies of lacedon fever rises as a lacedon at the next midnight. A humanoid who becomes a lacedon in this way retains none of the abilities it possessed in life. It is not under the control of any other lacedons, but it hungers for the flesh of the living and behaves like a normal lacedon in all respects.

Paralysis (Ex): Those hit by a lacedon's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Lacedon Warrior, Ftr 2: CR 3; Medium undead; HD 2d12+3d12; hp 32; Init +2; Spd 30 ft., swim 30 ft; AC 15, touch 12, flat-footed 13; Base Atk +4; Grp +6; Atk +7 melee (1d8+2 plus paralysis, bite); Full Atk +7 melee (1d8+2 plus paralysis, bite) and +4 melee (1d3+1 plus paralysis, 2 claws); SA Lacedon fever, paralysis; SQ Darkvision 60 ft., undead traits, +2 Turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 14, Dex 15, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Improved Natural Armor, Improved Natural Attack (bite), Multiattack, Weapon Focus (bite).

Lacedon Fever (Su): Disease—bite, Fortitude DC 13, incubation period 1 day, damage 1d3 Constitution and 1d3 Dexterity. The save DC is Charisma-based.

An afflicted humanoid who dies of lacedon fever rises as a lacedon at the next midnight. A humanoid who becomes a lacedon in this way retains none of the abilities it possessed in life. It is not under the control of any other lacedons, but it hungers for the flesh of the living and behaves like a normal lacedon in all respects.

Paralysis (Ex): Those hit by a lacedon's bite or claw attack must succeed on a DC 13 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

L8. SKULL AND BONES

The depth of this encounter is 400 ft. to 450 ft. below the surface.

The sandy lake bottom abruptly drops off, revealing a pile of grotesque skulls staring out from the underwater cliffside. Cavernous eye sockets stare back from empty domed skulls. Three jagged openings form cave-like homes, where the bones have obviously been used as building materials.

Initial Attitude: Hostile

Encounter: The pile of bones measures 60 ft. from side to side and top to bottom. The lacedon Tyhris (hp 25) and his eight mutated lacedon (hp 18 each) followers hunt and scavenge within the skull while one lacedon lurks in the shadows of an eye socket, alert for danger. Should he spot the PCs, he alerts the others, waiting in ambush.

Tyhris and his followers were all spell casters before their death and they retain a small measure of sorcerous power. They can cast *cause fear, chill touch,* and *ray of enfeeblement,* each twice per day at caster level 4th as spell-like abilities. If they act together, they can combine their powers to increase their caster level by 2 for each lacedon beyond the first.

Tyhris retains the abilities of a 5th-level sorcerer.

Encounter Condition: N/A

Tactics: When the PCs approach, the mutated lacedons remain in the shadows of the bones and use their spell-like abilities to weaken their opponents, starting with *ray of enfeeblement* and *cause fear* on round one and then casting *mage armor* thereafter (in preperation for melee). If the PCs do not notice them, they alternate between *cause fear* and *ray of enfeeblement.* Tyhris casts *mage armor* on his comrades every round until the PCs close.

Once the PCs close, the lacedons attack with their natural weapons and guard Tyhris who uses *spectral hand* to deliver *chill touch* to the strongest PCs.

They pitch their voices low and remain out of sight to deceive their opponents into thinking the skull itself is the source of these powers.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add two arcane lacedons and increase Tyhris' hit points by +10. To reduce the challenge, remove one lacedon.

Tyhris, Lacedon Sor 5: CR 6; Medium undead; HD 2d12+5d12; hp 45; Init +6; Spd 30 ft., swim 30 ft; AC 18, touch 16, flat-footed 16; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); SA Lacedon fever, paralysis, spells; SQ Darkvision 60 ft., mage armor, undead traits, +2 Turn resistance; AL CE; SV Fort +1, Ref +3, Will +5; Str 13, Dex 15, Con —, Int 14, Wis 14, Cha 16.

Skills and Feats: Concentration +10, Balance +7, Climb +6, Hide +7, Jump +5, Move Silently +7, Spellcraft +7, Spot +8; Combat Casting, Improved Initiative, Multiattack.

Lacedon Fever (Su): Disease—bite, Fortitude DC 16, incubation period 1 day, damage 1d3 Constitution and 1d3 Dexterity. The save DC is Charisma-based.

An afflicted humanoid who dies of lacedon fever rises as a lacedon at the next midnight. A humanoid who becomes a lacedon in this way retains none of the abilities it possessed in life. It is not under the control of any other lacedons, but it hungers for the flesh of the living and behaves like a normal lacedon in all respects.

Tyrhis' lacedon fever can also be passed through touch spells.

Mage Armor (Su): Tyhris is always protected by *mage armor* as if cast be a 5th-level sorcerer. If dispelled, he may "reset" it as a move action.

Paralysis (Ex): Those hit by a lacedon's bite or claw attack must succeed on a DC 16 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Sorcerer Spells Known (6/7/4, save DC 13 + spell level): 0—*acid splash, daze, detect magic, ray of frost, resistance, read magic;* 1st—*cause fear, chill touch, mage armor, ray of enfeeblement;* 2nd—*ghoul touch, spectral hand.*

Arcane Lacedon: CR 2; Medium undead; HD 3d12; hp 18; Init +2; Spd 30 ft., swim 30 ft; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +2 melee (1d6+1 plus paralysis, bite); Full Atk +2 melee (1d6+1 plus paralysis, bite) and +0 melee (1d3 plus paralysis, 2 claws); SA Lacedon fever, paralysis, spell-like abilities; SQ Darkvision 60 ft., undead traits, +2 Turn resistance; AL CE; SV Fort +1, Ref +3, Will +5; Str 13, Dex 15, Con —, Int 14, Wis 14, Cha 14.

Skills and Feats: Concentration +6, Balance +7, Climb +6, Hide +7, Jump +5, Move Silently +7, Spot +8; Combat Casting, Multiattack.

Lacedon Fever (Su): Disease—bite, Fortitude DC 13, incubation period 1 day, damage 1d3 Constitution and 1d3 Dexterity. The save DC is Charisma-based.

An afflicted humanoid who dies of lacedon fever rises as a lacedon at the next midnight. A humanoid who becomes a lacedon in this way retains none of the abilities it possessed in life. It is not under the control of any other lacedons, but it hungers for the flesh of the living and behaves like a normal lacedon in all respects.

Arcane lacedons' lacedon fever can also be passed through touch spells.

Paralysis (Ex): Those hit by a lacedon's bite or claw attack must succeed on a DC 13 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

Spell-Like Abilities: 2/day—*cause fear, chill touch* (DC 13), *mage armor, ray of enfeeblement.* Caster level 4th. Save DCs are Charisma-based.

L9 THROUGH L18. NORTHERN WATERS

The northern waters are the home of the undisputed ruler of the lake, Mahg'Gog the kraken. This creature was once a small fresh-water squid who survived the earthquake and the flooding of the dungeon. In the waters near the Air-Filled Caverns it discovered the skull of Krukak, the most powerful demon imprisoned in this Region. Tons of falling rock and water had crushed Krukak and destroyed the rest of his body, but a spark of evil remained within the skull, and it possessed the inquisitive squid. The remainder of Krukak's essence and the squid struggled before merging into a single twisted creature. Calling itself Mahg'Gog, it possessed fiendish powers and intelligence far beyond the capacities of its body. For centuries, the creature absorbed the corruption and taint within the lake's waters, constantly growing, expanding its mind and body until it was capable of using its vast powers.

It began by attacking the monsters growing within the depths of the lake, binding them to its service and killing any who resisted. The kraken then demanded tribute from each creature as proof of their fealty. The first acts of tribute Mahg'Gog demanded were attacks against the sahuagin who dominated the lake, a series of attacks that destroyed the sahuagin's dominion.

Mahg'Gog controls the weather and waves of the entire lake, issues orders to his minions, and collects tribute from them. In fact, the kraken controls the very winds and waves of this Region. The clockwise current sinks strongly in this section of the lake, reaching depths of 850 ft. beneath the surface in spots as the sinking water washes debris away. The strong downward current also draws prey towards the kraken's lair.

Also lying within this section are the damaged wards responsible for the mutations and concentrated evil within the lake (see Room L9). The only true manner of resolving this is to repair the damaged wards and destroy the powerful creatures who dwell within the lake. None of the creatures living within the lake can accomplish this feat, but a minor artifact imprisoned within the dungeon has the necessary power. Only by reforging *the watrazor* can the PCs cleanse this bastion of evil.

On the surface, a thick fog bank covers this entire Section, obscuring vision beyond a few feet. Above the fog, the ceiling rises 100 ft. above the surface of the water. Water temperature varies wildly from 40 degrees to 60 degrees as different waters churn together. The current is towards the northeastern corner of the lake and moves anything within the water in that direction 15 ft. per round. Every round that a PC swims through this Section, there is a 10% chance that he blunders into an area where a strong downward current draws him down 15 ft. per round for 1d6 rounds.

RANDOM ENCOUNTERS

Check for random encounters once every two hours, only in or on the water. Check for random encounters every hour if the PCs are thrashing in the water or have not bound their wounds to prevent blood from spreading through the water.

Whenever the PCs encounter anything in this Section, Mahg'Gog (Room L18) notes their presence. The kraken responds by using *control weather* to exacerbate the weather conditions within the lake. Patches of thick fog arise and then break up as the wind intensifies in force into to hurricane levels. Spray picked up by the winds drench anyone remaining above the surface of the lake and the possibility of downward currents or small whirlpools increases to 25%.

1d20	Encounter
1	A harmless school of tiny fish with glands in their tails which glow dimly. The glowing spot looks like an eye, but this is actually an optical illusion to disorient predators. The fish scatter if attacked.
2-13	Nothing
14	Eight merrow washed into the deeper waters by an unexpectedly strong wave. They are making a final sweep of their surroundings before struggling against the current towards Region K. (See Room K31)
15	Head-sized chunks of ice bob atop the waves.
16	Bamboo cage 10 ft in diameter floating in the water, (see Room L35)
17-18	4 scrags wandering through the water (see L17).
19	8 advanced lacedons (see Room L7) delivering tribute to Mahg'Gog in room L18. Each lacedon carries 1d6 gp worth of precious metals dug from the lakebed.
20	The kraken Mahg'Gog constantly moves throughout this section, observing and examining his domain. (See Room L18)

L9. PROTECTIVE WARDS

The depth of this encounter is 750 ft. to 800 ft. below the surface.

Darkness presses around you as you struggle through the freezing waters far below the surface. The phosphorescent fish and other natural lighting of the waters far above are only a memory, and the water seems to be squeezing you in bands of ice and steel. A deeper shadow emerges up ahead and resolves into an enormous striated stone archway rising up from a bare stone lakebed. The tunnel measures 80 ft. tall and burrows 20 ft. through the stone before opening onto the lake on the other side. While the outside of the archway is covered in jagged edges and sharp corners, the inside is perfectly smooth and covered with hundreds of glyphs and sigils.

Initial Attitude: N/A

Encounter: Opening to the north and south, the archway is composed of striated layers of granite and black coral. The tremendous energies that formed the archway smoothed the interior of the arch, but left the rough granite and jagged coral spires on the outer surface. The visible wards were once buried deeply beneath the cells and caverns of this Region, but the earthquake uncovered and damaged them. An area beneath the tunnel is affected by a permanent *protection from evil*.

A DC 25 Spellcraft check reveals the damaged wards are amplifying and containing the evil essence of every creature within the Region. This forms a sinkhole of taint which corrupts every living being present. The only way to end this danger is to repair or destroy the wards.

A ritual cleansing of the archway and then casting of the following spells (in order) within a 12-hour period repairs the wards: *consecrate*, *dispel evil*, *glyph of warding*, and *imprisonment*. While most of these require a high-level cleric to accomplish (they are also on a scroll in the kraken's lair), *imprisonment* is most likely beyond the capabilities of the PCs. Without *imprisonment*, only the power of a reforged *the watrazor* can restore this archway.

Alternately, the PCs can merely destroy the archway, which stops the taint, but also stops the wards from ever working again. If the PCs attack the archway, they still face a formidable challenge. Any attack upon the archway triggers a powerful trap which projects raw lawful energy against the attacker.

Archway Trap: CR 12; magical device; automatic reset; spell trigger (*true seeing*); multiple targets (anyone attacking the archway); lawful energy (Atk +40 ranged, 24d6 damage); Search DC 35; Disable Device DC 35.

Archway: Hardness 5/20*, hp 800, Break DC 150.

* Because of the nature of the damaged archway, the hardness can range from 5 to 20 depending on where the PCs attack. Allow the PCs a DC 30 Craft (architechture and engineering check) to find a "soft" spot in the archway. For every 2 points over 30 the PCs succeed by reduce the hardness of the archway by 1. The hardness cannot be reduced below 5 in this manner (which would require a DC 60 check)

Once the PCs cleanse or attack the archway, a shiver passes through the entire lake. Mahg'Gog immediately senses their actions and swims to prevent them from finishing, arriving 2d6 rounds later. If he is already dead, every other powerful monster within the lake feels the change in the waters, and they quickly rush to this area to investigate. The first arrives 2d4 rounds later, with additional visitors every 1d4 rounds after

that until the ritual is completed. These creatures include aquatic elves, dire sharks, the dragon turtle, tojanidas, and the greater water elemental. The arrival of these creatures leads to an epic battle while the PCs guard one another from danger.

If the PCs complete the ritual and restore the wards, a wave of pure energy washes through the lake and lifts the weight of evil from the entire Region. While the mutated creatures do not revert to their original forms, further mutations cease and the Region begins the long road to recovery.

If the PCs destroy the archway, a wave of dark evil washes through the lake. While further mutations cease, the creatures remaining are free to leave the dungeon. *Teleport* spells and spells which contact other planes now operate normally. This affects the ability to teleport in Regions H, K, and O as well.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, any creatures who arrive are familiar with the archway trap and push PCs against the trap. To decrease the challenge, reduce the damage of the archway trap to 16d6.

L10. IN THE MIDDLE

The depth of this encounter is 100 ft. to 600 ft. below the surface.

The water feels oily against your skin and strange iridescent rainbows dance in your light as you swim through the water. A sudden strong eddy twirls you in place for a moment and then fades away. As you get your bearings, you notice two huge forms approaching from opposite sides. Upstream you see the sleek streamlined form of an enormous shark with large teeth and a brilliant blue hide swimming towards you. Downstream a thick barrel-like torso surrounded by a massive nest of tentacles leaps towards you in rapid pulses.

Initial Attitude: Indifferent

Encounter: The two massive creatures approaching are indifferent to the PCs but despise each other, squaring off for a fight. The two rivals, a fiendish giant squid (72 hp) and a dire bull shark (150 hp), were both harmless aquatic animals before the corrupting power of the lake changed them into killing machines. In this case, the PCs are merely in the wrong place at the wrong time.

Encounter Condition: Fearless

Tactics: If left alone, the two creatures crash together and begin fighting. The PCs can simply move aside and let the melee take place. Or, if the PCs attack either of the creatures, they both retaliate against the intruders, considering the PCs a threat to their territory.

They do not fight well together either and occasionally get in each other's way. Every 2d4 rounds, have the shark or squid attack the other creature.

The dire bull shark focuses its attention upon strongest PC, intending to swallow him whole. The fiendish giant squid divides its attacks among the other PCs, focusing on spell casters or rogues where possible. Once it has successfully grappled a foe, the squid constricts it each round while attacking other PCs. Neither creature pursues fleeing PCs or those using distance weapons.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, both creatures possess a spell-like ability that manifests on the second round of combat. The shark targets anyone it swallowed with *poison*, caster level 6th, while the squid casts *slow*, caster level 6th, on anyone engaging it in melee combat. To decrease the challenge, on the third round of combat the squid attacks the shark with any free tentacles, and the shark turns its attention to the shark on the following round. Both ignore the PCs on subsequent rounds.

Giant Squid: CR 11; Huge animal (aquatic, extraplanar); HD 12d8+18; hp 72; Init +3; Spd 80 ft.; AC 17, touch 11, flat-footed 14; Base Atk +9; Grp +29 (+4 racial bonus to grapple); Atk Tentacle +15 melee (1d6+8); Full Atk 10 tentacles +15 melee (1d6+8) and bite +10 melee (2d8+4); Space/Reach 15 ft./15 ft. (30 ft. with tentacle); SA constrict (1d6+8), improved grab; SQ DR 10/magic, darkvision 60', ink cloud, jet, low-light vision, resistance to cold and fire 10, SR 17; AL N; SV Fort +9, Ref +11, Will +5; Str 26, Dex 17, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +10, Spot +11, Swim +16; Alertness, Diehard, Endurance, Toughness (2).

Constrict (Ex): A giant squid deals 1d6+8 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant squid must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. A giant squid has a +4 racial bonus on grapple checks.

Ink Cloud (Ex): A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured.

Jet (Ex): A giant squid can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

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

Dire Bull Shark: CR 9; Huge animal (aquatic); HD 18d8+66; hp 150; Init +2; Spd swim 60 ft.; AC 17, touch 10, flat-footed 15; Base Atk +13; Grp +27; Atk Bite +18 melee (2d8+9); Full Atk +18 melee (2d8+9); Space/Reach 15 ft./10 ft.; SA improved grab, swallow whole; SQ keen scent; AL (Always) N; SV Fort +14, Ref +13, Will +12; Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10.

Skills and Feats: Listen +12, Spot +11, Swim +14; Improved Natural Attack (bite), Toughness (4), Weapon *Focus (bite)*.

(A dire shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.)

Improved Grab (Ex): To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A Huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

L11. BURNING PEARLS

The depth of this encounter is 300 ft. to 400 ft. below the surface.

A cluster of iridescent bubbles drift in the strong current ahead of you. As you swim closer, you realize the bubbles are actually enormous pearls, each measuring over a foot in diameter, floating in the water without support or attachment.

Initial Attitude: N/A

Encounter: There are eight spheres, but they are neither pearls nor bubbles. Instead, they are frozen accumulations of acid, a by-product of a malfunctioning trap buried within the lakebed. The acid freezes into a sphere in the cold depths of the lake and then drifts up towards the surface, slowly dissolving into the surrounding water. The spheres are not immediately dangerous, but anyone who subjects them to higher temperatures (due to fire spells or simply taking them higher in the lake) causes the spheres to dissolve faster. The acid released in this manner inflicts 1d6 damage per round to everything within 10 ft. of the sphere (3d6 damage to anything touching the sphere). Also, make sure to calculate damage to all applicable equipment and the effects of this damage. When a swimming PC's backpack is destroyed by acid, his gear falls into the depths.

Encounter Condition: N/A

Tactics: N/A

Pearl Trap: CR 9; magical device; automatic reset; proximity trigger; the spheres slowly release acid (1d6 damage to everything within 10 ft. of the sphere when within water, 3d6 damage to anything touching the pearl); damage inflicted every round until removed from water or re-frozen; Search DC 25; Disable Device 35.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, the spheres have already begun dissolving when the PCs find them and the acid inflicts damage on the round after the PCs come within 10 ft. of them. To decrease the challenge, the spheres dissolve slowly, inflicting damage every third round.

L12. KENDRAILLE TALLISORIN

The depth of this encounter is on the surface to 200 ft. below the surface.

A high-pitched nickering noise announces the arrival of a dozen sleek silver shapes, slipping through the lake's waters with ease. As they swim towards you, you note each vaguely fish-like creature is as large as a man and large fins protrude from their backs. A long-limbed elf clad only in a hide loincloth and a few pieces of jewelry sits astride the lead shape and stares towards you coldly.

Initial Attitude: Hostile

Encounter: The shapes are a school of twelve porpoises (hp 16 each) led by a mutated elven sorcerer. Kendraille Tallisorin (hp 40) was an elven sorcerer who lived for years in Region H until Mahg'Gog capsized his boat. Tallisorin survived the initial attack by *polymorphing* himself into a porpoise, but the lake's corrupting influence twisted his body and mind turning him into something resembling an aquatic elf.

Over the years he spent in the water, Tallisorin's limbs lengthened, his lungs atrophied, his neck grew gills, and his vocal cords expanded until he could converse in the language of the mutated fish he gathered around himself. Technically an aquatic elf now, he searches the waters of the lake for any magical items to add to his small collection and for surface dwellers to kill.

There is no logic to his behavior and no rhyme or reason to his actions. Kendraille Tallisorin is a shell of his previous self.

Encounter Condition: N/A

Tactics: Tallisorin orders his porpoises to circle the PCs while he holds back and quietly casts *detect magic* using his *metamagic rod* to prevent the PCs from spotting the spell. On the next round, the porpoises charge towards the PCs but pull back before reaching them, while Tallisorin casts dispel magic on anyone under the effect of magical water breathing, repeating as necessary for multiple PCs. On subsequent rounds, Tallisorin attacks with magic missile, hold person and then shout, reserving his circlet of blasting until engaged in melee combat. His porpoises attack anyone swimming for the surface, charging opponents and slamming into them. If the PCs remain underwater, the porpoises attack on the second round. If the PCs offer to give him at least 3 magic items he can use, Tallisorin calls off his attack.

Treasure: Kendraille Tallisorin's *lesser metamagic rod* (silent), *minor circlet of blasting, ring of protection +1, scarab golembane.*

EL: 11

Scaling: To increase the challenge of this encounter, Tallisorin's porpoises continue to circle for three rounds before they attack while the sorcerer weakens the PCs with spells. To decrease the challenge, Tallisorin's mutations cost him his voice and he must cast all spells with his Silent Spell feat.

Kendraille Tallisorin, Aquatic Elf/Porpoise Sor 9: CR 6*; Medium animal (transformed elf); HD 2d8+2+9d4+9; hp 40; Init +3; Spd Swim 80 ft.; AC 16, touch 14, flat-footed 13; Base Atk +5; Grp +5; Atk +8 melee (2d4, slam); Full Atk +8 melee (2d4, slam); SA Spells; SQ Blindsight 120 ft., elf traits, hold breath, low-light vision; AL NE; SV Fort +10, Ref +12, Will +7; Str 11, Dex 17, Con 13, Int 11, Wis 12, Cha 18.

Skills and Feats: Knowledge (arcane) +5, Listen +8*, Spot +8*, Swim +8, Spellcraft +12; Eschew Materials, Silent Spell, Still Spell, Weapon Finesse*.

Blindsight (Ex): Porpoises can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A porpoise can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

Sorcerer Spells Known (6/7/7/7/5, save DC 14 + spell level): 0—*detect magic, detect poison, disrupt undead, flare, light, mage hand, prestidigitation, resistance;* 1st—*alarm, color spray, mage armor, magic missile, unseen servant;* 2nd—*blur, cat's grace, knock, scorching ray;* 3rd—*haste, slow, vampiric touch;* 4th—*polymorph, shout.*

Skills and Feats: A porpoise has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
* A porpoise has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

Possessions: Minor circlet of blasting, lesser rod of metamagic (still), ring of protection +1, scarab golembane.

Porpoise: CR 1/2; Medium animal; HD 2d8+2; hp 16; Init +3; Spd Swim 80 ft.; AC 15, touch 13, flat-footed 12; Base Atk +1; Grp +1; Atk +4 melee (2d4, slam); Full Atk +4 melee (2d4, slam); SA —; SQ Blindsight 120 ft., hold breath, low-light vision; AL N; SV Fort +4, Ref +6, Will +1; Str 11, Dex 17, Con 13, Int 2, Wis 12, Cha 6.

Skills and Feats: Listen +8*, Spot +7*, Swim +8; Weapon Finesse.

Blindsight (Ex): Porpoises can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the porpoise to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A porpoise can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

Skills and Feats: A porpoise has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.
* A porpoise has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

L13. KELP BEDS

The depth of this encounter is 650 ft. to 800 ft. below the surface.

A forest of green vegetation fills the waters beneath you. Some of the plants are thin, twisted strands clustered into four-foot-tall masses while others are fronds as wide as your arm. A dozen spheres several feet in diameter float above the plants, tethered to the ground by thick strands of seaweed. Barely visible among the masses of flora are broken chunks of pillars and masonry.

Initial Attitude: Hostile

Encounter: While the pillars are simply rubble from the earthquake, the plants are far more than meet the eye. The evil essence within the lake mutated normal fresh water plant life into three deadly varieties.

The thin, twisted strands are actually two shambling mounds (hp 60 each). The wide fronds are four thick beds of assassin vines (hp 95 each). Lastly, the eight floating spheres tethered above the rest of the beds are mindless oozes filled with the taint that permeates the lake. The spheres burst if touched and infect anyone nearby.

Concentrated Taint—Contact, Fortitude DC 18, incubation period 8 hours, damage random mutation.

Encounter Condition: Diseased (taint) 18*, Diseased (red ache) 22*

Tactics: The assassin vines and shambling mounds do not move until the PCs enter the seaweed itself at which point they slowly stalk them, using Hide to remain concealed. Once noticed, the assassin vines lurch forward using their entangle ability while the shambling mounds engage the PCs in melee. If possible, the shambling mounds bull rush the PCs, forcing them closer to the assassin vines. The assassin vines continue to use Hide until they reach melee when they engage the strongest characters.

Treasure: Hidden within the weeds are several items from former victims — a suit of +2 *shark hide armor* has been enchanted to provide no penalties to Swim checks; a +1 *buckler* provides its wielder with a +4 enhancement bonus to Swim checks; and a +3 *spear* which functions normally underwater.

EL: 10

Scaling: To increase the challenge of this encounter, give the shambling mounds poisonous thorns—injury DC 14, initial/secondary 1d4 Con. To decrease the challenge, remove one shambling mound and remove one assassin vine.

Assassin Vine: CR 5; Huge plant; HD 10d8+50; hp 95; Init –1; Spd 5 ft.; AC 16, touch 7, flat-footed 16; Base Atk +7; Grp +24; Atk +14 melee (1d8+14, slam); Full Atk +14 melee (1d8+14, slam); Space/Reach 15 ft./15 ft. (25 ft. with vine); SA Constrict 1d8+14, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N; SV Fort +12, Ref +2, Will +4; Str 28, Dex 8, Con 20, Int —, Wis 13, Cha 9.

Constrict (Ex): An assassin vine deals 1d8+14 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 ft. of itself as a free action (Ref DC 16 partial).

The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to entangle (caster level 4th).

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

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 ft. using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Shambling Mound: CR 6; Large plant; HD 8d8+24; hp 60; Init +0; Spd 20 ft., swim 20 ft.; AC 20, touch 9, flat-footed 20; Base Atk +6; Grp +15; Atk +11 melee (2d6+5, slam); Full Atk +11 melee (2d6+5, 2 slams); Space/Reach 10 ft./10 ft.; SA Improved grab, constrict 2d6+7; SQ Darkvision 60 ft., immunity to electricity, low-light vision, plant traits, resistance to fire 10; AL N; SV Fort +9, Ref +2, Will +4; Str 21, Dex 10, Con 17, Int 7, Wis 10, Cha 9.

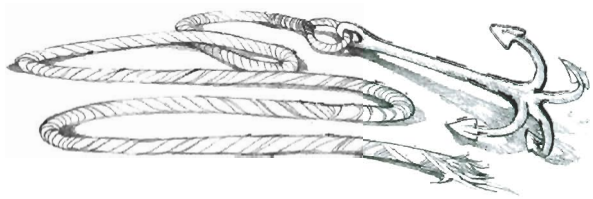
Skills and Feats: Hide +3*, Listen +8, Move Silently +8; Iron Will, Power Attack, Weapon Focus (slam).

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

Constrict (Ex): A shambler deals 2d6+7 points of damage with a successful grapple check.

Immunity to Electricity (Ex): Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily grants it 1d4 points of Constitution. The shambler loses these points at the rate of 1 per hour.

Skills and Feats: Shamblers have a +4 racial bonus on Hide, Listen, and Move Silently checks. * They have a +12 racial bonus on Hide checks when in a swampy or forested area.



L14. KELP BEDS

The depth of this encounter is 650 ft. to 800 ft. below the surface.

Thick fronds of seaweed stretch up from far below. Each strand is roughly a handsbreadth wide and the dense growth blocks visibility beyond a few feet.

Initial Attitude: Hostile

Encounter: Seaweed beds fill this area and rise 150 ft. above the lake bed. Regardless of light source, the kelp beds reduce visibility to 5 ft. and movement by half. In addition, every round that a character moves through the kelp, he must make a DC 18 Swim check or become caught within the strands of kelp. Anyone caught can take a full round action to make a DC 22 Swim check or an DC 17 Escape Artist check to free himself. Failure stops the character from acting this round.

Three clusters of four aquatic carnivorous plants (hp 30 each) add further danger to the kelp bed. One cluster is in the northern edge of the kelp bed, another is in the center of the bed, the third is in the western portion and the last is at the eastern end. Any creatures encountered in the kelp beds are familiar with the properties of the kelp and the assassin vines.

Encounter Condition: Fear 16, Fearless, Fog 5

Tactics: The assassin vines wait until the PCs enter the kelp or pass within 10 ft. before seizing them. The vines use their constrict and entangle abilities to trap and kill their prey, mindlessly fighting until they are destroyed.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add one assassin vine and increase the DC of the assassin vines' entangle ability, increasing by +3. To decrease the challenge, remove two assassin vines.

Assassin Vine: CR 3; Large plant; HD 4d8+12; hp 30; Init +0; Spd 5 ft.; AC 15, touch 9, flat-footed 15; Base Atk +3; Grp +12; Atk +7 melee (1d6+7, slam); Full Atk +7 melee (1d6+7, slam); Space/Reach 10 ft./10 ft. (20 ft. with vine); SA Constrict 1d6+7, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9.

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 ft. of itself as a free action (Ref DC 13 partial).

The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to entangle (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack.

It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 ft. using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

L15. WRECKAGE OF THE LANCER

The depth of this encounter varies.

A few yards below the surface of the water, a narrow plateau measuring thirty feet in diameter holds ancient timbers, twisted hunks of metal, and rotting planking while the plateau's sides drop sharply away. Approaching closer, you see a skeleton lying in repose with a battle axe held across his chest amidst the wreckage.

Initial Attitude: Hostile

Encounter: This encounter may occur at any depth from 0 ft. to 30 ft.

The plateau is a section of solid rock which did not collapse during the earthquake. Years ago, the kraken attacked a group of adventurers exploring the lake in a folding boat named the *Lancer* and hurled it onto this narrow platform where it shattered. The corpse of one of these adventurers, Bakron Kisdail, remained atop the rock and his ghost (hp 72) now haunts the site. Bakron was a lawful good fighter who devoted his life to defeating evil wizards, but centuries of the lake's corrupting influence twisted his spirit into a hateful creature that destroys any living being who approaches the plateau. His spirit is linked to his battle axe and remains close to it, rather than to his body.

Encounter Condition: Fearless, Negative Energy, Unhallowed 4

Tactics: The ghost remains invisible and intangible until someone comes within 10 ft. of his remains and then it snatches up *Silent Death* to attack. He quickly closes with any obvious spell casters and uses the *silence* ability of his weapon to prevent their use of magic. A canny fighter while alive, Bakron chooses his targets carefully and focuses his attacks upon groups of rogues and spell casters, using Power Attack, attacks of opportunity, and Cleave to eliminate opponents quickly. He has mastered the use of painful blows to disrupt his opponent's concentration, and damage he inflicts is doubled for Concentration check purposes. Further, the DC for this round's Constitution checks for a person to hold his breath increases by the amount of damage Bakron inflicts.

Treasure: The weapon upon the skeleton's chest is *Silent Death*, a *+2 ghost touch black iron battle axe* which allows the wielder to cast *silence*, caster level 8th, 3/day, at will. The weapon serves as Bakron's link to the material world and he remains within 10 ft. of it at all times.

If the PCs rearrange the planking of the wreckage (Spellcraft check, DC 18), the engraved wood forms two spells of *water breathing* (one arcane and one divine, caster level 12th), as well as the boat's name, *Lancer*. Beneath the skeleton lies a journal, badly water damaged, in which the writer details his group's quest to find the kraken's treasure hoard and *the watmazor*, both said to lie within this lake. It may also hold other rumors concerning the lake at the DM's discretion.

EL: 9

Scaling: To increase the challenge of this encounter, have the ghost bound to his body rather than his weapon, allowing him to move up to 20 ft. from his skeleton. To decrease the challenge, prevent the PCs from being surprised.

Bakron Kisdail, Ghost Ftr7: CR 9; Medium undead (incorporeal); HD 7d12; hp 72; Init +6; Spd fly 30 ft. (perfect); AC 15, touch 15, flat-footed 13; Base Atk +7; Grp +11; Atk +13 melee (1d8+8/×3, *silent death*); Full Atk +13/+8 melee (1d8+8/×3, *silent death*); SA Corrupting gaze, horrific appearance, painful blows; SQ Darkvision 60 ft., manifestation, rejuvenation, +4 turn resistance, undead traits; AL CE; SV Fort +5, Ref +6, Will +5; Str 19, Dex 14, Con —, Int 11, Wis 13, Cha 17.

Skills and Feats: Craft (weaponsmith) +10, Intimidate +13, Listen +11, Search +8, Spot +11, Swim +14; Alertness, Cleave, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (battle axe), Weapon Specialization (battle axe).

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save (DC 16) or take 2d10 points of damage and 1d4 points of Charisma damage.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 16) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon. A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Painful Blows (Ex): Any damage Bakron inflicts is doubled for Concentration check purposes. Further, the DC for that round's Constitution checks for a person to hold his breath increases by the amount of damage Bakron inflicts.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Skills: Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks.

Possessions: Silent death (+2 ghost touch black iron battle axe); 3/day—wielder may cast *silence* as a free action, caster level 8th.

L16. SCRAG LAIR

The depth of this encounter is 450 ft. to 750 ft. below the surface.

In the bitterly cold waters at the bottom of the lake, several depressions reveal the existence of caves beneath the surface. Although the current here strongly propels you away from the entrance, flashes of movement from within the cave attract your attention.

Peering within, you see a half dozen giants with rubbery skin gesturing wildly to each other. Their long flowing hair is entangled with seaweed and ropes. The room itself is a barren area of marble tiles and stone sarcophagi.

Initial Attitude: Hostile

Encounter: This area is the lair of a small tribe of scrags (aquatic trolls). These scrags settled on the uninhabited island of Madowlieloren (Room L55) centuries ago. The elves invaded, driving the scrags into the water where the creatures discovered they could breathe water. The creatures settled within the lake and remain to this day. Their current leader, Grokthan (hp 107), and the five scrags (hp 63) present are examining a +2 *distance net* they stole from Madowlieloren. Grokthan hoped to use the net himself, but cannot fathom how to refold it.

As the most powerful scrag, Grokthan forces the others to bring him the lion's share of loot and beats them when they question his orders. The others obey him out of fear and he basks in their terror. The scrags possess few tools or treasures, preferring to live by their strength and brutality.

Even PCs who speak Giant have trouble understanding these beasts who speak a "damaged" dialect of their original tongue. A DC 20 Listen check is required to decipher the language and understand the concepts behind the words spoken, and only if the PC understands Giant.

Encounter Condition: N/A

Tactics: The trolls swarm towards their foes, using the constricted space to their advantage. Grokthan quickly pushes to the front and focuses his attacks on the strongest opponent available. They fight like maddened piranhas, biting, clawing, and constantly changing the focus of their attack.

Treasure: Concealed within one of the sarcophagi is a large black pearl (1 in. in diameter, worth 500 gp), and an iron flask — both of which Grokthan intends as tribute to Mahg'Gog (Room L18). The +2 *distance net* lies unfolded upon the floor.

EL: 13

Scaling: To increase the challenge of this encounter, add three scrags that return from a hunting expedition 1d4 rounds after combat begins. They attack from behind, cutting off the PCs' escape route. To decrease the challenge, remove one scrag.

Grokthan, Scrag, Ftr 4: CR 9; Large giant; HD 6d8+42 + 4d10+28; hp 107; Init +2; Spd 20 ft., swim 40 ft.; AC 16, touch 11, flat-footed 14; Base Atk +8; Grp +20; Atk +19 melee (2d6+15 plus wounding, +3 *harpoon of wounding*) or +15 melee (1d6+8, claw); Full Atk +19/+14 melee (2d6+15 plus wounding, +3 *harpoon of wounding*) and +10 melee (1d6+4, bite) or +15 melee (1d6+8, 2 claws) and +10 melee (1d6+4, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL NE; SV Fort +16, Ref +5, Will +4; Str 27, Dex 14, Con 25, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +6, Spot +7; Alertness, Cleave, Combat Reflexes, Iron Will, Power Attack, Track, Weapon Focus (harpoon).

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. They regenerate only if mostly immersed in water.

Possession: +3 *harpoon of wounding.*

Scrag: CR 5; Large giant; HD 6d8+36; hp 63; Init +2; Spd 20 ft., swim 40 ft.; AC 16, touch 11, flat-footed 14; Base Atk +4; Grp +14; Atk +9 melee (1d6+6, claw); Full Atk +9 melee (1d6+6, 2 claws) and +4 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. They regenerate only if mostly immersed in water.

L17. SCRAG PATROL

The depth of this encounter is 400 ft. to 500 ft. below the surface.

A group of four giants moves effortlessly through the waters below you. A cloud of hair surrounds them, concealing their exact features, but their powerful physiques, large forms, and jagged claws are clearly visible.

Initial Attitude: Hostile

Encounter: These four corrupt scrags (hp 67, 66, 65, 64) hunt for signs of intruders or large predators. They fear nothing and attack anything they can find, other than the kraken which they respect enough to avoid.

Encounter Condition: Fearless

Tactics: The scrags are powerful fighters, confident in their own regenerative abilities. They do not fear death because they do not understand it. In combat, they fight without pause, barely acknowledging their own wounds. They split up and flank the PCs, focusing their attacks upon the weakest combatants, particularly rogues and wizards, certain that they can survive the attacks of more powerful combatants while they eliminate weaker adversaries.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, increase the scrags' hit points by 5. To decrease the challenge, each scrag breaks off combat and retreats to their lair (room L17) when their hit points drop to a quarter or less.

Corrupt Scrag: CR 5; Large giant (aquatic); HD 6d8+36; hp 63; Init +2; Spd 20 ft., swim 40 ft; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +14; Atk +9 melee (1d6+6, claw); Full Atk +9 melee (1d6+6, 2 claws) and +4 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Track.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. A scrag regenerates only if mostly immersed in water.

Sickening Miasma (Su): Anyone within 5 ft. (except other scrags) must make a DC 19 Fort save or suffer a –1 circumstance penalty to all attack and skill rolls for 2d8 minutes. The save DC is Constitution-based.

L18. MAHG'GOG'S LAIR

The depth of this encounter varies.

The warmer waters from the southwest collide with the cooler waters here, forming a strong riptide with unpredictable downard currents. An entire school of fish glowing jade and turquoise disappear into the depths beneath you, their lights slowly dimming. Suddenly an enormous shadow passes across their lights, blotting them out completely. Something massive is moving through the waters, and it is approaching quickly.

Initial Attitude: Hostile

Encounter: This encounter may occur at any depth, from 0 ft. to 800 ft.

The shadow that the PCs spotted is the half-fiend kraken Mahg'Gog (hp 350), the most dangerous creature within the lake. This beast possesses the brute strength and power of a kraken and the evil essence of a demon prince. Further, its half-fiendish nature provided more than increased intelligence.

Mahg'Gog possesses three pairs of wings which enable it to fly, although it usually keeps them folded tightly against its body. It regenerates severed limbs in 1d10+10 hours instead of days. Mahg'Gog is immortal and can survive indefinitely outside of water, should it ever choose to leave the lake.

Encounter Conditions: Cursed 10, Desecration 6, Fear 20, Negative Energy, Unhallowed 8

Tactics: Before engaging in combat, Mahg'Gog wards itself with *unholy aura*. Then, if the PCs are in a ship or swimming, the kraken rises to within 50 ft. of the surface and uses *control water* to form a large whirlpool under them, dividing them. If the PCs are flying above the surface of the lake, the kraken surfaces and uses *horrid wilting*, then uses its tentacles to pluck them from the sky. It reveals its ability to fly only as a tactical surprise. Once they are in the water, Mahg'Gog attacks without warning or mercy, seizing as many PCs as possible, constricting them, and dragging them deeper into the water.

The kraken has two tentacles and six arms, allowing it to attack numerous characters simultaneously, but generally prefers to use its tentacles against the greatest threats and drag them into range of its arms and powerful maw. Then it uses three arms against each victim while its tentacles seek out a new target. Mahg'Gog continues attacking until it has taken 150 hit points of damage or lost both tentacles. It retreats behind its jet and ink cloud abilities, desperately clutching anyone it still has hold of.

If the PCs drive the kraken off, it immediately flees to Room L16 where it rouses the scrags, ordering them to occupy the PCs. Then it hunts down and dominates a giant squid (Room L28) or the sea serpent (Room L25) before returning to face the PCs again. The kraken allows the dominated creature to attack for two rounds, using spell-like abilities against the PCs before entering the combat itself. Mahg'Gog focuses its attention upon spellcasters and anyone else fighting from a distance against the dominated creature.

Treasure: Having cowed the other monsters within the lake, the kraken demands a tribute every three months. Though Mahg'Gog has little use for magic and even less for gold and gems, it revels in its dominance of the lesser beings of the lake.

A circular rocky reef, measuring 60 ft. in diameter, on the lakebed serves as Mahg'Gog's lair and treasure trove. The reef is both *desecrated* and *unhallowed*, to make it a more comfortable resting place for the half fiend. The *unhallow* spell maintains an *invisibility purge* spell to prevent foes from sneaking into its lair. An enormous pile of gold and other items covers much of the reef's floor. Corroded weapons, broken flasks, and other pieces of once-valuable detritus are mixed in with the chunks of gold and a handful of coins. The gold is mostly in chunks ranging in size from tiny pieces no more than an inch across to golden sheets measuring 8 ft. across. There is more than 6,000 gp here. Unfortunately for anyone who would want to take it, gold is extremely dense and difficult to haul to the surface.

Buried under the gold and corroded items are many more valuable treasures. Every PC who searches for 30 minutes and succeeds at a DC 25 Search check finds one item.

1d20	Treasure
1	Black pearls (up to 9), worth 200 to 500 gp each.
2	Three chalcedonies, mounted on a sheet of gold roughly 3 ft. square, worth 900 gp.
3–5	Mother of pearl (up to 100), worth 1d20 gp each.
6	Five red spinels mounted upon scraps of gold, worth 250 gp.
7	Star rubies (up to 4), worth 750 gp, 800 gp, 1,000 gp, and 1,500 gp each.
8	A silver cup with jade inlay, originally enchanted to reveal any poison placed within it by causing the jade to blacken. Long years underwater have permanently darkened the jade. It is worth 300 gp. It still radiates faint divination magic.
9	*Lens of detection* is buried beneath a pile of gold chunks and a DC 20 Disable Device check must be made to remove it from the pile without breaking it.
10	A bronze flask containing a *potion of enlarge person*. The potion has been here long enough that the taint of the surrounding water has seeped in, causing anyone who uses it to make an immediate check to resist the water's corruption.
11	Set of *+2 silver chain mail* armor sized for a halfling.
12	A longsword with a gold hilt, while it appears undamaged by its long period in the water, the exposure to the tainted water has changed it into a *–2 cursed longsword*. It radiates Strong conjuration.
13	A scroll case made of ivory which prevents water from leaking into it, even when opened underwater. Contains a divine scroll with *consecrate, cure moderate wounds, hallow, glyph of warding* (18th-level divine caster).
14	A carved crystal *wand of invisibility* (8 charges).
15	A tarnished silver ring set with a small emerald (450 gp). Its magic has been corrupted by the lake, turning it into a *ring of clumsiness*.
16–18	A strongbox filled with gold and silver coins.
19–20	A jagged blade without a hilt, one of the pieces of *the watrazor*, which can generate *dismissal* once per day, as a 15th-level caster. It glows when pointed towards the piece of *the watrazor* in Room L3.

EL: 17

Scaling: To increase the challenge of this encounter, allow Mahg'Gog to make a full attack and use a spell-like ability at the same time. To decrease the challenge, Mahg'Gog fights to the death.



Mahg'Gog, Half-Fiend Kraken Ftr 2: CR 17; Gargantuan outsider (aquatic); HD 20d10+200 + 2d10+20; hp 350; Init +6; Spd Swim 20 ft., fly 20 ft (average); AC 23, touch 8, flat-footed 21; Base Atk +22; Grp +48; Atk +33 melee (4d6+14/19–20, tentacle); Full Atk +33 melee (4d6+14/19–20, 2 tentacles) and +27 melee (1d6+7, 6 arms) and +27 melee (4d6+7, bite); Space/Reach 20 ft./15 ft. (60 ft. with tentacle, 30 ft. with arm); SA Improved grab, constrict 4d6+14 or 1d6+7, smite good, spell-like abilities; SQ Air or water, damage reduction 10/magic, darkvision 60 ft., immortal, immunity to poison, ink cloud, jet, low-light vision, resistance to acid 10, cold 10, electricity 10, fire 10, spell resistance 32; AL NE; SV Fort +25, Ref +14, Will +13; Str 38, Dex 14, Con 31, Int 25, Wis 20, Cha 22.

Skills and Feats: Concentration +33, Diplomacy +8, Hide +2, Intimidate +27, Knowledge (geography) +19, Knowledge (nature) +18, Knowledge (the planes) +17, Listen +30, Search +30, Sense Motive +17, Spot +30, Survival +5 (+7 following tracks), Swim +39, Use Magic Device +17; Alertness, Blind-Fight, Combat Expertise, Combat Reflexes, Improved Critical (tentacle), Improved Initiative, Improved Natural Attack (tentacle), Improved Trip, Iron Will, Weapon Focus (tentacle).

Air or water (Ex): Mahg'Gog can survive indefinitely in air or water.

Constrict (Ex): A kraken deals automatic arm or tentacle damage with a successful grapple check.

Immortal (Su): Mahg'Gog cannot die of old age. Mahg'Gog can breathe air.

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

Ink Cloud (Ex): A kraken can emit a cloud of jet-black ink in an 80-foot spread once per minute as a free action. The cloud provides total concealment, which the kraken normally uses to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness.

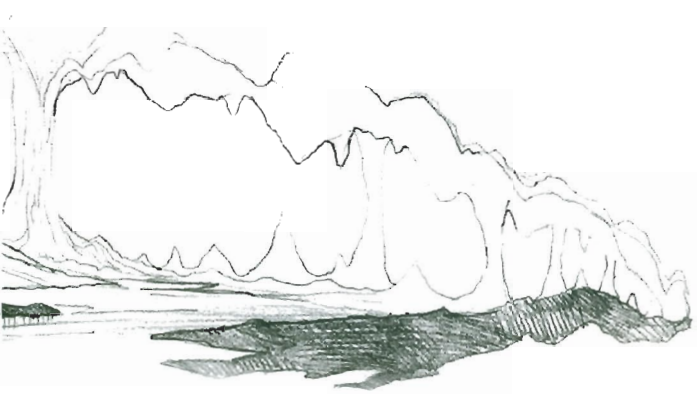
Jet (Ex): A kraken can jet backward once per round as a full-round action, at a speed of 280 ft. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Smite Good (Su): Once a day Mahg'Gog can make a normal melee attack to deal +20 damage against a good foe.

Spell-Like Abilities: 1/day—*control weather, control winds, dominate animal* (DC 19), *resist energy*. Caster level 9th.

Spell-Like Abilities: 3/day—*darkness, poison* (DC 19), *unholy aura* (DC 23). 1/day—*blasphemy, contagion* (DC 20), *desecrate, destruction* (DC 22), *horrid wilting* (DC 23), *unhallow, unholy blight* (DC 19). Caster level 20th. The save DC is Charisma-based.

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



MAHG'GOG'S PLAN

The kraken with the demon prince's memories dreams of escaping the dungeon which held him trapped for so many years, but the wards on this Region are still too powerful for him. However, given how much this section changed in the years since the earthquake, Mahg'Gog believes the wards must have collapsed elsewhere in the dungeon. He means to expand his territory until he discovers such a place and finally escapes this prison.

The first step in this plan is to seize control of the tidal pools which lie to the west in Section K. Mahg'Gog ordered his minions to prepare for an invasion and each handled the matter in their own personal style. Sh'iga'torath devised a method of eliminating the coral dam. The dragon turtle fastened a powerful magical item to its claw for the upcoming battles. Xiloscient created a series of magical traps to send into the tidal pools and weaken the defenders. The aboleth gathered additional slaves to protect it during the fight. The scrags and lacedons simply ignored the warning, certain their followers' bloodthirsty natures needed no preparations.

TIMELINE OF THE ASSAULT

This schedule begins upon the day that the PCs arrive at Region K and details what events take place and when. Since the PCs might have already eliminated some or all of these beings before they act according to the schedule, or otherwise interfere with the course of these events, the DM is the sole arbiter of how PCs' actions affect this timetable. Regardless, Mahg'Gog invades Region K on the 8th day unless the PCs intervene.

Day 0: PCs arrive in Region K.

Day 3: The kraken uses control water to force Xiloscient's spheres over the merrow's dam and into the tidal pools.

Day 4: Sh'iga'torath completes his preparations and sends scouts to the merrow's coral dam.

Day 5: Sh'iga'torath and the sahuagin visit the dam and plant the first alchemical acid bombs, creating a deep fissure 4 ft. wide and 8 ft. deep in the dam's foundation.

Day 6: Sh'iga'torath plants the other alchemical acid bombs, but is caught by the merrow. Sh'iga'torath dies, but his devices destroy the merrow dam. Simultaneously, the kraken uses its control water ability to raise the water level in the Northern Swamp (see Region K) while the water elemental washes the soil, muck and mire into the deeper water. The result is a passage 30 ft. deep and 40 ft. wide from the Deeps to the Northern Tidal Pool (see Region K).

Day 7: Mahg'Gog attacks the dam, ripping it off its weakened foundations. The locathah, dragon turtle and kraken attack the merrow. Faced with extinction, the merrow agree to serve Mahg'Gog.

Day 8: The aboleth, dragon turtle, lacedons, merrow and scrags rush through the channel and the new passageway to attack the tritons and merfolk. The aboleth is killed during the fighting, but the tritons, locathah, merrow and merfolk tribes are destroyed as well. The lillend is also killed, but the water naga escapes into the Deeps with a handful of people from each of the defeated races and goes into hiding. Lacedons and scrags take over the southern and Northern Tidal Pools respectively while the larger predators return to the deeper waters.

L19 THROUGH L27. LOCATHAH LAIR

The current here is rising from the depths in the southeast towards the northwest where the waters filter through the swamps into Region K, but it is not strong enough to affect swimmers. The ceiling of the Section is 75 ft. above the lake's surface; the water temperature is cool.

In the southwestern portion of the lake lies a small cavern complex that survived the earthquake, but sank 150 ft. beneath the surface. It served as the home of a tribe of sahuagin for a time, but the foul taint of the lake slowly mutated the lake's fish into locathah, a race of aquatic humanoids, who drove the sahuagin from their home. While locathah are generally a neutral, nature-loving folk, the creatures created in this lake are far more vicious. They revel in destruction and respect only violence.

They are a primitive tribe of hunters and gatherers with almost no social structure. They do not even possess names or concepts of individual property. Each locathah is responsible for the tribe and all take part in the hunting, gathering, and craftwork regardless of sex, rank, or ability. Fights to the death over trivial matters are common. An aquatic elven cleric named Himo Xiloscient recently entered the caverns, defeating the locathah chieftain in combat. Stunned, the locathah bowed in submission to the intruder and now obey his every whim in fear of unholy punishment.

RANDOM ENCOUNTERS

Check for random encounters once every two hours. The shorelines are largely devoid of creatures and caverns do not contain random encounters, so checks only have to be made when the PCs are in or on the water. If the PCs are thrashing in the water or have not bound their wounds to prevent blood from spreading through the water, check for random encounters every hour.

1d20	Encounter
1	An eddy whirls into existence around the PCs requiring a DC 20 Swim check. Anyone failing is caught in the current and drawn down 1d100 ft.
2–14	Nothing
15	A dire bull shark searches for prey.
16	Two merfolk who snuck through the Northern Swamp in Region K to deliver a message from Sissefiss (Room K40) to the locathah. The message offers a haven among the merfolk for any locathah desiring to escape Xiloscient.
17–18	Six locathah scouts patrol the Section.
19	Himo Xiloscient (Room L27) silently swims through the lair, searching for signs of rebellion or betrayal.
20	A cloud of concentrated taint washes over the PCs, requiring immediate DC 20 Will saves.

L19. ENTRY TO LOCATHAH LAIR

The depth of this encounter is 80 ft. to 120 ft. below the surface.

Water slowly flows past a plateau jutting from the cavern wall 100 ft. beneath the surface of the water. The sluggish current has smoothed the edges of the plateau for years. The rock surface is glassy, and a wide cave opening surrounded by dimly glowing yellow lights pierces the southeastern face next to the cavern wall. The interior of the cave remains hidden in shadows.

After entering the cave, you spot five nets strung across the length of the room drifting with the current and blocking your advance.

Initial Attitude: Hostile

Encounter: This cave is the entry to the lair of a tribe of locathah. Normally a nomadic people, the locathah settled in this flooded cave complex for the safety it provides them from predators of the lake. The locathah mounted the phosphorescent glands of certain fish on the rocks surrounding the cave entrance to illuminate approaching predators, but the lights are on the outside lip of the entrance, so the light does not penetrate into the cave where nine locathah sentries (hp 22 each) are always on duty.

A series of seaweed nets are strung throughout the Room and attached to admantium loops mounted around the periphery of the Room. The current pushes fish into the nets, but is too weak to affect humanoids. Anyone moving through this Room must make a Swimming check (DC 12) or become entangled (Strength check, DC 20 or Escape Artist check, DC 15 to free themselves).

Encounter Condition: N/A

Tactics: The locathah are resting against the northwestern wall, out of sight behind the nets (Spot DC 28). At the first sign of intruders, they fire crossbows through the nets at the intruder. If the intruders keep advancing, they continue to fire and then retreat down the passageway to gather reinforcements once the intruders make it through the nets. By orders from Xiloscient and personal taste, the creatures never speak with intruders or negotiate.

Treasure: Two of the sentries are wearing pearl bracelets (worth 25 gp each). Two of the crossbows are *+1 crossbows*, their stocks inlaid with mother of pearl.

EL: 9

Scaling: To increase the challenge of this encounter, add sea snake venom (Injury DC 16, Init/secondary damage 1d6 Str) to the locathah hunters' crossbow bolts. To decrease the challenge, have one to four locathah hunters sleeping, requiring 1d3 rounds (each) to awaken.

Locathah Hunter, Brb 2: CR 3; Medium humanoid (aquatic); HD 2d8 + 2d12; hp 22; Init +1; Spd 20 ft., swim 60 ft.; AC 15, touch 12, flat-footed 14; Base Atk +3; Grp +3; Atk +4 melee (1d8/×3, longspear) or +3 melee (1d4/19-20, dagger) or +4 ranged (1d8/19–20, light crossbow); Full Atk +4 melee (1d8/×3, longspear) or +3 melee (1d4/19-20, dagger) or +4 ranged (1d8/19–20, light crossbow); Space/Reach 5 ft./5 ft.; SA Rage; SQ Uncanny dodge; AL NE; SV Fort +6, Ref +1, Will +1; Str 10, Dex 12, Con 10, Int 13, Wis 13, Cha 11.

Skills and Feats: Craft (weaponsmithing) +6, Listen +8, Spot +6, Swim +10, Survival +5; Weapon Focus (longspear).

Rage (Ex): A locathah hunter can fly into a rage once per day. In a rage, a locathah hunter temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the locathah hunter's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) A fit of rage lasts for 5 rounds. A locathah hunter may prematurely end his rage. At the end of the rage, the locathah hunter loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter.

Uncanny Dodge (Ex): A Locathah Hunter retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

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

Possessions: Longspear, dagger, light crossbow, bolts (20).

L20. MAIN HALL

The depth of this encounter is 100 ft. below the surface.

A long passageway covered in granite tiles leads deeper into the plateau. The passage is only 8 ft. wide and tall, narrow enough to prevent most large creatures from entering here. Up ahead, it opens into a vast room whose walls are painted in a completely unexpected serene woodland scene, complete with a fox fleeing a group of horseback nobles. After a moment, you realize that the fox is completely out of scale, dwarfing many of the trees, and the nobles pursuing it are centaurs composed of metal and clockwork. Crude stone benches line the walls, both a few feet off the floor and halfway up the wall. A net hangs above the table and another finned warrior has lain down in it as if it were a hammock. Other fishmen warriors sit or swim through the room, arguing, waving spears lazily at each other, and wrestling. A beautiful mosaic of glistening rainbow-hued tiles upon the far wall depicts a fish-headed female smiling benevolently down upon the room.

Initial Attitude: Hostile

Encounter: This is the main hall where the warriors gather to hunt and celebrate, the social center of the tribe. Currently twelve locathah hunters (hp 22 each) are present, preparing to venture forth on a hunt and boasting of their mighty deeds. At first glance, the locathah seem light-hearted and jovial, but they are actually jockeying for standing within the tribe, brutally mocking each other at every opportunity. Several claim to have seen the kraken's vast trove of gold and treasure in the Northern Waters and can describe its location if questioned.

A narrow passage leads north from here, but dead ends after only a few yards. At the end of the passageway, a series of ten 1-in. wide holes in the rock lead to the lake. The current flows down the passage and out through the holes.

Encounter Condition: N/A

Tactics: The locathah hunters are armed with water crossbows and longspears. If alerted by the sentries in Room L19, they cock their crossbows and loose a volley of bolts as soon as the PCs appear. The hunters then rush towards the doorway with their longspears to prevent the PCs from entering the Room and keep opponents at a distance. Any locathah that is wounded goes into a rage, dispensing with its spears in favor of a dagger, then ducking beneath its companions' longspears to directly engage the PCs. If their numbers drop to 4 or less, all of the remaining locathah rage in a last ditch effort to drive off the intruders.

If the PCs enter the Room, two locathah haul down the net and use it to entangle foes while the rest use the tactics described above. They also drive the PCs in front of the door to Room L21 where six locathath reinforcements emerge 3 rounds later. The reinforcements drive forward with longspears, trapping the PCs between two hostile groups.

Treasure: The mosaic is constructed of mother-of-pearl and is worth 1000 gp, though if it must be taken apart, its value drops to 400 gp. Four of the locathah wear bracelets of pearls worth 25 gp.

EL: 10

Scaling: To increase the challenge of this encounter, increase the number of reinforcements to eight. To decrease the challenge, have the reinforcement arrive until round 8.

Locathah Hunter, Brb 2: CR 3; Medium humanoid (aquatic); HD 2d8 + 2d12; hp 22; Init +1; Spd 10 ft., swim 60 ft.; AC 15, touch 12, flat-footed 14; Base Atk +3; Grp +3; Atk +4 melee (1d8/×3, longspear) or +3 melee (1d4/19–20, dagger) or +4 ranged (1d8/19–20, light crossbow); Full Atk +4 melee (1d8/×3, longspear) or +3 melee (1d4/19–20, dagger) or +4 ranged (1d8/19–20, light crossbow); SA Rage; SQ —; AL NE; SV Fort +6, Ref +1, Will +1; Str 10, Dex 12, Con 10, Int 13, Wis 13, Cha 11.

Skills and Feats: Craft (weaponsmithing) +6, Listen +6, Spot +6, Swim +8; Weapon Focus (longspear).

Rage (Ex): A locathah hunter can fly into a rage once per day. In a rage, a locathah hunter temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the locathah hunter's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) A fit of rage lasts for 5 rounds. A locathah hunter may prematurely end his rage. At the end of the rage, the locathah hunter loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter.

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

Possessions: Longspear, dagger, light crossbow, bolts (20).

L21. TRAINING HALL

The depth of this encounter is 100 ft. below the surface.

A half-dozen locathah warriors are drifting in the water, aiming crossbows at the far end of the room where several ancient ivory busts sit in niches. More niches line each wall, though only a handful of worn and broken busts remain. Six longspears are racked near the door.

Initial Attitude: Hostile.

Encounter: This Room serves as the locathah training hall. The warriors in Room L20 rejected these six locathah hunters (hp 22 each) due to poor marksmanship. As a result, they have been practicing with the crossbow diligently, trying to prove their mettle. When the PCs arrive, they are reloading as a seventh locathah clears the targets of used bolts.

Encounter Condition: N/A

Tactics: If a fight breaks out, the locathah hunters fire their crossbows and wait for the intruders to close, hoping to wear them down with ranged attacks. Two of the hunters are more impetuous and draw their daggers, charging. They rage immediately, focusing their attacks upon slow targets while the others shoot at obvious spellcasters and anyone armed with a ranged weapon.

Treasure: The busts were once part of an energy ray trap, long since disintegrated.The locathah use them for target practice. The remaining busts are worth 20 gp each for their ivory, since the features have been blasted away. Three of the locathah wear pearl bracelets or necklaces worth 1d20 gp each.

EL: 8

Scaling: To increase the challenge of this encounter, add sea snake venom (Injury DC 16, Init/secondary damage 1d6 Str) to the locathah hunters' crossbow bolts. To decrease the challenge, have the locathah fire their crossbows before anyone enters the Room, thus they must reload before a fight begins.

Locathah Hunter, Brb 2: CR 3; Medium humanoid (aquatic); HD 2d8 + 2d12; hp 22; Init +1; Spd 20 ft., swim 60 ft.; AC 15, touch 12, flat-footed 14; Base Atk +3; Grp +3; Atk +3 melee (1d4/19–20, dagger) or +4 ranged (1d8/19–20, light crossbow); Full Atk +3 melee (1d4/19–20, dagger) or +4 ranged (1d8/19–20, light crossbow); SA Rage; SQ Uncanny dodge; AL NE; SV Fort +6, Ref +1, Will +1; Str 10, Dex 12, Con 10, Int 13, Wis 13, Cha 11.

Skills and Feats: Craft (any one) +6, Listen +8, Spot +6, Swim +10, Survival +5; Weapon Focus (longspear).

Rage (Ex): A locathah hunter can fly into a rage once per day. In a rage, a locathah hunter temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the locathah hunter's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) A fit of rage lasts for 5 rounds. A locathah hunter may prematurely end his rage. At the end of the rage, the locathah hunter loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter.

Uncanny Dodge (Ex): A Locathah Hunter retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. Skills: A locathah has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Possessions: Dagger, light crossbow, bolts (20).

L22. BARRACKS

The depth of this encounter is 100 ft. below the surface.

This long room is lined with dozens of narrow niches, each one lined with patches of thick green moss. More patches of the seamoss drift through the waters, as do the black-scaled humanoids slowly moving in the slight current caused by the door opening. Otherwise, the water is motionless. A spear floats near each of the sleeping humanoids.

Initial Attitude: N/A

Encounter: This Room is the barracks for the locathah tribe. Up to six locathah (hp 22 each) can be found sleeping here at any time, although there is a 25% chance that 1d6 are talking. When sleeping, they lay their heads upon the thick pads of green moss in the niches and allow their bodies to drift in the water since there is no appreciable current within this Room.

A crude altar is hidden beneath a covering of seamoss in the southeastern corner of the Room. The tribe worships the "Mother who bore them" and has carved a vaguely female figure into a massive chunk of stone. The stone was here when they made their home, jutting from the bedrock, its sculptor long dead. The locathah believe it some great sign, when in truth, the altar is a vertebra from a massive demon who died during the earthquake. The altar casts *aid* upon any evil being praying to the "Mother" and is the center of a permanent *magic circle against good*. The bone is also protected by *alarm*, which triggers if a good PC steps within 20 ft. of the sculpture. Allow the PCs a DC 40 Search check to notice the altar's foreign nature and (with a successful DC 26 Spellcraft check) its magical properties.

The locathah worship each morning, gaining *aid* for 24 hours.

Encounter Condition: Desecration 4, Echoes 5, Negative Energy, Unhallowed 4

Tactics: The locathah are asleep and are allowed Listen checks to wake should fighting erupt or the *alarm* trigger. Once awake, they grab their longspears and charge to attack. They do not fight as a unit at first, desperately trying to gain the initiative. After 1d4 rounds, the leader takes control of the unit, gaining a +4 to his Initiative check and regrouping the locathah into a single fighting unit. They do not move in such a way as to draw attacks of opportunity, but guide the combat as best as they can into a defensible wall.

Each also wears a dagger on his hip or in a belt.

Treasure: The only items present in the Room are small tools, seaweed rope and nets, and other simple items.

EL: 8

Scaling: To increase the challenge of this encounter, have the locathah hunters awake and armed. To reduce the challenge of this encounter, remove the altar.

Locathah Hunter, Brb 2: CR 3; Medium humanoid (aquatic); HD 2d8 + 2d12; hp 22; Init +1; Spd 20 ft., swim 60 ft.; AC 15, touch 12, flat-footed 14; Base Atk +3; Grp +3; Atk +3 melee (1d4/19–20, dagger); Full Atk +3 melee (1d4/19–20, dagger); SA Rage; SQ Uncanny dodge; AL NE; SV Fort +6, Ref +1, Will +1; Str 10, Dex 12, Con 10, Int 13, Wis 13, Cha 11.

Skills and Feats: Craft (any one) +6, Listen +8, Spot +6, Swim +10, Survival +5; Weapon Focus (longspear).

Rage (Ex): A locathah hunter can fly into a rage once per day. In a rage, a locathah hunter temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the locathah hunter's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) A fit of rage lasts for 5 rounds. A locathah hunter may prematurely end his rage. At the end of the rage, the locathah hunter loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter.

Uncanny Dodge (Ex): A Locathah Hunter retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. Skills: A locathah has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

L23. STATUE TROUBLE

The depth of this encounter is 100 ft. below the surface.

Two large bronze statues, their noble features partly obscured by verdigris, face each other across a debris-strewn room. The stone ceiling in the center of the room holds deep cracks and appears loose while an archway beyond the alcoves leads westward.

The statue in the northwest corner is a beautiful woman proudly wearing battle-scarred armor and aiming a drawn bow at the statute across the room. The hair on both sides of her head is shaved, but a thick mane descends behind her.

The statue in the northeast corner is an imperious man with deep scar on his left cheek, dressed in robes and clutching a tall staff engraved with jagged lines.

Initial Attitude: N/A

Encounter: The statues each contain functioning ancient traps. If anyone passes between the statues, the woman fires a magical arrow while the man triggers a *cone of cold* that engulfs the area in front of him. A DC 25 Spot check reveals that both statues are canted lightly back and stare towards the ceiling above the opposing statue's head rather than at each other, and that a neat stack of stones sits before each statue.

A small pile of rocks in the southwest corner of the Room holds both unworked stones and chunks of masonry and tile. A DC 20 Profession (stone working) check or a DC 25 Knowledge (architecture and engineering) check reveals that the ceiling is not in immediate danger of collapsing and the damage to it was probably done by exposure to cold and freezing.

Anyone making a DC 25 Knowledge (history) or Bardic Lore check identifies the two figures from an ancient tale of revenge and justice. The archer is Cardien, an ancient warrior who pursued the Master Wizard Vronlibar Mespatanius for decades and across two continents after he slaughtered her sister. She tracked him to his home and exacted her deadly revenge. She was renowned as a master archer who treasured nature and its products rather than civilization while he was a civilized villain infamous for his mastery of frost and ice magic. These are the first statues the PCs have ever seen of these two.

Checking the pile of stones reveals that those in front of Cardien are unworked while those in front of Mespatanius are worked masonry.

Note: If the DM allows this story into his campaign, he makes an inextricable link from Celestials to Humanity that cannot be ignored. No stories of the interior of the prison should have reached the surface, unless those stories brought with them a reality that these two species are linked... somehow.

Encounter Condition: Extreme Cold

Tactics: A magical arrow appears and fires from the bow of the Cardien statute if anyone steps in front of it. If the person places an unworked stone item in front of her statue, the trap does not trigger for ten full rounds.

Cardien Trap: CR 5; magical device; location trigger; automatic reset, 1 hour; hidden trigger bypass (place an unworked item in front of the ground before the statue and the trap does not function for ten rounds); arrow (+25 attack, 4d6, treat the arrow as a +1 good-aligned weapon for overcoming damage reduction); Search DC 15; Disable Device DC 25.

Anyone who steps in front of the Mespatanius statue triggers a cone of cold spell centered on the area directly in front of it, though placing a piece of worked stone in front of the statue prevents the trap from triggering for five full rounds.

Mespatanius Trap: CR 8; magical device; location trigger; automatic reset, 1 hour; hidden trigger bypass (place a piece of worked stone in front of the ground before the statue and the trap does not function for 5 full rounds); spell effect (*cone of cold*, 20th-level wizard, 15d6 damage, DC 20 Reflex save for half); Search DC 15; Disable Device DC 30.

Anyone who swims next to the ground avoids triggering the statues, which are now angled slightly up rather than directly ahead as originally designed.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, increase the damage of the Mespananius trap by +2 per die due to the frigid temperature of the water. To decreae the challenge, remove the Cardien trap.

L24. AMONG THE DEAD

The depth of this encounter is 100 ft. below the surface.

The smell of decay assaults you as the door opens. Something died here and no one has cleared the room.

Initial Attitude: N/A

Encounter: The dead body of a locathah lies in a corner of the Room, wrapped in seaweed. It has been decaying for months and no one has moved it. It is unclear why.

Encounter Condition: Stagnant Air

Tactics: The air here is foul and impossible to breath. Just a few seconds in this Room is nauseating. Increase the save DC for holding one's breath by +5 while in this Room.

Treasure: If the PCs can bring themselves to search the body, they find a necklace of teeth (maybe a shark) on the body, which has decomposed considerably. The necklace is worth a great deal to the locathah, but only a few silver to anyone else. Searching the body requires a DC 20 Fortitude save, lest the PC become nauseated for 1d6 minutes.

EL: N/A

Scaling: N/A

L25. CARCASS OF A SERPENT

The depth of this encounter is 100 ft. below the surface.

The smell of rot hangs in the air, like a thick blanket. Death surrounds you at every turn.

Initial Attitude: N/A

Encounter: The body of a massive sea serpent lies gutted on the floor of this Room. It is unlike anything the PCs' have ever see. Sadly, it has been butchered and few details can be made out.

Encounter Condition: Diseased (devil chills) 20%, Stagnant Air

Tactics: PCs examining the body find that it has been hacked from the outside. A DC 25 Survival check reveals knife wounds from the inside as well. Most of the meat has been cut away and the rest was left to rot. Why the locathah would do this is anyone's guess.

Treasure: N/A

EL: N/A

Scaling: N/A

L26. ANTECHAMBER

The depth of this encounter is 100 ft. below the surface.

The marble tile corridor widens here to reveal four scarlet-hued locathah standing guard with long spears and crossbows. Black highlights along their fins shift in the slight current, giving them a diabolic look. Light reflects off a bracelet of pearls upon the locathah leader's right wrist, but his left arm ends in a stump only a few inches below the shoulder. A rusty portcullis hangs open above the room's entrance.

Initial Attitude: Hostile

Encounter: Four of Himo Xiloscient's bodyguards are on duty here. They prevent any approach, halting intruders and other locathah alike while one of them informs their leader of the guest. The bodyguards are completely loyal to Xiloscient and fear his wrath, so they fight to the death against intruders.

The locathah with the missing arm is Sha'ag, the leader of the bodyguards and once the chieftain of the tribe. A strong warrior with a compassionate heart and keen mind, he fought off an attack by a dire shark but lost his limb. The other locathah refused to accept a maimed leader , but the one who took his place fell to Xiloscient. Still bitter, the maimed locathah serves his new master, but secretly dreams of the deaths of his fellow locathah.

Tactics: If the PCs make any noise while passing the statues in Room L23, they alert the guards who attack from cover with crossbows as the PCs approach. Two of the bolts used are magical (one is enhanced with *darkness* and the other with *silence*) to hinder attackers. Sha'ag triggers a necklace enchanted to cast a *prayer* spell. All spells are caster level 7th. One combat is joined, they shout war cries to warn Xiloscient.

When the PCs close, the locathah focus their attacks on the strongest foe, trying to take down the intruders one by one. The locathah do not surrender, having been warned that the price of failure is death.

Treasure: Each of the locathah wears a bracelet of large pearls worth 150 gp. Two of the locathah possess magical bolts (one enhanced with *darkness* and the other with *silence*, caster level 7th). Sha'ag, the maimed locathah, possesses a shell necklace which can cast *prayer*, caster level 7th. All three items have only one charge.

EL: 8

Scaling: To increase the challenge of this encounter, the bodyguards trigger the portcullis (+15 attack, 5d6 damage, requires Strength check 20 to open) as the PCs enter the Room, intending to pin one PC against the floor while they focus on using their long spears against the other intruders. To decrease the challenge, the bodyguards enter their berserker rage at the first sign of the PCs and charge with their spears rather than attacking with crossbows from cover.

Sha'ag, Locathah, Bar 4/Ftr 1: CR 6; Medium humanoid (aquatic); HD 2d8+2 + 4d12+4 + 1d10+1; hp 53; Init +6; Spd 20 ft., swim 60 ft.; AC 16, touch 13, flat-footed 14; Base Atk +6; Grp +9; Atk +11 melee (1d6+3/×3 plus poison, masterwork short spear); Full Atk +11/+5 melee (1d6+3/×3 plus poison, masterwork short spear); SA Rage; SQ Improved uncanny dodge, one-armed, uncanny dodge; AL N; SV Fort +10, Ref +3, Will +2; Str 16, Dex 14, Con 12, Int 13, Wis 13, Cha 13.

Skills and Feats: Craft (weaponsmith) +11, Listen +10, Spot +7, Swim +16, Survival +8; Cleave, Improved Initiative, Power Attack, Weapon Focus (short spear).

One Armed: Sha'ag only has one arm, which limits his ability to do certain things.

Poison: Sea snake venom, Injury DC 16, Initial and secondary damage 1d6 Str.

Rage (Ex): Sha'ag can fly into a rage 2 times per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the Sha'ag's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) A fit of rage lasts for 6 rounds. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter.

Uncanny Dodge (Ex): Sha'ag retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker.

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

Possessions: Masterwork spear, dagger, coral necklace (one use prayer at 7th-level), bracelet of large pearls (worth 150 gp).

Locathah Guard, Brb 4: CR 5; Medium humanoid (aquatic); HD 2d8 + 4d12; hp 35; Init +1; Spd 20 ft., swim 60 ft.; AC 15, touch 12, flat-footed 14; Base Atk +5; Grp +8; Atk +9 melee (1d8+4/×3 plus poison, longspear) or +6 ranged (1d8/19-20 plus poison, light crossbow); Full +9 melee (1d8+4/×3 plus poison, longspear) or +6 ranged (1d8/19-20 plus poison, light crossbow); SA Rage; SQ Uncanny dodge; AL N; SV Fort +7, Ref +2, Will +2; Str 16, Dex 12, Con 10, Int 13, Wis 13, Cha 11.

Skills and Feats: Craft (weaponsmithing) +10, Listen +10, Spot +6, Swim +19, Survival +9; Power Attack, Weapon Focus (longspear).

Poison: Sea snake venom, Injury DC 16, Initial and secondary damage 1d6 Str.

Rage (Ex): Locathah guard can fly into a rage two times per day. In a rage, a locathah guard temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) A fit of rage lasts for 5 rounds. A locathah guard may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter.

Uncanny Dodge (Ex): A locathah guard retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

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

Possessions: Longspear, dagger, light crossbow, bolts (40).

L27. HIMO XILOSCIENT'S ROOM

The depth of this encounter is 100 ft. below the surface.

Xiloscient is paranoid and believes his locathah slaves plan to rise up and kill him. To slow them down, he placed a trap just within the door of his Room which casts *mass inflict light wounds* upon any non-elf entering the Room.

Door Trap: CR 6; magical device; proximity activated; no reset; spell effect (*mass inflict light wounds*, 10th-level cleric, 1d8+10, Will save for half DC 19); targets any non-elf entering the room; Search DC 31; Disable Device DC 31.

The walls of this room are decorated in eight striated layers of colorful mosaic. The darkest colors such as black and purple are near the floor while the yellows, reds, and oranges are closer to the ceiling. A thick pad of black moss covers the entire northern end of the room and a series of shelves divide each of the colors at the southern end of the room. The shelves hold weapons, fishing equipment, sharkskin hides and assorted rubble. At the southern end of the room, a dozen daggers pin a locathah corpse to a round granite table.

Seated on a multicolored throne across the room is an aquatic elf in stained leather armor. The wild-eyed elf's exposed skin is covered in black boils oozing corruption and green splotches, and he has filed his teeth into points. Two rotted but mobile sharks move to block your way to the corrupt elf.

Initial Attitude: Hostile

Encounter: The aquatic elf is Himo Xiloscient (hp 50), a former elven cleric exiled to the island of Madowlieloren. Several months ago, he went swimming alone on the eastern end of the island and the aboleth (Room L54) captured him. Assailed by doubts about why his god allowed him to be sent to Madowlieloren in the first place, Xiloscient fell prey to the aboleth's powers. Enslaved to its will, Xiloscient returned to the island and turned his powers against the very defenses he was responsible for maintaining. The lake's corruption slowly tainted him, so by the time he broke free of the aboleth's control, he realized that he had no interest in helping anyone or renewing his worship of the feeble elven gods.

Instead, Xiloscient worshiped the dark forces which fill the pool and used their powers to gain control of the locathah tribe. Hate-filled and furious, he now wields his powers for destruction and chaos, unleashing powerful magical traps into the water to destroy the unwary and tormenting the locathah who serve him.

The kraken Mahg'Gog (Room L18) ordered him to prepare the locathah to attack the merfolk and tritons living in Region K within a few weeks. While Xiloscient has no interest in serving the kraken, the thought of more killing and torture thrill him, and he plans to lead his slaves personally.

Encounter Condition: Spell Resistance 18, Unhallowed 5

Tactics: Xiloscient fights with the intensity of a lunatic. He uses his spells in preference to his mace, starting with *hold person* and *sound burst*, then using *slay living* on a stunned or helpless victim, cackling wildly. His latent guilt manifests in the fact that he avoids targeting elves until no other targets are available. His pair of zombie sharks (hp 42 each) intercept anyone trying to engage Xiloscient, buying him time to cast his spells (Note: *mass inflict light wounds* heals the zombie sharks).

When intruders arrive, he invites them in, luring them into his *mass inflict light wounds* trap. Should the PCs parley, Xiloscient pretends to consider whatever they are talking about, then casts another spell. The entire Room is under the effects of *unhallow*, that provides *resist energy (sonic)* to all evil creatures in this Room.

Xiloscient cast *magical vestment* (making his armor +2 for the duration) when he heard the PCs outside his Room; it remains in effect. If he has warning of enemies approaching, he casts *bear's endurance, owl's cunning, shield of faith, aid,* and *protection from law* in that order.

Treasure: Himo Xiloscient possesses a triple string bracelet of pearls (worth 350 gp), 15 pearls (worth 1d10 × 10 gp each), and many chunks of mother of pearl stored in a chest (200 pounds, 250 gold worth of mother of pearl inside) to be granted to locathah who deserve recognition or rewards.

EL: 11

Scaling: To increase the challenge of this encounter, increase Xiloscient's natural AC by +6. To decrease the challenge, have Xiolscient unable to attack elves or half-elves without succeeding at a DC 20 Will save.

Himo Xiloscient, Aquatic Elf, Clr 10: CR 10; Medium humanoid (aquatic, elf); HD 10d8; hp 55; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +7; Grp +8; Atk +9 melee (1d8+3, mace of terror); Full Atk +9/+4 melee (1d8+3, mace of terror) and +4 melee (1d2, bite); SA Spells; SQ Elven traits; AL CE; SV Fort +7, Ref +7, Will +13; Str 12, Dex 15, Con 10, Int 10, Wis 18, Cha 10.

Skills and Feats: Concentration +13, Hide +2, Knowledge (religion) +13, Listen +8, Search +3, Spot +8; Alertness, Combat Casting, Iron Will, Lightning Reflexes.

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects (not included above).

Cleric Spells Prepared (6/6/6/5/4/2, save DC 14 + spell level, **spells are cast and active at the beginning of the encounter): 0—*cure minor wounds, detect magic, light* (2), *read magic, resistance;* 1st—*bane, cure light wounds* (2), *protection from law**, *sanctuary, shield of faith;* 2nd—*aid, bear's endurance, hold person, owl's wisdom, shatter**, *sound burst;* 3rd—*contagion**, *bestow curse, dispel magic, magic vestment***, *searing light;* 4th—*chaos hammer**, *control water, cure critical wounds, divine power, poison;* 5th—*mass inflict light wounds**, *slay living.*

* Domain Spell. *Domains:* Chaos (cast chaos spells at +1 caster level) and Destruction (smite, once a day).

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +1 sharkskin leather armor, mace of terror, rod of enemy detection.

Medium Zombie Shark: CR 2; Medium animal (aquatic); HD 6d12+3; hp 42; Init +1; Spd Swim 60 ft.; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +5; Atk +5 melee (1d6+2, bite); Full Atk +5 melee (1d6+2, bite); SA —; SQ Damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +2, Ref +3, Will +5; Str 15, Dex 13, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

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

L28 THROUGH L35. CENTRAL WATERS

The waters in the center of the lake are dominated by a permanent whirlpool, though a handful of predators make their home here and various hunting parties often pass through the area. The current constantly rotates clockwise throughout this section, growing stronger as the PCs approach the whirlpool. Anything caught within the whirlpool itself is dragged down into the depths which reach 600 ft. here. Unless otherwise stated, the current moves anything within the water clockwise around the edge of this section at 10 ft. per round.

A foul odor emanates from a whirlpool barely visible near the center of the lake, and the current visibly circles clockwise around it. Short choppy waters swirl in tiny eddies all around you and the water's temperature varies wildly as waters mix from a variety of depths.

With directional modifications to correct for the PCs' location, this description is valid for the surface of the waters surrounding the center of the lake and the Vortex (see Room L32) since similar phenomenon can be found equidistant from the center in every direction. The ceiling here is 85 ft. above the surface of the water.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A mass of eerie green lights bobbing through the water beneath the PCs. They remain at the edge of sight, never approaching closer.
2	A school of 20 squid, each only a foot long. The creatures flee the PCs.
3–13	Nothing.
14–15	An eddy sliding under around the PCs, forcing a Swim check (DC 20). Anyone failing is caught in the current and drawn down 1d100 ft.
16	A mutated seacat (see room L30) hunting alone through the waters. An electrical charge builds up every three rounds within the seacat's mouth. Those whom it bites are affected by a shocking grasp spell, caster level 6th.
17	Locathah Hunting Party. Six locathah scouts patrolling the area around their lair (see room L21).
18	A fiendish giant squid (see room L28) searching for a mate.
19	Pair of dire bull sharks searching for prey. They attack upon sighting the PCs (see room L31).
20	A flaming sphere, caster level 20th, that suddenly appears in the water before the PCs. The sphere moves towards the PCs for twelve rounds before dwindling away.

L28. GIANT SQUIDS

The depth of this encounter is 20 ft. to 400 ft. below the surface.

All outside light fades from view as inky water closes over your heads. The warm current pulls you roughly towards the northeast and a sudden chill fills the waters around you. Without further warning, the water around you is filled with dark tentacles.

Initial Attitude: Hostile

Encounter: A Survival check (DC 30, 20 for aquatic characters) or a DC 28 Spot check reveals the dark water is actually an ink cloud. Early detection prevents the PCs from being caught flat-footed. The ink is also toxic (Contact, Fortitude DC 17, Initial Damage 1 Dex, Secondary Damage 1d2 Dex) requiring an additional save every two minutes that a creature remains with the cloud.

Two fiendish giant squids (hp 72 each) ambush the PCs from the dark depths of the lake, emiting an inky cloud moments before moving in to attack. The squids used the ink to conceal their approach, attacking with surprise.

Encounter Condition: Ambush (darkness), Fear 18

Tactics: The squid position themselves within 20 ft. of the PCs before attacking and then lash out with a full attack, using all ten tentacles against available targets. Anyone struck with a tentacle is targeted by an improved grab against each limb while the squid continues to attack additional targets. The squids concentrate their attacks on two PCs each and eliminate those two before engaging a third.

Once a PC is grappled, the squids grab each of that victim's limbs in a separate tentacle, allowing them to concentrate their attacks and finish off one PC quickly before moving on to the next one. Should the squids lose several tentacles or take 50% of their hit points, that squid retreats using its jet ability, maintaining its grip on one of its victims if possible and taking him to the bottom of the lake.

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, give a +20 circumstance bonus to the Hide checks of the fiendish giant squids while they move through the ink cloud. To decrease the challenge, remove the improved grab ability from one of the fiendish giant squids.

Fiendish Giant Squid: CR 11; Huge animal (aquatic, extraplanar); HD 12d8+18; hp 72; Init +3; Spd 80 ft.; AC 17, touch 11, flat-footed 14; Base Atk +9; Grp +29; Atk +15 melee (1d6+8, tentacle); Full Atk +15 melee (1d6+8, 10 tentacles) and +10 melee (2d8+4, bite); Space/Reach 15 ft./15 ft. (30 ft. with tentacle); SA constrict (1d6+8), improved grab, smite good; SQ Darkvision 60 ft., damage reduction 10/magic, jet, low-light vision, resistance to cold and fire 10, SR 17, toxic ink cloud; AL N; SV Fort +9, Ref +11, Will +5; Str 26, Dex 17, Con 13, Int 3, Wis 12, Cha 2.

Skills and Feats: Hide –5, Listen +10, Spot +11, Swim +16; Alertness, Diehard, Endurance, Toughness (2).

Constrict (Ex): A giant squid deals 1d6+8 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, a giant squid must hit an opponent of any size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict. A giant squid has a +4 racial bonus on grapple checks.

Jet (Ex): A giant squid can jet backward once per round as a full-round action, at a speed of 320 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

Smite Good (Su): Once a day, make a normal melee attack to deal an extra 12 points of damage to a good target.

Toxic Ink Cloud (Ex): A giant squid can emit a cloud of jet-black ink 20 feet high by 20 feet wide by 20 feet long once per minute as a free action. The cloud provides total concealment, which the squid normally uses to escape a losing fight. All vision within the cloud is obscured, except for the fiendish squids own darkvision. The cloud is also toxic: Contact, Fortitude DC 17 Initial Damage 1 Dex, Secondary Damage 1d2 Dex. The save is Constition based. The fiendish squids are immune to their own toxin.

Skills: A giant squid has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. These dark colored fiendish giant squid receive a +10 bonus to their hide check in the depth of the water or in their own ink clouds.

L29. FIGHT OR FLIGHT

This encounter occurs on or above the surface.

[If the trap activates:] From the roof of the cavern there is a sudden flicker of green light, like a small electrical discharge.

Initial Attitude: N/A

Encounter: There is nothing visible here unless the PCs are flying above the water. Even then, they must suceed at a DC 25 Spot check to notice a jade hemisphere 2 ft. in diameter protruding from the ceiling. This sphere was part of the warding set up around the dungeon to prevent the prisoners from escaping, but the ward was damaged during the earthquake.

The sphere casts *greater dispelling* and *hold monster* upon anyone or anything (including projectiles or spells) floating or moving above the lake's surface within 150 ft. of it. It produces both of these effects once per round, targeting the closest possible target.

Falling into the water causes little damage (1d6 damage for the first 40 ft., +1d6 for each additional 20 ft.). The current here has a slight undertow, pulling everything within the water towards the lake bottom at a rate of 5 ft. per round. *Held* characters begin to drown once they are underwater, but they receive a +2 circumstance bonus to break free from the *hold monster* effect while drowning.

Greater Dispelling Trap: CR 10; magical device; proximity activated; automatic reset; multiple traps; spell effects (*greater dispelling*, 18th-level caster, and *hold monster*, 18th-level caster, DC 18 Will save to negate); targets anyone moving above the surface of the water; the greater dispelling also targets any projectiles or spells coming within 10 ft. of the sphere; Search DC 15; Disable Device DC 30.

Encounter Condition: Spell Resistance 20*

Tactics: N/A

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, have the *greater dispelling* trap target creatures up to 50 ft. below the surface of the water. To decrease the challenge, remove the *hold monster* effect.

L30. FLOATING DEBRIS

The depth of this encounter is on the surface to 100 ft. below the surface.

The current is pulling you west, but a dark shadow appears to the east. As it rapidly draws closer, you see that it is a large chunk of debris. Jagged planking protrudes in every direction from a solid mass of lumber. Although exact details are hard to determine, it looks to be about eight feet across. Suddenly you realize it is on a collision course with you. As you move aside, the debris twists again and you see two creatures with the head and torso of a big cat and the tail of a fish launch themselves towards you from an opening in the debris.

Initial Attitude: Hostile

Encounter: The debris first appears at the edge of the PCs' vision, but they should not realize the danger until it is 30 ft. away. Since the current is only 10 ft. per round, they have plenty of time to move aside. Hiding within the debris are two sea cats (hp 51 each), aggressive hunters who attack the PCs on sight.

Encounter Condition: N/A

Tactics: The sea cats leap into the water towards the PCs, attacking viciously and forcing the PCs into the path of the debris. They use bull rush attacks to drive the PCs back or position themselves between the PCs and the debris to lure them closer to its danger. Its wooden planks strike anyone within 10 ft. and in its movement path.

Debris Trap: CR 4; mechanical; automatic reset; location trigger; multiple targets; +15 atk (debris, 4d6 damage); Search: n/a; Disable Device: n/a.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add two sea cats. To decrease the challenge, reduce the starting hit points of the sea cats by –10 each.

Sea Cat: CR 4; Large magical beast; HD 6d10+18; hp 51; Init +1; Spd 10 ft., swim 40 ft.; AC 18, touch 10, flat-footed 17; Base Atk +6; Grp +14; Atk +9 melee (1d6+4, claw); Full Atk +9 melee (1d6+4, 2 claws) and +4 melee (1d8+2, bite); SA Rend 2d6+6; SQ Darkvision 60 ft., hold breath, low-light vision, scent; AL N; SV Fort +8, Ref +6, Will +5; Str 19, Dex 12, Con 17, Int 2, Wis 13, Cha 10.

Skills and Feats: Listen +8, Spot +7, Swim +12; Alertness, Endurance, Iron Will.

Hold Breath (Ex): A sea cat can hold its breath for a number of rounds equal to 6 × its Constitution score before it risks drowning.

Rend (Ex): A sea cat that hits with both claw attacks latches onto the opponent's body and tears the flesh. This automatically deals an extra 2d6+6 points of damage.

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

L31. DIRE STRAITS

The depth of this encounter is 100 ft. to 500 ft. below the surface.

A red sheen hangs in the water, obscuring vision beyond a few feet and producing a tingling sensation on your exposed skin, which soon begins to itch and then burn. Even through the crimson hue, you can make out two large shapes swimming through the sluggish current.

Initial Attitude: Hostile

Encounter: The red haze is a random manifestation of the energy in the lake. It exists in a 100 ft. radius sphere which remains motionless while the current moves the sharks and PCs around the vortex (Room L32). It is dangerous to everything but the two dire bull sharks (hp 150 each) swimming here.

Encounter Condition: Diseased (devil chills) 20*

Tactics: The two bull sharks fight together, focusing on the two lead PCs. If either one attacks successfully, it uses its improved grab ability to swallow its victim whole while the other bull shark attacks another PC. If the bull shark successfully swallows or loses its grip upon a PC, it attacks the same target as its partner. Should both bull sharks succeed in grappling the same PC, neither can swallow the PC whole. Instead, they begin a tug-of-war with the PC, inflicting an additional 2d8 damage in addition to their normal damage.

Anyone remaining within the red haze must make a poison save once every 10 rounds. The sharks are immune to its effects.

Red Haze—Contact DC 14, initial damage 1d12 hp (acid), secondary damage 1d4 Con.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add one dire bull shark (with hp 120). To decrease the challenge, reduce the bull sharks' hit points by –30.

Dire Bull Shark: CR 9; Huge animal (aquatic); HD 18d8+66; hp 150; Init +2; Spd swim 60 ft.; AC 17, touch 10, flat-footed 15; Base Atk +13; Grp +27; Atk Bite +18 melee (2d8+9); Full Atk +18 melee (2d8+9); Space/Reach 15 ft./10 ft.; SA Improved grab, swallow whole; SQ Keen scent, resistance to acid 5; AL N; SV Fort +14, Ref +13, Will +12; Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10.

Skills and Feats: Listen +12, Spot +11, Swim +14; Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite).

Improved Grab (Ex): To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

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

L32. THE VORTEX

The depth of this encounter is on the surface to 500 ft. below the surface.

The current circles strongly in this area around an obvious whirlpool in the water. Waters swirls and churns around the depression as if it were drawn towards a drain. The water at the very center of the whirlpool froths angrily.

Initial Attitude: Indifferent

Encounter: The current here is extremely strong and draws swimmers and vessels into its grasp. Every round, objects within 60 ft. of the vortex in the water are moved 20 ft. clockwise and 10 ft. closer to the center of the whirlpool. Moving against this current requires a Swim check (DC 25, +1 for each 10 ft. closer in to the center of the whirlpool).

The lake's contaminating effects extend to the very water within it. Years of unholy energy animated the water into a neutral evil greater water elemental (hp 199). Driven mad by its confinement in such a small water mass and the energies swirling within it, the water elemental creates a strong vortex within the center of the lake. It is for all intents and purposes a vile maelstrom of water, having lost all connection to the elemental plane of water.

The vortex lasts for ten rounds after the PCs approach within 100 ft. and then splits apart and disappears. The water elemental reforms the vortex after 10 minutes, creating an identical whirlpool for another 10 rounds. Until it reforms, the current is minimal, only moving characters 5 ft. per round around the focal point of the whirlpool.

Encounter Condition: N/A

Tactics: The elemental simply ignores the PCs and their actions so long as they do not interact with it. However, if the PCs attack it or approach within 20 ft. of it, the enraged vortex strikes out at them.

Creatures within the vortex take 2d8 damage from buffeting waves unless they make a DC 28 Reflex save, and must make another DC 28 Reflex save or become caught by the currents. The vortex inflicts an additional 2d8 damage per round on caught characters and drags them 60 ft. under the water each round until they succeed at a DC 28 Reflex save.

After its vortex has ended, the elemental moves through the water and attacks from below with its powerful slam attack, focusing upon those characters which have demonstrated an ability to hurt it. If the combat goes poorly and the elemental is reduced to 50% of its hit points, it retreats for ten minutes and then reform its vortex centered directly beneath the PCs, keeping them trapped and off balance within its powerful whirlpool.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, have the water elemental maintain the vortex form indefinitely. To decrease the challenge, reduce the period of time that it remains in its vortex form from 10 rounds to 1d10 rounds.

Vortex, Greater Water Elemental: CR 9; Huge elemental (water); HD 21d8+105; hp 199; Init +5; Spd 30 ft., swim 120 ft.; AC 22, touch 13, flat-footed 17; Base Atk +15; Grp +31; Atk +21 melee (2d10+8, slam); Full Atk +21 melee (2d10+8, 2 slams); Space/Reach 15 ft./15 ft.; SA Drench, vortex, water mastery; SQ Damage reduction 10/—, darkvision 60 ft., elemental traits; AL NE; SV Fort +17, Ref +14, Will +9; Str 26, Dex 20, Con 21, Int 8, Wis 11, Cha 11.

Skills and Feats: Listen +14, Spot +14; Alertness, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns, and other open flames of non-magical origin if these are of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

Vortex (Su): The elemental can transform itself into a whirlpool once every 10 minutes, provided it is underwater, and remain in that form for up to 1 round for every 2 HD it has. In vortex form, the elemental can move through the water or along the bottom at its swim speed. The vortex is 5 feet wide at the base, up to 30 ft. wide at the top, and 10 feet or more tall. The elemental controls the exact height, but it must be at least 10 ft. and up to 60 ft. for a greater elemental.

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

Creatures one or more size categories smaller than the elemental might take damage when caught in the vortex (2d8 damage) and may be swept up by it. An affected creature must succeed on a Reflex save (DC 28) when it comes into contact with the vortex or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful currents, automatically taking damage each round. An affected creature is allowed a Reflex save each round to escape the vortex. The creature still takes damage, but can leave if the save is successful. The save DC is Strength-based.

Creatures trapped in the vortex cannot move except to go where the elemental carries them or to escape the whirlwind. Creatures caught in the whirlwind can otherwise act normally, but must make a Concentration check (DC 10 + spell level) to cast a spell. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. The elemental can have only as many creatures trapped inside the vortex at one time as will fit inside the vortex's volume.

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the vortex happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the vortex's base touches the bottom, it creates a swirling cloud of debris. This cloud is centered on the elemental and has a diameter equal to half the vortex's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

Those caught in the cloud must make a Concentration check (DC 15 + spell level) to cast a spell. An elemental in vortex form cannot make slam attacks and does not threaten the area around it.

Water Mastery (Ex): A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

A water elemental can be a serious threat to a ship that crosses its path. An elemental can easily overturn small craft (5 feet of length per Hit Die of the elemental) and stop larger vessels (10 feet long per HD). Even large ships (20 feet long per HD) can be slowed to half speed.

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

L33. BAMBOO STAND

This encounter occurs on or above the surface.

A whistling echoes through the air. Bamboo poles thrust up from orange moss growing along the cavern wall. The moss adds a bitter, citric odor to the air. It grows on a shallow ledge that measures roughly 40 ft. by 60 ft. There is a second ledge 10 ft. below the surface of the water, paralleling the dry ledge.

Initial Attitude: N/A

Encounter: The locathah harvest bamboo and pearls from this area for their weapons and traps. The bamboo poles range in size from an inch across to a handful of monster logs 2 ft. in diameter. If the PCs search the second shelf, they find it filled with hundreds of oysters, though a 5 ft. lip along the edge of the shelf keeps the oysters within the area and most creatures out.

Originally a poison, the orange moss has mutated. It now alters the respiratory system of anyone who ingests it, granting a positive and negative effect. A minute after eating it, the moss provides aquatic creatures with the ability to breathe air and provides surface dwellers with the ability to breathe water. The change is extremely painful and causes damage even if the creature can already breathe both air and water. Each dose lasts 2 hours and its effects are cumulative for up to 16 hours.

Orange Moss—Ingested, DC 20 resists, initial damage 1d6, secondary damage 2 hours of *water (or air) breathing*.

Encounter Condition: Fear 15

Tactics: N/A

Treasure: There is enough orange moss here for over 200 doses, should the PCs take time to harvest it all. It takes 1 hour to collect 25 doses of orange moss.

Throughout the area 100 pearls are scattered in various niches. If the PCs spend 30 minutes searching, they find 1d12 pearls each. PCs with 5 or more ranks in Survival find 2d8 pearls. To determine their value roll 1d20 for each and consult the following table.

1d20	Treasure
1–4	Too small or ill-formed to have any value.
5–9	Small pearl, worth 1d6 gp.
10–13	Small pearl, worth 2d6 gp.
14–15	Medium pearl, worth 1d20 gp.
16	Small pearl, worth 1d10 gp, and mother of pearl, worth 1d10 gp.
17	Large pearl, worth 1d12 × 10 gp.
18	Medium pearl, worth 1d20 gp, and mother of pearl, worth 3d10 gp.
19	Mother of pearl, worth 1d20 × 10 gp.
20	Monster pearl*, worth 1d10 × 50 gp

* Only one monster pearl can be found. After this result is rolled, treat any further rolls of a 20 as a roll of 1–4.

EL: N/A

Scaling: N/A

L34. LOCATHAH HUNTING PARTY

The depth of this encounter is 100 ft. to 400 ft. below the surface.

A thick cloud of fish meanders through the water beneath you. Dozens of bright orange and yellow round fish mingle with sleeker forms, but all seem touched with strange deformities. Without warning, the fish near the center of the school dart away. Several fish at the center thrash feebly before dying, pierced by bolts. The school shatters beneath you as fish flee in every direction. Eight red and black-scaled humanoids with thick webbed frills around their heads rise into view. The finned creatures are armed with long spears, and crossbows hang at their side.

Initial Attitude: Unfriendly

Encounter: These two four-member locathah elite hunting parties (hp 28 each) were scouting and practicing their marksmanship, but are now boasting to each other of their successes. They do not spot the PCs unless the PCs have done something to attract their attention, so they swim up, gather the three fish they killed with their crossbows, and pursue the fleeing fish.

Encounter Condition: Cover

Tactics: If the PCs are spotted, the hunters decide they need more weapons practice and attack. The locathah hunters use their crossbows against lightly armored figures, then fall back and repeat the process, using what cover is available. If the PCs close, they fend them off with longspears.

Treasure: The locathah wear pearl necklaces, worth 25 gp each. Their masterwork long spears are inlaid with lustrous mother-of-pearl and worth 20 to 50 gp each.

EL: 10

Scaling: To increase the challenge of this encounter, have the locathah elite hunters use poisoned crossbow bolts with sea snake venom — Injury DC 16, initial/secondary damage 1d6 Str. To reduce the challenge, remove two locathah elite hunters.

Locathah Elite Hunter, Bar 3: CR 4; Medium humanoid (aquatic); HD 2d8 + 3d12; hp 28; Init +1; Spd 20 ft., swim 60 ft.; AC 15, touch 12, flat-footed 14; Base Atk +4; Grp +4; Atk +6 melee (1d8/×3, longspear) or +4 melee (1d4/19–20, dagger) or +5 ranged (1d8/19–20, light crossbow); Full Atk +6 melee (1d8/×3, longspear) or +4 melee (1d4/19–20, dagger) or +5 ranged (1d8/19–20, light crossbow); SA Rage; SQ Uncanny dodge; AL NE; SV Fort +6, Ref +2, Will +2; Str 11, Dex 12, Con 11, Int 13, Wis 13, Cha 11.

Skills and Feats: Craft (any one) +7, Listen +9, Spot +6, Swim +12, Survival +6; Rapid Reload, Weapon Focus (longspear).

Rage (Ex): A locathah elite hunter can fly into a rage once per day. In a rage, a locathah elite hunter temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the locathah hunter's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) A fit of rage lasts for 5 rounds. A locathah hunter may prematurely end his rage. At the end of the rage, the locathah elite hunter loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter.

Uncanny Dodge (Ex): A locathah elite hunter retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

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

Possessions: Masterwork longspear, dagger, light crossbow, bolts (40).

L35. THE TRAPS

The depth of this encounter is 250 ft. below the surface.

Drifting in the water is a sphere almost 10 ft. in diameter, constructed of hide stretched over a framework. Painted sigils cover the exterior of the sphere. You can make out three similar objects bobbing in the current within 30 ft. of the first one.

Initial Attitude: N/A

Encounter: The sphere is shark hide over a bamboo frame filled with air and magically sealed. It possesses natural buoyancy and remains at this depth. The locathah (Room L22) under the orders of Xiloscient (Room L27) constructed these spheres, which he then enchanted. The resulting traps float in the water until triggered. Mahg'Gog demanded these tools for his invasion of Region K (see "Mahg'Gog's Plan," page 601).

A successful DC 25 Knowledge (arcane or religion) or DC 20 Spellcraft check reveals the sigils as dangerous.

Encounter Condition: N/A

Tactics: N/A

Sphere Trap: CR 8; magic device; touch trigger; no reset; multiple traps (one inflict critical wounds and one mass inflict light wounds); spell effect (inflict critical wounds, caster level 10th, DC 17 Will save half damage, 4d8+10 damage); spell effect (mass inflict light wounds, caster level 10th, DC 19 Will save half damage, 1d8+10 damage); Search DC 19; Disable Device DC 30.

Sphere Trap: CR 6; magic device; proximity trigger; anyone passing within 5 ft. triggers the spell; no reset; spell effect (slay living, caster level 10th, death, DC 17 Fort save to take only 3d6+10 damage); Search DC 19; Disable Device DC 29.

Sphere Trap: CR 5; magic device; touch trigger; no reset; multiple traps (one bestow curse and one poison); spell effect (bestow curse [-4 to all attacks, saves and checks], caster level 10th, DC 17 Will save avoid) followed by spell effect (poison, caster level 10th, DC 18 Fort save avoid); Search DC 19; Disable Device DC 29.

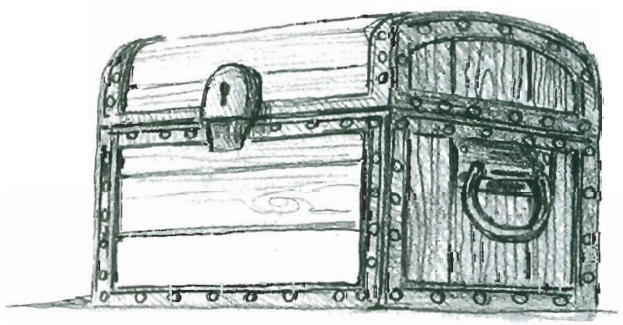
Sphere Trap: CR 4; magic device; touch trigger; only triggers when a sahuagin, human or large monster is present; no reset; multiple traps (one poison and one contagion); spell effect (poison, caster level 10th, DC 18 Fort save avoid), followed by spell effect (contagion, caster level 10th, demon fever, DC 17 Fort save avoid); Search DC 19; Disable Device DC 29.

The search DC and encounter level are low because Xiloscient has made no attempt to hide the presence and nature of these devices.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, increase the Search DC of the sphere traps by 10 each. To decrease the challenge, separate the traps into four separate areas throughout the Region.



L36 THROUGH L44. AIR FILLED CAVERNS

A section of the dungeon cells and traps sank far below the surface during the earthquake, but its residual magic keeps it free of water. The aquatic creatures of the lake avoid this area, so it has lain largely undisturbed for years. While the prisoners died long ago, some of the traps created to keep them imprisoned still function.

RANDOM ENCOUNTERS

Check for random encounters once every two hours the PCs explore these sections. If the PCs are in the waters surrounding the Air-Filled Caverns, use the Random Encounter chart for the Central Waters.

1d20	Encounter
1	The vivid mosaics surrounding the PCs move whenever they glance away.
2	Strange orbs of red and blue light drift from beneath the floor and dance through the air for several minutes before disappearing.
3–12	Nothing.
13	A minor electrical current charges a doorway, inflicting 1d6 upon anyone passing through it.
14	The ceiling in this passage is on the verge of collapse, and even the vibrations of someone walking beneath it causes a chunk of stone to fall. **Collapsing ceiling:** CR 3; mechanical device; proximity trigger; does not reset; multiple targets (anyone within the passage) ; 4d6 damage, Ref save DC 15 for half; Search DC 15; Disable Device DC 20.
15	Three medium vipers dwell in the cracks of this room. Their heads are massively deformed; these venomous creatures were once common fish.
16	A wraith, the barest remnant of a former prisoner, dwells within this room and attacks anyone who enters.
17	Stone hands emerge from the walls and attack the PCs. **Stone hands trap:** CR 3; magical device; proximity trigger (alarm), 2 stone hands; attack any creature within 5 ft; +12 melee attack (2d6 damage); Search DC 25; Disable Device DC 25.
18	The skeleton of a massive humanoid lies on the floor of this room, dozens of its ribs snapped. A foul odor still surrounds the bones. Anyone touching the corpse may contract a foul disease (demon flu, contact, DC 20, incubation 1 day, damage 1d6 Con).
19	A gray fog (demon fog, inhale poison, DC 25, Initial/Secondary 1d6 Wis) fills this room, seeping from a crack within the ground.
20	A strong earthquake rocks the foundations of this room for a minute. While there are no immediately visible effects, the vault door in room L44 cracks. Water begins seeping into the crack, and the door shatters in 1d20 minutes.

ROOM L36. ENTRYWAY

The depth of this encounter is 250 ft. below the surface.

Far beneath the water's surface, a jagged opening in the southern side of an enormous rock outcropping reveals a marble-tiled hallway. The hallway is cocked to the right and faint green light leaks from between the tiles. Forty feet down the passageway is a large room, empty and featureless, but the light quivers and shimmers… oddly.

Initial Attitude: N/A

Encounter: The last 10 ft. of the passageway is no longer at an angle. The odd light is the result of a magical barrier between the Room and the hallway. A DC 20 Spot check reveals the barrier's existence, but it does not impede movement through it. *Detect magic* reveals faint abjuration.

Room L36 contains amberspore fumes, and the barrier was created to ensure the gas did not spread. The barrier also keeps water out of this portion of the ruins, so Rooms L36 through L44 are all filled with stale air rather than water. A similar barrier covers the doorway leading out of the north end of the Room.

Encounter Condition: Stagnant Air

Tactics: The entire Room is filled with amberspore fumes. These fumes inflict little damage, but cause the victim's voice to modulate in pitch, causing spells with verbal components some difficult to cast.

Amberspore Fumes Trap: CR 6; mechanical device; location trigger; automatic reset; multiple targets (anyone breathing within the room); poison (Inhaled, DC 20 resists, initial damage 1 Con/secondary damage 0 Con. If the victim fails either Fort save, his voice raises one octave and he gains +10% arcane spell failure. This effect lasts for 2 hours.); Search DC 15; Disable Device DC 34.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, increase the Constitution damage of the amberspore fumes trap to 1d4 initial and secondary. To decrease the challenge, reduce the save DC of the amberspore fumes by 4.

ROOM L37. SCORPION ROOM

The depth of this encounter is 250 ft. below the surface.

The walls, ceiling and floor of this room are covered in an intricate mosaic. The mosaic's faded shades of scarlet, azure, emerald, and topaz comprise hundreds of stylized scorpions, each scorpion the exact same shape, all curled next to one another with no space in between them. Each scorpion's eyes gleam black. An archway engraved with crows winging from the floor to the top on the northern wall leads to a passageway. Another room lies to the south through an archway carved with diamond shapes.

Initial Attitude: N/A

Encounter: The entire mosaic upon the floor is an elaborate trap. Each of the scorpions is roughly three inches wide and six inches long. Anyone who steps upon the body, limbs or tail of a scorpion is fine, but anyone stepping upon the jade eyes triggers a spike that thrusts out of the floor into the foot of the victim. These spikes are poisoned and may cause the person to fall.

Encounter Condition: N/A

Tactics: Someone walking carefully across the Room only has a 50% chance to encounter one of the spikes per round, 25% if they state they are avoiding the eyes. Walking carelessly increases this to a 85% chance of hitting a spike each round. Anyone pierced through the foot must make a Dexterity or Tumbling check (DC 10) or fall, which triggers another 1d6 spikes (1d4 if the character is Small).

Jade-Eyed Scorpion Trap: CR 4; mechanical; touch trigger; automatic reset; jade spikes (attack +13, 1d4 plus speed reduced by one half until treated [as caltrop]); poison (rock scorpion venom, DC 18 Fortitude resists, 1d6 Dex/1d6 Dex); Search DC 20; Disable Device DC 20.

Treasure: PCs succeeding at a DC 40 Search check find a small key wedged between two stones in the floor. Black, gray, and red the key is covered in rust and is almost imperceptible from the rest of the floor. An elf carried here and died many years ago. His body removed, the key fell between two stones and was lost. The key leads to the any of the locked watchtower doors in Region H (Room H12).

EL: 4

Scaling: To increase the challenge of this encounter, increase the spikes' attack to +17. To make the encounter less difficult, reduce the DC of the Fort save to 15.

L38. JADE CELL

The depth of this encounter is 250 ft. below the surface.

This room contains a dozen lengths of jade chain that still chain a strange eight-limbed skeleton to the walls. The skeleton lies in the middle of the room on a vast acid burn that scars the floor. Various places on the wall have also been pitted by acid.

Initial Attitude: N/A

Encounter: This was once the prison of an ice devil with a strong vulnerability to jade. During the landslide that crushed these cells, the ice devil was crushed it to death. Now only the devil's bones remain.

Encounter Condition: Cursed 8, Desecration 4, Fear 20, Haunted, Negative Energy, Unhallowed 5

Tactics: The tortured emotions of the ice devil haunt the Room. Just spending time here should make the PCs uneasy.

Treasure: There are twelve jade chains, each worth 300 gp. They are magically hardened as long as they are part of the prison (hardness 12, hit points 12, Break DC 30) and any attempt to break them triggers an *alarm* spell (audible version).

EL: N/A

Scaling: N/A

L39. EYEBALL TRAP

The depth of this encounter is 250 ft. below the surface.

The long passageway ends at an archway; the air here is dry and warm. A relief of a spiral staircase is carved into the archway, and a long procession of cowled figures climb endlessly up each side of the carving. In the room, hundreds of small hemispheres carved in the likeness of jeweled eyes — blue, red, green, black, yellow, purple, and hazel — cover every surface. A humanoid skeleton lies face up just before the archway; four daggers protrude from its chest.

Initial Attitude: N/A

Encounter: The skeleton is the mummified body of a long-dead lizard man, a scout for a dead tribe. When it reached the archway, it triggered a trap which caused a loud noise behind it. It turned in time for four blades launched from down the hallway to smash into its chest. Fortunately, for the PCs, the trap must be manually reset and it never was.

Encounter Condition: N/A

Tactics: The eyes within the Room still hold danger. Anyone entering the Room immediately gains the attention of hundreds of jeweled eyes. The immediate effect is per *eyebite* and *dispel magic*, and several eyes (1d6 per person within the Room) emit rays of burning light at anyone present. The trap does not trigger against invisible beings.

Eye Trap: CR 9; magical device; location trigger; automatic reset; hidden bypass (invisible); multiple targets (anyone present in the room); multiple traps); spell effect (*eyebite*, 15th level wizard, Fortitude save DC 20 to avoid) followed by spell effect (dispel magic, 10th level wizard) followed by 1d6 +8 ranged touch attacks (ray of burning light, 2d6 fire damage); Search DC 15, Disable Device DC 35.

Treasure: The daggers imbedded in the lizardman are rusted beyond usability and his equipment has long since rotted away. The Room contains over 5,000 jeweled orbs worth 1d4 × 50 gp each. One full minute and a DC 30 Disable Device check is required to remove each orb without destroying it, and every attempt to remove an eye triggers the trap. There is also a hidden compartment in each archway leading to the Room (Search check, DC 31). Pressing directly above the compartment opens it to reveal a *ring of invisibility*. Each compartment is protected by a *glyph of warding* set to trigger if touched by any non-good being.

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 10th-level cleric, 5d8 sonic, DC 16 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

EL: 9

Scaling: To increase the challenge of this encounter, increase the number of rays to 2d6 per person. To decrease the challenge, reduce the eyebite to 12th level, save DC 19, remove the dispel magic effect and reduce the damage per ray to 1d4.

L40. CERULEAN CHAINS

The depth of this encounter is 250 ft. below the surface.

This room is tiled entirely in swirled blue marble. A massive barbed iron chain lies in the center of the room, each link a foot long. A jagged rift in the eastern wall reveals a crude passageway leading away into the rock.

Initial Attitude: N/A

Encounter: The chain links are barbed, designed to gouge into the flesh when the chain is wrapped around a prisoner. The demonic creature imprisoned here died during the earthquake and its body crumbled to dust. The earthquake also tore the rift in the wall; it leads to a dead-end tunnel.

Encounter Condition: N/A

Tactics: This Room's imprisoning magic still functions. Anyone who touches the chain Room triggers it to animate and attack. The chain lashes out like a snake and wraps around its victim, its barbed hooks piercing his flesh. While the chain imprisons a victim, it does not release him or attack anyone else. To escape, an Escape Artist check (DC 30) or a Strength check (DC 30) is required. The chain links drop to the floor after one minute if they did not capture anything or are presently empty.

Cerulean Chain Trap: CR 4; magical device; touch trigger; automatic reset; +6 touch attack (2d6+6 damage per round unless the victims ceases struggling for two rounds); Search DC 15, Disable Device DC 25.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, the chains trigger whenever anyone passes within 5 ft. of them and can attack multiple people. To decrease the challenge, reduce the check DCs to escape to 18.

L41. STAIRWAYS TO NOWHERE

The depth of this encounter is 250 ft. below the surface.

Dozens of staircases fill the room ahead of you, twisting and turning about each other. However, many of the staircases seem to ignore gravity, rising to the right or left rather than into the air. Doors are scattered randomly and at random alignmenrs, horizontally, vertically and diagonally. The chaos of this room completely defies logic and intuition.

Initial Attitude: N/A

Encounter: The Room's appearance is a vast *programmed image* (caster level 20) that constantly bedazzles and confuses the eye. Entering triggers a powerful *maze* trap that creates the bewildering array of stairs and door visible from outside the Room. This Room's purpose was to confuse escaping prisoners while guards were summoned.

Note: Should the PCs open the vault door (see Room L44), the *maze* fills with water as well.

Encounter Condition: N/A

Tactics: N/A

Maze trap: CR 10; magical device; location trigger; automatic reset; spell effect (*maze*, 20th level wizard); Search DC 34; Disable Device DC 34.

EL: 10

Scaling: To increase the challenge of this encounter, a *phantasmal killer* spell, caster level 10th, save DC 16, triggers on the third round anyone remains in the Room. To decrease the challenge, the maze does not activate once the vault door is opened (see Room L44).

L42. COLUMNS

The depth of this encounter is 250 ft. below the surface.

Six columns, each 3 ft. in diameter and ending in a sharpened tip, now rest on their sides, scattered throughout the room. The room is tiled in white marble, but black pools surround two of the fallen columns. The room's ceiling is a forest of pointed columns, poised jaggedly above your heads.

Initial Attitude: N/A

Encounter: This Room once held grave dangers, but now it has been defanged. The Room was trapped so that when anyone stepped within it, an enormous pointed column of rock would thrust down to impale the person. The column would then retract into the ceiling as the trap reset itself. The mechanisms were damaged during the earthquake, and now the remaining columns only descend a few feet or do not move at all.

Encounter Condition: N/A

Tactics: N/A

- **Spear Trap: CR** 0, mechanical device; location trigger (the area directly in front of the southern entrance); no reset (now); column (attack +20; 3d6 damage; descends only 3 ft.); Search DC 15; Disable Device DC 10.

Treasure: N/A

EL: N/A

Scaling: N/A

L43. GUARD ROOM

The depth of this encounter is 250 ft. below the surface.

This room contains several odd-shaped chairs and a high table. Empty weapon racks upon the walls imply that soldiers were once stationed here. The table blocks a cupboard door in the wall.

Initial Attitude: N/A

Encounter: This empty Room was indeed once a guard post. The guards remained near the cell containing one of the most dangerous prisoners in this area. After his death, the post was abandoned.

The table is bolted down on one leg and must be moved before the cupboard will open. Any living being who touches the cupboard triggers an obvious *fireball* trap. An equally obvious mechanical bypass to the trap exists — a button on the bottom of the table — but the bypass is actually a well-concealed trap. Pressing the button triggers a *sunburst* spell and causes the table to slam back against the wall, injuring anyone standing in front of the cupboard. The safest way to open the cupboard is to merely allow the *fireball* to trigger.

Encounter Condition: N/A

Tactics: N/A

- **Fireball Trap:** CR 3, magical device; touch trigger (opening the cupboard); automatic reset (10 rounds); spell effect (*fireball*, 6th level wizard, 6d6 fire); Search DC 20; Disable Device DC 20 (use the button beneath the table).

- **Button Trap:** CR 8, magical device; touch trigger (button beneath table); automatic reset (1 round); spell effect (*sunburst*, 15th level cleric, 6d6 plus blindness, Reflex save DC 22 for half damage and no blindness) followed by Atk +15 melee (2d6+3, table slam); Search DC 33; Disable Device DC 33.

Treasure: The blade is part of the shattered *watrazor* (see Room L3). It acts as a +2 *silver spear*; any damage inflicted by the spear cannot be regenerated, but can be healed normally. The blade glows when pointed towards *the watrazor* in the stone chest (Room L61).

EL: 8

Scaling: To increase the challenge of this encounter, increase the DC of the Disable Device for the Button traps by 3. To decrease the challenge, the button trap is more obvious then the designers though, reduced its Spot DC by 8 and the Disable Device DC by 3.

L44. VAULT DOOR

The depth of this encounter is 250 ft. below the surface.

An enormous circular steel door stands shut and sealed before you. Three thick crossbars and twelve sturdy locks remain in place. Stern looking runes are carved above the door. The massive hinges and other mechanisms show no trace of rust or decay.

Initial Attitude: N/A

Encounter: The runes above the door proclaim, in Celestial: "The prison of Krukak, once prince of demons and scourge of the Abyss." This powerful creature was one of the most dangerous prisoners in this portion of the dungeon. Massive locks, crossbars, and an *antimagic field* prevented his escape. However, all these safeguards failed when an earthquake crushed his cell under tons of rocks.

Although he is no longer here, the door to Krukak's cell is still perilous. The twelve locks are each trapped and require an Open Lock check (DC 20), and the three crossbars each require a Strength check (DC 25). If the PCs then haul the door open (Strength check, DC 28), the seal breaks and the door slams open as the lake rushes in to fill the air-filled section. Anyone opening the door as it bursts open takes 8d6 damage as they are pounded into the wall and are stunned for 1d4 rounds: a Reflex save (DC 28) results in half damage and no stun.

Rooms L37 through Room L44 flood at a rate of one Room every three rounds, in the following order: L44, L42, L41, L43, L39, L40, L37, L38. Anyone present in these Rooms as they flood with water is battered for 2d6 damage each round unless they make a Strength check (DC 15) to hold onto something solid or a Swim check (DC 23) to ride out the water.

- **Lock Trap:** CR 5, mechanical device; touch trigger; mechanical reset; blade (+16, 2d6 damage and loss of 1d3 dexterity for fine motor activities until healed); Search DC 15; Disable Device DC 30.

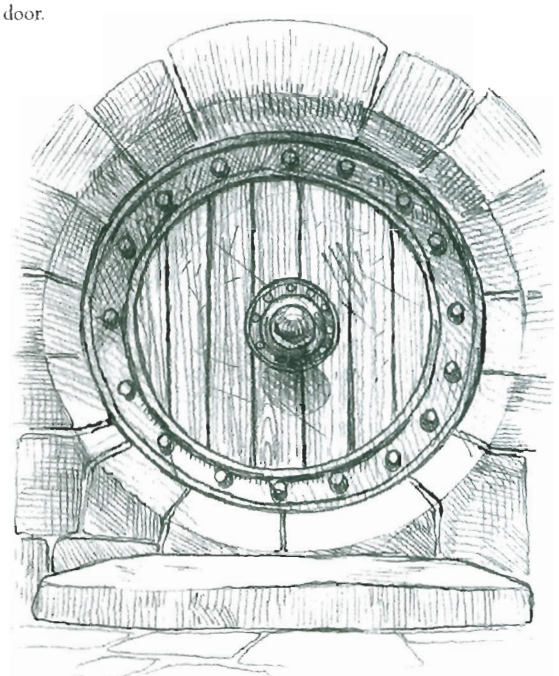
Encounter Condition: Spell Resistance 50

Tactics: An *antimagic field* (caster level 18) fills the entire Room and encompasses the door as well.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, the Rooms fill up at a rate of one per round. To decrease the challenge, increase the DC of the Open Locks check to DC 30, making it harder to open the vault door.



L45 THROUGH L59. MADOWLIELOREN

A small island thrusts out from beneath the waves in the eastern portion of the lake. This area once held an enormous cell imprisoning a massive demon several hundred feet in length, but while the substructure was strengthened to withstand the weight of the creature, its roof was unable to withstand the force of an earthquake. The Rooms collapsed, crushing the demon beneath tons of rock. A shallow shelf extends out from the island for 10 to 30 ft. before falling off steeply. To the west of the island, a plateau filled with an air-filled cave complex lies 250 ft. underwater (see Room L36), but in the other directions, the drop-off beyond the shelf falls straight to the lake bottom.

Several hundred years ago, elven forces from Region H invaded the lake, hoping to defeat the evil sahuagin. During the invasion, amidst the growing corruption and evil of the lake itself, they discovered this small island. Growing there was a seedling of the great tree they revered. Despite the elven losses in the war and their inability to eradicate the sahuagin, the elves sent a group of elven outcasts to the island to care for the sapling. Since that time, additional groups of elves were exiled here. Some were outcasts, criminals, or malcontents, while others were merely unlucky. Regardless, all knew that the only way off the island was to serve for a full century, although none ever completed a full term. In fact, most of the elves failed to complete the crossing to the island before their boat was destroyed by one of the predators who dwell in the waters surrounding the island. Those who did reach the island lived meager lives, constantly patrolling for incursions from the foul hordes in the lake and erecting magical wards and protections to forestall the evil of the lake.

Things took a turn for the worse a few years ago when Himo Xiloscient, the island's highest ranking cleric, snuck away for a few hours of peace swimming off the eastern end of the island. An aboleth captured and enslaved Xiloscient, and sent him back to the island to destroy the wards, rip down the protections, and desecrate the holy places. Unable to resist, the priest obeyed and returned to his new master.

While these acts destroyed the elves' defenses against the lake's taint, this was not immediately clear. Physically nothing had changed and few had the sorcerous power to see the danger. The only elf capable of restoring the wards was the one who had destroyed them. The final straw came when a mining project unearthed a huge corrupted black diamond; it accelerated the taint's progress and the elves quickly lost their battle. Many lost their innocence and turned to evil; others lost their minds or will to live. Now the elves act erratically and even violently towards each other while their numbers dwindle.

If the PCs destroy the taint (see Room L9), the elves do not grow more corrupted, but too much time has passed for them to recover. Their only refuge lies in the grave.

The current around the island moves from the north to the south, moving more quickly on the western side of the island where the whirlpool in the center of the lake influences it. There the current moves objects to the south 10 ft. per round and to the west 5 ft. per round. On the eastern side where an upward current is dominant, the water only moves swimmers and objects 5 ft. per round to the south and upwards 5 ft. per round. The cavern roof here is only 50 to 60 ft. above the surface of the water.

RANDOM ENCOUNTERS

Check for random encounters once every hour the PCs explore these sections.

1d20	Encounter
1	A high-pitched scream echoes across the island.
2	Three fat fish drag themselves across the island with tentacles that sprout from within their mouths. The creatures are mindless and ignore the heroes.
3–4	Twisted remains of several elves rest upon the ground. Each body contains malformed limbs, strange fur growths and other deformities.
5–11	Nothing.
12	An elf walks up to the PCs, points at them and begins cackling. The obviously deranged elf follows the PCs for 15 minutes.
13	Two knee-high bushes (see room L49) shaped into the forms of miniature bears stare towards each other. **Bush Trap:** CR 3; magical device; proximity trigger (alarm); 2 bear bushes; attack any creature within 5 ft; +14 melee attack (2d6 damage); attacks until the bush is destroyed (AC 12, hardness 0, hp 8); does not attack elves or half-elves; Search DC 15; Disable Device DC 15.
14	A dozen elven skeletons roaming from Room L58 mindlessly attack the PCs.
15–16	3 elves (see Room L46) rush towards the PCs, screaming threats and waving weapons above their heads. The elves fight to the death against the vicious moss people they see.
17	3 dire bats (hp 30) swoop from high above the island and attack the PCs.
18	3 scrags lurk in the waves near the island. Upon sight of the PCs, they lumber out and attack.
19	A young female elf (see Room L53) rushes screaming past the PCs while Galanolend (see Room L53) follows right behind. Before he can catch her, the female stumbles into one of the PCs and quickly hides behind him while Galanolend demands her return. He knows she is very ill and wants her to remain with companions at the Mushroom.
20	Nalathe Sionmodel and two companions (see room L59) search for any items of value left behind by the elves driven mad. She attacks any humans encountered.

L45. NORTHERN BEACH

This encounter occurs above the surface.

Faint light from the center of the island casts long shadows over the beach upon the northern end of this small island. White-capped waves crash against the beach. A series of 8-foot-tall walls divides the shore from the low terrain beyond it. Arrow slits are evenly spaced along the walls, but some are stuffed with red cloth and the tops of the battlements are wreathed with withered flowers. Strange footprints meander in and out of the surf, disappearing into the water.

Initial Attitude: N/A

Encounter: The beach extends in a shallow shelf for 30 ft. into the water before dropping steeply. The footprints are long and clawed with extremely pronounced pads at the front of the foot and minor webbing between the toes. A Tracking check (DC 30) can identify that these are the footprints of a scrag, an aquatic troll. The scrags came ashore a few hours ago in search of prey, but found nothing and returned to their lair in the waters north of here.

The elves of Madowlieloren built these walls to prevent aquatic creatures from reaching the island's interior. In their current indisposition, several of the elves decorated the wall to improve its appearance and then abandoned the defenses. An enchantment upon the walls causes them to glow brightly if touched (*detect magic* shows this as faint abjuration), an old method of summoning guards.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

L46. STANDING STONES

This encounter occurs on or above the surface.

Ten boulders, each 8 feet tall, thrust out of the ground here, one foot apart. The boulders form a line and act as a barrier. Green light from the south illuminates the southern face of the rocks, but they are devoid of markings or tool signs. The light does reveal a humanoid leg protruding from behind one of the stones. Low giggles and the sound of smashing rocks come from the far side of the standing stones. As you peer around the rock, you see a group of three elves giggling and hurling head-sized stones at a fourth elf. The female elf's throw is true, but the target nimbly dodges aside and the rock smashes into one of the boulders. Two more elves lie upon the ground with shattered limbs and skulls. All of the elves are dressed in tattered clothing and carry battered long swords in their hands.

Initial Attitude: Playfully hostile. The elves greet any outsiders with glee and then immediately hurl boulders at them.

Encounter: The three elves (hp 21 each) blame the fourth elf, a sorcerer (hp 12), for failing to protect them from the taint and are playfully attempting to kill the sorcerer with three enchanted boulders they discovered. Each boulder is a foot in diameter, weighs only a few pounds, and inflicts terrible damage when it strikes someone. The elves are unable to converse rationally and continue chattering cheerfully while they attack.

The ground around the stones is a thin layer of loose soil atop rock, without a blade of grass or moss in sight. The standing stones were part of the defensive fortifications of the island, but building even this much without the use of magic was a tremendous effort. Now the foundations for the standing stones have deteriorated. If the boulders strike any standing stone three times, that stone topples over. Characters standing behind a falling stone must make a Reflex save (DC 15) to avoid it, or take 6d6 damage.

Tactics: There are three boulders and the elves each grab one on their initiative (as a move-equivalent action, keeping their long swords in their off hands) and then hurl it at the sorcerer. If the PCs have a boulder, the elves attack with long swords to get it back. Upon spotting the PCs, the elven sorcerer points at them and shouts, "Get them!" From that point on, all of the elves throw stones at the PCs.

The entire combat should be run as a demented blood sport with the elves providing colorful, detached commentary. For example, if the boulder hits someone, the elves remark, "He really got behind it that time! Yes, he'll feel that tomorrow!"

Treasure: Each of the elves (including the dead ones) wears 1d3 pieces of jewelry worth 1d20 gp each. The only other treasures are the boulders, masonry fragments from an ancient trap. This portion of the trap bobbed to the surface recently and washed up on shore. The stones are head-sized and polished black marble, but weigh only a couple of pounds and float in water. Despite this, they retain their full mass when hurled. The stones count as exotic weapons and strike for 3d6 damage plus Strength modifier. There is a 10% chance after each attack that the boulder cracks in two and loses all magical effects.

EL: 7

Scaling: To increase the challenge of this encounter, add an additional level of fighter to the elves. To decrease the challenge, the elves have a –3 circumstance penalty to their Spot checks.

Maniacal Elves, Ftr 3, CR 3; Medium humanoid (elf); HD 3d10; hp 21; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +3; Grp +7; Atk +8 melee (1d8+6/19–20, longsword) or +4 ranged (3d6+4, enchanted boulder); Full Atk +8 melee (1d8+6/19–20, longsword) or +4 ranged (3d6+4, enchanted boulder); SA —; SQ Elven traits, insane strength; AL CN; SV Fort +3, Ref +4, Will +0; Str 13[18], Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Jump +10, Listen +2, Search +3, Spot +2, Swim +10; Dodge, Exotic Weapon Proficiency (enchanted boulder), Lightning Reflexes, Weapon Focus (longsword).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Insane Strength (Ex): These elves' physical prowess is heightened by their insanity, they have a +5 enhancement bonus to Strength and a +4 circumstance bonus to saves against mind-effecting spells.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possession: Long sword (used two handed).

Maniacal Elf Sorcerer, Sor 5; CR 5; Medium humanoid (elf); HD 5d4; hp 15; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +2; Grp +5; Atk +5 melee (1d8+4/19–20, longsword); Full Atk +5 melee 1d8+4/19–20, longsword); SA Spells; SQ Elven traits, insane strength; AL CN; SV Fort +1, Ref +3, Will +3; Str 11 (16), Dex 14, Con 10, Int 10, Wis 9, Cha 16.

Skills and Feats: Concentration +8, Listen +2, Search +3, Spot +2, Spellcraft +8; Combat Casting, Dodge.

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Insane Strength (Ex): This elf's physical prowess is heightened by his insanity, he has a +5 enhancement bonus to Strength and a +4 circumstance bonus to saves against mind-effecting spells.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Sorcerer Spells Known (6/ 7/ 5, Save DC 13 + Spell Level): 0—*acid splash, dancing lights, daze, detect magic, light, ray of frost;* 1st—*enlarge person, grease, mage armor, magic missile;* 2nd—*levitate, acid arrow.*

Possession: Long sword (used two handed).

L47. THE DOCKS

This encounter occurs above the surface.

A seamless pink granite jetty stretches out from the island towards the west. It measures 10 ft. wide, 60 ft. long, and at least a foot thick, and rests on thick columns of the same material. A small single-masted vessel, elegantly constructed of beautiful woods but listing badly, is tied up to the dock. 50 ft. to the south are the foundations of another granite jetty, its granite twisted and broken as if it had been ripped apart. A shattered bronze lantern still faintly glows at the foot of a stone wall 10 ft. south of the ruined dock.

Initial Attitude: N/A

Encounter: These docks were constructed from a portion of the dungeon which the elves raised from beneath the water. At one time, the elves fished and dove from the docks, but this ended when the kraken destroyed the southern dock and devoured over a dozen elves. The remains of the jetty lie upon the plateau far below along with the foundations for the remaining dock. In addition, since the elves fear the water and possess few nautical skills, their sole surviving ship is in terrible condition. Anyone examining it discovers that the sails and ropes are fouled, and there is a 5 ft. hole in its hull that has filled one hold with water. If untied from the jetty, the boat sinks. In all other regards, the ships are identical to the ones in Room L70. A *continual flame* spell upon the bronze lantern provides light.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

L48. THE MINE OF CORRUPTION

This encounter occurs above the surface.

Mounds of rubble and soil surround a narrow cave piercing deeply into a hill. A faint lavender light illuminates the cave's interior. Two female elves before its entrance shout warnings and insults at the top of their lungs. A male elf stands to the side and stares straight up at the ceiling, his attention fixed on something you cannot see. The elves' tattered finery, decrepit leather armor and jewelry do not conceal their sores, scars, and boils.

If anyone enters the cave, read the following:

A strange lavender glow fills the interior of this small cave, 3 ft. across and 6 ft. deep. Although the walls appear to be layers of black obsidian and white bone, the source of the illumination is a single black gem almost three inches across nestled in the layers.

Initial Attitude: Hostile

Encounter: The two female elves (hp 24 each) believe they are surrounded by vicious demons intent on destroying them, and that the PCs are merely more of the same. They fight to the death against the PCs while shouting out insults based upon the hallucinations they are witnessing. For example, the elves may refer to the tentacles, bat wings, flaming skull, or six arms of their opponent, a normal human. The male elf (hp 18) believes he is watching a strange light show over the island, the product of the demonic attack upon a strange pillar hovering above the island, but he fights with his companions while occasionally glancing up at the hallucination.

The cave burrows into the compressed layers of bone and stone where rock crushed one of the demonic prisoners to death. Full of hatred and dark energy, the creature's heart coalesced into the black diamond the elven miners uncovered. Anyone exposed to the diamond's emanations becomes evil. The elves suspected the diamond's dangers, but could not destroy it in time.

Encounter Condition: N/A

Tactics: The three elves focus their attacks upon a single PC for the first two rounds, then, believing they have defeated that foe, they all switch to a different new target for the rest of the fight. They constantly shout insults and advice to each other. All of their remarks convey the impression that the elves are winning a battle against tremendous odds, regardless of the reality of the situation. They continue to talk to each other even if one or more of them dies, and fight against empty space if the PCs walk away from the battle.

Trap: Black Diamond: CR 6; magical device; proximity trigger (always on, onset delay 20 minutes); multiple targets (anyone within 120 ft.); anyone within 120 ft. of the black diamond makes corruption checks twice as often (this power only functions while within this region of the dungeon) and all good-aligned characters with this area suffer a –1 profane penalty to all attacks, saves and checks; Search DC 30; Disable Device N/A. (*Remove curse, dispel evil* or similar spells may be able to destroy the black diamond.)

Treasure: The elves each carry 1d6 pieces of jewelry worth 2d6 gp each. The glowing black diamond in the wall (see Black Diamond Trap for more details) is worth 2,000 gp (*detect magic* reveals a strong transmutation [evil] aura).

EL: 7

Scaling: To increase the challenge of this encounter, the elves use more unified tactics and an additional 3 elves with identical statistics appear at the end of round two. These additional elves were asleep behind one of the hills and rush to the aid of their companions. To decrease the challenge, treat all PCs as if they were under the effects of a *mirror image* spell.

Delusional Female Elves (2), Ftr 3; CR 3; Medium humanoid (elf); HD 3d10+3; hp 24; Init +1; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +3; Grp +4; Atk +5 melee (1d8+1/19-20, longsword); Full Atk +5 melee (1d8+1/19-20, longsword); SA Rage; SQ Elven traits; AL CN; SV Fort +3, Ref +2, Will –2; Str 13, Dex 13, Con 10, Int 10, Wis 5, Cha 8.

Skills and Feats: Jump +7, Listen –1, Search +3, Spot –1, Swim +7; Dodge, Power Attack, Toughness, Weapon Focus (longsword).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Rage (Su): These two elves can flip between anger and paranoid rationality in the blink of an eye, as a free action they can turn on or off the effects of a rage spell (+2 Str and Con, +1 Will saves, –2 AC).

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Long sword (used two handed), partial leather armor (only provides +1 AC).

Delusional Male Elf, Ftr 2/Sor 1; CR 3; Medium humanoid (elf); HD 2d10+1d4; hp 18; Init +1; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +2; Grp +3; Atk +3 melee (1d8+1/19–20, longsword); Full Atk +5 melee (1d8+1/19–20, longsword); SA Rage; SQ Elven traits; AL CN; SV Fort +3, Ref +2, Will –2; Str 13, Dex 13, Con 10, Int 10, Wis 5, Cha 14.

Skills and Feats: Concentration +4, Jump +3, Listen +1, Search +3, Spot +1, Swim +7; Alertness, Combat Casting, Dodge, Weapon Focus (longsword).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Sorcerer Spells Known (5/4, Save DC 12 + Spell Level): 0—*detect magic, flare, ray of frost, resistance;* 1st—*mage armor, true strike.*

Possessions: Long sword (used two handed), partial leather armor (only provides +1 AC).

L49. THE SAPLING

This encounter occurs above the surface.

An oak sapling grows here, in the lee of a tall bluff. A dim green glow dances across its leaves and three small limbs. A pair of muscular elves in leather harnesses are sculpting the bushes surrounding the sapling into the shapes of exotic animals such as dragons and elephants. The elves are covered in dark patches of rough skin and their hair is the shade of oak leaves. They cut the bushes with precision and care, only taking tiny snips from each branch, although fresh blood weeps from their eyes and covers their cheeks. A marble path of glittering red, green, and blue tiles surrounds the garden of crushed rubble and bare stone.

Initial Attitude: Unfriendly

Encounter: This sapling from the great tree the elves tend in Region H is the entire reason this small colony exists. Once they discovered it, the elves of Region H exiled the inhabitants of this island to tend to the sapling. However, neither group realized that the sapling is not truly descended from the elven great tree. Instead, it grew from a tree that once served as a prison. The dungeon collapse crushed that tree, but one of its roots grew up through the rubble and sprouted. The faint glow that surrounds the sapling is part of the enchantment that sustains the tree by draining the life force from any living creature who approaches it.

The bushes are also offshoots of the tree prison. They do not glow, but they do animate when a non-elf steps near them.

These two elves (hp 30 each) built the marble path around the area to mark the boundaries of the effect and now, in hallucinogenic fogs, they are sculpting the bushes. Since elves originally created the tree prison centuries ago for the celestials, they are immune to the effects of the traps. However, the Region has corrupted both elves: their flesh has developed the texture of oak, providing them with natural armor +4, damage reduction 5/slashing and vulnerability to fire.

Encounter Condition: N/A

Tactics: The elves ignore any intruders until they step within the marble path, at which time they attack with their guisarmes, using their weapons' reach to drive the intruders towards the tree or bushes. They use their weapons to trip people near the bush traps. The two elves keep close to each other so that they can guard the other, using Improved Trip and Combat Reflexes to make it dangerous to approach them.

Traps: There are two traps within this Room. While the light of the sapling drains the life from anyone who steps within the marble path, the bushes come alive and attack anyone within the same area. Both traps have no effect upon elves or half-elves.

Tree Trap: CR 5; magical device; proximity trigger; always on; onset delay 2 rounds; multiple targets; anyone within the area of the marble tile path takes 2d6 damage per round, Will save DC 18 for half damage, while the tree gains an equivalent amount of hit points; this trap is disabled when the tree is destroyed (AC 12, hardness 6, hp 15); has no effect upon elves and half-elves; Search DC 25; Disable Device (see above).

Bush Trap: CR 1; magical device; proximity trigger (alarm); 5 bushes (hippogriff, elephant, hydra, dragon, and minotaur) attack any creature within 5 ft; +8 melee attack (2d6 damage); attacks until the bush is destroyed (AC 12, hardness 3, hp 8); does not attack elves or half-elves; Search DC 15; Disable Device DC 15.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, both traps affect elves normally except for those descended from the elves who originally planted the tree prison. This means that the elves who live here are immune to its effects, but other elves are affected normally. Further, reduce the onset time of the tree trap to 1 round. To decrease the challenge, the elves are hampered by the hallucinations during the fight and treat all opponents as if they possessed partial cover.

Oak Elves, Ftr4; CR 4; Medium humanoid (elf); HD 4d10+4; hp 30; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +7; Atk +8 melee (2d4+6/×3, guisarme); Full Atk +8 melee (2d4+6/×3, guisarme); SA —; SQ DR 5/slashing, elven traits, vulnerability to fire; AL CN; SV Fort +5, Ref +3, Will +1; Str 16, Dex 14, Con 13, Int 8, Wis 10, Cha 7.

Skills and Feats: Craft (gardening) +6, Listen +2, Search +1, Spot +2; Cleave, Combat Reflexes, Improved Trip, Power Attack, Weapon Focus (guisarme), Weapon Specialization (guisarme).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Guisarme, dagger, leather harness (+1 AC).

L50. THE BLUFF

This encounter occurs above the surface.

A rocky bluff that rises above the small island is topped by thick stalagmites that give it the appearance of jagged fangs. A dim green light illuminates the western side of the bluff from below. The entire area on top of the bluff is devoid of life. There is a dark shadow nestled among the stalagmites.

Initial Attitude: Hostile

Encounter: The hill is 20 ft. above the rest of the island, enough height to provide anyone here with a view of the entire island spread out below them. Of course, anyone on the bluff is also visible to everyone on the island. The dark shadow is a cave entrance that leads 40 ft. down to a lightless cavern 50 ft. in diameter. The bottom 10 ft. of the cavern is filled with lake water which washed in through another cave opening in the eastern wall of the cavern. The cavern from the lake is visible from within the water. The bluff's eastern cliff-face is craggy and twisted, providing an easy climb (Climb check, DC 12).

Three scrags (hp 63 each) in the cavern have been torturing an elf they captured a few hours ago. Anyone on top of the bluff with a light source immediately gains the scrags' attention; they kill the elf and hide in the shadows of the cavern. If anyone enters the cavern, the scrags attack. Falling into the cavern inflicts 2d3 non-lethal damage. If the PCs do not enter the cavern, the scrags wait for 5 minutes and then pursue the PCs.

Encounter Condition: N/A

Tactics: The scrags launch an attack as soon as one character reaches the cavern, attacking the first person in the water before moving on to the weakest party member. One scrag grapples the first opponent and drags him underwater while another attacks from behind, attempting to rend the victim. The scrags know that they continue regenerating and are safe from fire so long as they stay beneath the water, so they fight fearlessly to the death.

If the scrags follow the PCs out of the water, they bull rush from the top of the bluff, grab the weakest character, and run for the lake.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, the scrags have a net they stole from the elves. One scrag climbs up to the top of the bluff as the PCs approach, entangles a PC with the net, and drags him into the cavern. To decrease the challenge, reduce the scrags' hit points by 5.

Scrags (aquatic trolls): CR 5; Large giant (aquatic); HD 6d8+36; hp 63; Init +2; Spd 20 ft., swim 40 ft; AC 16, touch 11, flat-footed 14; Base Atk +4; Grp +14; Atk +9 melee (1d6+6, claw); Full Atk +9 melee (1d6+6, 2 claws) and +4 melee (1d6+3, bite); Space/Reach 10 ft./10 ft.; SA Rend 2d6+9; SQ Darkvision 90 ft., low-light vision, regeneration 5, scent; AL CE; SV Fort +11, Ref +4, Will +3; Str 23, Dex 14, Con 23, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +5, Spot +6, Alertness, Iron Will, Track.

Rend (Ex): If a scrag hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Regeneration (Ex): Fire and acid deal normal damage to a scrag. If a scrag loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump. Scrags regenerate only if mostly immersed in water.

L51. TRAINING FIELD

This encounter occurs above the surface.

Jagged rocks surround a cleared area littered with long swords, daggers, bows, and arrows. Bales of seaweed at the northern end of the clearing show numerous arrow holes and slash marks. The entire area is covered in footprints, but few of them look recent. Several dark glass globes a foot across surmount the poles that surround the area.

Initial Attitude: N/A

Encounter: This was once a training field, but the elves used it infrequently after Xiloscient disappeared. Many elves no longer saw a reason to carry weapons, for their fate was certain, and simply abandoned their weapons here. There are six long swords, seven daggers, four longbows, and several dozen arrows scattered around the clearing, all in poor repair. The longbows have no strings and have clearly been neglected for months. Recent footprints simply cross this area without stopping.

Encounter Condition: N/A

Tactics: N/A

Treasure: One of the swords is a *+1 long sword*, and one of the daggers is a cold iron dagger. The rest of the weapons are ill cared for and worth 20% of their normal value. Any time any of the weapons is used, including the magical one, it breaks on a roll of a natural 1 or 2. If a weapon is cleaned and oiled (Craft [weaponsmith, or bowyer for the longbows] check, DC 15) it breaks only on a natural 1. The bladed weapons would need to be re-tempered in a forge to remove the break chance entirely, while the bows will always remain fragile. The glass globes contain the remains of phosphorescent fish. They once provided light, but needed to be recharged weekly and have been neglected for months.

EL: N/A

Scaling: N/A

L52. ELVEN HUTS

This encounter occurs above the surface.

The ruins of twelve small stone huts lie scattered about a gravel clearing only a few yards from the water's edge. Waves wash among the foundations and remnants of a thick wall stone wall.

Fire pits and tripods of spears lie randomly between the huts. Charred areas show the outline of collapsed buildings. Thick patches of mold and fungus have had time to grow on the ruins, though footprints show someone has visited more recently. Each of the stone huts has a dark glass globe mounted above the door, both inside and out, most now shattered.

Glancing inside one of the huts, you see shards of shattered bamboo, as well as larger fragments which were plainly cots, chairs, and other furniture. Everything has been destroyed: soiled clothing, frayed ropes, a variety of broken tools, and the burnt remains of a handful of books.

Initial Attitude: N/A

Encounter: This is where the elves lived for years after they settled the island. The kraken attacked the village a year ago by swimming up close to shore, and with its long tentacles out toppling the buildings. The terrified elves fled into the island's interior.

The huts still hold ropes, nets, long swords, longbows, tools, and fishing gear, but all the abandoned equipment is of poor quality. While there is no longer any record of the name within the village, it was called Madowlieloren ("Wretched Place"). The glass globes contained phosphorescent fish and provided illumination for the village, but their light has failed.

A pile of ashes and burnt leather covers sits in the center of the northernmost hut. Someone tended the fire with the ash-stained long sword beside it and the sword's scabbard hangs upon the wall. Convinced that arcane power made him vulnerable to the Region's corrupting influence, the wizard who lived here destroyed all of his spell books. He did not notice that his companion hid two scrolls in the empty scabbard upon the wall (see Treasure).

The bonfire to the south of the village was set by elves who returned to the village after the attack. It contained the remains of texts, tapestries, tools, weapons and other treasures, as well as elven bones. The survivors decided to burn their prized possessions as an offering to the gods, and destroyed everything of value they found. Four of them even chose to leap into the flames rather than endure the Region's madness. A few pages of a journal somehow escaped the flames, and detail a wizard's conjectures that the corrupting influence of the lake was due to a rift in the lakebed where demonic powers seeped into the water. The wizard believed the process too malevolent to be random, and theorized that the spirit of a dead prisoner inhabited one of the lake's creatures, and therefore if that creature could be eliminated, the lake's corrupting influence would cease.

Encounter Condition: N/A

Tactics: Characters moving about within the huts might cut themselves on the shards of glass and bamboo.

Shard: CR 1; mechanical device; touch trigger; automatic reset; multiple targets (anyone moving within the huts); touch attack +0 (1d3, halves ground movement as caltrop); Search DC 10; Disable Device 20.

Treasure: The two scrolls within the scabbard of the northernmost hut are *scrolls of water breathing (arcane)*, caster level 5.

EL: 1

Scaling: N/A

L53. THE MUSHROOM

This encounter occurs above the surface.

An enormous mushroom of sickly gray with large red splotches sways slightly in the faint breeze. The mushroom is 10 ft. high and 15 ft. in diameter, though the underside of the cap is only 3 ft. off the ground, and its trunk is 10 ft. across. Eight elves huddle beside the mushroom, clutching weapons and staring crazily. Beneath the elves' tattered mail or leather armor you can see boils, cracked skin oozing blood, and harsh spikes. Four of the elves hold flaming long swords while the others carry bows.

Initial Attitude: Hostile

Encounter: These elves gathered to determine the cause of the corruption that swept their community, but fell prey to it themselves. Like their bodies, their minds are warped and they believe dozens of invisible creatures are buzzing near their ears and causing the insanity. Despite the weakened appearance of their flesh, the lake's corruption actually increased their natural armor class by 3 and deadened them to pain, providing DR 1/—.

Iast Galanolend (hp 37) and three elven guards holding swords (hp 21 each) strain to hear the imaginary creatures in order to strike at them. The four elven sorcerers (hp 10 each) carrying bows await the arrival of the creatures' master. Iast has retained enough sanity to realize that the elves stand a better chance of surviving if they stick together, but can find no means of preserving their minds. Iast was the commander of the last expedition to the island, and knows that Jolinaar is responsible for both the death of an elven guard and his own exile. In fact, Iast suspects Jolinaar means to betray the elves, but he could not pass this information along to anyone trustworthy before he was exiled here.

Encounter Condition: N/A

Tactics: The elves divide into two groups. The four armed with long swords rush forward while the remaining four use their spells and bows to attack anyone not engaged with the others. The elves only have 6 arrows each; when they run out of ammunition, they drop the bows and lurch forward with daggers. Each elf selects an individual and concentrates their attacks upon that person without regard for those around them or other targets.

Treasure: Iast Galanolend possesses *Longsight*, a +2 *copper short sword* that provides its wielder with +2 magical bonus to Spot, Listen and Sense Motive checks. *Continual flame* spells upon the elves' long swords provide illumination, but no other bonus.

EL: 12

Scaling: To increase the challenge of this encounter, the elves' paranoia provides them with a +3 circumstance bonus to their Spot and Listen checks and the elven sorcerer have used *magic weapon* spells on all of the non-magical longswords and longbows. To decrease the challenge, reduce the number of arrows the elves have to 2 each.

♟ **Iast Galanolend, Elf, Ftr 5, CR 5;** Medium humanoid (elf); HD 5d10+5; hp 37; Init +6; Spd 20 ft.; AC 20, touch 12, flat-footed 18; Base Atk +5; Grp +7; Atk +10 melee (1d8+7/19–20, Longsight); Full Atk +10 melee (1d8+7/19–20, Longsight); SA —; SQ DR 1/–, elven traits; AL LE; SV Fort +5, Ref +3, Will +3; Str 14, Dex 15, Con 12, Int 11, Wis 10, Cha 12.

Skills and Feats: Hide +1, Jump +10, Listen +2, Search +3, Spot +2, Swim +10; Dodge, Improved Initiative, Iron Will, Weapon Focus (short sword), Weapon Specialization (short sword).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Longsight (+2 copper short sword that provides +2 bonus to Spot) [used two handed], tattered chainmail (+4 AC)

♛ **Elven Guard, Ftr 3 (3):** CR 3; Medium humanoid (elf); HD 3d10; hp 21; Init +1; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3; Grp +5; Atk +6 melee (1d8+3/19-20, longsword); Full Atk +6 melee (1d8+3/19-20, longsword); SA —; SQ DR 1/-, elven traits; AL CE; SV Fort +3, Ref +2, Will +1; Str 14, Dex 13, Con 10, Int 10, Wis 9, Cha 8.

Skills and Feats: Craft (any one) +6, Hide +1, Jump +8, Listen +2, Search +3, Spot +2; Dodge, Improved Initiative, Power Attack, Weapon Focus (longsword).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: longsword (with *continual flame* cast upon it) [used two-handed], dagger, tattered chainmail (+4 AC).

♛ **Elven Sorcerer, Sor 3 (4):** CR 3; Medium humanoid (elf); HD 3d4; hp10; Init +2; Spd 30 ft.; AC 17, touch 12, flat-footed 15; Base Atk +1; Grp +1; Atk +4 missile (1d8/×3, longbow) or +1 melee (1d4/19-20, dagger); Full Atk +4 missile (1d8/×3, longbow) or +1 melee (1d4/19-20, dagger); SA Spells; SQ DR 1/-, elven traits; AL NE; SV Fort +1, Ref +3, Will +3; Str 11, Dex 14, Con 10, Int 10, Wis 9, Cha 14.

Skills and Feats: Concentration +6, Hide +1, Listen +2, Search +3, Spellcraft +6, Spot +2; Combat Casting, Weapon Focus (longbow).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Sorcerer Spells Known (6 / 6, Save DC 12 + Spell Level): 0—*detect magic, disrupt undead, flare, ray of frost, resistance;* 1st—*magic missile, magic weapon, shield.*

Possessions: Longbow, 6 arrows, dagger, tattered leather (+1 AC).

L54. THE ABOLETH'S LAIR

The depth of this encounter is 10 ft. to 300 ft. below the surface.

A steep bluff upon an island thrusts out of the water to the west. A slow moving current passes over sharp rocks just under the lake surface. The water is cool and refreshing, but light does not penetrate the inky depths.

Initial Attitude: Hostile

Encounter: The waters to the east of the island contain one of the most dangerous predators within the lake, a powerful aboleth (hp 98). It was simply a large frog before the lake warped its nature. This creature is responsible for the plight of the elves upon the island. After enslaving Himo Xiloscient, it forced the elven cleric to disable the protection the elves had spent years creating and open a passage to the black diamond. The elves fell prey to the lake's corruption.

The aboleth ambushes the sea life swept south along the cavern wall by the current. It stores its treasure in a shallow cave on the lake bottom: chunks of a Room sheathed in gold that shattered during the earthquake and scattered across the lakebed. The aboleth collects them and gives them to Mahg'Gog as tribute. In exchange, the kraken has granted the aboleth complete control over the water east of the island. Currently ten elves (hp 15 each) wearing tattered leather armor are sorting through the gold within the cave. The lake's corruption caused the elves to create nauseating filth around themselves (the elves and aboleth are immune to this effect). The aboleth has enslaved these unfortunate elves as well as a dire bull shark who guards the northern end of the channel.

Any swimmers or ships which pass through the channel attract the aboleth's interest. The aboleth despises air-breathing creatures and immediately attacks them, though it allows the scrags to move unmolested through its area.

Encounter Condition: N/A

Tactics: Before any encounter, the aboleth casts *mage armor* upon itself and, if it has time, *shield* immediately before joining battle. It prefers to use its psionic abilities to lure the PCs into its waters and then swims among them so its mucus cloud and slime infects the PCs, a process that ensures that they must remain in the water. The aboleth orders its enslaved dire bull shark to attack at the same time, focusing its attacks on any obvious spell casters and distracting the PCs. The aboleth uses its enslave ability upon the most powerful fighter and retreats, leaving the shark to fend for itself. The aboleth allows several rounds to pass so the PCs lower their guard, and then orders the fighter to attack his companions. The creature returns two rounds later with its elven slaves and attacks those not yet affected by its slime. The elves use aid another maneuvers and flanking to assist the aboleth, sometime taking foolish risks to do so. The aboleth continues using hit and run tactics until its opponents are killed or flee. If reduced to 20 hp or fewer, it retreats to its lair, leaving its slaves to cover its retreat.

Treasure: 50 chunks of twisted and torn gold sheathing, raw value 900 gold pieces. Buried in the pile is a *wand of magic missiles* (9th level, 14 charges).

EL: 14

Scaling: To increase the challenge of this encounter, one of the elven slaves uses the *wand of magic missiles* from the treasure trove. To decrease the challenge, remove the dire bull shark.

Aboleth: CR 10; Huge aberration (aquatic); HD 8d8+40+3d4+15; hp 98; Init +1; Spd 10 ft., swim 60 ft.; AC 16, touch 9, flat-footed 15; Base Atk +7; Grp +23; Atk +13 melee (1d6+8 plus slime, tentacle); Full Atk +13 melee (1d6+8 plus slime, 4 tentacles); Space/Reach 15 ft./10 ft.; SA Enslave, psionics, slime; SQ Aquatic subtype, darkvision 60 ft., mucus cloud; AL LE; SV Fort +8, Ref +4, Will +14; Str 26, Dex 12, Con 20, Int 15, Wis 17, Cha 18.

Skills and Feats: Concentration +19, Knowledge (nature) +13, Knowledge (arcane) +5, Listen +16, Spellcraft +8, Spot +16, Swim +8; Ability Focus (enslave), Alertness, Combat Casting, Iron Will.

Enslave (Su): Three times per day, an aboleth can attempt to enslave any one living creature within 30 ft. The target must succeed on a DC 20 Will save or be affected as though by a *dominate person* spell (caster level 16th). An enslaved creature obeys the aboleth's telepathic commands until freed by remove curse, and can attempt a new Will save every 24 hours to break free. The control is also broken if the aboleth dies or travels more than 1 mile from its slave. The save DC is Charisma-based.

Psionics (Sp): *At will—hypnotic pattern* (DC 16), *illusory wall* (DC 18), *mirage arcana* (DC 19), *persistent image* (DC 19), *programmed image* (DC 20), *project image* (DC 21), *veil* (DC 20). Effective caster level 16th. The save DCs are Charisma-based.

Slime (Ex): A blow from an aboleth's tentacle can cause a terrible affliction. A creature hit by a tentacle must succeed on a DC 19 Fortitude save or begin to transform over the next 1d4+1 minutes, the skin gradually becoming a clear, slimy membrane. An afflicted creature must remain moistened with cool, fresh water or take 1d12 points of damage every 10 minutes. The slime reduces the creature's natural armor bonus by 1 (but never to less than 0). The save DC is Constitution-based.

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

Mucus Cloud (Ex): An aboleth underwater surrounds itself with a viscous cloud of mucus roughly 1 foot thick. Any creature coming into contact with and inhaling this substance must succeed on a DC 19 Fortitude save or lose the ability to breathe air for the next 3 hours. An affected creature suffocates in 2d6 minutes if removed from the water. Renewed contact with the mucus cloud and failing another Fortitude save continues the effect for another 3 hours. The save DC is Constitution-based.

Sorcerer Spells Known (6/ 6, Save DC 14 + Spell Level): 0—*detect magic, disrupt undead, light, mage hand, resistance;* 1st—*mage armor, magic missile, shield.*

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

Enslaved Dire Bull Shark: CR 9; Huge animal (aquatic); HD 18d8+66; hp 150; Init +2; Spd swim 60 ft.; AC 17, touch 10, flat-footed 15; Base Atk +13; Grp +27; Atk Bite +18 melee (2d8+9); Full Atk +18 melee (2d8+9); Space/Reach 15 ft./10 ft.; SA improved grab, swallow whole; SQ keen scent; AL (Always) N; SV Fort +14, Ref +13, Will +12; Str 23, Dex 15, Con 17, Int 1, Wis 12, Cha 10.

Skills and Feats: Listen +12, Spot +11, Swim +14; Improved Natural Attack (bite), Toughness (4), Weapon Focus (bite). (A dire shark has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.)

Improved Grab (Ex): To use this ability, a dire shark must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the foe in the following round.

Keen Scent (Ex): A dire shark can notice creatures by scent in a 180-foot radius and can detect blood in the water at a range of up to 1 mile.

Swallow Whole (Ex): A dire shark can try to swallow a grabbed opponent of up to one size smaller by making a successful grapple check. Once inside, the opponent takes 2d6+6 points of bludgeoning damage plus 1d8+4 points of acid damage per round from the shark's digestive juices. A swallowed creature can cut its way out using a light slashing or piercing weapon by dealing 25 points of damage to the shark's digestive tract (AC 13). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Huge dire shark's gullet can hold 2 Large, 8 Medium or Small, 32 Tiny, 128 Diminutive, or 512 Fine or smaller opponents.

Enslaved Elf, Ftr 2: CR 2; Medium humanoid (elf); HD 2d10; hp 15; Init +5; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +2; Grp +4; Atk +5 melee (1d8+3/×3, spear); Full Atk +5 melee (1d8+3/×3, spear); SA —; SQ Elven traits, filth; AL CG; SV Fort +2, Ref +1, Will –1*; Str 14, Dex 13, Con 10, Int 8, Wis 7, Cha 6.

Skills and Feats: Hide +1, Listen +0, Search +1, Spot +0, Swim +7; Improved Initiative, Power Attack, Weapon Focus (spear).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Filth (Su): The elves are surround by a cloud of corrupt filth and waste, anyone (except another enslaved elf or the aboleth) who come with 10' must make a Fortitude save (DC 11) or be sickened as long as they remain within the area and for 1d4+1 rounds thereafter. The save is Constitution based.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Spear, tattered leather armor (+1 AC).

L55. FISHING SPOT

This encounter occurs above the surface.

A short cliff overlooks the waves pounding the rocks below. The cliff's layered rocks fade from a deep navy blue near the water's surface to a light sky blue near the top. The five pale elves dancing upon the rocks are clearly visible. The soaking wet elves are covered in bruises and sores, with only a few scraps of clothing about their waists.

Initial Attitude: Friendly

Encounter: These 5 elves (hp 21 each) intended to find a means of crossing the water to return to Region H, but recent experiences destroyed their sanity. Now they cannot keep a thought in their head for more than a minute, so they dance and sing about the lake's riches despite the dangers around them.

These elves have little interest in outsiders, but do warn that some of the other elves are under the effect of some sort of spell. The elves continue celebrating, including singing all dialogue rather than speaking, and performing one off-key song after another for 10 rounds after the PCs arrive. At that point, one of the elves screams in agony and shouts that the rocks are burning his feet. The hallucination quickly spreads to the other elves and they all leap into the water to escape the pain. When they emerge moments later, they believe the PCs attacked them and retaliate.

Encounter Condition: N/A

Tactics: If combat ensues, the elves grapple the PCs among the rocks and drag them into the deep water between the rocks. If the PCs are using distance weapons or are clearly superior, the elves retreat into the waves and forget to swim back until it is too late. The elves have no possessions.

Treasure: N/A

EL: 4 [due to poor elven tactics]

Scaling: To increase the challenge of this encounter, add 2 additional elves. To decrease the challenge, reduce the number of elves by 2.

Memoryless Elf: CR 1 [due to lack of equipment and tactics]; Medium humanoid (elf); HD 3d10; hp 21; Init +5; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +3; Grp +4; Atk +4 melee (1d3+1 non-lethal, unarmed); Full Atk +4 melee (1d3+1 non-lethal, unarmed); SA —; SQ Elven traits, memoryless; AL CN; SV Fort +3, Ref +2, Will +0; Str 13, Dex 13, Con 10, Int 6, Wis 9, Cha 8.

Skills and Feats: Hide +1, Listen +2, Spot +2, Swim +7; Dodge, Improved Grapple, Improved Initiative, Improved Unarmed Strike.

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Memoryless (Ex): These elves cannot remember anything for longer than a minute (10 rounds).

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

L56. SOUTHERN BEACH

This encounter occurs above the surface.

The waves beat lazily against a rocky beach littered with small boulders. The water drops off steeply only a few yards from shore, so the waves do not crest until they pile up among the rocks. There are few signs of life here beyond a few pockets of lichen. Further down the beach, three horse-sized crustaceans are squatting over a shallow pool, silently squabbling over several large fish and snapping at each other with their claws.

Initial Attitude: Hostile

Encounter: The current on the southern end of the island is far less turbulent than elsewhere and generally washes things out to sea rather than onto the island. Anything submerged within the water moves 5 ft. to the south at the end of the round. Once a day, the tide washes sea life and debris into several shallow pools where the three chuuls (hp 93 each) live. The chuuls sift through the pools and snatch up anything interesting. They do not leave the southern beach for long and rarely venture far from the pools.

Encounter Condition: N/A

Tactics: The chuuls quickly shamble forward and each engage one of the PCs, focusing on slower PCs first. They attack with their claws and constricting abilities on the first and second rounds before transferring characters to their tentacles. If one succeeds in paralyzing an opponent while another has not succeeded in grappling a PC, the second chuul attacks the other chuul and attempts to seize the victim from him. A PC caught between two chuuls take normal damage from both.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, increase the chuuls' hp by 10; they also wait to attack each other until the PCs are all defeated. To decrease the challenge, the chuuls have inflicted 15 hit points of damage to each other in their squabbling.

Chuul: CR 7; Large aberration (aquatic); HD 11d8+44; hp 93; Init +7; Spd 30 ft. , swim 20 ft.; AC 22, touch 12, flat-footed 19; Base Atk +8; Grp +17; Atk +12 melee (2d6+5, claw); Full Atk +12 melee (2d6+5, 2 claws); Space/Reach 10 ft./5 ft.; SA Constrict 3d6+5, improved grab, paralytic tentacles; SQ Amphibious, darkvision 60 ft., immunity to poison; AL CE; SV Fort +7, Ref +6, Will +9; Str 20, Dex 16, Con 18, Int 10, Wis 14, Cha 5.

Skills and Feats: Hide +13, Listen +11, Spot +11, Swim +13; Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Constrict (Ex): On a successful grapple check, a chuul deals 3d6+5 points of damage.

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

Paralytic Tentacles (Ex): A chuul can transfer grabbed victims from a claw to its tentacles as a move action. The tentacles grapple with the same strength as the claw but deal no damage. However, they exude a paralytic secretion. Anyone held in the tentacles must succeed on a DC 19 Fortitude save each round on the chuul's turn or be paralyzed for 6 rounds. The save DC is Constitution-based. While held in the tentacles, paralyzed or not, a victim automatically takes 1d8+2 points of damage each round from the creature's mandibles.

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

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

L57. WRECKAGE

This encounter occurs on or above the surface.

Tumbled wreckage and smashed planks lie on the rocky beach. Scraps of canvas and snapped ropes drift upon the rolling waves. Six-foot walls separate the beach from the interior of the island, but numerous breaches show where the defenses failed, many of them bearing burn marks.

Initial Attitude: N/A

Encounter: A Profession (sailor) check (DC 15) identify this flotsam as the remains of a small ship, probably elven in origin, which was destroyed when a creature smashed into it from below and ripped a large hole in the hull. The wreckage contains a few nets and fishing lines, but nothing else of value. If the ship had a name or insignia, it did not wash up on the beach.

A Profession: Craft (stoneworking) check (DC 15) identifies the breaches in the wall were caused by magical fire. An enchantment upon the wall still remains. Anyone touching the wall is targeted by both a *hold person* spell, caster level 5th, and a *color spray* spell, caster level 5th. The *color spray* was intended to alert the guards, not eliminate intruders.

Encounter Condition: N/A

Tactics: N/A

Wall Trap: CR 3; magical device; touch trigger; automatic reset, 1 hour; multiple spell effects; spell effect (*hold person*, caster level 5th, Will DC 15 negates) followed by spell effect (*color spray*, caster level 5th, Will DC 14 negates); Search DC 28; Disable Device 28.

Treasure: N/A

EL: 3

Scaling: N/A

ROOM L58. ELVEN GRAVES

This encounter occurs on or above the surface.

A dozen dead elves afflicted with boils, sores, scales, feathers, or strange deformities lie scattered across the rocky ground. All appear to have died violently. The bodies lie across a score of graves dug into the gravel.

Initial Attitude: N/A

Encounter: When the madness caused by the lake's corruption overcame the elves of Madowlieloren, the corpses were buried here, across the island, in the hopes that they would not infect the unaffected elves. This failed to eliminate the true danger, the evil energies all around them. If the PCs closely examine the bodies, they discover that the injuries include sword slashes, arrow holes, crushed limbs, and the distended features of drowning victims.

This spot has served as a burial ground and preparation area for the elves of the island for years, but with the death or disappearance of the elven clerics, the area has fallen into disrepair.

Encounter Condition: N/A

Tactics: N/A

Treasure: There are half a dozen long swords, daggers, and longbows buried in one grave by an elf who thought he was laying his people's troubles to rest, but nothing magical is present. Blank grave markers of bamboo lie scattered around the area, in addition to one half-inscribed one that states, "We pledged to guard the mighty oak's young until the waters turned against..."

EL: N/A

Scaling: N/A

L59. GROTTO

This encounter occurs on the surface.

Waves wash through a narrow inlet into a 20 ft. wide pool surrounded by stalagmites and beautiful crystalline stones. Faintly glowing moss covers the bottom of the pool and many of the stalagmites, illuminating the dazzling colors and facets of the crystals.

If the PCs did not notice the warning strings, read the following.

You hear the gentle chiming of crystal on crystal.

If the PCs *did* notice, read the following.

A net of finely woven filaments cover the bottom of the inlet, leading to several sets of crystal chimes. A white sand beach leads deeper into the grotto, but a set of woven bamboo screens shield the recesses of the grotto from prying eyes.

Initial Attitude: Unfriendly

Encounter: The inlet is only 6 ft. wide while most of the stalagmites surrounding the grotto are 15 ft. tall and spaced only a few feet apart. While a Medium humanoid can fit through the spaces with ease, the chuul, scrags, and other Large predators cannot get into the pool. The elves within know of the dangers outside and are alert for trouble. Unlike the rest of the island, a *hallow* spell still protects this grotto. Using fine filaments made from fish gut, the elves have set up a web along the floor tied to crystal chimes to warn of intruders.

Chime trap: CR 1; mechanical; touch trigger; automatic reset; rings chimes; Search DC 30; Disable Device DC 16.

The five elves (hp 16 each) here formed a tight clique of friends under the control of Nalathe Sionmodel (hp 29). She desired only to escape the island, a goal the other Madowlieloren elves would not countenance. Nalathe knows that she was exiled to this island because she insisted on returning to the surface rather than caring for the great tree. When she was sent here, she intended to simply abandon her post and find a path to the surface. However, the dragon turtle destroyed her boat halfway to the island and only she survived, by flying to the island. Now she considers the path to the surface too dangerous. While she worked on improving her magical abilities to gain access to the *teleport* spell, she gathered a group of like-minded elves. They left the village (Room L52) for this grotto and ordered the other elves to stay away. The other elves thought the rebels would come to their senses in time and left them alone.

Nalathe is wary of intruders, for her experiences with outsiders have not been good. However, she hopes that they can provide her with information that will help her escape. She offers to provide the PCs with information about the island in exchange for their help. Anyone who refuses her is met with scorn and threats about how they "will not survive without this information."

Encounter Condition: Hallow (which provides a *bless* effect on any follower of the Elven gods, which applies to the Clique Sorcerers but not to Nalathe herself. It bolsters any celestial creature the elves summon.)

Tactics: As soon as she hears the chimes, Nalathe casts *mage armor* on herself. Two of her followers cast *mage armor* first upon themselves and then on other elves until everyone is protected. The other three sorcerers cast *summon monster* spells to both distract their opponents and to use the summoned creatures (they are fond of summoning celestial porpoises) to keep enemies at bay. Nalathe prefers to bargain from a position of strength.

Should open combat erupt, the elves use the bamboo screens for cover (the screens themselves can be attacked; each has AC 8, Hardness 3 and 5 hp). Hidden under the white sands are sharpened bamboo spikes, which Nalathe and her clique know how to avoid. These patches of bamboo spikes act as caltrops. A Spot check (DC 14) shows the paths through the sands that they elves take.

Nalathe first casts *slow* on her enemies before letting loose a barrage of *lightning bolts*. Half of the clique sorcerers use offensive spells to directly harm their enemies, while the other half summon additional monsters.

Treasure: Nalathe possesses an arcane spell book. As a sorcerer, she cannot use the spell book, but the magical techniques and theories help her in her magical studies. The book contains *animate rope, burning hands, feather fall, knock, rope trick, fly, greater magic weapon, water breathing, dimensional door, polymorph, telekinesis, stone shape* and *control water.*

EL: 9

Scaling: To increase the challenge of this encounter, the elves have already cast *mage armor* upon themselves before the PCs arrive, and the *hallow* spell provides an aid effect giving each elf +8 temporary hp. To decrease the challenge, the elves are so busy swimming that they have a –2 circumstance penalty to their Listen and Spot checks to notice the PCs.

Nalathe Sionmodel, Sor 7: CR 7; Medium humanoid (elf); HD 7d4+7; hp 29; Init +1; Spd 30 ft.; AC 13, touch 13, flat-footed 10; Base Atk +3; Grp +3; Atk +3 melee (1d4/19–20, dagger); Full Atk +3 melee (1d4/19–20, dagger); SA Spells; SQ Elven traits; AL CN; SV Fort +3, Ref +5, Will +6; Str 10, Dex 16, Con 13, Int 12, Wis 13, Cha 18.

Skills and Feats: Concentration +11, Hide +3, Knowledge (arcane) +11, Listen +3, Search +3, Spellcraft +11, Spot +3; Combat Casting, Dodge, Improved Initiative.

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Sorcerer Spells Known (6/7/7/5, save DC 14 + spell level): 0—*detect magic, mage hand, message, prestidigitation, ray of frost, read magic, resistance;* 1st—*burning hands, expeditious retreat, mage armor, magic missile, ray of enfeeblement;* 2nd—*cat's grace, scorching ray;* 3rd—*fly, lightning bolt, slow.*

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Dagger, arcane spell book.

Clique Sorcerer, Elf Sor 4: CR 4; Medium humanoid (elf); HD 4d4+4; hp 16; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d4/19–20, dagger); Full Atk +2 melee (1d4/19–20, dagger); SA Spells; SQ Elven traits; AL CN; SV Fort +2, Ref +2, Will +3; Str 10, Dex 13, Con 12, Int 10, Wis 9, Cha 14.

Skills and Feats: Concentration +8, Hide +1, Listen +3, Search +2, Spellcraft +7, Spot +3; Alertness, Combat Casting.

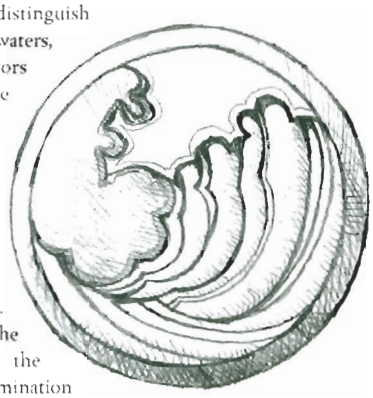
Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Sorcerer Spells Known (6/7/4, save DC 12 + spell level): 0—*acid splash, detect magic, disrupt undead, message, prestidigitation, resistance;* 1st—*mage armor, magic missile, summon monster I;* 2nd—*acid arrow.*

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possession: Dagger.

L60 THROUGH L70. SOUTHERN WATERS



While the southern waters of the lake do not have the schools of fish that distinguish the northern or central waters, several dangerous predators make their homes here. The current moves creatures in the water 10 ft. per round to the west and 5 ft. per round down. This downward draft tends to move the surface-dwelling fish into the deeper waters where the predators lurk. Light from the tunnels to the south leaks out across the waves, providing some illumination in the top 50 ft. of the southern waters. The lakebed is 400 ft. below the surface of the water.

The current here moves sedately from northeast to southwest. Few strong waves or signs of danger exist, but a lingering pain fills your joints and throbs within your skull. A few feeble lights are visible on an island to the north, and bright light emanates from tunnels along the beach to the south. The ceiling here is far lower than in other areas of the lake, averaging only 40 ft. above the surface of the lake, but the water's depths are a mystery.

RANDOM ENCOUNTERS

Check for random encounters once every two hours the PCs explore these sections. The shorelines are largely devoid of creatures, so checks need to be made only when the PCs are in or on the water. If the PCs are thrashing in the water or have not bound their wounds to prevent blood from spreading through the water, check for random encounters every hour.

1d20	Encounter
1	A large school of white fish with enormous heads and tiny bodies sluggishly swims through the water towards the PCs. Their large eyes are devoid of pupil or iris. These blind fish move about randomly and swarm around the PCs for several minutes.
2	Flotsam bobs in the current.
3	Scarlet and gold coral reach up in a profusion of spires and twisted shapes. Sleek fish dart among them.
4–11	Nothing
12–13	Locathah hunting party. 6 locathah scouts patrol the area (see Room L21).
14	A dire bull shark (see Room L31) with a brightly glowing yellow eye chases a school of fish before sighting the PCs. Once per round, the creature can project a *ray of enfeeblement* as an 8th-level caster as a free action.
15–16	A fiendish orca (see Room L67) lurks here. Years of mutations altered the creature's flesh into translucence, providing the effects of an *invisibility* spell to normal sight and darkvision without the penalities normally encountered underwater.
17	A mutated tojanida (see Room L68) prowls the water. The tojanida's blood is acidic, and if it is wounded it inflicts 2d6 damage on anyone within 10 ft. of it.
18–19	A patrol of 3 scrags from Room L16 slowly circles the lake.
20	A dragon turtle (see Room L66) lunges from the depths below the PCs and attacks.

L60. MANIPANILUA CATCHICHOTUM

The depth of this encounter is 50 ft. to 300 ft. below the surface.

A thin elf with a green tinge to his features gracefully swims through the water , his long green hair drifting behind him. His garb consists of only a belt pouch with a dagger and a loincloth, but he is carrying a short harpoon in each hand, and they are connected by a long chain. His legs propel him quickly through the water on a course that takes him a few feet from you.

Initial Attitude: Hostile

Encounter: Manipanilua Catchichotum (hp 69) was once the captain of the guard of Madowlieloren (Room L52). When he realized the protection spells on the island had failed, he spent weeks searching for Himo Xiloscient (Room L27) in the tainted waters of the lake, hoping the elven priest could restore them. Manipanilua finally found the priest, but could not rescue him, barely escaping from the aboleth (Room L54). By then, the long days in the lake's waters had begun their work. Manipanilua discovered that he could breathe foul waters of the lake as if it were air and that his hands and feet had grown webs and talons. Blaming these deformities upon the priest, Manipanilua vowed to destroy Xiloscient and abandoned the isle of Madowlieloren.

When Xiloscient broke free of the aboleth, Manipanilua hunted him through the waters of the lake. Only the dark god's favor allowed the cleric to escape Manipanilua's wrath. Unwilling to face the fierce aquatic elf again, Xiloscient attacked a locathah tribe and murdered its chieftain, seizing control of the tribe. However, the priest's new minions have not cooled the fury in Manipanilua's heart. He has killed several locathah and felt no remorse; in fact, he enjoyed taking the life of another intelligent being. Still, he cannot reach Xiloscient by killing minions.

Currently, he is searching for one of the tojanida who prowl the southern waters. He plans to pierce the thin hide beneath the creature's forelegs with his double-spears, so he can direct the tojanida's motions with pressure on the chain. He intends to force the creature into the locathah's lair, slip past in the confusion and destroy his hated rival.

Up until now, Manipanilua has had few dealings with the kraken Mahg'Gog (Room L18). The kraken demands tribute and the aquatic elf pays it, searching the lakebed for artifacts or the precious metals that the kraken desires. So long as the elf obeys the kraken's demands, Mahg'Gog leaves him alone.

Encounter Condition: N/A

Tactics: Manipanilua attacks without warning, hurling one spear at the least armored opponent. On the following round, he charges his victim and stabs him with the other spear. If his attack exceeds the AC of the target by 6 or more, the spear remains imbedded in the PCs armor or skin. He speaks the command word and lets the magically weighted spear drag his victim under at a rate of 40 ft. per round.

Having disarmed himself, Manipanilua attacks the PCs with his poisonous talons, concentrating on weakly armored foes and pointing out that their companion is sinking into the depths of the lake.

If the PCs speak to him, he pretends to reconsider his actions and apologizes for his actions. Then he provides them with flawed information that leads them into the most dangerous Rooms of the lake (such as the lair of the dragon turtle or the whirlpool in the center of the lake).

Treasure: Manipanilua carries a +2 *silver doublespear* enchanted to increase in weight up to 300 lbs. (once per day) when the command word ("brakth") is uttered. The two spears are connected by 10-ft. chains. These weapons were forged by Skaatakanata (Room L62) and radiate strong evil and strong transmutation magic.

EL: 9

Scaling: To increase the challenge of this encounter, Manipanilua has already found a tojanida and tamed it when he meets the PCs. He directs the creature into the PCs' midst and then releases it so he can attack with his spears. To decrease the challenge, Manipanilua is suffering from a serious injury which reduces his swimming speed to 20 ft. and reduces his hit points by 10.

Manipanilua Catchichotum, Aquatic Elf Brb 5/Ftr 4: CR 9; Medium humanoid (aquatic, elf); HD 5d12+5+4d10+4; hp 69; Init +4; Spd 30 ft., swim 40 ft; AC 15, touch 11, flat-footed 14; Base Atk +9; Grp +11; Atk +13 melee (1d8+7/19–20, ×3, *+2 silver doublespear*); Full Atk +13/+8 melee (1d8+7/19–20, ×3, *+2 silver doublespear*) or +11/+11[off-hand]/+6 melee (1d8+7[+3 off-hand]/19–20, ×3, *+2 silver doublespear*); SA Rage; SQ Elven traits, improved uncanny dodge, superior low-light vision, uncanny dodge; AL CG; SV Fort +9, Ref +6, Will +5; Str 14, Dex 19, Con 12, Int 10, Wis 12, Cha 11.

Skills and Feats: Hide +1, Listen +2, Search +3, Spot +2; Exotic Weapon Proficiency (double spear), Improved Critical (double spear), Improved Initiative, Iron Will, Two-Weapon Fighting, Weapon Focus (double spear), Weapon Specialization (double spear).

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Improved Uncanny Dodge (Ex): Manipanilua can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Rage (Ex): Manipanilua can fly into a rage two times per day. In a rage, Manipanilua temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases Manipanilua's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) Manipanilua's fit of rage lasts for 6 round. A barbarian may prematurely end his rage. At the end of the rage, the Manipanilua loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter.

Uncanny Dodge (Ex): Manipanilua retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Masterwork studded (sharkskin) leather armor, *+2 silver doublespear.*

L61. THE STONES REMAIN

The depth of this encounter is 350 ft. to 400 ft. below the surface.

A mass of rubble covered in seaweed juts from the sandy bottom of the lake. The area is devoid of fish and the current seems to have died away.

If the PCs have a piece of *the watrazor* from Rooms L3, L18, or L43, read the following.

Inexplicably, the spear glows with a pale green and blue light, shimmering in the water.

Initial Attitude: N/A

Encounter: When the lake fell through the ceiling, the *watrazor* was smashed, and this piece was buried under piles of stone. Millions of pounds of force drove the rocks so deep that digging them up could take weeks, if not months. *Move earth* would require three or four castings to displace all of the rocks, and such activity would certainly attract visitors.

Encounter Condition: N/A

Tactics: Half the reason the *watrazor* hasn't been collected into one piece is because of situations like this. How the PCs get it out is ultimately up to the DM, but it shouldn't be easy. Perhaps the PCs enlist the aid of another creature, or — in service of the kraken — show him exactly where it is. They could come back here after finding the *scroll of move earth* in Room N206 to complete this quest later.

Treasure: This piece of the *watrazor* is buried under thousands of pounds of rock. The PCs are welcome to dig it up if they like. The missing piece of the watrazor is a toothed blade, snapped off cleanly, about a foot long. If a hilt is fashioned for it, it acts as a *+2 short sword* that allows the wielder to cast *control water* and *grasping hand* once per day (as a 15th-level caster). The blade glows when within 60 ft. of another piece of *the watrazor* (Rooms L3, L18, or L43).

EL: N/A

Scaling: To increase the challenge of this encounter, require the PCs to make an alliance with the tritons in Region K and have them use bardic music to blast the stone away with sonic vibrations. The PCs must do a great service for both the tritons and lillend and convince them to work together. To decrease the challenge, allow the PCs to get the piece of *the watrazor* with one casting of *move earth.*

L62. CHAINED REACTIONS

This encounter occurs on or above the surface.

The ceiling is barely 40 ft. above the water here, but an outcropping on the ceiling casts a vast shadow so you cannot make out what lies above you. Beneath you, a school of large fish slowly swims north with the current, each fish marked with a dizzying array of purple and green spots along its entire length. The school darts aside to flee, forming a vast cloud of purple and green dots dashing through the water.

Initial Attitude: Hostile

Encounter: A dangerous creature lives here, but it is only encountered if the PCs are traveling above the surface of the water. Centuries ago, a powerful devil lord ordered Skaatakanata (hp 72), a minor kyton devil, to rescue Bakaranan, another devil imprisoned here. Skaatakanata was poorly equipped for the task, but the devil lord was less interested in success than in boasting that he had sent a minion to accomplish the task. Centuries later, the kyton finally infiltrated the prison where Bakaranan was imprisoned, but he arrived too late (see Room K64). Skaatakanata is trapped here, unable to get past the ice devil Ketochrensus (in Room O42).

Encounter Condition: N/A

Tactics: Skaatakanata is a vile creature. Living alone, his actions have become more deranged. He delights in torture and, upon finding the PCs, intends to take his time in killing them.

When the PCs arrive, Skaatakanata hangs from chains danging from the ceiling. He lies in wait wrapped in a shroud of chains, holding onto irregularities in the rockface. He plans to wait until one of the PCs passes within 20 ft. and then drop from the ceiling, landing on the PC and lashing out with all four barbed chains. He fights recklessly, forcing opponents to struggle under the waterline with him. The kyton sinks 50 ft. per round, pulling the PC down with him. He continues to fight while within the water, undeterred by the limited motion underwater. Requiring neither air nor light to defeat his foes, Skaatakanata takes the PCs all the way down to the lakebed 400 ft. beneath the surface of the water, where he has more chains imbedded in the rock.

He can control and command these 30 ft. chains at will. If Skaatakanata survives the battle, he takes the wounded PC back to the surface for weeks of torture.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add one chain devil adept serving Skaatakanata. The adept scouts prey and lures it back here for Skaatakanata to kill. To decrease the challenge, remove two fighter levels from Skaatakanata.

Skatakanata, Chain Devil (Kyton), Ftr 4: CR 10; Medium outsider (evil, extraplanar, lawful); HD 8d8+16+4d10+8; hp 82; Init +6; Spd 30 ft.; AC 20, touch 12, flat-footed 18; Base Atk +12; Grp +14; Atk Chain +16 melee (2d4+5/19–20); Full Atk 2 chains +16 melee (2d4+5/19–20); Space/Reach 5 ft./5 ft. (10 ft. with chains); SA dancing chains, unnerving gaze; SQ DR 5/silver or good, darkvision 60 ft., immunity to cold, regeneration 2, SR 18; AL LE; SV Fort +12, Ref +11, Will +9; Str 16, Dex 15, Con 15, Int 6, Wis 10, Cha 12.

Skills and Feats: Climb +14, Craft (blacksmithing) +19, Escape Artist +13, Intimidate +14, Listen +13, Spot +13, Use Rope +2 (+4 with bindings); Alertness, Combat Reflexes, Improved Critical (chain), Improved Initiative, Iron Will, Lightning Reflexes, Weapon Focus (chain), Weapon Specialization (chain).

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 17 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. The save DC is Charisma-based. A chain devil can climb chains it controls at its normal speed without making Climb checks.

Regeneration (Ex): Chain devils take normal damage from silvered weapons, good-aligned weapons, and spells or effects with the good descriptor. A chain devil that loses a piece of its body regrows it in 2d6×10 minutes.

Holding the severed member against the stump enables it to reattach instantly.

Unnerving Gaze (Su): Range 30 ft., Will DC 17 negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a –2 penalty on attack rolls for 1d3 rounds. The save DC is Charisma-based.

Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.

Possessions: Chains, *cloak of displacement (minor)*.

L63. WATERSPOUT

The depth of this encounter is from the surface to 40 ft. below the surface.

A tall waterfall spills from the ceiling into the lake 60 ft. below. The crashing sound of falling water and spray fills the air while strong currents swirl beneath the surface. As you approach closer, you realize a narrow spout of water at the center of the waterfall actually rushes up from the lake to the ceiling.

Initial Attitude: N/A

Encounter: There is no opening in the ceiling. One of the ancient traps remained in place after the collapse. A permanent *reverse gravity* spell affects an area 10 ft. by 10 ft. by 100 ft., stretching from 40 ft. beneath the surface to the ceiling. The water in this region falls upward and splashes onto the stone ceiling where it sprays outward and falls in a ring 20 ft. in diameter around the spell's area, giving the appearance of a normal waterfall.

Anything swimming within 50 ft. of the waterspout moves 10 ft. per round towards the spell's area of effect and, if caught within the area of effect, falls upward onto the stalactites on the ceiling. Once reaching the ceiling, victims must make a DC 20 Reflex save or become trapped against the stalactites as the water falling up pummels them (2d6 damage per round). Even if the victims successfully make their save, they are 60 ft. above the surface of the water and fall back towards the base of the water spout. The fall causes little damage (2d6), but the victim is thrust 20 ft. beneath the surface 1d10 ft. away from the *reverse gravity* area. Anyone may push off the ceiling to make a Jump check; the result is the distance in feet from the base of the waterspout that they land.

Water Spout Trap: CR 9; magical device; proximity activated; always on; spell effect (*reverse gravity*, 20th level caster, area of effect 10 ft. by 10 ft. by 100 ft. tall extending from 40 ft. below the surface to the ceiling 60 ft. above the surface); falling up (100 ft. 10d6 damage plus impale on 1d4 stalactites for 1d6 damage each); falling down (60 ft. fall for 3d6 damage); Search N/A; Disable Device N/A

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: 9

Scaling: To increase the challenge of this encounter, a pod of three fiendish orcas lurk in the water around the base of the water spout and prey on those caught in it. Their swim speed is easily sufficient to avoid the waterspout. To decrease the challenge, remove the stalactites in the ceiling.

L64. CORAL BEDS

The depth of this encounter is 350 ft. to 400 ft. below the surface.

Massive red coral beds stretch for hundreds of feet in all directions, and dozens of fish swarm over them playfully. Every few seconds, huge bursts of air bubbles billow from the lights glimmering atop the coral beds and dance towards the surface.

Initial Attitude: Indifferent

Encounter: Among the other harmless fish clustered atop the coral beds are six female mutated orcas (hp 88 each). When threatened, they expel pheremones into the water that cause other creatures to become nauseated and panicked. PCs in the area must succeed at DC 18 Will save to resist becoming panicked and a DC 16 Fortitude save to resist becoming nauseated.

Encounter Conditions: Extreme Cold, [Fear 18]

Tactics: When the PCs approach within 30 ft. of the coral, the orcas swim in a large circle, expelling pheremones. PCs that are panicked are ignored, while the most resolute are attacked en masse. These mutated orcas fight to the death.

Treasure: N/A
EL: 11

Scaling: To increase the challenge of this encounter, add two orcas. To decrease the challenge, reduce the orcas' AC by 2.

Mutated Orca: CR 6; Huge animal; HD 9d8+48; hp 88; Init +2; Spd Swim 50 ft.; AC 16, touch 10, flat-footed 14; Base Atk +6; Grp +22; Atk +12 melee (2d6+12, bite); Full Atk +12 melee (2d6+12, bite); Space/Reach 15 ft./10 ft.; SA —; SQ Blindsight 120 ft., hold breath, low-light vision; AL N; SV Fort +15*, Ref +8, Will +5; Str 27, Dex 15, Con 21, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +14*, Spot +14*, Swim +16; Alertness, Endurance, Run, Toughness.

Blindsight (Ex): Whales can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the whale to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A whale can hold its breath for a number of rounds equal to 8 × its Constitution score before it risks drowning.

Pheremones (Su): A mutated orca can expel a toxic pheremone that only they are immune to. Contact, Fortitude DC 16, initial and secondary damage nauseated. Contact, Willpower DC 18, initial and secondary damage panicked. The save DCs are Constitution-based.

Skills: A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

* Mutated orca gain a +4 racial bonus to Fortitude saves.

L65. SAFE HOUSE

The depth of this encounter is 100 ft. below the surface.

A huge mass of lily pads awash with tiny lights drifts along the underwater currents.

Initial Attitude: N/A

Encounter: A pocket of air magically surrounds the lily pads. So long as the PCs rest on the lily pads, they can breathe air and relax. In addition, they are completely invisible to anyone beyond 60 ft., making it difficult for anyone to notice the PCs.

Encounter Condition: Safe

Tactics: There is a 25% chance of a Random Encounter when the lily pad is first discovered (someone else is resting here).

Treasure: This lily pad is actually a modified *permanent secure shelter* that was created by an aquatic elf who later met Mahg'Cog.

EL: N/A

Scaling: N/A

L66. DRAGON TURTLE

The depth of this encounter is 100 ft. to 300 ft. below the surface.

Far below the surface, something massive moves through the water. An enormous shell covered in jagged spines lurches into view, propelled by massive flippers. A 10-ft. head turns towards you, a massive maw gapes open, and the water reverberates with a shriek of anger. A vivid red crack crosses the creature's shell diagonally.

Initial Attitude: Hostile

Encounter: The dragon turtle (hp 138) is one of the most dangerous predators in the lake. Semi-intelligent and solitary, it spends its time questing for a black pearl it believes to be a source of great power and the key to its ancestry. But, years turned to centuries and now it swims the lake instinctly, having forgotten its true calling. Frustration has replaced a higher purpose, keeping it in a constant stage of anger, so it lashes out at anything within range of its deadly breath weapon or talons.

Despite its complete disregard for treasure or trinkets that look nothing like enormous black pearls, it gathers tribute to present to the kraken Mahg'Cog (Room L18). Of all the creatures within the lake, the dragon turtle *fears* only Mahg'Cog. Years ago, the two fought and the kraken cracked the dragon turtle's shell, almost killing it. To avoid such painful repercussions, every so often the dragon turtle brings shiny trinkets and gems — whatever it can find — to Mahg'Cog.

If the PCs communicate with the dragon turtle in Aquan, it angrily reveals its quest for a black pearl.

Encounter Conditions: N/A

Tactics: The dragon turtle attacks first with its steam breath weapon, catching as many PCs as possible in its cloud. Then it dives into their midst and lashes out with its jaws and claws upon the strongest opponents, hoping to defeat the greatest threats so it can pursue lesser opponents at its leisure, preferably with its breath weapon. If any Small opponents are present, it grabs them with a claw and inflicts automatic damage each round.

If it successfully grabs a PC with its teeth, it uses its breath weapon, which bestows a –6 circumstance penalty on the PC's Reflex save. The turtle fights ferociously. If it suffers 30 points of damage or more, it becomes enraged and gains a +2 to attack and damage for the duration of the fight, but suffers a –2 to its AC.

Treasure: 400 ft. beneath the surface of the water is the dragon turtle's lair. After killing any opponents, it returns here to deposit any treasure it seized. There are broken chunks of precious metals including silver, gold, platinum, brass, and electrum gathered from across the lakebed. Some pieces were obviously armor or weapons that were ripped asunder when the dragon turtle attacked the bearers. The total value of the various chunks of precious metals is 3,200 gp.

In addition, several unique items remain intact. First, there is a silver masterwork longsword, unblemished by years underwater, and imbedded with 5 tiger eye turquoises. While the sword is worth only 100 gp, a DC 20 History check or an DC 25 Appraise check reveals that it comes from an ancient culture and collectors may pay up to 1,000 gp for it. There are also four cream-colored pearls (100 gp each) amid the precious metals. Another unique piece is a squat golden idol of a frog-like creature wearing a sapphire pendant. While the idol is worth 500 gp, the pendant was not originally part of the piece and is worth 1,750 gp. The last unique piece is a blade obviously broken off a larger piece, one of the pieces of *the watrazor* (see Room L3). If the jagged end is wrapped in leather or other bindings, the blade can be wielded as a +2 *short sword* which casts *control water* or *grasping hand* as a 15th-level caster, once per day.

EL: 9

Scaling: To increase the challenge of this encounter, have the dragon turtle target ships or swimming PCs within 250 ft. of this area, hunting them down rather than waiting for their approach. To decrease the challenge, have the dragon turtle reserve its breath weapon for the first PC who damages it.

Dragon Turtle: CR 9; Huge dragon (aquatic); HD 12d12+60; hp 138; Init +0; Spd 20 ft., swim 30 ft.; AC 25, touch 8, flat-footed 25; Base Atk +12; Grp +28; Atk +18 melee (4d6+8, bite); Full Atk +18 melee (4d6+8, bite) and +13 melee (2d8+4, 2 claws); Space/Reach 15 ft./10 ft.; SA Breath weapon, snatch, capsize; SA Darkvision 60 ft., immunity to fire, sleep, and paralysis, low-light vision, scent; AL NE; SV Fort +13, Ref +8, Will +9; Abilities: Str 27, Dex 10, Con 21, Int 12, Wis 13, Cha 12.

Skills and Feats: Diplomacy +3, Hide +7*, Intimidate +16, Listen +16, Search +16, Sense Motive +16, Spot +16, Survival +16 (+18 following tracks), Swim +21; Blind-Fight, Cleave, Improved Bull Rush, Power Attack, Snatch.

Breath Weapon (Su): Cloud of superheated steam 20 ft. high, 29 ft. wide, and 50 ft. long, once every 1d4 rounds, damage 12d6 fire, Reflex DC 21 half; effective both on the surface and underwater. The save DC is Constitution-based.

Capsize (Ex): A submerged dragon turtle that surfaces under a boat or ship less than 20 feet long capsizes the vessel 95% of the time. It has a 50% chance to capsize a vessel from 20 to 60 feet long and a 20% chance to capsize one over 60 feet long.

Skills: A dragon turtle has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered.

It can use the run action while swimming, provided it swims in a straight line.

* Dragon turtles have a +8 racial bonus on Hide checks when submerged.

L67. SHRINE TO EVIL

The depth of this encounter is 420 ft. below the surface.

Far below the lake's surface, the water is dark with mire. The lake bottom is only a few yards beneath you. The temperature steadily rises as you approach a red pulsing glow filtering through a crack on top of a large mound, but the water around it is too filthy to see it clearly. Three large forms circle the area at the edge of the light, remaining within the shadows.

Initial Attitude: Indifferent

Encounter: A crack measuring 2 ft. wide by 6 ft. long in the surface of the mound exudes blackened ichor, releasing sufficient heat to counteract the extreme cold of this depth. The three creatures are fiendish orcas (hp 101, 99, 98) attracted by the heat and twisted by foul magic. Each orca possesses blood red eyes, a cracked hide, and vicious fangs. They slowly circle at the edge of the light.

The mound is the corpse of a devil killed during the cave-in which solidified into stone and fell to the bottom of the lake. Skaatakanata (Room L62) found it and inscribed the true name of his devil lord upon

it, hoping to attract the attention of his dread master. After a long wait, he left the corpse behind, never realizing the corpse was a powerful source of evil in the Region. Allow the PCs a DC 35 Spellcraft check or DC 28 Religion check to realize the ture nature of the shrine.

The dread master, hearing Skatakanta's pleas for aid, used the shrine to extend his dominion, resulting in unholy energy filling the area. connection to the unholy plane is broken if the stone mound is destroyed (break DC 35, hardness 8, hp 90) or a *consecration* spell (accompanied by a DC 20 Concentration check) cleanses the area.

Encounter Conditions: Ambush, Desecration 10, [Extreme Cold], Negative Energy, Unhallowed 10

Encounter Condition: N/A

Tactics: Two of the orcas attack anything approaching the shrine while the third swims behind the PCs and bull rushes through them. The creatures direct their attacks to the weakest PCs, trying to drive them away from the shrine and disrupt any attacks upon the mound.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, make the soot poisonous and inflict 2d6 damage on anyone within 30 ft. of the crack who fails a DC 18 Fortitude save (the fiendish orcas are immune). To decrease the challenge, remove one fiendish orca.

Fiendish Orca: CR 7; Huge animal (augemented animal, extraplanar); HD 9d8+57; hp 101, 99, 98; Init +2; Spd Swim 50 ft.; AC 16, touch 10, flat-footed 14; Base Atk +6; Grp +22; Atk +12 melee (2d6+12, bite); Full Atk +12 melee (2d6+12, bite); Space/Reach 15 ft./10 ft.; SA Smite good; SQ Blindsight 120 ft., damage reduction 5/magic, darkvision 60 ft., hold breath, low-light vision, resistance to cold and fire 10, spell resistance 14; AL N; SV Fort +11, Ref +8, Will +5; Str 27, Dex 15, Con 23, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +14*, Spot +14*, Swim +16; Alertness, Endurance, Run, Toughness.

Blindsight (Ex): Whales can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A silence spell negates this and forces the whale to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): A whale can hold its breath for a number of rounds equal to 8 × its Constitution score before it risks drowning.

Smite Good (Su): Once per day a fiendish rat can make a normal melee attack to deal 9 extra points of damage against a good foe.

Skills: A whale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. * A whale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

L68. TOJANIDAS

The depth of this encounter is 100 ft. to 200 ft. below the surface.

A pair of strange creatures slowly swim through the slow-moving current. At first glance they appear to be some sort of turtle, but their strange claws, paddles, and fins do not resemble any turtle you have ever seen. The larger of the two creatures, close to nine feet long, gestures towards the other one and calls an elaborate series of long low moans and whines. The smaller creature answers excitedly as it snatches a fish out of the water with one of its claws and brings it towards its tiny head. While the rest of the creature is blue-green in color, the claw might well be metallic. The creatures are heading straight towards you.

Initial Attitude: Indifferent

Encounter: These two tojanidas (hp 55, 45) are excellent fighters and swimmers, but have no interest in fighting the PCs. The creatures, mutated from sea tortoises, are simply hunting for a new lair. They generally remain in the shallow areas of the southern waters, avoiding predators.

Encounter Condition: [Extreme Cold], Flooded

Tactics: If the PCs attack, the tojanidas defend themselves. The larger one attacks the strongest fighter and draws him into the depths where pressure and cold weaken opponents. The smaller one preys on the weakest members while remaining at its current depth, forcing the PCs to split their forces.

The creatures' moans travel through the water, and they communicate with each other during the fight even while out of sight. If either creature is reduced to 50% hit points or less, it swims to a deeper portion of the lake, releasing its ink cloud in the hopes of escaping the PCs. If the smaller one dies, the larger becomes enraged, per the spell *rage*.

Treasure: The smaller tojanida's left claw is covered in fine silver scales, a harmless birthmark which causes it to appear metallic. The claw is worth 25 gp, maybe more to a collector.

EL: 7

Scaling: To increase the challenge of this encounter, add one tojanida and make the tojanidas' claws enchanted with permanent variations of *magic fang (+3 keen claw)*. To decrease the challenge, reduce the tojanidas' AC by 2.

Adult Tojanida: CR 5; Medium outsider (extraplanar, water); HD 7d8+14; hp 55, 45; Init +1; Spd 10 ft., swim 90 ft.; AC 23, touch 11, flat-footed 22; Base Atk +7; Grp +10; Atk +10 melee (2d8+3, bite); Full Atk +10 melee (2d8+3, bite) and +5 melee (1d6+1, 2 claws); SA Improved grab, ink cloud; SQ All-around vision, darkvision 60 ft., immunity to acid and cold, electricity 10 and fire 10; AL N; SV Fort +7, Ref +6, Will +6; Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 9.

Skills and Feats: Diplomacy +1, Escape Artist +11, Hide +11, Knowledge (the planes) +6, Listen +11, Search +14, Sense Motive +11, Spot +15, Survival +1 (+3 other planes and following tracks), Swim +11, Use Rope +1 (+3 with bindings); Blind-Fight, Dodge, Power Attack.

Improved Grab (Ex): To use this ability, a tojanida must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Underwater, a tojanida can tow a grabbed victim of its own size or smaller at its swim speed (but it cannot run). A favorite tactic is to grab a single opponent, then withdraw, hauling the opponent away from its allies.

Ink Cloud (Ex): A tojanida can emit a spherical cloud of jet-black ink with a radius of 30 ft. once per minute as a free action. The effect is otherwise similar to *fog cloud* cast by a 7th-level spellcaster. Out of water, the ink emerges in a stream up to 30 ft. long, which a tojanida can squirt into an opponent's eyes. The affected creature must succeed on a DC 15 Reflex save or be blinded for 1 round. The save DCs are Constitution based.

All-Around Vision (Ex): The multiple apertures in a tojanida's shell allow it to look in any direction, bestowing a +4 racial bonus on Spot and Search checks. Opponents gain no flanking bonuses when attacking a tojanida.

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

L69. ROCKY SPIRE

This encounter happens on or above the surface.

A single rocky spire juts out of the water, reaching ten feet above the surface before shearing off smoothly. A series of carvings upon the outer edges of the spire spiral down below the surface, but the top of the spire is entirely flat.

Initial Attitude: N/A

Encounter: The carvings are praises of the fish-headed diety Eadro and calls for all aquatic worshipers. Both merfolk and locathah lived here once, but split over religious differences and resettled other portions of the dungeon (see Rooms K36 and L19). The locathah believe Eadro is female, while the merfolk consider the god to be male.

Encounter Conditions: Flooded

Tactics: N/A

Treasure: Anyone who investigates the base of the spire finds a series of rough alcoves, carved into the spire itself and a handful of mundane tools, combs, daggers and clothing. The items are difficult to find (DC 25 Spot check or DC 20 Search check) since the Rooms are filled with green moss.

If the PCs spend an hour searching the spire and succeed at a DC 30 Search check, allow them to find one minor magic item or three minor potions. After searching, roll for a Random Encounter.

EL: N/A

Scaling: N/A

L70. THE FISH TIME FORGOT

The depth of this encounter is 100 ft. to 300 ft. below the surface.

Stout scarlet fish lazily drift through the water while a small shark darts from side to side above them. They barely respond as the shark dives through their midst towards a smaller fish. As you watch, the shark suddenly turns and races towards the surface and a snake-like head appears below it. Four flippers drive its massive body forward as its head turns towards you.

Initial Attitude: Hostile

Encounter: The creature chasing the shark is an elasmosaurus (hp 118), an aquatic dinosaur which aggressively protects its territory against intruders. The scarlet fish are highly poisonous (ingest, DC 16 Fortitude save negates, 1 Con damage, initial and secondary) and avoided by predators. The school is large enough for the PCs to easily catch one, but the fish cannot fight or harm the PCs. The shark (hp 16) is still predatory and returns 1d4 rounds later if there is blood in the water.

Encounter Conditions: N/A

Tactics: The elasmosaurus bites the smallest opponent first and makes a full attack on the second round. After that, it backs away from the first opponent and attacks another available PC, allowing the first foe to flee. It is uninterested in killing its victims, simply wishing to drive them from its territory. If the PCs do not get the hint, it fights to maim and then, finally, kill.

Treasure: Centuries of bottom feeding mean the elasmosaurus's gullet has accreted many indigestible items. There are 2d6 mundane items, 1d3 minor magic items, and one medium magic item inside the dinosaur, plus 200 gp in various coins.

EL: 8

Scaling: To increase the challenge of this encounter, give the elasmosaurus a poisonous bite (injury, DC 12 Fort save, 1 Con damage, initial and secondary) and replace the Medium shark with a Large shark. To decrease the challenge, the elasmosaurus ignores the PCs for 1d6 rounds as it chases the shark, and the shark does not return for 2d6 rounds if there is blood in the water.

Elasmosauraus: CR 7; Huge animal; HD 10d8+66; hp 118; Init +2; Spd 20 ft., swim 50 ft.; AC 13, touch 10, flat-footed 11; Base Atk +7; Grp +23; Atk +13 melee (2d8+12, bite); Full Atk +13 melee (2d8+12, bite); Space/Reach 15 ft./10 ft.; SA —; SQ Low-light vision, scent; AL N; SV Fort +15, Ref +9, Will +4; Str 26, Dex 14, Con 22, Int 2, Wis 13, Cha 9.

Skills and Feats: Hide –4*, Listen +4, Spot +9, Swim +16; Dodge, Great Fortitude, Toughness (2).

Skills: * An elasmosaurus has a +8 racial bonus on Hide checks in water.

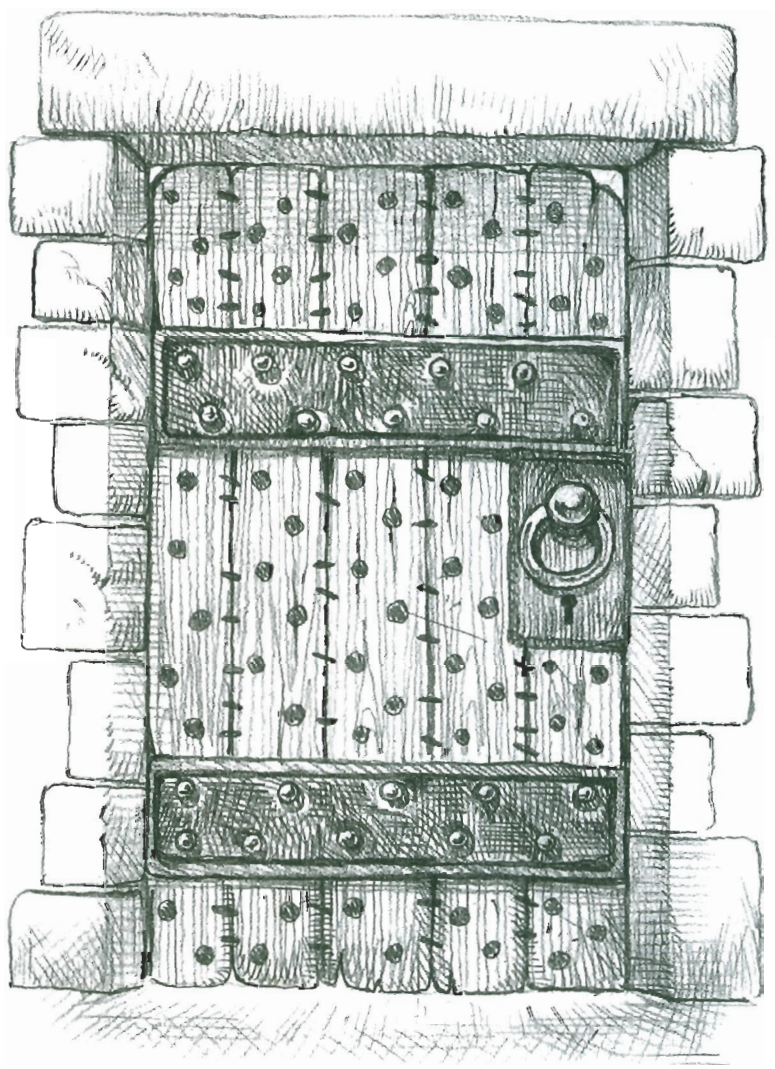
Shark, Medium: CR 1; Medium animal (aquatic); HD 3d8+3; hp 16; Init +2; Spd Swim 60 ft.; AC 15, touch 12, flat-footed 13; Base Atk +2; Grp +3; Atk +4 melee (1d6+1, bite); Full Atk +4 melee (1d6+1, bite); SA —; SQ Blindsense, keen scent; AL N; SV Fort +4, Ref +5, Will +2; Str 13, Dex 15, Con 13, Int 1, Wis 12, Cha 2.

Skills and Feats: Listen +6, Spot +6, Swim +9; Alertness, Weapon Finesse.

Blindsense (Ex): A shark can locate creatures underwater within a 30-foot radius. This ability works only when the shark is underwater.

Keen Scent (Ex): A shark7 can notice creatures by scent in a 180-foot radius and detect blood in the water at ranges of up to a mile.

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



REGION M. DARKNESS AND LIGHT



THE CHASM...

Unlike any other Region in the dungeon, this area is a completely unobstructed plain. The ceiling here is so high it vanishes. This illusion leads visitors to believe they have found their way out of the dungeon. This illusion rarely lasts, as explorers realize the climate in the Chasm does not match that of the world outside.

Even so, travelers consider this plain a welcome refuge. They are relieved by its open atmosphere and the apparent lack of inhabitants — a place where they can rest peacefully. This is revealed all too soon as a mere illusion, for the Chasm is most dangerous.

When the celestials descended, they gutted the mountain completely. In the process of mining, massive slabs of stone were cut loose, falling to the wide plains below and shattering its surface. A portion of the plane survived, but was thrust up slightly by the impact and covered by a shower of dust. The rest of the area was reduced to rubble. Between the two sections the rock was gouged deep, for it is here the falling slabs hit hardest.

Shards of that rock pierced the far wall of the vast chamber and lava flowed forth, as if the mountain were bleeding. The lava flowed down into the gorge, filling it enough to become a formidable river of gold lava cutting the chamber in half — the intact valley to one side and the rubble to the other.

M1 THROUGH M6. THE GREAT LAVA RIVER

Lava flowed into the chasm, washing away the dirt left from the force of the initial impact, but detritus remained, caught in spots where the river current slowed. Two such places formed: an island to the southeast of the Shadowsink and the Ebon Rush (Room M4), the other at the southern edge of the boiling river (Room M6), where the lava disappears through a cave mouth inches above the riverbed.

The lava flow is filled with magma and steam mephits. Similar to the other Regions of the dungeon where the mighty fire river burns, these fiends rarely venture from the security of their homes. Swarms of mephits attack PCs and wrestle them into the stream. Refer to the Introduction (page 14) for special rules concerning the mephits and falling into lava flow.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	Rubble falls from the ledge leading to the great valley on the northeastern bank of the lava flow and echoes into this racing river gorge.
2–12	Nothing
13–14	A mob of angry magma and steam mephits climb out of the lava flow to attack the PCs. They fight until one third of their numbers have fallen before retreating to the safety of the burning river.
15–16	Two elder air elementals patrol this area. As soon as they spot the PCs, they become mighty whirlwinds and hurl themselves at them.
17–18	Five adult arrowhawks fly over the fiery lava, swooping to attack anything crossing their paths. They use their electricity rays as soon as they are within range of the PCs and fight until two of them remain.
19	Stone debris falls from the ledge of the northern bank, potentially harming everyone caught in the wake. **Falling Debris:** CR 14; mechanical; location trigger; no reset; Atk +24 melee (15d6); multiple targets (can strike all PCs in four adjacent squares); Search DC 38; Disable Device DC 34.
20	A pair of xorns glide through the rock and surprise the PCs.

M1. FIREMOUTH

The Firemouth can be found one mile to the extreme northwest of the map, where the wall of the great Chasm begins. It is the source of the lava flow coursing through the dungeon.

A hole yawns from the rock face at the northern most end of the river. From this aperture pours golden lava. The hole — 10 ft. higher than the burning lava below — is roughly 3 ft. across and irregular in shape.

Initial Attitude: N/A

Encounter: This is the mouth of the lava river. Burning lava pours from the Firemouth with tremendous force. In addition to taking damage from the liquid, anyone standing directly in front of the stream must make a DC 24 Strength check or be knocked off his feet. A PC failing this check also falls into the lava flow below.

Encounter Condition: Extreme Heat

Tactics: PCs may crawl into the hole and enter the Firemouth, but they first need to succeed a DC 28 Climb check to reach the opening. They can escalate from either side of the stream, but risk getting knocked off their feet if they climb under the burning lava flow.

Once inside the Firemouth, PCs need to protect themselves from the pouring lava, lest they get burned. Inside, PCs discover that the hole widens rapidly after a few feet, forming a cave roughly 20 ft. in diameter. The floor of this cave is covered with 3 ft. of burning lava, which wells up out of the rocky ground in the way water bubbles up from a well.

Treasure: N/A

EL: N/A

Scaling: N/A

M2. THE SHADOWSINK

The lava flow narrows, as both banks of the boiling stream come closer together and then swirls in and around this central point, dipping down the rest of the river as if darkness itself were pulling everything into its great maw.

Initial Attitude: N/A

Encounter: The Shadowsink is a whirlpool formed by the narrowing lava river and stretches from bank to bank. Because of the dark swirls amid the lava, it is easy to see the Shadowsink as a dark spiral in the center of the river. Though this would be a good place to cross the lava flow (as it is narrower in this location), the current is extremely strong.

Encounter Condition: N/A

Tactics: PCs caught in the Shadowsink must succeed at a DC 35 Swim check to avoid being caught by the whirlpool. PCs failing this check move towards the center of the Shadowsink 1 round later. They must attempt another DC 35 Swim check each round they remain at the center of the whirlpool or be swallowed by the current. Once under the lava, PCs may drown. In addition to this, PCs suffer damage for being in the lava each round (see page 14). Fortunately, no mephits haunt the Shadowsink.

Treasure: N/A

EL: N/A

Scaling: N/A

M3. THE EBON RUSH

The lava flow narrows and the speed increases. This time the lava does not twist into a whirlpool, but flows along the channel. The only difference is its force which increases dramatically. The lava becomes choppy.

Initial Attitude: N/A

Encounter: This portion of the lava flow is filled with rapids and the current is twice as strong here. PCs may cross the Ebon Rush with a successful DC 30 Swim check. Failing this check indicates they are caught by the strong current and risk drowning. PCs also take damage from the burning lava, as indicated on page 14.

A group of powerful magma and steam mephits (hp 24 each) inhabit this Room, attacking anything that crosses their paths.

Encounter Condition: Ambush, Extreme Heat

Tactics: The mephits dwelling in the Ebon Rush *shapechange* into lava as soon as they notice the PCs. They wait until the PCs enter the stream to attack, making their presence known by returning to their true shape. Because they are accustomed to navigating in the rapid lava flow, these mephits deal double damage when fighting in melee in the burning river, as they lash out faster and harder.

If the PCs do not cross the Ebon Rush, the mephits come out of the lava stream 1d4 rounds after the PCs turn their backs to them. They use their breath weapons and spell-like abilities to strike the PCs at a distance. Each mephit retreats to the safety of the lava bed as soon as it is wounded.

Treasure: N/A

EL: Varies

Scaling: To increase the challenge of this encounter, give the mephits a +4 circumstance bonus to their first Initiative check and assume each fights until destroyed. To decrease the challenge, have the mephits leave after the PCs have suffered 25% of their total hit points in damage.

Magma Mephit: CR 3; Small outsider (fire, extraplanar); HD 3d8; hp 24; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15; Base Atk +3; Grp –1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4 fire, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Breath Weapon (Su): 10-foot cone of magma, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour, a magma mephit can use shapechange to take the form of a pool of lava 3 feet in diameter and 6 inches deep. The mephit's damage reduction improves to 20/magic when in this form. The mephit can't attack while in lava form but can use other spell-like abilities. It can move at a speed of 10 feet, but it can't run. In this form the mephit can pass through small holes or narrow openings, even mere cracks. The pool's touch ignites flammable materials such as paper, straw, or dry wood.

Once per day a magma mephit can use *pyrotechnics* (DC 14). It can use itself as the fire source without harm. Caster level 6th. The save DC is Charisma-based.

Fast Healing (Ex): A magma mephit heals only if it is touching magma, lava, or a flame at least as large as a torch.

Steam Mephit: CR 3; Small outsider (extraplanar, fire); HD 3d8; hp 24; Init +5; Spd 30 ft., fly 50 ft. (average); AC 16, touch 12, flat-footed 15; Base Atk +3; Grp –1; Atk +4 melee (1d3 plus 1d4 fire, claw); Full Atk +4 melee (1d3 plus 1d4 fire, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to fire, vulnerability to cold; AL N; SV Fort +3, Ref +4, Will +3; Str 10, Dex 13, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +8, Escape Artist +7, Hide +11, Listen +6, Diplomacy +4, Disguise +2 (+4 acting), Move Silently +7, Spot +6, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative.

Breath Weapon (Su): 10-foot cone of steam, damage 1d4 fire, Reflex DC 12 half. Living creatures that fail their saves are tormented by burned skin and seared eyes unless they have immunity to fire or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: Once per hour a steam mephit can surround itself with a plume of vapor, duplicating the effect of a *blur* spell (caster level 3rd). Once per day it can create a rainstorm of boiling water that affects a 20-ft.-square area. Living creatures caught in the storm take 2d6 points of fire damage (Reflex DC 14 half; caster level 6th). This ability is the equivalent of a 2nd-level spell. The save DCs are Charisma-based.

Fast Healing (Ex): A steam mephit heals only if it is touching boiling water or is in a hot, humid area.

M4. REFUSE ISLE

This misshapen island emerges at the river's halfway point, making it a sensible resting spot. The island is composed of dirt and stone, sloping down to the lava flow on every side. Upon it, however, is a huge mass of tangled vegetation.

Initial Attitude: Hostile

Encounter: The drow call this place Refuse Isle because they use the island as a waste site and use magic to bring garbage to the island. There is no visible trash on the surface since the island's inhabitants, two huge shambling mounds (hp 215, 196), devour it at regular intervals.

Encounter Condition: N/A

Tactics: When they sense movement — be it the dumping of refuse or the steps of creatures — the shambling mounds move to attack. They attempt to grab anything coming their direction, feeding directly upon the creatures they kill.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, impose a –4 penalty to all Reflex saves and skill checks made upon the island as the PCs move through the thick vegetation (i.e. the shambling mounds). To decrease the challenge, remove one of the shambling mounds.

Shambling Mound: CR 10; Huge plant; HD 24d8+120; hp 215, 196; Init –1; Spd 20 ft., swim 20 ft.; AC 26, touch 7, flat-footed 26; Base Atk +18; Grp +37; Atk +25 melee (2d8+9, slam); Full Atk +25 melee (2d8+9, 2 slams); Space/Reach 15 ft./15 ft.; SA constrict (2d8+13), improved grab; SQ darkvision 60 ft., immunity to electricity, low-light vision, plant traits, resistance to fire 10; AL N; SV Fort +21, Ref +7, Will +10; Str 29, Dex 8, Con 21, Int 7, Wis 10, Cha 9.

Skills and Feats: Hide +4, Listen +12, Move Silently +12; Great Fortitude,, Improved Natural Armor (×5), Iron Will, Power Attack, Weapon Focus (slam).

Constrict (Ex): A shambler deals 2d8+13 points of damage with a successful grapple check.

Immunity to Electricity (Ex): Shamblers take no damage from electricity. Instead, any electricity attack used against a shambler temporarily grants it 1d4 points of Constitution. The shambler loses these points at the rate of 1 per hour.

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

Skills: Shamblers have a +4 racial bonus on Hide, Listen, and Move Silently checks. They have a +12 racial bonus on Hide checks when in a swampy or forested area.

M5. THE ETERNAL BEACON

In the midst of the lava flow, where the river widens, burns a flame. The golden red fire stands 20 ft. high. Fumes emanate from the great fire, shrouding the area in darkness.

Initial Attitude: N/A

Encounter: The pyre in the middle of the lava stream is fueled with Earthblood, a thick oily liquid exuding from the river depths. Earthblood darkens the lava flow that circles the flame. It also burns for extended periods of time. Because it is toxic, the dark fumes emanating from the Eternal Beacon are deadly. Unlike the Earthblood found in Room M22, the substance cannot be collected as it ignites the moment it comes in contact with the hot lava.

The dark fumes released by the great pyre blanket both banks of the lava flow. PCs moving through the black cloud must succeed at a DC 32 Fortitude save or take 6d10 points of damage and 2d6 points of Constitution damage. A minute later, they must succeed at a DC 32 Fortitude save or suffer 1 Constitution drain. Damage to Constitution score naturally recovers at a rate of 1 per day, but the Constitution drain is permanent. PCs succeeding the initial save still take 3d10 points of damage from the toxic fumes.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, raise the Fortitude save DC by +5. To decrease the challenge, reduce the damaged dealt by the fumes to 1d6 Constitution with no risk of permanent drain.

M6. STATIC ISLAND

A long but narrow island of blackened rock lays in the middle of the lava flow. This rock formation is rugged. Lightning flickers upon its surface.

Initial Attitude: Hostile

Encounter: A colony of twenty-six shocker lizards (hp 26 each) lives on this island. Trapped here for centuries uncounted, these creatures attack any trespassers on sight. They use the broken rock shards and scorched boulders from the isle's surface to hide from view.

Encounter Condition: Hazardous Footing 16, Poor Footing 4

Tactics: The shocker lizards attack anyone setting foot on their island. As soon as anyone approaches, they hide behind the myriad of rocks forming the uneven ground. The island's geography gives the lizards a +5 circumstance bonus to any Hide check. It also provides them cover (+4 circumstance bonus to AC) for as long as they remain behind the various rocks.

During the first rounds of combat, the lizards attempt to drive the PCs away. They combine their resources, using their lethal shock ability as a warning to trespassers. If the PCs remain on the island for more than 3 rounds, or if they retaliate against the magical beasts, the lizards attack in force, ferociously swarming the PCs.

In melee, the shocker lizards surround their prey and use their lethal shock to render their victims unconscious. The shocker lizards attack in unison, flanking their victims and inflicting electricity damage every round.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add fifteen shocker lizards. To decrease the challenge, assume the lizards have no proper place to hide or take cover.

Shocker Lizard: CR 3; Small magical beast; HD 4d10+4; hp 26; Init +6; Spd 40 ft., climb 20 ft., swim 20 ft.; AC 16, touch 13, flat-footed 14; Base Atk +4; Grp +0; Atk +5 melee (1d4, bite); Full Atk +5 melee (1d4, bite); Space/Reach 5 ft./5 ft.; SA lethal shock, stunning shock; SQ darkvision 60 ft., electricity sense, immunity to electricity, low-light vision; AL N; SV Fort +5, Ref +6, Will +2; Str 10, Dex 15, Con 13, Int 2, Wis 12, Cha 6.

Skills and Feats: Climb +11, Hide +11, Jump +8, Listen +4, Spot +5, Swim +10; Ability Focus (stunning shock), Improved Initiative.

Electricity Sense (Ex): Shocker lizards automatically detect any electrical discharges within 100 ft.

Lethal Shock (Su): Whenever two or more shocker lizards are within 20 ft. of each other, they can work together to create a lethal shock. This effect has a radius of 20 ft., centered on any one contributing lizard. The shock deals 2d8 points of electricity damage for each lizard contributing to it, to a maximum of 12d8. A Reflex save (DC 10 + number of lizards contributing) reduces the damage by half.

Stunning Shock (Su): Once per round, a shocker lizard can deliver an electrical shock to a single opponent within 5 ft. This attack deals 2d8 points of nonlethal damage to living opponents (Reflex DC 15 half). The save DC is Constitution-based.

Skills: Shocker lizards have a +4 racial bonus on Hide checks due to their coloration. Shocker lizards have a +2 racial bonus on Listen and Spot checks. Shocker lizards use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. A shocker lizard has a +8

racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened. A shocker lizard has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

M7 THROUGH M13. THE VALLEY OF THE DEMON WIND

The rocks that shattered this Region struck in a jagged line from the northwest down to the southeast, and its point of impact became the Chasm. Over time, a great mountain formed, but the broken jumble of rock to the southeast collapsed, creating a deep valley between two massive rock slabs.

An unbroken stretch of black stone, scoured clean by the winds whipping the Region, dominates the northern portion of the Chasm. Another great mound stands to the southeast of this Black Mountain. In between those two formations lies the Valley of the Demon Wind (Room M10) — a source of dread for all who have ever been here.

The wind that rips through this enclave is possessed of tormented anger toward all living things. This wind is a crazed air elemental named Aphnitern, a being of such awesome power it was at one time considered the likes of a god. Aphnitern ruled over the other air elementals, but since the angels trapped him and his followers in the dungeon, he gradually lost his mind.

For the most part, Aphnitern's former minions avoid him and he is content to scour the valley (Room M10), which he rarely leaves. The former great air elemental king attacks any sentient creature crossing his path — even other air elementals are not immune.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A strong gust of wind crosses the PCs' path, extinguishing all exposed flames.
2–12	Nothing
13–14	A swarm of five greater air elementals storms the PCs. These fiends defend their home and fight until destroyed. Ignore this result if rolled in Room M10.
15–16	A huge elder air elemental patrols this area. The creature, in whirlwind form, charges the PCs. It fights until losing three quarters of its total hit points, at which point it disappears into the air.
17–18	Two large 21 HD xorns emerge from the rocky soil to surprise the PCs. These ferocious creatures fight to the death.
19	The PCs stumble upon a naturally formed trap: A 10-ft.-by-10-ft. hole in the scraggy ground covered with rock debris. **Natural Pit Trap:** CR 13; mechanical; location trigger; no reset; DC 32 Reflex save avoids; 160 ft. deep (16d6, fall); Search DC 32; Disable Device DC 28.
20	A pair of typical rocs swoops down upon the PCs. Each attempts to snatch a victim before flying off to a hidden lair high in the Black Mountain (Room M9).

M7. THE EMBANKMENT

On the far side of the boiling lava, the ground rises up into a steep embankment. There is no shoreline. Instead, it is raw rock, sharp-edged as if a crude axe chipped away at it. This sloping wall rises more than eighty feet above the river, blocking any view of the valley beyond. The rock here is granite. It flows out of the river as if a wave had washed up and then frozen in place.

Initial Attitude: N/A

Encounter: In many places the top of the Embankment is still narrow and sharp, but in other spots time and wind have worn the edges away. The easiest way into the valley, which stands 80 ft. above the shore of the boiling river, is over the Embankment. Although it is steep, slick, and sharp, it can be escalated with a series of successful DC 16 Climb checks.

PCs succeeding at a DC 22 Spot check find the remains of a corpse (Room M7) at the foot of the high Black Mountain (Room M9). The bones are human, but the skeleton is broken and lies scattered upon the rocky ground. A DC 15 Intelligence or Heal check reveals the human either fell or was thrown off the cliff.

Encounter Condition: N/A

Tactics: N/A

Treasure: A successful DC 18 Search check made near the corpse reveals a rusty masterwork short sword, a fiery ruby broken in two (each half worth 250 gp), as well as a silver ring. The ring lays upon one of the skeleton's bony fingers. It is simply wrought and tarnished. If cleaned, the PCs find the following inscription written in Common: "To my beloved husband and king, Arnulf." A successful DC 32 Knowledge (history) check reveals Arnulf was a king of old, who according to legend, ruled over a vast kingdom that history barely remembers. Most modern historians doubt this king and his kingdom ever existed, and those interested in Arnulf's history would pay upwards of 10,000 gp for his ring (which is otherwise worth a mere 100 gp).

EL: N/A

Scaling: N/A

M8. ROC'S NEST

This large cave lies half a mile up into the Black Mountain. A successful DC 36 Spot check is required to notice the mouth of the cavern, which appears as a shadowy hole in the black rock of the mountain. PCs can reach the roc's nest by moving up the mountain for several hundred feet and then escalating a steep cliff wall for the last 200 ft. of the journey (requiring three DC 25 Climb checks — one at 25 ft., one at 100 ft., and one at 175 ft.).

High upon the cliff's face is an ominous grotto. Inside, the cavern opens into a grotto and a floor strewn with rubble and crushed bone. A bird sits atop a pile of debris stacked at the northernmost end of the cave and croaks. The creature's pure white feathers set up a sharp contrast to the shadowy cave.

Initial Attitude: Hostile

Encounter: A mighty roc (hp 418) dwells here. This creature considers the entire Black Mountain its territory. It does not tolerate strangers and attacks invading PCs on sight.

Encounter Condition: N/A

Tactics: If the roc notices the PCs approach (with an appropriate Listen check), it flies out and attacks the intruders. It rushes down upon the PCs, targeting those climbing the cliff wall first (while they are flat-footed). Its preferred tactic is to snatch prey, fly west towards Room M7, and drop its victim to the ground, several hundred feet below.

Though it prefers to attack from the air, the roc defends its cave ferociously. If the PCs surprise it or block off the only exit out of its lair, it lashes out at them with talons and beak. If the PCs deal more than 200 points of damage to the roc, it charges them in an attempt to fly out of its cave. When it does, it moves out of range of the PCs' attack and observes them from a distance, waiting for the right moment to strike again.

Treasure: PCs succeeding at a DC 22 Search check inside the roc's nest find the following items scattered among the bone debris and stone rubble: broken glass vials and beakers, pieces of torn and rotten clothing, the iron head of a morningstar (with no handle), two rusty spearheads, a heavily damaged large steel shield, a well preserved leather vest, and a polished silvery battle axe. The axe is a *+3 frost battleaxe of mighty cleaving* with a peculiar design engraved upon the handle. The insignia represents the face of a large-tusked board. The vest, a *+2 leather armor of cold resistance*, has the same design carved on the chest.

EL: 12

Scaling: To increase the challenge of this encounter, add one roc and give the creatures a +4 circumstance bonus to all Listen and Spot checks. To decrease the challenge, reduce the roc's HD to 24.

Roc: CR 10; Gargantuan animal; HD 32d8+224; hp 418; Init +2; Spd 20 ft., fly 80 ft. (average); AC 18, touch 8, flat-footed 16; Base Atk +24; Grp +48; Atk +33 melee (2d8+12, talon); Full Atk+33 melee (2d8+12, 2 talons) and +30 melee (4d6+6, bite); Space/Reach 20 ft./15 ft.; SA —; SQ low-light vision; AL N; SV Fort +25, Ref +20, Will +13; Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11.

Skills and Feats: Hide –3, Listen +17, Spot +21; Alertness, Flyby Attack, Improved Natural Armor, Improved Natural Attack (talon), Improved Natural Attack (bite), Iron Will, Multiattack, Power Attack, Snatch, Weapon Focus (talon), Wingover

Skills: Rocs have a +4 racial bonus on Spot checks.

M9. THE BLACK MOUNTAIN

A towering mountain of volcanic rock dominates the northeastern portion of this region. The grade is so steep and the peak so high, that it is impossible to see the top from the valley.

Initial Attitude: Hostile

Encounter: The Black Mountain, a mass of dark volcanic rock, rises up into the cavernous heights of the Region. PCs scaling the mountain for 5 miles can attempt a DC 35 Survival check when they reach the ceiling of the Chasm. Succeeding this check indicates they found a narrow cave that leads out of the dungeon. Though most of the Black Mountain can be climbed, three walls of sheer volcanic rock must be scaled in order to reach the summit. Each of these walls is 300 ft. high and requires DC 28 Climb checks to scale.

A pair of rocs (hp 314, 302) lives in the Black Mountain. Their nest can be found with a successful DC 40 Spot check at the top of one of the spires found on the great mount. The rocs patrol the skies above their home. If the PCs use a light source, they automatically spot them. If the PCs make any kind of noise other than speaking, allow the rocs the appropriate Listen checks to notice them.

Encounter Condition: N/A

Tactics: The rocs are ferocious opponents. They remain high above, circling the PCs, staying out of their weapons' range. If the PCs spot them and attempt to harm them, the rocs attack. If the PCs do not notice them, the rocs wait until they are scaling one of the sheer walls (so they are flat-footed) to strike. They prefer to hit with their talons and bite, but if they lose more than 100 hp they attempt to snatch a PC before retreating. If reduced to 100 hp or less, they fly away.

In combat, the rocs utter sharp cries. Allow the mighty roc in Room M8 a DC 25 Listen check to notice the ruckus. If it does, it comes out of its lair and joins the fray 2d6 rounds thereafter.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add one roc. To decrease the challenge, reduce the rocs' HD to 18.

Roc: CR 9; Gargantuan animal; HD 26d8+182; hp 314, 302; Init +6; Spd 20 ft., fly 80 ft. (average); AC 17, touch 8, flat-footed 15; Base Atk +19; Grp +43; Atk+27 melee (2d6+12, talon); Full Atk +27 melee (2d6+12, 2 talons) and +25 melee (2d8+6, bite); Space/Reach 20 ft./15 ft.; SA —; SQ low-light vision; AL N; SV Fort +18, Ref +13, Will +9; Str 34, Dex 15, Con 24, Int 2, Wis 13, Cha 11.

Skills and Feats: Hide –3, Listen +14, Spot +18; Alertness, Dodge, Flyby Attack, Improved Initiative, Iron Will, Multiattack, Power Attack, Snatch, Wingover.

Skills: Rocs have a +4 racial bonus on Spot checks.

M10. THE WINDY VALLEY

The cliffs towering on either side of the wide valley cast ominous shadows. To the northwest is a tall mountain of black volcanic glass, and an 80 ft. cliff dominating the southeast. There is a deathly wind in the valley and it creates an ominous environment.

Initial Attitude: Hostile

Encounter: This valley is the home of Aphnitern (hp 413), a crazed air elemental. He lives nowhere in particular. A creature of pure air, the evil elemental king scoffed at races caught in physical form. To protect the world from its machinations, the celestials transported Aphnitern and his followers to this plain, where they were imprisoned for all eternity.

Aphnitern has no desire to rule but delights in destroying anything he encounters. Since he became a prisoner, Aphnitern gradually lost his mind. Now completely mad, even the air elementals that once served him faithfully live in fear of their former king.

Encounter Condition: N/A

Tactics: Aphnitern's awareness is acute and he knows everything that goes on in the valley. As soon as the PCs enter his home, he is instantly made aware of them. Because he wants to kill all who violate his territory, he waits for the PCs to move deeper into the valley before surprising them with a violent charge.

In combat, Aphnitern is cruel. He charges the lead PC and hits him with his slam attacks, concentrating his fury upon him until he dies. Once engaged in melee, nothing can lure the elemental king from his intended prey. However, a spell (or a combination of spells) causing him at least 50 hp of damage instantly turns his attention to the spellcaster. He then focuses his attacks on him.

If dropped to 150 hp or less, Aphnitern turns into a great whirlwind, catches as many PCs as he can, and moves on. He drops all PCs caught in the whirlwind as soon as they cause him any further harm and retreats to higher ground along the base of the Black Mountain. There, he continues to study the PCs and attacks them again if they continue their march into his valley.

Treasure: Aphnitern does not keep treasure, and most of what his victims dropped in the valley was washed away by the wind. Still, PCs succeeding at a DC 38 Search check find a tiny diamond caught between two smooth rocks at the foot of the Black Mountain. The diamond is worth 5,000 gp.

EL: 17

Scaling: To increase the challenge of this encounter, add four elder air elementals. To decrease the challenge, reduce Aphnitern's HD to 36.

Aphnitern, Elder Air Elemental: CR 17;Huge elemental (air, extraplanar); HD 48d8+192; hp 413; Init +15; Spd 100 ft. (perfect); AC 32, touch 19, flat-footed 21; Base Atk +36; Grp +50; Atk +45 melee (4d6+6/19–20, slam); Full Atk +45 melee (4d6+6/19-20, 2 slams); Space/Reach 15 ft./15 ft.; SA air mastery, whirlwind; SQ darkvision 60 ft., DR 10/–, elemental traits; AL NE; SV Fort +20, Ref +36, Will +18; Str 22, Dex 33, Con 18, Int 10, Wis 11, Cha 13.

Skills and Feats: Listen +50, Spot +50; Alertness, Blind-Fight, Cleave, Combat Reflexes, Flyby Attack, Great Cleave, Improved Critical (slam), Improved Initiative, Improved Natural Armor (×5), Improved Natural Attack (slam), Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse.

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

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 ft. wide at the base, up to 30 feet wide at the top, and up to 60 ft. tall, but it must be at least 10 ft.

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

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (2d8) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. There is a DC 40 for saves against the whirlwind's effects. The save DC is Strength-based.

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

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane. If the whirlwind's base touches the ground, it creates a swirling *cloud of debris*. This cloud is centered on the elemental and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment.

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

An elemental in whirlwind form cannot make slam attacks and does not threaten the area around it.

M11. THE DARK CROWN

A mass of rock, as dark as the tall mountain to northwest, stands at 80 ft. The top of the cliff looks like a crown of purple rock fragments with uneven spires. On the southernmost point of the hill, the cliff rises further. The steep rise there is 70 ft. higher than the cliff's ground.

The top of the Dark Crown is uneven. Piles of perfectly round stone boulders lay behind each of the spires forming a fortress around the cliff's edge. In the center is a flat rock. The top of this rock is carved with the runes signifying a wide circle with an oak leaf.

Initial Attitude: Unfriendly

Encounter: Scaling the 80 ft. cliff wall requires two DC 20 Climb checks, as the walls on all sides of the Dark Crown are filled with small crevices and nooks, perfect to get a handhold or foothold.

Most of the black cliff is the home turf of Norkor, a mighty cloud giant cleric (hp 218). Norkor, however, shares the Dark Crown with a group of arrowhawks. These creatures circle the tallest spire of the cliff, which the giant calls the Spearhead (Room M12). Though the giant and the arrowhawks keep to themselves, both groups warn the other of any danger.

If the PCs approach the Dark Crown from the south, the arrowhawks (in Room M12) instantly spots them and quacks, alerting the giant of their presence. If the PCs approach from any other side, allow the vigilant giant the appropriate Listen or Spot check to notice them.

If Norkor notices the PCs before they climb up the cliff, the suspicious giant, who feels isolated in this eerie valley, moves behind one of the natural spires to take cover. From there, he shovels boulders at the PCs. He does not target them directly, however, but rather throws the rocks as a warning. He also orders them not to approach any closer.

If the PCs parley with Norkor and change his Initial Attitude from Unfriendly to Friendly or Helpful, the giant invites them to his lair. Norkor is interested in finding a way out of the Chasm and is willing to trade goods with the PCs. In exchange, he is willing to reveal everything he knows about the inhabitants of the Chasm, heal the PCs, or trade his wand of mirror image. Though his information is not perfectly accurate, he knows approximately where each creature or group in the Section lives. Norkor also fears the Demon Wind (Room M10), which is responsible for the death of his brother (see Room M24), and for this reason warns the PCs not to cross the deadly valley.

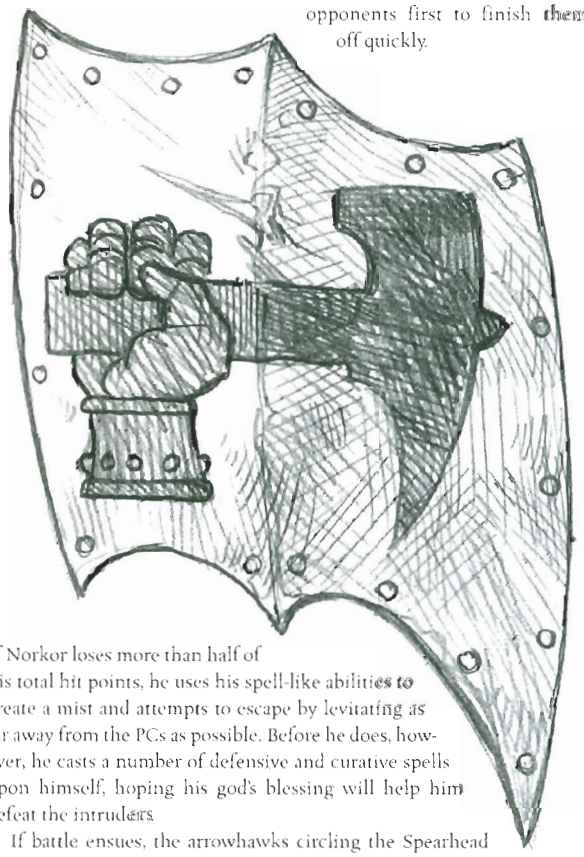
If the PCs question Norkor, the giant reveals he already searched the Chasm for a path that would lead to the surface. Centuries ago, he even climbed to the summit of the Black Mountain, where he discovered the stony ceiling of the Chasm. Because of the powerful Demon Wind (Room M10) and the mighty roc (Room M8), Norkor dares not leave his lair. He does not know about the recent rift at the top of the Black Mountain, and thus continues to believe there is no way out of this place.

Norkor is a cleric of an ancient deity of healing. The stone slab serves as his altar and the runic symbol imprinted upon it is that of his god.

If the PCs attack Norkor or move toward his home uninvited, the giant attacks.

Encounter Condition: N/A

Tactics: For as long as he can manage it, Norkor remains behind the cover of one of the many spires along the cliff's edge, throwing boulders at the most heavily armored PCs first. When forced into melee, he wields his huge masterwork morningstar. He targets the weakest opponents first to finish them off quickly.



If Norkor loses more than half of his total hit points, he uses his spell-like abilities to create a mist and attempts to escape by levitating as far away from the PCs as possible. Before he does, however, he casts a number of defensive and curative spells upon himself, hoping his god's blessing will help him defeat the intruders.

If battle ensues, the arrowhawks circling the Spearhead (Room M12) descend to investigate. They remain 50 ft. above ground, flying in a great circle around the combatants. Though they quack, they do not intervene unless the PCs attack them first.

Treasure: Norkor keeps his most precious possessions at the base of one of the tall spires surrounding the cliff's edge. PCs succeeding at a DC 25 Search check notice a massive boulder that seems out of place at the bottom of the spire. A DC 28 Strength check is required to move the rock, revealing a small alcove in which the following items are hidden: an ancient and rusty masterwork longsword with elvish designs imprinted upon the pommel, a leather pouch containing 6 bloodstones (worth 50 gp each), a crushed and worthless bone crown, a broken comb made of ivory (still worth 10 gp), and a wand of mirror image (with 11 charges remaining).

EL: 14

Scaling: To increase the challenge of this encounter, add 2 cleric levels to Norkor and make the arrowhawks (Room M12) join the fray. To decrease the challenge, ignore Norkor's ranger levels.

Norkor, Cloud Giant Clr 3: CR 14; Huge giant (air); HD 17d8+102 + 3d8+21; hp 212; Init +1; Spd 50 ft.; AC 25, touch 9, flat-footed 24; Base Atk +14; Grp +34; Atk +25 melee (4d6+18, morningstar) or +24 melee (1d6+12, slam) or +14 ranged (2d8+12, rock); Full Atk +25/+20/+15 melee (4d6+18, morningstar) or +24 melee (1d6+12, 2 slams) or +14 ranged (2d8+12, rock); Space/Reach 15 ft./15 ft.; SA rock throwing, spell-like abilities, spells; SQ low-light vision, oversized weapon, rock catching, scent; AL NG; SV Fort +19, Ref +7, Will +13; Str 35, Dex 13, Con 23, Int 12, Wis 17, Cha 13.

Skills and Feats: Climb +19, Craft (wood carving) +11, Concentration +12, Diplomacy +4, Intimidate +11, Knowledge (religion) +7, Knowledge (nature) +6, Listen +15, Perform (harp) +2, Sense Motive +9, Spot +15; Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack.

Spell-Like Abilities: 3/day— levitate (self plus 2,000 pounds), obscuring mist; 1/day— fog cloud. Caster level 15th.

Oversized Weapon (Ex): A cloud giant wields a great, two-handed morningstar (big enough for Gargantuan creatures) without penalty.

Rock Catching (Ex): A cloud giant gains no bonus on its Reflex save when attempting to catch a thrown rock.

Rock Throwing (Ex): The range increment is 140 feet for a cloud giant's thrown rocks.

Clerical Spells Prepared (4/ 4/ 3, Save DC 13 + Spell Level): 0—*detect magic, guidance, light, resistance;* 1st—*calm animals**, *entropic shield, magic weapon, shield of faith;* 2nd—*aid, resist energy, wind wall**.

* Domain Spell. *Domains:* Air (turn or rebuke earth creatures) and Animal (speak to animals once a day).

M12. THE SPEARHEAD

With the exception of the Black Mountain to the northwest, this needle-like tower is the tallest landmark around.

Initial Attitude: Unfriendly

Encounter: Six elder arrowhawks (hp 112 each) use this tall, tapering spire as their lair. Though they never set foot upon the tower, they stack whatever treasure they find there. The arrowhawks are content to live in the Spearhead, constantly surveying the Dark Crown and the lower plain to the south. They fear neither the giant (Room M11) nor the air elementals (Room M13) dwelling close to their lair, and for the most part keep to themselves.

The arrowhawks are vigilant and look out over the valley. They are especially interested in what goes on at the Elemental Caves (Room M13). The arrowhawks are less combative than the other creatures of the Chasm. They enjoy their solitude. On rare occasions, they take a vile pleasure is scaring land-bound creatures by zooming playfully in over the tops of their heads, but they only attack when threatened.

PCs can climb the Spearhead (with three successive DC 24 Climb checks), which rises up 70 ft. from Room M11 or 150 ft. from the plain below. Doing so, however, angers the arrowhawks, which attack anyone threatening their lair.

Encounter Condition: N/A

Tactics: The arrowhawks remain at a distance of 50 ft. from the PCs at all times, flying further away when they need to regroup or if they are heavily wounded. They use their speed and agility to dodge their foes' attack, avoiding melee at all cost. They strike with their electricity rays as soon as the PCs are within 50 ft., hoping to incapacitate them. If the PCs reach the top of the spire (where they keep their treasure), the arrowhawks close in to bite their foes and fight until destroyed. If, on the other hand, the PCs retreat, the arrowhawks do not pursue them. Instead, they croak loudly to signal victory.

Treasure: PCs reaching the top of the Spearhead discover a platform 5 ft. in diameter. Upon it is a coil of strong elven silk rope, a ring of invisibility, a small ruby (worth 200 gp), and a +3 dart.

EL: 12

Scaling: To increase the challenge of this encounter, double the number of arrowhawks present. To decrease the challenge, reduce the arrowhawks to 3.

Elder Arrowhawk: CR 8; Large outsider (air, extraplanar); HD 15d8+45; hp 112; Init +5; Spd Fly 60 ft.; AC 22, touch 14, flat-footed 17; Base Atk +15; Grp +25; Atk +19 ranged touch (2d8 electrical, electricity ray) or +21 melee (1d8+3, bite); Full Atk +19 ranged touch (2d8 electrical, electricity ray) or +21 melee (1d8+3, bite); Space/Reach 10 ft./5 ft.; SA electricity ray; SQ darkvision 60 ft., immunity to acid, electricity, and poison, resistance to cold 10 and fire 10; AL N; SV Fort +12, Ref +14, Will +10; Str 22, Dex 21, Con 16, Int 10, Wis 13, Cha 13.

Skills and Feats: Diplomacy +3, Escape Artist +23, Knowledge (the planes) +18, Listen +21, Move Silently +23, Search +18, Sense Motive +19, Spot +21, Survival +19 (+21 following tracks, +21 Plane of Air); Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Weapon Finesse, Weapon Focus (bite)[B].

Electricity Ray (Su): An arrowhawk can fire this ray once per round, with a range of 50 feet.

M13. ELEMENTAL CAVES

The granite wall rises up 100 ft. Unlike most of the cliffs, there are no spires here. The wall is smooth, but several small caves open at various locations along the spotless surface.

Initial Attitude: Unfriendly

Encounter: There are six small cave mouths carved into the upper cliffs. These natural formations open into wider grottos, and each is the home of a powerful air elemental (hp 178 each). These creatures were once loyal followers of the elemental king (Room M10) who lost its mind long ago. They are now content to dwell in their private caves and enjoy tormenting any creature journeying close to their lair.

Each of the caves is large enough to house one huge air elemental in its true form, but the mouth of each grotto is no wider than 5 ft. in diameter. Because of this, the elementals move in and out of their respective lairs in whirlwind form.

Scaling the wall requires two of DC 28 Climb checks (one at 30 ft and another at 80 ft.). The caves are at least 30 ft. apart from one another, and none is less than 50 ft. from the ground. The elementals automatically notice the presence of PCs climbing the wall of their cliff. If the PCs simply move close to the cliff's edge, allow the air elementals the appropriate Listen or Spot check to notice them.

Encounter Condition: N/A

Tactics: Once the air elementals spot the PCs, they come out of their lair (in whirlwind form) and charge them. They grab the PCs, lifting them into the air before slamming them against a wall or dropping them onto the rocks below.

If they have the upper hand, the elementals toy with the PCs at their leisure. After a few combat rounds, they let their victims them believe they have escaped their wrath by breaking off their attack. A round or two later, they strike again. The elementals continue to fight until all the PCs are either dead or they are killed themselves.

Treasure: The elementals attack anyone who passes through their territory, carefully collecting the bounty of their kill. Their belongings are strewn about the floor of their caves. The first grotto holds 150 gp worth of gems and coins. The second has a large alien gem of an unusual deep green shade (worth 500 gp). A suit of +1 dwarven chain mail can be found in the third cave, along with worthless pieces of glass. The fourth cave contains a worthless suit of leather armor with the bones of its former owner, as well as a large masterwork steel shield. In the fifth cave is a total of 80 gp worth of semi-precious gemstones and a golden necklace (worth 120 gp). The last cave holds no treasure.

EL: 14

Scaling: To increase the challenge of this encounter, make each elemental an elder 24 HD specimen and give them an automatic surprise round. To decrease the challenge, cut their numbers in half.

Air Elemental: CR 9; Huge elemental (air, extraplanar); HD 21d8+84; hp 178; Init +14; Spd 100 ft. (perfect); AC 26, touch 18, flat-footed 16; Base Atk +15; Grp +28; Atk +23 melee (2d8+5, slam); Full Atk +23 melee (2d8+5, 2 slams); Space/Reach 15 ft./15 ft.; SA air mastery, whirlwind; SQ darkvision 60 ft., DR 10/–, elemental traits; AL NE; SV Fort +11, Ref +22, Will +9; Str 20, Dex 31, Con 18, Int 8, Wis 11, Cha 11.

Skills and Feats: Listen +14, Spot +14; Alertness, Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative[B], Iron Will, Mobility, Power Attack, Spring Attack, Weapon Finesse[B].

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

Whirlwind (Su): The elemental can transform itself into a whirlwind once every 10 minutes and remain in that form for up to 1 round for every 2 HD it has. In this form, the elemental can move through the air or along a surface at its fly speed.

The whirlwind is 5 ft. wide at the base, up to 30 feet wide at the top, and up to 60 ft. tall, but it must be at least 10 feet.

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

Creatures one or more size categories smaller than the elemental might take damage when caught in the whirlwind (2d8) and may be lifted into the air. An affected creature must succeed on a Reflex save when it comes into contact with the whirlwind or take the indicated damage. It must also succeed on a second Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking the indicated damage each round. A creature that can fly is allowed a Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. There is a DC 25 for saves against the whirlwind's effects.

The save DC is Strength-based.

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

The elemental can eject any carried creatures whenever it wishes, depositing them wherever the whirlwind happens to be. A summoned elemental always ejects trapped creatures before returning to its home plane.

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



M14 THROUGH M16. LEDGE

Along the northeastern bank of the lava flow, the ground rises to a steep ledge. The raw rock formation of this cliff separates the boiling river (Rooms M1 through M6) from the valley that makes up the majority of the Chasm, 80 ft. above.

Successful DC 18 Climb checks are required to scale the high ledge, as most of it is made out of uneven rock providing handholds and footholds. Though few creatures inhabit the ledge, several inhabitants of the Region can be encountered here.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The PCs spot a flock of large birds flying high above. The creatures move west toward the Black Mountain (Room M9) before disappearing in the distance.
2–12	Nothing
13–14	Eight typical belkers in smoke form journeyed to this area. They attack all corporeal creatures on sight.
15–16	A flight of four elder arrowhawks spots the PCs. They swoop down upon them, fighting until half of them are killed before retreating to the safety of the open air.
17–18	A swarm of shocker lizards patrols the ledge. They use their stunning shock ability to warn the PCs away. If the PCs retaliate, they combine their efforts and trigger their lethal shock to kill them.
19	The PCs (moving within a specific 20-ft. by 20-ft. area) stumble upon a trap. **Double Delayed Blast Fireball Trap:** CR 12; magic device; location trigger; automatic reset; spell effect (delayed blast fireball, 18th level wizard, two balls of fire each dealing 18d6 fire, DC 22 Reflex save half damage); Search DC 32; Disable Device DC 32.
20	The PCs encounter a stone golem, which lies upon the stony ground as if sleeping. The creature becomes animated as soon as the PCs move within 20 ft. of it and fights until destroyed.

M14. LOW PLATFORM

A platform stands 10 ft. lower than the ridge on either side, as if someone had sliced away the top; it is flat and easily accessible from the top of the ridge. There is a ring near the center of the platform. Closer examination reveals it to be a circular scorch mark with gray ash in it. Rocks nearby have identical burns on one side.

Initial Attitude: N/A

Encounter: This isolated platform is a perfect location for a campsite, and was obviously used as such recently. The platform stands 70 ft. above the bank of the lava flow below, but only 10 ft. underneath the great valley to the northeast. Though climbing the 70 ft. from the shore requires two DC 22 Climb checks, as well as a DC 35 Spot check to notice the small platform. The place can be easily spotted, with a DC 18 Spot check, and accessible, with a DC 15 Climb check, from the high valley.

Encounter Condition: Safe

Tactics: The platform provides shelter and is perfect for a campsite. PCs camping there are hidden from all creatures except the airborne. (ignore all results from the Random Encounters of non flying creatures). The PCs also get a view of the lava flow and both its banks, and benefit from a +10 circumstance bonus to all Spot checks made to notice creatures approaching from this direction. Because of the natural rock formation, they also benefit from cover for as long as they remain on the platform, unless they are attacked from higher ground.

Treasure: In the ashes is a metal disc that requires a DC 35 Search check to find. The disc is blackened but can be cleaned up. It turns out to be a bronze medallion. One side bears the symbol of the dwarven travel god, while the other holds runes written in Dwarf. The runes are a prayer. Any non-dwarf who wears this medallion gains the ability to speak and understand Dwarf (verbal only) and gains a +2 insight bonus to Diplomacy and Sense Motive checks made against dwarves. A dwarf who wears the medallion gains a +4 insight bonus to all Climb, Survival, and Swim checks as well as a +2 enhancement bonus to his Charisma score. This ancient medallion is worth 1,500 gp to anyone, but upwards of 15,000 gp to dwarves who recognizes its properties.

EL: N/A

Scaling: N/A

M15. WATCHTOWER RUINS

Near the center of the region, upon the ridge west of the great lava flow, lie the remains of a building. Rotting wooden beams and cracked stone blocks still form a wide square upon the ground; four 5-foot high walls still stand. Large gaps appear in the walls and debris surrounds the structure, suggesting it was once a much taller building.

Initial Attitude: N/A

Encounter: The rubble was a watchtower used by the drow over a century ago. It was a six-story high building made of stone at its base with wooden beams at the junctures. The drow, with their usual thoroughness, enchanted both wood and stone, which is why some pieces of the tower remain intact.

Encounter Condition: N/A

Tactics: N/A

Treasure: Though this tower has long been abandoned, most of the wood could be used to light a fire. Investigating the debris is otherwise a complete waste of time, as there is nothing left of value here.

EL: N/A

Scaling: N/A

M16. LANDSLIDE

A pile of rubble dominates this area under which is a thin brown strip fluttering from a sharp jag where the ridge begins. It is a leather lace, the type used to tie boots. One end is clearly frayed, but has been dipped in wax to keep it intact. The other disappears under the rubble.

Initial Attitude: N/A

Encounter: The piece of leather flutters dangerously close to the edge of the ledge, and the rubble under which it hangs is unstable. The rubble forms an uneven rocky floor, 50 ft. in diameter. In order to reach the brown leather lace, PCs need to walk 20 ft. over the rubble, and thus move close to the ledge. Two rounds after anyone steps upon the precarious formation, a deadly natural trap is activated. The device catches anyone standing upon the rubble or in any adjacent 5 ft. square.

Natural Landslide Trap: CR 13; mechanical; location trigger; no reset; onset delay (2 rounds); multiple targets; DC 35 Reflex save avoids; 80 ft. fall (8d6, fall); Search DC 32; Disable Device DC 38.

In addition to falling upon the bank of the lava flow (and taking damage as noted above), PCs caught in the landslide must succeed at a DC 30 Reflex save to avoid tumbling down the boiling lava. Succeeding this check means the PC broke his fall on the riverbank and did not tumble into the deadly river.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, assume PCs take damage from sharp rock spikes as they tumble down. To decrease the challenge, reduce the trap's Search DC to 37 and ignore the risk of falling into the boiling lava.

M17 THOUGH M22. DEATH CANYON

A deep canyon cuts through the plain of dust and stone. The canyon is 150 ft. deep at its lowest point, which opens in two smaller branches to the west as well as a long, straight line to the east. The scraggy rock of the canyon's wall is uneven and cuts at a low angle. PCs climbing up or down the canyon must succeed at DC 18 Climb checks.

Moving along the edge of the canyon, PCs can spot the different Rooms surrounding it. The deep caves (Rooms M19, M20, and M21) are noticed with a different DC 28 Spot check. From above the canyon, a thin black wisp of smoke rises from one of the western branches (Room M17) and PCs succeeding at a DC 18 Spot check automatically notice the unnatural cloud. There seems to be nothing unusual about the easternmost part of the canyon, but a closer inspection (from inside the canyon) reveals the wonders of Room M22.

Several creatures inhabit this Section: two clutches of belkers and a flock of achaierais call this place home. They evil creatures are hostile to anyone who is not of their kind, and the two groups frequently fight with each other.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A thunderous sound is heard in the distance. Though similar to thunder, it is the ruckus of rock crashing against rock.
2-12	Nothing
13-14	A group of seven belkers roams the area, charging anything in sight. These fiends use their smoke forms to harm living creatures and do not retreat until at least half of their numbers are incapacitated.
15-16	An elder air elemental flies over this Section in search of prey to torment. It attacks the PCs as soon as it spots them.
17-18	Four advanced 12 HD achaierais are patrolling the grounds around their lair (Rooms M17 and M18). They charge intruders on sight, releasing their poisonous black cloud as soon as they are within range.
19	This portion of the canyon is not as solid as it looks. The wall threatens to cave-in at anytime, potentially trapping the PCs under a great mass of rubble. **Natural Cave-In:** CR 13; mechanical; location trigger; no reset; DC 28 Reflex save half damage (16d6, crush); Search DC 35; Disable Device DC 35. This encounter can only happen when the PCs are inside the confines of the canyon; ignore this result if the PCs are skirting the edge of the canyon.
20	A powerful nalfeshnee demon recently emerged from the lava river. It now roams the Region in search of preys to capture and torment. Unless the PCs agree to give the fiend at least 10,000 gp of treasure, it attacks them.

M17. PIERCED CANYON

The base of the walls of this part of the canyon are pierced with caves visible mainly because of the billowing black smoke escaping from the openings.

Initial Attitude: Hostile

Encounter: A flock of eight achaierai (hp 39 each) dwells here. The creatures live within the caves, which are barely big enough to house their bodies. A DC 18 Knowledge (dungeoneering) or Profession (mason) check reveals these caves are unnatural, carved with crude instruments. In fact, the achaierais used their claws and beaks to build these simple dwellings.

The achaierais are protective of their lair and receive a +4 circumstance bonus to Listen and Spot checks to notice approaching PCs, whether they come from within the canyon's ground or descend from above. The creatures release black smoke, which is their way of marking territory. As they remain behind the cover of the black mist and inside their caves, they benefit from a +8 circumstance bonus to any Hide check.

The eight caves are roughly 15 ft. in diameter, and each is within 20 ft. from one another. They dominate the southwestern branch of the canyon.

Encounter Condition: N/A

Tactics: The achaierais prefer to remain in their caves, hidden behind the smoke, until the PCs investigate. Once someone moves within 10 ft. from the caves, the achaierais use their black cloud attack, then leap over their prey in unison. They strike with their claws and snap with their beaks while the intruders are completely disoriented. They fight to the death and pursue retreating PCs.

If combat ensues, allow the elder achaierai in Room M18 a DC 15 Listen check. If this creature hears the ruckus of the battle, it comes to aid the members of its flock 1d4+1 rounds later.

Treasure: The caves of the achaierais are littered with items. PCs searching the lairs automatically find a total of 212 sp, 348 cp, and assorted gems (worth a total of 60 gp). A successful DC 22 Search check also reveals two arcane scrolls (*fireball* and *web*).

EL: 11

Scaling: To increase the challenge of this encounter, add 3 to 6 HD to each achaierai. To decrease the challenge, remove three of them.

Achaierai: CR 5; Large outsider (evil, extraplanar, lawful); HD 6d8+12; hp 39; Init +1; Spd 50 ft.; AC 20, touch 10, flat-footed 19; Base Atk +6; Grp +14; Atk +9 melee (2d6+4, claw); Full Atk +9 melee (2d6+4, 2 claws) and +4 melee (4d6+2, bite); Space/Reach 10 ft./10 ft.; SA Black cloud; SQ Darkvision 60 ft., spell resistance 19; AL LE; SV Fort +7, Ref +6, Will +7; Str 19, Dex 13, Con 14, Int 11, Wis 14, Cha 16.

Skills and Feats: Balance +10, Climb +13, Diplomacy +5, Hide +6, Jump +21, Listen +11, Move Silently +10, Sense Motive +11, Spot +11; Dodge, Mobility, Spring Attack

Black Cloud (Ex): Up to three times per day an achaierai can release a choking, toxic black cloud.

Those other than achaierai within 10 ft. instantly take 2d6 points of damage. They must also succeed on a DC 15 Fortitude save or be affected for 3 hours as though by an insanity spell (caster level 16th). The save DC is Constitution-based.

M18. LONE ACHAIERAI

The northern branch of the canyon dead ends. Between rock formations is a huge creature with a colorful plumage. The bird-like thing stands on powerful reptilian legs and appears out of place in this hostile terrain.

Initial Attitude: Unfriendly

Encounter: This is the lair of the most powerful member of the achaierai flock (hp 118). The ancient and cunning specimen leads its people (which dwell in Room M17). It is proud and, unlike most of its flock, refuses to hide. In fact, the achaierai leader makes it a point to remain in plain sight, ready to face any challenger brave enough to face it.

PCs get a +5 circumstance bonus to any Spot check made to notice the achaierai leader, as the creature stands upon a large boulder at the far end of the northern branch of the canyon. The creature is also alert, aware of the danger posed by the other inhabitants in the Chasm. If the PCs notice the creature from the canyon's edge (above), they get a round of surprise. Otherwise, the achaierai leader has a chance to see them. As soon as it notices the PCs, it readies itself for battle but waits for them to make the first move.

If the PCs parley with the achaierai in Infernal (the only language it understands) and change its Initial Attitude from Unfriendly to Neutral or better, the outsider is willing to trade information on the Region with them. The achaierai leader is interested in amassing gold and gems, and tries to convince the PCs to trade such goods for any information might have. If a bargain is made, the achaierai leader promises that its flock will pose no threat to the PCs as long as they agree not enter Room M17. It keeps its part of the bargain as long as the PCs do not betray it, or its flock.

If the PCs threaten or attack the achaierai leader, combat automatically ensues. The achaierai leader views combat as an honorable way of testing its strengths and capabilities, and it is eager to take on the PCs.

Encounter Condition: N/A

Tactics: In battle, the achaierai leader lashes out with its forelegs and snaps with its powerful beak, targeting the spellcasters first. It releases choking black smoke, but concentrates all its attack on a single target until it is either dead or incapacitated. It also utters quacking cries to alert the members of its flock (Room M17) as soon as it takes any sort of damage. The achaierais in Room M17 come to its aid 1d4+1 rounds thereafter.

Treasure: The achaierai leader keeps its most precious possessions under a boulder in the scraggy valley. A successful DC 27 Search check reveals that this large stone can be pulled away (with a successful DC 18 Strength check), revealing a small, naturally formed alcove. Within this alcove are 84 pp, 351 gp, a gold ring (worth 90 gp), and a silver goblet perfectly formed into the shape of a dragon's head (worth 75 gp).

EL: 11

Scaling: To increase the challenge of this encounter, add a second advanced achaierai and ignore the PCs' +5 circumstance bonus to Spot check. To decrease the challenge, make the achaierai leader a 14 HD specimen and give the PCs an automatic surprise round.

Achaierai: CR 11; Huge outsider (evil, extraplanar, lawful); HD 18d8+72; hp 153; Init +4; Spd 50 ft.; AC 22, touch 8, flat-footed 22; Base Atk +18; Grp +34; Atk +24 melee (4d6+8/19-20, claw); Full Atk +24 melee (4d6+8/19-20, 2 claws) and bite +19 melee (4d8+4); Space/Reach 10 ft./10 ft.; SA Black cloud; SQ darkvision 60 ft., spell resistance 19; AL LE; SV Fort +15, Ref +11, Will +13; Str 27, Dex 11, Con 18, Int 11, Wis 14, Cha 16.

Skills and Feats: Balance +21, Climb +29, Diplomacy +17, Hide +1, Jump +37, Listen +23, Move Silently +22, Sense Motive +23, Spot +23; Dodge, Improved Critical (claw), Improved Initiative, Improved Natural Armor, Improved Natural Attack (claw), Mobility, Spring Attack.

Black Cloud (Ex): Up to three times per day an achaierai can release a choking, toxic black cloud. Those other than achaierai within 10 feet instantly take 2d6 points of damage. They must also succeed on a DC 23 Fort save or be affected for 3 hours as though by an insanity spell (caster level 16th).

The save DC is Constitution based.

M19. IBELKERS' GROTTO

PCs need to succeed at a DC 28 Spot check to notice the entrance of this natural cave.

The smooth stone of the valley floor becomes sharper and scraggier near the canyon. Rock formations crown the ledge of the depression, forming an uneven circle some 50 to 70 ft. around the canyon. A careful examination of the area reveals the mouth of a hole, which opens into the ground. The natural grotto is hard to spot because its opening is surrounded by boulders.

Initial Attitude: Hostile

Encounter: The grotto is a hole descending 200 ft. below the earth. The long corridor is large and uneven, winding and narrow. PCs scaling it find a multitude of solid protrusions and indentations to help them in their endeavor. Four DC 20 Climb checks (50 ft. apart) are enough to make it all the way to the bottom of the chasm.

The long natural hallway opens into a vast cave, roughly 100 ft. in diameter. This is the home of four advanced belkers (hp 61, 57, 54, 50). These creatures seldom leave their lair, but attack intruders on sight.

As the PCs climb down into the gorge leading to the underground cave, allow the belkers the appropriate Listen and Spot checks to notice them. If they do, they turn into smoke form and wait for them to set foot in their cave. If the PCs are stealthy and the belkers fail to notice them, the creatures are in their true form at various locations throughout the cave (each roughly 30 feet from the shaft leading to the underground lair) and PCs get an automatic round of surprise.

Encounter Condition: N/A

Tactics: Once the belkers are aware of the PCs inside their home, two of them turn in to smoke form and use their smoke claw ability to suffocate the intruders. The others attack the PCs already caught in the smoke. In their true form, they flank the PCs and use their mighty wings, claws, and bite attacks to finish them off. These creatures fight to the death.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, double the number of belkers and give them a +5 circumstance bonus to any check made to notice the PCs. To decrease the challenge, remove one belker and give the PCs an automatic round of surprise.

Belker: CR 7; Large elemental (air, extraplanar); HD 10d8+10; hp 55; Init +5; Spd 30 ft., fly 50 ft. (perfect); AC 22, touch 14, flat-footed 17; Base Atk +7; Grp +13; Atk +11 melee (1d6+2, wing); Full Atk +11 melee (1d6+2, 2 wings) and +9 melee (1d4+1, bite) and +9 melee (1d3+1, 2 claws); Space/Reach 10 ft./10 ft.; SA smoke claws; SQ darkvision 60 ft., elemental traits, smoke form; AL NE; SV Fort +4, Ref +11, Will +3; Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +9, Move Silently +11, Spot +9; Alertness, Dodge, Multiattack, Weapon Finesse.

Smoke Claws (Ex): A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 16 Fortitude save or inhale part of the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semi-vaporous menace.

Smoke Form (Su): Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 ft. (perfect). The ability is otherwise similar to a gaseous form spell (caster level 7th).

Skills: Belkers have a +4 racial bonus on Move Silently checks.

M20. BICKERING BELKERS

A puff of dark gray smoke lingers on the northern edge of the canyon, around what a mound of rocks. From the distance, the smoke moves at an unearthly pace, as if swirling upon itself.

Initial Attitude: Hostile

Encounter: Three huge belkers (hp 121, 110, 103) in smoke form are fighting over an open hole in the ground. The mouth of this wide gorge is 20 ft. in diameter and leads to a 50 ft. wide underground cave. Though this cavern is empty, it is the lair of the three belkers. These creatures are fighting over which of them should have the right to keep the lair to itself. Since none of the belkers want to leave the grotto, fighting broke off among them. PCs within 200 ft. of the belkers can hear their moaning.

The belkers' fighting does not harm them. The creatures bicker in smoke form generating a puff of dark cloud above the grotto they call home. The battle for their lair broke off ten days ago, and takes all the attention of the three belkers. They suffer a –8 penalty to any check made to notice approaching PCs.

Encounter Condition: N/A

Tactics: If the belkers notice the PCs approaching them, they stop bickering and remain in smoke form. They wait until the PCs are within range before charging them with their smoke claw ability. The following round, two of them take their true form to attack the PCs, flanking the spellcasters and concentrating their attacks on them first.

Treasure: Inside the belkers' cave is a collection of worthless colored glass and semiprecious stones (worth a total of 50 gp).

EL: 13

Scaling: To increase the challenge of this encounter, add one belker and ignore any penalties to notice the PCs. To decrease the challenge, remove one belker and impose a –4 penalty to all their Initiative checks.

Belker: CR 9; Huge elemental (air, extraplanar); HD 20d8+60; hp 150; Init +8; Spd 30 ft., fly 50 ft. (perfect); AC 23, touch 14, flat-footed 17; Base Atk +15; Grp +29; Atk +20 melee (1d8+6, wing); Full Atk +20 melee (1d8+6, 2 wings) and –17 melee (1d6+3, bite) and +4 melee (1d4+3, 2 claws); Space/Reach 15 ft./15 ft.; SA smoke claws; SQ darkvision 60 ft., elemental traits, smoke form; AL NE; SV Fort +9, Ref +16, Will +8; Str 22, Dex 19, Con 17, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +17, Move Silently +24, Spot +17; Ability Focus (smoke claws), Alertness, Combat Reflexes, Improved Initiative, Iron Will, Multiattack, Weapon Focus (wing).

Smoke Claws (Ex): A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 25 Fortitude save or inhale part of the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semi-vaporous menace.

Smoke Form (Su): Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a gaseous form spell (caster level 7th).

Skills: Belkers have a +4 racial bonus on Move Silently checks.

M21. ABANDONED GORGE

This narrow gorge is difficult to notice, requiring a DC 28 Spot check.

A hole opens into the ground amidst jagged rocks covering the ground of this area. The grotto is roughly 5 feet in diameter. A closer look reveals it is the mouth of a 30 feet deep vertical tunnel.

Initial Attitude: N/A

Encounter: A successful DC 22 Climb check allows the PCs to climb down the 30 ft. high gorge, which opens into a natural grotto. This cavern is empty, its stony floor and walls covered with a layer of dust.

A successful DC 30 Knowledge (architecture and engineering) or DC 22 Knowledge (dungeoneering) check reveals the ceiling of the cave threatens to cave-in. As soon as more than two PCs set foot upon the grotto's floor, each must tread carefully by making a DC 32 Reflex save. Anyone failing this check sends the ceiling collapsing upon all within. Fortunately for the PCs, this cave-in does not block the only access out of the cave.

Natural Cave-In: CR 14; mechanical; location trigger; no reset; DC 24 Reflex save half damage (20d6, crush); Search DC 35; Disable Device DC 38.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, increase the damage of the natural cave in to 26d6 and increase the time it takes to clear the debris to 2 hours. To decrease the challenge, reduce the Search and Disable Device DCs by –5.

M22. EARTHBLOOD FALL

The easternmost branch of the canyon leads to a 60 foot wall smeared with an oily liquid. The substance is a deep color with speckles of red mixed in. It drips down from a hole in the wall, some 30 feet above the canyon's floor. The substance descends so slowly that it seems frozen into place. At the base of the wall is a pool of this same oily stuff.

Initial Attitude: N/A

Encounter: Earthblood, a liquid pouring out of the earth is a sludge-like substance. It is metallic. Earthblood is the essence of the mountain, and a constant reminder of the pain it endured when the celestials carved it into this prison complex. The mountain's pain was concentrated into this liquid form. Earthblood harms those who touch it and the substance cannot be refined. Every round a PC's skin is exposed to Earthblood, he suffers 1d6 points of fire damage and 1 point of temporary Constitution damage. In addition, he must succeed at a DC 15 Fortitude save or cry out in pain.

Because Earthblood is the blood of the living mountain, all rock-based creatures are drawn to it by smell. Creatures that eat rock and stone, like the xorn, hunger for Earthblood. They become enraged by anyone carrying Earthblood and attack automatically upon encountering them.

Two powerful xorns (hp 191, 177) hide beneath the ground near the pool of Earthblood. They remain hidden until the PCs are within range, at which point they emerge to surprise them.

Encounter Condition: N/A

Tactics: Unless the PCs discover the xorns buried in the ground, they get one surprise round. Once they make their presence known, the xorns attack the beefiest PCs, retreating if they take more than 100 hp of damage.

Treasure: Earthblood ignites at the touch of a flame but burns slowly — a single torch dipped in Earthblood can burn for 1d4+1 full days. There is enough Earthblood in this Room to fill several flasks.

If five or more torches of Earthblood are lit at the same time, or if a greater fire is fueled using this substance, the stuff becomes toxic. The dark fumes released by Earthblood then create a 30-ft. radius black cloud. Anyone caught within this cloud must succeed at a DC 32 Fortitude save or take 6d10 points of damage as well as 3d6 points of temporary Constitution damage. A minute later, they must succeed at a DC 32 Fortitude save or suffer 1 Constitution drain. Damage to Constitution score naturally recovers at a rate of 1 per day, but the Constitution drain is permanent. PCs succeeding the initial save still take 3d10 points of damage from the toxic fumes.

Igniting the Earthblood source in this Room produces the effect noted above. The substance continues to burn for 3d6 months, constantly releasing a deadly cloud. Burning the source also prevents PCs from taking Earthblood.

EL: 13

Scaling: To increase the challenge of this encounter, add two advanced xorns. To decrease the challenge, remove one of them and assume the other does not automatically surprise the PCs.

Xorn: CR 9; Large outsider (earth, extraplanar); HD 21d8+87; hp 191, 177; Init +0; Spd 20 ft., burrow 20 ft.; AC 26, touch 9, flat-footed 26; Base Atk +21; Grp +29; Atk +27 melee (8d6+7, bite); Full Atk +27 melee (8d6+7, bite) and +25 (1d6+3, 3 claws); Space/Reach 10 ft./10 ft.; SA —; SQ All-around vision, DR 5/bludgeoning, darkvision 60 ft., earth glide, immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.; AL N; SV Fort +16, Ref +12, Will +12; Str 25, Dex 10, Con 19, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +20, Intimidate +24, Knowledge (dungeoneering) +24, Listen +24, Move Silently +24, Search +26, Spot +24, Survival +24 (+26 following tracks or underground); Awesome Blow, Cleave®, Great Cleave, Improved Bull Rush, Improved Natural Armor, Improved Natural Attack (bite), Multiattack, Power Attack, Toughness.

All-Around Vision (Ex): A xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A xorn can't be flanked.

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

M23 THROUGH M25. THE OPEN PLAIN

North of the canyon lies a plain, running several miles north before merging with the base of the Black Mountain (Room M9). North of the wide canyon that dominates the central plain (Rooms M17 through M22) is a gully roughly 50 ft. deep (Room M25). The rocky formations surrounding it resemble those of the scraggy stone around the greater canyon.

Though most of the open plain is uninhabited, a few creatures still dwell here.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The PCs spot the reflection of an object lying on the ground. When they approach, they discover the worthless remains of a broken vial.
2–12	Nothing
13–14	A patrol of three elder air elementals storms this area. They attack all creatures they come in contact with and fight until two of them are destroyed.
15–16	A flock of nine arrowhawks swoop down upon the PCs, sending waves of electricity rays before charging with their beaks and talons. Each arrowhawk fights until it loses two-thirds of its total hit points before retreating to the safety of the air.
17–18	Twelve advanced 6 HD shocker lizards spot the PCs. They remain at a safe distance from them, using their stunning shock ability to warn them off. If the PCs attack or threaten them, the lizards charge using their lethal shock ability to incapacitate them.
19	The PCs stumble upon a trap. **Greater Glyph of Warding:** CR 14; magical device; no reset; spell effect (*greater glyph of warding [blast]*, 18th-level cleric, 18d8 acid, DC 21 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 31; Disable Device DC 31. This trap combines the effect of two *greater glyph of warding (blast)* trap triggered simultaneously.
20	A colossal scorpion found its way here. It tails the PCs until they either spot it or stop to make camp, at which point it strikes. This hunter fights to the death.

M23. FLATLANDS

North of the canyon and the cliff is a crown-shaped stone plain. There are no peaks or inclinations cutting through this valley, and the plain goes until it meets the Black Mountain further north.

Initial Attitude: Hostile

Encounter: The northwestern stretch of the valley is open. The Flatlands have no plateaus or crevices aside from the ditch in Room M25. Though the ground is not even, rising ever slightly as one travels north, its dusty surface is smooth, as though strong winds had polished it for centuries.

This area is claimed by a group of nine belkers (hp 38 each). These creatures are too weak to challenge their kin dwelling in Rooms M19 and M20, so they wander the Flatlands to ensure they remain theirs, attacking anything crossing their path.

Encounter Condition: N/A

Tactics: The belkers strike from above, swooping down in smoke form and engulfing their victims with their smoke claws. Once a belker weakens a victim, it returns to solid form and attacks with its claws and bite. These creatures are desperate to keep this territory and fight to the death. If the PCs retreat to another area, they do not pursue, preferring instead to stay behind and guard their territory.

Treasure: N/A

EL: 12

Scaling: To increase the challenge, raise the HD of each belker to 10. To decrease the challenge, cut their numbers in half.

Belker: CR 6; Large elemental (air, extraplanar); HD 7d8+7; hp 38; Init +5; Spd 30 ft., fly 50 ft. (perfect); AC 22, touch 14, flat-footed 17; Base Atk +5; Grp +11; Atk +9 melee (1d6+2, wing); Full Atk +9 melee (1d6+2, 2 wings) and +4 melee (1d4+1, bite) and +4 melee (1d3+1, 2 claws); Space/Reach 10 ft./10 ft.; SA Smoke claws; SQ Darkvision 60 ft., elemental traits, smoke form; AL NE; SV Fort +3, Ref +10, Will +2; Str 14, Dex 21, Con 13, Int 6, Wis 11, Cha 11.

Skills and Feats: Listen +7, Move Silently +9, Spot +7; Alertness, Multiattack, Weapon Finesse

Smoke Claws (Ex): A belker in smoke form (see below) can engulf opponents by moving on top of them. It fills the air around one Medium or smaller opponent without provoking an attack of opportunity. The target must succeed on a DC 14 Fortitude save or inhale part of the creature. The save DC is Constitution-based. Smoke inside the victim solidifies into a claw and begins to rip at the surrounding organs, dealing 3d4 points of damage per round. An affected creature can attempt another Fortitude save each subsequent round to cough out the semivaporous menace.

Smoke Form (Su): Most of the time a belker is more or less solid, but at will it can assume smoke form. It can switch forms once per round as a free action and can spend up to 20 rounds per day in smoke form. A belker in smoke form can fly at a speed of 50 feet (perfect). The ability is otherwise similar to a gaseous form spell (caster level 7th).

Skills: Belkers have a +4 racial bonus on Move Silently checks.

M24. OLD BONES

Bones are scattered around the dusty grounds of the plain. Closer examination reveals these remains once formed the skeleton of a giant.

Initial Attitude: N/A

Encounter: The remains are from a cloud giant who perished here centuries ago. The giant was Norkor's brother (see Room M11), who was killed by the mighty demon wind that now haunts Room M10. Though Norkor's sorrow at the loss of his brother has faded with the passing years, he remembers his brother fondly. If the PCs are respectful of the giant's bones and bring the remains to Norkor (in Room M11), the giant's attitude automatically shifts two ranks towards Helpful.

Encounter Condition: N/A

Tactics: N/A

Treasure: A DC 25 Search check reveals a platinum ring with a deep green emerald (3,000 gp), stuck upon one of the giant's bony fingers. A DC 22 Strength check is required to pry it loose.

EL: N/A

Scaling: N/A

M25. THE HOLLOW

To the northeast of the plain is a 50 ft. deep ditch. Like the great canyon to the south, this hole is surrounded with jagged rocks.

Initial Attitude: Unfriendly

Encounter: A huge xorn (hp 263) uses this naturally formed ditch as its nest. It sleeps surrounded by stone and is for the most part content to remain within the confines of its lair.

Like most creatures of its kind, the xorn likes to dive in and out of the ground. If it notices the PCs approach its liar, it hides at the bottom of the ditch, where it remains until the PCs either go away or enter its lair. If the PCs climb down his hole (DC 16 Climb check), it surfaces to drive them away.

Encounter Condition: N/A

Tactics: This elder xorn is not antagonistic, but defends its lair with all its might. It attacks PCs wearing metal armor first, maneuvering to drive them away rather than moving in for a kill. It takes no interest in the PCs unless they violate its lair or carry a great quantity of metal or stone on them (at least 500 lbs). The creature never leaves its hole, preferring instead to fight defensively.

If reduced to 75 hp or less, the xorn use its earth glide ability to retreat into the ground and moves to Room M24. It remains hidden in the soil under the giant's remains until it deems it safe to return to its lair.

Treasure: A successful DC 18 Search check made in the Hollow uncovers a dark blue hat of disguise, a masterwork club is surprisingly good condition, and three bone-tipped masterwork arrows.

Scaling: To increase the challenge of this encounter, change the xorn's Initial Attitude to Hostile and make it attack the PCs relentlessly. To decrease the challenge, reduce its HD to 24.

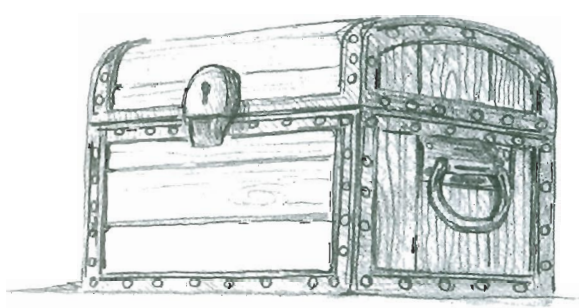
EL: 16

Elder Xorn: CR 16; Huge outsider (earth, extraplanar); HD 30d8+183; hp 318; Init –1, Spd 20 ft., burrow 20 ft.; AC 28, touch 6, flat-footed 28; Base Atk +30; Grp +49; Atk +39 melee (8d8+11/19-20, bite); Full Atk +39 melee (8d8+11/19-20, bite) and +37 (1d8+5, 3 claws); Space/Reach 10 ft./10 ft.; SA —; SQ All-around vision, damage reduction 5/bludgeoning, darkvision 60 ft., earth glide, immunity to cold and fire, resistance to electricity 10, tremorsense 60 ft.; AL N; SV Fort +23, Ref +16, Will +17; Str 33, Dex 8, Con 23, Int 10, Wis 11, Cha 10.

Skills and Feats: Hide +25, Intimidate +33, Knowledge (dungeoneering) +33, Listen +33, Move Silently +32, Search +35, Spot +33, Survival +33 (+35 following tracks or underground); Awesome Blow, Cleave®, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Natural Armor (2), Improved Natural Attack (bite), Multiattack, Power Attack, Toughness.

All-Around Vision (Ex): A xorn's symmetrically placed eyes allow it to look in any direction, providing a +4 racial bonus on Spot and Search checks. A xorn can't be flanked.

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



...AND THE BARROWS

The second half of this Region is dominated by a group of twisted driders known as the Spider Kings, who have constructed a small but impressive city that binds volcanic rock with web and spell to create a vile fortress. Within the Barrows, the driders' rule is absolute and resistance is met with brutal force. The driders brook no dissension amongst their peers or their drow slaves, relying upon spells and magical servants to enforce their maligned will. Even so rebellion brews. The drow plot against their masters, hiding away stolen poison and blades, and looking forward to the day they can seize control of the Region.

Society within the Barrows is a study in terror. The Spider Kings scheme against one another for domination over their kingdom and their powerful sorcerer's circle. This infighting produced a caste system with the drider sorcerers at the pinnacle, their artisans next in line, and warriors filling the lowest ranks. Though far from influential, the warriors are cruel, as almost a quarter of their ranks are filled with creatures that survived the sorcerers' arcane experiments. These mutations are amongst the most twisted of the creatures found in the Barrows.

The Spider Kings' drow slaves suffer greatly as experimental fodder, repair crews within the Region's most dangerous tunnels, and bloodsport warriors in the driders' garish entertainments. Fortunately for any party visiting or taken prisoner here, the drow believe that any enemy of their enemy is a tool, and resourceful PCs may find temporary allies within the slave ranks. The slaves are greater allies than they may at first appear — unbeknownst to their masters, they have unlocked several eastern rooms, which they use as a base of for their rebellion. The PCs may do the same should they attempt to undermine the driders' command of the Barrows.

Further, the DM can use the drow as a conduit to reveal the Spider Kings' history, which is well known dark elf lore. Nearly 200 years ago, the drow ruled over a *drider* slave class. When the drider rose up against their masters but failed to seize power, they fled underground, taking over 30 captured drow with them. The driders fled before the might of drow vengeance, but even more so, they fled the dishonor that stained their relationship with their merciless goddess.

For years, the driders stumbled through underground caverns searching for a new home. Many died on the journey and others went mad. Their only guiding force was their leader, Byalahiir, who took charge of the situation, providing the redemptive drive his people needed to keep moving. Eventually, he delivered them to new greatness...

THE BARROWS

The Barrows of the Spider Kings are not fitted exclusively for the two-legged slaves. In addition to the Region's floor paths, the driders maintain avenues along the walls and ceilings, leading to restricted areas. After years of using these alternate avenues exclusively, the power-mad driders have reached a foolish conclusion — that the two-legged slaves walking the floor paths are literally beneath their notice. The DM is encouraged to include this drider proclivity in his Room, travel, and random encounter descriptions, providing clever PCs with a way to secretly maneuver through this Region. When the PCs intentionally exploit this weakness, they gain a +2 circumstance bonus with all Hide and Move Silently checks to avoid the driders' notice.

As in the Halls of Flesh to the south (see Region I), little consideration is given to lighting the Barrows. The only natural light emanates from the wardstones littering the Barrow's corridors, warning slaves away from Rooms where they are forbidden to go.

The Barrows' walls are made from volcanic soil held together by the Spider Kings' webbing. Though their construction seems fragile, it is quite sturdy, possessing the same strength specifications as stone. This has earned it the name "silkstone".

When needed, as a move equivalent action, any Spider King or invisible stalker controlled by the Spider Kings may use a substance known as *silk solvent* to dissolve the webbing binding a 10-ft. stretch of wall together *(for more information about this substance, see Room M64)*. Throughout the PCs' visit to this Region, the Spider Kings and their minions use this ability to turn the terrain against intruders, setting up ambushes and hiding when wounded.

DRIDER KEYS

Many doors and cases within this Region are secured with magical locks of Spider King design. These locks require the use of a *drider key*, an onyx statue resembling a miniature drider. To use a drider key, a PC simply places it over a drider lock, at which point the figurine animates to perform the arcane tasks required to open the lock.

Anyone stealing one or more of these keys is in for a rude surprise, however, as their magic allows any drider sorcerer to sense them within 300 ft. Further, when a drider key is used, it emits a concentrated poison to which all driders — but *not* all drow — are immune. With a successful dispel check (DC 25), the PCs may suppress the poison and tracking abilities of 1 key, but this renders the key useless for opening drider locks as well.

Drider Key Poison—Contact, Fortitude save DC 28, initial/secondary damage 1d8 Con/1d6 Dex.

WARDSTONES

Throughout this Region are a number of wardstones, each a piece of volcanic amber containing a clutch of spider eggs. The Spider Kings fabricated these devices and built them into the walls here to defend against invasion or slave revolt. Each is enchanted with variations of the *alarm*, *arcane eye*, and *see invisibility* spells, all as cast by a 12th-level sorcerer.

Further, each wardstone is attuned to the drider keys, ignoring any PC carrying a drider key within its range, as well as any PCs standing or walking adjacent to a key bearer. When anyone approaches within 30 ft. of a wardstone without a drider key, the wardstone emits a high-pitched audible shriek per the standard *alarm* spell rules, and sends a telepathic "ping" out to a distance of 100 ft. Any drider sorcerer within that range may concentrate to see through the wardstone's *arcane eye*, acting accordingly.

Finally, when a wardstone is activated, an invisible stalker (hp 52) forms from the primal Air in Room M57, the wardstone nexus. Each invisible stalker created in this fashion moves as directly as possible to the location of the alert, warning driders it encounters along the way about the intrusion.

Each functional wardstone casts a dim blue-black light out to a distance of 10 ft., marginally illuminating its surroundings.

One fateful morning, an earthquake rocked the mountain within which the driders were living, cracking open a giant slab of limestone. Exploring this crevasse, the driders discovered an untapped subterranean territory free of significant opposition, a dungeon prison where all the jailers and prisoners were dead or fleeing the devastating aftershocks. Seizing the opportunity, Byalahiir settled his people within the remaining halls and ordered their drow slaves to tunnel out and secure additional space for the new colony — what would eventually become Region I.

Byalahiir recognized that the drow would eventually outnumber his people, and so he set the driders' philosophers upon the task of creating more of their kind. Chief among these thinkers was the dangerous genius Mahir, a drider specializing in arcane experiments forbidden by their goddess but necessary to propagating the drider species. Mahir's research required drow test subjects drawn from the driders' growing slave population. The process was slow but kept the drow in check, giving them another reason to fear their former slaves.

Eventually, Mahir stole the idea of using the flesh of lesser species as components in a series of bold new experiments. Soon after, he produced the dungeon's first aberration. While the pitiful beast survived less than a season, it was an important step toward the drider's ultimate survival.

Years passed, and Byalahiir's enthusiasm waned. Leading the fledgling drider society became a chore and he asked Mahir to choose three driders of sufficient intellect to aid him as a ruling class of Spider Kings. Byalahiir would still oversee Mahir's work, but the researcher would largely be left to work without impediment.

This was the worst thing Byalahiir could have done.

Secretly, Mahir wanted more than survival — he wanted an *army* he could lead back to the driders' homeland and use to crush the drow forever. Since the failed coup, this desperate need for revenge had chipped away at Mahir's sanity, until all that remained was desire for revenge — and the tools to realize it.

Decades passed, and Mahir grew more isolated. His laboratory of four driders grew to a dozen and the number of drow he required as test subjects grew from one a season to one a week. Mahir's most gifted apprentice, Elotor, noticed his master's growing obsession but refused to confront him until a failed experiment using a stolen bronze dragon egg destroyed their lab and forced the drider colony to abandon Region I.

Byalahiir executed Mahir for his criminal obsession and led his people here, to Region M, where they have made a new start, hoping to rebuild what Mahir destroyed, and find a way to save themselves from extinction. Now, over a hundred year later, the cursed driders are running out of time. Beasts are encroaching from the south and Elotor's experiments are reaching a zenith. Unless these final avenues of research are successful, the driders may be doomed.

Note: There is a 75% chance that drow items rot to nothing when exposed to sunlight (natural or otherwise). The DM is free to ignore this as he likes.

M26 THROUGH M35. THE SHARP END

As the forefront of the Barrows' security, these passages house the living and recreation areas of most of the Spider Kings' drider guards. These guards are powerful and utterly ruthless, favoring tactics that exploit the natural terrain and allow them to attack from distant, hidden roosts. Fortunately for the party, the drider guards also suffer from arrogance, all too often relying exclusively on the wardstones to alert them that intruders have penetrated their domain.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The sounds of a drider scuttling along the walls and ceiling echoes through the halls.
2	Screams of anguish fill the halls. Somewhere a drow is being tortured... or worse.
3	A desiccated drow corpse is embedded in the wall.
4–13	Nothing
14	The PCs stumble upon a trap. **Camouflaged Pit Trap:** CR 6; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 25.
15	One drider guard and one invisible stalker patrol the halls. The guard sends the invisible stalker to summon 1d6 drider reinforcements, which return in 1d4 rounds. These creatures retreat if more than ½ their number are killed (rounded down).
16	A patrol of 2 drow slave guards (Ftr 4, hp 32 each) encounters the PCs. Unless attacked immediately, the patrol gives the PCs an opportunity to run before sending one of their number to fetch help from the driders. If fetched, 1d2 driders (hp 45 each) respond in 1d4 rounds. If provoked, the drow fight to the death out of fear, while the driders retreat if more than ½ their number are killed(rounded down).
17	A patrol of 2 driders (hp 45 each) comes upon the PCs. Drugged during a failed slave attack, the driders assume the PCs to be escaped drow slaves, and drive them toward the slave pit (Room M38). Not possessing their full faculties, these driders fight to the death.
18	A patrol of 4 driders (hp 45 each) comes upon the PCs. They wish to take the credit for capturing the PCs alive and do not call for reinforcements. They retreat if 2 or more of their number are killed.
19	Ari, a pathetic drow slave *(Rog 4, hp 30, see Room M30)*, encounters the PCs while running an errand for his masters. Unless attacked, Ari assumes the PCs can help with the slave rebellion and directs the party toward the broken wardstone in Room M34. Ari refuses to accompany the PCs out of fear that his masters will ultimately defeat them.
20	Loruen, the drider torture master *(hp 65, see Room M35)*, hunts for an escaped slave. He is assisted by a detachment of 6 drider guards (45 hp each). The creatures attempt to subdue the PCs and take them to the torture chamber (Room M35) for interrogation.

M26. WARDSTONE FORK

This corridor rises into darkness, forking left and right. The spar of rock dividing the passage seems odd, though a cursory examination reveals nothing.

Initial Attitude: Hostile

Encounter: This seemingly harmless fork in the corridor is well guarded, both by the driders and drow to the south in Region I, and by an enormous wardstone hidden within the near-black volcanic rock that divides the corridor. Unlike most other wardstones, this gigantic specimen creates two invisible stalkers.

Encounter Condition: N/A

Tactics: The invisible stalkers arrive from Room M57 in 3d6 rounds, at which point they move into flanking positions around any non-slave not carrying a drider key. Free to move in three dimensions, the stalkers attack from above as well. The stalkers continue to gang up on intruders one by one until all are subdued, then guard them until 2 drider guards arrive to deal with them 1d10 minutes later. If the PCs flee, the stalkers pursue, using their Improved Tracking ability to keep on their prey and shrieking loudly to alert nearby guards.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, double the invisible stalkers' flight rates, reducing the time until their arrival to 5 rounds. To reduce the challenge, remove 1 invisible stalker.

M27. RALLY POINT

This roughly egg-shaped chamber is lined with web-hardened volcanic earth. Its floor is thick with discarded webbing that crackles under your feet and a stale musk permeates the air. The chamber opens into a passage forking to the west and into a winding tunnel to the southeast.

Initial Attitude: Hostile

Encounter: This Room is a rallying point for the drider guards (hp 45 each) stationed in the guard hall (Room M28). The webbing on the floor remains from a substance used by the driders to reinforce the chamber's walls, which has dried in places and threatens to come apart without constant attention. The PCs notice this problem with a successful Spot check (DC 16), and if they ask, learn that it is likely quite flammable as well.

PCs with darkvision or low-light vision and a light source may make a DC 30 Spot check to notice a section of the northeast wall some 30 ft. from the floor where the webbing darkens. Moving to this location requires a successful Climb check (DC 22), and allows the PCs to make a DC 28 Search check to find a secret door that rips away from the wall with a sickening crack. Beyond is a low crawlspace that dips down over 20 ft. to the guard hall (Room M28).

Encounter Condition: N/A

Tactics: If the PCs linger in this Room for more than 1 minute (10 rounds), a pair of drider guards enters the chamber through the secret door. These guards are ambitious and seek to rise in the ranks to become favored by the sorcerers, and do not call for help. Instead, when they notice the PCs, they climb to positions above the PCs and use their ranged weapons to attack them from above. If the driders subdue one or more PCs, they deliver them to the slave pit (Room M38), where they demand recognition for their accomplishment.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, add 1 drider guard. To decrease the challenge, reduce all skill check DCs within this Room by 4.

Drider Guard: CR 7; Large aberration; HD 6d8+18; hp 45; Init +2; Spd 30 ft., climb 15 ft.; AC 21, touch 11, flat-footed 19; Base Atk +4; Grp +10; Atk +7 melee (2d6+4/×3, longspear) or +7 melee (1d4+1 plus poison, bite) or +5 ranged (2d8/19–20, heavy crossbow); Full Atk +7 melee (2d6+4/×3, longspear) and +2 melee (1d4+1 plus poison, bite) or +5 ranged (2d8/19–20, heavy crossbow); Space/Reach 10 ft./5 ft.; SA poison, spell-like abilities, spells; SQ darkvision 60 ft., SR 17; AL CE; SV Fort +5, Ref +4, Will +8; Str 16, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills and Feats: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9; Combat Casting, Point Blank Shot, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience/clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*daze, detect magic, ghost sound, mirage hand, ray of frost, read magic, resistance;* 1st—*alarm, magic missile, ray of enfeeblement, shield;* 2nd—*invisibility, web;* 3rd—*haste/slow.*

These driders cast spells as 6th-level sorcerer.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Masterwork chain shirt, longspear, dagger, heavy crossbow, bolt (15).

M28. GUARD HALL

Multiple passages lead away from this sparse chamber — or at least, it looks sparsely occupied *at first*. Silky pouches are cemented into the walls at heights ranging from a few feet to nearly 60 ft. above the floor, and looking up, you find wide silk hammocks hanging from the ceiling. The hammocks sway perversely under the weight of… something crawling upon them.

Initial Attitude: Hostile

Encounter: The guard hall is the central rallying point for drider guards, and the point from which guards are dispatched to deal with intrusions. Aside from the quarters of the Spider Kings themselves, this Room is one of the most lethal locations within the Barrows. At any time, four driders (hp 45 each) are present here.

While the drider guards are alert, they aren't expecting trouble, and spend their time slumbering within the silk hammocks until needed. When invisible stalkers move through this Room, they fly up beneath the hammocks and bump one or more driders awake to assist them. Likewise, any contact awakens 1 drider, who crawls out over the hammock's edge to check the cause of the disturbance. Should any drider notice the PCs, it awakens the others and attacks.

While sleeping, the driders are assumed to take 10 with all Listen checks. If the PCs attempt to sneak through this Room, they must succeed with a Move Silently check (DC 19) in order to pass without notice. With failure, 1 drider rouses and crawls out over the hammock's edge to check the cause of the disturbance. Should any drider notice the PCs, it awakens the others and attacks.

Encounter Condition: N/A

Tactics: If the PCs attract the driders' attention, they're in for a tough fight. The driders attack using their superior mobility to harass and incapacitate the party. PCs within 10 ft. of a wall are attacked with jabbing longspear attacks, while those who move to the center of the Room are attacked from 10 ft. above by levitating driders.

The driders break into two 2-creature groups, each targeting a single PC. As the driders are worn down, their numbers reduced, they reform new 2-creature groups, utilizing the same tactics until only 1 remains, at which point it attempts to retreat through the northeastern tunnel to its commander's chambers (Room M59).

Finally, if the combat continues for longer than 30 seconds (5 rounds), the Spider King Noh hears the sound of combat and dispatches his personal guards (Room M58), which arrive 3 rounds later.

Treasure: Moving up to the silk hammocks requires a successful Climb check (DC 24). Unfortunately, all movement is reduced to 1/4 standard (rounded down) within them. Several bodies of long-dead drow elves are lodged within the hammocks, each of which may be cut out in 30 seconds. After 10 minutes of cutting bodies out of the hammocks, the PCs discover the body of a drow with 3 sp in a small leather pouch and another with a pearl choker (*necklace of strangulation*), that looks to be worth 200 gp.

EL: 10

Scaling: To increase the challenge of this encounter, reduce the time it takes for Noh's guards to arrive to 6 rounds (3 rounds before he hears the sounds of combat and 3 rounds to move to this Room). To decrease the challenge, the Spider King Noh does not hear any sound of combat short of a *fireball*-like explosion.

Drider Guard: CR 7; Large aberration; HD 6d8+18; hp 45; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +10; Atk +7 melee (2d6+4/×3, longspear) or +7 melee (1d4+1 plus poison, bite) or +5 ranged (2d8/19–20, heavy crossbow); Full Atk +7 melee (2d6+4/×3, spear) and +2 melee (1d4+1 plus poison, bite) or +5 ranged (2d8/19–20, heavy crossbow); Space/Reach 10 ft./5 ft.; SA poison, spell-like abilities, spells; SQ Darkvision 60 ft., spell resistance 17; AL CE; SV Fort +5, Ref +4, Will +8; Str 16, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills and Feats: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9; Combat Casting, Point Blank Shot, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0— *daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance;* 1st— *alarm, magic missile, ray of enfeeblement, shield;* 2nd— *invisibility, web;* 3rd— *lightning bolt.*

These driders cast spells as 6th–level sorcerer.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Large heavy crossbows, box of 15 bolts, masterwork large longspear, large dagger.

M29. WARDSTONE

The twisting, narrow passage widens and increases in height to accommodate a carved, three-sided stone column rising 15 ft. through the floor. The column surfaces are covered with runes that waver, as if alive, and though you're sure it's just the stress of your journey, you're sure the stone is… whimpering.

Initial Attitude: Hostile

Encounter: Years ago, an adventuring party fumbled blindly into this Region, activating the wardstone in Room M26. The group was waylaid by invisible stalkers and drider guards in Room M27 and all but one of them was captured. The last survivor went into hiding and tried to rescue his fellow party members, but couldn't find them at the slave pits (Room M38) or any of the other common drider areas. Eventually, he tracked his lost friends to the torture chamber (Room M35), where the captives had been brutally interrogated for several days. Though it was obvious they were badly injured, the survivor assumed his missing allies were still alive.

He was wrong. After the driders' interrogation yielded no new information about the intruders, the captives were transferred to Noh's forge (Room M59), where they were torn apart while still alive — both for the Spider King's amusement and to generate new parts for the driders' flesh golem servants. Unfortunately, the lone survivor witnessed the deaths of the last two of his allies firsthand, and the experience drove him quite insane.

The survivor revealed his position and attacked Noh and her minions, but was beaten back. He fled through the Region, narrowly escaping death in several Rooms, until he ended up here, with only a *force cage scroll* at his disposal. As a last, unthinking resort, he cast the spell upon himself, creating a force wall between him and the drider guards approaching from all directions.

Soon, however, the spell faded, and the survivor lost count of the driders waiting patiently to shred him limb from limb. Accepting his fate with a heavy heart, he drew his blade and gutted himself, spilling his life blood over the wardstone moments before the driders descended upon him.

Today, the survivor's spirit lingers within the Room, transformed into an vengeful allip trapped in never ending hopelessness. The allip cannot bring itself to leave this Room, and is wracked with guilt over the deaths of its mortal friends. Most of the time, the allip hides within the wardstone, which gives the obelisk its strange surface texture (the runes are merely written spell components inscribed when the driders created the artifact).

Encounter Condition: Distracting noises 2, haunted

Tactics: Unfortunately for the PCs, the allip mistakes all outsiders (i.e. non-dungeon residents) as its mortal friends, and attempts in vain to embrace them. Should the PCs (logically) attempt to flee the Room, the allip does everything in its power to prevent them from doing so. After a round of futile physical actions, it lashes out, using its Wisdom drain ability until it reduces the party to gibbering idiots or drives them from the Room. All the while, the allip babbles incoherently about "lost friends," apologizing for everything.

Should the PCs not possess a *drider key* and linger in the Room for 6 rounds, the invisible stalker the wardstone creates in Room M57 arrives. Free to move in three dimensions, the stalker attacks from all directions. If the PCs flee, the stalker pursues, using its Improved Tracking ability to keep on their prey and shrieking loudly to alert nearby guards.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, have the wardstone create one additional invisible stalker. To decrease the challenge, remove the allip.

Allip: CR 3; Medium undead (incorporeal); HD 4d12; hp 26; Init +5; Spd Fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +2; Grp —; Atk Incorporeal touch +3 melee (1d4 Wisdom drain); Full Atk (same); Space/Reach 5 ft./5 ft.; SA Babble, madness, wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18.

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

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed on a DC 16 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind–affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

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

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

Invisible Stalker: CR 7; Large elemental (air, extraplanar); HD 8d8+16; hp 52; Init +8; Spd 30 ft., fly 30 ft.(perfect); AC 17, touch 13, flat-footed 13; Base Atk +6; Grp +14; Atk Slam +10 melee (2d6+4, slam); Full Atk +10 melee (2d6+4, 2 slams); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., elemental traits, improved tracking, natural invisibility; AL N; SV Fort +4, Ref +10, Will +4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks); Combat Reflexes, Improved Initiative, Weapon Focus (slam).

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking.

This ability is inherent and not subject to the *invisibility purge* spell.

M30. BLOODLETTING CHAMBER

The huge room before you is a travesty. Slung upside down upon stone bars are the corpses of dozens of creatures and human adventurers. All are slit open, drained of blood. Something has bled these victims dry — and fed from their slow deaths. As you shake off the chill that accompanies this grisly picture, footsteps approach from the shadows to your right…

Initial Attitude: Hostile, friendly

Encounter: This Rooms was once part of the dungeon in Region I, and (largely) retains its original dimensions, though its purpose has shifted since the driders took over. Once an aviary for a flock of celestial avorals, the 100 ft.-tall chamber has been converted into a disgusting feeding zone for the most insatiable of the Spider Kings' minions. The perches upon which the avorals once slept are now used to string up captured adventurers and creatures, hanging them upside down so the driders can bleed them as an entertaining delicacy.

Encounter Condition: Stagnant air

Tactics: One of the drider artisans, an obese stonesmith named Treak (hp 66), slumbers in a self-engorged haze in the corner to the PCs' left. He is sick to his stomach, having just consumed most of the blood volume from a captured centaur, and ignores all noises in the Room except combat (though the DM is encouraged to make it seem like he might wake at any moment once the PCs discover his presence). If awakened, Treak attacks immediately, but in his sad condition, he is considered to be staggered and suffers a –2 circumstance penalty with all attack rolls and skill checks.

The approaching footsteps are those of Ari (hp 30), a bone-thin torture slave favored by many of the drider artisans. Ari is frail and slight, but sound of mind, and knows much about the Region. He can point the PCs in the direction of the broken wardstone (Room M34), and more importantly, if his attitude is improved to helpful, he can tell the party how to disable all the wardstones (*see Room M57*). Ari will not accompany the party through the Region, however, in case they suffer the same fate as all who have come before them, nor will he fight for or against the PCs unless he absolutely must (e.g. to keep in good standing with any conscious driders within line of sight, or to save his own skin).

Both Treak and Ari have grown accustomed to the stench within the Room, and are immune to its stagnant air encounter condition.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add a standard drider guard who helped Treak finish the centaur. Though suffering from the same conditions, the guard is awakened by any noise louder than casual conversation. To decrease the challenge, have Treak sleep through anything that happens in the Room, no matter how loud.

Treak, Drider Exp 6: CR 7; Large aberration; HD 6d8+12+6d6+12; hp 66; Init –2; Spd 30 ft., climb 15 ft.; AC 18, touch 12, flat-footed 15; Base Atk +8; Grp +13; Atk +8 melee (1d6+1, tool) or +9 melee (1d4+1 plus poison, bite); Full Atk +9 melee (1d4+1 plus poison, bite) and +3 melee (1d6, tool); Space/Reach 10 ft./5 ft.; SA poison, spell-like abilities, spells; SQ darkvision 60 ft., SR 17; AL NE; SV Fort +5, Ref +5, Will +8; Str 13, Dex 16, Con 15, Int 17, Wis 16, Cha 16.

Skills and Feats: Climb +13, Concentration +14, Craft (stoneworking) +15, Craft (carpentry) +12, Craft (metalwork) +12, Hide +11, Knowledge (architecture and engineering) +15, Listen +17, Move Silently +13, Spot +17; Alertness, Endurance, Skill Focus (craft [stoneworking]), Skill Focus (knowledge [architecture and engineering]), Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 18, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*daze, detect magic, mage hand, prestigitation, ray of frost, read magic, resistance*; 1st—*mage armor, magic missile, ray of enfeeblement, silent image*; 2nd—*see invisibility, web*; 3rd—*hold person*.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Lots of craftsman's gear, scrolls, pens, ink.

Ari, Drow Rog 4: CR 5; Medium humanoid (drow elf); HD 4d6+6; hp 30; Init +7; Spd 30 ft.; AC 19, touch 14, flat-footed 14; Base Atk +3; Grp +4; Atk +5 melee (1d8+1/19-20, masterwork longsword) or +7 ranged (1d6/×3, short bow); Full Atk +5 melee (1d8+1/19-20, masterwork longsword) or +7 ranged (1d6/×3, short bow); SA Sneak attack +2d6, spell-like abilities; SQ Darkvision 120', elven traits, evasion, light blindness, SR 15, uncanny dodge; AL NE; SV Fort +2, Ref +8, Will +1; Str 12, Dex 19, Con 12, Int 14, Wis 11, Cha 13.

Skills and Feats: Balance +13, Bluff +2, Climb +8, Hide +11, Disable Device +9, Jump +8, Listen +9, Move Silently +11, Open Lock +5, Search +11, Spot +9, Tumble +13; Dodge, Improved Initiative.

Evasion (Ex): Ari can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Sneak Attack: Ari's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when Ari flanks her target. This extra damage is 2d6. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Uncanny Dodge (Ex): Ari can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 4th.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +1 studded leather of fire resistance, buckler, masterwork longsword, dagger (2), short bow, arrow (13)

M31. CHIMNEY

The south wall of the bloodletting room collapsed — or been dug out. A tunnel leads into the darkness, reeking with the stench of death…

Initial Attitude: N/A

Encounter: Long ago, during the initial earthquake, a ranger of some repute fell into the earth. He became trapped just above the dungeon, suffocating beneath the collapsing earth.

Eventually, carrier crawlers tunneled to his remains and fed upon his corpse, leaving this fragile tunnel behind. The driders sent a drow slave in to investigate shortly after they took over this Region, but he became wedged in the tunnel and died. The driders have not explored the tunnel further since.

The tunnel proceeds for 15 ft. into the wall at an irregular southeast angle before opening into a vertical chimney that rises 50 ft. from the dungeon floor. The drow slave's corpse is 20 ft. up, and the ranger is found at the chimney's highest point, 50 ft. up.

Within the tunnel and chimney, all movement is reduced to ¼ standard (rounded up). No skill check is required to traverse the tunnel, but ascending within the chimney requires a successful Climb check (DC 20) per round of movement.

The tunnel and chimney are both highly unstable and any PC must make a successful Reflex save (DC 22) at the end of each round during which he moves through them or performs any action that requires him to wriggle around inside. This DC rises to 30 if any PC within the chimney failed his Climb check during the current round. With failure, the tunnel collapses, pinning and inflicting 4d6 damage to each PC within either the tunnel or the chimney. Due to the tight confines, no PCs may make Reflex saves to reduce this damage. Following a collapse, the standard cave-in and collapse rules apply to any PCs who remain trapped within the tunnel or chimney.

The drow slave's corpse must be pulled out of the chimney and tunnel before anyone may pass its location and approach the dead ranger. In addition to any Climb checks required to return to the dungeon floor level, this also requires the PC moving the body to make a successful Dexterity check (DC 20) during each round. Failure with this check has the same result as failing a Climb check under the same circumstances.

Encounter Condition: Poor footing 10, stagnant air

Tactics: N/A

Treasure: The drow slave carries (literally) nothing. The ranger, however, possessed several items when he died. If a PC searches his body without moving it, he may recover a coin purse containing 17 gp and 4 sp, and a small canvass upon which the ranger completed a majestic landscape worth 2,000 gp on the open market. Removing the ranger's body allows the PCs to recover 10 standard torches, a small leather box containing flint and steel, a wooden holy symbol dedicated to the nature god Obad-Hai, and 4 broken *spell storing arrows +1* The arrows are useless on their own, but a successful Craft (weaponsmith) check (DC 18) recovers the arrowheads, which may later be mounted upon new shafts. Failure with this Craft check destroys what little magic remains in the arrowheads, however. The ranger carried more equipment and magic items, including many potions, but all were crushed or snapped apart when he fell into the earth.

EL: 6

Scaling: To increase the challenge of this encounter, increase the Climb and Reflex save DCs by 2 each. To decrease the challenge, decrease the Climb and Reflex save DCs by 2 each.

M32. THE HALL OF FURY

Heat rises through this grand hallway, drawing beads of sweat out of the depths of your body. The environment cools off toward the far end of an intersecting southern corridor, leading you to believe that the source of the heat is a massive stone door set into the northern wall. A near-deafening roar floods into the area from behind the northern door.

Initial Attitude: Indifferent

Encounter: The Hall of Fury's rather pretentious name belies its true purpose — simple waste disposal for the Barrows. Slaves bring wheelbarrows full of corpses and discarded items to this Room, unceremoniously dumping them into a lava vent behind the northern door. Occasionally, the drow rebels ask a friendly slave with access to dispose of bodies and other evidence of their dissension.

The vent comprises the full rear 5 ft. of the chamber beyond the northern door, and though no saves or skill checks are required to merely stand at its edge and avoid falling in, a PC may be bull rushed or otherwise forced in. If this occurs, the victim falls 20 ft. into a lava pool, suffering 8d6 fire damage. Further, the PC must make a successful DC 20 Climb check to remove himself from the molten rock, and two successful DC 18 Climb checks to ascend the vent before he can return to this Room.

For every minute the PCs spend in this room, there is a 10% chance that a group of four drow slaves (hp 3 each) enter with a load of waste. They are accompanied by one drow guard (hp 32) — a "favored" drow in whom the driders place minor responsibility and beat less often. The drow enter the Room through either the east or west door, per the DM's discretion, and the guard remains at the door until the slaves are done delivering their cargo.

The slaves spend as little time here as possible. They work steadily to unload their barrows into the lava vent, the quicker to get into cooler areas. One among them clearly shirks, and the others soon toss him into the vent along with the garbage. Miraculously, he survives, climbing back to the Room 10 minutes later. If the PCs remain, he is willing to help them by describing or leading them to any area occupied or open to slaves, though he is too weak to fight. Also, he only agrees to help the PCs if they agree to take him with them when they leave this Region.

Encounter Condition: Echoes 8, extreme heat

Tactics: If the guard notices the PCs, he moves to attack, ordering the slaves into the vent room and telling them to shut the door until he comes for them. The slaves don't question their masters and flee into the northern chamber as the guard uses *darkness* to create a battlefield to his liking.

During the combat, the guard remains within the darkness field and fights defensively until the PCs either suffer the effects of the heat or score 2 or more hits inflicting a total of 10 or more points of damage. In either case, the guard then lays into the PCs, using only the most rudimentary melee tactics. If the guards loses more than 1/2 his hit points (rounded down), he flees toward the nearest guard post (Room M54).

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add one drow guard and have the guards attempt to bull rush the PCs into the vent room whenever possible. To decrease the challenge, remove the drow guard and have the slaves come in alone.

Drow Guard, Ftr 4: CR 6; Medium humanoid (drow elf); HD 4d10+4; hp 32; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +5; Atk +9 melee (1d4+4/19–20, dagger of venom) or +7 ranged (1d4+1/19-20, thrown dagger); Full Atk +9 melee (1d4+4/19-20, dagger of venom) or +7 ranged (1d4+1/19-20, thrown dagger); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, SR 15; AL CE; SV Fort +5, Ref +4, Will +1; Str 12, Dex 17, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Craft (silversmith) +3, Intimidate +7, Listen +5, Search +3, Spot +5; Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 4th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +1 fire resistance leather armor, dagger of venom, dagger.

Drow Slave, Com 1: CR 2; Medium humanoid (drow elf); HD 1d4+1; hp 3; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, tool) or +1 ranged (1d3, thrown rock); Full Atk +0 melee (1d6, tool) or +1 ranged (1d3, thrown rock); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, SR 12; AL NE; SV Fort +1, Ref +1, Will –1; Str 10, Dex 12, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Craft (any one) +4, Listen +1, Search +2, Spot +1, Survival +1; Endurance.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 1st.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

M33. FUNGUS GARDEN

The rich smell of plowed earth clashes with the smell of decay in this chamber. Shapes spring from mounds bobbing in an invisible breeze.

Initial Attitude: N/A

Encounter: Contrary to what the PCs might assume, this fungus garden does *not* feed the drow and their drider masters, but provides the Spider Kings with components for their alchemical research. The garden requires little supervision, and conceals a horrifying secret — the breeding mounds contain paralyzed drow slaves within whom the fungus takes root.

This particular breed of fungus derives sustenance from living creatures, taking up residence in their skin and muscle. When the raw fungus is ingested, it operates like a paralytic poison. Shortly thereafter, small knobs appear under the immobile PC's skin, growing like tumors and spreading their roots throughout surrounding tissue. Soon, the knobs break through the skin and rise upon white stalks. Throughout this painful process, the fungus produces minute waste that incidentally provides the host with just enough nutrients to keep it alive — for a time. Eventually, the host dies and the fungus follows shortly.

This fungus is not a natural growth, but an alchemical reproduction of several exotic spell components the driders intentionally bred into one plant. Its ecology is fragile, and requires precise conditions to survive, but it supports many of the Spider Kings' efforts within the dungeon. All efforts to transplant the fungus elsewhere fail, however.

When the driders grow displeased with a drow slave and can't find a better use for him, they offer him the raw fungus as a "reward for his service to the Spider Kings". They shower the slave with compliments and respect just long enough for the poison to take effect, then bury him here, providing a bed for their fungus garden. They pin the victims' noses closed and strap on narrow air pipes to keep the slaves alive, but otherwise provide them with no comfort whatsoever. Unfortunately for the victims, they remain conscious throughout the entire process, and though they can't move, are aware of the roots and knobs slowly spreading within their torso, neck, and limbs.

Currently, ten drow bodies are buried here, but there is room for many more. Should the PCs become captured, the Spider Kings may either trick or force them to ingest the poison and bury them here, alongside the miserable, withering slaves.

Any PC who enters this Room may make a Spot check (DC 20) to notice an air pipe or partially surfaced drow body part. Otherwise, the truth under the beds may be discovered simply by sweeping away the three to five inches of dirt covering any of the bodies.

Encounter Condition: N/A

Tactics: N/A

Treasure: Identifying the fungus as a spell component requires a successful Alchemy or Spellcraft check (DC 18). For each minute the PCs spend working the beds, they may harvest 1 oz. of useful material, which may be refined as a spell component with a successful Alchemy or Spellcraft check (DC 25). Each ounce of refined fungus replaces 1 use of vegetable spell components for 1 spell of the PC's choice, decided when the PC makes the Alchemy or Spellcraft check to refine it.

EL: 4

Scaling: To increase the challenge of this encounter, add 2 standard drider guards and 4 drow slaves. To decrease the challenge, reduce the DCs of all saves made to resist the poison by 2.

Skinroot Fungus Poison — Ingested, Fortitude save DC 25, initial damage paralyzation/secondary damage special. Note: When a PC fails the Fortitude save to resist this poison's secondary damage, he suffers 1d2 temporary Con and 1d2 temporary Cha damage, plus an additional 1 temporary Con and 1 temporary Cha damage per week thereafter, until he is the target of a successful Heal check (DC 25). While suffering from this poison's secondary damage, the PC's skin becomes a breeding ground for raw skinroot fungus, the patches of which grow and become more pronounced as the PC slowly dies.

M34. BROKEN WARDSTONE

The northern end of this burrow forks slightly, one path leading into a noisy chamber further to the north, and another path leading into another dim chamber not unlike this one to the south. Central within the fork stands a ceiling-high pillar of roughly carved stone, its dull surface covered in worn runes. The floor and walls of this chamber are pitted as if a great combat once erupted here.

Initial Attitude: N/A

Encounter: Unknown to the driders, the wardstone in this Room no longer functions, its link to the Column of Chains broken by time and combat damage. It still maintains its magical aura of strong abjuration, but is incapable of sensing intruders or summoning invisible stalkers.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

M35. TORTURE CHAMBER

The center of this earthen chamber is a chamber of horrors, decorated with blackened iron chains dangling from the ceiling and unidentifiable flesh parts piled in corners. Beneath this layer of gore stands a hellish complement of torture. A powerful cloud of stinking copper clings to everyrhing. Hanging upon each wall are multi-colored hides bearing a symbol you don't recognize. The symbol appears to have been seared into the flesh — while blood still pumped through its thin surface veins.

Initial Attitude: Hostile

Encounter: This demented workshop is operated by the Spider Kings' torture master, a twisted creature that calls itself Loruen (hp 65), which translates as 'Blood Vision' in Undercommon. Loruen does not quite have the standing of the true Spider Kings, but plays an important role in their grand designs — his explorations of the limits of mental and physical endurance have yielded subtle yet profound results as somatic components in the driders' ritual attempts to create new members of their species.

Loruen loves his work, rarely leaving his torture chamber. When not engaged in a prolonged 'session', he spends his time developing ever more inventive devices and potions to inflict upon his future 'guests'. If the PCs are captured, the Spider Kings may deliver them here in the hope that Loruen can either interrogate them about other intruders or use them in the next ritual attempt to create another drider.

Under these circumstances, Loruen is extremely dangerous, alternately using *charm person* and *cause fear* to "tenderize" a subject's mind before casting *ray of enfeeblement* and indulging with his physical instruments. When a subject is close to breaking, he uses *suggestion* to push him over the edge. Loruen marks his most prized successes with a symbol of his own device — the PC the PCs spot when entering this Room. Though this symbol has no special properties, Loruen thinks it looks good hanging on his wall.

In the unlikely event that a subject resists Loruen's standard procedure, he resorts to trickery, leaving the chamber in frustration and casting *alter self* to make him appear like a member of the subject's race come to rescue him. He feigns not being able to release the subject, however, and while searching for the keys, casts *daze*, *detect thoughts*, and *hypnotism* to learn or achieve what he wants.

Encounter Condition: Fear 15, poor footing 5, stagnant air

Tactics: Loruen is not a front line fighter and knows it. He relies exclusively upon spells to defend himself and flees through the most open route under cover of *darkness* if forced into combat (though he possesses a natural poison attack and the *true strike* spell, he doesn't think to use them).

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add one drow guard per PC present. To decrease the challenge, assume Loruen does not have access to his 3rd-level spells, having used them earlier today.

♟ **Loruen, Drider:** CR 7; Large aberration; HD 6d8+18; hp 45; Init +2; Spd 30 ft., climb 15 ft.; AC 17 (–1 size, +2 Dex, +6 natural), touch 11, flat-footed 15; Base Atk +4; Grp +10; Atk +6 melee (1d4+2 non-lethal, whip) or +6 melee (1d4+1 plus poison, bite); Full Atk +6 melee (1d4+2 non-lethal, whip) and +1 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Space/Reach 10 ft./5 ft.; SA poison, spell-like abilities, spells; SQ darkvision 60 ft., SR 17; AL CE; SV Fort +5, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 21.

Skills and Feats: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9; Combat Casting, Exotic Weapon Proficiency (whip), Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Typical Sorcerer Spells Known (6/8/6/4, base save DC 15 + spell level): 0—*arcane mark, daze, detect magic, mage hand, mending, ray of frost, read magic;* 1st—*cause fear, charm person, ray of enfeeblement, shield;* 2nd—*detect thoughts, hideous laughter;* 3rd—*suggestion.*
Loruen cast spells as 6th—*level sorcerer.*

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Masterwork whip, *circlet of persuasion.*

M36 THROUGH M42. THE SPIDER'S SHADOW

To the uninitiated, these chambers could be the epitome of terrible efficiency. Shackled drow slaves toil beneath the whips of their "better" brothers and sisters, those favored drow elevated to guard status for betraying errant slaves to the vicious drider overlords. Every day, drow vanish into the western tunnels. Here, hope dies beneath the whip.

Yet a rebel movement blossoms.

To ensure their secrecy, the drow rebels let few in on their plans. The average slave knows nothing about a resistance. Most slaves are beyond salvation, and recognizing this, the rebels protect their secrets to the grave. Secrets are kept even amongst the rebels. Few know of their greatest secrets — their makeshift infirmary (Room M39) and the rooms behind the lavafall in Room M43.

This distrust operates against the PCs as they explore this Section. Assuming any intruders are doomed to incite the driders' wrath, the slaves in this Section wish nothing to do with the PCs. All skill checks made to improve these slaves' dispositions consequently suffer a –6 circumstance penalty. The slaves respond well to proof of kind PCs' convictions, however, and this penalty is reduced to –2 for any slaves who directly witness the party attacking the driders or drow guards. Should the PCs manage to gain the slaves' trust, they gain allies. Slaves who are friendly with the PCs provide them with all information at their disposal, provide distractions to confuse the driders and the traitor-drow, and stand guard when the PCs are performing actions critical to the cause. Helpful drow will even fight alongside the PCs, though only when they are sure that they will either go free as a direct result of the current combat or to save the PCs' lives or rescue them from the Spider Kings or their most powerful minions (such as Loruen).

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1–2	The scent of fresh, clean water drifts by — but that's not possible... *is it?*
3	The sound of rushing water is heard through a crack in a nearby wall.
4–13	Nothing
14	The PCs stumble upon a trap set by the drow to harry the driders. ♦ **Camouflaged Pit Trap** (40 ft. deep): CR 2; mechanical; location trigger; manual reset; no attack roll necessary (4d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). *Note:* This trap is disabled by finding the floor panel release and hammering it into place.
15	A patrol of 4 drow guards (Ftr 4, hp 32 each) encounters the PCs. Unless attacked immediately, the patrol gives the PCs an opportunity to run before sending one of their number to fetch help from the driders. If fetched, 1d4 driders (hp 45 each) respond in 1d4 rounds. If provoked, the drow fight to the death out of fear, while the driders retreat if more than ½ their number are killed (rounded down).
16	A patrol of 6 drow slaves (hp 3 each) quietly drags the body of a recently killed drider to the lava vent in Room M32. If they notice the PCs, they drop the drider's limbs and run in panic for the secret infirmary (Room M39).
17	One drider guard (hp 45) and one invisible stalker (hp 52) discover the PCs. The guard sends the invisible stalker to summon 1d6 drider reinforcements (hp 45 each), which return with the stalker in 1d4 rounds. These creatures retreat if more than ½ their number are killed (rounded down).
18	A patrol of 2 driders (hp 45 each) comes upon the PCs. Drugged during a failed slave attack, the driders assume the PCs to be escaped drow slaves, and drive them toward the slave pit (Room M38). Not possessing their full faculties, these driders fight to the death.
19	Wicieth, an aranea courier dominated by the Spider Kings (Rog 6, hp 40), comes upon the PCs during a trip to Region I *(for more information, see Room M62).* Unless the PCs notice the creature, it hides from sight until they pass. If attacked, it flees to Room M61, where it warns the Spider King Faieth about the intruders.
20	The Spider King Faieth (Sor 9, hp 80), comes upon the PCs during a visit to the slave pits. Surprisingly, the drider doesn't attack unless accosted, nor does he warn the other Spider Kings of the PCs' presence.

M36. SANCTUARY (ENTRANCE)

Burrowed out of the volcanic soil and reinforced with silky webbing, this passage looks almost pearlescent. The downward slope is gradual for the first 5 ft., but quickly steepens. It ends after 15 ft., the tunnel clogged wall-to-wall, floor-to-ceiling with impenetrable webbing.

Initial Attitude: Unfriendly

Encounter: Years ago, a group of celestials descended upon this Region, armed with firsthand knowledge of the Spider Kings' evil. They sought to shatter the driders' stranglehold over the drow slaves and erase the overlords' corruption from the once-noble prison structure, and though the battle was fierce and the celestials greatly weakened the Spider Kings ranks, evil triumphant.

As an example to all, the Spider Kings strung the lone surviving celestial between two poles in the slave pits and ordered the drow guards to use him for target practice. Throughout the ordeal, the celestial never spoke — at least not visibly — but in the end, with his dying breath, he

quietly told a nearby slave two things. One, that the drow would one day be free, and two, that the branch leading east from the southern tunnel — this Room — would forever remain the drow's sanctuary.

Since that day, this tunnel and Room M39 have been concealed with a thick barrier of what appear to be spider webs. In fact, this substance is a magical construct that arachnids of all types find repulsive. In their arrogance, the driders assume that the tunnel is repulsive to *all* creatures, and they're right — except in the case of the drow, who find these surroundings pleasant. Further, while all other creatures find the webbing an obstacle, drow can sweep it aside.

Now, the drow use these Rooms as a hiding place, and more importantly, to heal from the dire wounds inflicted by the Spider Kings and their guards. Though the drow are still far from ready to take on their terrible masters, they can finally have a place where they can rest.

The drow avoid visiting this Room unless it's necessary, as they don't want to arouse the driders' suspicions. Those who are grievously injured, however, are smuggled here during hours when the guard shifts are light, and those who are sentenced to or left for dead are smuggled here permanently. A small number of survivors now dwell here full-time, leading the rebel movement throughout the Region.

Encounter Condition: [Fear 20], [Stagnant Air]

Tactics: Any non-drow PC who enters this tunnel is targeted with the Fear 20 and Stagnant Air Encounter Conditions. Additionally, when the PC takes any move action herein (including his bonus 5-ft. step), he must make a Balance check (DC 20) or become stuck in the webs. Thereafter, in order for the PC to take any move action (including his bonus 5-ft. step), he must make a Strength check (DC 20 + 1 per point by which he failed his Balance check). Finally, during each round while the PC is stuck in the webbing, he suffers the effects of subdual poison.

If a PC is knocked unconscious by the subdual poison, the webs seemingly "absorb" him (in truth, they suck him through and slowly move his inert body to the lip of Room M39, then drop him at the feet of the drow rebels therein. All of these effects persist until the PC leaves the tunnel.

Drow PCs are unaffected by these effects, and in fact may clear the tunnel with a full move action by making a successful Concentration check (DC 15). The DM should not tell a drow PC about his immunities nor his ability to clear the tunnel, however, unless the player declares that he is entering the tunnel or trying to will the webs aside, respectively.

Subdual Poison — Contact, Fortitude save DC 25, initial/secondary damage 1d4 subdual damage. Note: A PC must make additional Fortitude saves to resist this poison's secondary damage during the third and each subsequent round during which he remains in contact with the source of the poison.

Treasure: N/A
EL: N/A
Scaling: N/A

M37. WARDSTONE

Within a tall cavern at the southern edge of the slave pits stands a 15-ft. tall, three-sided stone column covered with deeply carved runes. The slaves give this location a wide berth, eyeing it warily whenever they approach.

Initial Attitude: Hostile

Encounter: This obelisk is a standard wardstone, planted here to keep the slaves from escaping to the south. All slaves are made to understand how the wardstone works when they arrive in the pits, and any who activate it are left to the invisible stalker it creates.

Fortunately, the rebel drow have managed to steal a handful of *drider keys*, allowing them to bypass this defensive perimeter when the guards aren't looking (which is often, given how confident they are that the perimeter is secure). These keys are included in the appropriate stat blocks throughout this Section's descriptions.

Encounter Condition: N/A

Tactics: Should the PCs not possess a drider key and linger in the Room for 6 rounds, the invisible stalker the wardstone creates in Room M57 arrives. Free to move in three dimensions, the stalker attacks from all directions. If the PCs flee, the stalker pursues, using its Improved Tracking ability to keep on their prey and shrieking loudly to alert nearby guards.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, have the wardstone create one additional invisible stalker. To decrease the challenge, the invisible stalker's creation is delayed by a magical "glitch" and arrives after 10 rounds instead of 6.

M38. SLAVE PIT

The drider and drow guards automatically notice the PCs unless they declare they're hiding. Given the chamber's size and the small number of guards present, however, the PCs gain a +4 circumstance bonus with all Hide checks made herein until one or more guards alert the others.

This massive cavern is flooded with the steady amber glow of a wide lava flow to the north and the temperature here is barely tolerable for most of you. Dozens of shackled dark elves labor upon the wide plain before you under the watchful collective eye of several man-spider and dark elf overlords stationed on surrounding ledges. The elves are in dire shape.

Initial Attitude: Hostile, unfriendly

Encounter: Fifty drow slaves (hp 3 each) mine rock to be used to create silkstone in Room M64, and building structures much like those in that location as a new citadel for their immediate overlord, the Spider King Faieth (Room M61). The project will not be complete for many months yet, and Faieth is beginning to suspect that it may never come to fruition, given the increased number of slaves required for Elotor's desperate research. Consequently, Faieth's driders are working the slaves much more aggressively. Forced to fulfill the Spider Kings' private agendas, the slave population is rapidly dying off, leading the rebels to believe that if the drow are ever to be free, they must strike soon.

There is a 10% chance that a slave is part of the rebel movement. Rebels whose attitude toward the PCs are improved to Friendly or better may reveal one or more secrets about this Section, such as the infirmary (Room M39) or the base beyond the lavafall in Room M43.

The six drow guards (hp 32 each) and three driders (hp 45 each) stand watch over the slaves making sure they accomplish their task. They are ever-vigilant of "rebel" activity.

Encounter Condition: Hazardous Footing 15

Tactics: The driders are supremely confident in their ability to repel intruders — after their drow underlings have softened them up. They calmly observe the situation until the last drow guard falls, then send a slave to summon Faieth from her lair (Room M61) and stride in to engage the party. Until reduced to ⅓ hit points (rounded down), each drider fights in the open, making full attacks with its poison and melee weapons. Thereafter, the driders levitate to higher ground — structures within the chamber or ledges at its edge — and pick away at the PCs with their missile weapons until Faieth arrives. Fearing their lord's response, the driders do not flee unless forced, and true to this fear, Faieth's minions cut down any drow who runs before moving to engage the PCs.

Faieth arrives in 1d6+4 rounds, with all the driders and drow guards from Rooms M60 through M63 in tow.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add one drider guard, here to collect slaves for the Spider Kings' latest experiment. To decrease the challenge, remove two drow guards.

Drider Guard: CR 7; Large aberration; HD 6d8+18; hp 45; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +10; Atk +5 melee (1d6+2/19–20, dagger) or +6 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Full Atk +3 melee (1d6+2/19–20 and 1d6+1/19–20 2 daggers) and +1 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Space/Reach 10 ft./5 ft.; SA Poison, spell-like abilities, spells; SQ Darkvision 60 ft., SR 17; AL CE; SV Fort +5, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills and Feats: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9; Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance;* 1st—*mage armor, magic missile, ray of enfeeblement, silent image;* 2nd—*invisibility, web;* 3rd—*lightning bolt.*

Driders cast spells as 6th-level sorcerers.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Dagger (2), short bow, arrow (30).

Drow Guards, Ftr 4: CR 6; Medium humanoid (drow elf); HD 4d10+4; hp 32; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +5; Atk +9 melee (1d4+3/19-20, masterwork dagger) or +7 ranged (1d4+1/19–20, thrown dagger); Full Atk +9 melee (1d4+3/19–20, masterwork dagger) or +7 ranged (1d4+1/19-20, thrown dagger); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, SR 15; AL CE; SV Fort +5, Ref +4, Will +1; Str 12, Dex 17, Con 12, Int 12, Wis 10, Cha 10.

Skills and Feats: Craft (silversmith) +3, Intimidate +7, Listen +5, Search +3, Spot +5; Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level equals the drow's class levels.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +1 fire resistance leather armor, masterwork dagger, dagger.

Drow Slave, Com 1: CR 1; Medium humanoid (drow elf); HD 1d4+1; hp 3; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, tool) or +1 ranged (1d3, thrown rock); Full Atk +0 melee (1d6, tool) or +1 ranged (1d3, thrown rock); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 12; AL NE; SV Fort +1, Ref +1, Will –1; Str 10, Dex 12, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Craft (any one) +4, Listen +1, Search +2, Spot +1, Survival +1; Endurance.

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 1st.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

M39. SANCTUARY (INFIRMARY)

The chamber is surrounded with the same pearlescent webbing that graces the outside corridor. Beyond the sticky barrier, the corridor's floor drops away, into a wide irregular cavern, the contents of which move one not to horror, but to pity. Hammocks wrought of pale silk support as many as half a dozen sleeping dark elves, each suffering from a horrific deformity. An attractive female of their species — who is herself seemingly free of the mutations — tends to the poor elves.

Initial Attitude: Hostile or Unfriendly

Encounter: This place is blessed and shielded from drider view by the last of a band of celestials who attempted to wrest control of this Region from the Spider Kings (see Room M36). The drow have converted it into a makeshift infirmary, using the Room's healing properties to restore those grievously wounded. Umressintra (hp 50), a former drow slave beaten nearly to death and destined for the lava vent in Room M32, acts as this infirmary's permanent caretaker. Unlike many of her kind, Umressintra is a genuinely caring person and she has become one of the rebel movement's de facto leaders in recent months. She never leaves the infirmary and the long-term exposure to this Room's effects have gifted her with another talent — the ability to heal with a touch. Umressintra keeps this gift to herself, concealing its use during her examinations and revealing it only to the most trusted rebels. All fear that if the Spider Kings were to find out about Umressintra and her power, they would abandon everything to hunt her down and destroy her.

Given her sheltered and dangerous life, Umressintra doesn't trust anyone unless they are accompanied and endorsed by a drow rebel, or the PC carries some kind of identification from Lorath, the drow captain in Region 1 (Room 1103). Even then, her Initial Attitude is Unfriendly and must be improved through persuasion (i.e. Diplomacy).

Encounter Condition: N/A

Tactics: Umressintra is ill-equipped for battle, and none of the patients here can stand, let alone fight, but two drow rebels (hp 43 each) are posted here at all times. These guardians hide in roosts crafted from the webbing above the Room's entrance, and sneak into positions from which they can surprise intruders if needed. The rebels attempt to subdue the PCs unless and until they are reduced to ½ hit points (rounded down), at which point they attack to kill.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, one of Umressintra's patients goes berserk, attacking everyone in the room even the other patients. The creature shares statistics with the drow rebels, but possesses 2 additional fighter levels and 17 additional hit points. To decrease the challenge, remove 1 drow rebel guard.

Umressintra, Drow Exp 8: CR 8; Medium humanoid (drow elf); HD 8d6+16; hp 50; Init +2; Spd 30 ft.; AC 12, touch 11, flat-footed 11; Base Atk +6; Grp +6; Atk +7 melee (1d4/19–20 plus poison, masterwork dagger); Full Atk +7/+2 melee (1d4/19–20 plus poison, masterwork dagger); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, lay on hands, light blindness, SR 19; AL NG; SV Fort +4, Ref +4, Will +7; Str 10, Dex 15, Con 14, Int 12, Wis 12, Cha 19.

Skills and Feats: Craft (alchemy) +7, Heal +15, Knowledge (nature) +12, Listen +8, Search +8, Spot +8, Survival +12; Dodge, Mobility, Skill Focus (heal).

Lay on Hands (Su): Each day Umressintra can heal a total number of hit points of damage equal to her level × her Charisma bonus (32 total). Umressintra may choose to divide her healing among multiple recipients, and she doesn't have to use it all at once. Using lay on hands is a standard action.

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 8th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: Masterwork dagger, masterwork healer's kit, *drider key*, 6 doses of drow sleep poison.

Drow Elite Rebel, Ftr 6: CR 7; Medium humanoid (drow elf); HD 6d10+6; hp 43; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +6; Grp +7; Atk +11 melee (1d4+3/19–20 plus poison, masterwork dagger) or +9/+4 ranged (1d4+1/19–20, thrown dagger); Full Atk +11/+6 melee (1d4+3/19–20 plus poison, masterwork dagger) or +9 melee (1d4+3/19–20 plus poison, masterwork dagger) and +7 melee (1d6/18–20, rapier) or +9 ranged (1d4+1/19-20, thrown dagger); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, SR 16; AL NG; SV Fort +6, Ref +5, Will +2; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Climb +10, Jump +9, Listen +4, Search +3, Spot +4; Dodge, Improved Initiative, Quick Draw, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger).

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 6th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +1 fire resistance leather armor, masterwork dagger, rapier, dagger (3), *drider key*.

M40. SHACKLES OF LIGHT

Within a shallow alcove, a waterfall trickles down from the ceiling, disappearing through eroded cracks in the floor. Bloodstains surround the cracks in the ceiling, as if buckets of blood were splashed upon them without rhyme or reason.

Unless *all* of the PCs are good-aligned, read the following.

Before your eyes, the thin veil of water brightens until it becomes reflective, mirroring your party. Seconds later, the water splits into thick tentacles that spring out to wrap around your limbs!

Initial Attitude: N/A

Encounter: During an earthquake past, a magic gem — one of the celestials' original prison defenses — became lodged in a crack several feet above this Room. Water from a nearby spring runs over the gem, and whenever any non-good PC or creature enters this Room, the gem activates, imbuing the water with positive entangling force. The water forms glowing tentacles that attempt to grapple all non-good PCs, and unless a celestial command word is spoken, the tentacles drag the victims back to the gem, which consumes their life force. Unfortunately, since the gem is wedged within a 2-in. wide crack, this means that the tentacles merely bash the PCs against the Room's ceiling until they're pulped.

Force Tentacle Trap: CR 8; magical; alignment trigger; automatic reset; +15 melee (special — see note); Search DC 2); Disable Device N/A; Note: Characters of non-good alignment within 40 ft. of the celestial gem are grappled by tentacles (Str 22). During each round, a grappled PC is bashed against the Room's ceiling, suffering 1d8+6 damage.

Encounter Condition: N/A

Tactics: N/A

Treasure: If the PCs spend 1 hour digging with axes or other suitable implements, they can pull out the gem, which is worth 8,000 gp on the open market (though only to PCs of good alignment).

EL: 8

Scaling: To increase the challenge of this encounter, decrease the trap's Reflex save DC and Str by 2 each. To decrease the challenge, increase the trap's bashing damage to 1d10+6 per round.

M41. CHAOS HUNTS

The groaning continues as you move to the west, where fissures cris-cross the walls, ceiling, and floor. A spear lies on the floor here, glimmering through the darkness.

Initial Attitude: Hostile

Encounter: Three chaos beasts (hp 66, 54, 49) rest in the fissures here, hoping to lash out at any driders foolish enough to patrol the Room. It consumed the last two patrols to enter, one of whom dropped the spear laying on the ground (the rest of their equipment fell deep into the earth through the fissures and cannot be recovered).

Encounter Condition: Concealment (total), Cover, Echoes 2, Poor Footing 5

Tactics: The chaos beasts wait for at least one PC to move into the Room before attacking. As the PC(s) approach the spear, the creatures opens their many eyes — which are clearly visible in fissures in all directions (even up and down) — then lashes out with clawed tentacle-like pods, trying to inflict as much damage as possible as quickly as possible.

The chaos beasts don't leave their hiding place, and therefore gains the benefits of cover throughout the combat. Far from suicidal, the chaos beasts do not leave their hiding places until they are sure that all opposition is dead or gone. Then they crawl out into the Room and consume any bodies that remain.

Treasure: The item on the ground is a *+2 longspear*.

EL: 10

Scaling: To increase the challenge of this encounter, add one chaos beast and have them catch the PCs flat-footed. To decrease the challenge, remove one.

Chaos Beast: CR 7; Medium outsider (chaotic, extraplanar); HD 8d8+8; hp 66, 54, 49; Init +5; Spd 20 ft.; AC 16, touch 11, flat-footed 15; Base Atk +8; Grp +10; Atk +10 melee (1d3+2 plus corporeal instability, claw); Full Atk +10 melee (1d3+2 plus corporeal instability, 2 claws); SA Corporeal instability; SQ Darkvision 60 ft., immunity to critical hits and transformation, spell resistance 15; AL CN; SV Fort +7, Ref +7, Will +6; Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10.

Skills and Feats: Climb +13, Escape Artist +12, Hide +12, Jump +9, Listen +11, Search +11, Spot +11, Survival +0 (+2 following tracks), Tumble +14, Use Rope +1 (+3 with bindings); Dodge, Improved Initiative, Mobility.

Corporeal Instability (Su): A blow from a chaos beast against a living creature can cause a terrible transformation. The creature must succeed on a DC 15 Fortitude save or become a spongy, amorphous mass. Unless the victim manages to control the effect (see below), its shape melts, flows, writhes, and boils. The save DC is Constitution-based.

An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried — armor, backpacks, even shirts — hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. Searing pain courses along the nerves, so strong that the victim cannot act coherently. The victim cannot cast spells or use magic items, and it attacks blindly,

unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score falls to 0, it becomes a chaos beast.

A victim can regain its own shape by taking a standard action to attempt a DC 15 Charisma check (this check DC does not vary for a chaos beast with different Hit Dice or ability scores). A success reestablishes the creature's normal form for 1 minute. On a failure, the victim can still repeat this check each round until successful.

Corporeal instability is not a disease or a curse and so is hard to remove. A shapechange or stoneskin spell does not cure an afflicted creature but fixes its form for the duration of the spell. A restoration, heal, or greater restoration spell removes the affliction (a separate restoration is necessary to restore any drained points of Wisdom).

Immunity to Transformation (Ex): No mortal magic can permanently affect or fix a chaos beast's form. Effects such as polymorphing or petrification force the creature into a new shape, but at the start of its next turn it immediately returns to its mutable form as a free action.

M42. GROANING PASSAGE

This narrow, twisting flute appears to be made of hardened lava, sharp edges of black rock. It gently climbs upward, then dips abruptly, leveling off to the south. The passage is unstable, your every step eliciting a deep groan from the earth below.

Initial Attitude: N/A

Encounter: Contrary to their senses, the PCs find no danger in this Room. The passage is merely a spooky by-product of the dungeon's perpetually turbulent state.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

M43 THROUGH M53. THE DROW ENCLAVE

At the eastern edge of the Spider Kings' domain lies an enclave of drow rebels hidden in a clutch of dungeon rooms. The rebels have discovered many of the celestials' original prison defenses and use them to keep driders and spies at bay. Behind these defenses, the rebel leaders — including a former drow adventurer named Develdar — seek a way to overthrow the insane Spider Kings.

RANDOM ENCOUNTERS

Check for Random Encounters each hour the PCs explore this Section.

1d20	Encounter
1–2	Steams hisses forth from a crack in a nearby wall, and a low vibration is felt through every wall.
3	Voices are heard nearby, but fade too quickly to be located. With a successful Listen check (DC 20), the PCs make out the name "Develdar" in the conversation.
4–13	Nothing
14	The PCs stumble upon a trap set by the drow to harry the driders. **Fusillade of Greenblood Oil Darts:** CR 7; mechanical; location trigger; manual reset; +18 ranged (1d4+1, poison). Search (DC 25); Disable Device: (DC 25); *Note:* Targets all PCs within a 10-ft. × 10-ft. area. This trap is disabled by carefully removing all the poison darts (which the PCs may keep and use if they like). **Greenblood oil poison** — injected; Fortitude save (DC 13) resists; initial damage 1 Con/secondary damage 1d2 Con.
15	The cataclysm finally takes its toll upon this part of the dungeon, sending a 10-ft. × 10-ft. section of the floor into a lava river flowing 20 ft. below. **Pit Trap (40 ft.):** CR 10; mechanical; location trigger; no reset; no attack roll necessary (20d6); Reflex save (DC 20 avoids); Search (DC 20); Disable Device: N/A; *Note:* Targets all PCs within a 10-ft. × 10-ft. area.
16	A patrol of 4 drow rebels (Ftr 6, hp 43 each) encounters the PCs. They attempt to subdue the PCs as quickly as possible and take them to Room M50 to be interrogated by Develdar. If 3 or more of the rebels are killed, they flee to the nearest rebel outpost where guards are typically stationed.
17	The rebel guards in Room M44 use the scrying lens in that chamber to observe the area through which the PCs move. They use the lens' communication ability to alert the rebels in Rooms M47, M49, and M51 and to coordinate a sneak attack at the first available opportunity.
18	An invisible stalker (hp 52) moves quietly through the halls. This creature is loyal to the Spider Kings and doesn't seek to fight the PCs, but rather surveils the rebel headquarters and tries to deliver the information to its masters. Unless the PCs intervene, the rebel headquarters is attacked and destroyed by 10 drider guards (hp 45) in 1d4 hours.
19	Wicieth, an aranea courier dominated by the Spider Kings (Rog 6, hp 40), comes upon the PCs during a secret trip to meet the rebels *(for more information, see Room M62)*. Unless the PCs notice the creature, it hides from sight until they pass. If attacked, it flees to the nearest rebel outpost where guards are typically stationed and warns the rebel sentries about the intruders.
20	The rebel leader Develdar (Rog 5/Ftr 5, hp 82) and 2 drow rebels (Ftr 6, hp 43 each) come upon the PCs. The drow leader tries to explain his peoples' cause, then asks the PCs if they're willing to help. Though he appears sincere, a successful Sense Motive check (DC 28) reveals deception. Develdar plans to capture the PCs and use them to lure the driders into an ambush.

M43. GUARD POST

A curtain of lava completely blocks all entrances into this Room, flowing through corridor-wide channels in the ceiling and floor, unless halted using the controls in Room M44. This curtain is *not* illusory, but a redirection of a local lava river established by the celestials to contain an incredibly powerful frost giant barbarian. If any PC walks through the lava curtain, he suffers 20d6 damage.

This roughly square room opens into two corridors to the north, south, and east. Reinforced flutes surround the floor on all four sides, charred by intense heat.

Initial Attitude: N/A

Encounter: In addition to the lava curtains, this area is under constant observation using a scrying lens located in Room M44 (unless the lens is redirected to observe an incursion elsewhere, or the PCs have already visited that location).

Encounter Condition: Extreme heat

Tactics: N/A

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add 2 standard rebel guards. To decrease the challenge, make the lava flow sporadic and allow each PC a Reflex save (DC 20) to move through each curtain without suffering damage.

M44. SENTRY PLATFORM

This Room is positioned 15 ft. above the dungeon floor and overlooks the empty area between here and Rooms M43 and M47 through an open glassless window. The Room is reached via a ladder and locked trapdoor that requires a DC 25 Open Lock check to unlock.

This small chamber overlooks an intersection to the west and a constant lava flow blocking the corridor further west of that. It contains a crude desk before an open glassless window, behind which stands an iron pole built into the floor. A green gem the size of a dinner plate rests atop the pole, seemingly capable of spinning vertically in its mounting. Two dark-skinned elves turn away from the desk when you enter, screaming questions at you.

Initial Attitude: Unfriendly

Encounter: The rebel guards scream "Who are you? How did you get in here?" in Drow. They draw weapons unless the PCs are accompanied and endorsed by a trusted drow rebel or immediately display identification from Lorath (Room I103). Even then, their initial attitude begins at unfriendly and must be improved through persuasion, as standard.

This sentry post was once a celestial roost from which guards observed this part of the prison and controlled the lava curtains shielding Room M43. The gem is a scrying lens that operates like a permanent *clairvoyance* spell limited to viewing locations within this Section. Using the lens simply requires a PC to look into the lens, think of the location to be observed, and speak the Drow words, "al shok" ("show me"). When used, the gem gives off a magical energy that showers to the floor like sparkling green glitter and is visible anywhere within direct line of sight.

Up to three times per day, the lens may also be used to cast either *acid arrow* or *whispering wind* as a 9th-level sorcerer. These spells may only target Rooms and PCs in this section and are activated using the Drow words "hazoc" ("burn," for *acid arrow*) or "nazil" ("tell," for *whispering wind*).

The lens possesses a hardness of 2, 15 hit points, and a Break DC of 15. If shattered, it may no longer be used, nor may it be repaired.

Finally, if the PCs ask to inspect the Room for secret doors, loose stones, or the like, they may make a Search check (DC 20) to find a hidden nook behind a secret false stone panel in the northern wall. This nook contains five levers, the first four toggling the lava curtains in Room M43 and the fifth toggling all four curtains.

Encounter Condition: N/A

Tactics: Without proper identification, endorsement, or persuasion, the guards attack. One defends the other, fighting defensively until the second guard can use the lens to alert the guards in Rooms M47, M49, and M51 about the intruders. Then both guards fight defensively until the other rebels arrive and all can gang up on the PCs. At that point, the rebels resort to the simplest mob tactics, trying to overwhelm the PCs with numbers and flanking attacks rather than strategy.

Treasure: The lens is a well-cut jade stone. Dislodging it from the pole requires a successful Strength check (DC 12), but this eliminates all of the stone's special properties. It may still be sold at open market, however, yielding 150 gp.

EL: 10

Scaling: To increase the challenge of this encounter, add 1 drow rebel. To decrease the challenge, remove 1 drow rebel.

Drow Elite Rebel, Ftr 6: CR 7; Medium humanoid (drow elf); HD 6d10+6; hp 43; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +6; Grp +7; Atk +11 melee (1d4+3/19-20 plus poison, masterwork dagger) or +9/+4 ranged (1d4+1/19–20, thrown dagger); Full Atk +11/+6 melee (1d4+3/19–20 plus poison, masterwork dagger) or +9 melee (1d4+3/19-20 plus poison, masterwork dagger) and +7 melee (1d6/18-20, rapier) or +9 ranged (1d4+1/19-20, thrown dagger); SA Spell-like abilities; SQ Darkvision 120', elven traits, light blindness, SR 16; AL NG; SV Fort +6, Ref +5, Will +2; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Climb +10, Jump +9, Listen +4, Search +3, Spot +4; Dodge, Improved Initiative, Quick Draw, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger).

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 6th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +1 fire resistance leather armor, masterwork dagger, rapier, 2 daggers.

M45. THE LIGHT OF HALCYON

The doors leading into this corridor were once locked but have been broken open. A white glow is visible around each door's edges.

This long corridor is bathed in cool light, revealing gorgeous mosaics of an army of celestials erecting a grand fortress in an open pit in a primal land. Shackled armies march toward the incomplete fortress, their heads hanging.

Initial Attitude: N/A

Encounter: As an original entrance to the personal quarters of Halcyon, a high-ranking celestial warden (*see Room M48*), this corridor was once protected with many enchantments, but only three survive today. First and second, the entire Room benefits from permanent *light* and *protection from evil* spells as cast by a 10th-level sorcerer. Third, the Room benefits from a persistent healing energy (*see Encounter Conditions*).

This may seem like the perfect place for the PCs to ambush or fight back pursuing drow rebels, but the rebels are familiar with the Room's effects and avoid it unless they must enter to protect their leaders or their cause.

Encounter Condition: Positive Energy

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

M46. VISIONS OF SIN

Reinforced doors lead out of this roughly square chamber to the north, south, and west. The room is unfurnished and unremarkable except for a simple wooden table and a dozen low-backed chairs. Warmth bathes you from beyond the western door, and moments after you enter, the eastern wall starts to glow, emitting images of an adventuring party — *your* adventuring party — fighting through monstrous hordes in a deep dungeon.

Initial Attitude: N/A

Encounter: The celestial Halcyon originally used this Room for interrogating the demon prisoners. The east wall displays the past sins of the highest-level non-celestial PC or creature in the Room, beginning with its smallest indiscretions and cycling through the rest in ascending order. In the case of a tie for highest level PC, the DM chooses who is targeted.

During the first 5 rounds a PC is displayed on the wall, he is targeted with a *hypnotic pattern* spell as cast by a 5th-level sorcerer. Thereafter, he is targeted with an *emotion (despair)* spell as cast by a sorcerer whose level is equal to the number of rounds the PC has been displayed (maximum 20th-level). Once, the projected negative emotion could be controlled by the celestial wardens, but since their deaths, the Room only projects despair.

The target PC may make Will saves to negate these spell effects once each round. Further, he must make a successful Will save (DC 10 + 1 per round he is displayed, maximum 40) in order to leave the Room. If he leaves, the cycle begins anew with the next-highest level PC or creature remaining.

The drow rebels avoid this chamber except when moving to the sentry station at Room M49. They also know to look away when entering, which grants a +4 circumstance bonus with Will saves made to resist the Room's effects.

If the PCs investigate the western door, they find it locked. A successful DC 25 Open Lock check accesses the small chamber beyond, a thick chain is anchored to the ceiling and extending through a 2-ft. × 2-ft. shaft in the floor. The chain is white hot, its end dipping into a lava river 20 ft. below.

Should a PC touch the chain, he suffers 5d6 fire damage and 1 point of temporary Dexterity damage per round of exposure. Alternately, the PC may don a pair of *fire resistance gauntlets* hanging on a peg to the right of the door, which can protect him from the searing iron. Either way, the PC must make a successful Strength check (DC 18) to pull the chain out of the lava and into the room. At the chain's end is an iron box that's protected with the same fire resistance as the gauntlets and chain. This box is locked, requiring a successful DC 25 Open Lock check to access.

Encounter Condition: Extreme heat (western Room only)

Tactics: N/A

Treasure: Within the iron box, the PCs find a number of magic items the drow have collected to help the rebel movement — 1 *horn of fog* and 2 *potions of hiding*.

Additionally, the PCs may take the fire resistance gauntlets, and with a successful Craft (ironworking) check (DC 15) or Strength check (DC 25), they can remove the fire resistant iron box as well. Both of these items possess 10 points of damage reduction against fire.

EL: 8

Scaling: To increase the challenge of this encounter, increase the spellcaster levels of the Room's spell effects by 2 (keeping the maximum spellcaster level of the *emotion* spell effect at 20). To decrease the challenge, target the highest-level PC with the *hypnotic pattern* spell effect for 8 rounds and increase the spellcaster level of the *emotion* (*despair*) spell effect by 1 per 2 rounds the PC is displayed.

M47. VISIONS OF BLISS

Reinforced wooden doors lead out of this square chamber to the north, south, and east. Cots are notably positioned away from the walls here, several dark elves are asleep upon them. Warmth bathes you from beyond the eastern door, and moments after you enter, the western wall starts to glow, emitting images of an adventuring party — *your* adventuring party — enjoying an evening at a kindly pub. The images begin just before you entered the dungeon, but quickly cycle backward in time, to happier and happier moments…

Initial Attitude: Unfriendly

Encounter: The celestial Halcyon originally used this Room as an tool for interrogating and pacifying the demon prisoners. The west wall displays the past glories of the highest-level non-celestial PC or creature in the Room, beginning with its smallest successes and cycling through the rest in ascending order. In the case of a tie for highest level PC, the DM chooses who is targeted.

During the first 5 rounds a PC is displayed on the wall, he is targeted with a *hypnotic pattern* spell as cast by a 5th-level sorcerer. Thereafter, he is targeted with an *emotion* (*hope*) spell as cast by a sorcerer whose level is equal to the number of rounds the PC has been displayed (maximum 20th-level). Once, the projected positive emotion could be controlled by the celestial wardens, but since their deaths, the Room only projects hope.

The target PC may make Will saves to negate these spell effects once each round. Unlike Room M46, the displayed PC may leave this chamber at any time. If he leaves, the cycle begins anew with the next-highest level PC or creature remaining.

The drow rebels use this chamber as a barracks, enjoying the pleasant dreams it brings them — indeed, 4 rebels sleep here as the PCs enter. Develdar has started to notice that the rebels are growing complacent and perhaps dependent upon this Room, however, and is considering moving the barracks and closing this part of the headquarters. Unfortunately, this is the only safe avenue between his quarters and the southern rooms, and so his plans remain stymied for the time being.

Encounter Condition: N/A

Tactics: The drow awaken as the PCs unwittingly adjust the west wall's display, though they are disoriented by the sudden shift in their dreamscape. Consequently, they suffer a –4 circumstance penalty with all attack rolls and skill checks made during the first 4 rounds after they wake. Still, they recognize the PCs as intruders and grab their weapons, stumbling into combat unless the PCs are accompanied and endorsed by a trusted drow rebel or immediately display identification from Lorath, the drow captain in Region I (Room 1103). Even then, their Initial Attitude begins at Unfriendly and must be improved through persuasion, as standard.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, decrease the spellcaster levels of the Room's spell effects by 2. To decrease the challenge, increase the spellcaster levels of the Room's spell effects by 2 (keeping the maximum spellcaster level of the *emotion* spell effect at 20).

Drow Rebel, Ftr 4: CR 5; Medium humanoid (drow elf); HD 4d10; hp 34; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +5; Atk +9 melee (1d4+3/19–20, masterwork dagger) or +7 ranged (1d4+1/19–20, thrown dagger); Full Atk +9 melee (1d4+3/19-20, masterwork dagger) or +7 ranged (1d4+1/19–20, thrown dagger); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, SR 15; AL NG; SV Fort +4, Ref +4, Will +1; Str 12, Dex 17, Con 11, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +8, Craft (any one) +3, Listen +5, Search +3, Spot +5; Improved Initiative, Quick Draw, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger).

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 4th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +1 fire resistance leather armor, masterwork dagger, dagger.

M48. ACID STEAM VENT

The southwestern half of this room contains the ruins of a grand bed chamber, the northeastern half seemingly having broken away and fallen into a cavern. Steam rises, collecting on the ceiling before dripping onto the remaining furniture. From the sizzling hiss rising from every surface, you get the impression that the steam is not merely evaporated water.

Initial Attitude: N/A

Encounter: This chamber was once the private quarters of a celestial named Halcyon, the warden for this part of the prison. Its northeastern floor was weakened in several places during the earthquake that rocked the dungeon, and later collapsed entirely when the lava river running below this area thrust an acidic steam vent into the Room. Now the Room is nothing more than an obstacle the drow rebels avoid unless they're forcing intruders into it.

Any PC who runs into the Room through the north door must make a successful Reflex save (DC 15) or fall into the steam vent, suffering the trap's damage in addition to falling toward the lava river below. The unfortunate victim has one chance to catch himself, a task that requires a successful DC 35 Climb check. Should the PC fail this second

check as well, he suffers 20d6 per full round of exposure and is slowly swept north at a rate of 10 ft. per round, editing into the mapped lava river between Rooms M5 and M6 (assuming his body isn't reduced to –25 hit points and destroyed first).

Acid Steam Trap: CR 6; mechanical; location trigger; no reset; no attack roll necessary (6d6); DC 20 Fortitude save for half; Search N/A; Disable Device: N/A. Note: Targets all PCs in the Room at the start of each round.

Encounter Condition: Extreme heat

Tactics: N/A

Treasure: The furniture and celestial belongings in the Room are damaged beyond identification, value, or repair by the acidic condensation. If a PC picks up anything in this Room, the item collapses in his hand and he suffers 2d6 acid damage as it oozes around his fingers.

EL: 6

Scaling: To increase the challenge of this encounter, increase the trap's Fortitude save DC by 2. To decrease the challenge, reduce the trap's damage by 1d6.

M49. SPY STATION

As you round this hallway corner, you come upon a dark elf standing in a roughly dug extension heading west. He faces the hallway's end, his back to you and his arms crossed. His stance is fixed, as if he's lost in deep concentration.

Initial Attitude: Unfriendly

Encounter: The drow rebels cleared out the Room that originally comprised this "hallway corner," approaching within several feet of the slave pit to the west. Now they assign guards here with a *ring of x-ray vision* that the movement recovered from the original dungeon. The sentry observes everything that happens in the slave pit beyond the western wall and reports to Develdar, who uses the information to formulate new plans to rescue the surviving slaves.

If the PCs try to talk to the sentry, he becomes defensive. He draws his weapon unless the PCs are accompanied and endorsed by a trusted drow rebel or immediately display identification from Lorath, the drow captain in Region I (Room I103). Even then, his Initial Attitude starts Unfriendly and must be improved through Diplomacy.

Encounter Condition: N/A

Tactics: The sentry is focused on his observations and the PCs may sneak up on him with a successful Hide check (DC 18), gaining a partial action each during a surprise round. Unless he is cornered (which is a distinct possibility within these tight confines), he attempts to flee to the south, fighting defensively as needed. If the lava curtains in Room M43 are functional, he heads to the eastern chamber in Room M46, uses a *potion of hiding*, then grabs the *horn of fog* and uses it to alert the guards at Room M44. Otherwise, he heads directly to Room M44, warning the other guards about the intruders.

The sentry assumes that he isn't a match for the party and surrenders if forced to fight. If questioned with a successful Bluff or Intimidate check (DC 18), he reveals the name of the rebel leader (Develdar) and draws a rough map of this Section, noting guarded locations and the number of drow stationed at each. He leaves out details about traps and treasure unless interrogated with a successful Bluff for Intimidation check (DC 30), and even then can't detail anything within Develdar's quarters (Room M50), a location he's never visited.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, the sentry becomes aware of the PCs as they enter the Room. To reduce the challenge, the drow sentry is so fixed on his observations that he fails to notice the PCs until they draw his attention or attack him.

Drow Elite Rebel Ftr 6: CR 7; Medium humanoid (drow elf); HD 6d10+6; hp 43; Init +7; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +6; Grp +7; Atk +11 melee (1d4+3/19–20 plus poison, masterwork dagger) or +9 ranged (1d4+1/19–20, thrown dagger); Full Atk +11/+6 melee (1d4+3/19–20 plus poison, masterwork dagger) or +9/+4 melee (1d4+3/19-20 plus poison, masterwork dagger) and +7 melee (1d6/18–20, rapier) or +9 ranged (1d4+1/19–20, thrown dagger); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, SR 16; AL NG; SV Fort +6, Ref +5, Will +2; Str 13, Dex 16, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Climb +10, Jump +9, Listen +4, Search +3, Spot +4; Dodge, Improved Initiative, Quick Draw, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger).

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 6th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +1 fire resistance leather armor, masterwork dagger, rapier, 2 daggers.

M50. DEVELDAR'S QUARTERS

This room's dimensions are lost to shadow. Candles illuminate its center, which contains the closest edge of a sleeping mat and a recently used training mat.

Initial Attitude: Unfriendly

Encounter: This Room houses Develdar, one of the rebel slaves' leaders and the great-grandson of one of the drow originally enslaved during the failed drider coup. Develdar is one of the few drow with direct knowledge of his peoples' origins, information passed down through his family line but completely suppressed by the Spider Kings. Along with this background, Develdar knows the secrets of his family trade, the finer points of stealth and quick, decisive combat. Still more importantly, however, he remembers watching his father, Mahir's closest advisor, whom the sorcerer betrayed and used to construct the trap guarding his hidden chambers. Today, Develdar burns with a desire for vengeance, and doesn't hesitate to use anyone or anything to achieve that goal.

When he needs to be, Develdar is a charismatic sort, stating his goals in terms that cast the rebels in the best possible light. He attempts to win the PCs' confidence, hoping they will join his cause. All he asks is that he deliver the death blow to Mahir's protegé, Elotor. Develdar assumes the PCs are hostile when they enter his quarters, unless the PCs are accompanied and endorsed by a trusted drow rebel or immediately display identification from Lorath, the drow captain in Region I (Room I103). Even then, his Initial Attitude starts Unfriendly and must be improved through Diplomacy.

Encounter Condition: N/A

Tactics: Unless the PCs are properly introduced, Develdar silently moves through the shadows to a position from which he can deliver a sneak attack and immediately withdraw to a new position using his Spring Attack feat ability. He repeats this tactic (with standard melee attacks when no PCs remain flat-footed), always remaining close to the door, until the PCs either illuminate the room or attempt to block the door. At this point, he exits to Room M51 (if possible), or moves into a position with his back to a wall (or better yet a corner), and engages in two-weapon melee combat.

Once outside, Develdar gathers his personal sentries and leads the PCs on a chase through the barracks (Room M47) to the unnumbered intersection west of Room M44. There, he tries to set up an ambush with his personal sentries on one side and the guards in Room M44 on the other. Throughout, he tries to attack from hiding as often as possible, taking actions to slip out of sight when necessary.

Develdar has great influence over the other rebels, both for his leadership ability and his martial prowess. All rebels know that he will murder anyone who flees his command, and fight to the death when he is present.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add 2 fighter levels to Develdar. To decrease the challenge, remove 2 rogue levels.

Develdar, Ftr 5/Rog 5: CR 11; Medium humanoid (drow elf); HD 5d10+10 + 5d6+10; hp 82; Init +5; Spd 30 ft.; AC 22, touch 15, flat-footed 17; Base Atk +8; Grp +9; Atk +15 melee (1d6+3/18–20 plus wounding, *+2 wounding rapier*) or +13 ranged (1d4+1/19–20 plus poison, thrown dagger); Full Atk +15/+10 melee (1d6+3/18–20 plus wounding, *+2 wounding rapier*) or +13/+8 melee (1d6+3/18–20 plus wounding, *+2 wounding rapier*) and +12 melee (1d4+1/19–20, *dagger of venom*) or +13/+8 ranged (1d4+1/19-20 plus poison, thrown dagger); SA Sneak attack +3d6, spell-like abilities; SQ Darkvision 120 ft., elven traits, evasion, light blindness, SR 21, uncanny dodge; AL LE; SV Fort +7, Ref +10, Will +2; Str 13, Dex 20, Con 14, Int 12, Wis 10, Cha 12.

Skills and Feats: Bluff +11, Climb +13, Craft (alchemy) +6, Jump +15, Hide +12, Intimidate +5, Listen +10, Move Silently +12 [17], Search +13, Spot +13, Tumble +14; Dodge, Mobility, Persuasive, Quick Draw, Spring Attack, Two-Weapon Fighting, Weapon Finesse.

Evasion (Ex): Develdar can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless raider does not gain the benefit of evasion.

Sneak Attack: Develdar's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when Develdar flanks his target. This extra damage is 3d6. Should the raider score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours.

Uncanny Dodge (Ex): Develdar can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* 3/day—hypnotism. Caster level 10th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds Develdar for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +3 chain shirt of silent moves, +2 wounding rapier, dagger of venom, 4 poisoned daggers, 2 vials antivenom, drider key.

M51. SENTRIES

A partial dungeon room opens to the edge of a molten lava river, beside two corridors extending into darkness. Two dark elves stand guard flanking a door within the partial room, dutifully withstanding the brutal heat.

Initial Attitude: Unfriendly

Encounter: These guards are fiercely dedicated to Develdar, the slave movement's combat leader (*see Room M50*), but do not immediately attack intruders unless they approach from one of the two southern corridors without a rebel escort (in which case they assume the intruders bested the other rebels and alert Develdar before attacking).

Instead, they remain silent until the PCs approach within 10 ft., at which point they issue a quiet challenge, asking about the party's business in Drow. If the PCs state that they're just passing through, the drow warn them not to venture west. The recommend that the party cross the northern plain or head east, where happier hunting grounds await.

Alternately, if the PCs mention that they're looking for drow or slaves, the guards show them into Develdar's quarters (Room M50), introducing the rebel leader as an informant who might know something about the "other drow" who escaped the Spider Kings. Develdar plays this role to the hilt, offering to take the PCs to the "rebel leader" in Room M49 (in fact, one of Develdar's guards). Once there, Develdar shows the PCs the horrible conditions in the slave pits in an attempt to enrage them, then reveals his true identity and attempts to enlist their aid.

If the PCs speak poorly about the driders or the "Spider Kings," one of the guards leads them into Develdar's quarters (Room M50), where the rebel leader discusses the drow's dire situation, seeking to secure the party's help. Any positive comments about driders or the Spider Kings immediately worsens the guards' attitude to hostile, at which point the guards demand the PCs leave or suffer the consequences.

In all cases, Develdar remains in the shadows in his chambers, even when speaking with the PCs — just in case he encounters them later and can attack them from a different angle (and using a disguised voice).

Encounter Condition: N/A

Tactics: If the PCs attack or incite Develdar's guards, one uses the *darkness* ability to conceal the combat while the other pounds on Develdar's door and tries to secure an effective sneak attack. Then the second guard distracts the party while Develdar and the first guard perform sneak attacks. Develdar and the guards trade off in this fashion until and unless the PCs dispatch the leader or one of the rebels, at which point the others flee south along the lava river and through the barracks (Room M47) to the unnumbered intersection west of Room M44. There, the survivors try to set up an ambush with the sentries on one side and the guards in Room M44 on the other. If he lives, Develdar tries to attack from hiding as often as possible, taking actions to slip out of sight when necessary.

Develdar has great influence over the other rebels, both for his leadership ability and his martial prowess. All rebels know that he will murder anyone who flees his command, and fight to the death when he is present.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add 1 additional drow rebel. To decrease the challenge, reduce the rebels' fighter levels by 2.

Drow Rebel Raider, Ftr 4/Rog 4: CR 9; Medium humanoid (drow elf); HD 4d10+4+4d6+4; hp 46; Init +8; Spd 30 ft.; AC 18, touch 14, flat-footed 14; Base Atk +7; Grp +8; Atk -13 melee (1d4+3/19–20 plus poison, masterwork dagger) or +11 ranged (1d4+1/19–20 plus poison, light crossbow); Full Atk +13/-8 melee (1d4+3/19–20 plus poison, masterwork dagger) or +11/+6 melee (1d4+3/19–20 plus poison, masterwork dagger) and +9 melee (1d6/18–20, rapier) or +11 ranged (1d4+1/19–20 plus poison, light crossbow); SA Sneak attack +2d6, spell-like abilities; SQ Darkvision 120 ft., elven traits, evasion, light blindness, SR 19, uncanny dodge; AL NE; SV Fort +6, Ref +9, Will +2; Str 13, Dex 18, Con 12, Int 12, Wis 10, Cha 9.

Skills and Feats: Bluff +6, Climb +6, Disguise +10 (+12 acting), Jump +14, Hide +11, Listen +9, Move Silently +11, Search +12, Spot +12, Tumble +13; Improved Initiative, Quick Draw, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Specialization (dagger).

Evasion (Ex): A raider can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless raider does not gain the benefit of evasion.

Sneak Attack: The raider's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the raider flanks his target. This extra damage is 2d6. Should the raider score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours.

Uncanny Dodge (Ex): A raider can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 10th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +1 fire resistance leather armor, masterwork dagger, masterwork rapier, dagger, light crossbow, 20 masterwork bolts, drider key.

M52. REPELLING DOOR

A stout iron door rests at the end of this short hall. Inscribed upon its surface are glyphs whose meaning is all too clear: stay clear, keep away, danger.

Initial Attitude: N/A

Encounter: Celestial magic lingers in this door, protecting it from all entry without a long-lost phrase the PCs can't guess. Whenever anyone touches the door from the east, he is repelled by a *telekinesis* spell as cast by an 12th-level sorcerer. In most cases, this merely pushes the PC harmlessly back into his party, or onto the corridor floor. If the no other PCs or objects block his path and he fails a Reflex check (DC 18), however, he slides along the corridor floor and into the lava river, where he suffers 20d6 damage during each round of immersion and 2d6 damage during each round of non-immersion contact until he escapes.

Repelling Trap: CR 8; magical; location trigger; automatic reset; no attack roll necessary (pushed back 30 ft.); DC 22 Will save resists (300 lbs. or more only); DC 18 Reflex save avoids being dumped in lava river (20d6 damage per round of immersion or 2d6 damage per round of contact); Search N/A; Disable Device: N/A.

Encounter Condition: Extreme heat
Tactics: N/A
Treasure: N/A
EL: 8

Scaling: To reduce the challenge of this encounter, reduce the trap's save DCs by 2. To increase the challenge, increase the trap's save and Disable Device DCs by 2.

M53. LETHAL BEACH

This stretch of black sand sizzles and steams from below and everything beyond is warped through a veil of superheated air.

Initial Attitude: N/A

Encounter: Any PC moving through this Room must save against both the steam's heat and its debilitating fume. These obstacles supercede the extreme heat and stagnant air conditions that apply on the east, west, and south of the lethal beach.

Poison Steam Trap: CR 6; natural; location trigger; automatic reset; no attack roll necessary (6d6 + lungfire poison, DC 22 Fortitude save avoids 1 Str, Con/1 Str, Con); Search N/A; Disable Device: N/A. Note: Targets all PCs in the Room at the start of each round.

Lungfire Poison—Inhaled, Fortitude save DC 22, initial/secondary damage 1 Str/1 Con. Note: A PC must make additional Fortitude saves to resist this poison's secondary damage during the third and each subsequent round during which he continues to inhale the poison.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: 8

Scaling: To increase the challenge of this encounter, increase the trap's damage by an additional 1d6 and the poison's damage by an additional 1 Con. To decrease the challenge, reduce the trap's damage by 2d6.

M54 THROUGH M63. THE SLAVELORDS

This Section is home to the Spider Kings directly in charge of the drow slave population. It is also the refuge for the worst of the Spider Kings' experiments gone awry. Both drider overlords in this Section were horribly twisted by their peers' exploratory research, the weaponsmith Noh crippled and bound forever to his cavernous home (Room M59) and the thinker Faieth prematurely aged beyond his years, gifted with supreme magical vision but cursed with a frail physical form.

These unfortunate rejects have not joined their fellows in leading the drider movement in many years, and represent weak links in the Region's power structure the PCs can exploit. Also, if the PCs manage to wrest control of this Section away from the slavelords, they can form the drow into a small but respectable army they can turn against the more powerful Spider Kings to the west.

RANDOM ENCOUNTERS

Check for Random Encounters each hour the PCs explore this Section.

1d20	Encounter
1	A rumbling sound of stone on stone echoes through the tunnels, followed by distant, blood-curdling screams.
2	An explosion rips through the halls. Dust and rocks falls from the ceiling, possibly creating a cave in. Stagnant Air, Tremors 20.
3	A male moans in pain to the party's right, but when they look, they find nothing. A female moan answers from the left, with the same result. This continues for 1d10 rounds, moving away from the PCs and toward Room M55.
4–13	Nothing
14	The PCs stumble upon a trap.
	Camouflaged Pit Trap (60 ft. deep): CR 5; mechanical; location trigger; manual reset; no attack roll necessary (5d6); multiple targets (first target in each of two adjacent 5-ft. squares); DC 30 Reflex save avoids; Search DC 25; Disable Device DC 20.
15	The PCs stumble upon a trap
	Fireball Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
16	The cataclysm finally takes its toll upon this part of the dungeon, collapsing a 10-ft. × 10-ft. section of the ceiling down upon the PCs.
	Falling Block Trap: CR 10; +15 melee (10d6); Search DC 30; Disable Device N/A.
17	One drider guard escorts a flesh golem. Upon seeing the PCs, the guard sends the flesh golem to summon 1d6 drider reinforcements, returning in 2d6 rounds.

18	A patrol of four to six driders ambushes the PCs. They wish to take the credit for capturing the PCs alive and do not call for reinforcements. They retreat if two or more driders are killed.
19	Wicieth (Room M62), is on a secret trip to meet the rebels. Unless the PCs notice him, he hides from sight until they pass. If attacked, he flees to the nearest drider outpost where guards are typically stationed and warns the drider sentries of intruders.
20	The drider Faieth (Room M61) and two drider guards patrol the halls. Surprisingly, the driders do not attack unless accosted. Faieth does not warm the other Spider Kings of the PCs' presence, either.

M54. SPOOKED DRIDER GUARDS

Moans float through these tunnels. Huddled in a shallow side passage, two man-spiders try to ignore the unearthly sound. Fortunately, this means they also ignore the corridor.

Initial Attitude: Hostile

Encounter: All drider guards despise this assignment and frequently conspire to saddle others with it. The source of the problem is the strange tomb in which the invisible stalkers' victims are confined (Room M55). Trapped between Planes, these unfortunate spirits incessantly mourn their physical lives, haunting their confines and unnerving all nearby. Consequently, the PCs gain a surprise round if they attack the drider guards at this post (hp 45 each), or gain a +4 circumstance bonus with all Hide and Move Silently checks made to slip past them.

The guards are spooked enough that if they notice the PCs under any circumstances, they attack immediately.

Encounter Condition: Distracting Noises 4, Fear 22, Haunted

Tactics: If attacked, the driders take to the ceiling, employing their longspears' superior reach and their own sorcerous abilities to attack from a distance. Due to their distracted state, they suffer a –2 morale penalty with all attack, damage and save rolls. Further, each time one of the driders is injured, the DM should roll 1d20. If the result is equal to or less than the damage the drider has sustained so far during this combat, he flees to Room M56. If the PCs follow and don't possess a drider key, they trigger an invisible stalker's creation in Room M57. Within Room M56, the driders attempt to fight face south, hoping the invisible stalker will catch the party by surprise and flank them.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, remove the guards' morale penalties (but not their flight risk). To decrease the challenge, increase the morale penalties to –4.

Drider Guard: CR 7; Large aberration; HD 6d8+18; hp 45; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +10; Atk +5 melee (2d6+3/19–20, longspear) or +6 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Full Atk +3 melee (2d6+3/19–20, longspear) and +1 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Space/Reach 10 ft./5 ft.; SA Poison, spell-like abilities, spells; SQ Darkvision 60 ft., spell resistance 17; AL CE; SV Fort +5, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills and Feats: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9; Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison, Arrow (Ex): An opponent hit by a drider's poisoned arrow must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours.

Poison, Bite (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance;* 1st—*magic missile, ray of enfeeblement, shield, silent image;* 2nd—*invisibility, web;* 3rd—*lightning bolt.*

These Driders cast spells as 6th-level sorcerers.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: +2 studded leather, masterwork longspear, large short bow, masterwork arrows (20).

M55. SPIRIT RUBBLE

This enormous volcanic chamber is pitted and uneven, worked but clearly only enough to open the space up, not to develop a dwelling place. Unnaturally dark soil leaks through giant fissures in the walls. A gentle draft billows through the chamber, the air sounding not unlike… voices. Forlorn, fragile voices.

Initial Attitude: N/A

Encounter: The Spider Kings are not content to merely eliminate intruders — they wish to torment them as well. When anyone wanders past the wardstones without a drider key, one or more invisible stalkers are created in Room M57 and dispatched to subdue or kill them. The spirit of anyone killed by an invisible stalker is bound to this Plane and transported here, where it remains trapped, unable to leave or proceed to its final rest.

Hopeless, these spirits occupy themselves by moaning about their predicament. The words unnerve any who enter or pass by this Room.

For the most part, the voices gibber incoherently, but a successful DC 25 Gather Information check reveals an important clue about events in the Barrows — that 'airdeaths' (invisible stalkers) are summoned by the 'tattooed stones' (wardstones).

If the PCs think to use magic to free the spirits, the most stable spirit (i.e. the spirit most recently killed) remains behind for 1 day, following and assisting the party as an invisible stalker (hp 52). Freeing the spirits may be accomplished with a *break enchantment, death knell, death ward, dismissal, greater restoration,* or *plane shift* spell.

The spirits within this Room may not be targeted with a *raise dead, resurrection,* or *soul bind* spell, nor may the PCs interact with them using an *astral projection* or *etherealness* spell.

Encounter Condition: Distracting noises 8, haunted

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

M56. WARDSTONE

The northern tunnel widens to accommodate a 15-ft. tall, three-sided irregular stone covered with deeply carved runes. Beyond, the tunnel tapers off to a dead end.

Initial Attitude: Hostile

Encounter: This stone is a standard wardstone. Unlike most other wardstones, this gigantic specimen creates two invisible stalkers (Room M57).

Encounter Condition: N/A

Tactics: There is a 50% chance that two invisible stalkers arrive from Room M57 in 3d6 rounds, at which point they move into flanking positions around any non-slave not carrying a *drider key.* Free to move in three dimensions, the stalkers attack from above as well. The stalkers

continue to gang up on intruders one by one until all are subdued, then guard them until two drider guards arrive to deal with them 1d10 minutes later. If the PCs flee, the stalkers pursue, using their Improved Tracking ability to keep on their prey and shrieking loudly to alert nearby guards.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, double the invisible stalkers' flight rates, reducing the time until their arrival to 5 rounds. To reduce the challenge, remove one invisible stalker.

M57. THE WHEEL OF SORROW

The secret door to the northwest can be found by the PCs with a DC 30 Search check. Opening the secret door requires the PCs to swivel a false stone in to the right, creating two small portals flanking a central axis. Only PCs of Small size or smaller may move through these portals.

You exit the tunnels into a titanic chamber that extends over 100 ft. in every direction. Its walls are constructed from enormous 10-ft. by 10-ft. blocks of perfectly cut stone, all scrubbed meticulously clean. The centerpiece of the Room is a black stone pillar over 15 ft. in diameter, covered in glyphs that glow with a faint blue-black illumination.

Initial Attitude: Hostile

Encounter: The Spider Kings' principal line of defense outside their dwindling drider guardship is this massive pillar, an impressive magical construct known as the Wheel of Sorrow. Linked to the web of wardstones throughout this Region and capable of creating a small army of invisible stalkers, this device is a monument of magical engineering.

When activated by a wardstone, the Wheel spins and its glyphs glow a shade brighter. During this round, the sound of grinding stone on stone is clearly audible in Rooms M4, M56, M58, M59, M60, M61, and M63. At the end of the round, the Wheel stops spinning and its glyphs flash brightly for a second, blinding anyone looking upon them for 1d4 rounds unless they make a successful Reflex save (DC 18). The flash ushers forth 1 to 2 invisible stalkers, as noted within the triggering Room's description. These creatures promptly head to the triggering Room at their maximum flight speed. Their actions are also detailed in the triggering Room's description, but mainly revolve around subduing or killing intruders (and in the latter case, sending their spirits to the ethereal tomb in Room M55).

For all its power, the Wheel of Sorrow demands a high price — in flesh, blood, and spirit. To remain operational, the Wheel must consume a minimum of 1 Medium-sized PC or creature with an Intelligence score of 6 or higher per week. Unless this minimum sacrifice is met, this device and all wardstones in this Region cease to function. The Spider Kings usually offer drow slaves, but may decide to offer the PCs instead, especially if the party kills one or more of their precious driders.

The Wheel also spins when it is offered a sacrifice, though it does so for a total of 5 rounds. During this time, its glyphs glow red, starting with a pale crimson and deepening until they appear to be scrawled in phosphorescent blood by the end of the fifth round. At this point, the glow from the Wheel's glyphs expands out to the edges of the Room (and into the earthen side chambers), touching every surface and engulfing every victim within. Thereafter, at the start of each round, each PC or creature in the Room must make a successful DC 20 Fortitude save or suffer 1d4 temporary Con damage. If any victim's Con drops to 0 as a result of this attack, its body explodes into a fine mist of blood, liquefied tissue, and shattered bone fragments. These remains slowly migrate into the cracks between the massive stones, feeding the Wheel. This process continues — and the Wheel keeps spinning — until no living PCs or creatures remain within the Room.

Two sets of shackles are bolted into the walls of the side chambers. Sacrifices are typically bound here, preventing their escape before the Wheel consumes them. The shackles possess a hardness of 10, 15 hit points, a Break DC of 26, and an Open Lock DC of 24. The door into each side chamber possesses a hardness of 10, 50 hit points, a Break DC of 28, and an Open Lock DC of 24.

The PCs may disable the wardstones by preventing the Spider Kings from sacrificing anyone to the Wheel. Alternately, they can attempt to destroy the Wheel, though this is not an easy task. It possesses a hardness of 30, 500 hp, and no Break DC. Also, should the PCs attack the Wheel, or approach within 10 ft. of it without a drider key, it creates 6 invisible stalkers (hp 52 each) to defend itself.

Finally, if the DM rolls any random encounter result other than 'Nothing' while the PCs are located here, he ignores the scripted encounter in favor of the Wheel creating 1d2 invisible stalkers. Unless the PCs possess a drider's key, the invisible stalkers attack them before moving on to the triggered wardstone; otherwise, they make their way to the wardstone, ignoring the PCs entirely. If the PCs wish, they may follow the stalkers to the wardstone — to an encounter with intruders of the DM's design. The DM may use this opportunity to introduce new PCs, replenishing a depleted group.

Encounter Condition: Fearless

Tactics: Within this Room, invisible stalkers gang up on intruders, grappling them and dragging them to the lava river to the north. Unless they lose their target, they throw him in and return to do the same with anyone who remains. The lava river inflicts 20d6 damage per round of immersion and 2d6 damage per round of exposure.

Since the stalkers are at their point of origin, they don't realize they should should stop fighting before they're killed.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, have two drider guards arrive with a slave sacrifice while the PCs are present. To decrease the challenge, remove one invisible stalker.

Invisible Stalker: CR 7; Large elemental (air, extraplanar); HD 8d8+16; hp 52; Init +8; Spd 30 ft., fly 30 ft.(perfect); AC 17, touch 13, flat-footed 13; Base Atk +6; Grp +14; Atk Slam +10 melee (2d6+4, slam); Full Atk +10 melee (2d6+4, 2 slams); Space/Reach 10 ft./10 ft.; SA —; SQ darkvision 60 ft., elemental traits, improved tracking, natural invisibility; AL N; SV Fort +4, Ref +10, Will +4; Str 18, Dex 19, Con 14, Int 14, Wis 15, Cha 11.

Skills and Feats: Listen +13, Move Silently +15, Search +13, Spot +13, Survival +2 (+4 following tracks); Combat Reflexes, Improved Initiative, Weapon Focus (slam).

Improved Tracking (Ex): An invisible stalker is a consummate tracker and makes Spot checks instead of the usual Survival checks to trace a creature's passage.

Natural Invisibility (Su): This ability is constant, allowing a stalker to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

M58. SLAVE PEN

The secret door to the northeast can be found by the PCs with a DC 30 Search check. Opening the secret door requires the PCs to swivel a false boulder in to the right, creating two small portals flanking a central axis. Only PCs of Small size or smaller may move through these portals.

Two dozen pitiful drow slaves huddle in the dark corners of this large, warm cavern, flinching each time their drider masters stalk by. Half the slaves here look far too weak to perform any manual labor, while the other half look strong enough to drag boulders or dig tunnels if needed. The reasons behind this motley collection of slaves escapes you.

Initial Attitude: Hostile

Encounter: These slaves (hp 3 each) belong to the Spider King Noh (Room M59). The weak slaves are destined to be fed to the Wheel of Sorrow (Room M57), while the others are off-shift workers assigned to Noh's forge, where they create weapons for the Spider Kings' drider and drow guards.

The drider guards (hp 45 each) keep the slaves at the edges of this large room, leaving a wide open space in the middle. This space has no purpose other than to provide a clear line of sight for the guards, who remain on diametrically opposed sides of the outer ring at all times. The driders make a full circuit of the ring every 5 minutes.

Encounter Condition: N/A

Tactics: Unless they're surprised, the driders attempt to converge on any intruders, pinning them down against a wall. They ignore the slaves throughout any combat, however, potentially leaving themselves vulnerable to blindside attacks. Noh's driders are not very imaginative fighters, relying almost exclusively upon straightforward charge and flank patterns, even if those patterns prove less than entirely effective.

Both driders fall back to Room M59 if either suffers 10 or more points of damage — enough for the wounds to be obvious to both creatures.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, add two drider guards. To decrease the challenge, the physically fit slaves rise up against the drider guards when the PCs attack, likely keeping at least one of the driders busy at any time.

Drider Guard: CR 7; Large aberration; HD 6d8+18; hp 45; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +10; Atk +5 melee (2d6+3/19–20, longspear) or +6 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Full Atk +3 melee (2d6+3/19–20, longspear) and +1 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Space/Reach 10 ft./5 ft.; SA Poison, spell-like abilities, spells; SQ Darkvision 60 ft., spell resistance 17; AL CE; SV Fort +5, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills and Feats: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9; Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison, Arrow (Ex): An opponent hit by a drider's poisoned arrow must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours.

Poison, Bite (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance;* 1st—*magic missile, ray of enfeeblement, shield, silent image;* 2nd—*invisibility, web;* 3rd—*lightning bolt.*

These Driders cast spells as 6th-level sorcerers.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: +2 studded leather, masterwork longspear, large short bow, masterwork arrow (20).

Drow Slave, Com 1: CR 1; Medium humanoid (drow elf); HD 1d4+1; hp 3; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, tool) or +1 ranged (1d3, thrown rock); Full Atk +0 melee (1d6, tool) or +1 ranged (1d3, thrown rock); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 12; AL NE; SV Fort +1, Ref +1, Will –1; Str 10, Dex 12, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Craft (any one) +4, Listen +1, Search +2, Spot +1, Survival +1; Endurance.

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 1st.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

M59. NOH'S FORGE

The air in this irregular cavern is heavy with the tang of hot metal, rising from four enormous forges lining its southern half. As if in preparation for a full-scale war, dark-skinned elves slave over the forges, producing lines of swords, bows, and spears. High above, hanging in a web of leather and silk, the bloated, pale form of a spider-like creature lords over the sweaty scene, driving its underlings under a malevolent gaze.

Initial Attitude: Hostile

Encounter: Noh (hp 95), leader of the Barrow's drider guards, dwells in this humid Room. Long ago, Noh volunteered to participate in a Spider King experiment to engineer a more powerful drider warrior. The process boosted Noh's fighting prowess, and granted him offensive magic abilities. Unfortunately, it also rendered his legs useless, confining him to a life within this cavernous web. A master black- and weaponsmith, Noh hand-picks Drow slaves to create arms for the Spider Kings' legions. He also protects and feeds the Wheel of Sorrow (*see Room M57*).

Encounter Condition: N/A

Tactics: Noh constantly watches his slaves to ensure they aren't fouling up his designs or growing bold. As such, any skill checks made to move through this chamber unobserved suffer a –4 circumstance penalty. Should Noh spot the PCs, he casts *fireball* to catch as many of the party in one powerful attack as possible. The Spider King doesn't care which of his slaves are caught in the explosion — he's far too offended that the PCs would dare invade his lair to consider the losses required to kill them.

Noh counts on the fireball to lure his private guards from Room M58 and the rank and file driders from Room M28. After casting the *fireball*, he follows up with *magic missiles*, always targeting spellcasters, then rangers and bards, and focusing on combat PCs last. He knows that the drider guards will focus on the combat PCs, and is least worried that they will harm him — unless they climb up to his web. Any PC who manages to enter Noh's web becomes the Spider Kings' focus until he is dead or grappled and thrown back to the ground.

Climbing to Noh's web requires a successful DC 25 Climb check, and moving across his web requires a successful DC 25 Balance check each round. Any PC failing this second check may fight in place, but may not move across the web in any fashion, not even using his bonus 5-ft. step. When attacking a PC in his web, Noh uses his thundering whip in conjunction with the *true strike* spell in an attempt to grapple the PC and dislodge him from the web, sending him tumbling to the floor 30 ft. below.

If Noh ever loses 10 or more points of damage from a ranged attack, he casts *shield* and *protection from arrows* to protect himself. This may buy the PCs a moment to regroup and decide on a new strategy if their tactics are faring poorly.

When all else fails, Noh relies upon his longbow until he runs out of ammunition, then drops to 15 ft. from the floor and stabs the closest PCs with his longspear.

Treasure: The PCs may choose from up to 20 masterwork longswords, 15 masterwork longspears, or 10 masterwork longbows that lean against the walls here. Chests in the corners contain hundreds of well-crafted (though not masterwork-quality) arrows as well.

EL: 9

Scaling: To increase the challenge of this encounter, add one fighter level and one wizard level to Noh. To decrease the challenge, remove two of Noh's 1st-level spells and two of his 2nd-level spells.

♟ **Noh, Drider Ftr 5:** CR 12; Large aberration; HD 6d8+36 + 5d10+30; hp 136; Init +7; Spd 30 ft., climb 15 ft.; AC 22, touch 12, flat-footed 19; Base Atk +9; Grp +15; Atk +14 melee (2d6+6/19–20 ×3, *+3 keen longspear*) or +11 melee (1d4+1 plus poison, bite) or +11 ranged (2d6+2/×3, composite longbow [+2 Str bonus]); Full Atk +14/+9 melee (2d6+6/19–20 ×3, *+3 keen longspear*) and +6 melee (1d4+1 plus poison, bite) or +11/+6 ranged or +9/+9/+4 ranged with rapid shot (2d6+2/×3, composite longbow [+2 Str bonus]); Space/Reach 10 ft./5 ft.; SA poison, spell-like abilities, spells; SQ Darkvision 60 ft., spell resistance 17; AL CE; SV Fort +14, Ref +6, Will +9; Str 15, Dex 16, Con 22, Int 15, Wis 16, Cha 16.

Skills and Feats: Climb +15, Concentration +13, Hide +10, Jump +16, Listen +9, Move Silently +12, Spot +9; Combat Casting, Dodge, Far Shot, Improved Initiative, Point Blank Shot, Precise Shot, Rapid Shot.

Poison (Ex): Injury, Fortitude DC 21, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—dancing lights (DC 13), clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion (DC 16). Caster level 6th. The save DCs are Charisma-based.

Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*arcane mark, detect magic, disrupt undead, flare, ray of frost, read magic;* 1st—*animate rope, color spray, magic missile, shield, true strike;* 2nd—*acid arrow, protection from arrows;* 3rd—*slow*.

Noh cast spells as 6th-level sorcerer.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Masterwork chain shirt, large *+3 keen longspear*, large composite longbow (+2 Str bonus), quiver of 18 masterwork arrows, *potion of cure serious wounds*.

♛ **Drow Slave, Com 1:** CR 1; Medium humanoid (drow elf); HD 1d4+1; hp 3; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, tool) or +1 ranged (1d3, thrown rock); Full Atk +0 melee (1d6, tool) or +1 ranged (1d3, thrown rock); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 12; AL NE; SV Fort +1, Ref +1, Will –1; Str 10, Dex 12, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Craft (any one) +4, Listen +1, Search +2, Spot +1, Survival +1; Endurance.

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 1st.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

M60. HOT SPRING

You follow the narrow western tunnel into a tall cavern with three additional exits, one at each remaining compass point. Central within the chamber is a hot spring, its surface bubbling with heat. A stench of sulphur and brimstone clings to everything in the room.

Initial Attitude: N/A

Encounter: The spring's mineral-rich water is heated by the subterranean lava rivers within this Region, creating a therapeutic environment in which any PC or creature gains 1 additional hit point per full day spent steaming.

The Spider King Faieth (hp 80) makes its lair to the north of here (in Room M61), spending many exploratory days basking in the spring's waters. When the PCs arrive, there is a 1 in 10 chance that the drider is submerged in the spring, where he suffers a –4 circumstance penalty with all Listen and Spot checks made to notice intruders. Otherwise, two of Faieth's drow guards (hp 28 each) are stationed here. Unknown to Faieth, the guards also spend their shifts in the warm water, suffering the same penalty when making skill checks to notice intruders. Noticing either of the creatures in the spring requires a successful Spot check (DC 16).

Encounter Condition: N/A

Tactics: *For an overview of Faieth's tactics, see Room M61.* The guards remain hidden until they can silently rise to the cavern floor behind the intruders. Thereafter, they attempt to sneak up behind the party and attack from the shadows to maximize potential damage. Thereafter, they close to adjacent positions, forcing the PCs to engage them with restricted weaponry. The drow withdraw to Room M63 if either of them is reduced to 15 or fewer hit points.

Treasure: N/A

EL: 8 (guards) or 13 (Faieth)

Scaling: To increase the challenge of this encounter, increase the venom daggers' poison DC to 18. To decrease the challenge, reduce the guards' Move Silently skill bonuses to +6.

♛ **Drow Night Guard, Rog 4:** CR 5; Medium humanoid (drow elf); HD 4d4+8; hp 28; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3; Grp +3; Atk +8 melee (1d4+2/19-20, *dagger of venom*) or +6 ranged (1d4+1/19–20, dagger); Full Atk +8 melee (1d4+2/19–20, *dagger of venom*) or +6 ranged (1d4+1/19–20, dagger); SA Sneak attack +2d6, spell-like abilities; SQ Darkvision 120 ft., elven traits, evasion, light blindness, spell resistance 15, uncanny dodge; AL NE; SV Fort +3, Ref +7, Will +0; Str 12, Dex 16, Con 14, Int 10, Wis 8, Cha 8.

Skills and Feats: Balance +12, Climb +8, Hide +10, Jump +4, Listen +8, Move Silently +10, Search +9, Spot +8, Tumble +9; Weapon Finesse, Weapon Focus (dagger).

Poison (Ex): An opponent hit by a drow's poisoned weapon must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire*. Caster level 4th.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Evasion (Ex): A night guard can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. A helpless night guard does not gain the benefit of evasion.

Sneak Attack: The night guard's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the night guard flanks his target. This extra damage is 2d6. Should the night guard score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Uncanny Dodge (Ex): A night guard can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

Possessions: +1 fire resistant studded leather, dagger of venom, dagger (3).

M61. FAIETH'S CAVE

This Room is protected with a mental *alarm* spell cast by its occupant.

The tunnel dead ends into a long cavern. Chains are suspended from the ceiling, supporting a steel platform upon which squats a ravaged man-spider. A lone candle burns on the floor, a thin trail of smoke curling up around the creature's face.

Initial Attitude: Unfriendly

Encounter: This chamber belongs to Faieth (hp 80), another of the Spider Kings' experiments — this time to create the perfect sorcerer. The attempt was a success, imparting upon Faieth superior spellcasting ability and insight into the nature of magic, but it also left the drider horribly disfigured, and prematurely aged.

Faieth finds limited relief in the hot spring to the south (Room M60), and visits there often. If the PCs already encountered him there, they find this Room empty except for Faieth's *candle of lawful invocation*.

Before the procedure, Faieth possessed a great deal of influence within the Spider Kings' inner circle, and he used this power to shift his dwelling away from the others, to this location where he hoped he could remain outside — perhaps even oblivious to — the others' petty aspirations. Here, he spends all his time in self-exploratory thought, meditating on the nature of his people and their role in the universe. His mind lingers mostly on the innate power of energies and the elements, and how they interact and combat one another.

Faieth has little interest in fighting intruders or serving the other Spider Kings. Unless attacked, he addresses the party in Undercommon, demanding that they leave him to his studies, lest they incite "a fearsome agony to shepherd them to their graves". Unlike the other driders within this Region, Faieth responds to respectful talk and his attitude may be improved up to friendly with the right approach (and an impressive Diplomacy roll). Faieth finds high-minded ideas about obscure natural and magical topics the most stimulating. The slightest impropriety and he lashes out, demolishing the party. He reacts likewise to any questions about the Spider Kings, their territories, strengths, or plans.

Encounter Condition: N/A

Tactics: If pushed to violence, Faieth casts *fog cloud* to obscure vision within the Room (he relies on his darkvision and knowledge of the chamber to get around). Within the fog cloud, Faieth uses his spells to trick intruders, always seeking a way to catch them off guard with one or more of his powerful offensive spells. For example, he might use *ghost sound* or *ventriloquism* to lure the PCs into a corner, then cast *fireball* to engulf them in flame. Alternately, he might use *mage hand* to unsheathe the PCs' weapons and toss them into the distance, where the PCs can't easily find them (and where they might blunder into another offensive spell, like *flaming sphere*).

When Faieth can't see a ready way to trick the PCs, he casts 'blunt' spells like *blindness/deafness, cause fear, daze, flare,* or *scare* at them, hoping to disable them or drive them from the Room. He saves face-to-face spells like *chill touch, shield,* and *wall of fire* as last resorts, to support his meager melee combat abilities as he flees the chamber. *Gaseous form* is his ultimate ticket to safety, and he doesn't hesitate to use it to get away from a superior fighting force, or to pin down a party that has insulted him.

If reduced to 50 or fewer hit points, or backed into a corner, Faieth falls back on his backup plan — he casts *polymorph self* to make himself appear like one of the PCs, then either gets close enough to use *burning hands* against one of the other PCs, or uses his appearance to help him escape to Room M63. When in a bind, he can use this trick to imitate a second PC, allowing him to play elaborate mind games with party members isolated in the fog. If discovered and unable to shift appearance again, he casts *mirror image* buy more time to best the PCs.

Faieth looks at combat as a chess match. He's always thinking several moves ahead, and his tactics should reflect this. Whenever possible, the DM should plot out at least his next 2–3 actions at any time, dropping clues in his descriptions to show the PCs who the Spider King thinks. With luck, the PCs will start to think ahead as well, making this encounter more of a meta-gaming challenge between players than a simple game of numbers.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of this encounter, begin the encounter with Faieth's initial attitude at hostile. To decrease the challenge, begin the encounter with Faieth's initial attitude at indifferent.

♟ **Faieth, Drider Sor3:** CR 10; Large aberration; HD 6d8-6+3d4-3; hp 29; Init +2; Spd 30 ft., climb 15 ft.; AC 20, touch 14, flat-footed 17; Base Atk +5; Grp +9; Atk +5 melee (1d6/19–20 plus poison, masterwork dagger) or +4 melee (1d4 plus poison, bite); Full Atk +5 melee (1d6/19–20 plus poison, dagger) and –1 melee (1d4 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison, spell-like abilities, spells; SQ darkvision 60 ft., spell resistance 17; AL LN; SV Fort +3, Ref +6, Will +11; Str 10, Dex 17, Con 8, Int 15, Wis 17, Cha 21.

Skills and Feats: Climb +11, Concentration +12, Hide +11, Listen +9, Move Silently +13, Spot +9; Combat Casting, Blind-Fight, Empowered Spell, Spell Penetration.

Poison, Bite (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Poison, Dagger (Ex): Large scorpion venom, injury, Fortitude DC 18, initial and secondary damage 1d6 Strength.

Spell-Like Abilities: 1/day—*dancing lights* (DC 16), *clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 18). Caster level 6th. The save DCs are Charisma-based.

Sorcerer Spells Known (6/ 8/ 7/ 7/ 5, base save DC 15 + spell level): 0—*arcane mark, daze, flare, ghost sound, light, mage hand, open/close, read magic;* 1st—*alarm, cause fear, chill touch, shield, ventriloquism;* 2nd—*blindness/deafness, fog cloud, mirror image, scare;* 3rd—*dispel magic, fireball, stinking cloud;* 4th- *ice storm, polymorph self.*

Faieth casts spells as a 9th level sorcerer.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Masterwork dagger, *necklace of fireballs (Type III), candle of invocation (lawful neutral, 90 minutes left), bracers of armor +2, scroll of deep slumber (5th), scroll of gaseous form (5th), scroll of maximized magic missile (9th).*

M62. WICIETH'S LAIR

Silken webbing hangs from every surface of this cave, fluttering in the thermals created by the nearby hot spring. Worthless art adorns the chamber but is still quite beautiful.

Initial Attitude: Indifferent

Encounter: This is the lair of Wicieth (hp 40), an aranea who acts as courier between the Spider Kings and their allies in Region 1. Unbeknownst to her masters, Wicieth also acts as a spy and courier for the rebel drow, with whom she feels great sympathy.

Wicieth fears her mistress Faieth (and especially Faieth's propensity for fire magic). She always casts *endure elements* upon herself before entering the Spider King's chambers (Room M61). Any skill check made to sway her directly against her mistress gains a +2 circumstance bonus, but only if she sees a high chance of success and low chance that she will suffer as a result. Wicieth refuses to partake in any plan that promises to inflict great harm. Ultimately, one of the reasons that she has survived this long in this position is her healthy paranoia.

All this assumes that the PCs manage to convince Wicieth to entertain them in the first place. When they first enter this Room, they find her in hybrid form, lounging at the center of a web that spans to the walls in all directions and hangs three feet off the ground. This web is hard for any non-arachnid to navigate — thus the Room's poor footing encounter condition. It dips flush with the floor at the Room's entrance, preventing anyone from crawling underneath without first bursting the

web with a DC 26 Strength check or cutting through its 6 hit points. The web possesses no hardness, and suffers double damage from fire-based attacks, as standard.

When Wicieth notices the PCs, she addresses them bemused. She isn't concerned for her safety at first, confident she can escape. She takes charge of the conversation, asking the PCs how they got here. She avoids all questions about herself until she's sure that she can trust the party (i.e. until they manage to improve her attitude to friendly or better).

If her attitude is improved to helpful, she can tell the PCs about some of the drow secrets, such as the infirmary in Room M39 and the headquarters beyond Room M43. She is loathe to do so, however, in case the PCs are kindly Spider King plants. Instead, she offers to take them there during her next courier mission, which occurs in 1d20+4 hours. Until then, the party is welcome to stay in her rear cave, where she says (truthfully) the driders and Faieth ignore.

Encounter Condition: Concealment, poor footing 8, soft cover

Tactics: If forced into combat, Wicieth tumbles through a hole in the webbing, then spends 1 round repairing the hole. Then she shifts into spider form and scurries about beneath the PCs, using the webs to conceal her movements and act as cover against attacks. She relies on her spells to distract the attackers and on her rogue abilities to strike with surprise. She saves her *charm person* and *sleep* spells for moments when she can affect more than one enemy and crisis points when she has no choice but to fight directly.

Treasure: At any time, ten false web bundles are poorly hidden across the web surface in the forward cave, planted so that the Faieth or the drider guards can find them. Each bundles contains a variety of small gems amounting to no more than 50 gp in worth.

The real treasure in this Room, however, is buried in the northern wall of the rear chamber, and may only be found with a successful Search or Spot check (DC 20). A small coffer contains the next prize Wicieth intends to deliver to the drow slaves — a *scroll of spike stones* stolen from the Spider King Elotor (*see Room M65*).

EL: 8

Scaling: To increase the challenge of this encounter, improve the soft cover encounter condition to standard cover and increase the webs' Break DC to 30 and its hit points to 12. To decrease the challenge, reduce the poor footing encounter condition to 4.

Wicieth, Aranea Rog 6: CR 10; Medium magical beast (shapechanger); HD 3d10+6 + 6d6+12; hp 56; Init +6; Spd 50 ft., climb 25 ft. AC 18, touch 17, flat-footed 14; Base Atk +7; Grp +8; Atk +11 melee (1d6 plus poison, bite) or +12 melee (1d4+1/19–20, masterwork dagger) or +11 ranged (web); Full Atk +11/+6 melee (1d6 plus poison, bite) and +7 melee (1d4+1/19–20, masterwork dagger) or +11 ranged (web); SA Poison, sneak attack +3d6, spells, web; SQ Change shape, darkvision 60 ft., evasion, low-light vision, uncanny dodge; AL N; SV Fort +7, Ref +12, Will +6; Str 12, Dex 18, Con 14, Int 14, Wis 13, Cha 14.

Skills and Feats: Balance +12, Bluff +8, Climb +15, Concentration +8, Disable Device +8, Disguise +8 (+10 acting), Escape Artist +7, Jump +16, Listen +12, Open Lock +10, Search +8, Sense Motive +7, Spot +12, Tumble +12; Dodge, Improved Initiative, Iron Will[b], Mobility, Weapon Finesse.

Poison (Ex): Injury, Fortitude DC 16, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Change Shape (Su): Wicieth's natural form is that of a Medium monstrous spider. It can assume two other forms. The first is a unique Small or Medium humanoid; an aranea in its humanoid form always assumes the same appearance and traits, much as a lycanthrope would. In humanoid form, an aranea cannot use its bite attack, webs, or poison.

The second form is a Medium spider–humanoid hybrid. In hybrid form, an aranea looks like a Medium humanoid at first glance, but a DC 18 Spot check reveals the creature's fangs and spinnerets. The aranea retains its bite attack, webs, and poison in this form, and can also wield weapons or wear armor. When in hybrid form, an aranea's speed is 30 ft..

An aranea remains in one form until it chooses to assume a new one. A change in form cannot be dispelled, nor does an aranea revert to its natural form when killed. A true seeing spell, however, reveals its natural form if it is in humanoid or hybrid form.

Sorcerer Spells Known (6/6; save DC 12 + spell level): 0—*dancing lights, daze, ghost sound, prestidigitation, read magic;* 1st—*charm person, endure elements, sleep.*

Wicieth casts spells as a 3rd-level sorcerer.

Web (Ex): In spider or hybrid form (see below), Wicieth can throw a web up to six times per day. This is similar to an attack with a net but has a maximum range of 50 ft., with a range increment of 10 ft., and is effective against targets of up to Large size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 16 Escape Artist check or burst the web with a DC 20 Strength check. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus. The web has 6 hit points, hardness 0, and takes double damage from fire.

Sneak Attack: Wicieth's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when Wicieth flanks her target. This extra damage is 3d6. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 feet.

Evasion (Ex): Wicieth can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge (Ex): Wicieth can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Skills and Feats: Araneas have a +2 racial bonus on Jump, Listen, and Spot checks. They have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

Possessions: Bracers of armor +3, masterwork dagger, masterwork thieves' tools, bag of caltrops, vial of antivenom (2), *potion of cure light wounds (3), potion of invisibility, potion of jump.*

M63. ELITE GUARD NEST

The far end of this cavern is comprised of gleaming amber, as if the diggers who tunneled this portion of the dungeon suddenly came across a great find and left it behind for some reason.

Initial Attitude: Hostile

Encounter: Eight nodules are carved into the amber, each enchanted by the Spider Kings as a resting place for elite drider guards. The nodule entrances are designed to be flush with the wall and are difficult to notice, requiring a successful DC 25 Search check or DC 30 Spot check to find. Opening each of them, however, simply requires a partial action.

Currently, four of the nodules are occupied by Faieth's drider hunters (hp 58 each). For every round during which the PCs move about within the Room, the driders may make a DC 15 Listen check to notice them.

Encounter Condition: Darkness ambush

Tactics: Once the driders become aware of the PCs' presence, they use their *clairvoyance/clairaudience* abilities to observe the intruders and their *suggestion* abilities to increase the party's curiosity about the amber wall. Ideally, the PCs approach to adjacent with the amber nodules, at which point the driders spring out to bite them; otherwise, they use their heavy crossbows before closing to use their longspears.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add 1 level of fighter to each drider guard. To decrease the challenge, remove both levels of ranger from the drider guards.

Drider Hunter, Rgr 2: CR 9; Large aberration; HD 6d8+18 + 2d8+4; hp 58; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15; Base Atk +6; Grp +12; Atk +9 melee (2d6+4/×3, spear) or +9 melee (1d4+1 plus poison, bite) or +7 ranged (2d8/19–20, heavy crossbow); Full Atk +9/+4 melee (2d6+4/×3, spear) and +4 melee (1d4+1 plus poison, bite) or +7 ranged (2d8/19–20, heavy crossbow); Space/Reach 10 ft./5 ft.; SA Favored enemy (elf), poison, spell-like abilities, spells; SQ darkvision 60 ft., spell resistance 17; AL LE; SV Fort +8, Ref +7, Will +8; Str 16, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills and Feats: Climb +14, Concentration +9, Hide +12, Knowledge (nature) +5, Listen +11, Move Silently +14, Spot +11, Survival +8; Combat Casting, Point Blank Shot, Track [B], Weapon Focus (bite).

Favored Enemy (Ex): The hunters gain a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against elves. Likewise, they gets a +2 bonus on weapon damage rolls against elves.

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance*; 1st—*alarm, magic missile, ray of enfeeblement, shield*; 2nd—*invisibility, web*; 3rd—*lightning bolt*.

These Driders cast spells as 6th-level sorcerers.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Masterwork longspear, dagger, heavy crossbow, bolt (15).



M64 THROUGH M72. THE SPIDER KINGS

This Region's final Section houses the most powerful Spider Kings, a fractured leadership that withdraws more and more from its unified goals. Each of the four Spider Kings dwelling here — Alith the Earth-Weaver (Room M64), Elotor the All-Seeing Visionary (Room M65), Nielial the Ever-Vigilant Warlord (Room M66), and Radija the Rot-Summoner (Room M64) — is a force equal to the PCs. Together, they form one of the most powerful alliances the party has yet faced within the World's Largest Dungeon. Only by dealing with them individually, or with great skill and much luck, can the PCs expect to survive this Section without permanent loss. But should they survive, they may find one of the dungeon's most elusive treasures — a way out.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1–2	Wailing screams are heard from the direction of Room M65. Something's spirit is dying, and its body is soon to follow.
3	The sound of a mountain eagle is heard through the cavern's roof, carried through the tunnels from the surface.
4–13	Nothing
14	The PCs stumble upon a trap left by the driders. **Camouflaged Pit Trap (60 ft. deep):** CR 5; mechanical; location trigger; manual reset; no attack roll necessary (5d6); multiple targets (first target in each of two adjacent 5-ft. squares); Reflex save (DC 30) avoids; Search (DC 25); Disable Device (DC 20). *Note:* This trap is disabled by finding the floor panel release and hammering it into place.
15	The cataclysm finally takes its toll upon this part of the dungeon, collapsing a 10-ft. × 10-ft. section of the ceiling down upon the PCs. Falling Block Trap: CR 10; +15 melee (10d6); Search (DC 20); Disable Device (DC 25). *Note:* Can strike all PCs in a 10-ft. × 10-ft. area. This trap is disabled by propping up the ceiling with strong supports, such as pole-arms.
16	One drider guard (hp 45) and one flesh golem (hp 49) discover the PCs. The guard sends the flesh golem to summon 1d6 drider reinforcements (hp 45 each), which return with the stalker in 1d4 rounds. These creatures retreat if more than ½ their number are killed (rounded down).
17	A patrol of 2 driders (hp 45 each) comes upon the PCs. Drugged during a failed slave attack, the driders assume the PCs to be escaped drow slaves, and drive them toward the workshop (Room M64). Not possessing their full faculties, these driders fight to the death.
18	A patrol of 4 driders (hp 45 each) comes upon the PCs. They wish to take the credit for capturing the PCs alive and do not call for reinforcements. They retreat if 2 or more of their number are killed.
19	Wicieth, an aranea courier dominated by the Spider Kings (Rog 6, hp 40), comes upon the PCs during a secret trip to meet the rebels *(for more information, see Room M62)*. Unless the PCs notice the creature, it hides from sight until they pass. If attacked, it flees to the nearest drider outpost where guards are typically stationed and warns the drider sentries about the intruders.
20	The drider Nielial (Ftr 12, hp 159) comes upon the PCs, challenging them as described in the Tactics section of Room M66.

M64. THE WORKSHOP

At the north end of the cavern, read this description:

You enter a cavern so large its far end is lost behind a buzz of gruesome activity. At the cavern's northeast corner, hapless drow slaves shovel a pile of volcanic rock into a steaming apparatus of metal pipes, gears, and wide leather belts. The soil disappears into a central box at least 20 ft. high, upon which stands a thin, wiry man-spider who screams orders at the slaves. To the west, the box slowly disgorges a stream of black liquid similar to the rock hard webbing on all the walls here and throughout the nearby tunnels. To the east, the box vomits forth a purple fluid that the slaves seal in barrels and store against the eastern wall. All around, slaves monitor the box. Surrounding it all, side passages vanish into darkness in all directions.

At the south end of the cavern, read this description:

You enter a cavern so large its far end a blur behind a buzz of gruesome activity. At the cavern's southernmost edge, drow slaves clinically hack bodies to pieces — bodies of their own kind. The body parts are delivered to tables by type — here a table for heads, there another for arms, one for legs, with torsos on the right. More slaves take the parts and use a metal apparatus of gears and needles to thread them together, forming new bodies that they lay upon a long, curving leather belt. The monstrous creations chug slowly into another apparatus. When they topple out the other end, they catch themselves on the ground, suddenly animate. With the help of a last set of slaves, the newly created beasts stumble toward one of two central structures, where they lay with others of their kind. Periodically, one rises and — much more coordinated than before — lurches into the darkness of a side passage. All around, slaves monitor the boxes. A robust man-spider warrior views the slaves' efforts from atop a floating disk of light, periodically delivering a near-death blow whenever one or more of them make a mistake.

Initial Attitude: Hostile

Encounter: The Spider Kings use this workshop for two purposes — to create the flesh golems used as expendable troops and to create silkstone, the bizarre substance from which the walls of this Region are constructed. Each of these projects is overseen by a trusted drider lieutenant answering directly to Nielial the Ever-Vigilant Warlord (Room M66) and Elotor the All-Seeing Visionary (Room M65).

To the north, Alith the Earth-Weaver (hp 65) commands the creation of *silkstone*. The slaves deliver volcanic rock mined in Room M38 into the apparatus, where it undergoes a process created by Elotor. When operational, the apparatus spits 1 application of marbleized silkstone into a vat in the west and 1 application of purple silk solvent into a vat in the east every 10 rounds.

Silkstone possesses statistics identical to stone, but may be temporarily dissolved using silk solvent. One application of silk solvent can temporarily dissolve a 10-ft. × 10-ft. patch of silkstone, and multiple applications can be used to "dig" through walls to surprise the occupants of other Rooms. Applying three applications to a single 10-ft. × 10-ft. area, however, permanently dissolves it in 1d6+4 rounds.

Both substances are dangerous when applied to exposed flesh. Silkstone fluid hardens on contact with any PC or creature's skin. The process takes 2 rounds, after which the victim loses the use of the affected limb. If the victim's face is encased, he suffocates. Removing the silkstone requires someone to rip it off with a DC 15 Strength check. With failure, the victim suffers 1d4 damage and the effects of the silkstone remain. With success, the effects of the silkstone end, but the victim suffers 1d10 damage. Alternately, 1 application of silk solvent frees 1 limb, head, or torso, but inflicts ½ the silk solvent's standard damage in the process, rounded down.

Silk solvent acts like a mild acid, burning any PC or creature it contacts. For each round of exposure to silk solvent, a victim suffers 1d6 acid damage. For each round of immersion, the victim suffers 4d6 acid damage.

If someone is dumped into one of the vats, he suffers the effects of immersion. In the case of silkstone, the victim's entire body is encased as the fluid out to 1 ft. around him solidifies. Up to three victims may be dumped into each vat at any time, and after 3 days, any victims who remain in the silk solvent vat are completely dissolved.

If someone is dumped into the northern apparatus, he suffers 1 point of permanent Constitution damage at the start of each round until he dies or pulls himself free, a task that requires a successful Strength check (DC 20 + 1 per round he remains in the machine). If one Medium creature (or an equivalent mass) dies within this machine, it breaks down, unable to process the organic matter.

To the south, Radija the Rot-Summoner (hp 65) commands the creation of flesh golems. The slaves deliver hacked apart pieces into the apparatus, where the machine sews them together and imbues them with artificial life using a process created by Elotor. When operational, the apparatus spits 1 completed flesh golem out of its northernmost end every 10 rounds. Unless halted by the PCs, this process continues even during combat, though all newly created flesh golems are useless during the first 24 hours of their existence, as they acclimate to their shells. The PCs may not realize this, attacking the new golems near the north apparatus or even stabbing at the inanimate bodies on the belts before they arrive to the north. Both of these actions are merely wasted time and effort — but attacking the 20 golems resting upon the central structures is not.

During any combat, 1 new flesh golem arises from one of these structures every 10 rounds, entering into combat under Radija's control (or under Alith's control if Radija is incapacitated or dead). The only way to prevent this process is to inflict at least 20 points of damage to every flesh golem on the structures, severing their heads, critical tendons, or causing other bodily harm that prevents them from moving. Setting the golems on fire is even faster — any golem set on fire is assumed to suffer enough damage that it cannot rise, and is in fact destroyed if left to burn for 10 minutes or longer.

If a PC or creature is dumped into the southern apparatus, he suffers he suffers 1 point of permanent Con damage and 1 point of permanent Charisma damage at the start of each round until he dies or pulls himself free, a task that requires a successful Strength check (DC 20 + 1 per round he remains in the machine). Unlike the northern apparatus, this machine does *not* break down if someone dies within it — instead, the mutilated corpse of anyone who dies within it is animated as a flesh golem at the machine's northern end, as standard.

The machines are delicate, and require many rare and precisely fashioned components Elotor concocts in his lab (Room M65). Thus, each apparatus runs for an extremely short period of time each day. No matter when the PCs arrive, both machines are running, though if the PCs hide from sight for 4d6+6 minutes, the machines are turned off for the day and the slaves are set about cleaning up before they are fed and delivered to Room M68.

The PCs may not decipher the methods of either apparatus with any skill or spell; indeed, even the methods behind them are a mystery that Elotor plans to take to his grave. Disabling either machine requires a great deal of work, but sets the Spider Kings back weeks, if not months. Each possesses a hardness of 10, 200 hit points, and no Break DC. The northern apparatus may also be disabled by feeding it the equivalent of one Medium creature, whole or in pieces.

Both overlords order all forces to attack as soon as they spot any intruders. In Alith's case, this is more because she fears reprisal if she appears weak to Radija, Elotor, and Nielial than because she wishes to kill. If the PCs can somehow catch Alith alone, out of sight from her peers, subordinates, and slaves (who would almost certainly turn her in to receive special treatment), they have one — and only one — chance to sway her. If they make a case that the DM finds both believable and persuasive, and the PCs manage to improve Alith's attitude to indifferent or better (sparking her natural inclination to distrust the drider's new leadership), she aids them. Failing to improve Alith's attitude, however, prompts her to attack as soon as she can muster her troops.

If Alith's attitude is improved to indifferent, she offers to deliver messages to slaves under her command, slow production by up to 50%, or dupe any of the lesser Spider Kings to the east in support of the PCs' actions, though only if the party promises a decisive victory over Elotor and Nielial in the next week at the outside.

If Alith's attitude is improved to friendly, she offers to deliver messages anywhere in this Section and devote up to 6 slaves under her command to actions of the PCs' design, slow production by up to 75%, or dupe Radija in support of the PCs' actions, though only if the party promises a decisive victory over Elotor and Nielial in the next month, with regular updates no less often than every week.

If Alith's attitude is improved to helpful, she offers to deliver messages anywhere in the Region and devote up to 12 slaves under her command to actions of the PCs' design, halt production for up to 3 days, or dupe anyone in the Region in support of the PCs' actions, and is willing to wait indefinitely for the PCs to secure a victory over Elotor and Nielial (though she grows antsy every so often and must be reassured that the course is true and ultimate triumph will come soon).

Encounter Condition: Echoes 4

Tactics: In combat, each leader's first action is to command their drider guards into battle. Second, each leader uses a *flare* spell to warn the other of an intrusion. Only then do the leaders engage the PCs directly, again as described here.

In the north, Alith orders two drider guards (hp 45 each) to drive the PCs toward the apparatus, dumping one or more of the intruders into the vats or push them toward Radija's forces to the south. Alith's driders utilize their longspears first and foremost, and if either of them falls, the other flees to gather additional forces from Rooms M28, M59, and M58, in that order.

Alith gets lost in the combat, popping up near the PC combatant who looks the most mentally vulnerable ('looks' being the operative term here — Alith may easily be mistaken in this regard). Alith uses defensive spells on herself, and saves *enlarge* for the first active flesh golem within range. She prefers to use non-lethal forms of attack, such as *sleep*, *web*, and *bestow curse*, but resorts to *magic missile* and her poisoned weapon when necessary to stay alive and safeguard the machines. Unlike Radija, Alith defends her drider guards and the slaves under her command, and this selflessness may illustrate to the PCs the potential to sway her to their cause.

In the south, Radija orders two drider guards (hp 45 each) to delegate commands. One runs to the central structures, taking command of the two flesh golems (hp 75 each) and ordering them to attack the nearest PC. This drider leads the golems from PC to PC, engaging alongside the constructs, until none remain standing or the golems are destroyed, at which point he falls back to receive more orders.

The second drider leads the slaves in a bull rush toward the PCs, hoping to drive them into the northern forces and disorient them long enough for Alith and Radija to gain command of the situation. When the slaves' ranks are broken, this drider wades into the party, fighting until his hit points are reduced to 20 or less, at which point he falls back to receive more orders.

Radija remains close to his driders and the active flesh golems, casting spells to support them and increase their abilities, and engaging the PCs whenever he believes he can inflict fair to great damage. He uses *bull's strength*, *invisibility*, *jump*, *mage armor*, *protection from arrows*, *resistance*, and *stoneskin* to boost the statistics of the driders and flesh golems as needed, and uses *mending* to heal the flesh golems of 1d6 damage per casting. When he can't boost his troops' abilities any longer, he supports them with *magic missile* and *lightning bolt*. He also casts *hold person* to give his troops an edge against tough opponents.

Radija is very much a general, directing troops with a keen strategic eye and remaining out of the battle until he is needed. By then, given his might and magical weapons and with the party weakened by his troops, he's likely to present the PCs with a solid final engagement before they secure the Room. The DM should hold Radija back as much as possible throughout the combat, unleashing his full strength upon the party when he needs to give the battle a final dramatic adrenaline shot. After that, this close to the conclusion of the Region, he should pull out all the stops and make the players work to capture Elotor's machines.

Treasure: For every 15 minutes the PCs spend working in the north, they gain 1 application of *silk solvent* (to a maximum of 100 applications). Each application of silk solvent has the dimensions and weight of 1 full water bladder.

EL: 15

Scaling: To increase the challenge of this encounter, release one flesh golem from the southern machine every 4 rounds. To decrease the challenge, remove two of each sorcerer's 4th-level spells.

♟ **Alith the Earth-Weaver and Radija the Rot-Summoner, Drider Sor 2:** CR 9; Large aberration; HD 6d8+18 + 2d4+6; hp 65; Init +2; Spd 30 ft., climb 15 ft.; AC 19, touch 13, flat-footed 17; Base Atk +5; Grp +11; Atk +8 melee (2d6+3/19–20, *+1 longsword*) or +7 melee (1d4+1 plus poison, bite); Full Atk +7 melee (2d6+3/19–20, *+1 longsword*) and +2 melee (1d4+1 plus poison, bite); Space/Reach 10 ft./5 ft.; SA poison, spell-like abilities, spells; SQ darkvision 60 ft., spell resistance 17; AL LE; SV Fort +5, Ref +4, Will +11; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 18.

Skills and Feats: Climb +14, Concentration +11, Hide +10, Listen +9, Move Silently +12, Spellcraft +8, Spot +9; Combat Casting, Spell Penetration, Weapon Focus (bite).

Poison (Ex): Injury, Fortitude DC 17, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 14), *clairaudience and clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*, *levitate*, *suggestion* (DC 17). Caster level 6th. The save DCs are Charisma-based.

Alith's Sorcerer Spells Known (6/7/7/7/4, base save DC 14 + spell level): 0—*acid splash*, *arcane mark*, *daze*, *detect magic*, *flare*, *light*, *read magic*, *resistance*; 1st—*enlarge*, *magic missile*, *protection from good*, *shield*, *sleep*; 2nd—*acid arrow*, *see invisibility*, *spectral hand*; 3rd—*dispel magic*, *haste*; 4th—*bestow curse*.

Alith casts spells as a 8th level sorcerer.

Typical Sorcerer Spells Known (6/7/7/7/3, base save DC 13 + spell level): 0—*arcane mark*, *disrupt undead*, *flare*, *mage hand*, *mending*, *ray of frost*, *resistance*, *touch of fatigue*; 1st—*jump*, *mage armor*, *magic missile*, *floating disk*, *shield*; 2nd—*invisibility*, *protection from arrows*, *summon swarm*; 3rd—*fireball*, *hold person*; 4th—*enervation*.

Radija casts spells as a 8th level sorcerer.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Alith's Possessions: +1 longsword (as dagger), bracer of armor +2, scroll of summon monster III (small earth elemental, 5th).

Radija's Possessions: +1 longsword, bracers of armor +2, scroll of waves of fatigue.

♛ **Drider Guard:** CR 7; Large aberration; HD 6d8+18; hp 45; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +10; Atk +5 melee (2d6+3/19–20, longspear) or +6 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Full Atk +3 melee (2d6+3/19–20, longspear) and +1 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Space/Reach 10 ft./5 ft.; SA Poison, spell-like abilities, spells; SQ Darkvision 60 ft., spell resistance 17; AL CE; SV Fort +5, Ref +4, Will +8; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 16.

Skills and Feats: Climb +14, Concentration +9, Hide +10, Listen +9, Move Silently +12, Spot +9; Combat Casting, Two-Weapon Fighting, Weapon Focus (bite).

Poison, Arrow (Ex): An opponent hit by a drider's poisoned arrow must succeed on a DC 13 Fortitude save or fall unconscious. After 1 minute, the subject must succeed on another DC 13 Fortitude save or remain unconscious for 2d4 hours.

Poison, Bite (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience and clairvoyance*, *darkness*, *detect good*, *detect law*, *detect magic*, *dispel magic*, *faerie fire*, *levitate*, *suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*daze*, *detect magic*, *ghost sound*, *mage hand*, *ray of frost*, *read magic*, *resistance*; 1st—*magic missile*, *ray of enfeeblement*, *shield*, *silent image*; 2nd—*invisibility*, *web*; 3rd—*lightning bolt*.

These Driders cast spells as 6th-level sorcerers.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: +2 studded leather, masterwork longspear, large short bow, masterwork arrows (20).

Flesh Golem: CR 7; Large construct; HD 9d10+30; hp 75; Init –1; Spd 30 ft.; AC 18, touch 8, flat-footed 18; Base Atk +6; Grp +15; Atk +10 melee (2d8+5, slam); Full Atk +10 melee (2d8+5, 2 slams); Space/Reach 10 ft./10 ft.; SA Berserk; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 ft., can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

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

A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem golem gets no saving throw against attacks that deal electricity damage.

Drow Slave, Com 1: CR 1; Medium humanoid (drow elf); HD 1d4+1; hp 3; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, tool) or +1 ranged (1d3, thrown rock); Full Atk +0 melee (1d6, tool) or +1 ranged (1d3, thrown rock); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 12; AL NE; SV Fort +1, Ref +1, Will –1; Str 10, Dex 12, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Craft (any one) +4, Listen +1, Search +2, Spot +1, Survival +1; Endurance.

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 1st.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.



M65. ELOTOR'S LABORATORY

Each door leading into this Room is blocked by a portcullis that may be opened by lever from within or with a successful DC 25 Strength check. Each portcullis has a hardness of 10, 75 hit points, and a Break DC of 30.

Beyond the iron portcullis, you find an arcane laboratory. Sorcerous tools and implements of spell construction lie beside medical and burial appliances, covered in gristle.

The air here is foul and low, lost whimpers are heard from cages lining the west wall. Dozens of impossible creatures inhabit these hovels, their bodies twisted like broken dummies discarded by a mad puppeteer. Transfixed, you try to avert your horrified eyes, only to notice a ball of fur quivering in the last cage to the right — an ebon, overly muscular badger with spikes instead of hair, its eyes blind-dry from endless tears.

A sudden movement in distracts you, as a tiny fist of flesh rolls across a table and blossoms into a 6-in. tall humanoid with a head far too large for its fragile frame. It emits a sarcastic cackle before rolling away again, toward a man hunched over another table. Every time the man's hands move, a squeal rises from before him. Ignoring you, he picks up a hammer and chisel…

Initial Attitude: Hostile, indifferent

Encounter: This gruesome laboratory belongs to Elotor the All-Seeing Visionary (hp 105), one of two chief commanders within the driders' leadership. Elotor hopes to circumvent the typical creation of his kind, forging new driders by willful application of darkest magic. His explorations of magic's effect upon a creature's physical form demand the sacrifice of many innocent beasts — the pitiable beings in the western cages. Most of the travesties inflicted upon these prisoners served a far-reaching purpose within Elotor's grand scheme; some merely for amusement's sake.

Now is a time of great progress for the Spider Kings — Elotor's cages hold not one but three magical creatures: a centaur paladin named Melody, a unicorn named Windshadow, and a vicious, deceitful lamia named Zoisimas. These three prisoners are at the core of Elotor's current experiments — he hopes that their bodily materials can substitute for the bronze dragon's egg destroyed in the Halls of Flesh (Region I) by his mentor, Mahir.

The unicorn Windshadow (hp 38) was captured only 3 months ago, and looks to be in sorry shape. His horn is gouged away in many places and infected wounds dot his torso and legs where Elotor removed strips of flesh. It seems that Windshadow is not long for this world. His damaged horn does not heal as well as it once did, and although he cures the damage, each day Elotor makes it worse. To add insult to injury, Windshadow's legs were broken and reset wrong, hobbling the beast and reducing his movement.

Zoisimas (hp 31) bickers constantly with Windshadow, forcing Elotor to periodically subdue them with spells. Only one thing irritates Zoisimas more than the unicorn — his imprisonment. Should he ever escape, he plans to wreak the most painful vengeance he can conceive upon the Spider Kings. This he vows every night before he collapses into haunting slumber and every morning as he wakes in a cold sweat.

The centaur paladin Melody (hp 51) made a holy pilgrimage to the dungeon, retracing the steps of her ancestors to the dungeon where they served as underlings to the celestial wardens. Unfortunately, by the time Melody arrived, the celestials were overthrown and the dungeon lie in ruins, overrun by an army of former prisoners and invaders. She and her companion, Hakarr, ventured into the remains of the prison seeking a way to restore order, and some time later, they were set upon and captured by agents of the Spider Kings. The driders separated the centaurs, delivering Hakarr to the bloodletting chamber (Room M30) and Melody here, where she remains one of the few untouched beasts in Elotor's cages. The master sorcerer seems to be saving her for something special — a stage of experimentation he has yet to reach.

Melody is every inch the paladin, forthright and pure. If given the opportunity, she aids the PCs however she can, and can be a valuable guide to the Barrows and the Regions to the south.

Within the remaining cages is a freakish collection of modified beasts. Following the examples shown in this Room's read-aloud text, the DM is encouraged to occupy the cages with a wide variety of his own twisted, merged, and malformed critters.

The test subjects are destined to languish here until the end of their miserable days, periodically observed by their tormentor, his sycophantic follower Sinalith the Shaper (hp 55), and his homunculus familiar, Scuttle (hp 52). Beyond these creatures formidable power, this Room is guarded by a pair of flesh golems (hp 75 each), one stationed beside each door. These golems are built to resemble the Room's walls, and therefore easy to miss. The PCs only notice them if they intentionally spend a round searching the Room for other occupants or make a successful DC 30 Spot check.

Elotor is a true villain, caring for nothing beyond the advancement of his mad plan to create more driders. He considers all life and all living beings mere resources to be exploited, and collects PCs and creatures of all types as test subjects. Humanoids are highly prized, being closest in form to the drow from which driders are created. Any intrusion by humanoid PCs gains his immediate attention, and he takes every step necessary to capture them alive. Per the DM's discretion, PCs captured elsewhere in the Spider Kings' realm may also be delivered into Elotor's hands.

Elotor ignores all attempts at conversation that don't involve his experiments. Should any PC express an interest in Elotor's work, he gleefully discuss his current thoughts on seemingly rational terms, carefully outlining the benefits of becoming 'one of the flesh'. He genuinely believes that his work elevates his subjects to a higher plane of life, where they will share in the triumphant ascension of the misguide drow slaves. Never one to tell when he can show, Elotor highlights his commentary with torturous experiments, providing disturbing illustrations for his captive audience.

Sinalith is a true sycophant, a loyal, simpering advisor to Elotor, even though the master sorcerer looks upon the follower with equal degrees of contempt and condemnation. Sinalith is a coward, but happily throws itself in harm's way to protect its beloved Elotor, and it is only this devotion that keeps him from joining the caged flesh-puppets.

Finally, the homunculus Scuttle is Elotor's familiar, created by Sinalith with a very real part of the sycophant's spirit, but dedicated absolutely to the master sorcerer alone. Indeed, the homunculus would happily sacrifice itself to save its master, even as it watches Sinalith regularly scorned and beaten.

Scuttle is surprisingly intelligent, if vile in disposition, and frequently corrects the 'mistakes' of others — even the Spider Kings (except Elotor, of course). Worse, it's usually correct. When not aiding Elotor in the lab, the familiar spends its time scurrying about the Barrows, spying on their denizens and reporting back to its master. Scuttle is aware of the slaves' plot to rebel against their masters, but ironically can't bring Elotor to believe it.

The Spider Kings despise both of Elotor's "pets", and would gut them for sport if the All-Seeing Visionary didn't hold them in such high esteem — or so it seems. In truth, Elotor feels nothing for Sinalith or Scuttle, but enjoys the way his quirky underlings get under the other Spider Kings' skin. Secretly, Elotor finds amusement as much in tormenting his peers as in tormenting innocent test subjects.

As the PCs enter this Room, Elotor is busy with his latest line of research — transposing the torsos of a formian and girallon. Both are Small specimens, and with the procedure only half done are helpless and incapable of performing any action more complicated than squirming in unthinkable pain.

If the PCs enter from the north, Elotor takes them for either extremely capable combatants or sneakers. If they enter from the south, he makes no such assumptions. Either way, with a wave of his hand, he orders Scuttle to secure the most immediate help available from the opposite direction. This signal is obvious to Sinalith and the flesh golems as well, all of whom move to subdue the party.

Encounter Condition: N/A

Tactics: Any battle in the laboratory happens in layers. The flesh golems stand at the front of the enemy forces, striking intruders with their gauntlet-covered fists. These fists are enchanted with the shock magical weapon ability and inflict additional electricity damage that also heals the flesh golem with every successful hit. This enchantment comes with a price, however — the chance that each golem goes berserk rises to 5% per round. The golems fight to the death and do everything in their power to prevent the PCs from approaching either Elotor or Sinalith.

Behind the golems, Sinalith the Shaper casts *mage armor*, *shield*, *magic circle against good*, *endurance*, and *see invisibility* upon itself, in that order. Once the PCs circumvent or break through the golems, however, he goes on the offensive, casting *stinking cloud* to slow the party down and *hold person* to keep them within the cloud's area of effect. He follows this up with *ghoul touch* spells cast through *spectral hands*. If all else fails, Sinalith falls back on his melee weapons, casting *blur* to (hopefully) keep himself just out of reach. Like the golems, Sinalith refuses to flee — unless Elotor falls, at which point he runs for the southern exit, planning to exit the Region, never looking back.

Elotor typically begins each battle by casting *quickened displacement* upon himself, followed by *minor globe of invulnerability*. During Round 2, he follows up with a *quickened slow* spell against the most mobile opponents, then *hold monster* or *hold person* targeting heavy fighters. Rounds 3 and 4 bring a *maximized cloudkill* (even if Sinalith's *cloudkill* spell is still active), followed by a *mass hold person* to catch any stragglers in the double cloud. Assuming all this comes off without a hitch.

The master sorcerer saves his damaging spells as last resorts, and uses *circle of death* and *enervation* only if personally threatened with a clearly superior force (at which point he unleashes everything in his arsenal, seeking only to destroy the PCs once and for all). In Elotor's eyes, damaging or killing potential test subjects, or bleeding them of their life force, is the worst possible outcome, to be avoided at all costs.

Elotor loathes melee combat and only engages the PCs directly when he has no other choice. He retreats if reduced to 40 or fewer hit points, casting *wall of force* to cover his withdrawal, and using *limited wish* to change the Room's structure or contents, or eliminate doors through which he flees.

If Scuttle makes it out of the Room, he heads to Room M28 or Room M64, as appropriate, seeking help in the laboratory. In the former case, all the drider guards arrive in 5 rounds, followed by Scuttle with half the guards from Rooms M58 and M59 after another 7 rounds thereafter. In the latter case, Radija and his flesh golems arrive in 4 rounds' time with Scuttle in tow. If the PCs have already eliminated any of these forces, Scuttle becomes flustered and confused, and returns to his master for new orders. He likely doesn't have the time to perform any more.

In a fight, Scuttle slips under the Room's tables and nips at the PCs' feet, trying to poison them with its bite. If Elotor is killed or flees, Scuttle follows, casting a minor offensive spell to harass the PCs on his way out (though only if Elotor lives to extend it to him).

All forces in the Room know not to kill intruders unless they must to protect Elotor. The master sorcerer is a firm believer in the adage, "Waste not, want not" and demands that his troops strive to secure new test subjects whenever possible, or at the very least leave the recently dead largely intact to allow for postmortem experimentation.

Finally, the PCs may free one or more of the 25 test subjects currently caged against the west wall. Each cage possesses a hardness of 8, 50 hit points, and a Break DC of 24, and each cage door lock requires a successful DC 18 Open Lock check to unlock. All test subjects attack Elotor immediately upon their release, the unnamed ones performing +2 melee attacks that inflict a meager 1d2 points of damage. The named subjects take more advanced actions, as follows.

Windshadow charges Elotor or the enemy's front line, attempting to impale an opponent upon its horn, then rearing up and striking with its hooves. The unicorn refuses to abandon any ally, especially the PC who freed him, and applies his healing abilities to this PC as needed.

Zoisimas slinks into the shadows, attempting to avoid the fight altogether. If forced to fight, he lashes out with the nearest sharp instrument — likely one of Elotor's scalpels (which operates like a standard dagger)

— applying his Wisdom drain ability to each successful hit. At the first available opportunity, he uses *charm person* or *suggestion* to convince a victim to cover his flight from the Room. Zoisimas grabs any fallen PC or creature's weapons to assist his escape.

As befits her paladin training, Melody wades into the enemy's front line, relying upon her Spring Attack feat at first and Trampling from there. Like Windshadow, she seeks to cut a clear path to Elotor, downing the villain as quickly and decisively as possible. Like Zoisimas, Melody grabs weapons from the fallen PC and enemies, outfitting herself as best she can along the way.

The attitudes of all test subjects begin at indifferent, but immediately improve to friendly upon their release. Also, the PCs gain a +4 circumstance bonus with skill checks made to further improve the subjects' attitude thereafter. Only Melody agrees to accompany the PCs, however, and she departs once they leave this Region, dedicated to restoring the celestials' dungeon on her own terms.

Treasure: Stacked upon the shelves throughout this Room are dozens of scrolls, only some of which are decipherable by the PCs and only a few of which are truly magical. For every 10 minutes the PCs spend going through the shelves, the PCs may make a DC 18 Search check to find one of the following, in this order: *identify, locate object, hold person, enervation, stone shape,* and *flesh to stone*. After one hour of searching, the PCs have found all the scrolls they can, and subsequent investigations turn up nothing.

Further, a *tome of clear thought* rests atop the highest shelf in the laboratory, locked with a magical padlock that may not be broken. Elotor wears the key on a chain around his neck.

EL: 16

Scaling: To increase the challenge of this encounter, add two flesh golems. To decrease the challenge, remove one.

♟ **Elotor the All-Seeing Visionary, Drider, Sor 8:** CR 15; Large aberration; HD 6d8+18 + 8d4+24; hp 105; Init +2; Spd 30 ft., climb 15 ft.; AC 22, touch 15, flat-footed 20; Base Atk +8; Grp +14; Atk +5 melee (1d6+2/19–20, dagger) or +6 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Full Atk +3 melee (1d6+2/19–20 & 1d6+1/19–20, 2 daggers) and +1 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Space/Reach 10 ft./5 ft.; SA Poison, spell-like abilities, spells; SQ Darkvision 60 ft., spell resistance 17; AL CE; SV Fort +7, Ref +6, Will +14; Str 15, Dex 15, Con 17, Int 15, Wis 17, Cha 24.

Skills and Feats: Climb +14, Concentration +17, Hide +10, Knowledge (arcana) +12, Listen +9, Move Silently +12, Spellcraft +12, Spot +9; Combat Casting, Enlarge Spell, Extend Spell, Maximize Spell, Spell Penetration.

Poison (Ex): Injury, Fortitude DC 20, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 17), *clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 20). Caster level 6th. The save DCs are Charisma-based.

Typical Sorcerer Spells Known (6/8/8*/8/7/7/6/4, base save DC 17 + spell level): 0—*acid splash, arcane mark, daze, disrupt undead, mage hand, mending, ray of frost, read magic, resistance;* 1st—*charm person, color spray, mage armor, magic missile, shield;* 2nd—*blur, detect thoughts, endurance, ghoul touch, see invisibility;* 3rd—*hold person, magic circle against good, stinking cloud;* 4th—*charm monster, enervation, rainbow pattern, stoneskin;* 5th—*enervation, feeblemind, hold monster;* 6th—*globe of invulnerability, greater dispel magic;* 7th—*limited wish.*

* One 2nd level spell has already been used for an extended mage armor spell.

Elotor casts spells as a 14th-level sorcerer.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Dagger of venom, amulet of natural armor +1, mask of the skull, ring of the ram (20 charges), potion cure serious wounds.

♟ **Scuttle [Elotor's Familiar], Homunculus:** CR *; Tiny construct; HD [14]; hp 52; Init +2; Spd 20 ft., fly 50 ft. (good); AC 21, touch 14, flat-footed 19; Base Atk +8; Grp –1; Atk Bite +12 melee (1d4–1 plus poison); Full Atk +12 melee (1d4–1 plus poison); Space/Reach 2–1/2 ft./0 ft.; SA poison; SQ alertness, construct traits, darkvision 60 ft., deliver touch spells, empathic link, improved evasion, low-light vision, share spells, spell resistance 19; AL CE; SV Fort +0, Ref +4, Will +1; Str 8, Dex 15, Con —, Int 12, Wis 12, Cha 7.

Skills and Feats: Hide +14, Listen +4, Spot +4; Lightning Reflexes.

Alertness (Ex): While a familiar is within arm's reach, Elotor gains the Alertness feat.

Deliver Touch Spells (Su): Scuttle can deliver touch spells for Elotor. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Empathic Link (Su): Elotor has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, Elotor takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Poison (Ex): Injury, Fortitude DC 19, initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes. The save DC is Constitution-based and includes a +2 racial bonus.

Scry on Familiar (Sp): Elotor may scry on Scuttle (as if casting the scrying spell) once per day.

Share Spells: At Elotor's option, he may have any spell (but not any spell-like ability) he casts on himself also affect Scuttle. The familiar must be within 5 feet at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves farther than 5 feet away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, Elotor may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

Elotor and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type.

♟ **Sinalith the Shaper, Drider, Sor1:** CR 7; Large aberration; HD 6d8+18 + 1d4+3; hp 55; Init +2; Spd 30 ft., climb 15 ft.; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +10; Atk +5 melee (1d6+2/19–20, dagger) or +6 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Full Atk +3 melee (1d6+2/19–20 and 1d6+1/19–20 2 daggers) and +1 melee (1d4+1 plus poison, bite) or +5 ranged (1d8/×3, shortbow); Space/Reach 10 ft./5 ft.; SA poison, spell-like abilities, spells; SQ Darkvision 60 ft., spell resistance 17; AL CE; SV Fort +5, Ref +4, Will +10; Str 15, Dex 15, Con 16, Int 15, Wis 16, Cha 14.

Skills and Feats: Climb +14, Concentration +10, Hide +10, Knowledge (arcana) +8, Listen +9, Move Silently +12, Spot +9; Combat Casting, Craft Wondrous Item, Skill Focus (knowledge [arcana]).

Poison (Ex): Injury, Fortitude DC 16, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Typical Sorcerer Spells Known (6/7/7/4, base save DC 12 + spell level): 0—*daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance;* 1st—*mage armor, magic missile, ray of enfeeblement, shield, unseen servant;* 2nd—*blur, ghoul touch, see invisibility;* 3rd—*magic circle against good, stinking cloud.*

Sinalith casts spells as a 7th-level sorcerer.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: Dagger of venom, scroll of prismatic spray (13th).

Flesh Golem: CR 7; Large Construct; HD 9d10+30; hp 75; Init –1; Spd 30 ft.; AC 18, touch 8, flat-footed 18; Base Atk +6; Grp +15; Atk Slam +11 melee (2d8+6 plus 1d6 electrical); Full Atk 2 slams +11 melee (2d8+6 plus 1d6 electrical); Space/Reach 10 ft./10 ft.; SA Berserk; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL (Always) N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: Improved Grapple[B].

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

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

A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem golem gets no saving throw against attacks that deal electricity damage.

Possessions: Two +1 *spiked shock gauntlets* (attached to the golem with steel pins, the golem heals 1/4 of the electrical damage it inflicts).

Windshadow, Unicorn: CR 3; Large magical beast; HD 4d10+20; hp 42; Init +3; Spd 5 ft.; AC 18, touch 12, flat-footed 15; Base Atk +4; Grp +13; Atk +11 melee (1d8+8, horn); Full Atk +11 melee (1d8+8, horn) and +3 melee (1d4+2, 2 hooves); Space/Reach 10 ft./5 ft.; SA —; SQ Darkvision 60 ft., magic circle against evil, spell-like abilities, immunity to poison, charm, and compulsion, low-light vision, scent, wild empathy; AL CG; SV Fort +9, Ref +7, Will +6; Str 20, Dex 17, Con 21, Int 10, Wis 21, Cha 24.

Skills and Feats: Jump +21, Listen +11, Move Silently +9, Spot +11, Survival +8*; Alertness, Skill Focus (survival).

Magic Circle against Evil (Su): This ability continuously duplicates the effect of the spell. Windshadow cannot suppress this ability.

Spell-Like Abilities: Windshadow can *detect evil* at will as a free action.

Windshadow can no longer use *greater teleport* and can only use *cure light wounds* twice per day (caster level 5th) by touching a wounded creature with its horn. It cannot cast *cure moderate wounds* any longer. Once per day it can use *neutralize poison* (DC 21, caster level 8th) with a touch of its horn. The save DC is Charisma-based.

Wild Empathy (Ex): This power works like the druid's wild empathy class feature, except that a unicorn has a +6 racial bonus on the check.

Skills: Unicorns have a +4 racial bonus on Move Silently checks.

* Unicorns have a +3 competence bonus on Survival checks within the boundaries of their forest.

Zoisimas, Lamia: CR 6; Large magical beast; HD 9d10+9; hp 31* (58); Init +2; Spd 60 ft.; AC 18, touch 11, flat-footed 16; Base Atk +9; Grp +17; Atk +12 melee (1d4 Wisdom drain, touch) or +12 melee (1d6+4/19–20, dagger) or +12 melee (1d4+4, claw); Full Atk +12 melee (1d4 Wisdom drain, touch); or +12/+7 melee (1d6+4/19–20, dagger) and +7 melee (1d4+2, 2 claws); Space/Reach 10 ft./5 ft.; SA Spell-like abilities, Wisdom drain; SQ Darkvision 60 ft., low-light vision; AL CE; SV Fort +7, Ref +8, Will +7; Str 18, Dex 15, Con 12, Int 13, Wis 15, Cha 12.

Skills and Feats: Bluff +14, Concentration +10, Diplomacy +3, Disguise +1 (+3 acting), Hide +11, Intimidate +3, Spot +11; Dodge, Iron Will, Mobility, Spring Attack.

Spell-Like Abilities: At will—*disguise self, ventriloquism;* 3/day—*charm monster* (DC 15), *major image* (DC 14), *mirror image, suggestion* (DC 14); 1/day—*deep slumber* (DC 14). Caster level 9th. The save DCs are Charisma-based.

Wisdom Drain (Su): Zoisimas drains 1d4 points of Wisdom each time it hits with its melee touch attack. [Unlike with other kinds of ability drain attacks, a lamia does not heal any damage when it uses its Wisdom drain.]

Skills: Lamias have a +4 racial bonus on Bluff and Hide checks.

Melody, Centaur Pal 6: CR 9; Large monstrous humanoid; HD 4d8+8 + 6d10+12; hp 51* [76]; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +10; Grp +19; Atk +14 melee (1d6+5, hoof); Full Atk +14 melee (1d6+5, 2 hooves); Space/Reach 10 ft./5 ft.; SA Smite evil, spells; SQ Aura of courage, aura of good, darkvision 60 ft., detect evil, divine grace, lay on hands, remove disease, turn undead; AL LG; SV Fort +11, Ref +11, Will +11; Str 20, Dex 15, Con 15, Int 10, Wis 14, Cha 16.

Skills and Feats: Listen +3, Move Silently +4, Spot +3, Survival +2; Dodge, Mobility, Spring Attack, Weapon Focus (longsword).

Aura of Courage (Su): Melody is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects.

This ability functions while the paladin is conscious, but not if she is unconscious or dead.

Aura of Good (Ex): The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level.

Detect Evil (Sp): At will, Melody can use detect evil, as the spell.

Divine Grace (Su): Melody gains a bonus equal to her Charisma bonus (+3) on all saving throws.

Divine Health (Ex): Melody has immunity to all diseases, including supernatural and magical diseases.

Lay on Hands (Su): Melody can heal wounds (her own or those of others) by touch. Each day she can heal a total number of hit points of damage equal to her paladin level × her Charisma bonus (18). A paladin may choose to divide her healing among multiple recipients, and she does not have to use it all at once. Using lay on hands is a standard action.

Alternatively, Melody can use any or all of this healing power to deal damage to undead creatures. Using lay on hands in this way requires a successful melee touch attack and does not provoke an attack of opportunity. The paladin decides how many of her daily allotment of points to use as damage after successfully touching an undead creature.

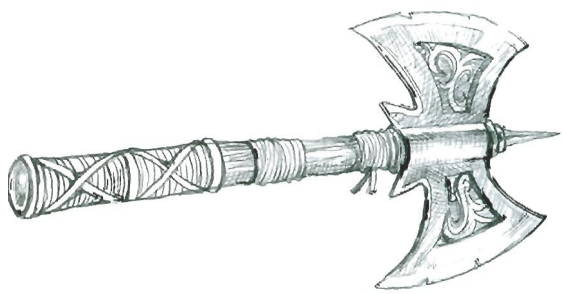
Remove Disease (Sp): Melody can produce a remove disease effect, as the spell, once per week.

Smite Evil (Su): Twice per day, Melody may attempt to smite evil with one normal melee attack. She adds her Charisma bonus (+3) to her attack roll and deals 1 extra point of damage per paladin level. If the paladin accidentally smites a creature that is not evil, the smite has no effect, but the ability is still used up for that day.

Turn Undead (Su): Melody has the supernatural ability to turn undead. She may use this ability six times per day. She turns undead as a cleric of 3rd level.

Paladin Spells Prepared (2, Save DC 12 + Spell Level): 1st—*bless weapon, protection from evil.* Casts at 3rd level.

Test Subject: hp 10 each, no special qualities or abilities.



ELOTOR

Unknown to anyone — including most Spider Kings — the master sorcerer Elotor keeps a terrible secret. During his escape from the magical cataclysm unleashed by his master in the Halls of Flesh (Region I), his form was rendered malleable. His flesh is constantly shifting beneath his robes, taking on new and more disgusting shapes and gaining new and more bizarre utilities. At any time, he possesses too many limbs, too many eyes, or too few. His nails become talons one day and dripping ooze sockets the next. He is a circus of bodily horror.

Each time the PCs encounter Elotor, the DM may choose his mutations or randomly generate them by rolling twice on the following table.

1d20	Mutation
1	None. For a time at least, Elotor's body is at peace.
2–3	Elotor's eyes move to the sides of head and his face becomes a mouth of razor-sharp teeth. (2d6, bite)
4–5	Elotor's fingers grow into razor-sharp talons (1d8+2/19–20, claws)
6–7	Elotor possesses an extra joint in every limb provides a +10 bonus to Escape Artist checks.
8–9	Elotor possesses 1d4 extra limbs and Multiattack.
10–11	Elotor possesses a stoop, which he disguises by hunching over his work. –4 Charisma.
12–13	Spikes along his back rip through his robes, forcing Elotor to retreat out of sight until the mutation shifts. –6 Charisma.
14–15	Bleding or transparent skin provides Elotor a +10 competence bonus to Hide checks.
16–17	Elotor grows on size category. In addition, he gains +4 Strength and suffers –2 Dexterity.
18–19	Elotor grows a hard scaly carapace (damage reduction 2/—)
20	Roll twice on this table, applying both results. This result may apply multiple times, increasing the number of mutations applied by 1 each time. If this mutation is later lost, all mutations filling the slot are lost (e.g. if one initial mutation roll generates 3 mutations, all 3 mutations are gained and lost together).

During combat, there is a non-cumulative 1 in 20 chance per round that Elotor's body mutates before the PCs' eyes, randomly replacing one of his current mutations for a new one, generated by the table above. Outside combat, there is an equal chance of random mutation every hour the PCs remain in hiding in or near Elotor's laboratory.

Elotor's body resides only partially on the Prime Material Plane, and he is immune to all magic that affects his physical form, including polymorphing, shapeshifting, and petrification. Further, in an effort to create new driders without their goddess' interference and due to intense study of his body's senseless mutations, Elotor's mind has become utterly unhinged, making him immune to all mind-altering effects as well.

None save Alith suspect that Elotor has greater plans for the driders than merely retaking their homeland, and none save Alith suspect the nature of Elotor's injuries (he tells all others that his disfigurement is purely ghastly to look upon). If the PCs improve Alith's attitude to friendly, she warns them that Elotor may not be all that he seems. At helpful, she tells them that she believes he has power over his form, godly power only spoken off in hushed whispers about the drow goddess's most favored — and most vicious — lieutenants in the dark ages thousands of years ago. She warns them to expect the unexpected around the master sorcerer, and beware surprise attacks using weapons no drider should possess.

M66. NIELIAL'S QUARTERS

A warren of tunnels twists and turns through the dungeon rubble dipping as deep as 20 ft. into the volcanic soil and rising in places over a dozen feet above the surface. Sinewy threads shoot through every matte black rock face, creating a look of natural marble. Finally, after several confusing forks and a couple dead ends, you exit the tunnels into a small cavern. A recently dug hole is visible in the center of the floor, a strange clicking rising from its darkness.

Initial Attitude: Unfriendly

Encounter: Nielial (hp 189), the Ever-Vigilant Warlord, lairs in this distant, dark Room. At one time, Nielial was the driders' spymaster, and her cunning mind was used to outwit armies. Even then, she eschewed the use of magic, which she considered inherently untrustworthy, and refused even to use her own natural drider gifts. After her people came to the dungeon, she realized the futility of her position, and sought to find a new place at the head of her tribe's leadership. She soon found it — by arranging a sudden and bloody death for the driders' previous Warlord, an obese sloth who would eventually lead his kin to an untimely grave.

Nielial takes her position as Warlord seriously, but has grown antisocial of late, especially in light of the realization that her people don't intend to leave the dungeon anytime soon. With all the other driders settling in, Nielial withdrew to this remote cavern, where she rules by proxy. She plans to let the Elotor pursue his fool's errand, and let the others build their citadel and gather their army. When the troops are ready, Nielial will rise to lead them.

Surprisingly, Nielial does not attack anyone who enters this Room. Instead, she emerges from her slumbering hole and calmly congratulates the party for making it here alive. She praises them as noble warriors, complementing them until it becomes uncomfortable, lacing her commentary with random statements about the driders' origins, fallen glory, and hopes for a grander tomorrow.

Nielial is far too smart to fall for any of the PCs' lines, and is therefore immune to all natural forms of attitude adjustment. Instead, unless the PCs improve her attitude to indifferent or better using magic, she waits for a lull in the conversation and says, "You are aware that I can't allow you to leave here alive, aren't you?"

Encounter Condition: Fearless

Tactics: Nielial is a calm fighter. She approaches each fight with a clinical detachment, applauding the PCs when they score solid hits and berating herself when she does not. Despite her level-headed demeanor, however, she never pulls punches. She long ago grew bored with all life had to offer, and now seeks nothing short of an absolutely worthy enemy.

She closes with the largest number of PCs at any time, using both her weapons to perform whirlwind and great cleaving attacks as possible. She takes every attack of opportunity due her, and fails to flinch no matter how many enemies she fells during the same round. Nielial is quite literally a combat *machine*, chugging through the motions with all the practiced rhythm of the finest siege engine ever built, never stopping until every enemy lies dead at her feet. Thereafter, she mutters a casual overview of her performance and returns to her slumbering hole — until the next time she's needed, or the goddess deigns to gift her with more opponents.

Under no circumstances does Nielial retreat. If dealt a mortal blow, she uses her final breath to bequeath her weapons to the victorious PC who felled her.

Treasure: Nielial has amazed hundreds of trinkets, taken fro drow victims, but nothing of true value stands out among her possessions, short of the swords that she carries.

EL: 14

Scaling: To increase the challenge of this encounter, add 2 standard drider guards. To decrease the challenge, remove 2 fighter levels from Nielial.

♟ Nielial the Ever-Vigilant Warlord, Drider Ftr 12: CR 16; Large aberration; HD 6d8+24 + 12d10+48; hp 189; Init +2; Spd 30 ft., climb 15 ft.; AC 24, touch 13, flat-footed 20; Base Atk +16; Grp +27; Atk +25 melee (2d6+10/17–20 plus 1d6 electrical, *+3 shocking longsword*) or +22 melee (1d4+7 plus poison, bite); Full Atk +25/+20/+15/+10 melee (2d6+10/17–20 plus 1d6 electrical, *+3 shocking longsword*) and +17 melee (1d4+3 plus poison, bite) or +23/+18/+13/+8 melee (2d6+10/17–20 plus 1d6 electrical, *+3 shocking longsword*) and +23 melee (1d6+6/19-20, *+3 defending shortsword*) and +17 melee (1d4+3 plus poison, bite); Space/Reach 10 ft./5 ft.; SA Poison, spell-like abilities, spells; SQ Darkvision 60 ft., spell resistance 17; AL CE; SV Fort +14, Ref +10, Will +15; Str 24, Dex 19, Con 18, Int 15, Wis 22, Cha 16.

Skills and Feats: Climb +30, Concentration +9, Craft (carving) +14, Hide +10, Intimidate +15, Jump +19, Listen +9, Move Silently +12, Spot +9; Combat Casting, Combat Reflexes, Dodge, Expertise, Improved Critical (longsword), Improved Initiative, Mobility, Power Attack, Spring Attack, Two-Weapon Fighting, Weapon Focus (bite), Weapon Focus (longsword), Weapon Specialization (longsword), Whirlwind Attack.

Poison (Ex): Injury, Fortitude DC 22, initial and secondary damage 1d6 Strength. The save DC is Constitution-based.

Spell-Like Abilities: 1/day—*dancing lights* (DC 13), *clairaudience and clairvoyance, darkness, detect good, detect law, detect magic, dispel magic, faerie fire, levitate, suggestion* (DC 16). Caster level 6th. The save DCs are Charisma-based.

Typical Sorcerer Spells Known (6/7/6/4, base save DC 13 + spell level): 0—*daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance;* 1st—*magic missile, ray of enfeeblement, shield, true strike;* 2nd—*blur, protection from arrow;* 3rd—*haste.*

Nielial casts spells as a 6th-level sorcerer.

Skills: A drider has a +4 racial bonus on Hide and Move Silently checks. It has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Possessions: +1 chain vest, +3 shocking longsword, +3 defending shortsword (with a customized grip so Nielial may use it without penalty), *potion of cure serious wounds (3).*

M67. MEETING HALL

Beyond a patch of sticky webbing, you find a curving chamber illuminated by phosphorescent fungi upon the walls and ceiling. Central within the chamber is a twisted stone pedestal shot with white threads. The surface is pocked with large spider tracks. The chamber is deserted, and doesn't appear to have been used in a long time.

Initial Attitude: N/A

Encounter: When the driders first came to the dungeon, this Room was once used as a planning ground, but with the Spider Kings each withdrawing from their makeshift council to pursue their own interests, it has fallen into disuse. No amount of searching turns up anything of interest here.

Encounter Condition: Stagnant Air

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: A DC 30 Search check reveals old notes (written in Undercommon) regarding combinations of elixirs and the effects this has on the drow body. The notes are gruesome and unapologetic, in most cases referring to the drow like they were cattle… or worse.

EL: N/A

Scaling: N/A

M68. ELOTOR'S CHAMBERS

Surely this must be the heart of madness — the walls of this chamber are caked with gore. Beneath the ichor, every surface is covered in sticky webbing that makes maneuvering the rooms painstakingingly slow. Beyond this sparse killing zone are two deeper chambers, the details of both lost.

Initial Attitude: N/A

Encounter: These are Elotor's private chambers, though he rarely uses them. The northern chamber beyond houses Elotor's countless magical and reference tomes, resting in alcoves no lower than 5 ft. from the webbed floor and reaching up to a height of 50 ft. in places. Each alcove contains a candle made from elven fat, many of which have burned to the root, left alit after Elotor grabbed a book he needed in his laboratory (Room M65). Mostly, the books in this chamber are both useless and worthless to the PCs, but a few standout volumes may be found.

The southern chamber beyond is Elotor's sleeping quarters, containing a thick mat that has long since been eaten apart by insects and several more forgotten elf candles. This chamber's walls are plastered with detailed drawings of drider anatomy, and any PC who studies them for 1 full hour gains a +1 equipment bonus with attack and damage rolls made against a drider during the following 24 hours. Thereafter, the knowledge becomes jumbled and fades, eliminating the bonus.

Encounter Condition: Poor Footing 8

Tactics: N/A

Treasure: A DC 30 Search check reveals one of the following — a *scroll of true seeing*, a *scroll of vision*, and a *flesh golem manual.*

EL: N/A

Scaling: N/A

M69. SLAVE PIT

This dank cavern extends past your natural vision into the gloom and the heat from the northern lava river brings beads of sweat to your brow. Many shackled dark elves slumber here, their labored breathing merging to become a chorus. A drizzle of dirt falls upon you — something is moving overhead…

Initial Attitude: Hostile, Unfriendly

Encounter: Twenty drow slaves (hp 3 each) sleep before returning to work (Room M64). Though not beaten as often as their brethren, these drow are worked twice as hard and expected to die soon. Most hope to pass in their sleep, before dying by the lash or being thrown into the lava. An even worse fate is being handed over to Elotor (Room M65).

There is a 10% chance that any slave is part of the rebel movement. Rebels whose attitude toward the PCs are improved to Friendly or better may reveal one or more secrets about their allies to the east, such as the infirmary (Room M39) or the base beyond the lavafall (Room M43).

Encounter Condition: N/A

Tactics: There is a 50% chance that four drider hunters from Room M63 are in the dark corners of this chamber, standing guard, waiting for the drow to make a move. They do not post here all the time, keeping the slaves in a constant state of fear. Dozens of niches in which to hide, provide the driders and PCs room for guerrilla tactics. If the driders discover the intruders, they take up defensive positions at the southern edges of the chamber, summoning six drow guards to help. Fearing the driders' response, the drow do not flee unless forced, and the driders cut down fleeing drow with missile weapons.

The drider guards are supremely confident in their ability to repel intruders — after their drow underlings have softened them up. They calmly observe the situation until the last drow guard falls, then send a slave to summon Nielial from her lair (Room M66) and stride in to engage the party. Until reduced to 1/2 hit points (rounded down), each drider fights in the open, making full attacks with its poison and melee weapons. Thereafter, the driders levitate above the PCs and pick away at

them with missile weapons and ranged magic until Nielial arrives. Fearing their lord's response, the driders do not flee unless forced, and true to this fear, the minions in Room M64 cut down any drow who runs before moving to engage the PCs.

Nielial arrives in 2d6 rounds, with half the driders and flesh golems from Room M64 in tow. She uses every resource at her disposal to destroy the PCs.

Treasure: N/A

EL: Varies

Scaling: To increase the challenge of this encounter, increase the likelihood of drider guards to 75%. To decrease the challenge, reduce the likelihood to 25%.

Drow Slave, Com 1: CR 1; Medium humanoid (drow elf); HD 1d4+1; hp 3; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, tool) or +1 ranged (1d3, thrown rock); Full Atk +0 melee (1d6, tool) or +1 ranged (1d3, thrown rock); SA Spell-like abilities; SQ Darkvision 120 ft., elven traits, light blindness, spell resistance 12; AL NE; SV Fort +1, Ref +1, Will –1; Str 10, Dex 12, Con 12, Int 10, Wis 8, Cha 8.

Skills and Feats: Craft (any one) +4, Listen +1, Search +2, Spot +1, Survival +1; Endurance.

Elf Traits: Immunity to sleep spells and effects, and a +2 racial saving throw bonus against enchantment spells or effects.

Spell-Like Abilities: 1/day—*dancing lights, darkness, faerie fire.* Caster level 1st.

Light Blindness: Abrupt exposure to bright light (such as sunlight or a daylight spell) blinds drow for 1 round. On subsequent rounds, they are dazzled as long as they remain in the affected area.

Skills: +2 racial bonus on Listen, Search, and Spot checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check to notice it as if she were actively looking for it.

M70. THE WANDERER

From afar, a humanoid is seen stumbling up a 'beach' of volcanic sand. Judging by its staggering gait, it must be injured. Badly.

Initial Attitude: N/A

Encounter: The figure is one of Elotor's flesh golems (hp 55), injured after being pushed into the lava river by the rebel drow to the east. Now it walks back toward the laboratory (Room M65) for repairs. Unless attacked, the golem ignores the PCs — indeed, it ignores everything until it reaches its destination.

Encounter Condition: Extreme Heat

Tactics: If the PCs press for a fight, the flesh golem charges forward slamming its opponents, perhaps coincidentally (and unintentionally) trying to bull rush them into the lava river in the process. Thereafter, it lays into the attackers with its fists, not letting up or returning to its previous task until the enemy is dead or it collapses.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add increase the hit points of the golem by +20. To decrease the challenge, apply a –2 circumstance penalty to the golem's attack rolls due to its injuries.

Flesh Golem: CR 7; Large construct; HD 9d10+30; hp 55; Init –1; Spd 30 ft.; AC 18, touch 8, flat-footed 18; Base Atk +6; Grp +15; Atk +10 melee (2d8+5, slam); Full Atk +10 melee (2d8+5, 2 slams); Space/Reach 10 ft./10 ft.; SA Berserk; SQ Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +3, Ref +2, Will +3; Str 21, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Berserk (Ex): When a flesh golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and the golem goes berserk. The uncontrolled golem goes on a rampage, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem's creator, if within 60 ft., can try to regain control by speaking firmly and persuasively to the golem, which requires a DC 19 Charisma check. It takes 1 minute of inactivity by the golem to reset the golem's berserk chance to 0%.

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

A magical attack that deals cold or fire damage slows a flesh golem (as the slow spell) for 2d6 rounds, with no saving throw.

A magical attack that deals electricity damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, a flesh golem hit by a lightning bolt heals 3 points of damage if the attack would have dealt 11 points of damage. A flesh golem golem gets no saving throw against attacks that deal electricity damage.

M71. FLESH TOMB

From beneath a collapsed pile of rubble, a pale hand breaks free, outstretched as if begging for aid…

Initial Attitude: N/A

Encounter: When returning from a patrol of the northern tunnels with a newly discovered magic item, one of the Spider Kings flesh golems (hp 42) became trapped in a sudden rockfall. It attempted to dig itself free, in its extremely weakened state it only managed to break the rubble's surface, not drag itself out from under the fallen stones.

Encounter Condition: Extreme Heat

Tactics: Half the golem's head was crushed in the rockfall and what passes for its brain was severely damaged. If freed from the rubble, it is incapable of any action save moving southeast — it can't even attack or defend itself. With every step, it repeats its intended greeting to Elotor: "This precious thing I find. Taaaaake."

Every round the PCs remain in this Room, there is a 10% chance that another part of the rock face collapses, inflicting 4d6 damage upon each PC. With a successful DC 15 Reflex save, each PC may reduce this damage to half.

Treasure: The treasure here is designed to frustrate the PCs. Every 15 minutes allow a DC 30 Search check, with success revealing a 100 gp pearl. Digging through the rubble for more than 1 hour causes the PCs to become fatigued. The pearl radiates magic due to a *magic aura* (evocation), but is in fact non-magical. The DM is free to make this as difficult as he likes.

EL: 3

Scaling: To increase the challenge of this encounter, have the flesh golem half-out and ready to fight in 1d4 rounds. To decrease the challenge, have the golem clutch the *staff of life* to its chest as it emerges from the rubble.

Flesh Golem: Since it is unlikely the PC will fight this creature, use the stat blocks for Room M71, but reduce the movement by 10 ft. and reduce the starting hit points.

M72. THE WAY OUT

Initial Attitude: N/A

Encounter: If the DM is looking for a way to let the PCs reach the surface, this can be it. Crags and tunnels reaching the surface make excellent escape routes. They also serve as a way back down, should the PCs buy a magic items with all that gold they've been lugging around.

Encounter Condition: N/A

Tactics: Alternately, new PCs come come in here to take on the second half of the *World's Largest Dungeon.*

Treasure: N/A

EL: N/A

Scaling: N/A

REGION N.
TOMB OF THE UNLIVING

Though often considered the ultimate solution, death does not always put an end to evil. Sustained by the power of forbidden magics and dark passions, some creatures bargain away their dignity for a cursed immortality, and so defy moral law. In the eyes of the divine, some of the greatest of mortal villains are those who become the undead. In response to the atrocity of undeath, the gods forged a monument to the finality of life, a sprawling crypt to house the unliving offenders of their most sacred laws, a place where such abominations might live out their depraved existences in immortal impotence, a tomb of the living within a prison of the forgotten.



In the era of the great prison's creation, the most powerful, and most vile undead were gathered and interned within the divine crypt. Among these horrors were Hell Champion Vinnara Catershea, Invistis the prime lich, Soul Empress Kasteoficiss, and a creature known as the World Eater. With an army of rotting servants and petty death lords, these nightmares were sealed away, their souls left to rot with their bodies. And for centuries the undead have done just that, brooding on imagined lives and weaving plots against a world that has forgotten them. Until recently something began to stir back to a twisted form of life; awakening more than a host of zombies and ghouls, but also the potential for eternal death.

At the heart of the Tomb of the Unliving is a great shrine, a sanctuary revering the three aspects of the god of death. Between statues of the guide, the judge, and the merciless executioner, stands a dais filled with holy light. Imprisoned by this divine radiance, intended to sleep until the end of time, are the shadows of the gargantuan World Eater. A creature of such power that the great prison's celestial guards feared to let it roam free even in captivity, the dread worm has remained trapped within the tomb since its creation. But even the most powerful magics weaken and, with the alterations of the prison's physical and arcane supports, the World Eater strains against its walls.

As the blessed light of the ancient terror's cell weakens, surges of power pulse through the crypts. These waves of negative energy have goaded the three most ancient of the tomb's inhabitants to search for the source, and be the first to bend it to his or her dark will. Though none know what power lay dormant with them, or what has reinvigorated it, their perverse ambitions and lusts for freedom have driven them each to obsess over claiming it. But gaining access to the central crypt has proven more difficult than expected. Four gates of celestial steel bar the way to the inner temple and for any creature to enter the sanctuary each trapped portal must be opened. Thus, Vinnara, Invistis, and Kasteoficiss have come into brutal conflict, each battling to gain hold of the holy passages and dominate the tomb's heart.

Over decades of conflict, the servants of the three immortal warlords have each claimed at least one gate for their master. The devout slaves of death worshiping Kasteoficiss have proven most powerful, inspired by madness and their empress' belief that they fight to awaken an avatar of her dark god. Invistis, whose foul genius first uncovered the secrets of lichdom, has fashioned monstrous servants from unliving bone; savage warriors that he hopes will win him access to an untold wealth of dark magic. But the ghostly Vinnara has proven to be the most pragmatic of her peers, sending her incorporeal soldiers into battle, she fights for a means to escape the prison and torment the world anew. Each with their own perverse motivations, the damned battle in their mass grave for nearly a century now, evenly matched and no closer to their goals than they were at their war's beginning. But with the coming of heroic intruders to the divine prison, all that may soon change.

Besides the massive crypt's undead prisoners, another being's fate is intertwined with the Tomb of the Unliving. A sole lantern archon, Vrisht, is sworn to eternally watch over the gates to the ancient tomb, ready to raise the alarm should the dead ever find a way to escape. But recent events, as measured by those that live-forever, have left him uncertain of his duties. Vrisht has felt the rumblings of dark energy resonating from within the tomb and is the only being in the area that realizes their import. Powerless to prevent the World Eater's revival and forsworn to cause no harm to the undead within the tomb, Vrisht has been forced to wait, feeling the dread worm grow stronger and closer to fully awakening. He fears what will happen if the awesome terror is no longer rest. And so the celestial guard merely watches, hoping that others might come — unrestricted — with the power to put the World Eater back to sleep, hopefully, forever.

UNHOLY CONDITIONS

Unless otherwise noted, the inner doors and walls of the Tomb of the Unliving have the following statistics.

- **Reinforced Stone Wall** (per 5 ft. of thickness): Hardness 10; hp 1,000; break DC 60.
- **Rusted Reinforced Iron Door:** 4 in. thick; Hardness 15; hp 140; break DC 35; Open Lock DC 45.

Compared to the inner barriers, the outer walls and gates are much more durable. Either crafted from heavenly materials or enhanced by powerful divine magics, these structures are immune to all damage except that visited by artifacts and godly creatures. In addition to their powerful physical properties, the outermost barriers of the tomb are infused with a holy seal. This seal (visible in Rooms N1, N5, and N9) maintains properties assuring the undead within never escape. The most potent prevents all incorporeal or ethereal travel through the barrier and makes it physically impassible by all undead that try to move through it.

In addition, the barrier has cut off access to all other planes, paths of teleportation, and all extra-dimensional spaces to all creatures within it. Thus, spells that create a conduit to other planes or places (such as all summon creature and teleportation spells) or rely on pseudo-real spaces (such as those created by the rope trick spell or bags of holding) do not function when cast within the tomb.

Besides the area's powerful divine wards, the entire crypt is tainted by its undead residents. As such, the entire tomb is filled with evil. Unless a Room says otherwise, all Encounters have the following Encounter Conditions — Desecration 4, Fearless, Unhallowed 6. In addition, the tainted power of the halls causes the undead to regenerate back to full health every 24+1d20 hours. Until the PCs destroy the World Eater (Room N159), this power never fades.

All doors are locked from the inside, requiring a DC 30 Open Lock check to get out of these Rooms. Once the PCs learn this trick (after 5 doors or so), they gain a +4 competence bonus to future Open Lock checks from the inside of the doors, but not the outside.

HORDES

A number of creatures occur in such massive numbers in this Region that we developed a new organization type — the horde.

A horde (like a swarm) is a collection of Small or Medium creatures that acts as a single creature. A horde has the characteristics of its type, except as noted here. A horde has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A horde makes saving throws as a single creature. A single horde occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 20 feet on a side, but its reach is 5 feet, like that of its component creatures. In order to attack, it moves adjacent to an opponent's space. A horde can move through squares occupied by enemies and vice versa without impediment, although the horde provokes an attack of opportunity if it does so. A horde can move through spaces large enough for its component creatures.

A horde of creatures consists of 30 nonflying creatures or 90 flying creatures. Larger hordes are represented by multiples of single hordes. The area occupied by a large horde is completely shapable, though the horde usually remains in contiguous squares.

Horde Traits: A horde has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. Reducing a horde to 0 hit points or lower destroys it. Hordes are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A horde is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) if the horde has an Intelligence score and a hive mind. A horde takes twice as much damage from spells or effects that affect an area, such as thrown weapons with a splash effect and many evocation spells.

Hordes cannot be grappled but have a +4 bonus for grappling others.

Hordes use the saves of their component creatures.

A horde rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Horde Attack: Creatures with the horde subtype do not make standard melee attacks. Instead, they receive a single attack roll for all of the component creatures, based on the HD of the component type of creature, such that a horde of 30 dretch, would have a BAB of +60 (2HD × 30). If they hit the target, they deal damage according to the table below. Horde attacks are not subject to a miss chance for concealment or cover. The amount of damage a horde deals is based on its Hit Dice, as shown below.

HORDE ATTACK DAMAGE

Horde HD	Base Damage
1–10	1× base damage of creature type
11–20	2× base damage of creature type
21–40	3× base damage of creature type
41–80	4× base damage of creature type
81 or more	5× base damage of creature type

A horde's attacks are nonmagical, unless the horde's description states otherwise. Damage reduction sufficient to reduce a horde attack's damage to 0, being incorporeal, and other special abilities usually give a creature immunity (or at least resistance) to damage from a horde. Some hordes also have acid, poison, blood drain, or other special attacks in addition to normal damage.

Special attacks that inflict damage use the multiple for the attack damage –1 (to a minimum of 1) to determine the additional damage. Special attacks that require saves, such as poison, require only one save per attack but have the DC increased by 4.

Undead Hordes and Turning: The focus of negative energy that is an undead horde makes it difficult to turn. Any attempts to do so suffer a –4 circumstance penalty to the turning check. A cleric who would successfully turn the undead that compose a horde, instead causes 2 points of damage per HD of undead turned. A cleric who is powerful enough to destroy the undead that compose the horde instead inflicts 1d6 points of damage on the horde for every HD of undead she would have destroyed.

These rules are reprinted in the Appendix on page 836.

A WORD ABOUT THE "DEAD"

The tomb of the unliving was built 5,000 years ago; before humankind was even a thought in the god's mind. The dead that live here are not human. They are the remnants of horrible races that decided to abandon paradise.

Because the World's Largest Dungeon is set in the DM's personal game world, we can't be the final word on what they truly are. Perhaps they were 10 ft. tall, with horns, tusks, and wings, but were simply the weaker deva. Or, they could have been disfigured prototypes for humanity. What they are (or were) is up to the DM.

N1 THROUGH N4. OUTSIDE THE TOMB

At the base of the great plateau, just beyond the gates of the Tomb of the Unliving, are piles of rock and coal-like stone. These jagged mounds are stray debris from the nearby drow's past excavations sapped of their very earthly vitality due to their centuries long proximity to the crypt's negative energy. Due to the uneven, deteriorating, footing, areas outside the tomb are considered difficult terrain and reduce the movement of non-flying creatures by half.

As within the massive ebon structure, this land is not a place for the living. The taint of negative energy has infused the hills with an unnatural lifelessness and has drawn to it all sorts of death hungry creatures. Besides the occasional stray spirit, bodaks, shadows, and worse now haunt these accursed mounds.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	An invisible pulse of negative energy ripples from the tomb. As it passes over a pile of bones, they rise up, form a large, feline skeleton, look about ferociously, then fall back apart.
2	As 1, but a drow skeleton.
3	As 1, but a griffon skeleton.
4	As 1, but a wyvern skeleton.
5–12	Nothing
13	The PCs find several scorched and baked drow or drider bodies. These are victims of the devourer Room N1.
14	A party of drow scavengers from Region M, dig through piles of refuse. Though wary, they are not initially hostile.
15	Four bodaks, former drow slain by the negative energy pulse Section, immediately attack.
16	A lich digs through rubble, searching for spell components. It keeps to itself, but brooks no insolence if disturbed.
17	Seven greater shadows surround the PCs and attack.
18	Two bands of six ghostly warriors fight silently upon a nearby mound. If the PCs interfere, both groups turn and attack.
19	Two dread wraiths and their entourage of eight wraiths ambush the PCs and attack mercilessly.
20	A visible pulse of negative energy ripples from the tomb. As it passes, living creatures must succeed at a DC 18 Fortitude save or suffer 2d8+10 damage.

N1. THE DEAD MOUND

Just west of the river of fire, the largest pile of blackened stone once served as an encampment for drow renegades and is riddled with a series of unstable, claustrophobic passages. Four major openings allow access into the 80 ft. tall mountain of refuse, while small chambers exist at the crux of the tunnels and just off of the southeastern most passage. But, unfortunately for the drow that created the squalid complex, a new resident of the area recently evicted the runaways and has claimed the dead mound as its own lair.

Once the PCs reach the central chamber of the crumbling heap, read or paraphrase the following.

Through a haze of dust and ashen tasting debris, you find your way to a confluence of six uneven tunnels at the heart of the mound. About a dozen blackened supports ring this elongated chamber, leaving the central area open except for a few trampled bedrolls and shattered pieces of furniture. A stone-rung fire pit lies at the deepest recesses of the room, piled almost to its rim with smoky-white ashes. Across the small pit squats a hulking horror, a massive creature of rotting flesh, broken, wicked underbite, and sickly wet exposed bone. Though it doesn't seem to notice you as it sifts one great claw through the dead ashes, the eyes of a tiny creature lodged within the terror's rib cage meet yours and scream soundlessly from its hellish prison.

Initial Attitude: Friendly

Encounter: Attracted by the scent of hundreds of unliving souls within the crypt, a cunning devourer has been attracted to the Tomb of the Unliving. However, upon reaching the area, it ran afoul of the guardians at the crypt's gates and barely escaped with its unlife. Having nursed its wounds (and sated itself on the souls of the mound's previous residents) the devourer broods within the mountain of ash, no match for the tomb's guards but too stubborn to let such a meal slip away, it now waits for an opportunity to present it with a way in.

The tunnels in the hollowed mound are not sturdy constructions by any stretch of the imagination. Poorly supported and built within weak rock, the first PC to make a DC 18 Knowledge(architecture and engineering) check or Craft (stonemasonry)check will notices the extreme frailty of the passages. For the most part, there is little danger if the PCs are mindful of the feeble supports around them. But, any action that results in a sizable blast, produces area of effect damage, or causes a powerful strike against a wall has a 90% chance of causing a cave-in for 15 ft. in each direction from the central point of the damage with a 10 ft. slide zone. Creatures caught within an area suffer 8d6 damage — half if they make a DC 20 Reflex save — and are buried. Those in the slide zone must make a DC 20 Reflex safe or take 3d6 damage and be buried. DMs may want to consult the rules for cave-ins and collapses in the DMG for further details.



At the central chamber currently lingers the devourer. It should be allowed an opposed Listen or Spot check to notice the PCs as they enter the Room. Depending on whether or not it succeeds at this check, the life-draining undead acts as noted below.

Encounter Condition: Tremors 20

Tactics: When the PCs encounter the devourer, it immediately realizes they are the opportunity it has been hoping for. Obsequious in the extreme, it presents itself to the PCs in the least threatening way possible once it notices them. It begs to speak with them in a sycophantic manner ("Please do not hurt us, masters, good masters. We mean you no harm").

If the PCs speak with the monstrous undead, it is very up front about what it wants — to feast upon the souls inside the tomb. But, it does all it can to paint its intentions the lightest shade of black. It warns the PCs of the various guardians at the tomb's gates (Areas B, C, and D) and promises to help them should they encounter hostile spirits. In truth though, it learned its lesson after it first battled with the crypt guards and doesn't intend to fight them again.

If the PCs blatantly attack the devourer, it flees from the mound as swiftly as possible and watches them from afar. If they head towards the tomb, it follows, hoping to slip inside after the PCs deal with the guardians. But if they head in another direction, it will attack, hoping to steal at least one soul before retreating.

Regardless of how the PCs interact with the devourer, if it survives their confrontation it stalks them from a distance. Once inside the tomb it realizes that the souls of the living are far sweeter than those of the dead, though it does not restrain itself from feasting on the wraiths and allips it encounters. Believing mere mortals could never stand up to the droves of undead inside the tomb, the devourer is certain the PCs will be overwhelmed and anticipates making them a course in its meal. If the PCs notice the trailing devourer, it keeps up its fawning routine, assuring them that it has only the best intentions, but slips away if they turn hostile or fail to keep an eye on it.

Treasure: At the southern most part of the caves is a chamber the drow used as both a pantry and armory. Several empty crates and barrels remain, rotted from age and the tomb's foul taint. However,

PCs that succeed at a DC 24 Search check discover several crates containing the bulk of the drow's weaponry and several other useful supplies, including 8 masterwork hand crossbows, 80 bolts, 8 short swords, and a masterwork healer's kit.

In the center of the mound is a wide area that served as a communal sleep and work area. Two short dead-end passages off this Room once afforded the residents some modicum of privacy, but now the devourer merely uses them as place to throw the remains of its victims. PCs investigating the accumulated bodies find the heavily decayed corpses of several drow residents and (if a PC succeeds at a DC 28 Search check) the body of the renegade leader still wearing a suit of black elven chain bearing an ornate spider and skull motif

EL: 11

Scaling: To increase the challenge of this encounter, increase the devourer to 18 HD. To decrease the challenge, replace it with a bodak.

Devourer: CR 11; Large undead (extraplanar); HD 12d12; hp 78; Init +4; Spd 30 ft.; AC 24, touch 9, flat-footed 24; Base Atk +6; Grp +19; Atk +15 melee (1d6+9, claw); Full Atk +15 melee (1d6+9, 2 claws); Space/Reach 10 ft./10 ft.; SA Energy drain, trap essence, spell-like abilities; SQ Darkvision 60 ft., spell deflection, spell resistance 21, undead traits; AL NE; SV Fort +4, Ref +4, Will +11; Str 28, Dex 10, Con —, Int 16, Wis 16, Cha 17.

Skills and Feats: Climb +24, Concentration +18, Diplomacy +5, Jump +24, Listen +18, Move Silently +15, Search +10, Sense Motive +11, Spot +18, Survival +3 (+5 following tracks); Blind-Fight, Combat Casting, Expertise, Improved Initiative, Weapon Focus (claw).

Energy Drain (Su): Living creatures hit by a devourer's claw attack or spectral hand ability gain one negative level. The DC is 19 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

Trap Essence (Su): The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attacks and make a trap essence attack. This requires a normal attack roll but deals no damage. The the save DC is Charisma-based. A slain creature's essence is trapped within the devourer's ribs, and the tiny figure takes on that victim's features. The trapped essence cannot be raised or *resurrected*, but a *limited wish*, *miracle*, or *wish* spell frees it, as does destroying the devourer. A devourer can hold only one essence at a time.

The trapped essence provides a devourer with enough power to use five spell-like abilities for each Hit Die or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped essence gains one negative level for every five times the devourer uses one of its spell-like abilities. When the essence's number of negative levels equals the creature's total Hit Dice or level, the essence is destroyed. If an essence is freed, the restored creature must succeed on a DC 19 Fortitude save for each negative level or lose that level permanently.

Spell-Like Abilities: At the start of any encounter, the trapped essence within a devourer is assumed to have 3d4+3 levels (enough fuel for thirty to seventy-five uses). Once per round, a devourer can use one of the following *confusion* (DC 17), *control undead* (DC 20), *ghoul touch* (DC 15), *lesser planar ally*, *ray of enfeeblement* (DC 14), *spectral hand*, *suggestion* (DC 16), *true seeing*. Caster level 18th. The save DCs are Charisma-based.

Spell Deflection (Su): The trapped essence provides a measure of magical protection. If any of the following spells are cast at the devourer and overcome its spell resistance, they affect the imprisoned essence instead: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnosis*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. In many cases, this deflection effectively neutralizes the spell. Some of these effects might eliminate the trapped essence, depriving the devourer of its spell-like abilities until it can consume another victim.

N2. CENTRAL GATE

Stretching to the north and south, is a sprawling structure of streaked black stone. Thousands of morbid artisans have labored here, for as you draw near you can make out hundreds of thousands of black skulls, each as tall as a man, carved into the grim facade. Amid the ginning stones and shadowy eye-sockets, rises a huge gateway flanked by a pair of featureless, humanoid statues. Towering nearly three-stories above you, the gate's blackened metal bears in relief the grim form of a faceless figure, clothed in heavy judges' robes, one skeletal hand gripping a gavel while the other holds a scale balanced by skulls. However, the image on the gate is not marred by any creases or hinges, raising the question of how the huge door is opened.

As you ponder this, a sphere of brilliant white light darts from the eye-socket of one of the wall's many skulls. As it nears, it calls out in a tense, buzzing voice, "Hail travelers! Might I… I have a word?"

Initial Attitude: Friendly (Vrisht) and Hostile (iron golem). The PCs cannot alter the iron golem's Attitude.

Encounter: This is the central most entrance to the Tomb of the Unliving. The tomb's outer walls are nearly 80 ft. high and carved to resemble thousands of huge stone skulls stacked one on top of another. The gate is a single 30 ft. tall, two-foot thick plate of blackened celestial steel, designed to resemble the stern judge aspect of the god of death, but is not equipped with standard hinges or opening mechanisms. Instead, the figure of the judge within the gate is actually a massive iron golem, resting almost seamlessly within the metal door. PCs that make a DC 28 Spot check notice a hairline crevice that outlines the golem, but this does not specifically reveal the nature of the gate's guardian, merely that it is a separate piece. The golem is inactive when the PCs arrive, but animates if a non-celestial creature touches it or the door around it.

As the PCs enter this area, Vrisht (hp 8), the lantern archon guardian of the tomb, approaches them. He sputters a brief description of the tomb — a massive crypt built before man walked on the earth, used to imprison the most powerful and corrupt undead ever known. He also explains his current dilemma, that it appears that the most powerful of the tomb's prisoners, the World Eater, is managing to break free of its cell. Since his task is to keep watch over the tomb and to do its inhabitants no direct harm, he is hesitant to respond to this inevitable threat. However, as he notes, valiant travelers like the PCs are not bound by his oaths, and they may be able to find a way to recapture or destroy the nightmarish creature.

Once he explains his situation, Vrisht behaves in a nervous, but friendly manner. If the devourer from area A is openly following the PCs, the archon may question their motivations and be a bit more wary, but does not pass any damning judgments. If the PCs agree to look into Vrisht's concerns, the lantern archon is most thankful and warns the PCs of the guardians in areas B, C, and D and of the pulses of negative energy that are randomly released by the awakening World Eater. But, besides this information, Vrisht knows little about the tomb and nothing concerning the interior. He is also forsworn to keep watch at these gates and, thus, cannot leave his post to go with the PCs. However, he promises to aid the PCs in any way possible and knows a great deal about the history of the dungeon, so may be able to shed some light on the PCs' more historically based questions.

Encounter Condition: N/A

Tactics: The only real threat in this area is the massive iron golem (hp 183) embedded within the gate itself. Remaining inactive until the gate is touched or otherwise tampered with, the golem receives a +18 circumstance bonus to its Hide check to remain unnoticed while inert within the door. The golem is also considered to have taken 20 to Hide, thus a DC 38 Spot check is required to notice that the figure within the door is actually a mobile threat.

Once the golem as been activated it strides from the gate, leaving an opening into Room N4 with the same dimensions as itself. The construct attacks whoever activated it fiercely, making liberal use of its breath weapon, wielding a sturdy iron hammer in one hand, and using

the scale in its other like a dual headed flail. Once engaged, the golem fights any non-celestials in the area to the death, but does not chase fleeing opponents. If no threats present themselves within 100 ft. of its gateway, the golem returns to its position within the door and deactivates. Due to the magic infusing the gateway, each hour the iron golem remains inactive within the door, it heals 20 hp.

If the iron golem is destroyed or otherwise removed from its gate, any Huge or smaller creature smaller can easily enter Room N4.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, add one iron golem. To decrease the challenge, replace the iron golem with a shield guardian.

Golem, Iron: CR 15; Large construct; HD 26d10+40; hp 183; Init –2; Spd 20 ft.; AC 31, touch 6, flat-footed 31; Base Atk +25; Grp +48; Atk +38 melee (2d8+15/19–20, heavy flail) or +38 melee (2d8+15/×3, warhammer); Full Atk +38 melee (2d8+15/19–20, heavy flail) and +38 melee (2d8+15/×3, warhammer); Space/Reach 15 ft./15 ft.; SA breath weapon; SQ construct traits, DR 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +8, Ref +6, Will +8; Str 41, Dex 7, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Constitution, secondary damage 3d4 Constitution, Fortitude DC 23 negates. The save DC is Constitution-based.

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance.

In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

Possessions: Large heavy flail, huge warhammer.

Vrisht, Lantern Archon: CR 2; Small outsider (archon, extraplanar, good, lawful); HD 1d8; hp 8; Init +4; Spd Fly 60 ft. (perfect); AC 15, touch 11, flat-footed 15; Base Atk +1; Grp +1/–8; Atk +2 ranged touch (1d6, light ray); Full Atk +2 ranged touch (1d6, 2 light rays); SA Spell-like abilities; SQ Aura of menace, damage reduction 10/evil and magic, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, teleport, tongues; AL LG; SV Fort +2 (+6 against poison), Ref +2, Will +2; Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10.

Skills and Feats: Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4; Improved Initiative.

Aura of Menace (Su): Will DC 12 negates.

Light Ray (Ex): A lantern archon's light rays have a range of 30 ft. This attack overcomes damage reduction of any type.

Spell-Like Abilities: At will—*aid, detect evil, continual flame.* Caster level 3rd.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 12 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Magic Circle against Evil (Su): A *magic circle against evil* effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use greater teleport at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 pounds of objects. Within the confines of this dungeon, the lantern archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

N3. NORTH GATE

Set among the shadow-filled skulls of a thousand stone giants stands a hulking gateway of charred iron. Upon the gate, embossed in elaborate detail, is a scene depicting an elderly man dropping his cane to take the hand of a peaceful looking skeleton. Dozens of shadowy horrors flee from the determined pair while the tree-lined path they stand upon gently fades into the setting sun. Framing the serenely grim work loom a pair of statues, each sculpted from the same dark stone as the walls. Above their featureless faces they reach over the gate, one touching a shepherd's staff to the other's elongated shield.

Initial Attitude: Hostile

Encounter: This gate is the northern most of three leading into the Tomb of the Unliving. Portraying death in the aspect of a gentle guide, this gate is 30 ft. tall and is divided down the center into two doors. Though both ancient and massive, the divine craftsmanship that went into the gateway's creation has not been lost to the ages, and it only requires a DC 18 Strength check to pull one of the doors open 5 ft. wide. For every round that a PC who has succeeded at this Strength check pulls upon the door it opens 2½ ft. wider to a maximum of 10 ft.

Flanking the door, partially within the framework, is a pair of Huge shield guardians (hp 243 each). One bearing a towering staff and the other a massive shield, the pair activate and attack any non-celestial creature that tries to open or even touches the gates. Those that make a DC 26 Spot check may notice the thin fractures in the stone between the statues and the frame. Detecting these cracks hints at the sculptures' separate construction but reveals nothing of their potential threat.

Encounter Condition: N/A

Tactics: When the PCs initially encounter the shield guardians they are inactive, standing in conforming alcoves within the gate's framework. While at rest within the stonework the constructs have a +14 circumstance bonus to their Hide checks. Since the automatons take 20 to Hide whenever they move into their alcoves, it requires a DC 34 Spot check to discern that they are threats capable of animation.

Once the shield guardians are set into action they work together with surprising effectiveness. Possibly flanking the creature that activated them, the pair attack the creature that awakened them using their weapons and stored spells, then move on to attack its allies. When the battle begins, both shield guardians are considered to have the spell shout, as cast by an 18th-level wizard, stored. The constructs fight until destroyed or the area within 100 ft. of the gate is free of non-celestial creatures, ignoring creatures that flee outside this area.

Once their Room is free of potential targets they return to their places within the gate's frame. If the shield guardians remain inactive within their alcoves for 1 hour they treated as if shout has been cast into them by an 18th-level wizard.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, increase the guardians' HD to 45. To decrease the challenge, remove one shield guardian and increase the other to 45 HD.

Shield Guardian: CR 13; Huge construct; HD 39d10+40; hp 254; Init –2; Spd 30 ft.; AC 25, touch 7, flat-footed 25; Base Atk +29; Grp +51; Atk +41 melee (2d6+21, staff) or +41 melee (2d6+14, slam); Full Atk +41/+36/+31/+26 melee (2d6+21, staff) or +41 melee (2d6+14, 2 slams); Space/Reach 15 ft./15 ft.; SA —; SQ construct traits, darkvision 60 ft., fast healing 5, find master, guard, low-light vision, shield other, spell storing; AL N; SV Fort +13, Ref +11, Will +13; Str 38, Dex 6, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex): If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability if within 100 ft. of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again). This shield guardian currently stores a shout spell (DC 17) cast by an 8th level wizard.

Possessions: Huge staff, tower shield.

N4. SOUTH GATE

A break in the seemingly endless sea of monstrous skulls and the slight sheen of blacked metal marks the form of a dreadful gate within the dark veined wall. Crafted in detailed relief is a massive, bloody clawed skeleton, its eyes flickering a hellish red as it exalts amid mountains of butchered corpses. Surrounding it, the gate's stone frame has been carved into a pair of giant twin executioners, headsmen's axes held at the quick, underneath an arch of five sneering demons.

Initial Attitude: Hostile

Encounter: This gate is the southern most of three that lead into the Tomb of the Unliving. Reaching a height of nearly 30 ft., the massive double doors are heavy and are held shut by a complex locking mechanism. Within the mouth of the central demon sculpture above the gate there is a button that unlocks and mechanically opens the doors, which any creature capable of reaching this height may make a DC 22 Search check to notice. The gate is crafted from heavenly steel and is impervious to all attacks except those made by artifacts, however a DC 40 Open Lock check can bypass the locking mechanism. Non-celestials attempting an Open Lock check automatically activate the gate's guards, though a Search check does not if it focuses only on the gate's frame. Once opened the gate remains so for 10 minutes, after which it closes and relocks again automatically. A DC 30 Search check on the opened door and a DC 28 Disable Device check reveals this closing mechanism and prevents it from working.

Though not immediately noticeable as threats, this gate is surrounded by a host of guardians. To the right of the gate stands a Huge shield guardian (hp 232) while a group of four gargoyles (hp 129 each) hide above. Those that approach the shield guardian (or somehow get close enough to the gargoyles) and make a DC 26 Spot check notice thin cracks around them, revealing that they can be separated from the structure as a whole. This, however, does not distinguish them immediately as threats.

Encounter Condition: N/A

Tactics: When the PCs reach this gate its guardians are hiding within the framework. All the creatures are considered to have taken 20 when making their Hide checks and, since the frames have been crafted to integrate these exact figures hiding within it, they each gain a +14 circumstance bonus to these checks. Thus, PCs must make a DC 24 Spot check to notice the hiding shield guardian and a DC 49 Spot check to notice the gargoyles.

If a non-celestial creature touches the gate in any fashion the shield guardian and gargoyles animate and attack. The shield guardian focuses its attacks on the creature that touched the gate, using its massive axe and its stored phantasmal killer spell, as cast by an 18th-level wizard. The gargoyles know the shield guardian's tactics and engage other creatures, keeping them away from the huge construct so it can fight one on one. Since the shield guardian is unintelligent and the gargoyles are sworn to protect the gate, all of the guards fight until they are dead or threats flee more than 100 ft. away from the gate. The shield guardian never moves more than 100 ft. from the gate, but the gargoyles are more intelligent and chase down PCs that attempt to use hit and run tactics. Once it seems that there are no more threats in the area, the shield guardian and gargoyles will return to their hiding places within the frame work.

If the shield guardian spends its stored spell, being immobile within the gate's frame affects it as if an 8th-level wizard cast the spell phantasmal killer into it.

Particularly canny PCs or those that use alignment revealing spells may come to realize that the gargoyles are both intelligent and good aligned. These creatures are allies of the tomb's creators, tasked to guard this gate from all non-celestials that would try to enter and undead that would attempt to escape. Though the middle of a fight is often a poor moment for diplomacy, a PC that fights defensively and makes at least a DC 25 Diplomacy check may be able to convince the gargoyles of their good intentions and talk them out of fighting. Gargoyles whose attitudes have been turned to friendly or better will inform the PCs of the hidden button that opens this gate, but besides that know little about the tomb's interior and are sworn not to leave their post.

Treasure: N/A

EL: 16

Scaling: To increase the challenge of this encounter, add one shield guardian. To decrease the challenge, remove two gargoyles.

Shield Guardian: CR 14; Huge construct; HD 35d10+40; hp 232; Init –2; Spd 30 ft.; AC 25, touch 7, flat-footed 25; Base Atk +26; Grp +48; Atk +38 melee (3d8+21/×3, greataxe) or +38 melee (2d6+14, slam); Full Atk +38/+33/+28/+23 melee (3d8+21/×3, greataxe) or +38 melee (2d6+14, slam); Space/Reach 15 ft./15 ft.; SA —; SQ Construct traits, darkvision 60 ft., fast healing 5, find master, guard, low-light vision, shield other, spell storing; AL N; SV Fort +12, Ref +10, Will +12; Str 38, Dex 6, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex): If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability if within 100 ft. of the shield guardian. Just as with the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again). This shield guardian currently stores a bestow curse spell (DC 17) cast by an 8th level wizard.

Possessions: Greataxe.

Gargoyle: CR 9; Large monstrous humanoid (earth); HD 12d8+75; **hp 129; Init +1**; Spd 40 ft., fly 60 ft. (average); AC 17, touch 10, flat-footed 16; Base Atk +12; Grp +22; Atk+17 melee (1d8+6/19–20, claw); **Full Atk** +17 melee (1d8+6/19–20, 2 claws) and+15 melee (1d8+3, bite) **and** +4 melee (1d8+3, gore); Space/Reach 10 ft./10 ft.; SA —; SQ Damage reduction 10/magic, darkvision 60 ft., freeze; AL LG; SV Fort +10, Ref +9, Will +8; Str 23, Dex 12, Con 22, Int 6, Wis 11, Cha 7.

Skills and Feats: Hide +5, Listen +9, Spot +9; Alertness, Improved Critical (claw), Improved Natural Weapon (claw), Multiattack, Toughness.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Skills: Gargoyles have a +2 racial bonus on Hide, Listen, and Spot checks. * The Hide bonus increases by +8 when a gargoyle is concealed against a background of stone.

N5 THROUGH N15. OUTER VAULTS OF THE TOMB

The Tomb of the Unliving is decaying masterpiece, a wonder of grim engineering that has been abandoned to centuries of rot and decay. But though the outer most walls, ceilings, and floors of the structure are infused with powerful divine magics and are untouched by time, the inner structures have proven much more susceptible to the wear and tear of aging.

There are no Random Encounters in this Section.

N5. NORTHERN DEADWARD

An ancient iron door stands opposite the massive outer gates, encrusted with centuries of rust. The door has no lock but is thoroughly stuck, requiring a DC 32 Strength check to force it open.

With the gate open you are faced with a silently crackling plane of blue-white energy. The wall of light rises as high as the gate and seems to be about as thick as the outer walls. Through the semi-transparent force you can make out a small room, a heavily rusted iron door directly across from you.

Initial Attitude: N/A

Encounter: The wall of energy is a visible manifestation of the powerful divine wards that keep the undead trapped within the tomb. The barrier is not an obstacle to the PCs unless they are currently incorporeal or have somehow become undead themselves (see "Inside the Tomb of the Unliving"). Any PCs that try to move through the barrier feel a slight electrical tingle, but have no real problems with it.

Encounter Condition: N/A

Tactics: If the devourer is with the party, it is apprehensive about passing through the barrier, but moves through without difficulty. It does not realize that it cannot pass back though the barrier and is now trapped within the tomb.

Treasure: N/A

EL: N/A

Scaling: N/A

N6. NORTHERN NECROLOGY

Like Room N5, the door leading from this Room is stuck, requiring a DC 28 Strength check to open.

You enter a curved room, its walls shining with a passionless radiance. Etched into the walls, illuminated by, or perhaps the source of, the dead light are thousands of lines of spiraling, elegant runes. Opposite you, the flow of these symbols is interrupted by a simple door set within the opposite wall.

Initial Attitude: N/A

Encounter: The runes covering the walls of this Room are in Auran. The text explains the purpose of the tomb, list the names of hundreds of the prisoners within and their most vile crimes, and warns the reader to go no further. No specific names initially jump out from those of the prisoners listed, but if the PCs search this area for information about any of the NPCs, they can study some of the atrocities of the unliving. The exact amount of information is left to the discretion of the DM.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

N7. NORTHERN OUTER SHRINE

A broad room, lit by the fires of short, brazier-topped pillars, opens before you. Facing you from the opposite wall is an intimidating pair of dark metal doors, ornately embossed with a scene of a huge, blindfolded skeleton weighing hundreds of miniature corpses in its outstretched hands. To either side of the door you've entered through are a pair of deep alcoves, a fearsome statue standing in each, one of a unclothed skeleton holding a gnarled walking stick and the other of a fleshless warrior wielding a scythe. Before both of these sculptures stand short pillars bearing an unlit brazier.

Initial Attitude: N/A

Encounter: Any PC succeeding at a DC 20 Knowledge (religion) check realizes the art represents the three traditional aspects of death: the guide, the judge, and the executioner. A pair of 3-ft. tall pillars flanking both the doors hold braziers bearing *continual flame.*

The doors leading to Room N13 are constructed of the same blacked celestial steel as the outside gates, and are nigh impervious to damage. They are also tied to a complex magical lock operated by braziers in Rooms N10 and N12. If the braziers standing before the statues of the judge in those areas are lit, these doors opens.

The unlit braziers in this Room are parts of the locking mechanisms for other gates, the one before the executioner tied to Room N10 and the one before the guide tied to Room N12. But a magical guard also operates on the braziers to prevent them from being wantonly lit. Should a second brazier be lit before the first's partner in another Room is (for example, if the executioner's brazier is lit before both of the guide's are or visa versa), the fire of the second expels a thick black smoke that fills the area in one round. All living creatures in the Room when the second brazier is incorrectly lit suffer the effects of inhaling the poisonous fumes of concentrated burnt othur.

Poison Gas Trap: CR 12; magic device; device trigger; automatic rest; poison gas (burnt othur fumes: inhaled DC 26; 3 permanent Constitution drain initial damage; 5d6 Constitution secondary damage); all creatures in area; Search DC 38; Disable Device DC 38.

The smoke disperses after 10 minutes but snuffs out the flames in both the statues' braziers (whether they are magical or mundane flames), effectively resetting the trap.

Encounter Condition: Smoke

Tactics: N/A

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, require two Fortitude saves to avoid the fumes. To decrease the challenge, reduce the initial damage to 2 permanent Constitution and the secondary damage to 3d6.

N8. CENTRAL DEADWARD

The door beyond the deadward has no lock but is rusted shut. PCs must make a DC 28 break check to force it open.

The gate opens before you, revealing a blue tinged haze of energy. Scintillating in unknowable arcane tides, the barrier fills the entranceway. Though partially obscured, you can make out a stout door standing in the room beyond.

Initial Attitude: N/A

Encounter: The light is a visible, divine ward that keep the tomb's undead (even incorporeal ones) trapped inside. The wall should not prove to be an obstacle to the PCs, unless they are somehow undead themselves (see "Inside the Tomb of the Unliving"), causing them to experience a slight electrical "tingle" as they pass.

Encounter Condition: N/A

Tactics: If the devourer has followed the party to this point, it is wary, but eventually moves through without difficulty. It does not immediately realize that it cannot pass back though and is now trapped within the tomb.

Treasure: N/A

EL: N/A

Scaling: N/A

N9. CENTRAL NECROLOGY

The door leading from this Room is stuck in its frame and requires a DC 28 Strength check to break.

The curved walls of this chamber seem to be suffused with a dull radiance. Miles of tiny, elegantly carved runes run along every vertical surface here, broken only to make room for a crude iron door.

Initial Attitude: N/A

Encounter: The walls of this Room are covered in Auran script. This celestial writing explains the tomb's purpose, lists those held within and their crimes, and serves as a warning against entry. Though none of the names inscribed are immediately recognizable to the PCs, a brief history is available. How much information this necrology makes available to the PCs is left to the DM's discretion.

Encounter Condition: N/A

Tactics: Feel free to embellish, adding legendary names to the names of the dead.

Treasure: N/A

EL: N/A

Scaling: N/A

N10. CENTRAL OUTER SHRINE

The sculpted gate leading to Room N14 is constructed of the same indestructible blackened metal as the exterior gates. It is also locked by a complex magical mechanism operated by braziers in Rooms N7 and N12. If the braziers before the statues of the executioner in those areas are lit, the gate opens.

Flames flicker in this room in anticipation of your arrival. Across the room in relief upon a black iron door, a gore drenched skeleton raises a chalice of skulls to its face, showering itself in a rain of blood. To its sides, partially hidden in dim alcoves, stands a statue of a stern looking, blindfolded corpse and a sculpture of an old woman being held aloft by a skeletal form. Before both of these alcoves stand unlit braziers.

Initial Attitude: N/A

Encounter: Any PC succeeding at a DC 20 Knowledge (religion) check recognizes the art as representations of death's three aspects — the guide, the judge, and the executioner. A pair of 3-ft. tall pillars flank both the entrance and exit, holding braziers alight with continual flame spells.

The unlit braziers are parts of the magical device capable of unlocking the gates in Rooms N7 and N12. The brazier before the judge operates the lock in N7, while the brazier before the guide operates the lock in N12. However, if these devices are operated in haste, the trap built into the Room is sprung. Should a second brazier be lit before the first's partner in another Room is (for example, if the guide's brazier is lit before the judge's counterpart in N12 is), dozens of long, straight blades burst through the thin mortar lines within the floor, affecting all creatures within the Room. The 4 ft. tall razors are made of celestial metal and are nigh indestructible. After the trap is sprung, the blades will stay at their full height for 1 minute before sinking back into the floor.

Blade Grid Trap: CR 12; magic device; device trigger; automatic rest; Atk +25 melee (3d8+10, blade grid); all creatures in area; Search DC 34; Disable Device DC 34.

As the blades lower, any fires burning in the braziers before the statues in this Room (magical or mundane) go out, resetting the trap.

Encounter Condition: Smoke

Tactics: N/A

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, increase the damage of the blade grid trap to 5d12+10. To decrease the challenge of this encounter, reduce the damage of the trap to 3d6+6 and reduce all associated DCs by 4.

N11. SOUTHERN DEADWARD AND RUINED NECROLOGY

The door leading from this Room is loose in its frame and loudly falls inward if even the slightest force is applied.

Beyond a veil of flickering magical brilliance are piles of rubble and twisted metal. Several walls stand in various states of ruin though the most distant glow with elaborate script. Beyond the wall of light and the piles of debris, you can make out a simple door of rusted metal.

Initial Attitude: N/A

Encounter: These Rooms have been partially ruined by the shuddering throes and surges of negative energy emanating from the awakening World Eater.

Several of the innermost walls are inscribed with works in Auran. Though a PC that can read this language can make out several ominous words and phrases, the damage is too great to make out a comprehensive message, even along the standing walls.

The wall of radiance is the tomb's deadward, a powerful divine spell that keeps the tomb's undead (even incorporeal ones) trapped wirhin its walls. The barrier should not prove to be an obstacle to the PCs, less they qualify as undead (see "Inside the Tomb of the Unliving"). Those that pass through will experience a slight electrical tingle, but will otherwise be unharmed.

Encounter Condition: Desecration 6, Smoke

Tactics: If the devourer from Room N1 is still with the PCs, it is wary, but eventually passes by without any difficulty. It does not initially realize that the barrier allows passage only from one way and that it is now effectively trapped.

Treasure: N/A

EL: N/A

Scaling: N/A

N12. SOUTHERN OUTER SHRINE

The door leading to Room N15 is constructed of the same dark, indestructible metal as the outer gates. It is also locked by a magical device tied to the braziers in Rooms N7 and N10. If the braziers in those areas are lit, the gate opens.

The ambient light of several lit braziers strike a powerful counterpoint to the grim artistry of this room. At the shadowy extremes of the wide hall, the braziers before them extinguished, stand poorly illuminated statues, one of an exultant, fleshless warrior armored in the skins of its enemies, and another of a skeleton, without eye-sockets, seated upon a metal throne. Between the dark figures stands a great metal door, carved with the image of hundreds of tiny figures walking and climbing upwards upon the bones of a massive corpse.

Encounter: The braziers flanking the doors are lit with continual flame spells, their light revealing several morbid pieces of artwork. Those that make a DC 20 Knowledge (religion) check recognize the sculptures as representations of death's three aspects.

The unlit braziers are parts of the magical locks sealing the gates in Rooms N7 and N10. The brazier before the judge operates the lock in N7, while the brazier before the executioner operates the lock in Room N10. However, if these devices are operated hastily, the trap built into the Room is sprung. Should a second brazier be lit before the first's partner in another Room is (for example, if the judge's brazier is lit, then the executioner's, before the second judge's brazier in N10 is), a lightning bolt emanating from one statue and curving to the other, lances through and affects everyone within the Room.

Heightened Empowered Lightning Bolt Trap: CR 12, magic device; device trigger; automatic rest; spell effect (10d6 × 1.5, lightning bolt, 18th-level caster, DC 24 Reflex save for half); all creatures in area; Search DC 34; Disable Device DC 34.

After the trap is sprung, both flames before the statues extinguish (regardless of their nature) resetting the trap.

Encounter Condition: Unhallowed 8

Tactics: N/A

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, double the damage from the lightning bolt trap (instead of ×1.5). To decrease the challenge of this encounter, remove the multiplier and reduce all associated DCs by 3.

N13. NORTHERN INNER SHRINE

Another grimly decorated room stands before you. A great double door of ebon steel, etched with the image of a monstrous skull gashing hundreds of writhing bodies, seems to be the only other exit from the room. Filling the side walls are equally disturbing statues, one a featureless figure hidden by ornate robes, its skeletal hands resting upon a double edged sword, and the other of a bare skeleton walking forward, holding serene looking babes in both arms. Three pillared braziers stand in this room, one in front of both statues and one at the room's center. Only the central brazier is lit.

Initial Attitude: Hostile

Encounter: This Room too depicts death's three aspects and holds an impervious celestial steel gate. The gate is opened in a similar way as the one in Room N7, being tied to two braziers, in Rooms N14 and N15, standing in front of the statues of death portrayed as an executioner, in those Rooms. Once these braziers are lit, the gate opens.

The doors are the final barrier between the outside world and the interior tomb. The wary undead warlord Vinnara Catershea has posted two dread wraiths (hp 104 each), ordering them to report directly to her if any creature should open the doors leading into this area. Vinnara has been waiting for centuries for such an opportunity and intends to make good on her promise of escape.

Like Room N7, if the second brazier is lit before the first's counterpart in another Room, a magical trap is activated. Those that trigger the trap cause crackling beams of life draining energy to blast from the eyes of the statue behind the incorrectly lit brazier, striking at all creatures in the Room.

Energy Drain Trap: CR 12; magic device; device trigger; automatically reset; Atk +14 ranged touch; spell effect (energy drain, 18th-level wizard, 2d4 negative levels for 24 hours, DC 24 Fortitude save negates); Search DC 34; Disable Device DC 34.

As the spell effect occurs any fires before the statues gutter out (regardless of whether they are natural or magical) resetting the trap.

Encounter Condition: N/A

Tactics: Unless the PCs have managed to bypass the doors into this Room, the dread wraiths have significant forewarning of their arrival. Both sentries hide in the nearby walls, forcing the PCs to make DC 34 Spot checks to notice them. If detected, one immediately retreats to warn Vinnara, while the other moves to Room N13 to follow the PCs. The wraiths do not attack unless they are cornered (an unlikely position for incorporeal creatures) but, should the PCs come into conflict with other dread wraiths loyal to the blackguard, they happily come to the aid of their allies.

Treasure: N/A

EL: 12 and 13

Scaling: To increase the challenge of this encounter, add two dread wraiths to the patrol. To decrease the challenge of this encounter, reduce the hit point totals of the dread wraiths by 25 each.

Dread Wraith: CR 11; Large undead (incorporeal); HD 16d12; hp 104; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +8; Grp —; Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N14. CENTRAL INNER SHRINE

The fire of a brazier topped pillar rises before you, encircling the doorway etched with a skeleton offering up its outstretched hands. On either side of the pillar stand unlit duplicates and great shadow shrouded sculptures. You can barely make out a great skeletal sword, impaled downward through numerous corpses, while the other depicts a scale balanced with bodies, a great skull at the fulcrum.

Initial Attitude: N/A

Encounter: The impervious black gate exiting this Room is locked in a similar fashion to the one in Room N10. Tied to extinguished braziers in Rooms N13 and N15, those before the statues of death depicted as a guide must be lit for this passage to open.

The unlit braziers in this Room partially control the locking mechanisms in Rooms N13 and N15. As in previous Rooms, if both are ever lit, one immediately after the other, a powerful magical trap is sprung. In this case, the unseen world behind the skeleton carved on the gate comes into view, revealing a frozen landscape that blasts all within this Room and in Room N10 with cold. This freezing blast continues for one minute before it (and the scene on the door) fades.

Empowered Ice Storm Trap: CR 12; magic device; device trigger; automatic rest; spell effect (*ice storm*, 18th-level caster, 3d6 × 1½ bludgeoning and 2d6 × 1½ cold damage); all creatures in Rooms N10 and N14; Search DC 34; Disable Device DC 34.

The effects of this spell extinguish all fires within this Room, affecting those within the braziers before the statues regardless of whether they are magical or not, resetting the trap.

Encounter Condition: Fog 10

Tactics: N/A

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, double the damage of the trap (instead of ×1.5). To decrease the challenge, remove the multiplier.

N15. SOUTHERN INNER SHRINE

The grim gate is indestructible, and is locked in a similar fashion to the one in Room N12. Unlit braziers in front of statues depicting death as a judge in Rooms N13 and N14 must be lit to make this door open.

Scale in one hand, sword in the other, the stern eye sockets of an enthroned skeleton gaze from the ornate door across this wide chamber. Though three of them create a line through the room's center, only the central brazier is lit. On one side of the room is a sculpture of a skeletal horse rearing up on its hoofs and on the other a statue of a featureless warrior bearing hundreds of different weapons plus two more unlit braziers.

Initial Attitude: N/A

Encounter: The doused braziers control parts of the locking mechanisms to the gates in Rooms N13 and N14. As in similar Rooms, if both are lit prior to their counterparts, a powerful magical trap is sprung. If activated, the magical trap causes one magical gavel (that functions as an empowered sword spell that deals bludgeoning damage) to appear for each creature in the Room and attack each one individually. The magical weapons remain until they either slay the target or 15 minutes pass. The gavels will not leave the Room. Characters may avoid the gavels simply by leaving the Room, but will have to wait the spells out before they can reenter without being threatened. If numerous targets trigger then leave the Room, then only one reenters, that creature will be attacked by all the gavel-like sword spells in the Room.

Empowered Gavels (Swords) Trap: CR 12; magic device; device trigger; automatic rest; spell effect (swords, +24 melee, 4d6+3 × 1½ bludgeoning, 19–20, 18th-level caster); 1 sword for each creature in the room; Search DC 34; Disable Device DC 34.

Once the gavels are called into existence, any lit braziers in front t of the statues are extinguished, resetting the trap.

Encounter Condition: Unhallowed 8

Tactics: N/A

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add a second sword for each creature in the Room. To decrease the challenge, reduce the melee bonus to +16.

N16 THROUGH N52. THE WESTERN OUTER HALLS

Rooms N16 through N52 are considered wilderness by the resident warlords. Unclaimed and uninteresting, the western most halls hold only the frustration of the great gates and chamber after chamber of crazed dead.

Serving as mass burial chambers for the weakest, most numerous of those interned here, the Rooms in this Section are the largest in the tomb. Most of the ceilings soar 60 ft. or higher above the floor, while the walls and thick pillars are lined with stacks of burial alcoves. A single 10 ft. section of these high walls is capable of holding the remains of 25 or more Medium humanoids, though some sections are crafted to hold fewer creatures of greater size.

Many of the halls are crafted around identifiable themes and hold undead that committed specific crimes. Petty princelings, heretics, and the imperviously lusty are three such examples of lifeless criminals that are now trapped in crypts born of their sins. Though many undead in this region are free to wander, those imprisoned within these crypts are bound to them for eternity and cannot pass through their doors. Crypts concerned with specific sins or criminals are usually obvious as such, their walls heavily adorned with art. Characters interested in determining the theme or crime specific to these Rooms need only make a DC 24 Knowledge (religion) check to reveal the name of the chamber.

Through these halls stalk creatures too weak or unreliable to be recruited into the service of one of the tomb's greater death lords. Allips, insane wraiths, and droves of mindless corpses wander through these reaches, endlessly exploring the same Rooms again and again, hoping for escape.

Though the western outer halls exhibit nothing of practical value, the tomb's warlords are constantly vigilant, watching and patrolling this realm out of fear that one of their opponents may tap into an unforeseen hidden resource. As her domain is closest, Vinnara's dread wraiths maintain the most consistent presence. However Invistis' creations, Kasteoficiss' priests, and the minions of lesser warlords can also be found here.

At the southern most portion of these halls is a heavily trapped egress. Though a particularly canny or powerful creature from that fiery realm may occasionally wander into the tombs, once they do they find that this gate is warded (as the main entrances are) and reseal themselves once opened. Thus, this southern gate proves to be only a one-way entrance and effectively traps any creature that passes through.



WESTERN OUTER HALLS RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A lone skeleton (or other non-sentient undead) wanders past the PCs, seemingly unaware of them. The creature is completely non-threatening and crumbles to dust if dealt even 1 point of damage.
2–11	Nothing
12	If the devourer from Room N1 is following the PCs, it draws close enough for the PCs to detect it. Allow a Listen or Spot check opposed by its Hide or Move Silently. If confronted, it parleys for its "life," but continues to follow them. If the creature has previously been dispatched, treat this encounter as "2–11, Nothing."
13	A procession of ten allip mourners wander together in single-file. They eagerly attack the PCs out of hatred for the living and a need to share their disjointed babbling histories.
14	A mob of 14 wights in the service of "Death" (the crazed mohrg in Room N67) stumbles across the PCs while searching for new "criminals." They subdue one PC using nets, swiftly dragging them off before others intervene.
15	A harried mass of eleven maddened wraiths buzz through the area the PCs are in, still searching for an escape (if they're at one of the tombs outer walls, the wraiths bounce off as if they were solid). Once they see the PCs they brutally take out their frustration on them. (EL 12)
16	Five of Kasteoficiss' mohrg priests wander the tomb, looking for sentient creatures to force into their Empress' service.
17	Three of Vinnara's dread wraith soldiers patrol the area. They follow the PCs and report back to their mistress on their actions, attacking only if cornered. (EL 14)
18	Three of Invistis' troll skeletons do battle with one of Kasteoficiss' mohrg priests (or another combination of the undead warlords' troops locked in combat). If the PCs interfere all the combatants will turn on them, but otherwise will ignore them. (EL 9 or variable)
19–20	A visible pulse of dark energy throbs through the tomb. This wave of negative energy extinguishes all non-magical sources of light and forces all creatures unprotected from such energy to make a DC 18 Fort save or suffer 2d8 damage. If the World Eater (Room N150) has been re-imprisoned, treat this encounter as "2–11, Nothing."

N16. NORTHERN GREAT HALL

Like a cathedral, held within the confines of the darkest midnight, this hall stretches out before you. Its walls are lined with rows of burial alcoves, simple dark stone shelves lined with bones and dust. Huge columns, trimmed with sculpted skulls and set with nooks housing dozens of corpses, reach towards a starless sky. How high the walls are or how far this hall reaches is impossible to know, as all its extremes fade to shadow.

Initial Attitude: Unfriendly*

The PCs cannot alter the skeleton's attitude.

Encounter: The endless walls and columns hold burial alcoves for hundreds skeletons. Any spark of intelligence or passion that once animated these creatures has long since been dismissed. In fact, examining most of the alcoves reveals that many are too weak to hold humanoid forms.

A door of celestial steel at the west end of the hall leads to Room N13, but there is no lock, handle, or other way to open it.

Encounter Condition: Negative Energy

Tactics: The skeletons ignore the PCs if they are left alone. If individual remains are rooted through, the offended undead may pull itself together long enough to make a dispassionate attack, but this is not threatening. As long as the PCs don't do anything to upset all of the hall's residents, such as attempting to sanctify the Room in the name of their gods or trying to destroy it as a whole, the skeletons leave them alone.

However, if forced to do battle, the skeletons form into four distinct hordes (hp 180 each).

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, add one horde. To decrease the challenge, remove one.

Skeleton Horde: CR 10; Medium undead (horde); HD 30d12; hp 180; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +0; Grp —; Atk +30 melee (3d4+3, claws); Full Atk +30 melee (3d4+5, claws); Space/Reach 20 ft./5 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

N17. ARCH OF THE MASSES

The walls and ceiling of this room are curved like the interior of a broad archway. Sculpted in horrific detail upon the walls are hundreds of humanoids, of all races, piled and climbing atop one another in a brutal, towering melee. The young, aged, and weakest line the base of the wall where they pictured are being crushed by those that struggle above them and who are in turn brutalized by those climbing higher. At the central point of the room, set within the ceiling and shedding a weak yellow light, is what appears to be a single gold piece, for which the sculpted figures battle.

Initial Attitude: N/A

Encounter: This is one of several arches in this section, meant to be an eternal artistic moral warning and perhaps a brutal lesson to the tomb's residents. The gold piece set 25 ft. above the floor is an illusion. Anything that touches the illusion passes through and activates the statue trap.

Being heavily sculpted with hundreds of figures, the walls provide ample grips and foot holds, requiring a mere DC 12 Climb check to scale the first vertical 15 ft., and a DC 20 Climb check to move upon the arched ceiling.

If the illusion set within the Room's ceiling is disturbed, the figures upon the walls animate. Any creatures within 5 ft. of the wall are attacked by the stone figures. Each 5 ft. section of wall is considered to hold one figure capable of making grapple attempts. The sculptures are Medium objects with a hardness of 8, 180 hit points +12 base attack bonuses, and Strength scores of 26 (+8), giving them a +20 to their grapple checks. If a statue succeeds at grappling a target it deal 1d4+8 points of lethal damage for every round it maintains its hold. The trap deactivates after the Room is empty for 10 minutes, and resets itself. The coin illusion on the ceiling is the only part of the trap that radiates magic.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, double the hit points and base attack bonus of the statues. To decrease the challenge, cut the base attack bonus and hit point totals of the statues in half.

N18. CRYPT OF THE NOBLES

The large, double iron door leading to Room N23 is rusted shut, requiring a DC 30 Strength check to open.

The walls of this chamber are stacked with burial alcoves and lined with dark marble slabs. Numerous flying buttresses create a skeletal archway down the center of the hall, and are sculpted with stone candelabras, ornate trophies, and other regal accouterments. However, despite any images of grandeur, all of the decorations seem purposefully worn and aged to ruin within the stone. Down the hall's center dangle hundreds of threadbare, moldering pennants of ruined silk.

Initial Attitude: Unfriendly

Encounter: Much like Room N16, this crypt is filled with hundreds of skeletons. However, many of these creatures have weathered the centuries with their minds in considerably better shape than those lesser undead. If the PCs disturb any of the remains here, the bones animate into a two skeleton hordes (hp 180 each).

Though bitter and hateful creatures, they are capable of being reasoned with. A successful Diplomacy check, at a –10 penalty (since these are ancient undead monstrosities) will alter an individual skeleton's attitude. But even more than being hateful creatures, the noble skeletons have retained their petty, materialistic nature. If a PC offers one of the skeletons an object of value, costing more than 50 gold pieces, the undead immediately becomes Friendly. Regardless of how the PCs interact with the creatures here, none ever treat them any better than Friendly. They are simple-minded, forgetting past generosity if the PC return later.

If a PC gains a skeleton's favor, it proves to be most informative about the surrounding area. The creature gladly tells the PCs the names of Rooms N18 through N27 and gives them a brief description of what creatures lurk within, though they do not know about Vinnara's wraiths in Room N27. The skeletons are unable to answer questions regarding the details of these Rooms, as they are bound to this chamber and any information acquired through centuries of hearsay.

Encounter Condition: N/A

Tactics: Hordes fight like swarms moving over the PCs and surrounding them in a massive assault. They claw and attack the PCs, fearlessly.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, increase the AC of the skeleton horde by +8. To decrease the challenge, remove one skeleton horde.

Skeleton Horde: CR 10; Medium undead (horde); HD 30d12; hp 180; Init +3; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +0; Grp —; Atk +30 melee (3d4+3, claws); Full Atk +30 melee (3d4+5, claws); Space/Reach 20 ft./5 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

N19. CRYPT OF THE PRINCELINGS

Several figures kneel throughout this long hall. Sculpted from chipped ebony rock, these forms are dressed as servants and seneschals, facing the walls in ineffectual readiness. Upon the walls are hundreds of burial alcoves lined with marble, each holding a tightly wrapped silken cocoon. From hall's dark extremities comes the rustling of fabric.

Initial Attitude: Unfriendly

Encounter: Much like the nobles in Room N18, this Room houses hundreds of petty princes and corrupt royals. These creatures lie within their individual alcoves dreaming of their glory days, but are still capable of animating if disturbed.

If the PCs awaken one of the skeletons, it either questions them sternly or attacks out of sheer indignity. If it speaks, the PCs have a chance to influence its attitude (though such checks suffer a –10 penalty). If the PCs bribe the undead with something of worth, valued at 100 gp or more, the covetous creature's attitude changes to Friendly and it gladly tells the PCs all it knows about Rooms N18 through N27. For an additional 50 gp (or something of approximate worth) it tells the PCs the servants of Vinnara (Room N102) have created a guardpost and stand watch there.

If the PCs return later, any undead that they previously influenced change back to Unfriendly.

Encounter Condition: N/A

Tactics: Uncaring creatures, the skeletons here have no sense of camaraderie or understanding of a greater good. Thus, unless the party does something that threatens the entire Room, the skeletons stay in their individual tombs.

They form up into four hordes (hp 90 each) if attacked.

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, increase the hit point of the skeleton hordes to 180 each. To decrease the challenge, replaced the skeletons with piles of brittle bones and add a *legend lore* spell depicting a macabre or otherwise grotesque scene.

Skeleton Horde: CR 10; Medium undead (horde); HD 30d12; hp 90; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +0; Grp —; Atk +30 melee (3d4+3, claws); Full Atk +30 melee (3d4+5, claws); Space/Reach 20 ft./5 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

N20. CRYPT OF THE EMPERORS

A stagnant breath rushes past as you enter this elevated chamber that feels hollow like the base of a tower. Stretching up into darkness are stacked dozens of lavish burial alcoves wrought with jade, glass doors and silver. Many of these covers are shattered, their shards glinting in the dust, as if punched out by the wrapped forms inside. Deeper within, set in depressions in the walls stand giant twin statues which are heavily armored skeletal forms resting on down-turned blades.

Initial Attitude: Hostile

Encounter: The creatures here were once emperors, god-kings, and tyrants of the highest degree. When the celestial tomb was constructed, they were stricken from their thrones and imprisoned here, a radical change that drove many of the fiends mad.

Within each of the alcoves here are skeletal creatures covered in black burial linens. Though their skin has rotted away, these creatures are powerful and retain the abilities of standard wights. The undead here all boast an intense hatred of the living and would attack the PCs immediately upon hearing them, but fortunately their alcoves' doors prevent them from hearing much. If somehow all of these glass doors are broken, as by a massive spell effect or the like, all of the wights within will swarm and attack.

The statues here are purely decorative and harmless.

Encounter Condition: N/A

Tactics: Not all of the alcoves are sealed tightly and a single wight horde (hp 480) is capable of escaping the crypts. Unless the PC make a soundless entry, an unlikely occurrence considering the creaky, rusted doors that open into this hall, these undead swarm down the walls from every direction and attack. Driven on purely by rage and hatred, the wight horde uses no coherent tactics, merely attacking the closest PCs.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, increase the hit points of the wight horde to 960. To decrease the challenge, remove their ability to create spawn.

Wight Horde: CR 16; Medium undead (horde); HD 120d12; hp 480; **Init +1; Spd** 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +3; **Atk** +90 melee (5d4+5 plus energy drain, slams); Full Atk +90 melee (5d4+5 plus energy drain, slams); Space/Reach 20 ft./5 ft.; SA Create spawn, energy drain; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

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

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

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 18 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight horde gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

N21. CRYPT OF THE SENESCHALS

Simple stone desks have been sculpted from the same black rock of this wide burial room's floor. Detailed to the nth degree, inkwells, stacks of paper, and curling handles adorn these intricate sculptures. Upon the walls are stacked hundreds of simple burial alcoves, each fitted with a simple swatch of worn white silk, upon which piles of ancient remains lay.

Initial Attitude: Indifferent

Encounter: The alcoves here each hold the skeleton of a particularly cruel servant or royal lackey, mostly in the service of creatures that are now in Rooms N18, N19, or N20. In life these creatures lived but licking the boots of those in power, with the PCs incursion, they do what comes naturally. If any of the remains are disturbed, they are only too eager to aid the PCs, detailing what they know of Rooms N16 through N27.

Initially the skeletal seneschals leave out important information or threats that they know off, such as Vinnara's minions or traps (like in N17), and purposefully steer them towards those Rooms. However, if their attitudes are adjusted (checks to do so suffer a –10 penalty as the creatures are still hateful undead), they will reveal they know about those areas. Any such adjustments lasts only for this encounter and are not retained in later encounters.

Encounter Condition: N/A

Tactics: These skeletons were banished here for their cowardice. Even if the PCs do something that jeopardizes all of them, they do not attack.

If forced to do battle, they form up into two hordes (hp 90 each).

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, increase the hit point of the skeleton hordes to 180 each. To decrease the challenge, remove one horde.

Skeleton Horde: CR 10; Medium undead (horde); HD 30d12; hp 90; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +0; Grp —; Atk +30 melee (3d4+3, claws); Full Atk +30 melee (3d4+5, claws); Space/Reach 20 ft./5 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

N22. CRYPT OF THE COWARDLY

Compared to the other crypts you've passed through, this burial hall seems deserted. No pillars line the walls nor are there extraneous sculptures to be found, there is only the fetid smell of trapped air. Along the walls, the burial stacks are fitted with rotted shelves, cracked boards dusted with unbound yellowed debris and the occasional rusted iron tool.

Initial Attitude: Indifferent

Encounter: This crypt holds cruel, lazy, false, and traitorous servants. Each alcove holds a single skeleton that animates once disturbed. Upon recognizing that the PCs are not something that it can scare away, a lone skeleton screeches in fear and cowers within its resting place until the PCs depart. A skeleton's cry has a 30% chance of attracting a Random Encounter.

The servants here know nothing of the surrounding Rooms and are of no help, regardless of what they are offered.

Encounter Condition: N/A

Tactics: Even if threatened, the skeletons do nothing more than wail and cry out in fear. If all of them begin crying, the chance of attracting a Random Encounter rises to 60%.

There are five skeleton hordes (hp 60 each).

Treasure: N/A

EL: 11

Scaling: To increase the challenge of this encounter, increase the hit point of the skeleton hordes to 90 each. To decrease the challenge, replaced the skeleton horde with a *summon monster IX* trap.

Skeleton Horde: CR 10; Medium undead (horde); HD 30d12; hp 60; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +0; Grp —; Atk +30 melee (3d4+3, claws); Full Atk +30 melee (3d4+5, claws); Space/Reach 20 ft./5 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

N23. CRYPT OF CULTISTS

The ghost of bitter herbs lingers here. At the chamber's center, earthen braziers and stone candelabras are crafted into the floor, as if some complex ritual had been thrown down and the moment immortalized in rock. The walls, between burial alcoves that are barred closed, are etched with profane, jagged runes, each now scratched over and obscured. From deep within you can make out the sound of loose iron violently rattling against rock.

Initial Attitude: Hostile

Encounter: The wight horde (hp 480) trapped here is made up of cultists of profane gods and demon lords. Though trapped for centuries, their torment has only increased their hatred. Fortunately, the burial alcoves of these blasphemous creatures is fitted with iron bars (hardness 10, 20 hit points) that prevent the fiends from escaping.

Characters that examine the runes on the walls and make a DC 30 Knowledge (planes) or Knowledge (religion) can extrapolate upon the surviving runes to make out what the symbols represented. Each of over three dozen markings is of a foul demon, devil king, or dark god, their symbols all but desecrated by the powers of light that forged this tomb.

Encounter Condition: N/A

Tactics: The wights are insane beyond reason. If freed, they violently lash out at the nearest living thing. Even if they remain in their alcoves, they attack anything that comes within range (such as those inspecting the runes on the walls). In combat, they form into a wight horde (hp 480).

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, increase the natural armor class bonus of the wight horde to +12. To decrease the challenge, remove the scale mail armor.

Wight Horde: CR 16; Medium undead (horde); HD 120d12; hp 480; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 18; Base Atk +2; Grp +3; Atk +90 melee (5d4+5 plus energy drain, slams); Full Atk +90 melee (5d4+5 plus energy drain, slams); Space/Reach 20 ft./5 ft.; SA Create spawn, energy drain; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, protection from good, undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

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

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

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 18 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight horde gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

Possessions: Scale mail armor.

N24. CRYPT OF THE BISHOPS

A ghostly whisper hums through this room, a serene, yet barely audible chant that you feel more than hear. Upon the walls are crafted the serene scenes of celestial creatures and holy works, beautiful artistry sculpted from shadowed stone. Among the strangely out of place works are hundreds of burial alcoves, lined with thick metal bars and draped with veils. Several of these shrouds look as though they have been shredded by sharp claws.

Initial Attitude: Hostile

Encounter: These wights were once the messengers, foul clerics, and misguided prophets of all manner of evil otherworldly creatures. Believing in the power of their gods, some of which they have out lived themselves, these undead wait patiently, meditating within their crypts until the day they are released.

Though they are mostly unscarred, there are bars on the burial alcoves here (hardness 10, hp 20).

Encounter Condition: N/A

Tactics: The wight horde (hp 480) is hateful, evil to the core, and eager to spread their foul messages. With such an intense desire to escape, they restrain their hatred for the living and make any promise or say anything to garner the PC's assistance. Any wight disturbed by the PCs will break from its meditation and converse pleasantly. They will feign knowing a great deal about the tomb, including how to escape. If the PCs free one of the wights, it will pretend to lead them, but will flee from the party as soon as they are distracted, and find its own way out. If an opportunity ever arises where the wight can use its energy drain ability and escape unharmed, it will make a single attack as a parting thanks for its freedom.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, increase the hit points of the wight horde to 960. To decrease the challenge, reduce the Ark bonus of the wight horde to +45 and the damage of its attack to 4d4+4.

Wight Horde: CR 16; Medium undead (horde); HD 120d12; hp 480; Init +1; Spd 30 ft.; AC 15*, touch 11, flat-footed 14*; Base Atk +2; Grp +3; Atk +90 melee (5d4+5 plus energy drain, slams*); Full Atk +90 melee (5d4+5 plus energy drain, slams*); Space/Reach 20 ft./5 ft.; SA Create spawn, energy drain; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, protection from good, spell resistance 25* (against good), undead traits; AL LE; SV Fort +1*, Ref +2*, Will +5*; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

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

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

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 18 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight horde gains 5 temporary hit points.

Protection from Good (Su): These ancient undead are shielded by a continuos *protection from good* as cast by a 17th-level cleric. If dispelled, it reforms 1d4+1 rounds later.

Unholy Aura (Su): The wights are shrouded in a permanent *unholy aura*, as cast by a 17th-level cleric. If dispelled, it reforms 1d6+1 rounds later.

Skills: Wights have a +8 racial bonus on Move Silently checks.

* Unholy aura increases the AC of a wight by +4, saves by +4, grants spell resistance 25 against spells with a "good" source, and deals 1d6 points of damage to good creatures succeeding at a melee attack.

N25. CRYPT OF THE FALSE GODS

This high chamber is a suspended boneyard of the bizarre. Long, thick chains dangle from a trap ceiling, each supporting four or more a dangling cage. Within, cramped and broken, are the skeletons of monstrous creatures, bones thick with claws, fangs, and horns. Several of the cages pitch and sway and a shriek, like that of an unhappy bird cuts through the darkness.

Initial Attitude: Hostile

Encounter: Trapped here are the living creatures of monsters and abominations prideful enough to fathom themselves the gods of lesser creatures. The centers of entire cults, these beasts hate the living nearly as much as the gods who trapped them here, who they in a state of delusion believe to be nothing more then scared pretenders.

While many of the horrors here are harmless when in their cages (hardness 12, 200 hit points), the ages have not been able to hold up in the face of the onslaught of the seven now skeletal dragons — three adult black dragon skeleton (hp 129 each), three adult red dragon skeletons (hp 146 each), and one old red dragon skeleton (hp 185). These monstrosities now prowl free, lurking in the shadows near the top of the crypt. Any PC succeeding at a DC 26 Spot check notices that two of the cages are empty, busted open from the inside (another four hang up and out of sight).

The other creatures in the cages are as numerous as they are savage. Their constant rattling, screeching, and beating create a din that imposes a –15 to all Listen checks.

Encounter Condition: N/A

Tactics: Unless the PCs enter through magical means, their entrance alerts the dragons hiding at the Room's ceiling. Being nearly 60 ft. off the ground and shedding no light, it is unlikely the PC have the means to notice the undead monstrosities. As such, the dragons wait until the PC reach the Room's center before diving and attacking. Brutal in the extreme, the undead fight until destroyed.

The black dragons drop on the PCs first, fighting tooth and claw. Every so often, one opens its mouth as if to spew fire, unable to let go of its instincts. The red dragons drop down on the PCs from behind, flanking the weakest and culling them from the heard.

The largest red dragon saves the strongest PC for itself.

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, release all the dragons from their cages. To decrease the challenge, remove two dragons.

Adult Black Dragon Skeleton: CR 8; Large undead; HD 19d12+3; hp 129; Init +5; Spd 60 ft., fly 150 ft. (poor), swim 60 ft.; AC 16, touch 10, flat-footed 15; Base Atk +9; Grp +19; Atk +14 melee (2d6+6, bite) or +14 melee (1d8+3, claw) or +14 melee (1d6+3, wing) or +14 melee (1d8+9, tail slap); Full Atk Bite +14 melee (2d6+6, bite) and +9 melee (1d8+3, 2 claws) and +9 melee (1d6+3, 2 wings) and +9 melee (1d8+9, tail slap); Space/Reach 10 ft./5 ft. (10 ft. with bite); SA —; SQ Damage reduction 5/magic and bludgeoning, immunity to acid, undead traits; AL NE; SV Fort +6, Ref +6, Will +12; Str 23, Dex 12, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Improved Initiative, Toughness.

Adult Red Dragon Skeleton: CR 9; Huge undead; HD 22d12+3; hp 146; Init +5; Spd 40 ft., fly 150 ft. (poor); AC 18, touch 9, flat-footed 17; Base Atk +11; Grp +30; Atk +18 melee (2d8+11, bite) or +18 melee (2d6+5, claw) or +18 melee (1d8+5, wing) or +18 melee (2d6+16, tail slap); Full Atk +18 melee (2d8+11, bite) and +13 melee (2d6+5, 2 claws) and +13 melee (1d8+5, 2 wings) and +13 melee (2d6+16, tail slap); Space/Reach 15 ft./10 ft. (15 ft. with bite); SA —; SQ blindsense, DR 5/magic and bludgeoning, immunity to fire, undead traits; AL NE; SV Fort +18, Ref +13, Will +16; Str 33, Dex 12, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —; Improved Initiative, Toughness.

Old Red Dragon Skeleton: CR 10; Gargantuan undead; HD 28d12+3; hp 185; Init +5; Spd 40 ft., fly 200 ft. (clumsy); AC 20, touch 7, flat-footed 20; Base Atk +14; Grp +38; Atk +20 melee (4d6+12, bite) or +20 melee (2d8+6, claw) or +20 melee (2d6+6, wing) or +34 melee (2d8+18, tail slap); Full Atk Bite +20 melee (4d6+12, bite) and +15 melee (2d8+6, 2 claws) and +15 melee (2d6+6, 2 wings) and +15 melee (2d8+18, tail slap); Space/Reach 20 ft./15 ft. (20 ft. with bite); SA —; SQ DR 10/magic and bludgeoning, immunity to fire, undead traits; AL NE; SV Fort +9, Ref +10, Will +9; Str 35, Dex 12, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Improved Initiative, Toughness.

N26. CRYPT OF THE WARMASTERS

The walls here are hidden by the thick remains of skeletons and their broken armor. Rather than being lined with burial alcoves, the high walls here bristle with protrusions that jut upwards. Upon these dulled spears are the remains of hundreds of impaled bodies that sway and creak in the breeze. At the center of the room are a number of protrusions that broke off from the wall and now the bones that once hung upon them are piled in ruined heaps.

Initial Attitude: Hostile

Encounter: The dead here were once warlords and dictators, creatures that served death in epic proportions. For their service and the blood they have spilled, their bodies have been broken, and they've been trapped here, impaled upon the spikes of their tomb and their peers.

The wights here are powerful. Those upon the walls ignore the PCs unless they are disturbed or the sound of battle rekindles their memories. Having lusted after battle for most of their lives and through their entire unlives as well, these creatures do not parley but can do nothing so long as they remain spiked to the wall.

Encounter Condition: Negative Energy

Tactics: The wights lie where they are until the PCs approach. When within reach, the undead act as trained warriors and target the weakest PC. Any PC within 5 ft. of the walls risk being grappled by three wights per 5 ft. square. If any of the wights succeed at their grapple attempts they pull their target close enough to impale upon their armor's spikes.

Treasure: N/A

EL: N/A

Scaling: N/A

N27. CRYPT OF THE SOLDIER/NORTHERN GUARDPOST

Cracked black stone stretches out before you, forming a broad burial hall, lined with sculpted stone weapons racks. The walls are carved with dozens of stacked alcoves, little more then crude shelves now holding nothing but dust, rusted armor, and splinters of bone. Near this barren room's center, a man shaped shadow refuses to flee. Twin embers of smoldering flame blaze to life as the shadow drifts soundlessly in your direction.

Initial Attitude: Hostile

Encounter: The skeletons here were once soldiers and unholy armies, war criminals, and enlisted brutes. However, time has eroded their will to fight and broken their already weakened minds. If disturbed, the soldiers' animate and attack, ignoring all attempts to parlay.

Three dread wraiths (hp 104 each) also lurk here, serving as guards on the western fringe of Vinnara Catershea's grim fief. While one stands at the Room's center, two more lurk within the shadowed alcoves, requiring DC 34 Spot checks to notice.

Encounter Condition: Ambush (darkness), Concealment

Tactics: Unless the PCs use magic to disguise their entry, the dread wraith guards notice and move towards them. While the central wraith attracts their attention, the other two sneak up on the PCs' flanks.

If two wraiths are killed, the remaining guard flees towards Room N93 to warn Vinnara of the PC's incursion, using the skeleton horde to guard its escape.

The skeletons form up in two skeleton hordes (hp 90 each).

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, add two dread wraiths. To decrease the challenge, remove one.

Dread Wraith: CR 11; Large undead (incorporeal); HD 16d12; hp 104; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +8; Grp —; Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft. just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until death. They do not possess any of the abilities they had in life.

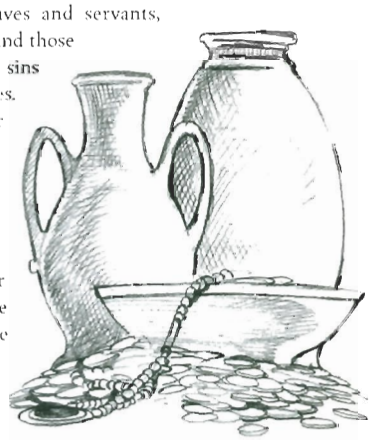
Skeleton Horde: CR 10; Medium undead (horde); HD 30d12; hp 90; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +0; Grp —; Atk +30 melee (3d4+3, claws); Full Atk +30 melee (3d4+5, claws); Space/Reach 20 ft./5 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

N28. CRYPT OF THE PEASANT

This massive hall echoes with even the slightest sound. Pillars line every modicum of space, making the chamber feel like a forest of midnight stone. The walls and columns are stacked with burial alcoves, but these are only half the size of many that you've previously run into. Inside, what debris remains has been forced and broken to fit within, then stuffed with piles of hay. The smell of this dry rotted vegetation fills the air with a thick earthy dust.

Initial Attitude: Hostile

Encounter: Packed into the alcoves here are the bodies of evil slaves and servants, false and sinful neighbors, and those who had perpetrated petty sins to new levels of atrocities. Most thought that their mountains of petty crimes would go unpunished, so the shock drove many mad when they found themselves locked away here. Perhaps more than any other creatures in the tomb, these skeletons feel that they have been wrongly damned, and that their eternal punishment far out weighs their earthly crimes.



Encounter Condition: N/A

Tactics: Despite the power of their anger and hatred of the living, these creatures are still some of the weakest forms of undead. If the PCs draw attention to themselves, such as by disturbing one of the alcoves or casting a spell with a display large enough to draw these creatures out of their centuries long torpor, the skeletons will attack en masse. Believing themselves wronged by the gods, they will concentrate their attacks on any PC that openly wears the symbol of a god or appears to be a cleric.

There is a massive number of creatures here, many more than can be brought to bear against the party at one time. Individually they present little threat, but the scratching claws of hundreds of undead are certain to deplete valuable spells and turning attempts. Every round the PCs should be faced with the maximum number of attacks coming from all sides and they will be restricted in their movements. Though it is unlikely a simple skeleton will be able to bypass even the weakest PC's AC, bonuses from flanking and critical hits will eventually cause some damage.

The skeletons, like those in most of these outer crypts, are bound to their burial place and cannot leave this Room. They form up in five skeleton hordes (hp 90 each).

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, add two hordes. To decrease the challenge, remove one.

Skeleton Horde: CR 10; Medium undead (horde); HD 30d12; hp 90; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +0; Grp —; Atk +30 melee (3d4+3, claws); Full Atk +30 melee (3d4+5, claws); Space/Reach 20 ft./5 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

N29. CRYPT OF THE GODLESS

The walls here are covered in runes and ornate symbols, images that exude the delicacies other worlds. Contorted to fit around these fantastic markings are hundreds of burial sites, that look as though their interiors are etched. At the room's center is a simple altar. Though it is crafted to appear ready for a ritual or sacrifice, it looks as though it never saw action.

Initial Attitude: Indifferent

Encounter: This is the burial place of those who turned their backs on their gods for petty reasons and who coaxed others from their devotion out of arrogance and pride. Creatures that spend their lives thinking themselves equal to the gods don't come to terms with the error of their ways until in the state of living death.

Though strangely neutral in appearance, the altar here is in fact consecrated to all good and neutral aligned deities. Any PC that casts the spell *consecrate* (or other holy spell aided by or dependent on an altar) or spends 1 minute sanctifying the altar in the name of their god produces two effects.

First, and most noticeably, the symbol of the caster's god appears, glowing radiantly on the altar. By bringing the worship of a god into the crypt of the godless, all of the skeletons in the hall stop what their doing or awaken, begin confessing their sins, and after 6 rounds of doing so, disintegrate into dust, freed from their torment by their conversion.

Secondly, the PCs find that they've created a sanctuary for themselves, free of undead, devoted to an allied good, and distasteful to wandering undead. Roaming enemies will not enter this Room and the PCs may rest and heal here.

Encounter Condition: [Safe]

Tactics: Unlike the vast majority of undead in the tomb, this skeleton horde (hp 90) has seen the error of its ways, having suffered the power of the gods. They largely ignore the PCs, unless one blatantly appears to be a cleric, druid, or paladin. If such a PC enters their tomb, they begin crawling from their alcoves to surround and plead with the holy PC for forgiveness. Though they don't actively attack, hundreds of pawing and fawning skeletons are still a significant threat

If there is no such PC, the skeleton horde attacks individually if their alcoves are disturbed and en masse only if their entire crypt somehow seems threatened.

The skeletons form up in two skeleton hordes (hp 90 each).

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add two skeleton hordes. To decrease the challenge, remove one.

Skeleton Horde: CR 10; Medium undead (horde); HD 30d12; hp 90; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +0; Grp —; Atk +30 melee (3d4+3, claws); Full Atk +30 melee (3d4+5, claws); Space/Reach 20 ft./5 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

N30. CRYPT OF THE HERETIC

The walls of this towering chamber seem to be covered with small rectangular shrines. Upon closer inspection, see that each one is in fact a burial alcove covered by a simple brass grate. Before each depression rests a shelf, set with a prominent symbol, surrounded by dozens of partially melted candles. From the floor to its reaches high in the atmosphere above, you can see hundreds of tiny flames flickering weakly in the darkness.

Initial Attitude: Hostile

Encounter: This crypt is the prison of the militant profane. Savage cultists, generals of demon armies, blackguards, all condemned to spend eternity here.

Hundreds of burial alcoves are sealed with thin brass plates, decorated with dozens of stylized, "X" shaped puncture marks. Before each one are several candles, each lit with an eternal flame and marked with a holy symbol. Any PC that makes a DC 22 Knowledge (religion) check will recognize the symbol of every god, of every alignment, within the pantheon they are most familiar with, was well of dozens they do not recognize. These symbols each mark what god the accused corpse behind the grate profaned against, forcing them to exist for an eternity in close proximity to the deity they betrayed.

Encounter Condition: N/A

Tactics: The corpses within the alcoves here are filled with such hatred that they have risen as mohrgs. Fortunately though, the holy symbols outside each alcove keeps them from escaping their crypts.

Should the PCs remove a holy symbol from the shelf it lays on, even for a moment, the mohrg horde (hp 1050) bursts forth and attacks. These creatures are normal undead, except for when a PC attempts to turn them. Being fixated on the authority of one deity for so long, these mohrgs can only be turned by a worshipper of the god they betrayed.

Treasure: Each mohrg was buried with a ceremonial *+1 longsword*, that remains in their scabbards during battle. There are 30 *+1 longswords* in all.

EL: 15

Scaling: To increase the challenge of this encounter, increase the natural armor of the mohrg horde by +12. To decrease the challenge, reduce its hit points to 525.

Mohrg Horde: CR 15; Medium undead (horde); HD 420d12; hp 1,050; Init +9; Spd 30 ft.; AC 23, touch 14, flat-footed 19; Base Atk +210; Grp —; Atk +215 melee (5d6+35, slams) or +215 melee touch (paralysis, tongue); Full Atk +215 melee (5d6+35 plus paralysis, slams and tongues); Space/Reach 20 ft./5 ft.; SA create spawn, paralyzing touch; SQ Darkvision 60 ft., horde traits, undead traits; AL CE; SV Fort +4, Ref +10, Will +9; Str 21, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9; Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 21 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

N31. CRYPT OF THE BLASPHEMERS

An airy, serene voice greets your ears as you enter this wide hall. Its words emanate from all around you and are both comforting and demanding. The walls here are lined with sculptures and images of holy inquisitors and justicars, imperious symbols of law and religion. Between them are stacked burial alcoves barred with wooden planks. Upon many of these boards are white scratches and flecks of splintebone.

Initial Attitude: Hostile

Encounter: This is the prison of creatures so foul and sinful that their own gods shun them. Imprisoned for crimes committed against the gods themselves, this Room rings with a divine whisper, an echo in Auran —

"Repent your treachery, repent your brutality, repent your lechery."

Behind the wooden bars of each alcove lies a single skeleton. Though the criminals here originally rose as a variety of foul corporeal undead, their centuries of batred and imprisonment, listing every moment to the reprimanding voice of the divine, have driven them all into a collective insanity.

Encounter Condition: Ambush (darkness), Concealment

Tactics: The hundreds of corporeal undead that once filled this Room have escaped through madness, becoming allips. Dozens have drifted off and now wander the outer halls but several still remain.

When the PCs enter, a DC 28 Spot check reveals erratic movements jerking through the darkness above. Nine allips (hp 77 each) are all that remain from this once great crypt. They lurk above, waiting to attack the PCs when they reach the center of the Room. They drop down and surround the PCs, babbling madly. The allips lash out, seemingly at random. Truly crazed creatures, the allips use no cohesive strategy, and may even break from battling one opponent to fight another, seemingly at random.

Treasure: N/A

EL: 16

Scaling: To increase the challenge of this encounter, allowing the madness effect of the allips to effect the PCs for 1d4 rounds before the allips strike. To decrease the challenge, remove two allips.

Allip: CR 10; Medium undead (incorporeal); HD 12d12; hp 77; Init +5; Spd Fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +6; Grp —; Atk +7 melee (1d4 Wisdom drain, incorporeal touch); Full Atk +7 melee (1d4 Wisdom drain, incorporeal touch); SA Babble, madness, Wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +4, Ref +7, Will +11; Str—, Dex 13, Con —, Int 11, Wis 12, Cha 18.

Skills and Feats: Hide +12, Intimidate +12, Listen +11, Search +7, Spot +11, Survival +0 (+2 following tracks); Ability Focus (babble), Alertness, Improved Initiative, Iron Will, Lightning Reflexes.

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 ft. of the allip must succeed on a DC 18 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

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

Spell-Like Abilities: 3/day—guidance; 1/day—*bane* (DC 12), *cause fear* (DC 12), *darkness*, *doom* (DC 12); 1/week—*bestow curse and prayer.*

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

N32. CRYPT OF THE FIENDISH

This cuneiform room is virtually featureless. At the center you can make out a monolith carved from marble, a form made all the more striking by its pristine ivory color contrasting with the hall's black walls. Upon its surface you make out line upon line of elegant runes.

Initial Attitude: Hostile

Encounter: This is the hall of mortals so sinful and so profane that, had they died normal deaths, they would have been recruited into the legions of fiends. Those imprisoned here were not mere blasphemers, heretics, or criminals in the eyes of the gods, they were beasts with potential to cause the gods problems.

At the center of this Room is a marble monolith, carved with golden Auran runes. Any PC capable of reading this language can see that all four of its sides are inscribed with the same generic, but poignant, prayer. Anyone who wishes to do so can read the entire prayer out loud in 1 minute, but doing so merely increases the Desecration of the Room to 10.

Those that make a DC 18 Search check notice that dozens of even, rectangular mortar marks mar the walls of this Room. Anyone that makes a DC 18 Knowledge (architecture and engineering) check, will realize that the mortar marks are outlines of numerous bricked over compartments. Those that break open a compartment (hardness 8, 20 hp) will find a mohrg inside that immediately attacks.

Encounter Condition: Unhallowed 8

Tactics: Though time has quelled the essences of many of the spirits here, unbridled hatred still rages within some of those imprisoned. Infuriated by their imprisonment and the indignity of being sealed within their tombs, the combined fury of the undead here has manifested itself in the form of three ghosts (hp 85 each).

Any creature that enters the Room immediately draws the attention of the ghosts, currently floating around the Room. A PC may notice an ethereal wisp in the darkness, hinting at the ghosts presences, on a successful DC 32 Spot check. Once living creatures enter the crypt and spend a round or two searching it, the ghosts descend, screaming violently, and attacking madly.

Treasure: N/A

EL: 16

Scaling: To increase the challenge of this encounter, bestow unholy aura on all the mohrgs. To decrease the challenge, remove the ghost.

Ghost Fiend, Bbn 10: CR 10; Medium undead (formerly humanoid, incorporeal); HD 10d12; hp 85; Init +6; Spd 40 ft., Fly 30 ft (perfect); AC 15, touch 15, flat-footed 13; Base Atk +10; Grp –; Atk +16 melee (1d12+5/19–20×3, +1 ghost touch great axe); Full Atk +16/+11 melee (1d12+5/19–20×3, +1 ghost touch great axe); SA rage; SQ Damage reduction 2/—, improved uncanny dodge, uncanny dodge; SV Fort +7, Ref +5, Will +5; AL NE; Str 18, Dex 15, Con –, Int 15, Wis 14, Cha 16.

Skills and Feats: Climb +14, Craft (Leatherworking) +7, Handle Animal +13, Hide +2, Jump +13, Listen +15, Move Silently +2, Ride +15, Search +3, Sense Motive +4, Spot +2, Survival +14, Swim +17, Tumble +6; Dodge, Improved Critical (great axe), Improved Initiative, Power Attack, Weapon Focus (great axe).

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 18) or become panicked for 2d4 rounds. This is a sonic necromantic mind-affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 ft. that views a ghost must succeed on a Fortitude save (DC 18) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Improved Uncanny Dodge (Ex): The ghost barbarian can no longer be flanked.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rage (Ex): A ghost barbarian can fly into a rage three times per day. In a rage, a ghost barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Charisma, and a +2 morale bonus on Will saves, but takes a –2 penalty to AC. The Charisma bonus increases the ghost's deflection bonus to AC by +2. A ghost barbarian's rage lasts 8 rounds.

Uncanny Dodge (Ex): A ghost barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

N33. CRYPT OF THE PRIDEFUL

This vast black stone hall is accentuated by thousands of mirrors. Time after time your reflection is multiplied, but as you pass you see other panes of glass, that hold sculpted busts set in small alcoves. False reflections in mock mirrors, these visages are all of unattractive humanoids that smile crookedly or are scrutinizing their own images. Where there are no mirrors or glass sculptures there are stacks of burial alcoves, their interior stone polished to a reflective sheen.

Initial Attitude: Indifferent

Encounter: Pride being the root of all sins, this Room is the largest dedicated to a specific evil. Entombed within the walls here are those whose extreme sense of self importance was at the root of their evil acts and whose excesses of vanity caused them to cast aside all others.

Along side stacks of burial alcoves, intermixed with actual mirrors, are glass hollows with grinning busts of human figures. These busts are empty burial urns, following the ancient traditions of a long forgotten people, but left unused. A PC that makes a DC 32 Knowledge (religion) check recognizes that hidden behind these panes of glass, these sculptures are containers for the souls of the departed.

Unwilling to let their beauty and ability fade and rot bound to a single transient corpse, the spirits of those imprisoned in this Room left their bodies to take up residence in the sculpted urns. With a casing of stone, these figures retain their nobility and grace. Passing PCs that make a DC 28 Spot check notice subtle movements in the shadowed alcoves, following eyes, licked lips, turned heads, as the sprits animate the various urns. However, if detected and scrutinized, the souls within cease their animation for as long as they are being watched.

The only way to elicit a reaction from these statuettes is to break the false mirror in front of it. With its glass pane broken, the possessed urn inside animates, vigorously complaining about stuffiness and dust, but not thanking the PCs. All of the animate statues speak in an imperious, or bombastic tone and are arrogant in the extreme. They pretend to be knowledgeable and above the PCs, but actually know little about the tomb or the surrounding Rooms. Any freed statues goad and berate the PCs, explaining that their journeys are futile due to their mundane nature and imperfections. Each urn continues its running commentary until destroyed.

The busts have a hardness of 5 and hp 5, though the sprits within control and animate the stone's facial features. The PCs cannot actually move its base, propel it in any way, or even make bite attacks of strength sufficient enough to deal damage.

Another threat in this Room is numerous panes of glass being broken simultaneously (Hardness 1, 1 hp). In any given 5 ft. wide by 30 ft. high wall section is 2 to 5 possessed busts. Should a spell, damaging area of effect ability, or merely over zealous PCs cause 10 or more statues to be released and animate within their alcoves at any one time, their combined harassment has a supernatural effect. Any living creature in the hall that can hear the busts speak must make a DC 20 Will save or suffer the effects of the *feeblemind* spell, as cast by a 12th-level sorcerer. At the DM's discretion, potent damaging spells can persist past breaking the mirrored alcoves and destroy the busts within, freeing 1d4+1 wraiths from each affected 5 ft. wall section as noted below.

A door of celestial steel at the north-west end of the hall also leads to Room N14, but there is no lock, handle, or other way to it if is already been closed.

Encounter Condition: N/A

Tactics: It is possible that the PCs will tire of being berated by talking heads and try shattering the busts to quiet them. Breaking the hollow urns should not be a problem for PCs, but the indignant essence of the numerous prideful sprits trapped within may be a threat. From the crushed bits of a broken bust rises a ghostly entity — a dread wraith (hp 104) that longs like a well formed humanoid with a face identical to the broken bust and wearing fine, but ancient clothing. The semi-transparent creature immediately attacks the PC that broke its resting place, continuing its string of harassments as it attacks.

If released the dread wraith breaks more urns to release as many as twenty-four dread wraiths into the Room. The DM should be careful about how quickly and how frequently this happens. It is important the PCs not beat on one at a time, lest the encounter grow stale, but more than 9 or 12 at once is certain to tax their strength.

Treasure: N/A

EL: Varies

Scaling: To increase the challenge of this encounter, increase the possible number of dread wraiths to 36. To decrease the challenge, reduce the possible number of dread wraiths to 12 and replace *feeblemind* with *confusion*.

Dread Wraith: CR 11; Large undead (incorporeal); HD 16d12; hp 104; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +8; Grp —; Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness[3], Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[4], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N34. CRYPT OF SINNERS

A stone walkway stretches down the center of this room, passing between twin circular pits. Within, you see that they are heaped with bones, piled a dozen feet from the rim and descending who knows how deep.

Initial Attitude: Hostile

Encounter: The twin pits in this Room hold the corpses of the truly depraved, creatures with crimes so varied that they did not suit any other specific punishment. Stretching who knows how deep, the pits here are mass graves, filled with the bones of thousands of chattering corpses.

Luckily for the PCs, the pit is converted with a permanent *wall of force* that cannot be removed, short of a *wish* or *miracle* spell. The unholy beasts batter themselves against the invisible wall, however, spreading their foul ichor along its base. Those who die in this process, which is common, are shredded by the unholy sinners below them. However, the taint of the tomb causes them to reform at the bottom, for the rest of eternity.

If the PCs are foolish enough to release the unholy beasts, twelve sinners (hp 42 each) erupt from the pit every round. The total number is up to the DM, but should rank in the hundreds, if not thousands.

Encounter Condition: N/A

Tactics: The sinners fight like maddened beasts. They are not subtle and fearlessly plow into the PCs. Even if death were an option, they would show no fear. Knowing they will rise again from their own ichor in 24 hours is their damnation. Eternally, they will rest here no matter what the PCs do.

What savagery created these beasts is not human and has no conscience.

Treasure: N/A

EL: 20+

Scaling: N/A

Sinner [Negative Energy Infused Troll]: CR 8; Large undead; HD 6d12+3; hp 42; Init +2; Spd 30 ft.; AC 18, touch 11, flat-footed 16; Base Atk +3; Grp +14; Atk +9 melee (1d6+6 plus disease, claw); Full Atk +9 melee (1d6+6 plus disease, 2 claws) and +4 melee (1d6+3 plus disease, bite); Space/Reach 10 ft./10 ft.; SA rend (2d6+10); SQ DR 5/slashing, darkvision 90 ft., low-light vision, regeneration 5, turn resistance +3, scent, undead traits; AL CE; SV Fort +2, Ref +4, Will +8; Str 25, Dex 14, Con —, Int 6, Wis 10, Cha 14.

Skills and Feats: Listen +5, Spot +6; Alertness, Iron Will, Toughness*, Track.

Disease (Su): Rampant Skin Mortification—Fortitude DC 15, incubation period 1d3 minutes, damage 1d3 Strength, 1d3 Dexterity, 1d3 Charisma. The save DC is Charisma-based. The supernatural effect is how quickly the disease takes hold, it can be cured as normal. The effect is that the effected PC's skin and outer layer of flesh begins to wither and rot off before their very eyes.

Regeneration (Ex): Positive energy and light-based attacks deal normal damage to a negative energy infused troll. If a troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Rend (Ex): if a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage an causes a –2 circumstance penalty to resist catching the disease carried by the claw attacks.

N35. ARCH OF SINS

The upper walls and ceiling of this room slope inward like an archway. The walls are sculpted with humanoid figures, graphically sating every imaginable vice and performing even the most unspeakable crimes. At the room's highest, center-most point, the sculptures distort and bend as if they were being drawn into some whirlpool of darkest night.

Initial Attitude: Hostile

Encounter: This Room is a rendition of the vices that resulted in the tomb's prisons damnation. On the walls, in absurd detail, every sin imaginable is being acted out by detailed figures. This Room is a trap, set down by the tomb's flawless creators, to be the end of those passing through with ill intentions.

Every round that the PCs spend in this Room, they must make a DC 22 Will save or be drawn to join in with the debauchery such as it is painted on the walls. Even considering these acts, pushes the PCs closer to chaotic evil. PCs affected by the Room's enchantment are affected until forcibly removed. Another save may be attempted each hour.

The first round that the walls are touched they seem to animate slightly. On the next round, if the walls are still touched, they animate more vigorously and low cries and moans can be heard. On the third round, if still touched, they seem to be alive and sound fills the hall. By the forth round, the walls leak blood and a dark, unholy shape coalesces at the center of the Room. On the fifth round, a physical manifestation of all the sin and vice within the entire tomb appears at the Room's center and attacks.

The rounds that the walls are touched for do not need to be by the same creature nor consecutive. After 10 minutes of being untouched, the walls will return to their normal state.

Encounter Condition: Fear 20

Tactics: If the walls are touched for 5 or more rounds, a towering being of pure vice (hp 216) is released into the Room. Intelligent and profane, it seeks out the weakest willed PC, attacking him to the exclusion of all others. Characters embracing the walls are ignored until last, though they are allowed another DC 18 Will save to break from the Room's enchantment in the face of this great evil.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, when Pure Vice is summoned, it brings with it four hezrou. To decrease the challenge, allow Pure Vice to be turned as if it were a undead.

Pure Vice: CR 16; Large outsider (chaotic, extraplanar, evil); HD 16d8+144; hp 216; Init +4; Spd 40 ft.; AC 29, touch 13, flat-footed 25; Base Atk +16; Grp +29; Atk +25 melee (2d6+9/19–20, longsword) or +24 melee (1d8+9, slam) or +24 melee (4d6+9, tail slap); Full Atk +25/+20/+15/+10 melee (2d6+9/19–20, primary longsword) and +25 melee (2d6+4/19–20, five longswords) and +22 melee (4d6+4, tail slap); or +24 melee (1d8+9, 6 slams) and +22 melee (4d6+4, tail slap); Space/Reach 10 ft./10 ft.; SA Constrict 4d6+13, improved grab, spell-like abilities; SQ Damage reduction 10/good and cold iron, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 25, telepathy 100 ft.; AL CE; SV Fort +19, Ref +14, Will +14; Str 29, Dex 19, Con 29, Int 18, Wis 18, Cha 24.

Skills and Feats: Bluff +26, Concentration +28, Diplomacy +30, Disguise +7 (+9 acting), Hide +19, Intimidate +28, Listen +31, Move Silently +23, Search 23, Sense Motive +23, Spellcraft +23 (+25 scrolls), Spot +31, Survival +4 (+6 following tracks), Use Magic Device +26 (+28 scrolls); Combat Expertise, Combat Reflexes, Multiattack, Multiweapon Fighting, Power Attack, Weapon Focus (longsword).

Constrict (Ex): Pure vice deals 4d6+13 points of damage with a successful grapple check. The constricted creature must succeed on a DC 27 Fortitude save or lose consciousness for as long as it remains in the coils and for 2d4 rounds thereafter. The save DC is Strength-based.

Improved Grab (Ex): To use this ability, pure vice must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it succeeds on the grapple check, it can constrict.

Spell-Like Abilities: At will—*align weapon, blade barrier (DC 23), magic weapon, project image* (DC 23), *polymorph, see invisibility, telekinesis* (DC 22), *greater teleport* (self plus 50 pounds of objects only), *unholy aura* (DC 25). Caster level 16th. The save DCs are Charisma-based.

True Seeing (Su): Pure vice continuously uses this ability, as the spell (caster level 16th). Beyond its normal uses, it can also see attributes and traits that are normally hidden (such as Will save bonuses and hit points). Pure vice knows the secrets of men's hearts.

Skills: Pure vice has a +8 racial bonus on Listen and Spot checks.

Feats: In combination with its natural abilities, a Pure Vice's Multiweapon Fighting feat allows it to attack with all its arms at no penalty.

N36. CRYPT OF THE CHAFF

This hall is divided into three parts by two walls of diagonally crossing bars. Between the barred walls, leading from the door you entered through to another on the opposite side of the chamber, is a wide pathway, strewn with the occasional stray bone. Beyond this path, the great bars create two massive, gate-less cells, the floor strewn with mounds of broken, aged carcasses. Crouched upon these piles or lurking in the chamber's darkest recesses, skeletal forms, retaining some profane kind of locomotion, grind their dusty bones turn your direction.

Initial Attitude: Hostile

Encounter: This Room holds the remains of creatures so profane, that they were reduced to little more than bloodthirsty beasts. Even prior to their damnation and imprisonment, they were nothing more than unholy juggernauts of depravity. Crouched upon the shadowed piles of bones throughout this Room are numerous skeletal undead which eagerly rage against the PCs.

The taint of the halls has altered them, making them more and more in the image of the World Eater. While without any human features, they have started to unravel, looking almost like mohrgs (hp 77 each). Altogether there are 30 of the beasts behind each set of bars. Fortunately the barred metal walls here create a safe walkway through the center of this Room.

Encounter Condition: Fear 20, Negative Energy, Unhallowed 10

Tactics: As the PCs enter, the "mohrgs" rush the barred walls beating them with fury and clawing through the gaps, the mohrgs are not without their threat. Unless the creatures are dealt with, the PCs move are subject to attacks of opportunity.

The best course of action is for the PCs to speed through the Room and seal the door behind them.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, remove the bars. To decrease the challenge, allow the PCs to cross the Room safely with a successful DC 20 Reflex save.

Mohrg: CR 8; Medium undead; HD 14d12; hp 91; Init +9; Spd 30 ft.; AC 23, touch 14, flat-footed 14; Base Atk +7; Grp +12; Atk +12 melee (1d6+7, slam) or +12 melee touch (paralysis, tongue); Full Atk +12 melee (1d6+7, slam) and +12 melee touch (paralysis, tongue); SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +4, Ref +10, Will +9; Str 21, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +13, Hide +21, Listen +11, Move Silently +21, Spot +15, Swim +9; Alertness, Dodge, Improved Initiative, Lightning Reflexes, Mobility.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

N37. CRYPT OF THE SLOTHFUL

The surfaces of this chamber look as though they are melting. Burial alcoves lining the walls sag in all manner of curves. As you examine the walls and floors more closely, you can see that they are crafted to resemble sagging, inactive flesh; the occasional pockmark or freckled rash carved into their surfaces. The effect is so impressive and grotesque you can feel your feet sinking into the lazy meat.

Initial Attitude: Hostile

Encounter: In this Room the remains of those who lived their lives leeching off of others and shirking their duties to baleful consequences have been condemned. Fortunately, as they were in life, the dead here are lazy creatures and under no circumstances expend power to animate their rotting bones.

Encounter Condition: N/A

Tactics: Unfortunately though, the stone of the tomb here is perverted by the excessiveness of its prisoner's apathy. Though it was crafted to appear weak, the centuries have made its floors and walls unwilling to support anything. Those that make a DC 26 Knowledge (architecture and engineering) or Survival check can discern that the floor here is unnaturally unstable. Any creature that moves more then 10 ft. into this Room sinks into the stone. From that point on, it requires a full round action and a successful DC 16 Strength check to move 5 ft. If this check is failed, the PC is unable to fight against the sinking rock and slips deeper into the floor. Two failed checks (not necessarily

consecutive) result in a creature being pulled beneath the surface where they begin drowning. Once an item or creature has sunk beneath the surface of the floor no mark is left in the stone to tell where it was lost.

Treasure: N/A

EL: N/A

Scaling: N/A

N38. CRYPT OF THE ENVIOUS

You see the gazes of hundreds of eyes sculptured on the walls of this chamber. A single brazier has been set at the center of this room, filling the hall with a a foul light. The resting places upon the walls are fashioned with tarnished silver bars. However, from a distance, sparkling in the light, the bars shine as if newly forged. Between many of the alcoves the restless dead reach outward towards the opposite walls, and towards you, moaning with unquenchable desire.

Initial Attitude: Hostile

Encounter: This is the crypt of those whose petty desires led them to steal both physically and metaphorically, from those around them. Even in death these fiends covet the possessions of those equally damned, each believing that it has the worst of any suffering around it.

Merely stepping into the Room fills the PCs with dread. Instead of being shaken by the fear effect of this Room, the PCs suffer 1d4+1 Charisma drain, openly displaying their envy and contempt for one another. PCs that lose 5 points of Charisma, are subject to a second DC 25 Will save to resist become enraged like a barbarian. The DM may consider pitting the PCs against one another, but this depends on the vibe of a given gaming group, where such activity may not be appreciated.

These envious dead have reanimated as wights, capable of stealing the life from living creatures that pass too close. Should the PCs come within 5 ft. of the walls the wight horde (hp 460) attacks. However, if the PCs stay near the middle of the Room, the creatures pose little threat. These wights have gold coins buried in their foreheads, just above the eyes. While each wight is oblivious to its own gold coin, it covets the coins the others possess. For centuries they have fought with one another, trying to pry the coins from one another… to no avail. When the PCs enter the Room, what they possess is even greater.

The hundreds of eyes set into the walls, however, hold a danger of their own. Those PCs that enter this Room and don't shield their eyes (as if they were fending off a gaze attack) must make a DC 20 Will save. Those that fail are drawn to the closest wall in a random direction, where they stare, fixated, into a pair of gem-like eyes. While in this position, PCs are considered prone and suffer attacks from the wight horde. After each round of taking damage, enthralled PCs are allowed another DC 20 Will save to escape the walls' gaze, but must continue making saves every round that they do not shield their eyes.

PCs that are attacked and resist the walls' gaze afterwards are subject to the Fear effect of the Room again, this time becoming shaken from a failed save.

Encounter Condition: [Fear 25]

Tactics: If the horde attacks, it surrounds the PCs forming along the walls, rather than taking the typical shape of a horde. They move toward the PCs and attack every round. If the PCs are wise enough to drop treasure on the floor, the greedy hordes fight one another for the coins, stopping only to bicker over the treasure. A minimum of 40 coins of any value is enough to stop the horde.

Treasure: Every wight was buried with a single gold piece, knowing their envy for one another would draw them to covet their fellow cryptmates' treasure. The gold coin is imbedded in the skull and can only be removed after death.

EL: 15

Scaling: To increase the challenge of this encounter, increase the DC of the fear effect to 28 and the Charisma drain to 1d6+1. To decrease the challenge, have the wight horde attack every other round as they fight amongst themselves to grab the coins from one another.

Wight Horde: CR 16; Medium undead (horde); HD 120d12; hp 480; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +90 melee (5d4+5 plus energy drain, slams); Full Atk +90 melee (5d4+5 plus energy drain, slams); Space/Reach 20 ft./5 ft.; SA Create spawn, energy drain; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, protection from good, undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

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

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

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 18 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight horde gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

N39. ARCH OF FLESH

The walls of this chamber are reveal thousands of realistic-looking figures sculpted into the black stone. The images show humanoids and demons acting out ritualistic scaring and suicide. At the apex, a single skeletal figure grins down at the chaos below.

Initial Attitude: Hostile

Encounter: A reminder to those imprisoned within the tomb who spent their lives engaged in the most profane sins of the flesh, this arch is a masterwork of excess. While the dead that were here are long gone, the Room itself radiates evil.

Encounter Condition: Fear 20, Negative Energy

Tactics: Every minute the PCs linger, they are forced to make DC 16 Will saves or be drawn to touch the wall and commit the portrayed acts. Every round that a PC touches the walls he suffers 1d4 Strength drain. However, he is filled with in indescribable physical pleasure, causing him to continue the act of self-mutilation. Each round a PC touching the wall is allowed another Will save, but it becomes more difficult to resist the call, increasing the DC by +1 for each round spent in contact with the walls.

PCs who lose all of their Strength to the chamber's draining effects remain in contact, slumping against the stone as it begins to drain away Constitution (at the same rate) and finally slays them.

Treasure: Buried in the center of the ceiling (60 ft. up) is a chest. A DC 25 Search check reveals the chest, so long as the PCs can see that far away. The lid faces down and the lock is built into the top. A DC 40 Open Lock unlocks it, but the chest is trapped.

Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

Inside the chest are the souls of the dead, trapped in icy spheres. If the PCs are not careful, the spheres crash to the ground shattering like *beads of force*. There are a total of 333 spheres in the chest, but it is up the DM how many crash to the ground. In addition, every time a sphere breaks a new soul is added to the walls, forcing the PCs to make more Will saves. For every 10 spheres that break, the Will save DC increases by +1 permanently.

EL: 18

Scaling: To increase the challenge of this encounter, increase the DC of the Will save by +4. To decrease the challenge, reduce the DC by –4.

N40. CRYPT OF THE LUSTING

The walls of this chamber are sculpted into hundreds of gorgeous nudes of every known humanoid race. Many of these inviting figures hold red candles in their smooth hands, lighting the wide hall with thousands of soft flames. At the room's center are crafted stone pillows set up to resemble a luxurious harem pit. Upon the walls, between these desirable forms, are stacks of burial slabs, their penings covered in red crystalline bars.

Initial Attitude: Hostile

Encounter: Those whose physical passions were at the heart of their crimes are imprisoned here. As an ironic trick by their captors, the undead here were separated from their bodies, resurrected as incorporeal wraiths, condemned never to know the chill of dead flesh nor be capable of touching another creature again.

Though the wraiths that inhabit this Room are its most apparent threat, the 2 ft. deep harem pit at the center of the Room is a tempting, and dangerous, trap for those with lusty thoughts. Any single living creature that enters the pit is wracked by pleasurable sensations, so intense in fact that they must make a DC 20 Fortitude save of lose consciousness for 1d6 minutes. Even if a creature makes this save, if they do not leave the pit immediately they are forced to make the same save each round they remain.

Encounter Condition: N/A

Tactics: When the PCs enter this Room, the wraiths linger among piles of bones. It takes only the entrance of a warm blooded creature into their midst to rouse them from their torpor. After 1 round, the entire host of incorporeal undead swarm the PCs as a wraith horde (hp 480), trying to touch and lavish physical affection upon the PCs with feelingless touches that now only drain life. Though the wraiths do not directly mean the PCs harm, they are lust driven beyond reason, and thus cannot be communicated with.

Despite their numbers though, the wraiths pose little threat. It is when and if a creature is rendered unconscious by the pit at the center of the Room's powers that the undead become a threat. Any creature that is knocked unconscious is vulnerable to the "attacks" of several wraiths and could swiftly be drained of life.

EL: 13

Scaling: To increase the challenge of this encounter, increase the hit points of the wraith horde to 960. To decrease the challenge, remove the pit.

Wraith Horde: CR 12; Medium undead (horde, incorporeal); HD 150d12; hp 480; Init +7; Spd Fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +60; Grp —; Atk +63 melee (5d4 plus 4d6 Constitution drain, incorporeal touch); Full Atk +63 melee (5d4 plus 4d6 Constitution drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Improved Initiative[B].

Constitution Drain (Su): Living creatures hit by a wraith horde's incorporeal touch attack must succeed on a DC 18 Fortitude save or take 4d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith horde gains 20 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

N41. ARCH OF BLOOD

Curved into a dangerous arch, the black walls of this chamber are constructed to imitate a gory deluge raining down in a sanguine waterfall. Within the walls, melted or obscured by the frozen liquid, are hundreds of screaming pain-wracked faces. At the room's highest point, the sculpted waves uncover their source, endlessly flowing from the mouth of a skull.

Initial Attitude: Hostile

Encounter: A cursory search of the Room indicates no threats, though *detect magic* reveals a strong necromantic aura emanating from the skull at the hall's apex. Once a creature attempts to pass through the arch, the extent of the danger is revealed. Any corporeal creature that passes through the center of this Room is targeted by a *fireball* trap, that consists of blood instead of fire. PCs with resistances or immunities to fire do not gain their normal protection.

Fireball Trap: CR 10; magic device; touch trigger; automatic reset (3 rounds); spell effect (*fireball*, 15th-level wizard, 15d6 damage, DC 18 Reflex save half damage); Search DC 33; Disable Device DC N/A.

Encounter Condition: Fear 20

Tactics: N/A

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, reset the trap after 1 round. To decrease the challenge, reduce the damage of the *fireball* trap to 10d6 fire damage.

N42. CRYPT OF THE GLUTTONOUS

The walls of this burial hall resemble fruit laden trees, sparkling waterfalls, and fat, lazy animals. Down its center, stone tables are piled with realistic sculptures of food and drink. Set within the walls, totally out of reach of any part of this stony feast, are stacks of specially broad burial alcoves. Each is barred with thick, gnawed bones.

Initial Attitude: Hostile

Encounter: Those who were damned by their hunger and excesses were imprisoned here. Their ravenous undead bodies are warped and bloated to reflect their decedent souls.

Besides the ghouls and ghasts imprisoned here, the carved food on the walls and laden upon the tables running through the Room, is less than mundane. Any creature that touches the bountifully carved walls or tables suffer from a powerful magical contact poison that clots the blood, stiffens the muscles, and causes the affected to move sluggishly.

Gluttony Poison—Contact, Fortitude DC 22, initial damage 1d6 Dex, secondary damage 1d6 Con.

PCs succeeding at a DC 28 Spot check notice nearly a dozen of the burial alcoves have had their bone bars gnawed through, allowing whatever is within the freedom to escape.

Encounter Condition: [Negative Energy], Poor Footing 20

Tactics: The strongest willed and most ravenous undead have chewed through their bars. When the PCs enter, nine ghasts (hp 59 each) linger within their alcoves, waiting for something to enter. If the PCs make noise or are not purposefully moving silently, the ghasts attack.

The ghasts know about the the poison and work together to bull rush or grapple individual PCs, forcing them into the walls or the Room's center. PCs that are moved by a bull rush or fail a grapple check into a wall or the Room's center are exposed to the contact poison there. Once their victim is exposed to the poison, or if it seems that they cannot be moved, the ghasts attack as normal.

Once a PC is down, the ghast continues to attack, feeding on his flesh. Nothing can get it to stop feeding. These beasts can not be satiated, constantly hungry and wanting more than they have. They do not feed on one another.

The Negative Energy in this Room is doubled.

EL: 12

Scaling: To increase the challenge of this encounter, add four ghasts. To decrease the challenge, remove the poison.

Ghast: CR 5; Medium undead; HD 8d12+3; hp 59; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +8; Atk Bite +8 melee (1d8+4 plus paralysis); Full Atk Bite +8 melee (1d8+4 plus paralysis) and 2 claws +6 melee (1d4+2 plus paralysis); SA ghoul fever, paralysis, stench; SQ darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +2, Ref +5, Will +8; Str 18, Dex 17, Con —, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide +8, Intimidate +13, Knowledge (law) +11, Jump +9, Move Silently +8, Spot +8; Improved Natural Armor, Multiattack, Toughness.

Ghoul Fever (Su): Disease—bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Constitution and 1d3 Dexterity. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 ft. must succeed on a DC 17 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

N43. CRYPT OF THE WRATHFUL

Swords, spearheads, blades, and the scent of oil fill this room. The walls are sculpted in a pattern of thousands of interlocking weapons, all of their edges dull and pointing harmlessly away from the room's center. That is, except for where they edge up against the burial alcoves. The surfaces of these shelves consist exclusively of painful-looking blades. Their only dull points are the iron bars that hold the scarred remains inside.

Initial Attitude: Hostile

Encounter: In this Room are imprisoned those whose rage was at the root of their crimes. In alcoves barred by piercing spears the dead rest, never to know another outlet for their deeply felt fury.

Encounter Condition: N/A

Tactics: Unless the PCs move stealthily through this crypt, the zombies held inside the alcoves notice them and begin to scream on the round after entering. This hate filled wailing has a dual effect.

First, any living creature capable of hearing the zombies hollow screams must make a DC 22 Will save, or be affected by *confusion* (cast by an 18th-level sorcerer). This screaming continues for 3 rounds after the PCs have left the chamber or are otherwise out of all of the zombies sight.

Second, the screaming attracts Random Encounters. Every 6 rounds of wailing, roll a Random Encounter that arrives in 1d4 rounds.

If the PCs attack the zombies to end the wailing they must destroy the entire zombie horde (hp 240). This of course isn't an issue because the zombie's deep, unquenchable rage allows them to break from their alcoves and attack the PCs in kind.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, increase the save DC of the *confusion* effect by +4 and add one zombie horde. To decrease the challenge, reduce the potential of a Random Encounter to once every 10 rounds.

Zombie Horde: CR 10; Medium undead (horde); HD 60d12+90; hp 240; Init –1; Spd 30 ft. (can't run); AC 11, touch 9, flat-footed 11; Base Atk +30; Grp +36; Atk +31 melee (5d6+5, slams); Full Atk +31 melee (5d6+5, slams); Space/Reach 20 ft./5 ft.; SA —; SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., horde traits, undead traits; AL NE; SV Fort +0, Ref –1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Single Actions Only (Ex): Zombies have poor reflexes and can perform only a single move action or attack action each round.

A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

N44. CRYPT OF GREED

The walls of this chamber sparkle with coins and gems. At its center, lies a pile nearly as tall as two men, heaped with wealth. Facing the treasures are dozens of richly appointed burial alcoves. Through gilt and glass doors you can see that they are filled with hundreds of ancient coins, interspersed with what could be gem-encrusted golden bones.

Initial Attitude: Hostile

Encounter: This crypt holds the remains the greediest, most covetous creatures ever to walk the face of the world. Then they were condemned, the gods infused their remains with the precious metals and stones that they so lusted after in life

In quite the reverse of what their captors intended, the undead here have become so crazed over the centuries that they are now quite happy with their present state of existence. Buried with a horde larger than many ever had in life, infused with wealth itself, and with eternity to revel in their wealth, they have for gotten there was ever any point to so such treasure besides merely possessing it. However, as soon as the PCs enter the Room, the greedy undead covet the PCs possessions, as mundane as they may be, and try to add them to the crypt's hoard.

Encounter Condition: Unhallowed 10

Tactics: These greedy souls have been resurrected as eighteen wights (hp 52). Each appears as a skeleton constructed of tarnished gold and gems that seems to each glitter with a hellish internal light.

Once the PCs have been spotted, eighteen wights carefully open their burial alcoves and attack the PCs. If it seems that they can do so without risking much physical harm, the wights disarm the PCs and tear away equipment, as physical possessions are what they are after. However, even if the wights were to somehow gain all of the PCs' equipment, their unnatural hunger for life would only lead them to drain the PCs as well.

The wights are want the PCs equipment for themselves and, as such, do not cooperate or use any coordinated tactics. Instead, they fight and claw at the PCs, taking what they want and ripping away their armor when necessary.

The metal and gemstone coating their bones has sealed their skulls shut, thus the wights are unable to communicate, though they are intelligent enough to gesture their intentions.

Treasure: The coins and gems are nothing more than polished glass and tin, but the PCs must succeed at a DC 20 Will save, lest then dump out all their sacks to fill them with all the coins and gems they can carry.

EL: 13

Scaling: To increase the challenge of this encounter, add two wight hordes. To decrease the challenge, remove six wights.

Wight: CR 5; Medium undead; HD 8d12; hp 52; Init +2; Spd 30 ft.; AC 28, touch 12, flat-footed 26; Base Atk +4; Grp +5; Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); Full Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA Black lash, create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +2, Ref +4, Will +7; Str 12, Dex 14, Con —, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +12, Listen +11, Move Silently +20, Spot +11; Alertness, Exotic Weapon Proficiency (net)[6], Exotic Weapon Proficiency (whip), Blind-Fight.

Black Lash (Su): The driver wight's whip attack is a touch attack and will damage anyone regardless of their armor.

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

Energy Drain (Su): Living creatures hit by a driver wight's slam or whip attack gain one negative level. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

N45. SOUTHERN GREAT HALL

As quiet and still as an ancient temple, this massive hall extends into an expanse of perfectly untouched night. Upon its towering walls are carved row after endless row of burial places, simple alcoves, each strewn with bones and rotted death shrouds. Lining the hall are giant columns, sculpted with skulls of black rock and hundreds of their own stony graves. These pillars and the huge walls march endlessly away from you into the darkened void of black silence.

Initial Attitude: Indifferent

Encounter: The walls here hold the burial alcoves of more than 800 of the tomb's weakest prisoners. The skeletons that rest here long ago lost any desire to move about or even expend the energy to animate their rotted bodies, now lingering only in a macabre dream world of imagined memories.

Two doors of celestial steel also lead to Rooms N15 and N46, but there are no locks, handles or other ways to them from this side.

Encounter Condition: N/A

Tactics: The skeletons in torpor here ignore the PCs if they are left alone. If the PCs root through any of the remains, the offended undead pull themselves together into a skeleton horde (hp 150) long enough to make a dispassionate attack, but it is unlikely to be a threat to even the weakest PC. As long as the PCs don't do anything to upset all of the hall's residents, such as attempting to sanctify the Room in the name of their gods or trying to destroy it as a whole, the skeletons leave them alone.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add one skeleton horde. To decrease the challenge, reduce hit points of the skeleton horde to 90.

Skeleton Horde: CR 10; Medium undead (horde); HD 30d12; hp 150; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +0; Grp —; Atk +30 melee (3d4+3, claws); Full Atk +30 melee (3d4+5, claws); Space/Reach 20 ft./5 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

N46 THROUGH N49. THE SOUTHERN/FIRE WARDS

Rooms N46 through N49 make up the southern wards, or the fire wards to those few undead within the tomb who know of it. It is a series of heavily trapped Rooms that guard a fake escape. The gates dividing these Rooms are each made of scorched celestial steel and can only be harmed by magic of artifact or epic power. Thus, for most PCs, only by deactivating the traps held in each Room can the doors be unlocked and passed though. This also means that creatures on the opposite side of the doors (those not holding the traps and unlocking mechanisms) cannot pass through without becoming gaseous or incorporeal (as the tomb's wards prevent teleportation magics). Despite their traps, these Rooms are safe from wandering undead.

N46. FLAME'S INNER SHRINE

You find yourself facing a giant, familiar looking skull, wreathed in flame and with teeth like knives. Set upon a great door of blackened iron, it flickers with the light of twin braziers set to either side of it. To the extremes of the small room, standing among slight shadows, are two statues and a pair of short, brazier topped columns. To the left, a robed skeleton holds a balanced scale in both hands, while to the right a helpful corpse points the way over the shoulder of a crippled old woman.

Initial Attitude: N/A

Encounter: The continuation of the trap in Room N47 and similar to the locking mechanism of the western gate, the brazier before the stature depicting death in the same form as that on the gate the PCs just passed through, must be lit. In this case, lighting the pillar before the sculpture of death as judge will unlock the door into the inner tombs. However, if the wrong or both braziers are lit, the trap here is activated and the skull upon the door animates, letting out a screaming blast of fire and sonic force.

Fire Scream Trap: CR 10; magic device; device trigger; automatically reset; multiple targets (*fireball*, 9th-level wizard, 9d6 fire damage + *shout*, 9th-level cleric, 9d6 sonic, DC 26 Reflex save half damage); Search DC 30; Disable Device DC 30.

As a side effect of the scream, it is possible that some of the tomb's free roaming undead come to investigate. The DM should roll on the random encounter table for the western outer halls. If an appropriate wandering encounter is rolled the creatures will appear in 2d4 rounds.

Encounter Condition: Smoke

Tactics: Once the correct brazier is lit, the door unlocks with a noisy click, and remains so for 5 minutes. Unlocking the gate is the only way to bypass it as it is made of celestial steel and is invulnerable to all but artifact power attacks. A PC that makes a DC 18 Strength check can open the door, but after 5 minutes it closes and relocks itself.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, increase the damage of the fire scream trap to 15d6 fire + 15d6 sonic. To reduce the challenge, reduce the damage of the fire scream trap to 6d6 fire + 6d6 sonic.



N47. FLAME'S OUTER SHRINE

Immediately before you looms a black iron door molded to resemble a fire robed skeleton presiding over an elaborate court made up of spectral figures. Beside the door squat two pillars with braziers at their top, the flames within light up the entire room except for two deep alcoves. Examining these refuges, you find that each one bears a detailed statue, one of a scythe-wielding fleshless monstrosity, and the other of a skeleton disguised as a wandering peasant. Before both of these grim statues squat an unlit brazier topped pillar.

Initial Attitude: N/A

Encounter: As at the western gates, a simple trap bars passage to the tomb's inner halls. An abbreviated version of that more expansive locking system, this one requires that the brazier standing before the aspect of death depicted on the previously passed through door be lit. Doing so unlocks the next gate, which is constructed of celestial steel and is impervious to all by artifact power attacks. However, being too hasty and lighting both braziers or lighting the incorrect one (in this case, the scythe bearing stature of death the slaughterer) activates the trap, causing the Room to erupt in and arc of flame, lancing from the incorrectly lit brazier to the other.

Fire Arc: CR 10; magic device; device trigger; automatically reset; multiple targets; spell effect (maximized firestorm, 18th-level cleric, 108 fire damage, DC 22 Reflex save half damage); Search DC 28; Disable Device DC 35.

Encounter Condition: Smoke

Tactics: After the trap is activated, both previously unlit braziers with extinguish and the trap resets. Once the correct brazier is lit, there is an audible click and the gate to Room N46 unlocks for 5 minutes. Any PC making a DC 18 Strength check can pull the door open, though it shuts and relocks itself after 5 minutes.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter,increase the damage of the fire arc trap to to 140 fire. To decrease the challenge, reduce the damage to 90 fire.

N48. FLAME'S DEADWARD AND NECROLOGY

As you pass through the gate, a small chamber that shimmers with its dead gray light opens before you. On the walls you can make out thousands of runes that cover every vertical surface in elegantly etched lines. These rows of script are broken only by another large iron door, this one crafted in relief with a simple skeletal figure holding a quarterstaff, standing in a fiery background. Halfway through this room glimmers a faint wall of bluish light that flickers every few moments with a flash of white sparks.

Initial Attitude: N/A

Encounter: As in the western deadwards, the light here is a visible, holy, magical ward that keeps the tomb's undead (even incorporeal ones) trapped. The wall should not prove to be an obstacle for the PCs, unless they have become undead themselves (see "Inside the Tomb of the Unliving"), and they will experience only a slight electric-like tingle as they move past it.

Once through the dead ward, any PC that examines the walls and is familiar with the language, will recognize the runes covering the walls as letters in the Auran language. Anyone capable of reading these words will find an explanation for the tomb, a list of hundreds of the prisoners names and their most vile crime, and a warning to go no further. No specific names are recognizable initially from those of the prisoners listed, but if the PCs later search this area for more information about NPCs they encounter within the tomb, they find a brief summary of their history and the atrocities attributed to them. The exact amount of information recorded here is left to the discretion of the DM.

Any PC that attempts to open the door leading to Room N47 finds it solidly sealed and constructed of the same scorched, impervious, celestial steel as those in Rooms N47 and N49. Even the briefest examination of the door will note that the upper portion of the staff of the skeleton depicted here extends slightly from the gate. A DC 30 Search check notes that this extendable section of the staff does not seem to be made of the same metal, while a DC 30 Craft (alchemy) check notes that it is celestial steel covered in a strange sulfur-based coating that is highly flammable. *Detect magic* reveals a moderate evocation magic emanating from the staff.

If a PC purposefully holds a flame to the extending staff or if a magical fire effect comes into contact with it, the staff erupts in a burst of flame for three successive rounds.

Fireball Staff Trap (x3): CR 10; magic device; device trigger; automatically reset; spell effect (*fireball*, 15th-level wizard, 10d6 fire damage, DC 19 Reflex save half damage); Search DC 30; Disable Device DC 40.

Encounter Condition: N/A

Tactics: After it is ignited, the staff tip will burn for 5 minutes. During this time, the gate to Room N47 is unlocked and can be opened with a DC 18 Strength check. After 5 minutes, or if the flame is purposefully extinguished, the door locks again and the trap resets.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, increase the damage of the fireball trap to 15d6. To decrease the challenge, have the trap trigger twice.

N49. FALSE GATE

Before you, set into a deep alcove of ebony rock, stands a massive archway of blackened iron. In relief etched upon its surface is a grinning flaming skull with a hungry smile, its teeth filed to cannibal-like points. On the ground lie piles of bones, of both local vermin and what may have been passersby. A stone wall blocks the path beyond the archway.

Initial Attitude: N/A

Encounter: This horrifying archway of scorched celestial metal is another trap, to lure the undead to a "promised" escape. It is a lie.

Anyone who examines the bones strewn on the ground and makes a DC 20 Survival check can see the bones were literally blasted off the body. [The magical trap here is particularly harmful against undead.] If this Survival check exceeds DC 30, an astute eye also notes that the edges of each broken bone seems melted, as if whatever bit through the bones also was hot.

The reasons for the bones and heat here become apparent if one gets within 10 ft. of the archway. Casting *detect magic*, revealing strong auras of both transmutation and evocation magic. As soon as any creature comes too close, the great skull upon the door's eyes flame as it animates and strikes out, as if it were holding a ready action, making a +20 melee bite attack that deals 2d8 piercing damage +2d6 fire damage. Also, any creature hit by the skull is forced back 5 ft. and is unable to move any farther on that round. The skull can make two suck attacks per turn at two separate creatures, however a third PC attempting to pass through the skull's threatened area does so without harm. The skull's attack is considered to be a 10 ft. reach attack and thus it cannot attack creatures within 5 ft. It is also considered to be made out of the same celestial steel as the door and is effectively invulnerable, though a *dispel magic* spell that makes a DC 24 dispel check or a rogue making a DC 30 Disable Device check renders the skull inert for 1d4 rounds.

Fire Skull Trap: CR 9; magic device; proximity trigger; automatically reset; Atk +20 (2d8 bite +2d6 fire damage, double damage to undead, no save); Search DC 30; Disable Device DC 30.

PCs that make it within 5 ft. can test the stone wall and find that it is sealed shut. Those that scrutinize the skull can make a DC 22 Spot check to notice that the skull's eye sockets are not merely carved features, but deep, smoking hollows. Anyone able to examine these hollows on a round that the skull does not attack can make a DC 22 Search or Spellcraft check to determine that the sockets lead into the core of the skull, directly to whatever magical flame that animates it. Anything stuck into the hollow takes 4d6 fire damage and flammable materials instantly catch on fire. Any PC capable of examining the eye sockets on a round it doesn't attack and making a DC 24 Knowledge (arcana) or Spellcraft check made will determine that an ice or water based spell, more than 5 gallons of mundane water, or 5 lbs. of dirt or ash render the skull inert for an indeterminate amount of time. If the PCs are able to deactivate the skull buy extinguishing its internal flame, the skull remains inactive for 2d10 minutes.

Encounter Condition: N/A

Tactics: What makes this such an effective trap is that after 5 minutes, undead believe the stone wall isn't there. This is a particularly powerful effect, considering undead are immune to most mind-affecting magic. The magic is so powerful, in fact, that after the PCs spend 5 minutes here, they must succeed at a DC 20 Will save or believe the stone wall is gone and he can pass through the archway.

Treasure: N/A

EL: 9

Scaling: To increase the challenge of the encounter, raise the damage of the fire skull trap to 2d12 + 2d10 fire, and the Search and Disable Device DCs to 34. To reduce the challenge, lower the damage of the fire skull trap to 2d6 +1d8 fire damage and the Search and Disable Device DCs to 24..

Encounter: After the PCs spend 15 minutes in this Room, roll for a Random Encounter.

N53 THROUGH N68. DEATH'S COURT

Among the undead condemned to linger in the Tomb of the Unliving, not all chose to rest in peace. Among those that raged for centuries against the will of their captors, several cunning and powerful creatures became immortal rulers over legions of lesser undead. In at least one case, however, cunning has been replaced by madness and the only power involved is that of a centuries-long delusion. Such is the lot of the self-proclaimed ruler of wights, a bodak calling himself "The Great Death". Scoffed at and considered beneath contempt, the True Undead Lords of the Tomb consider this charlatan a bit of a joke. His mad depredations, more evidence that he is a crazed weakling, lording over a diminutive and mindless brood, proves he is no threat to their power.

In life, his true name was Maleforr the Scourge, and he slew more living creatures than in all of recorded history. He became, as a result, the first bodak and living walking death. But when his sentence to the tomb become the harsh reality of eternity in darkness, The Great Death lost his mind.

Believing himself the judge of the unliving, he built a macabre court, filling it with wights and zombies, appointing barristers, bailiffs, and even witnesses and scribes.

Upon a throne of bones, the manifestation of Death tries those brought before him, judging their crimes and meeting out damnation. With a small army of loyal wight hunters and bailiffs, the court of Death never lacks criminals to be judged, no matter how mindless the subject or how ludicrous the crime. In most cases, the same thoughtless, defenseless zombies are offered up for judgment again and again, their ancient bodies reduced to scraps of shambling flesh over the course of several centuries. But Death never seems to notice such trivialities. He blames the deterioration of the accused on the ever-increasing degradation of the living, and continues to imagine new punishments.

As paradoxical as unlife can be, the Great Death is the personification of irony. Megalomanical, Maleforr believes himself Death incarnate and the judge of the living. Yet, his powers hold now sway over undeath. He can, however, rob the living of breath with but a mere thought, were his fractured mind, capable of piecing together such a stratagem. He is a prisoner of his own mind, trapped inside the tortured shell of a bodak judge, confined to a lifetime of penance inside a tomb of unthinkable horror. His fate is not the jester's role his fellow inmates believe it to be.

Though the Great Death pays the tomb's other warlords less mind then they do him, he does keep his borders well guarded. A strength that forces them all to harbor a secret wonder — what if this creature is in fact what he says he is? A wonder that — none will admit — borders on fear.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A zombie drags three large ebon blocks, a punishment handed down from the Great Death. The blocks are affixed by rusted chains to the creature's wrists and looped through its hollow eye sockets. The creature is bent backwards and poses no threat to the PCs.
2–14	Nothing
15	A "jury" of 20 of zombie servants mindlessly marches towards the Great Death's courtroom. If the zombies are left alone, they lead the PCs to the Great Death's Court (Room N67). If attacked, they engage in melee. Fearless.
16	One of the Great Death's hunting parties (10 advanced 8 HD wights) encounters the PCs as they return with a group of non-sentient undead prisoners in tow (a mix of 4d12 skeletons and zombies). The prisoners follow the wights' commands and help them fight the PCs.
17	A group of three mohrgs, which broke free from their prisons before being put on trial, are desperately trying to escape the Great Death's realm. Upon encountering the PCs they threaten and demand to be given directions for the way out. If the PCs give them the information, they flee in that direction. If the PCs offer them the least hesitation or resistance, they attack. The mohrgs are followed 1d6+2 rounds later by 2d12 wights pursuing them. The wights charge the PCs as soon as they spot them.
18	A hunting party of 20 advanced 8 HD wights encounters the party as they head out. These undead attempt to capture the PCs and bring them to the Great Death's court.
19	A hunting party of 10 advanced 8 HD wights captured four bodaks. Upon spotting the PCs, the wights forget the bodaks and charge them. Meanwhile, the newly freed bodaks engage both the wights and PCs in battle, striking any foe at random.
20	A visible pulse of negative energy throbs through the tomb. It extinguishes all non-magical light sources and forces all creatures unprotected from such energy to make a DC 22 Fortitude save or suffer 3d8 points of damage. If the World Eater in Room N159 was released from imprisonment, ignore this encounter.

N53. THE GREAT DEATH'S WESTERN GATE

The stone walls of this hall have been sculpted to appear as though they were made of massive piles of humanoid skulls. Over two dozen skeletons slowly shamble about this chamber, intently polishing the skull-covered walls with their threadbare burial linens. Several feral corpses holding tangled gray whips are watching the skeletons.

Initial Attitude: Hostile

Encounter: The skeleton horde (hp 180) is a minion of the Great Death set on polishing the skull-shaped walls for their master. The eight advanced wights (hp 52 each) needlessly guard the thoughtless undead, playing at being cruel taskmasters and whipping their slaves at the slightest imagined affront.

Aside from the walls being significantly cleaner than perhaps anywhere else in the entire tomb, there seems to be nothing out of the ordinary here. The skull-shaped walls, however, are trapped with a potent mechanical device triggered 1 round after any living being enters. The trap releases a powerful poison gas, which sprouts out from the wall's countless skeletal mouths. The undead are unaffected by this substance, but when released it leaves a blue mark upon the walls. Because of this, and also because this Room marks the beginning of its territory, the Great Death makes sure a throng of skeletons keep the walls of this Room clean at all time.

Burnt Othur Fumes Trap: CR 13; mechanical; proximity trigger (detect living); automatic reset; gas; multiple targets (all targets within the Room); never miss; onset delay (1 round); poison (burt othur fumes, DC 18 Fortitude save resists, 1 Con drain / 3d6 Con); Search DC 42; Disable Device DC 36.

Encounter Condition: N/A

Tactics: Upon noticing the PCs, the wights order the skeletons into battle and eagerly follow behind. Each wight is armed with a net made from the shrouds of the dead in the surrounding tombs. They intend to capture the PCs and bring them to their master's court so they can stand trial for their crimes.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, add insanity mist vapor to the burnt othur fumes trap. To decrease the challenge, remove the skeletons or the wights.

Skeleton Horde: CR 10; Medium undead (horde); HD 30d12; hp 180; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +0; Grp —; Atk +30 melee (3d4+3, claws); Full Atk +30 melee (3d4+5, claws); Space/Reach 20 ft./5 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

Driver Wight: CR 5; Medium undead; HD 8d12; hp 52; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +5; Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); Full Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA Black lash, create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +2, Ref +4, Will +7; Str 12, Dex 14, Con —, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +12, Listen +11, Move Silently +20, Spot +11; Alertness, Exotic Weapon Proficiency (net)*, Exotic Weapon Proficiency (whip), Blind-Fight.

Black Lash (Su): The driver wight's whip attack is a touch attack and will damage anyone regardless of their armor.

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

Energy Drain (Su): Living creatures hit by a driver wight's slam or whip attack gain one negative level. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

N54. WORKERS' CHAMBER

This cramped room is filled with dozens of animated corpses piled up atop one another.

Initial Attitude: N/A

Encounter: When not participating in some pointless task or undergoing a cruel punishment, a number of the Great Death's lowly slaves spend their time here. Mindless and inert, the skeletons are crammed into this Room, filling it to capacity. Though this large number of animated dead may initially be startling, any PC taking a moment to observe them sees the skeletons are harmless enough.

Encounter Condition: N/A

Tactics: If left alone, the skeletons follow orders and remain in this Room, unmoving. If the PCs attack, however, the entire host shuffles forward and attacks, forming a great skeleton horde (hp 180). The horde moves into the PCs and swarms over them in a chaotic fray. They fight to push the PCs out of the Room more than they fight to kill.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add two skeleton hordes to the Room. To decrease the challenge, give the PCs an automatic surprise round and assume they can act before the skeletons each round.

Skeleton Horde: CR 10; Medium undead (horde); HD 30d12; hp 180; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +0; Grp —; Atk +30 melee (3d4+3, claws); Full Atk +30 melee (3d4+5, claws); Space/Reach 20 ft./5 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

N55. EMPTY WORKERS' CHAMBER

The black walls of this long chamber run for several feet before ending in an abrupt dead-end. Several piles of dust balls and a few bony splinters are the chamber's only contents.

Initial Attitude: N/A

Encounter: Like Room N54, this Room is meant to hold the Great Death's slaves while they are not at work or being punished. The workers' contingent dwelling here is presently cleaning Room N53.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

N56. HALL OF ATROCITIES

Several alcoves and hallways lead to rusted iron doors throughout this irregularly shaped chamber. Upon its central walls, shiny pieces of rock and glass have been arranged in crude depictions of the dead rising from their graves and attacking the living. Near the center of the room, an untrained hand attempted to chisel a ferocious figure breaking out of a sculpted coffin. Meandering about the hall are numerous yellow skeletons, trailing stained burial wrappings.

Initial Attitude: Hostile

Encounter: The Great Death is one of the few creatures in the crypt that passed through the Halls of Ages (Rooms N50 through N52) and survived. The halls' theme was not lost on the undead, but their lesson was. Feeling that an integral and obvious step was missing in the halls' progression, he created a fourth hall in the center of his domain: One devoted to the state following death, or unlife. Fortunately, the Great Death lacks the power of the tomb's celestial creators and he was unable to empower his hall with the potent magic of the others. Thus, this Room is little more than a macabre series of decorations.

Despite the Room's lack of power, this is still the highest trafficked Room in the Great Death's domain. With wight guards, prisoners, and court members constantly moving in and out of the courtrooms, there is always someone in this Room. It is, at all times, guarded by four skeleton hordes (hp 180 each).

Encounter Condition: N/A

Tactics: Though the skeletal hordes do not attack any of the Great Death's servants journeying through this Room, they instantly charge any intruding creature. While three of the hordes attack the PCs as soon as they spot them, the fourth, following the Great Death's orders, moves towards the southwestern corner to block access to Rooms N64 through N67.

In addition, add a Random Encounter after 1d4+1 rounds of combat have passed. Reroll anything lower than 10 (or simply roll 1d10+10).

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, add four skeleton hordes. To decrease the challenge, remove two.

Skeleton Horde: CR 10; Medium undead (horde); HD 30d12; hp 180; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +0; Grp —; Atk +30 melee (3d4+3, claws); Full Atk +30 melee (3d4+5, claws); Space/Reach 20 ft./5 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

N57. THE GREAT DEATH'S COURTYARD

The ebon walls of this chamber were sculpted to resemble artistically trimmed trees and hedgerows. The sculptures, however, were obviously not created by a master's hand; rather, they seem to be the work of the crudest amateur. Many skeletons, with more bones broken than intact, go through the futile motions of tending this two-dimensional garden. Standing behind them, a savage whip-wielding animated corpse oversees their work.

Initial Attitude: Hostile

Encounter: One of hundreds of meaninglessly cruel exercises the Great Death has his minions perform on a daily basis, is mindlessly gardening the poorly carved walls of this Room. Overseeing them is a single sadistic wight (hp 57), whipping the skeletons with such enthusiasm that it suffers from a –5 circumstance penalty to all Listen and Spot checks.

Encounter Condition: Poor Footing 20

Tactics: If the wight notices the PCs, it orders the skeleton horde (hp 180) to attack while it escapes to Room N56, where he organizes the troops to attack the PCs. If the PCs prevent it from escaping right away, the wight stands behind the skeletons and uses its whip and net from a distance. The wight is intelligent enough to attack lightly-armored PCs with its whip. If there are none, it attacks with its net before retreating to Room N58 or Room N59.

If the wight escapes, it alerts the creatures in the Room he moved to, and stands ready to face the PCs with its companions.

Treasure: The only items of interested in this Room are the wight's whip and net (see Room N58 for details).

EL: 11

Scaling: To increase the challenge of this encounter, add four wights. To decrease the challenge, remove one wight.

Skeleton Horde: CR 10; Medium undead (horde); HD 30d12; hp 180; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +0; Grp —; Atk +30 melee (3d4+3, claws); Full Atk +30 melee (3d4+5, claws); Space/Reach 20 ft./5 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

Driver Wight: CR 5; Medium undead; HD 8d12; hp 52; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +5; Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); Full Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA Black lash, create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +2, Ref +4, Will +7; Str 12, Dex 14, Con —, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +12, Listen +11, Move Silently +20, Spot +11; Alertness, Exotic Weapon Proficiency (net)[c], Exotic Weapon Proficiency (whip), Blind-Fight.

Black Lash (Su): The driver wight's whip attack is a touch attack and will damage anyone regardless of their armor.

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

Energy Drain (Su): Living creatures hit by a driver wight's slam or whip attack gain one negative level. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.



N58. THE GREAT DEATH'S NORTHERN GATE

The walls of this chamber are sculpted with hundreds of skulls that form an open-mouthed screaming choir. However, the fearsomeness of this morbid stone artwork is diminished as several of the open jaws are used to hang nets and knotted gray whips. At the room's center, several hunchbacked corpses untangle an elaborately rotted net, while others like them stand guard.

Initial Attitude: Hostile

Encounter: Aside from being a post guarding the main egress from the Great Death's realm, this Room also serves as a workhouse for many of its wight hunters. As the majority of the Great Death's mindless slaves can only perform the most rudimentary tasks, more complicated work has to be performed by the wights themselves. Currently, twenty wights (hp 52 each) are in this Room. Half of them are at work creating and mending whips and nets from a stock of molding burial shrouds, while the others stand guard.

Though it is the most threatening aspect of their weapons, neither the wights nor the Great Death realize that some of the burial shrouds they make their arms from are infected with a disease similar to mummy rot (in fact, only 20% of their weapons are infected with the disease). Essentially this is because there are no creatures in the tomb that are affected by the disease. Unless the PCs linger in the Great Death's lands for some time, it is unlikely this benefit will be revealed to the undead.

Encounter Condition: Diseased (devil chills) 20°, Stagnant Air

Tactics: The wights in this Room are distracted and suffer a –4 circumstance penalty to all Listen and Spot checks. Once they are made aware of the PCs, ten of them attack viciously while the ten in the middle of the Room take 1d2 rounds to get ready. The first wights to attack use their natural weapons, charging the PCs mercilessly. Meanwhile, the others remain behind and attempt to catch PCs under their nets. Each time a PC is caught by a wight's net, there is a 20% chance that it is infected. If so, the PC must make a DC 20 Fortitude save or suffer the effects of mummy rot.

If the wights were alerted to the PCs coming they all stand ready with nets in hands.

Treasure: Besides those found on the wights, there are 3 whips and 9 nets in this Room, all newly repaired and ready to use. Each time a PC touches any one of these weapons there is a 20% chance that it is infected. If so, he must make a DC 20 Fortitude save to avoid becoming exposed to mummy rot, just as if the weapon had struck him.

EL: 14

Scaling: To increase the challenge of this encounter, make one of the wights manually trigger a burnt othur fumes trap. To decrease the challenge, remove eight wights.

Wight: CR 5; Medium undead; HD 8d12; hp 52; Init +2; Spd 30 ft., AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +5; Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); Full Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA Black lash, create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +2, Ref +4, Will +7; Str 12, Dex 14, Con —, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +12, Listen +11, Move Silently +20, Spot +11; Alertness, Exotic Weapon Proficiency (net)°, Exotic Weapon Proficiency (whip), Blind-Fight.

Black Lash (Su): The driver wight's whip attack is a touch attack and will damage anyone regardless of their armor.

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

Energy Drain (Su): Living creatures hit by a driver wight's slam or whip attack gain one negative level. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

N59. THE GREAT DEATH'S FOREST

It seems like a child has etched the ebon walls of this chamber, creating a primitive life-sized depiction of a dense forest. Amidst the crooked boughs of the walls, right in the center of the room, a mob of growling corpses savagely kicks at a fallen skeleton.

Initial Attitude: Hostile

Encounter: As is apparent in several nearby Rooms, the Great Death imagines itself the ruler of an extensive empire. To better realize his delusion, he ordered the specific sculpting of several areas within its realm. This Room, sculpted by the crude hands of skeletons and zombies, recreates (just barely) the feel of a forest glen.

As the PCs enter, a group of wight hunters (hp 52 each), just back from a failed incursion into the surrounding halls, came across a toiling skeleton (hp 3). They circle the helpless creature and vent their rage out upon it. Intent on beating their prey, the wights suffer a –8 circumstance penalty to all Listen and Spot checks.

Encounter Condition: N/A

Tactics: Once they notice the PCs, the wights set upon them using their claws. The wights are uncoordinated and merely attack the closest PC, ignoring any strategic notions.

The skeleton joins the battle as soon as the wights stop kicking it. It has the same statistics as a typical human skeleton, but it can move only 5 ft. per round, since its legs are shattered.

The undead continue attacking in this manner until all but two have fallen. The remaining undead then escape to Room N58 or N60 (whichever has not been cleared by the PCs) to alert the guards.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, double the number of wights present. To decrease the challenge, remove four of them.

Skeleton: Movement reduced to 5 ft.

Driver Wight: CR 5; Medium undead; HD 8d12; hp 52; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +5; Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); Full Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA Black lash, create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +2, Ref +4, Will +7; Str 12, Dex 14, Con —, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +12, Listen +11, Move Silently +20, Spot +11; Alertness, Exotic Weapon Proficiency (net)°, Exotic Weapon Proficiency (whip), Blind-Fight.

Black Lash (Su): The driver wight's whip attack is a touch attack and will damage anyone regardless of their armor.

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

Energy Drain (Su): Living creatures hit by a driver wight's slam or whip attack gain one negative level. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

N60. THE GREAT DEATH'S EASTERN GATE

The door leading to Room N89 is never used and sticks in its frame, making it close to impossible to open. A DC 28 Strength check is required to bypass it.

A pile of filthy white cloth is heaped in the center of this hall. A dozen feral gray skinned corpses run the cloth through the hollow eye sockets and snarling jaws of skulls and then knot the strips into crude ropes, nets, and whips.

Initial Attitude: Hostile

Encounter: Like the north gate (Room N58), this Room is both a guard post and a workhouse for the Great Death's wight hunters. Filled with heaps of filthy burial shrouds collected throughout the tomb, the wights work on knotting the cloth into nets and whips.

Encounter Condition: Diseased (devil chills) 20%, Fearless, Stagnant Air

Tactics: As soon as the wights notice the PCs, they ready their whips and nets. Half of them rush forward, attacking with their claws, while the other half uses their nets and whips from a distance. Once a PC is damaged by a whip or stuck under a net, there is a 20% chance that the weapon is infected with mummy rot. If so, the PC must make a DC 20 Fortitude save or the disease.

If these undead were alerted to the PCs' arrival, give them an automatic round of surprise.

Treasure: Besides those found on the bodies of the wights, there are 2 whips and four nets in this Room, new and ready to use. None of these weapons are infected with mummy rot.

EL: 12

Scaling: To increase the challenge of this encounter, double the amount of wights present. To decrease the challenge, assume the PCs surprise the wights.

Driver Wight: CR 5; Medium undead; HD 8d12; hp 52; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +5; Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); Full Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); Space/Reach 5 ft./5 ft., SA Black lash, create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +2, Ref +4, Will +7; Str 12, Dex 14, Con —, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +12, Listen +11, Move Silently +20, Spot +11; Alertness, Exotic Weapon Proficiency (net)*, Exotic Weapon Proficiency (whip), Blind-Fight.

Black Lash (Su): The driver wight's whip attack is a touch attack and will damage anyone regardless of their armor.

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

Energy Drain (Su): Living creatures hit by a driver wight's slam or whip attack gain one negative level. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

N61. STORAGE

Deep grooves were cut into the rock of this chamber, creating a series of shelves gashed into the original sculpted skulls decorating the wall. Lining the shelves are tools and equipment, all of which seem to be crudely made from splintered pieces of black stone and dirty cloth.

Initial Attitude: Friendly

Encounter: This is one of two storerooms meant to hold a variety of tools, which the Great Death's undead slaves need to exact their master's will. Cut through the sculpted skulls that were originally arrayed upon the walls of this Room, the shelves hold a wide variety of makeshift equipment, but nothing of any interest to the PCs.

Also in this Room is Vir, a crippled wight (hp 47) reduced to assuring the mindless undead are properly equipped for their various tasks. With only a bony shard extending from a rotted stump where its lower leg and foot should be, Vir is forced to constantly grip the walls or be reduced to crawling. As the wound prevents Vir from hunting (and makes the creature a target for beatings from the other wights) it was appointed the task of keeping this storeroom in proper order. Vir is still a savage undead that would eagerly torment any weaker creature. When confronted by intelligent undead or the living, however, Vir is a coward, quick to prostrate before stronger creatures. The PCs are certainly the strongest creatures it has encountered in some time.

When the PCs enter, Vir begs for mercy and offers them any of the worthless items in the Room. In exchange, Vir asks them to promise not to harm him. Vir is also a great source of information, eagerly betraying the location of guard posts, stores, as well as the Great Death's court.

Despite all the help offered, Vir can be a significant nuisance. After the PCs leave the storeroom, Vir goes to Room N58, N60, and N64 to warn the guards about the PCs' presence. At his request, a wight hunting party is dispatched in the direction Vir says the PCs went. These wights follow the PCs at a distance and ambush them at the next opportune moment; preferably while the PCs are engaged in battle. Unless the PCs notice the wights stalking them, twelve wights arrive 1d4 rounds into the PCs' next battle.

Encounter Condition: N/A

Tactics: Vir is virtually helpless alone. His wound reduces his movement to a mere 5 ft., but he is otherwise a normal advanced wight. If attacked, Vir begs for mercy, but fights until either the PCs stop or he is destroyed.

Treasure: N/A

EL: N/A

Scaling: N/A

N62. THE GREAT DEATH'S ARMORY

This broad room is empty except for two large stacks of dirty fabric. One stack is elaborately knotted while the cloth in the other are tightly rolled. From the walls, row after row of fanged black skulls made of stone stare down.

Initial Attitude: N/A

Encounter: This Room serves as the Great Death's armory. When the whips and nets its wights create from stolen burial shrouds are completed, they are placed here.

Encounter Condition: N/A

Tactics: N/A

Treasure: Currently there are 12 whips and 33 nets piled in this Room. Every time a PC touches one of these weapons, there is a 20% chance it is infected. If so, he must make a DC 20 Fortitude saving throw or become exposed to mummy rot.

EL: N/A

Scaling: N/A

N63. STORAGE

Slashing through the faces of dozens of sculpted skulls covering this tiny room's walls are deep grooves. Creating crude rows of shelves, these alcoves are covered with sharp rocks, rolled ropes of gray cloth, hammer shaped stones, and other crude tools.

Initial Attitude: N/A

Encounter: Like the other storeroom (Room N61), this Room holds the equipment used by the Great Death's undead servants to exact their master's will. From crude stone chisels and hammers to bits of rope, the tools are functional if a bit crude.

Encounter Condition: N/A

Tactics: N/A

Treasure: Unless the PCs have need for one of the seven chisels, four hammers, or six 10 ft. lengths of rope, there is nothing of any use in this Room.

EL: N/A

Scaling: N/A

N64. BAILIFFS' POST

Lining the upper rim of this room are dozens of monstrous sculpted skulls with protruding jaws. Several zombies are impaled on the extended stone jaws, twitching and jerking almost as if suffering.

Below them, two doorways filled with rusted bars face each other from opposite walls, while directly across is a large metal door. Upon this door is a crude etching of a black skeleton sitting upon a throne an ornate hammer in one hand.

Several feral corpses mill about the room. As they move about, they claw at the dangling zombies, their heads darting constantly towards door.

Initial Attitude: Hostile

Encounter: This is the entry chamber to the Great Death's court, where the creature's wight bailiffs (hp 56 each) and those soon to be sentenced await the call of their grim master. The human zombies (hp 16 each) hung upon the walls are those be tried next, while the barred Rooms off of this one (Rooms N65 and N66) hold those involved in up-coming cases.

Every round the PCs spend in this Room, in Room N65, or Room N66, there is a 10% chance they hear a single loud bang issuing from the Great Death's court (Room N66). This is the sound of the Great Death's gavel as it meets out its verdict and calls for the next case to be presented. One round after the sound of the gavel, eight advanced wights (hp 56 each) enter this Room through the iron door leading to Room N66. They take one zombie off the wall with the help of the wights already in the Room, then drag it before their master (in Room N66). If the PCs are visible or the bodies of their allies lie scattered about the Room, half the wights rush back and alert their master while the others fight the PCs.

The doors leading to Rooms N65 and N66 are locked.

Encounter Condition: N/A

Tactics: The wights attack as soon as they spot the PCs. At first, they use their nets, hoping to take the PCs prisoner and bring them before their master. If this fails, they fight savagely, using their claws. The wights have no intention of letting the PCs reach their master solo and fight until destroyed.

The zombies on the walls cannot move, but are nevertheless a threat. Any PC that comes within 5 ft. of any wall in this Room is attacked by one of the dangling undead. Unless the PC is specifically watching the zombies, the undead catches him flat-footed. These zombies should be considered when determining flanking bonuses.

Treasure: One of the wights in this Room holds keys unlocking the doors that lead to Rooms N65 and N66. If the PCs defeated the undead, anyone making a DC 22 Search check can uncover these keys, which are kept upon a chain under the wight's shirt.

EL: 13

Scaling: To increase the challenge of this encounter, double the number of wights present. To decrease the challenge, assume the zombies upon the walls do not attack.

Driver Wight: CR 5; Medium undead; HD 8d12; hp 52; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +5; Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); Full Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); Space/Reach 5 ft./5 ft.; SA Black lash, create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +2, Ref +4, Will +7; Str 12, Dex 14, Con —, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +12, Listen +11, Move Silently +20, Spot +11; Alertness, Exotic Weapon Proficiency (net)', Exotic Weapon Proficiency (whip), Blind-Fight.

Black Lash (Su): The driver wight's whip attack is a touch attack and will damage anyone regardless of their armor.

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

Energy Drain (Su): Living creatures hit by a driver wight's slam or whip attack gain one negative level. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

N65. CELL OF THE ACCUSED

The barred door leading into this Room is locked. A successful DC 50 Open Lock check or the proper key (found in Room N64) is required to open it, but what lies inside is clearly visible from Room N64.

A dozen zombies and skeletons, tied up with rags and cloth ropes, have been thrown into this small cell. Their mindless quivers and jerks look like enfeebled struggling.

Initial Attitude: Neutral

Encounter: This cell is the holding place for the queue of criminals to be tried in future sessions of the Great Death's court. Imprisoned like mock prisoners, these undead unwittingly await their fate. As their individual trials draw near, groups are taken from here by the wight bailiffs and hung upon the walls in Room N64.

The undead in this cell are all bound, lying prone and helpless on the floor. Unless they are cut loose, they do not pose the PCs even the slightest threat.

Encounter Condition: N/A

Tactics: If freed, the undead mindlessly attack the closest PCs and fight until destroyed.

Treasure: N/A

EL: N/A

Scaling: N/A

N66. CELL OF THE DAMNED

The door leading into this Room is locked and can only be opened with a successful DC 50 Open Lock check or the proper key (found in Room N64). Through the barred jail door, the PCs can see what awaits inside.

Hunched at the rear of this bleak room is a pair of large skeletal figures, eyes glowing with a green light. The creatures rise, causing their roiling entrails to fall from their ribcages and start dancing with a stomach-turning life of their own. The creatures hiss in voices that come as much from their mouths as the orifices of their bloated intestines.

Initial Attitude: Neutral

Encounter: These mohrg (hp 178 and 189) — Malchrisant and Ashril — are servants of the mummy priestess Kasteoficiss (Room N191). While performing duties on the fringes of the mummy's domain, these fiends were overwhelmed by the Great Death's wight hunters and brought here to stand trial. They know of the Great Death and its insane court, and fear its torturous verdict could mean their untimely destruction — a fate they do anything to avoid. Seeking only to return to their mistress, Malchrisant and Ashril see the PCs as their last best hope for escape.

In their present situation, the mohrgs offer the PCs anything they can think of to be escorted out of the Great Death's domain. Since the mohrgs have nothing of value, their most significant bartering chip is a promise to lead them, unharmed, to their mistress, who may know of a way for the living to escape from the accursed tomb. Though this seems like a valid possibility, the reality is that the mohrgs know Kasteoficiss will not aid the party merely out of his own sense of goodwill — and might even attempt to turn them to her service. Thus, through the PCs, not only will the mohrgs be able to make good their escape, but they may also deliver a group of mortal lackeys to their mistress.

Malchrisant and Ashril know little about the surrounding area, except for the most direct route to Kasteoficiss' realm and where the Great Death's court is located (Room N67). However, they know all of Kasteoficiss' domain and are willing to draw a map of the Section for the PCs, but only once they are safely out of the Great Death's realm.

Encounter Condition: N/A

Tactics: Should the mohrgs' pleas be ignored, they attack the PCs and fight until destroyed. Once engaged in battle, they concentrate their attacks on a single PC in order to turn him into a mindless minion. If a way to escape presents itself, however, they do not hesitate to take it.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, add one mohrg and assume they attack the PCs after 5 rounds unless they agree to their terms. To decrease the challenge, have the mohrgs wounded (–30 hit points each).

♟ **Malchrisant and Ashril, Mohrg:** CR 13; Large undead; HD 28d12; hp 191, 183; Init +9; Spd 30 ft.; AC 30, touch 13, flat-footed 26; Base Atk +14; Grp +26; Atk +22 melee (1d8+11, slam) or +22 melee touch (paralysis, tongue); Full Atk +22 melee (1d8+11, slam) and +22 melee touch (paralysis, tongue); Space/Reach 10 ft./10 ft.; SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +9, Ref +15, Will +18; Str 31, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +26, Hide +30, Listen +21, Move Silently +30, Spot +25, Swim +19; Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

N67. THE COURT OF THE GREAT DEATH

This great room is filled with mounds of carved stone and the dust of powdered bone. A clear path of dark stone in the center of the place is flanked by ebon rubble, shaped into crude rows of benches. This path leads to an open area at the chamber's opposite end, surrounded by more benches. At the area's center stands a podium, to which a broken and inanimate skeleton is attached, facing a dominating regent's chair.

Upon the fearsome throne sits a creature hidden by layers of blackened burial shrouds. The fiend's clawed skeletal hand grips the end of a massive gavel.

Initial Attitude: Hostile

Encounter: The creature on the throne is the crazed undead warlord that calls himself the Great Death (hp 125). While many of the Great Death's powers seldom work against undead, there was a time in his waking life when he fought arm in arm with and against the unliving. As a result, having vanquished undeath and consumed the hallow souls of the unliving, certain powers became his to wield. The creature who was known as Maleforr the Scourge in life now possess the rotting touch of a mummy, the maddened mind of an allip, the desecrating aura of a nightshade, the stench of a ghast, the dominating presence of a vampire, and the draining touch of undead spirits. He is, as his name implies, "the Great Death." But only mortals and wights too foolish to know better fear him.

It is fortunate for the entire world that he is too insane to know his limits.

Currently, there is no accused present before the fearsome judge; merely the residual dust of thoroughly crushed bones. Four wight "bailiffs" (hp 52 each), twelve "witnesses/jurors" (hp 26 each) and one "scribe" (hp 37), as well as two ghast "barristers" (hp 66, 63), are also present, sitting in the benches of the Room.

This is an excellent opportunity for role-playing. The Great Death, demands that the condemned be brought forth (by the bailiff) and that witnesses be brought forth to testify. There are no barristers, so the PCs must defend themselves against whatever maddened charge the judge comes up with.

If the PCs resist of course, the consequences are severe.

Encounter Condition: Desecration 9, Fear 30, Fearless, Negative Energy, Unhallowed 12

Tactics: As soon as the PCs enter this Room, all the undead are immediately aware of their presence. The wight bailiffs move as soon as they notice the PCs, rushing them and using their nets and claws to grapple or otherwise force them to move into the accused area in front of the Great Death. Any PC caught within a bailiff's net is taken by the wight witnesses and brought before the Great Death. Though these twelve witnesses do not immediately engage the PCs, they rush them as soon as the Great Death enters combat.

The wight scribe's job is to record every event in a thick leather-bound volume. The creature continues to do that while battle ensues, but defends itself if attacked. Ironically, the wraith's ghostly pen leaves no marks in the book and his near perfect memory must juggle hundreds of cases in order to recall writ and verse for the Great Death.

Meanwhile, the two ghast barristers remain behind the wight bailiffs, ready to bite any PCs that approach.

If it has not been attacked and entered the fray already, the Great Death imperiously calls for order three rounds after the wight bailiffs engage the PCs. If the fighting does not immediately stop and the PCs submit themselves before the Great Death for judgment, he steps from its throne and attacks. The fiend uses its gavel, targeting the most heavily armored opponents first and maneuvering to flank them. He does not brook this kind of disorder in his court and viciously punishes those who oppose him.

Because the Great Death does not understand his strengths, his attacks are chaotic. He might use mummy rot one round or an incorporeal drain. If the DM would rather roll, use the table below, but this battle is more interesting if the DM has some pattern (or lack thereof) in mind on how the battle resolves.

1d20	Attack
1–3	Slam—Mummy rot
4–9	Slam—Energy drain
10–11	*+2 thundering warhammer* (gavel)
12–17	Dominate
18–20	Death gaze

Treasure: Aside from its enchanted weapon and armor, the Great Death has a treasure trove tucked away in various corners of his chambers. Hundreds of years of sentencing has forced him to accumulate 4d6 mundane or superior items, 2d6 minor magic items, 1d6 medium magic items, and 2 major magic items. The DM is free to extrapolate or add to this list, but whatever we created would be as chaotic as rolling it up in a book.

EL: 20

Scaling: To increase the challenge of this encounter, have the Great Death sane during combat, finally where he belongs turning the living into nothing. To decrease the challenge, remove the witnesses.

The Great Death, Bodak Destroyer: CR 18; Large undead (extraplanar); HD 26d12+52; hp 247; Init +6; Spd 20 ft.; AC 29, touch 11, flat-footed 27; Base Atk +13; Grp +24; Atk +24 melee (2d6+14/19–20, ×3, *+2 thundering warhammer*) or +21 melee (2d6+9 plus energy drain or mummy rot, slam); Full Atk +24/+19/+14 melee (2d6+14/19–20, ×3, *+2 thundering warhammer*) or +21 melee (2d6+9 plus energy drain or mummy rot, slam); Space/Reach 10 ft./10 ft.; SA Death gaze, dominate, energy drain, mummy rot; SQ Damage reduction 10/cold iron, darkvision 60 ft., desecrating aura, immunity to cold and electricity, madness, resistance to acid 10 and fire 10, stench undead traits, vulnerability to sunlight; AL CE; SV Fort +10, Ref +12, Will +19; Str 25, Dex 13, Con —, Int 8, Wis 15, Cha 17.

Skills and Feats: Listen +33, Sense Motive +31, Spot +33; Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Improved Critical (warhammer), Improved Initiative, Power Attack, Weapon Focus (warhammer).

Death Gaze (Su): Death, range 30 feet, Fortitude DC 26 negates. Humanoids who die from this attack are transformed into bodaks 24 hours later. The save DC is Charisma-based.

Dominate (Su): The great death can crush an opponent's will just by looking into his or her eyes. This is similar to a gaze attack, except that the great death must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save (DC 26) or fall instantly under the great death's influence as though by a dominate person spell (caster level 12th). The ability has a range of 30 ft.

Energy Drain (Su): Living creatures hit by the great death slam attack gain one negative level, suffer 1 point of Constitution drain, and 1 point of Strength drain. The DC is 26 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the great death gains 5 temporary hit points.

The ability drain cannot be avoided.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 16, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first sign of wind.

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

Desecrating Aura (Su): The great death give off a 20-ft. radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability works much like a *desecrate* spell, except that the great death's evil is so great that it is treated as the shrine of an evil power. All undead within 20 ft. of the great death (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. (The great death's hit dice, attack, and save entries given here include these profane bonuses.)

Charisma checks made to turn undead within this area suffer a –6 penalty.

The great death's desecrating aura cannot be dispelled except by a dispel evil spell or similar effect. If the effect is dispelled, the great death can resume it as a free action on its next turn. Its desecrating aura is suppressed if the great death enters a consecrated or hallowed area, but the nightshade's presence also suppresses the consecrated or hallowed effect for as long as it remains in the area.

Stench (Ex): The stink of death and corruption surrounding the great death creatures is quite overwhelming. Living creatures within 10 ft. must succeed on a DC 26 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the great death's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex): Bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to the direct rays of the sun deals 1 point of damage to the creature.

Possessions: +3 mithral shirt, +2 shocking burst warhammer.

Bailiff, Driver Wight: CR 5; Medium undead; HD 8d12; hp 52; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +5; Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); Full Atk +5 melee touch (1d3+1 non-lethal plus energy drain, black lash) or +5 melee (entangle, net) or +5 melee (1d4+1 plus energy drain, slam); SA Black lash, create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL LE; SV Fort +2, Ref +4, Will +7; Str 12, Dex 14, Con —, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +12, Listen +11, Move Silently +20, Spot +11; Alertness, Exotic Weapon Proficiency (net)[B], Exotic Weapon Proficiency (whip), Blind-Fight.

Black Lash (Su): The driver wight's whip attack is a touch attack and will damage anyone regardless of their armor.

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

Energy Drain (Su): Living creatures hit by a driver wight's slam or whip attack gain one negative level. The DC is 16 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

Barrister, Ghast: CR 5; Medium undead; HD 8d12+3; hp 66, 63; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +4; Grp +8; Atk Bite +8 melee (1d8+4 plus paralysis); Full Atk Bite +8 melee (1d8+4 plus paralysis) and 2 claws +6 melee (1d4+2 plus paralysis); SA ghoul fever, paralysis, stench; SQ darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +2, Ref +5, Will +8; Str 18, Dex 17, Con —, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +7, Climb +9, Hide +8, Intimidate +13, Knowledge (law) +11, Jump +9, Move Silently +8, Spot +8; Improved Natural Armor, Multiattack, Toughness.

Ghoul Fever (Su): Disease—bite, Fortitude DC 17, incubation period 1 day, damage 1d3 Constitution and 1d3 Dexterity. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 17 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 ft. must succeed on a DC 17 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

Scribe/Witness, Wight: CR 3; Medium undead; HD 4d12; hp 37, 26; Init +1; Spd 30 ft.; AC 15 (+1 Dex, +4 natural), touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk Slam +3 melee (1d4+1 plus energy drain); Full Atk (same); SA create spawn, energy drain; SQ darkvision 60 ft., undead traits; AL CE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

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

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

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

Skills: Wights have a +8 racial bonus on Move Silently checks.

N68. SOUTHERN HALL

This hall continues on endlessly. The plain black walls fade to a vanishing point in the distance in both directions and there's the hint of the infinite which is unsettling.

Initial Attitude: Hostile

Encounter: This hall is the main thoroughfare from the western end of this Region to the eastern end of the tomb. Though the most direct route, it is rarely traveled. Guarding this passage is a huge iron golem (hp 230) constructed by the tomb's celestial makers. Meant to guard their prison and segregate the undead, the creature attacks all non-celestial beings on sight.

It has been doing this for centuries and never tires. It is a testament to an internal endurance that mankind cannot fathom.

Encounter Condition: Fearless

Tactics: The iron golem is a mindless automaton and attacks all non-celestial creatures it encounters. Tall and broad, the iron golem fills the majority of the passageway, making it impossible to dart around it. If is unwavering in its task and pursues PCs up tp 120 ft. from this Room.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, increase the hit points of the iron golem to 270. To decrease the challenge, reduce the hit points of the iron golem to 190.

Iron Golem: CR 15; Large construct; HD 24d10+30; hp 230; Init –1; Spd 20 ft.; AC 34, touch 8, flat-footed 34; Base Atk +18; Grp +36; Atk +31 melee (2d10+13, slam); Full Atk +31 melee (2d10+13, 2 slams); Space/Reach 10 ft./10 ft.; SA Breath weapon; SQ Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +8, Ref +7, Will +8; Str 36, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Breath Weapon (Su): 10-ft. cube, cloud of poisonous gas lasting 1 round, free action once every 1d6+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

For each point of initial Constitution damage dealt, the iron golem gains 5 temporary hit points.

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

A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

N69 THROUGH N110. VINNARA'S REALM

Rooms N69 through N110 are under the control of the Champion of Hell, a blackguard ghost named Vinnara. She is one of the most powerful and cunning undead warlords of the tomb. Her domain is guarded by nightmarish spectres and shadows dedicated to her cause. All corporeal undead that once dwelled in Vinnara's Realm have long since been eradicated or exiled to the Western Outer Halls. As such, the halls in this Section are commonly quite bare, except for the walls sculpted with horrors or the stray burial shrouds dancing in the gusts of the PCs' passage. Despite their abandoned appearances, Vinnara's eyes are everywhere and an empty Room does not guarantee unquiet souls do not haunt it.

Fearful of attacks from the domains of bordering warlords, Vinnara keeps strict patrols throughout her territory and maintains several curtains of guard posts between the borders of her realm and her inner command center. To represent the heightened security and organization of Vinnara's militaristic servants, the DM should roll for Random Encounters once every half hour the PCs spend in this realm.

Despite the fact that Vinnara could be interested in using the PCs in her war against the tomb's other warlords, her minions have orders to attack everything on sight. Even if a spectre escapes a battle with the PCs and alerts Vinnara of their presence, she does not order her servants to stand down. If the PCs are strong and pose a threat, they are weakened by the time they reach her. Only those who survive a brush with death are allowed an audience. If the PCs are capable, Vinnara tasks them to do her bidding and perhaps even aid her in bringing the entire Tomb of the Unliving under her control.

It should be important to note, Vinnara is the only undead creature who can move through the inner walls of the Region, a feat she has kept secret from even her most loyal followers. When the time comes, she intends to pay unsuspecting visits upon Invistis and Kasteoficiss.

Most Rooms in this Section are bleak and without light. The DM should use Deep Darkness generously throughout.

RANDOM ENCOUNTERS

Roll for a Random Encounter every 30 minutes.

1d20	Encounter
1	A successful DC 22 Spot check allows the PCs to notice a wraith's glowing eyes veer through a nearby corner. This is one of Vinnara's scouts. Upon noticing the PCs, it reports back to its mistress.
2–11	Nothing.
12-16	A regular patrol of three dread wraiths comes across the party and attacks. They fight until destroyed.
17	The party comes across one of Vinnara's dread wraith fighting a mohrg servant of Kasteoficiss. If they are left to fight, whichever one wins attacks the PCs as soon as it spots them. If both undead are attacked, they forget their battle and engage the PCs instead.
18	A patrol of six dread wraiths chases a group of Death's hunters (12 wights) through the area. The wights flee, ignoring the PCs, but the wraiths turn to attack them.
19	The party encounters a sizable troop movement of Vinnara's forces, made up of 24 wraiths, 4 dread wraiths, and one advanced 20 HD dread wraith lieutenant. The wraiths engage the PCs and fight until they kill them or are destroyed themselves.
20	A visible pulse of negative energy throbs through the tomb. It extinguishes all non-magical sources of light and forces all creatures unprotected from such energy to make a DC 22 Fortitude save or suffer 3d8 points of damage. If the World Eater in Room N150 has been freed, ignore this encounter.

N69. HARVESTED CRYPT

Even in this place of eternal decay, this room seems especially deteriorated. The walls are lined with alcoves stacked all the way to the ceiling, which are covered by warped panes of broken glass. The surfaces of all walls, the floor, and the shattered glass panes are uneven and riddled with holes.

Initial Attitude: N/A

Encounter: This Room was once a crypt like those found in the Western Outer halls. It housed those who had committed particularly dreadful sins. Between Death's hunters to the south and Vinnara's practice of removing or destroying all corporeal undead, this Room's original inhabitants were destroyed long ago. Only the broken remnants of dozens of regal glass-covered alcove remain.

A potent trap, which releases jets of acid from the high ceiling, remains active to this day. This device is activated as soon as any corporeal being enters, showering everyone in the Room with a potent acid.

Acid Trap: CR 16; mechanical device; location trigger; automatic reset; acid drops from ceiling (20d6 acid, DC 36 Reflex save half); multiple targets (all within the Room); never miss; Search DC 40; Disable Device DC 35.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: 16
Scaling: To increase the challenge of this encounter, increase the damage of the acid trap to 26d6. To decrease the challenge, reduce the Search and Disable Device DCs of the acid trap by –5.

N70. SHATTERED STATUARY

The doors to this Room are magically sealed and radiate unholy energy. Opening them requires *knock* or *dispel magic* and a DC 22 caster level check. Lawful good clerics casting *consecrate* are allowed a DC 20 caster level check to open these doors.

Dozens of figures form a tight circle in the center of this alcove-lined room. Each crafted of the same ebon stone as the walls, these statues are covered in featureless sculpted armor. Unfortunately, what the figures represent or what they are doing in this forsaken place is now forever lost, as most of the sculptures have been destroyed. Upon the floor lie crushed ebon weapons, broken limbs, and desecrated stone heads that were undoubtedly once part and parcel of the decor.

Initial Attitude: N/A

Encounter: This Room was once a crypt housing the remains of fallen knights. The corpses its alcoves held have long since been removed or destroyed. Though few realize it, Vinnara herself was originally entombed in this very Room. After battling and destroying her crypt-mates, her body was reduced to dust, as she absorbed the unholy energy from dozens of other fallen knights. This energy fuels her to this day, and now she seeks to fuel herself only with the strongest warriors she can find.

Encounter Condition: Desecration 10, [Safe]

Tactics: During those battles, Vinnara defiled the statues of noble figures standing in this Room and vowed never to set foot in this place again. Because of this promise, this is the only Room which the PCs are safe from Vinnara. Her servants, however, have no qualms about entering.

Treasure: N/A
EL: N/A
Scaling: N/A

N71. DUST HALL

A whirling white form rises up in a cloud of swirling mist as soon as anyone enters this room, forming a semi-transparent and alien shape.

Initial Attitude: N/A

Encounter: This Room has been empty for centuries. All that remains is a single white burial shroud and ages upon ages of dust. As the PCs enter, their movement disturbs the dust and sets the light shroud floating into the air. This shroud is perfectly mundane. PCs succeeding at a DC 35 Spot check realize this fact, but those who fail this save might easily believe the shroud is actually a ghost.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

N72. FONT OF THE FALLEN PRIESTS

The alcoves that line the walls of this room were set vertically with ornately sculpted dividers, mimicking the alcoves of a priestly loft. Though no bodies fill in the shadowy spaces any longer, these alcoves face a single pedestal at the room's center. From within the chamber comes the sound of lapping water and a recognizably bestial scent.

Initial Attitude: N/A

Encounter: Originally a crypt where false priests were entombed, Vinnara's wraiths and The Great Death's hunters have long since destroyed or removed all the corporeal undead imprisoned within this Room. Nonetheless, there is a vile corruptive force at work in this Room and if the PCs remain too long they will certainly feel it.

A defiled font stands at the Room's center, covered in blood, ichor, and sepsis. Inside, an eternally gurgling spring of blood washes over bones and mummified hands.

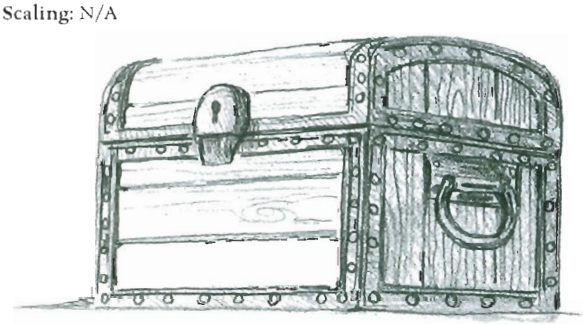
Encounter Condition: Fear 18, Haunted, Unhallowed 12

Tactics: If the PCs remain in this Room for 30 minutes or longer — or drink the blood (for whatever reason) — they must succeed at a DC 24 Will save or have their alignment shift one step closer to neutral evil. PCs that are already neutral evil, lose 2 points of Charisma permanently (cannot be restored by any means) and gain 2 points of Wisdom and the Toughness trait.

In addition, PCs receive vile images of ghastly priests committing atrocities against the gods. Their malignant nature still pulling on the will of the living.

Treasure: As a bonus, anyone drinking from the font, whether they succeed at the Will save or not, are bestowed with *restoration*, as cast by a 12th-level evil cleric. Lawful good PCs suffer a –4 circumstance penalty to the Will saves to resist the blood's taint.

EL: N/A
Scaling: N/A



N73. CRYPT OF THE PRIME LICH

The door to this Room is off its hinges, apparently from the inside. Untriggered holy glyphs can easily be spotted on the floor, in front of the door.

The walls of this chamber were crafted to resemble arcane symbols, magical equipment, and alchemical devices. Sculpted in relief on the walls and floor, stone tubes lead from rhe edge of rhe room to a bier at the room's center. However, all that lies upon the intricately worked platform are the shattered remains of a green glass coffin.

Initial Attitude: N/A

Encounter: This is one of several Rooms constructed by the tomb's celestial creators to house the great defilers and criminals of an age now long past. This particular Room was once the crypt of a powerful necromancer who became known as Invistis, the Prime Lich. Charged with the discovery and use of the secrets of lichdom, Invistis was imprisoned here, supposedly forever. Over the centuries, the wards binding the powerful lich degenerated and his magic eventually freed him. Fortunately, the Prime Lich did not linger in this grim crypt and now lairs elsewhere in this Region.

Encounter Condition: N/A

Tactics: N/A

Treasure: A single clay jar rests in a corner on a bed of straw. The jar looks meticulously crafted, but has cracked open, from the inside. Unholy rune are inscribed on the lid and bottom, apparently drawn in blood over holy runes and sigils to hold the jar closed.

EL: N/A

Scaling: N/A

N74. CRYPT OF THE BLACK EMPRESS

The door to this Room is locked and trapped. Large holy sigils and runes decorate the door, declaring that none should venture here. PCs succeeding at a DC 50 Open Lock check, must still bypass the two traps on the door.

Dictum Trap: CR 8; magic device; proximity trigger (*detect chaos*); automatic reset; spell effect (dictum, 18th-level cleric); Search DC 32; Disable Device DC 32.

Wail of the Banshee Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 18th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

This room is thick with pervasive mustiness, but unlike the dead dry dust of the other halls, the air in this chamber is alive. Through a haze, the walls glimmer with green tubes and gold runes scattered among the sculptures of rotting skulls frozen in fear. All of the decorations face towards the rear of the hall, where a green glass tomb stands erect. Inside is a shrunken black corpse, pierced by dozens of tubes and alchemical devices. In a mock semblance of life, the dead thing's chest rises and falls, as if breathing.

Initial Attitude: Hostile

Encounter: Any PCs that read Celestial discern from the runes that this is the private prison of the Black Empress, Rastara. Along with the name, centuries of crimes are etched between the walls' sculptures and tubing. A religious zealot of a decadent demon prince, Rastara and her cultists subjugated a land and began a genocidal war that lasted for centuries. While she failed in her mission, her body was laid to rest along with all other mass murderers and tyrants. Her and Invistis' tombs faced one another, powerful runes binding them to their home.

Before her death, she place her own heart in a warded jar, beginning the ritual of becoming a lich. However, before should could complete the ceremony, the celestials banished her to this tomb, facing Invistis' own, where lichdom would remain beyond her grasp forever.

The Black Empress Rastara is still sealed in a prison of divine magic and warped alchemical toxins. While not a lich, she is among the most powerful wights in the dungeon. Though Vinnara drove away all corporeal creatures from her realm, she made an exception with Rastara. During her lifetime, Vinnara had heard of the Black Empress' exceptionally vile deeds and came to respect her greatly. When she discovered this tomb within the borders of her territory, Vinnara honored Rastara's memory by leaving her in peace. Besides, as long as she remains imprisoned, Rastara poses no threat to Vinnara's rule. [Who is to say is she could actually defeat her if she broke the wards?]

Though Vinnara drove away all corporeal creatures from her realm, she made an exception with Rastara. During her lifetime, Vinnara had heard of the Black Empress' exceptionally vile deeds, and came to respect her. When she discovered her tomb within the borders of the territory, Vinnara decided to honor Rastara's memory. Besides, for as long as she remains imprisoned, Rastara poses no threat to her rule.

If the PCs leave the Black Empress' tomb alone, they find no threat in this Room. However, if the glass of the coffin is broken, the Black Empress awakens. Confused and full of crazed hatred, she bursts from her crypt and attacks her liberators.

Opening glass coffin requires a series of five separate *dispel magic* spells to unlock the wards guarding her and finally a flaming weapon of some kind, held by lawful good PC, must touch the glass. Otherwise, the PCs must destroy the glass through more direct means. A DC 40 Spellcraft check reveals how to break open the coffin, while a DC 30 Spellcraft only reveals that the coffin is guarded and requires special methods to break open.

Glass Coffin: Hardness 20, hp 500, break DC 100, spell resistance 20.

Encounter Condition: N/A

Tactics: Having slept since the creation of the tomb, the Black Empress knows nothing of the dungeon's inhabitants and layout, or even what has happened to her. In fact, these things matter little as her mind has degraded over the centuries, turning her into little more than a feral beast. If freed, she cannot be reasoned with. In fact, she does not speak except in bestial snarls. She attacks the PC closet to her tomb and concentrates her attacks on him, only relenting if another PC attempts to turn or rebuke her, in which case she attacks this PC instead (assuming the turn or rebuke attempt did not render her unable to).

Every round, as a free action, she may make a DC 24 Will save in order to (think to) use her *orb of storms* against the PC, unleashing a *storm of vengeance* the first chance she gets. If she ever rolls a natural '1' or '2' on this Will save, she smashes the orb against the nearest wall, releasing 4,000 years of pent-up magic.

Use your imagination.

Otherwise, the Room is thrown into chaos as an uncontrolled *storm of vengeance* (caster level 18th) ravages the Room and surrounding area. All the effects last twice as long, but still trigger on the appropriate rounds, overlapping with one another. While the *storm* rages, a *chain lightning* targets a random character in the Room every round.

Treasure: The only valuables in this Room are the enchanted items carried by the Black Empress and the ruby-studded golden crown she wears (worth 2,000 gp).

EL: 16

Scaling: To increase the challenge of this encounter, increase the hit point of the Black Empress to 227. To reduce the challenge, remove her *orb of storms* and *bracers of armor* +3.

The Black Empress, Heartless Wight Sor 11: CR 16; Medium undead (humanoid*); HD 8d12 + 11d12; hp 129; Init +7; Spd 30 ft.; AC 22, touch 17, flat-footed 19; Base Atk +9; Grp +3; Atk +15 melee (1d6+3/19–20 plus energy drain, claw); Full Atk +15/+10 melee (1d6+3/19–20 plus energy drain, claw); SA Clawing touch, create spawn, deathly rage, energy drain, spells; SQ Armor of majesty, damage reduction 5/good and silver, darkvision 60 ft., immune to cold, resistance to electricity 20, undead traits; AL CE; SV Fort +5, Ref +8, Will +16; Str 12, Dex 17, Con —, Int 12, Wis 16, Cha 23.

Skills and Feats: Concentration +25, Hide +14, Knowledge (arcana) +17, Knowledge (history) +6, Listen +16, Move Silently +22, Spellcraft +17, Spot +16; Alertness, Blind-Fight, Eschew Materials, Improved Initiative, Skill Focus (concentration), Weapon Finesse, Weapon Focus (claw).

Armor of Majesty (Su): The Black Empress has a deflection bonus and turn resistance equal to her Charisma bonus –5 (minimum +1).

Clawing Touch (Ex): The Black Empress can make one claw attack in the same round that she casts a touch spell and she can deliver touch spell with her claw attack.

Create Spawn (Su): Any humanoid slain by the Black Empress becomes a wight in 1 round. Spawn are under the command of the Black Empress and remain enslaved until her death. They do not possess any of the abilities they had in life.

Deathly Rage (Su): When the Black Empress is reduced to 30 hp or fewer, she is possessed by a deathly rage for 3d6 rounds. During this time she receives a +4 enhancement bonus to Strength, Dexterity and Charisma, a +4 enhancement bonus to her natural armor, a +5 competence bonus to her Fortitude save and her base attack become +19. While in the killing rage she cannot cast spells. When the deathly rage ends she is stunned for 1 round.

Energy Drain (Su): Living creatures hit by the Black Empress' claw attack gain 1d2 negative levels. The DC is 25 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the black empress gains 5 temporary hit points and a +1 profane bonus to Charisma (to a maximum of +11), the temporary Charisma fades after 1d4 hours. Note: This increases her arcane spell save DC and number of available spells.

Sorcerer Spells Known (6/8/8/7/7/5, save DC 16 + spell level): 0—*acid splash, arcane mark, detect magic, flare, mage hand, message, touch of fatigue, ray of frost, open/close;* 1st—*charm person, chill touch, magic missile, shield, shocking grasp;* 2nd—*cat's grace, eagle's splendor, ghoul touch, resist energy, touch of idiocy;* 3rd—*haste, hold person, vampiric touch;* 4th—*charm monster, black tentacles, fire shield;* 5th—*cone of cold, waves of fatigue.*

Skills: Wights have a +8 racial bonus on Move Silently checks.

Possessions: +2 keen mithril nails, bracers of armor +3, orb of storms, scarab of protection.

N75. WEST GUARD HALL

This vast hall is partially obscured by darkness. A thick blanket of dust cloaks the floor. The high walls stretch to a ceiling hidden somewhere by midnight blackness, but just above floor level are stacks of burial alcoves. Where there should be hundreds of bodies, however, the alcoves are filled with only dust and a stray fragments of splintered bone.

Initial Attitude: Hostile

Encounter: This vast hall has been cleared of all corporeal undead by Vinnara's legions and the southernmost portion of it was turned into a guard post. Hidden within the walls' alcoves and darkened ceiling, four soundless dread wraiths (hp 111, 108, 103, 101) lurk, prepared for any incursion. Due to their constant state of high alert and the persistent darkness, the dread wraiths are hiding and benefit from a +20 circumstance bonus to their Hide checks.

Encounter Condition: Ambush (darkness)

Tactics: The PCs passing through this Room are an unusual example of the type of invaders the dread wraiths were ordered to defend against. Acting as a well-coordinated unit, the dread wraiths surround the PCs when they reach the center of the Room. Initially, each wraith attacks a different opponent. Once they have assessed who the most powerful PC is, they concentrate their attacks on him.

The dread wraiths fight until only two remains. One holds of the PCs, while the other "survivor" alerts Vinnara to the PCs' presence.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, add four dread wraiths. To decrease the challenge, remove one.

Dread Wraith: CR 11; Large undead (incorporeal); HD 16d12; 111, 108, 103, 101; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +8; Grp —; Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N76. EAST GUARD HALL

This broad hall sinks into complete darkness. The high walls are filled with burial alcoves, but in each rests only piles of dust and bone fragments. Near the center of the hall is what looks to be a tall pile of shattered bones, constructed of at least a hundred yellow skeletons. More bones litter the floor as if a great massacre occurred in this chamber long ago.

Initial Attitude: Hostile

Encounter: This hall, like many in the Western Outer Halls, was used to imprison those criminals that had committed a specific sin or were controlled by a certain vice. However, between Vinnara's followers and Death's servants, it has since been cleared of all corporeal undead. When Death's wights originally attacked the creatures in this hall, the resident skeletons put up a considerable fight before succumbing to the more powerful undead. The remains of those dead stand in a grim pile at the Room's center.

When this hall came under the control of Vinnara and her minions it became a guard post, perpetually manned by five dread wraiths (hp 117, 109, 105, 101, 101). In the centuries since they have held this Room, the wraiths have felt no need to disturb the bones, which serve as a grim warning to Death's hunters — who, as a result, give this Room a wide berth.

Constantly on the alert for intruders, the dread wraiths are hiding in the shadows of the darkened ceiling and within the walls' alcoves. The wraiths gain a +20 circumstance bonus to their Hide checks as long as they do not move from their positions.

Encounter Condition: Ambush (darkness), Concealment

Tactics: A well-organized unit, the dread wraith guards are eager to engage the PCs the minute they enter. Operating like the centuries-old military unit they are, they soundlessly surround the PCs. Four wraiths attack from different directions while the fifth descends from the ceiling in the middle of the PCs, flanking them all. The dread wraiths gain a surprise round (if possible), then maneuver to benefit from flanking bonuses throughout the rest of the melee. As much as possible, each wraith focuses its attention on a separate PC, only coordinating their attacks once they have determined which PC is the greatest threat (either physically or magically). Then, three concentrate on this PC until he is defeated.

The dread wraiths fight until only one remains. This final wraith retreats to Vinnara to inform her of the PCs' presence.

Treasure: N/A

EL: 16

Scaling: To increase the challenge of this encounter, add a 32 HD dread wraith lieutenant to the group. To decrease the challenge, remove two dread wraiths.

Dread Wraith: CR 11; Large undead (incorporeal); HD 16d12; 117, 109, 105, 101, 101; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +8; Grp —; Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N77. THE CRYPT OF SAINT AZAMOND

The door to this Room is locked and trapped. Large holy sigils are evidence that no one should enter this Room. PCs succeeding at a DC 50 Open Lock check, must still bypass the two traps on the door.

A sulfurous heat basking in a hellish glow warms this chamber nicely. The walls of the small crypt were sculpted to represent huge screaming faces with mouths agape with horror. These visages are posed as if trying to turn away, but trapped by the horrid construction. At the center of the chamber, were a dozen large and fearful eyes look on in despair, is a pyramid of red glass that stands about chest level. Within is a horned figure that seems to be engulfed in flames, sitting serenely like a meditating monk.

Initial Attitude: Indifferent

Encounter: Though it is not marked anywhere in the Room, this is the crypt of the creature once known as Saint Azamond (hp 158). Supposedly the offspring of a petty tyrant and one of the lords of Hell, Azamond was trapped within the tomb for countless crimes against the gods and the natural order. Since his imprisonment, he has been left to dwell, forever alone, within a magical ward in a cramped crypt.

Like the tomb in Room N74, a barrier holds Azamond under enchanted glass. Should the glass be broken, a supernatural *delayed blast fireball* — cast by a 20th-level wizard — erupts from the pyramid, affecting all creatures within range (except for Azamond). Once the fire has dissipated, Azamond awakens and steps from his centuries-old prison.

Breaking the glass coffin requires a series of five separate *dispel magic* spells to unlock the wards guarding her and finally a flaming weapon of some kind, held by lawful good PC, must break the glass. Beyond that, the PCs must destroy the glass through more direct means. A DC 40 Spellcraft check reveals how to break open the coffin, while a DC 30 Spellcraft only reveals that the coffin is guarded and requires special methods to break open.

Glass Coffin: Hardness 20, hp 500, break DC 100, spell resistance 20.

Azamond appears much like a stereotypical devil, with short black horns sweeping back from a handsome, but red tinged face. He is devilishly charming and politely asks the PCs where he is. While he inspects the structure of his crypt he allows the PCs to ask him a few questions, but answers them only in the most off-handed fashion. After he tires of this Room and the PCs, he simply walks out and explores the rest of the tomb.

Though not initially a threat, Azamond is the ultimate wildcard. After he is freed, he can show up anywhere and make any number of alliances. At first, he wants to test the seals that binds him to the tomb, but after that is done he sets about making himself the Tomb of the Unliving's newest, and perhaps deadliest, warlord.

Encounter Condition: Desecration 15, Distracting Visions 8, Haunted, Negative Energy, Spell Resistance 15, Unhallowed 18

Tactics: Saint Azamond is curt with the PCs, but not hostile, as long as they do not bar his way or become too demanding. If the PCs wear on his patience, he thinks nothing of using his monk abilities and potent clerical magic to destroy them.

He initially tries to incapacitate and weaken his foes, but does not hesitate to kill an immobilized opponent if it suits his plans. If a PC has been particularly offensive, he performs a brutal murder. He stops fighting if the PCs withdraw or stand down for a round. Azamond does not fight to the death and flees by any method available if reduced to less than 50 hit points.

In combat he uses his most destructive powers first, leveling warriors and paladins who hope to challenge him man-to-man. Spellcasters that drop fire or other powerful magic on him, drawn spells like *insect plague* and *flame strike* before he casts *spell resistance* and adds to the overall protectiveness of the Room. If forced into melee, he casts *righteous might* and the uses flurry of blows to paralyze his opponent.

Don't let the PCs off easy. Cornering a lich can be too easy an encounter if it isn't handled correctly. If necessary, have him wake with the equivalent of *stoneskin* (placed there by the celestials before he was entombed).

EL: 21

Scaling: To increase the challenge of this encounter, add three cleric levels to Azamond and change his Initial Attitude to Unfriendly. To decrease the challenge, remove three cleric levels.

Saint Azamond, Tiefling Lich Clr 13/Mnk 3: CR 18; Medium undead (former tiefling); HD 13d12 + 3d12; hp 158; Init +8; Spd 40 ft.; AC 31, touch 26, flat-footed 20; Base Atk +11; Grp +13; Atk +16 melee (1d6+2 plus touch attack plus paralyzing touch, unarmed strike); Full Atk +16/+11/+6 melee or +14/+14/+9/+4 flurry of blows (1d6+2 plus touch attack plus paralyzing touch, unarmed strike); SA Fear aura, flurry of blows, paralyzing touch, spells, touch attack, unarmed attack; SQ Damage reduction 15/bludgeoning and 15/magic, darkness, darkvision 120 ft., evasion, immunity to cold, electricity, polymorph, and mind affecting attacks, resistance to fire 5, tiefling traits, turn resistance +4; AL LE; SV Fort +11, Ref +13, Will +16; Str 15, Dex 19, Con —, Int 14, Wis 20 [22], Cha 14.

Skills and Feats: Balance +6, Bluff +4, Concentration +22, Hide +12, Jump +12 [22], Knowledge (arcana) +18, Knowledge (religion) +18, Listen +16, Move Silently +12, Search +10, Sense Motive +14, Spellcraft +7, Spot +16, Tumbling +12; Alertness, Deflect Arrows[†], Improved Initiative, Lightning Reflexes, Skill Focus (concentration), Stunning Fist[†], Weapon Finesse, Weapon Focus (unarmed strike).

Darkness (Sp): A tiefling can use darkness once per day (caster level equal to class levels).

Evasion (Ex): Azamond can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. If helpless Azamond does not gain the benefit of evasion.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-ft. radius that look at the lich must succeed on a Will save (DC 20) or be affected as though by a fear spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Immunities (Ex): Liches have immunity to cold, electricity, polymorph (though they can use polymorph effects on themselves), and mind-affecting attacks.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save (DC 20) or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description).

The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Touch Attack: A lich has a touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save (DC 20) halves the damage.

Cleric Spells Prepared (6/8/7/6/6/5/4/2, save DC 16 + spell level): 0—*detect magic (2), guidance, resistance (2), virtue;* 1st—*divine favor (2), entropic shield, protection from chaos, protection from good, sanctuary*, shield of faith (2);* 2nd—*aid, bull's strength*, cat's grace, death knell, owl's wisdom, sound burst (2);* 3rd—*daylight, dispel magic (×2), invisibility purge, prayer, protection from energy*;* 4th—*divine power (×2), freedom of movement, poison, spell immunity*;* 5th—*flame strike, insect plague, righteous might*, spell resistance, true seeing;* 6th—*animate object, antilife shell, antimagic field*, blade barrier;* 7th—*grasping hand*, destruction.*

* *Domain Spell.* Domains: Protection (protective ward) and Strength (feat of strength).

Skills: Liches have a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. A tiefling has a +2 racial bonus on Bluff.

Possessions: Bracers of armor +4, periapt of wisdom (+2), ring of protection +1, ring of improved jumping, scroll of greater dispel magic (13th), scroll of harm (13th), scroll of heal (13th), scroll of mass inflict serious wounds (13th).

N78. CRYPT OF THE FORGOTTEN ONE

The door to this Room is locked and trapped. Large holy sigils are evidence that no one should enter this Room. PCs succeeding at a DC 50 Open Lock check, must still bypass the two traps on the door.

The walls of this room are completely bare and perhaps a shade lighter then elsewhere in the tomb. At the center of this crypt is a depressing-looking stone bier, now thick with dust.

Initial Attitude: Varies

Encounter: This Room once held an undead being called the Forgotten One. It seems that even the gods were not sure where this faceless evil originated from; only that it should never have been set free upon the mortal world. When the angels created the Tomb of the Unliving, the Forgotten One was placed in stasis in this crypt, but even the power of the celestials could not force it to rest for long. Upon awakening, the living corpse rose and soon came across the crypt of the Black Empress (Room N74). Reading of the ancient tyrant's horrible past, the Forgotten One adopted it as its own and became the Black Empress. It has since then created a new identity for itself, extrapolating upon the original's history of atrocities.

Maddened by the centuries, the Forgotten One has lost its sense of purpose. It remains in this chamber, hides in the shadow of the high ceiling. Even if a creature were to enter its lair, the Forgotten One may appear as a shadow and simply remain hidden until they leave. PCs entering this Room should roll on the following chart to see the Forgotten One's condition.

1d20	Condition
1–4	Suffering from hysteria and memories that do not mesh, the Forgotten One strikes. It rages as a barbarian. Ambush (darkness), Fearless.
5–10	The Forgotten one remains hidden, gaining a +10 bonus to Hide checks.
11–12	From the shadows, she attempts to turn the PCs as though they were undead.
13–18	The Forgotten one casts *harm* (and other *inflict* spells) from hiding.
19	The Forgotten one drops from the ceiling and threatens to destroy the PCs with powerful death magic (including powers she does not have).
20	The Forgotten one welcomes the PCs to its lair, seducing them with whatever charms its can muster.

Encounter Condition: Varies

Tactics: The Forgotten One is a crazed but extremely powerful ghost that now believes it is the incarnation of the Black Empress. It keeps to itself and does not bother Vinnara or her incorporeal servants.

If a battle erupts, the Forgotten One swoops down upon the PCs. On the first round of battle, it moans loud and incomprehensible babble, using a combination of its frightful noises and horrific appearance abilities against the PCs. It then descends upon its foes and uses its malevolence ability to merge its body with the strongest looking female PC (or the strongest looking male warrior if there are no females in the group). Once engaged in battle, the Forgotten One fights until destroyed, using its corrupting touch and divine spells against all who would face it.

Treasure: N/A

EL: Varies

Scaling: N/A

Forgotten One, Ghost Ftr 6/Clr 11: CR 20; Medium undead (formerly human, incorporeal); HD 6d12+11d12; hp 111; Init +5; Spd fly 30 ft. (perfect); AC 12, touch 12, flat-footed 11; Base Atk +14; Grp —; Atk +15 melee touch (1d4 ability drain, draining touch); Full Atk +15/+10/+5 melee touch (1d4 ability drain, draining touch); Space/Reach 5 ft./5 ft.; SA Draining touch, malevolence, spells; SQ darkvision 60 ft., manifestation, incorporeal subtype, rebuke undead, rejuvenation, [turn living], +4 turn resistance; AL CE; SV Fort +12, Ref +8, Will +13; Str 15, Dex 12, Con —, Int 10, Wis 19, Cha 16.

Skills and Feats: Concentration +14, Craft (swordsmith) +18, Diplomacy +6, Heal +14, Hide +9, Intimidate +9, Knowledge (religion) +8, Listen +14, Search +8, Spellcraft +5, Spot +14; Alertness, Blind-Fight, Cleave, Combat Casting, Great Cleave, Improved Initiative, Improved Sunder, Lightning Reflexes, Power Attack, Weapon Focus (great sword), Weapon Specialization (great sword).

Draining Touch (Su): A ghost that hits a living target with its incorporeal touch attack drains 1d4 points from any one ability score it selects. On each such successful attack, the ghost heals 5 points of damage to itself. Against ethereal opponents, it adds its Strength modifier to attack rolls only. Against nonethereal opponents, it adds its Dexterity modifier to attack rolls only.

Malevolence (Su): Once per round, an ethereal ghost can merge its body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 18th), except that it does not require a receptacle. To use this ability, the ghost must be manifested and it must try move into the target's space; moving into the target's space to use the malevolence ability does not provoke attacks of opportunity. The target can resist the attack with a successful Will save (DC 18). A creature that successfully saves is immune to that same ghost's malevolence for 24 hours, and the ghost cannot enter the target's space. If the save fails, the ghost vanishes into the target's body.

Manifestation (Su): A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells do not work on non-ethereal targets. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Rejuvenation (Su): In most cases, it's difficult to destroy a ghost through simple combat: The "destroyed" spirit will often restore itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. A ghost that would otherwise be destroyed returns to its old haunts with a successful level check (1d20 + ghost's HD) against DC 16. As a rule, the only way to get rid of a ghost for sure is to determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research.

Clerical Spells Prepared (6/7/6/6/5/3/2, save DC 14 + spell level): 0—*guidance (2), resistance (3), virtue;* 1st—*bane, doom, deathwatch, divine favor (2), protection from good**, *shield of faith;* 2nd—*aid, desecrate**, *hold person, sound burst, spiritual weapon (manifests as a great sword) (2);* 3rd—*animate dead**, *blindness/deafness (2), prayer, protection from energy, summon monster III;* 4th—*spell immunity, summon monster IV* (×2), *unholy blight** *(2);* 5th—*dispel good* *, *spell resistance, summon monster V;* 6th—*create undead**, *harm.*

* Domain Spell. *Domains:* Death (death touch) and Evil (evil spells at +1 caster level).

Skills: Ghosts have a +8 racial bonus on Hide, Listen, Search, and Spot checks.

N79. GUARD POST

This hall was constructed to resemble a regal antechamber. Though the walls are the same nightmarish black as elsewhere in the tomb, a fountain-like sculpture was set at the room's center. No water spills over its sides or sprays from its faucets.

Initial Attitude: Hostile

Encounter: This Room was built to be an antechamber of sorts; an entry hall leading to the personal tombs of so many great evil beings, but the fountain-shaped sculpture was never functional.

Despite the poignant purposeful design of this Room, Vinnara turned it to a more pragmatic one. Being a potential crossroads from several directions, she set a patrol of four dread wraiths (hp 112, 107, 104, 102) here to constantly guard the Section against intruders. They are particularly cautious against wights and living creatures.

Ever on alert, these fiends hide within the dark chamber, gaining a +10 circumstance bonus to their Hide checks.

Encounter Condition: [Ambush (darkness)]

Tactics: If the PCs arrive from the south, the dread wraiths are ready for them and ambush from the shadows. In any case, they are eager to meet living opponents in combat and, as soon as the party enters, all four charge out from the westernmost part of the Room to attack. The wraiths fight whichever PCs seem most vulnerable or close to them. Once engaged, they fight this PC until they destroy him.

After 2d6 rounds of fighting, allow the wraiths in Room N80 Listen checks to overhear the commotion. They suffer a –6 circumstance penalty to the check due to the design of the walls, unless of course, the doors between the two Rooms are open.

The dread wraiths fight until only one remains. This last wraith attempts to retreat to report back to Vinnara, telling her of the PCs presences and what abilities it has witnessed.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, add two dread wraiths, with 24 HD each. To decrease the challenge, remove one.

Dread Wraith: CR 11; Large undead (incorporeal); HD 16d12; 112, 107, 104, 102; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +8; Grp —; Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and avoid it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N80. TEMPLE OF THE GOD OF SLAUGHTER

This wide hall is filled with sculpted skulls, circling out in a macabre starburst initiated from one huge skull on the opposite wall. This horrific sculpture has its head thrown back in partial exaltation as the smaller skulls stream from it across the stonework, and its teeth are filed to cannibal points. It looks as though the massive, monstrous visage's eyes are flickering with a life of their own.

Initial Attitude: Hostile

Encounter: Created by Vinnara to revere the bloody god that she championed in life, this is the chapel of her army, dedicated to the god of slaughter. Though the undead are less than devout, this Room is maintained and treated with the sanctity that befits a shrine to the dark gods. One of Vinnara's lieutenants, a powerful dread wraith (hp 213), and a small host of acolyte wraiths (hp 65 each) constantly maintain the temple. These creatures see the PCs as defilers and invaders. They attack them on sight.

In addition, this Room is under the effect of *unhallow*, giving a bonus to the undead's attack rolls and hit points.

Encounter Condition: Unhallowed 16

Tactics: The wraiths are not hiding and attack the PCs as soon as they see them. The acolyte wraiths charge the closest PCs and gang up on them while the dread wraith lieutenant targets PCs who bear the symbol of a god other than the god of slaughter.

After 2d6 rounds of fighting, allow the dread wraiths in Room N79 Listen checks to overhear the commotion. They suffer a –6 circumstance penalty to the check due to the design of the walls, unless of course, the doors between the two Rooms are open.

The wraiths fight to the death defending the temple, but Vinnara's lieutenant flees if reduced to less than half of its total hit points. It attempts to report back to Vinnara and alert her of the PCs presence.

EL: 16

Scaling: To increase the challenge of this encounter, add two 28 HD dread wraiths. To decrease the challenge, remove the dread wraith lieutenant.

Dread Wraith Lieutenant: CR 14; Large undead (incorporeal); HD 24d12; hp 213; Init +13; Spd Fly 50 ft.; AC 25, touch 25, flat-footed 16; Base Atk +12; Grp —; Atk +18 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +18 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +8, Ref +15, Will +18; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +30, Intimidate +32, Knowledge (religion) +28, Listen +31, Search +28, Sense Motive +29, Spot +31, Survival +4 (+6 following tracks); Alertness[B], Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Whirlwind Attack.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 29 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a dread wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Wraith: CR 7; Medium undead (incorporeal); HD 10d12; hp 65; Init +7; Spd Fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +5; Grp —; Atk +9 melee (1d6 plus 1d6 Constitution drain, incorporeal touch); Full Atk +9 melee (1d6 plus 1d6 Constitution drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +3, Ref +6, Will +9; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +16, Intimidate +15, Listen +17, Search +15, Sense Motive +13, Spot +17, Survival +2 (+4 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Weapon Focus (incorporeal touch).

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

N81. ASHES OF THE DEAD

What look like dozens of stone drawers fill the walls of this small room, reaching to a low ceiling just out of arm's reach. The scent of dust and ash fills the chamber, making it close to impossible to breathe.

Initial Attitude: N/A

Encounter: Many of the truly crazed who are imprisoned within the tomb fought until their very bodies were destroyed. This mattered little to their celestial captors, who cremated their spiteful bodies, entombed their ashes, and left their souls to wander the halls of their tomb in aimless madness. It is from this Room and others like it that many of the wraiths and allips that wander the halls of this Region have their bodily remains stored.

Encounter Condition: Negative Energy

Tactics: N/A

Treasure: Searching the stone drawers in this chamber, the PCs find only chalky, gray ash. If this ash is applied to their arms and armor, they gain a +4 profane bonus to AC and damage rolls against all the incorporeal creatures in this Section (except Vinnara). In addition, the mischance for being incorporeal reduces to 25%.

EL: N/A

Scaling: N/A

N82. GHASTLY REMAINS FORGED FROM EVIL

A wide circle of darkened stone dominates the center of this small chamber. A closer look reveals runes carved into the blackened floor. The charred remains of what looks like a human lie heaped upon the runes.

Initial Attitude: N/A

Encounter: This Room once housed a powerful forge that Vinnar used to burn the remains of destroyed creatures. Though it has been a long time since it has seen any use, the magical writings upon the floor can still be activated. PCs who study the runes for at least ten minutes and who succeed at a DC 40 Spellcraft check uncover how to activate the

forge. Failing this check by more than 5 means that the PCs know how to activate the rune, but they do not clearly understand what they are about to do (or they believe the magical writing will have an entirely different effect). Activating this magical device takes 10 minutes. At the end of this period, hot flames appear in the center of the Room, forming what looks like a massive column of glowing fire. Once activated, the magical incinerator burns as a maximized *wall of fire* cast by a 12th-level wizard. It remains active for one full month. Anyone passing through the flames suffer 32 points of fire damage each round, while creatures within the Room suffer 8 points of fire damage each round.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

N83. FORGED FROM SPITE

A pillar of sparkling bluish flames rise in the heart of this small chamber. The heat from the unnatural fire can be sensed as soon as the door of this room is opened.

Initial Attitude: N/A
Encounter: This Room, identical to Room N82, holds a magical forge, which burns eternally. A closer look inside reveals a multitude of runes forming a circle upon the stone floor around the column of hot flames. A successful DC 40 Spellcraft check reveals not only that the runes generate the magic fire, but also that this magical device could be stopped once. The runes, however, are now damaged and the fire burns forever. The flames burn as a permanent *maximized wall of fire*, as cast by a 12th-level wizard.

Anyone entering this chamber suffers 8 points of fire damage each round. Those attempting to pass through the flames suffer 32 points of fire damage.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

N84. SACKED BURIAL CHAMBER

The walls of this confined chamber are inset with heavy stone drawers. Two dozen of them take up the majority of the far wall, but all are opened and empty. The air of the room is thick and dry, and a layer of undisturbed ash covers the entire floor. A blanket, something obviously stored beneath it, lays in a corner.

Initial Attitude: N/A
Encounter: Centuries ago this Room was guarded by magical traps, but the remains of the dead have fled from it and the magic dissipated. Nothing remains, save for a blanket and the body of a dwarven thief that never raised as undead remains.

Encounter Condition: N/A
Tactics: The dwarf is among the last of a group of treasure seekers who looted the tomb decades ago. This one was killed in his sleep, still clutching a holy symbol in his hand. It is unclear what killed him, but whatever did, turned both his body and his gold coins black.

Treasure: PCs searching the body uncover an undamaged *minor ring of spell storing* (*with magic missile*), a bent holy symbol, and 51 blackened gp.

EL: N/A
Scaling: N/A

N85. CRYPT OF THE ASHEN WRAITH

The door to this Room has been broken off its hinges, from the inside.

The walls of this chamber were sculpted to resemble an ocean of blood flowing down in great clots. At the center of the small crypt lies a single stone funeral bier, sculpted as twin stone claws reaching up from the dusty floor. Where there should be a body, however, there is only the center of a great ashen blast ring that scorched every surface of the chamber.

Initial Attitude: N/A
Encounter: Vinnara was not the first warlord to control this Section of the tomb. Fighting and defeating a powerful dread wraith for control of not only the Region but also a large portion of his followers, Vinnara claimed her realm by laying her enemy in its very crypt. Now, only scorch marks remain of that epic battle.

Encounter Condition: Fear 22, Negative Energy*
Tactics: The evil that radiates this Room is powerful and the Negative Energy Encounter Condition is twice as powerful as normal.
Treasure: N/A
EL: N/A
Scaling: N/A

N86. ROOM OF REPENTANCE

The door to this Room has been defiled with unholy sigils and runes. Scorch marks have been inscribed into the wood surreptitiously over time.

This small room holds nothing but a spiraling rune on the floor, etched in shimmering red. Immediately across stands the twin of the simple door leading into this chamber.

Initial Attitude: N/A
Encounter: This Room is harmless to all good living creatures. The rune on the floor is a symbol in the Celestial language, which means "Repent". Any creatures (living or otherwise) of evil alignment that pass through the Room must make a DC 36 Fortitude save or suffer from a burst of positive energy that instantly reduces their hit points to half.

As a result, few undead come here, although the door has been defiled.

Encounter Condition: Positive Energy, Safe
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

N87. DEAD WAVE

Upon the southern end of this chamber is a shimmering wall of black liquid. Supported by an unknown force and constantly rippling and flowing in unfathomable vertical tides, this strange wall stands in place, completely defying gravity.

Initial Attitude: N/A
Encounter: A potent wave of negative energy released by the World Eater is trapped in this Room. Living creatures that even so much as step within 10 ft. of the wall instantly suffer 20d8 points of damage from negative energy as the potent essence washes over them. In the same round, the black wall moves through the Room, affecting everyone within, before disappearing. A successful DC 38 Fortitude save reduces the amount dealt by the magical wall in half.

Once released upon all within the Room, the eerie wave falls and dissipates into thin air, as though it had been a strange mist or an illusion.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

N88. ASHES TO ASHES

This room holds nothing but four featureless walls and a waist-high pile of ancient dust. The dust is an unusual dull shade of black. An unholy energy bathes everything as the light fades around you. On the north wall, a door with unholy sigils burnt into its surface, beckons.

Initial Attitude: Neutral

Encounter: Like so many others that wasted their bodies fighting against the celestials that would imprison them, one entire cult raged against the heavenly captors but was eventually struck down. The combined ashes of the cult's members rest in an undisturbed pile in the center of this Room.

The cult members still haunt the ashes that once made up their bodies. PCs moving through this Room automatically disturb the fragile ashes unless they succeed at a DC 22 Dexterity check. Anyone disturbing the ashes stirs up an allip horde (hp 390) and enough dust to reduce normal vision in this Room to 5 ft. Beyond this range, PCs are considered blinded.

Encounter Condition: Fog 5, Smoke, Unhallowed 10

Tactics: The allips only attack if their remains are disturbed. Once they are, the undead strike in a manner befitting the crazed dead, completely randomly and without tactics. The allips fight until destroyed, all the while moaning disquieting babble.

Treasure: The door on the north wall is a false door, that is still locked. The sigils are harmless, burned there by allips maddened by the uselessness of their hands.

A DC 40 Open Lock check unlocks the door, revealing a wall of red-black bricks, different from the stones of the dungeon. A DC 30 Search check reveals a series of four loose stones with little to no mortar between them. If removed with DC 14 Strength check, the PCs find a niche where a series of clay jars are stored.

The clay jars are now empty, but once held the souls of liches and mummies buried in the Region. The DM may wish to make these part of a bigger story or bargaining chips against Invistis and Kasteoficiss. Alternately, they can be of some use to Vinnara or the newly awakened Saint Azamond (Room N77).

Lastly, they could be sanctified and prepared *soul jars*, for powerful PCs who wish to unlock the rites of immortality.

EL: 16

Scaling: To increase the challenge of this encounter, increase the hit point total of the allip horde to 600. To decrease the challenge, reduce the hit point total of the allip horde to 300.

Allip Horde: CR 16; Medium undead (horde, incorporeal); HD 120d12; hp 390; Init +5; Spd Fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +60; Grp —; Atk +61 melee (4d4 Wisdom drain, incorporeal touches); Full Atk +61 melee (4d4 Wisdom drain, incorporeal touches); Space/Reach 20 ft./5 ft.; SA babble, madness, wisdom drain; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL (Always) NE; SV Fort +1, Ref +4, Will +4; Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18.

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

Babble (Su): An allip horde constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 ft. of the allip horde must succeed on a DC 20 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

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

Wisdom Drain (Su): An allip horde causes 4d4 points of Wisdom drain each time it hits with its incorporeal touches attack. On each such successful attack, it gains 20 temporary hit points.

N89. SOUTHERN MUSTERING GROUND

This massive hall seems unusually dark. A closer look reveals deep shadows that turn, twist, and rise by themselves. Nasty red eyes dot the shadows, which are clearly imbued with unlife.

Initial Attitude: Hostile

Encounter: Vinnara keeps a sizable garrison of her lesser soldiers mustered in this great hall at all times, in case she needs to deploy her forces swiftly. Unless the PCs are somehow using magic to pass unseen, the wraiths (hp 65 each), dread wraiths (hp 104 each), and dread wraith lieutenants (hp 172, 163) in this Room attack as soon as they enter.

Encounter Condition: N/A

Tactics: Sensing the living, the lesser wraiths' only thoughts are to take out their hatred on the PCs. Meanwhile, the dread wraiths concentrate their attacks on the most heavily armed PCs, cunningly maneuvering to flank their enemies. While the rest of their forces attack, the lieutenants concentrate their strikes on the spellcasters, combining their efforts with any wraith already engaged with them. All wraiths, with the exception of Vinnara's lieutenants, fight until destroyed. The Lieutenants flee once three-quarters of their troops are destroyed. They retreat to report to their mistress.

Treasure: N/A

EL: 18

Scaling: To increase the challenge of this encounter, boost the HD of the typical dread wraiths to 24 and the HD of the lieutenants to 32. To decrease the challenge, remove the dread wraith lieutenants.

Dread Wraith: CR 11; Large undead (incorporeal); HD 16d12; 104; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +8; Grp —; Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Dread Wraith Lieutenant: CR 14; Large undead (incorporeal); HD 24d12; hp 172, 163; Init +13; Spd Fly 50 ft.; AC 25, touch 25, flat-footed 16; Base Atk +12; Grp —; Atk +18 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +18 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +8, Ref +15, Will +18; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +30, Intimidate +32, Knowledge (religion) +28, Listen +31, Search +28, Sense Motive +29, Spot +31, Survival +4 (+6 following tracks); Alertness^, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative^, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Whirlwind Attack.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 29 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a dread wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Wraith: CR 7; Medium undead (incorporeal); HD 10d12; hp 65; Init +7; Spd Fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +5; Grp —; Atk +9 melee (1d6 plus 1d6 Constitution drain, incorporeal touch); Full Atk +9 melee (1d6 plus 1d6 Constitution drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +3, Ref +6, Will +9; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +16, Intimidate +15, Listen +17, Search +15, Sense Motive +13, Spot +17, Survival +2 (+4 following tracks); Alertness^, Blind-Fight, Combat Reflexes, Improved Initiative^, Improved Natural Attack (incorporeal touch), Weapon Focus (incorporeal touch).

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

N90. BROKEN HALLS

The central wall dividing the two crypts making this room has fallen. Long ago, its ebon rock crumbled like so much dried clay, thus forming a small and uneven corridor connecting the two burial chambers. Several sculpted stone skulls peer sorrowfully from the rubble.

Initial Attitude: N/A

Encounter: Powerful negative energy waves emanating from the The World Eater (Room N159) eventually crumbled the wall. Any PC making a DC 24 Knowledge (architecture and engineering) check determines the strength of the stone has been unnaturally drained away, much like the rubble the PC saw strewn outside the tomb. It is perfectly safe to navigate between the two crypts, however, as most of the stone has already fallen.

Encounter Condition: Negative Energy^

Tactics: The power of the Negative Energy Encounter Condition is twice as potent as normal in this Room.

Treasure: N/A

EL: N/A

Scaling: N/A

N91. DEAD BONES

From the black walls of this chamber, dozens of demonic busts sneer and smile down from above empty burial alcoves. Four gray skeletons also lie, unmoving, upon the dusty floor.

Initial Attitude: N/A

Encounter: A patrol of Vinnara's guards caught a group of Death's wight hunters scouring this area a few years ago. The remains of that brief battle still linger in this Room. Any PC that makes a DC 24 Heal check can determine that all life has been forcibly stripped from the bones, a DC 30 Spellcraft check reveals that some evil is at work, and a DC 24 Will save makes the PCs aware that something powerful is at play here… almost as if they were being watched.

The demonic busts above the alcove of this Room make up one of the deadliest traps in the Region. Fashioned by a powerful undead who dwelt here centuries ago, the demonic heads release potent blasts of cold energy upon any living creatures caught inside the Room. This trap activates one round after anyone enters the Room, and affect all within.

Cold Energy Trap: CR 14; magic device; proximity trigger; automatic reset; magical effect (cold energy, 24d6 cold, DC 30 Reflex save half); multiple targets (all within the Room); Search DC 35; Disable Device DC 35.

Encounter Condition: Extreme Cold, Fear 15

Tactics: If the DM likes, Vinnara can be watching this Room, eager to meet anyone who could survive this trap. Alternately, she can arrive seconds after the trap explodes, ambushing the PCs from behind the walls.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, increase the damage of the cold energy trap to 30d6. To decrease the challenge, reduce the damage of the cold energy trap to 18d6.

N92. ASHEN MORTAR

The dark walls of this chamber are featureless, except for a vast spider web of cracks filled with a strange gray mortar substance.

Initial Attitude: N/A

Encounter: One round after the PCs enter this Room, a thousand invisible voices begin to babble. The voices are loud and disquieting, and infused with the potent negative energy released by the World Eater. All living creatures within the Room and able to hear these voices must make a DC 30 Will save each round or become cursed, suffering

from a permanent –8 penalty on either attack rolls, Fortitude saves, Reflex saves, Will saves, ability checks, or skill checks (selected randomly). A creature may be affected up to six times by this potent curse. Each time, it suffers a –8 penalty to another type of roll, save, or check. A *remove curse* cast upon a victim cancels only one effect of this great curse, while a *break enchantment* or *limited wish* annuls up to three effects, and a *miracle* or *wish* lifts all of its effects.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 16

Scaling: To increase the challenge of this encounter, raise the save DC of the Room's magic curse to 35. To decrease the challenge, reduce the save DC to 25.



N93. SPECTRAL ARMORY

Large columns of dark stone support this wide hall. The walls of the chamber are made from the same stone as the remainder of the tomb, complete with a number of empty burial alcoves. However, upon the walls, floating seemingly in and of its own accord, is an entire arsenal of spectral weaponry. Each semitransparent and crafted into fierce, unholy shapes, the weapons seem to silently provoke anyone who enters.

Initial Attitude: Hostile

Encounter: This Room holds Vinnara's armory, which was brought into being by the sheer force of the ghost's will and the devotion of her servants. Though created of the same spectral force composing her wraiths' bodies, these weapons are just as tainted and dangerous as these creatures.

Any living PC moving within 5 ft. of any of the weapons stored in this Room's many alcoves causes the most powerful weapons in the arsenal to animate and attack.

Encounter Condition: N/A

Tactics: Unless the PCs enter this Room with an escort from Vinnara's servants, a spectral great sword, bastard sword, spiked chain, scythe, double axe, dire flail, falchion, warhammer, ranseur, greatclub, and composite longbow (with 40 arrows) animate and attack as soon as anyone moves within 5 ft. of any weapon. Treat each of these weapons as if they were a dread wraith wielding a *+2 ghost touch weapon* of the same type. These weapons have all the special abilities and attacks as dread wraiths, except for their Constitution drain special abilities.

There are eleven spectral weapons (hp 96 each) in all.

In battle, the weapons are extremely organized and, if suited to their specific type, attempt to make sunder and trip attacks. After an initial round or two, the weapons decide which PC poses the greatest threat and attack them to exclusion of all others.

If the party enters with an escort loyal to Vinnara, the spectral weapons remain inanimate.

Treasure: As it is defeated, each weapon has a 25% chance of becoming an inanimate *+2 ghost touch weapon* the PCs can claim. Otherwise, it turns to vapor and dissipates.

EL: 16

Scaling: To increase the challenge of this encounter, add two spectral weapons. To decrease the challenge, remove two.

Animated Spectral Weapon: CR 9; Large undead (incorporeal); HD 16d12; hp 96; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +8; Grp —; Atk +16 melee (2d6, incorporeal touch); Full Atk +16 melee (2d6, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: —

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a spectral weapon at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Spectral weapons are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A spectral weapon notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Create Spawn (Su): Any humanoid slain by a spectral weapon becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of Vinnara and remain enslaved until its death. They do not possess any of the abilities they had in life.

N94. EMPTIED HALL

This hall has been emptied. There is not a single bone in sight in any of the walls' numerous alcoves, nor a single mote of dust to be found. The entire place seems to have been unnaturally scoured of any traces of life.

Initial Attitude: N/A

Encounter: Between Vinnara's expulsion of the corporeal dead, The Great Death's need for slaves, and the tides of negative energy caused by the World Eater, everything but the stone structure of this Room has been exhausted. Over the course of the next few years it is likely the walls and ceiling of this Room will collapse, as was the case in Room N90.

Any PC succeeding at a DC 25 Knowledge (architecture and engineering) check determines the walls have already begun to weaken and it is only a matter of time before the Room is filled with rubble.

Encounter Condition: Negative Energy**

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: N/A

EL: N/A

Scaling: N/A

N95. SPECTRAL BARRACKS

Several strangely shaped columns and pillars, carved into repeating images of sorrowful black skulls, fill this chamber. Hung between these supports, and indeed seeming to stretch vertically across much of the room, are hundreds of dark wisps of thin burial shrouds.

Initial Attitude: Hostile

Encounter: The four entryways leading into this Room, which serves as the "barracks" for Vinnara's troops, have no doors set into them. Though it is obviously unnecessary for the ghost's wraith soldiers to sleep, the militaristic and nostalgic feel of the barracks causes them to relate to this Room with reverence.

The strange black wisps dominating this hall are in fact a network of spectral bunks and hammocks used by the wraiths and dread wraiths serving Vinnara. Though the undead suffer no ill effects from them, any living creature passing through this great net of negative energy finds itself weakened by the otherworldly chill. Any living being moving 10 ft. or more through this Room must make a DC 34 Fortitude save or take 1d8 points of Strength damage. The victim of this effect must also succeed at a DC 28 Fortitude save one minute later or suffer 1d2 level drain.

Encounter Condition: Ambush (darkness), Concealment (total)

Tactics: When the PCs enter the barracks, there are twelve wraiths (hp 32 each) in the Room.The wraiths are vigilant. They are automatically made aware of the PCs' presence, as they keep a close eye on all open doorways leading into this Room. As the PCs approach, the wraiths hide among the spectral bunks. The undead blend in perfectly with the inanimate wisps and gain a +15 circumstance bonus to their Hide checks.

After the PCs enter, one wraith floats from hiding, coaxing the intruders to engage it. Fully knowing the dangerous nature of the strands, the wraith hope the PCs will charge it, allowing the other wraiths to dispatch them quickly. Though this tactic most likely works once, the wraiths hope it can sway the battle in their favor.

Treasure: N/A

EL: 14

Scaling: To increase the challenge, add two dread wraiths and give the wraiths an automatic surprise round. To decrease the challenge, lower the save DC of the ghostly net by –4 each.

Wraith: CR 5; Medium undead (incorporeal); HD 5d12; hp 32; Init +7; Spd Fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +2; Grp —; Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Full Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness', Blind-Fight, Combat Reflexes, Improved Initiative'.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N96. TRAINING GROUND

Half a dozen shadows of deepest night sway and dance in a fearful battle of silence and breathlessness amid a field of black rubble. The rubble covers the entire floor, turning it into a clearly uneven and precarious surface.

Initial Attitude: Hostile

Encounter: This is a training ground where Vinnara's troops endlessly hone their skills. The six dread wraiths (hp 117, 112, 107, 104, 101, 97), currently conducting battle drills, notice the PCs as soon as they move within 60 ft. of this Room. While the drills are a mock representation of their mortal lives, the dread wraith's take it seriously.

Encounter Condition: Fearless, Hazardous Footing 22

Tactics: Well organized and eager to do battle, the wraiths advance in an even wave, attacking the strongest combatant and any cleric or paladin openly bearing the sigil of his deity. These fiends fight in melee, using their deadly incorporeal touch attacks and flanking their opponents at every occasion they get. They ignore any other PCs until they destroy their targets.

Meanwhile, the other two dread wraiths soar into the air. They hover above the PCs for one round before descending upon them in a powerful swoop. While attacking in this manner, the wraiths gain a +10 competence bonus to their attack rolls. They can only attack every two rounds, however, taking one full round to fly above the PCs before descending upon them again, one round later.

Treasure: N/A

EL: 18

Scaling: To increase the challenge of this encounter, add two dread wraiths. To decrease the challenge, remove two.

Dread Wraith: CR 11; Large undead (incorporeal); HD 16d12; 117, 112, 107, 104, 101, 97; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +8; Grp —; Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness', Blind-Fight, Combat Reflexes, Dodge, Improved Initiative', Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N97. GUARD POST

Corridors stretch in every direction from this small hall, but four forms — shadows blacker then the onyx walls surrounding the place — float above the floor's center.

Initial Attitude: Hostile

Encounter: This is one of Vinnara's many guard posts. Unless the PCs are using magic to disguise their passage, the four dread wraiths (hp 113, 108, 103, 98) notice the PCs approach, either from the north or south.

Encounter Condition: Ambush (darkness), Fearless, Poor Footing 18

Tactics: If the wraiths noticed the PCs approach, they gain an automatic round of surprise. The four of them charge PCs wearing thick armor or bearing the symbol of good or neutral deities. After 1d4 combat rounds, one of the wraith retreats to warn Vinnara (Room N102) of the PCs presence.

If the wraiths only notice the PCs once they enter the Room, three of them enter combat, while the fourth immediately retreats to warn Vinnara.

Treasure: N/A

EL: 16

Scaling: To increase the challenge of this encounter, increase the Hit Dice of each dread wraith to 24 and give them an automatic surprise round regardless of how the PCs approach. To decrease the challenge, remove one dread wraith and ignore the automatic surprise round.

Dread Wraith: CR 11; Large undead (incorporeal); HD 16d12; 113, **108, 103, 98**; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed **16; Base Atk** +8; Grp —; Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness[b], Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[b], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N98. ASHES TO ASHES

The walls of this square chamber are cracked and covered in what looks like splotchy patches of gray clay. This dusty mortar was applied by an unskilled hand, and does not seem to be part of the original wall.

Initial Attitude: N/A

Encounter: Like Room N94, this Room has been infused with the ashes of the crazed undead that fought against their celestial captors. Starting 1 round after the PCs enter, the sound of potent babbling voices emanates from the walls. All living creatures within the Room and able to hear these voices must make a DC 30 Will save each round or become cursed, suffering from a –6 penalty in a random ability score (Strength, Dexterity, etc.). A creature can only be affected by this effect six times. Each time it is affected, a different ability score suffers a –6 penalty. Once all six ability scores of a creature have been reduced, it becomes immune to the Room's potent magic. A remove curse cast upon a victim cancels only one effect of this great curse, while a break enchantment or limited wish annuls up to three effects, and a miracle or wish lifts all of its effects.

Encounter Condition: Negative Energy[MM]

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: Each PC digging into the gray mortar of the walls for at least 1 hour are allowed a DC 35 Search check. Success reveals a *+3 keen unholy great sword*, obviously a source of undead attraction.

EL: 16

Scaling: To increase the challenge of this encounter, raise the save DC of the Room's magic curse to 35. To decrease the challenge, reduce the save DC to 25.

N99. EMPTY MUSTERING HALL

This darkened hall is filled with a preternatural chill. Though there is no immediate explanation for it, the cold seems not so much to penetrate the body, but rather to drain the warmth from all living things.

Initial Attitude: N/A

Encounter: Should Vinnara ever need extra troops, she uses this Room to rally a second garrison. This Room is infused with potent magic created by the negative energy released by the World Eater and is the perfect well of evil.

All living creatures spending more than two rounds in this Room must succeed at a DC 30 Will save or become shaken for 4d6 minutes. Once they regain their composure, all PCs who were shaken must succeed at a DC 30 Fortitude save or suffer 1 Constitution drain and 1 Wisdom drain.

Encounter Condition: Negative Energy[MM]

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: N/A

EL: N/A

Scaling: N/A

N100. GUARDS AND WARDS

Each of these intersections is warded by traps placed by Invistis. While useful against the PCs, they are deadly to undead.

Initial Attitude: N/A

Encounter: Stepping on a square between the two alcoves unleashes flaming oil from the walls. There are four vents at each intersection, enough to target the PCs even if they decide to run through the alcove. This oil is specifically designed to burn effectively on dead flesh as well. Another of Invistis' tricks, this necromantic and flaming trap burns undead for an additional two rounds.

[Unholy] Flaming Oil Trap: CR 8; magic device; location trigger; proximity trigger (*detect undead*); automatic reset; alchemical fire (6d6 fire, DC 17 Reflex save half damage, 3 rounds + 2 rounds against undead); Search DC 35; Disable Device DC 40.

Encounter Condition: Hallowed 2

Tactics: Wards are placed all around the walls. A DC 20 Knowledge (religion) check indicates that these wards are holy. Clever PCs may notice that whoever placed this trap here has a definite fear of the undead.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, increase the duration of the flaming oil trap to 5 rounds. To decrease the challenge of this encounter, reduce the duration of the flaming oil trap to 1 round.

N101. NORTHERN MUSTERING HALL

This wide hall is filled with shadow tides that roll like a living sea.

Initial Attitude: Hostile

Encounter: Vinnara keeps a garrison of several dozen soldiers on call here at all times, ready to go into battle should her realm be attacked. Unless the PCs are using magic to disguise their entrance, the undead notice them immediately as they enter, and instantly move to attack.

Encounter Condition: N/A

Tactics: Normally, with a force this size, all tactics swiftly break down into chaos. Vinnara's troops, however, are disciplined and well organized. Six wraiths (hp 65 each) rush the PCs, attacking all of them at the same time. Flanking them whenever possible, they fight until destroyed. Meanwhile, Six dread wraiths (hp 104 each) concentrate their strikes on clerics or paladins bearing the symbol of their gods, or on other spellcasters if there are no divine champions for them to fight. Vinnara's dread

wraith lieutenant (hp 164) remains behind its troops, hissing orders in an unnerving voice. If more than three-quarters of the regiment is wiped out, the lieutenant retreats to report the news to its mistress.

Treasure: N/A

EL: 19

Scaling: To increase the challenge of this encounter, add one dread wraith and one dread wraith lieutenant. To decrease the challenge, remove the dread wraith lieutenant.

Dread Wraith: CR 11; Large undead (incorporeal); HD 16d12; 104; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +8; Grp —; Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Dread Wraith Lieutenant: CR 14; Large undead (incorporeal); HD 24d12; hp 164; Init +13; Spd Fly 50 ft.; AC 25, touch 25, flat-footed 16; Base Atk +12; Grp —; Atk +18 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +18 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +8, Ref +15, Will +18; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +30, Intimidate +32, Knowledge (religion) +28, Listen +31, Search +28, Sense Motive +29, Spot +31, Survival +4 (+6 following tracks); Alertness[B], Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Whirlwind Attack.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 29 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a dread wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Wraith: CR 7; Medium undead (incorporeal); HD 10d12; hp 65; Init +7; Spd Fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +5; Grp —; Atk +9 melee (1d6 plus 1d6 Constitution drain, incorporeal touch); Full Atk +9 melee (1d6 plus 1d6 Constitution drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +3, Ref +6, Will +9; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +16, Intimidate +15, Listen +17, Search +15, Sense Motive +13, Spot +17, Survival +2 (+4 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Weapon Focus (incorporeal touch).

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

N102. VINNARA'S COMMAND CENTER

A chill wind rushes over everyone entering this hall. Furniture fills the room: two great tables, wall maps, suits of armor, and a throne-like chair situated behind a map-laden desk. The furnishings are not crafted of the same black stone as in the rest of the tomb or from any other kind of mundane material, however. Rather, they flicker and fade into reality as ghostly forms.

Among the spectral desks and maps drift animate shadows, silently moving with dire purpose. These creatures pay no mind to the living, but from the back of the chamber, upon the great ghostly throne, a figure rises. Though as spectral as her surroundings, the silhouette is that of a fearsome bald woman with dagger-like features. Resplendent in hulking armor that writhes as if constructed of bound souls, she scans the intruders. Near her stands a transparent scythe that crackles with a morbid green energy, but her ghostly hand does not reach for it. Instead, she booms in a proud voice, "I had forgotten how slowly mortal flesh crawls. Hold live things! I would speak with you."

Initial Attitude: Friendly

Encounter: This Room is the command center of Vinnara (hp 147), and the ghost's personal lair. Here with her four dread wraith bodyguards (hp 160 each) she organizes a never ending war against the tombs' other warlords, overseeing every aspect of her personal campaign with undying zeal.

Chances are that Vinnara was made aware of the PCs' arrival (by wraiths the PCs have seen escape). Whether she learned about their intrusion or just realized a group of living PCs entered her lair, she is eager to parley with them. Vinnara is obsessive about maintaining accurate intelligence on all facets of her realm and an event as significant as the passage of a group of mortals should not have escaped her notice. Thus, upon the PCs' entry, she is eager to speak with those strong enough to defy her guards.

The ghostly blackguard initially asks questions to deduce why the PCs are in the tomb, and more specifically to uncover why they journey through her realm. She attempts to determine whether they are working for any of the tombs' other warlords; though an unlikely possibility, Vinnara is paranoid enough to consider this option.

Once she determines the PCs are not agents of her enemies (real or imagined) sent to destroy her, she eagerly listens to their questions. She has a great deal of knowledge about the tomb and answers many of the PCs' questions openly, hoping to win their trust. The only thing she does not mention or explain is the source of the negative energy waves, the great hall at the center of the tomb (Room N159), or any other detail relating to the World Eater (trapped in Room N159). As she parleys with the PCs, she tries as much as possible to demonizes the tomb's other warlords and warns the PCs about them.

As the PCs' dialogue with Vinnara progresses, she makes apologies for any attacks they suffered in her realm, trying to convince the PCs her wraiths were merely following orders to fend off all perceived threats and defend her lands from invaders. This argument should be as convincing, as it is truthful. But a Sense Motive check may be necessary for paranoid or judgmental PCs. If the PCs attempted to communicate with any of Vinnara's soldiers but were attacked anyway, she blames the attacks on her servants' zealousness to follow their orders and centuries of boredom.

By the time the PCs' broadest questions are answered and her soldiers apologized for, Vinnara attempts to recruit them. Knowing that their most likely goal (if they have not said so already) is to escape the tomb, she tells the party that she knows where the only exit is situated, but that it is well hidden. This statement is true, but Vinnara does not describe the passage to the eastern gates in Room N239 in any more detail unless the PCs agree to perform a service for her.

Zealous lawful good PCs may wish to strike Vinnara down, but she attempts to dissuade them by informing them that she cannot escape this tomb. 4,000 years of imprisonment should be proof of that.

Explaining her conflict with the other undead warlords, Vinnara tries to strike a bargain with the PCs. She will tell them how to escape the tomb if the PCs agree to destroy the other warlords in the Region and bring her a specific item from each. Vinnara says the items she desires are symbolic baubles that allow the warlords to control the lesser undead within their realm, but in truth these are keys that bypass the barriers leading to Room N159. Though she is not exactly sure what these "baubles" look like, she tells the party that the other warlords would not part with theirs and will have them with them at all times. A particularly canny PC might ask Vinnara's about her own (a topic she tries to avoid). If she believes showing the PCs her key might win their confidence, she reveals a 1-ft. wide flat ruby, some 3-inches thick, and carved in the form of a star with eight branches.

If the PCs agree to Vinnara's proposal, she eagerly awaits their return. If asked for support on their mission she says it takes all of her troops to hold off the attacks of the other warlords. If further pressed, she sends one of her wraiths with the party to her armory in Room N93, where the PCs are allowed to take two weapons. The weapons do not animate to attack the PCs if they have this undead escort, and any weapon picked is automatically useable by them.

Upon the PCs return, Vinnara eagerly accepts her enemies' keys and congratulates the PCs on a job well done. A creature of her word, she orders one of her dread wraith bodyguards to escort the PCs to Room N239 (to show them the secret door) and then to Room N253 (where the mechanism for this secret door is situated). However, if the PCs turn on Vinnara, reveal the items they are to fetch are keys, or otherwise refuse her proposal, she and her dread wraiths set upon them.

Encounter Condition: Concealment, Fearless, Negative Energy, Poor Footing 20, Unhallowed 20

Tactics: Vinnara is a brilliant tactician and her wraiths follow her orders without question or thought of their personal safety. If coaxed into battle, she uses her sneak attack ability whenever possible. Eager for a good fight after centuries of inaction, Vinnara engages the strongest looking fighter while her wraiths attack any obvious spellcasters. Clerics aren't given much thought, as they have so little power here.

If the battle goes poorly for Vinnara and she is reduced to less than a third of her total hit points, she flees through any of the surrounding walls, ordering her wraiths to cover her retreat. If she escapes, it is impossible to track the ghost without magical means. Vinnara takes losing in combat as a great personal dishonor and does not rest until the PCs are destroyed. Upon escaping she rallies her wraith troops and pursues the PCs, attacking again and again, often at the most inopportune moment with parties of 8 to 10 wraiths or dread wraiths (using the same tactics as above) until she is finally destroyed.

Treasure: This Room holds perhaps the single most complete and useful collection of maps and information about the tomb. Any PC examining the spectral maps finds complete details of Vinnara's realm and the Western Outer Halls areas. However, unless the PC can somehow manipulate the incorporeal material, the maps cannot be taken from this Room. The spectral suits of armor are not tangible enough to be used effectively, either, and even if the PCs can manipulate and don them, they offer few benefits. Vinnara's enchanted full plate armor and scythe, however, can be taken from her.

EL: 23

Scaling: To increase the challenge of this encounter, make Vinnara suspicious of the PCs and harder to deal with, and add three dread wraith bodyguards present. To decrease the challenge, remove three dread wraith bodyguards.

Vinnara, Ghost Ftr 9/Rog 1/Blk 10: CR 24; Medium Undead (formerly human, incorporeal); HD 9d12 + 1d12 + 10d12; hp 147; Init +6; Spd Fly 30 ft. (perfect); AC 29, touch 18, flat-footed 28; Base Atk +19; Grp —; Atk +30 melee (2d4+12/19–20×4, +3 ghost touch brilliant energy scythe) or +25 melee (1d8+8/×3, +1 ghost touch adamantine warhammer); Full Atk +30/+25/+20/+15 melee (2d4+12/19–20×4, +3 ghost touch brilliant energy scythe) or +25/+20/+15/+10 melee (1d8+8/×3, +1 ghost touch adamantine warhammer); SA smite good, sneak attack +4d6, spells; SQ aura of despair, dark blessing, detect good; SV Fort +18, Ref +15, Will +15; AL NE; Str 21, Dex 15, Con —, Int 13, Wis 14, Cha 21.

Skills and Feats: Bluff +8, Handle Animal +5, Heal +7, Hide +17, Intimidate +25, Knowledge (religion) +6, Profession (torturer) +23, Ride +24; Dodge, Combat Expertise, Cleave, Combat Reflexes, Great Cleave, Improved Critical (scythe), Improved Initiative, Improved Sunder, Mobility, Power Attack, Weapon Focus (scythe), Weapon Specialization (scythe), Whirlwind Attack.

Aura of Despair (Su): Vinnara radiates a malign aura that causes enemies within 10 feet of him to take a –2 penalty on all saving throws.

Dark Blessing (Su): Vinnara applies his Charisma modifier (+5) as a bonus on all saving throws.

Corrupting Gaze (Su): A ghost can blast living beings with a glance, at a range of up to 30 feet. Creatures that meet the ghost's gaze must succeed on a Fortitude save (DC 25) or take 2d10 points of damage and 1d4 points of Charisma damage.

Detect Good (Sp): At will, a blackguard can use detect good as a spell-like ability, duplicating the effect of the detect good spell.

Frightful Moan (Su): A ghost can emit a frightful moan as a standard action. All living creatures within a 30-foot spread must succeed on a Will save (DC 25) or become panicked for 2d4 rounds. This is a sonic necromantic mind affecting fear effect. A creature that successfully saves against the moan cannot be affected by the same ghost's moan for 24 hours.

Horrific Appearance (Su): Any living creature within 60 feet that views a ghost must succeed on a Fortitude save (DC 25) or immediately take 1d4 points of Strength damage, 1d4 points of Dexterity damage, and 1d4 points of Constitution damage. A creature that successfully saves against this effect cannot be affected by the same ghost's horrific appearance for 24 hours.

Manifestation (Su): Every ghost has this ability. A ghost dwells on the Ethereal Plane and, as an ethereal creature, it cannot affect or be affected by anything in the material world. When a ghost manifests, it partly enters the Material Plane and becomes visible but incorporeal on the Material Plane. A manifested ghost can be harmed only by other incorporeal creatures, magic weapons, or spells, with a 50% chance to ignore any damage from a corporeal source. A manifested ghost can pass through solid objects at will, and its own attacks pass through armor. A manifested ghost always moves silently. A manifested ghost can strike with its touch attack or with a ghost touch weapon (see Ghostly Equipment, below). A manifested ghost remains partially on the Ethereal Plane, where is it not incorporeal. A manifested ghost can be attacked by opponents on either the Material Plane or the Ethereal Plane. The ghost's incorporeality helps protect it from foes on the Material Plane, but not from foes on the Ethereal Plane.

When a spellcasting ghost is not manifested and is on the Ethereal Plane, its spells cannot affect targets on the Material Plane, but they work normally against ethereal targets. When a spellcasting ghost manifests, its spells continue to affect ethereal targets and can affect targets on the Material Plane normally unless the spells rely on touch. A manifested ghost's touch spells don't work on nonethereal targets. A ghost has two home planes, the Material Plane and the Ethereal Plane. It is not considered extraplanar when on either of these planes.

Smite Good (Su): Thrice a day, Vinnara may attempt to smite good with one normal melee attack.

He adds his Charisma modifier (+5) to his attack roll and deals 10 extra points of damage per class level. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Blackguard Spells Prepared (3/ 3/ 2/ 1, Save DC 12 + Spell Level): 1st—*corrupt weapon, inflict light wounds* (×2); 2nd—*bull's strength, darkness, shatter;* 3rd—*protection from elements, inflict serious wounds;* 4th—*inflict critical wounds.*

Possessions: +5 ghost touch full plate mail, +3 ghost touch brilliant energy scythe, +1 ghost touch adamantine warhammer.

Dread Wraith Bodyguard: CR 14; Large undead (incorporeal); HD 24d12; hp 160; Init +13; Spd Fly 50 ft.; AC 25, touch 25, flat-footed 16; Base Atk +12; Grp —; Atk +18 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +18 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +8, Ref +15, Will +18; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +30, Intimidate +32, Knowledge (religion) +28, Listen +31, Search +28, Sense Motive +29, Spot +31, Survival +4 (+6 following tracks); Alertness[B], Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Whirlwind Attack.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 29 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a dread wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

N103. WRAITH OF DESPERATION

Doors lead in three separate directions from this small black chamber. Over each door, a leering skull carved from the dark stone smiles down, as though the inanimate frescos are aware of the horrors lurking beyond. There are four shadows in the center of this chamber. They freeze for a moment, and then swiftly dart in different directions

Initial Attitude: N/A

Encounter: Vinnara posted four wraiths (hp 65 each) to watch this Room. Their orders are simple — to report to her and the dread wraiths in Room N157 should they notice anyone approaching.

After the PCs enter, the wraiths escape through the opposite door. Three move to Room N157 while the fourth journey to Vinnara's command center. PCs beating their initiative checks have a chance to prevent the undead from fleeing; otherwise the wraiths escape and alert Vinnara as well as the dread wraiths in Room N157. Once alerted, the dread wraiths from Room N157, accompanied by the three wraiths that alerted them, attack the PCs. Alternately, if the PCs prevent the wraiths from escaping, allow the wraiths in Room N157 the appropriate Listen checks to notice the ruckus of battle. If they do, they join the fray 1d3 rounds later.

Encounter Condition: Concealment

Tactics: The wraiths have no intention to fight the PCs and do anything they can to flee. If caught inside the Room, however, they engage the PCs and fight until destroyed, uttering loud shrieks to alert the dread wraiths in Room N157.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, double the number of advanced wraiths, and make them attack the PCs while the dread wraiths in Room N157 join the fray 1d2 rounds later. To decrease the challenge, remove one wraith and give the PCs a round of surprise.

Wraith: CR 7; Medium undead (incorporeal); HD 10d12; hp 65; Init +7; Spd Fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +5; Grp —; Atk +9 melee (1d6 plus 1d6 Constitution drain, incorporeal touch); Full Atk +9 melee (1d6 plus 1d6 Constitution drain, incorporeal touch); Space/Reach 5 ft./5 ft.; SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +3, Ref +6, Will +9; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +16, Intimidate +15, Listen +17, Search +15, Sense Motive +13, Spot +17, Survival +2 (+4 following tracks), Alertness[B], Blind-Fight, Combat Reflexes, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Weapon Focus (incorporeal touch).

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 17 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

N104. CONFESSION

This small room is featureless and empty, with the exception of a rune scrawled in glittering green upon the floor. Across the chamber is another featureless door.

Initial Attitude: N/A

Encounter: Any PC able to read Celestial discerns the rune is the symbol for the word "Confess". Powerfully charged with positive energy, any evil creature passing over the rune must make a DC 30 Will save or be affected as if by *confusion* (regardless of their usual immunities) for 8 hours.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 14

Scaling: to increase the challenge of this encounter, raise the save DC of the *confusion* effect to 35 and increase duration to 16 hours. To decrease the challenge, lower the save DC to 25 and reduce the duration to 4 hours.

N105. DEATH WAVE

Trapped in place upon the southern end of this small chamber is what could be described as a wall of flowing black oil. Alive and moving ceaselessly, the barrier sparks and jolts at random with an alien life of its own.

Initial Attitude: N/A

Encounter: Somehow counterbalanced against the powerful positive energies of Room N104, the waves of negative energy released by the World Eater were caught and held in this Room. Fed by the continuing release of negative energy, this barrier affects any living creature that even so much as steps within 10 ft. of it, inflicting 20d8 points of negative energy damage. A successful DC 38 Fortitude save reduces this amount in half.

Once released upon a creature, the wave washes over all others in the Room (thus affecting all PCs present) before dissipating into thin air, as though it had never truly been there.

Encounter Condition: Negative Energy

Tactics: N/A

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, assume the wave of black energy washes over the first PC to enter this Room and continues onward, affecting all creatures within a 200 ft. radius (thus healing all undead in its wake). To decrease the challenge, make the negative energy deal only 15d8 points of damage and reduce the save DC to 34.

N106. GUARD POST

Amid the stones and sculpted skulls that make up the walls of this chamber hover four black shadows. Back to back, these eerie fiends stand in the center of the place, their red eyes glowing vigilantly.

Initial Attitude: Hostile

Encounter: This is another of Vinnara's guard post. The dread wraiths (hp 111, 105, 103, 101) are alert, but unhidden. Unless the PCs are using magic to conceal their passage, the wraiths notice them immediately, attacking on sight.

Encounter Condition: Fearless

Tactics: The dread wraiths rush the strongest warrior, and any PCs casting spells. They concentrate their attacks in an attempt to kill their prey as fast as they can. Besides this simple tactic, they fight ferociously but intelligently, flanking the PCs at every turn. They do not allow themselves to be taken advantage of and divide the PCs forces rather than let themselves become divided.

They fight until all but one has been destroyed. The final wraith escapes to report to Vinnara.

Treasure: Silver powder lines the floor, in cracks between flagstones. If the PCs spend 30 minutes collecting it, they can get 1 lb. of powdered silver.

EL: 15

Scaling: To increase the challenge of this encounter, add four dread wraiths. To decrease the challenge, remove one dread wraith and have another escapes to report to its mistress 1d4 rounds after combat begins.

Dread Wraith: CR 11; Large undead (incorporeal); HD 16d12; 111, 105, 103, 101; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +8; Grp —; Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N107. ABSOLUTION

Upon the floor of this dead-end is a sizable serpentine rune that is partially stained black. Though the green hue of the rune is soiled, its symbol is still partially visible.

Initial Attitude: N/A

Encounter: Any PC reading Celestial who makes a DC 20 Intelligence check can make out the partially obscured rune, which reads "Absolve" in the Celestial language. This Room was once a positive energy font similar to Rooms N84 and N106, but its proximity to the World Eater's negative energy waves gradually overpowered it. The rune has no immediate effect on creatures of any alignment. However, any good-aligned PC touching the rune while uttering a prayer to any non-evil deity instantly saps what little remains of the positive energy. This PC instantly receives the equivalent of *heal* (15th-level cleric) and is considered *blessed* for 24 hours. Only one PC can benefit from the remainder of the positive energy in this Room. The rune has no further effect once this energy is transferred into someone.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

N108. CROSS-HALL

Carved above each of the three doors leading into this square chamber is a row of three stone skulls. Each of these sculptures gaze in opposite directions, as if keeping an eye on every square inch of this room.

Initial Attitude: N/A

Encounter: This Room is one of many cross-halls surrounding the World Eater's lair (Room N159). It is contested, like many of the others, but Vinnara has gone to great lengths to guard it.

While invisible, several runes were placed on the floor by Vinnara. Undead crossing the runes are targeted with positive energy, dealing 3d8 damage. Unless the PCs succeed on a DC 30 Spellcraft check while casting *detect magic* or *detect evil*, they cannot see the runes.

Encounter Condition: Negative Energy

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter. A roll of undead loyal to Vinnara results in Nothing.

Treasure: N/A

EL: N/A

Scaling: N/A

N109. THE SCREAMING SKULL

A gigantic stone skull sculpted on the southern wall dominates this chamber. Another skull dominates the north wall. The skulls' mouths are open and their scowling eyes seem frozen with hate.

Initial Attitude: N/A

Encounter: Fully 10 ft. tall each, the skulls upon the north and south walls are the only interesting features in this Room. With its mouth open, one Medium creature can easily fit inside the sculpted skull's gaping jaw. PCs succeeding at a DC 30 Knowledge (architecture) check recognize that the skull was built 500 to 2,000 years after the crafting of the dungeon.

After the PCs enter the Room, the door behind them closes and locks. The eyes of the skull glow red and a ghastly smoke fills the Room. This is almost a parlor trick to veteran PCs and not to be given much thought. A simple fear effect follows that probably won't affect anyone.

DMs should "accidentally" reveal the DC as 12.

This is the ruse. The Room is actually quite deadly and the true power of the Room becomes evident when the PCs walk through the jaws of the skull.

First, the PC disappears from view as soon as he steps through the jaws of the skull. While nothing has actually happened, an illusion makes him invisible to the rest of the party. A *zone of silence* fills the areas just north and south of the Room 1 round later and those who do not step through the skull are targeted by a powerful *energy drain* trap.

Energy Drain Trap: CR 16; magic device; visual trigger (*true seeing*); automatic reset; Atk +28 ranged touch; spell effect (*energy drain*, 18th-level wizard, 3d4 negative levels for 24 hours, DC 28 Fortitude save negates); Search DC 45; Disable Device DC N/A.

One round later, the PCs hear the screams of the PC who stepped though the skull passage, caused by a powerful *ghost sound*. A DC 24 Will save confirms that the screams are magical in nature. Otherwise, the PCs hear the unbearable echoes of their friend being ripped limb to limb.

Of course, the PC who stepped through the skull is not dead, but left to a much different fate. A *forcecage* forms just beyond the doors, trapping both the PC and a dread wraith. Cloaked beneath the illusion, the forcecage prevents anyone from stepping into or past it. While the other PCs cannot see what is going on, the PC inside the *forcecage* must now battle a this creature alone. To make matters worse, they cannot see into or move past the forcecage, nor can they see the PC fighting the dread wraith inside the windowless cell.

Forcecage and Summon Monster IX Trap: CR 13; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (one *forcecage* trap and one *summon monster IX* trap that summons a dread wraith); spell effect (*forcecage*, 18th-level wizard), spell effect (*summon monster IX*, 18th-level wizard, dread wraith); Search DC 40; Disable Device DC N/A. Note: This trap is really one CR 8 trap that creates a *forcecage* and a second CR 10 trap that summons a dread wraith in the same area. If both succeed, the dread wraith appears inside the *forcecage*. These effects are independent of each other.

The forcecage remains for 18 rounds unless dispelled. The dread wraith is from somewhere in the Region (choose a Room) and has no qualms with killing the PC.

The walls surrounding Room N109 are soundproof and shrouded in *zone of silence*, which cannot be detected short of *detect magic* and a DC 30 Spellcraft check.

Encounter Condition: [Deep Silence], [Fear 12], Fearless, [Fog 10], [Negative Energy]

Tactics: Short of the PCs actually digging into the stone of the skulls, there is no way to disable these traps.

Treasure: N/A

EL: 18

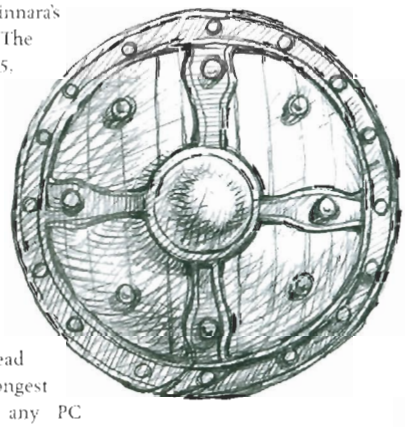
Scaling: To increase the challenge of this encounter, just kill the PCs outright, because obviously this trap just isn't tough enough. Alternately, add *cloudkill* to the forcecage trap, triggering 1 round before the dread wraith arrives. To decrease the challenge, remove the illusion cloaking the forcecage, but instead Fog 10 inside the jaws.

N110. GUARD POST

Upon entering this room, four pairs of bloodshot red eyes affixed to shadows of pure nightmare begin to drift. These shadows are the only inhabitants in the otherwise bare chamber.

Initial Attitude: Hostile

Encounter: This is Vinnara's eastern-most guard post. The dread wraiths (hp 112, 105, 102, 99) standing guard in this chamber are alert. Unless the PCs use magic to hide their passage, the wraiths notice them immediately and attack them on sight.



Encounter Condition: N/A

Tactics: The dread wraiths charge the strongest looking warrior, and any PC attempting to turn them. Once engaged with a PC, the wraiths fight this foe exclusively. They continue to battle until all but one of them has been destroyed. The surviving wraith escapes to report to its mistress.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, double the number of dread wraiths present. To decrease the challenge, remove one dread wraith and assume one of them retreats to alert its mistress 1d4 rounds after combat is initiated.

Dread Wraith: CR 11; Large undead (incorporeal); HD 16d12; 112, 105, 102, 99; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +8; Grp —; Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[F], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N111 THROUGH N134. THE MUMMY'S TOMB

Rooms N111 through N134 and Rooms N181 through N201 are controlled by Kasteoficiss (Room N191), a zealot mummy priestess who, with her allip servants, worships a long forgotten god of death. The mummy's main goal is to liberate the World Eater in Room N159, for she believes the creature to be the manifestation of her deity's avatar. In her mind, her god was imprisoned at the center of the region (in the central vault) and she devotes her unlife to setting the deity free. With her god's avatar on her side, Kasteoficiss believes she will be able to conquer the entire region — and perhaps the great dungeon with it — and reign supreme at the end of the day.

Kasteoficiss' mission, however, is far from accomplished. The mummy priestess is in direct competition with Vinnara (Room N102), a cunning ghost blackguard who rules over a vast territory to the east, and Invistis (Room N178), a maniacally insane lich with whom she is waging a long war yet to be resolved.

Though Kasteoficiss does not consider Vinnara and her minions to pose any real threat, she does want to see the ghost out of the picture. Because the mummy priestess deluded herself into believing Vinnara was a weak and undeserving opponent, Kasteoficiss does not waste her time trying to conquer any of the territory she currently claims, nor does she take the occasional violent encounters between her servants and the ghost's minions seriously. In Kasteoficiss' mind, once her God of Death is liberated, Vinnara will have no choice but to bow to her will — and perhaps even agree to serve her for the remainder of her unlife.

On the other hand, Kasteoficiss views Invistis, the lich lord who rules over a small but well secured domain to the north, as a potentially deadly threat. Over the years, the mummy priestess developed a deep hatred of the maniacal lich lord and his cohorts, however few they might be. Her servants wage a terrible war against Invistis. Most of the conflict is disputed in unclaimed territory to the north and west of the mummy priestess' tomb (Rooms N210 to N239). In recent years, Kasteoficiss lost control of Room N180, an area now called the Badlands because of the terrible devastation caused there. Thanks to her mohrg servants, Kasteoficiss occasionally sends zombie troops to battle Invistis' henchmen there, but her efforts have been for the most part in vain and the lich lord's hold upon the Badlands is now as strong as ever.

Kasteoficiss does not take kindly to intruders. In fact, her allip disciples and mohrg temple guards are expected to attack anyone venturing into her territory — a task they accomplish with stunning efficiency. While journeying through the mummy priestess' tomb, PCs encounter resistance. Characters killed by mohrgs in this section are turned into zombie spawns and sent to the Badlands (Room N180) to fight for Kasteoficiss' cause. Some areas of the mummy's domain are also trapped with ancient magical devices created by the angels who designed the dungeon. Kasteoficiss and her servants know where these traps are situated and avoid them.

PCs who meet with Kasteoficiss might be able to deal with the mummy priestess, who seeks help in destroying Invistis and his cohorts. In the PCs, she sees potentially useful peons she can use to tip the scale in her favor. If the PCs claim they are worshippers of the God of Death — any God of Death — Kasteoficiss might even welcome them in her domain and reveal her true plans to them: the liberation of her deity's avatar in the central vault (Room N159), which ultimately will lead to her dominion over the entire region.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A terrible howl echoes in the distance. Echoes 10.
2	Blood pours from the walls, filling the hallway or Room. Flooded.
3	Ichor and fungus grow along the walls. The ground is soft like a bog beneath the PCs' feet.
4	An allip moan fills the halls. The PCs must succeed on a DC 18 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect.
5	An allip moan fills the halls. The PCs must succeed on a DC 18 Will save or suffer 1d4 Wisdom drain. This is a sonic mind-affecting compulsion effect.
6–14	Nothing
15	A pair of mohrgs and an allip punish a wight by forcing his mouth and ear open and filling them with allip-like insects. They are distracted and suffer a –4 penalty to Listen and Spot checks for 1d6 minutes. The wights screams are distracting and chilling. Distracting Noises 8, Echoes 5, Fear 20.
16	A zombie horde patrols this Section, mindlessly attacking anything in their path. They serve Kasteoficiss, but lack the intellect to know one undead from another.
17	A zombie horde patrols this Section, mindlessly attacking anything in their path. They serve Kasteoficiss (Room N191), but lack the intellect to know one undead from another. Immediately roll a second Random Encounter.
18	Two mohrg riders and their wyvern zombies steeds patrol the Section. One attacks the PCs, while the other summons the aid of of a zombie horde from a nearby tunnel. It takes 2d4 rounds for the mohrg and its horde to return.
19	The PCs stumble upon trap. **Falling Block Trap:** CR 14; mechanical; location trigger; manual reset; Atk +22 melee (16d6); multiple targets (can strike all characters in two specified adjacent squares); Search DC 35; Disable Device DC 32.
20	An iron golem — sent by the lich lord Invistis (Room N178) rampages through Kasteoficiss' tomb. He is out to cause as much damage as possible. If the PCs defeat this creature and inform the mummy priestess, her Initial Attitude shifts one rank towards Helpful.

N111. OUTER GUARD POST

Two large skeletal figures with pink gooey viscera oozing from their ribcages stand guard in this dark room. The creatures' eye sockets are hollow unnatural tongues with forked ends protrude from their grinning lips.

Initial Attitude: Hostile

Encounter: Two large mohrgs (hp 191, 183) protect this chamber. Their duty is to prevent anyone from entering Kasteoficiss' domain as well as protect the only Room leading to one of the four outer antechambers opening into the central vault (Room N159), where the mummy priestess believes the avatar of the God of Death is imprisoned.

These fiends do not expect any menace from the southern corridor, as this is Kasteoficiss' domain. They receive a –8 penalty to any check made to notice PCs approaching from this direction.

Encounter Condition: N/A

Tactics: These fiends attack all who this Room. They charge their foes, targeting the largest and most heavily armed and armored opponents first. In battle, the mohrgs use their paralyzing touch attack to diminish the party's strength. They turn the creatures they kill into mindless servants and order these newly created zombies to fight against the lich's minions in the Badlands (Room N180).

Treasure: One of the mohrgs wears a copper amulet embedded with a ruby in its center, on a silver chain and embellished with undecipherable markings. The amulet is worth upwards of 1,500 gp, but historians and collectors might pay up to four times this amount for it.

EL: 15

Scaling: To increase the challenge of this encounter, add two mohrgs. To decrease the challenge, remove one of them.

Mohrg: CR 13; Large undead; HD 28d12; hp 191, 183; Init +9; Spd 30 ft.; AC 30, touch 13, flat-footed 26; Base Atk +14; Grp +26; Atk +22 melee (1d8+11, slam) or +22 melee touch (paralysis, tongue); Full Atk +22 melee (1d8+11, slam) and +22 melee touch (paralysis, tongue); Space/Reach 10 ft./10 ft.; SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +9, Ref +15, Will +18; Str 31, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +26, Hide +30, Listen +21, Move Silently +30, Spot +25, Swim +19; Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

N112. FIRST CENTRAL ANTECHAMBER

A scintillating wall of force dominates this narrow chamber, preventing anyone from venturing further into it. Though its colors are subtle upon the clear blue energy wall, a rainbow-like pattern rolls upon its surface, constantly changing its shade. Beyond the force field is a bronze door set amidst a thick frame of dark stone. There is no knob upon the heavy door, but the shape of a six-fingered hand lies in a circle of the deepest black in the middle of it.

Initial Attitude: N/A

Encounter: The celestials created this magical *wall of force* centuries ago. Like many Rooms in this Region, this chamber is devoid of light and furniture. The door leading to Room N159 is locked, and the only way to unlock it is by finding the mummified six-figured hand that serves as key (see Room N178, in the Lich's Lair, for further details).

Encounter Condition: N/A

Tactics: There are four outer antechambers like this one. The others are Rooms N134, N147, and N158. The only way to gain access to the central vault (Room N159) is by bypassing the wall of forces in each of the four antechambers and using the four special keys to unlock all the doors leading to Room N159.

In order to bypass these force walls, four different levers must be activated. In other words, PCs using the levers will not see any change in the force wall until all four are used. The different levers can be found in Rooms N175, N199, N222, and N250.

Treasure: N/A

EL: N/A

Scaling: N/A

N113. MOHRG RIDERS

The only things of interest in this room are the powerful looking skeletal creatures mounted on the grayish forms of large magical beasts with great leathery wings and hollow eyes. The undead atop the zombie mounts hold long lances of a dark metallic shade, but their most impressive features are the writhing viscera issuing from their ribcages and the long forked tongues of a light purplish hue dangling from their bare jaws.

Initial Attitude: Hostile

Encounter: Two mohrgs (hp 131, 127) and their wyvern zombie mounts (hp 99, 93) guard this Room, which officially marks the beginning of Kasteoficiss' domain. Like their compatriots, these mohrg riders are part of the mummy priestess' honor guard, which members were once honorable if somewhat cruel knights. These fiends bore deep hatred toward the living and automatically attack all non-undead creatures they meet. Their wyvern zombies are well trained and obey their command.

Encounter Condition: Distracting Noises 18, Tremors 16

Tactics: Unlike most mohrgs, which tend to engage their foes with their natural weapons, these undead prefer to charge the beefiest PCs using their enchanted lances in battle. The mohrgs remain atop their mounts as long as they can, using the wyvern zombies to shield them from their attackers while the mounts slam into their foes. Once forced into melee the mohrg do not hesitate to drop their weapons and use their paralyzing touch to take out the members of the party. These creatures usually target the warriors first, but do not shy from striking anyone within reach.

Treasure: Burned into the bone of one mohrg is a single blue amethyst the size of a fist (350 gp).

EL: 14

Scaling: To increase the challenge of this encounter, add one mohrg, and one wyvern zombie mount. In addition, cast the Room in *darkness*. To decrease the challenge, give the PCs one round of surprise.

Mohrg: CR 10; Medium undead; HD 20d12; hp 131, 127; Init +9; Spd 30 ft.; AC 29, touch 14, flat-footed 25; Base Atk +10; Grp +16; Atk +16 melee (1d6+8, slam) or +16 melee touch (paralysis, tongue); Full Atk +16 melee (1d6+8, slam) and +15 melee touch (paralysis, tongue); SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +6, Ref +12, Will +14; Str 23, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +18, Hide +25, Listen +15, Move Silently +25, Spot +19, Swim +13; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

Wyvern Zombie: CR 10; Large undead; HD 14d12+3; hp 99, 93; Init +0; Spd 20 ft., fly 60 ft. (poor); AC 20, touch 8, flat-footed 20; Base Atk +7; Grp +16; Atk +11 melee (2d6+7 + poison, slam) or +11 melee (2d6+5 + poison, talons); Full Atk +11 melee (2d6+7, slam) or +11 melee (2d6+5, talons); SA Poison; SQ Single actions only, bane, damage reduction 5/slashing, darkvision 60 ft., magic circle against good, undead traits, unnatural aura; AL NE; SV Fort +4, Ref +4, Will +9; Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Bane (Sp): This wyvern zombie is under the permanent effect of *bane*.

Magic Circle Against Good (Sp): An aura equivalent to a permanent *magic circle against good* surrounds the wyvern zombie.

Poison (Sp): The touch of a wyvern zombie deals 1d10 Con damage (DC 19 Fortitude save negates), as if under the permanent effect of *poison*.

Unnatural Aura (Su): Animals can sense the unnatural presence of the wyvern zombie at a distance of 30 ft. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as lon as they are within that range.

N114. TRAPPED INTERSECTION

There is nothing of interest in this room except for the fact that the gray stone surfaces of its walls are covered with uneven coat of black soot.

Initial Attitude: N/A

Encounter: Anyone stepping upon the floor of this Room activates a *fireball* trap, which takes effect one round later when a wide ball of bluish flames drops from the ceiling and explodes in the center of the Room, burning everyone in its wake. The fireball trap effectively triggers twice in one round, cooking everything in its path.

Delayed Blast Fireball Trap: CR 19; magic device; location trigger; automatic reset; spell effect (*delayed blast fireball*, 18th-level wizard, two balls of fire each dealing 18d6 fire, DC 22 Reflex save half damage); Search DC 32; Disable Device DC 32. Note: This trap combines the effects of two delayed blast fireball spells triggered simultaneously.

Encounter Condition: N/A

Tactics: PCs exiting the eastern door can be spotted by the mohrgs in Room N127 or Room N128 when they reach the intersection. DMs should allow the mohrgs Spot checks.

Treasure: N/A

EL: 19

Scaling: To increase the challenge of this encounter, have the delayed blast fireball trigger trap a third time, 1d3 rounds after the second. To decrease the challenge, have the delayed blast fireball trap trigger once.

N115. WYVERN ZOMBIES' PEN

The door set upon the north wall of this Room is locked. The key that opened it was lost long ago and a successful DC 30 Open Lock check is required to unlock it. Unfortunately, the small cubicle in which this door opens is empty.

The floor of this chamber is covered with bone fragments and larger skeletal debris. What is most impressive about the room, however, are the two large dragon-like figures standing in it. The animated corpses of the magical beasts have grayish skin, dead eyes, and sharp yellowish claws at the ends of their feet. Their powerful wings are a mass of decrepit leather and the stink of their rotting flesh bathes the room.

Initial Attitude: Hostile

Encounter: Four wyvern zombies (hp 99, 97, 94, 92) dwell in this chamber. Mohrg riders once used these mindless creatures before minions of the lich lord destroyed them in combat. Now, these zombie mounts wait for other mohrgs to call for their service. They attack all living creatures entering their pen.

Encounter Condition: Fear 25

Tactics: These wyvern zombies use their slam attacks against the PCs, fighting like children. Each round they focus their energy on the closest PCs, preferring those with little to no armor. Elves are favorite targets for these mohrg who deal an additional +2 damage against them.

Treasure: Scattered among the bones the PCs find 51 gp in assorted coins and a handful of worthless semi-precious stones.

EL: 14

Scaling: To increase the challenge of this encounter, add mohrg riders to each wyvern zombie. To decrease the challenge, remove one wyvern zombie.

Wyvern Zombie: CR 10; Large undead; HD 14d12+3; hp 99, 97, 94, 92; Init +0; Spd 20 ft., fly 60 ft. (poor); AC 20, touch 8, flat-footed 20; Base Atk +7; Grp +16; Atk +11 melee (2d6+7 + poison, slam) or +11 melee (2d6+5 + poison, talons); Full Atk +11 melee (2d6+7, slam) or +11 melee (2d6+5, talons); SA Poison; SQ Single actions only, bane, damage reduction 5/slashing, darkvision 60 ft., magic circle against good, undead traits, unnatural aura; AL NE; SV Fort +4, Ref +4, Will +9; Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Bane (Sp): This wyvern zombie is under the permanent effect of *bane*.

Magic Circle Against Good (Sp): An aura equivalent to a permanent *magic circle against good* surrounds the wyvern zombie.

Poison (Sp): The touch of a wyvern zombie deals 1d10 Con damage (DC 19 Fortitude save negates), as if under the permanent effect of *poison*.

Unnatural Aura (Su): Animals can sense the unnatural presence of the wyvern zombie at a distance of 30 ft. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within range.



N116. UNUSED GUARD POST

Both doors leading into this Room are open.

This chamber is bare. The blackstone walls, a telling sign that evil is as oppressive here as anywhere in this foul tomb. Along the floor lie the scattered remains of a humanoid, its bones now strewn from one end of the room to the other.

Initial Attitude: N/A

Encounter: This Room was once one of the outer guard posts of the mummy priestess' lair, but in the past few decades her minions gradually conquered more territory and the Room has barely seen action since.

Encounter Condition: Desecration 4, Safe

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

N117. LONE UNDEAD KNIGHT

The secret door upon the south wall is a panel that slides into the wall to the east when a hidden button is pushed. PCs observing this portion of the wall might notice grooves alongside this 10-ft. high and 5-ft. wide secret panel. A successful DC 25 Search check also reveals the hidden button, which is indistinguishable from the masonry of the Room in the center of the north wall. Pressing this button opens the secret door, which automatically shuts by itself one minute later. There is no way to open this secret panel from the other side.

This chamber is bare but a powerful presence is felt within its shadows. A closer look inside this room reveals a mighty skeletal warrior sitting atop a powerful-looking dragon-like creature with sickly gray skin, empty eye sockets, and a pair of wide wings of pale leathery flesh. The bony humanoid corpse wears golden breastplate armor, from under which strands of purplish viscera protrude. The animated skeleton also has a long membrane dangling from its wide-open jaw, which functions as its tongue.

Initial Attitude: Hostile

Encounter: A mohrg (hp 135) mounted on top of a wyvern zombie (hp 97) guards this Room. The creature is in charge of opening the secret door should another of its kind wish to travel to or from Room N118 or Room N119. When mohrgs arrive from the other side of the secret panel, they bang five times upon the masonry wall to let the mohrg in this Room know they are there. PCs imitating this signal fool the honor guard into thinking servants of the mummy priestess wish to pass through.

Encounter Condition: N/A

Tactics: This mohrg hates the living and attacks anyone not serving Kasteoficiss. Its wyvern zombie mount obeys its every whim.

The mohrg uses its undead mount to charge the PCs as soon as it spots them. The undead remains atop the wyvern zombie for as long as it can and uses its paralyzing touch attack against the PCs while its mount slams into them. This undead prefers to target armored PCs, but does not shy from attacking anyone closing into melee.

Treasure: The mohrg wears a masterwork breastplate fashioned from gold. This item is worth four times the value of similar masterwork armors fashioned from more typical materials, such as iron or steel. He always wears a signet ring with a fine blood ruby set in the top (250 gp).

EL: 12

Scaling: To increase the challenge of this encounter, add one mohrg and one wyvern zombie mount. To decrease the challenge, remove the wyvern zombie.

Mohrg: CR 10; Medium undead; HD 20d12; hp 135; Init +9; Spd 30 ft.; AC 29, touch 14, flat-footed 25; Base Atk +10; Grp +16; Atk +16 melee (1d6+8, slam) or +16 melee touch (paralysis, tongue); Full Atk +16 melee (1d6+8, slam) and +15 melee touch (paralysis, tongue); SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +6, Ref +12, Will +14; Str 23, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +18, Hide +25, Listen +15, Move Silently +25, Spot +19, Swim +13; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

Possessions: Masterwork breastplate, signet ring.

Wyvern Zombie: CR 10; Large undead; HD 14d12+3; hp 97; Init +0; Spd 20 ft., fly 60 ft. (poor); AC 20, touch 8, flat-footed 20; Base Atk +7; Grp +16; Atk +11 melee (2d6+7 + poison, slam) or +11 melee (2d6+5 + poison, talons); Full Atk +11 melee (2d6+7, slam) or +11 melee (2d6+5, talons); SA Poison; SQ Single actions only, bane, damage reduction 5/slashing, darkvision 60 ft., magic circle against good, undead traits, unnatural aura; AL NE; SV Fort +4, Ref +4, Will +9; Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Bane (Sp): The wyvern zombie is under the permanent effect of a *bane*.

Magic Circle Against Good (Sp): An aura equivalent to a permanent *magic circle against good* surrounds the wyvern zombie.

Poison (Sp): The touch of a wyvern zombie deals 1d10 Con damage (DC 19 Fortitude save negates), as if under the permanent effect of *poison*.

Unnatural Aura (Su): Animals can sense the unnatural presence of the special wyvern zombie at a distance of 30 ft. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

N118. SPIKED FLOOR TRAP

The floor of this empty chamber is filled with countless holes lending the impression that an unclear pattern was specially designated for the space.

Initial Attitude: N/A

Encounter: The entire floor of this Room is rigged with a mechanical trap that is activated one round after anyone weighing at least 50 lbs. steps upon it. There is no way to bypass the trap other than avoid stepping upon the subtle pressure plates covering the floor.

Poisoned Floor Spikes Trap: CR 14; mechanical; location trigger; manual reset; onset delay (1 round); Atk +18 melee (1d4 spikes per target for 1d8+4 plus poison, spike); multiple targets (all target in the room); poison (giant wasp, DC 18 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 32; Disable Device DC 38.

Encounter Condition: N/A

Tactics: Because of this trap, only allip servants of the mummy priestess venture into Rooms N121 through N126, an portion of the domain they consider theirs.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, replace the giant wasp poison with dragon bile. To decrease the challenge, replace the giant wasp poison with blue whinnis.

N119. ALLIP PRIESTS' FIRST PREPARATION CHAMBER

This room contains a five-foot tall basin made out of deep blue marble. The oval basin holds a clear liquid and painted on the north wall in silvery paint, are markings that make up unfathomable designs.

Initial Attitude: N/A

Encounter: The allip servants of the mummy priestess use this Room to cleanse their spirit before entering the place of worship (Room N120). Though these crazed undead perform mock rituals, ceaselessly uttering disquieting gibberish, they nevertheless obey the wishes of their mistress and perform the cleansing rite to honor her god to the best of their abilities.

Encounter Condition: Negative Energy, Unhallowed 8

Tactics: This Room is amazingly clean in comparison to the other Rooms in the Section. The PCs should feel uneasy in this Room, no matter their experience level. The supernatural negative forces have tainted the once warded tomb. Now, the foul taint of the undead spreads over everything like a cancer.

While presently unoccupied, after the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: The marble basin contains the equivalent of 1d6+4 vials of unholy water.

EL: N/A

Scaling: N/A

N120. PLACE OF WORSHIP, FIRST

The walls of this chamber form a perfect circle around a massive stone altar that dominates the place. The walls are painted in a deep blue shade and the flames of the five candles of deep blue wax set upon the altar fail to keep the shadows at bay. The dark shapes of five ghostly creatures fly several feet above floor level. These eerie fiends mumble moaning sounds and utter words that are beyond recognition as they circle around the central altar.

Initial Attitude: Hostile

Encounter: Five mighty allip servants (hp 83, 79, 77, 76, 73) currently pray in this Room. Though their mumbled gibberish is incomprehensible to anyone, these acolytes of Kasteoficiss are deeply focused on their prayers and suffer from a –4 circumstance penalty to Listen and Spot checks made to notice the PCs' presence.

Encounter Condition: Distracting Noises 8, Distracting Visions 8, Echoes 4, Unhallowed 6

Tactics: Once the allip disciples notice the PCs, they engage in melee combat, draining the PCs' Wisdom as their primary objective. They target PCs wearing the signs of other faiths first — such as clerics and paladins — and ceaselessly moan and whine gibberish capable of fascinating the strongest warriors.

Treasure: The five candles upon the altar are made of dark blue wax and enchanted with *continual flame*. They radiate evil.

EL: 15

Scaling: To increase the challenge of this encounter, add four 12 HD allips and remove the Echoes condition. To decrease the challenge, remove two.

Allip Servant: CR 10; Medium undead (incorporeal); HD 12d12; hp 83, 79, 77, 76, 73; Init +5; Spd Fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +6; Grp —; Atk +7 melee (1d4 Wisdom drain, incorporeal touch); Full Atk +7 melee (1d4 Wisdom drain, incorporeal touch); SA Babble, madness, Wisdom drain; SQ Blessed, darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +4, Ref +7, Will +11; Str —, Dex 13, Con —, Int 11, Wis 12, Cha 18.

Skills and Feats: Hide +12, Intimidate +12, Listen +11, Search +7, Spot +11, Survival +0 (+2 following tracks); Ability Focus (babble), Alertness, Improved Initiative, Iron Will, Lightning Reflexes.

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 ft. of the allip must succeed on a DC 18 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Blessed (Sp): The allip servant is under the protection of the dark deity it serves. It benefits from a permanent *bless*.

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

Spell-Like Abilities: 3/day—*guidance*; 1/day—*bane* (DC 12), *cause fear* (DC 12), *darkness*, *doom* (DC 12); 1/week—*bestow curse*, *prayer*.

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

N121. INACTIVE TRAP

The floor of this dark room is covered with stone debris of all shapes and sizes.

Initial Attitude: N/A

Encounter: A closer look at the ceiling of this Room reveals that several stones are missing. However, the gap created by the missing stones forms a perfect square, as if the neatly cut stone blocks were meant to fall. A PC succeeding at a DC 20 Knowledge (architecture and engineering) check confirms that the broken stones were once part of the ceiling. A PC with the trapfinding succeeding at a DC 25 Search check notices the floor is rigged with countless hidden pressure plates.

This Room once contained a falling block trap that was activated long ago. Because the stone blocks are now broken, the trap is completely useless and may not be repaired.

Encounter Condition: N/A

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: N/A

EL: N/A

Scaling: N/A

N122. ALLIP PRIESTS' SECOND PREPARATION CHAMBER

This chamber holds a dark blue marble basin. The oval basin is five-feet tall and lies at the foot of the north wall. It contains a crystal clear liquid. Painted upon the north wall are runic marks of a strange quality. What is most impressive about this place, however, are the two dark ghost-like creatures hovering three feet above the floor. These fiends are uttering disquieting ceremonial gibberish.

Initial Attitude: Hostile

Encounter: Like Room N119, this chamber is used by the allip initiates of the mummy priestess Kasteoficiss to perform an ancient cleansing ritual prior to entering the place of worship (Room N123). Although the allips' cleansing ritual pales in contrast to what this proud tradition used to be, Kasteoficiss insists that they continue to perform it. Her demented allip servants do the best they can to respect her wishes.

Two powerful allip servants (hp 81, 76) are currently moaning incomprehensible babble in an effort to cleanse their spirit before moving on to Room N123, where they plan on paying homage to their mummy mistress' God of Death. Because they are concentrating on their task, these allips suffer from a –4 penalty to all checks made to notice the presence of the PCs.

Encounter Condition: N/A

Tactics: Like most of their kind, these creatures whine and babble restlessly, which has a hypnotic effect on the living. These undead fiends close in on the PCs, engaging them in melee, as soon as they are made aware of their presence. They attempt to strike them and drain their Wisdom score, targeting anyone who openly bears the symbol of another deity first.

Treasure: The marble basin in this Room contains the equivalent of 1d6+4 vials of unholy water.

EL: 12

Scaling: To increase the challenge of this encounter, add three allips. To decrease the challenge, remove one.

SERVANTS OF KASTEOFICISS

Kasteoficiss' allip servants worship the same dark god as their mistress. The deity considers the allips active followers and bestows them a number of benefits as long as they continue to perform dark rituals in his honor. These special allip servants can use a number of spell-like abilities each day and are under the permanent effect of bless.

Allip Servant: CR 10; Medium undead (incorporeal); HD 12d12; hp 81, 76; Init +5; Spd Fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +6; Grp —; Atk +7 melee (1d4 Wisdom drain, incorporeal touch); Full Atk +7 melee (1d4 Wisdom drain, incorporeal touch); SA Babble, madness, Wisdom drain; SQ Blessed, darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +4, Ref +7, Will +11; Str —, Dex 13, Con —, Int 11, Wis 12, Cha 18.

Skills and Feats: Hide +12, Intimidate +12, Listen +11, Search +7, Spot +11, Survival +0 (+2 following tracks); Ability Focus (babble), Alertness, Improved Initiative, Iron Will, Lightning Reflexes

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 ft. of the allip must succeed on a DC 18 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Blessed (Sp): The allip servant is under the protection of the dark deity it serves. It benefits from a permanent *bless*.

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

Spell-Like Abilities: 3/day—*guidance*; 1/day—*bane* (DC 12), *cause fear* (DC 12), *darkness*, *doom* (DC 12); 1/week—*bestow curse*, *prayer*.

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

N123. PLACE OF WORSHIP, SECOND

This perfectly round chamber is cast in heavy shadows surrounding a simple but large stone altar where five blue candles are burning. The walls of this room are painted in a deep blue color.

Initial Attitude: N/A

Encounter: This is another place of worship used by the allip disciples of the mummy priestess. This small shrine is currently not used by any of Kasteoficiss' minions, however.

Encounter Condition: Desecration 10, Haunted

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: The five candles upon the altar are enchanted with *continual flame*. In addition, with a DC 25 Search check the PC find trace amounts of powdered silver portions of the floor (as if they fell out of ones clothing before disrobing).

EL: N/A

Scaling: N/A

N124. TRAPPED DOORWAY

The door to this Room is trapped.

Greater Glyph of Warding (Blast) Trap (×2): CR 14; spell; spell trigger; no reset; spell effect (*greater glyph of warding [blast]*, 12th-level cleric, 20d8 acid, DC 21 Reflex save half damage); Search DC 34; Disable Device DC 34. This trap combines the effects of two *greater glyph of warding* [blast] traps.

This small room is empty save for the undisturbed cloak of dust covering the floor. An eerie calm fills the air and challenges your senses.

Initial Attitude: N/A

Encounter: Though the allip servants of the mummy priestess occasionally enter this Room, these creatures prefer to frequent other portions of their mistress' domain, notably the two places of worship (Rooms N120 and N123) reserved especially for them. They are immune to the trap.

Encounter Condition: Deep Silence

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter. Afterwards, no Encounter occurs for 3d6 hours.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, add energy drain to the *greater glyph of warding* trap. To decrease the challenge, reduce the damage of the *greater glyph of warding* trap to 16d8.

N125. SKELETAL REMAINS

Several pieces of bone are scattered all over this room, obviously the remnants of a creature or creatures. This room is otherwise empty and oddly clean.

Initial Attitude: N/A

Encounter: A successful DC 18 Knowledge (nature) check reveals that the bone fragments come from three large minotaurs. The large skeletons are incomplete, however, with missing skulls, jaws, femurs, and ribs. These remains have been here for centuries uncounted.

Encounter Condition: Unhallowed 6

Tactics: N/A

Treasure: If the PCs sift through the detritus, they can find a *ring of protection* +2 with a successful DC 30 Search check. Blackened from age, it looks like any other portion of the floor.

EL: N/A

Scaling: N/A

N126. ALLIP DISCIPLES' PRIVATE QUARTERS

The floor of this square chamber is covered with a thick white pelt. Scattered over the pelt are dozens of pieces of black glass. Hovering above the floor are eight ghostly shapes. They look translucent. Their voices echo with their own gibberish, reverberating within the confines of the small room.

Initial Attitude: Hostile

Encounter: This Room is the private chamber of the allip disciples serving the mummy priestess. Though most allips spend their time in meditative contemplation in Rooms N119, N120, N122, and N123, these allips chatter incomprehensive babble amongst themselves.

Eight powerful allip servants (hp 80 each) hover about the Room, babbling. They dance in some fiendish scene of macabre butchery, acting out their own death thralls. They repeat this act in order to honor the god of death.

Encounter Condition: Concealment, Poor Footing 20

Tactics: When the PCs enter the Room, the allips attack. They fly to the top of the 40 ft. high ceiling and swoop back down on the PCs. They fly around round after round, attacking the PCs in a feverish ballet of carnage. They can only attack every other round, moving in a mobius strip pattern, gaining the benefit of Flyby Attack and a +4 bonus to Reflex saves against area effect spells and spell-like abilities. Since they attack every other round, four PCs are randomly attacked each round. Because of this, the PCs cannot control which allip they attack each round — they are practically indistinguishable. As a result, when the PCs damage an allip, roll a 1d8 to see which one is injured.

It also important to note, after three rounds the babbling of the allips turns into a feverish whine. The pitch rises and descends, making a horrible noise that combines into a maddening effect.

First, the PCs must save against each babble. Second, even with a successful save, the sound of the whine constantly changes. Thus, immunity against a specific allip only lasts for 1d6 minutes as opposed to 24 hours. Lastly, every time an allip dies, the pitch of the whine changes drastically and all PCs must save again, once, at a DC 15 + number of surviving allips, lest they be fascinated for 2d4 rounds.

A fascinated creature sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching,

allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

If the DM wishes to simplify this encounter, have the PCs make a single DC 22 Will save each round, lest they become flat-footed for the round. Since the allips are going to attack every round anyway, the PCs are going to make a lot of saving throws, which is just far too much bookkeeping for some groups.

Treasure: The white pelt comes from a large (and ancient) winter wolf. Though old and dry, this pelt is huge. It could be sold for upwards of 350 gp to naturalists or museums. In addition, the allips have grown fond of turning gems black with the malevolent presence. 1d100 gems of various size and style are now black lumps of glass. Collectors may pay as much as 5 gp each for these pieces, scattered about the floor.

EL: 17

Scaling: To increase the challenge of this encounter, add one allip. To decrease the challenge, remove two.

Allip Servant: CR 10; Medium undead (incorporeal); HD 12d12; hp 80; Init +5; Spd Fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +6; Grp —; Atk +7 melee (1d4 Wisdom drain, incorporeal touch); Full Atk +7 melee (1d4 Wisdom drain, incorporeal touch); SA Babble, madness, Wisdom drain; SQ Blessed, darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +4, Ref +7, Will +11; Str —, Dex 13, Con —, Int 11, Wis 12, Cha 18.

Skills and Feats: Hide +12, Intimidate +12, Listen +11, Search +7, Spot +11, Survival +0 (+2 following tracks); Ability Focus (babble), Alertness, [Flyby Attack], Improved Initiative, Iron Will, Lightning Reflexes

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 ft. of the allip must succeed on a DC 18 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 1d6 minutes. The save DC is Charisma-based.

Blessed (Sp): The allip servant is under the protection of the dark deity it serves. It benefits from a permanent *bless*.

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

Spell-Like Abilities: 3/day—*guidance*; 1/day—*bane* (DC 12), *cause fear* (DC 12), *darkness*, *doom* (DC 12); 1/week—*bestow curse*, *prayer*.

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

N127. TEMPLE GUARDS' BARRACKS

The northern door of this Room is kept open at all times.

Two large skeletal figures with entrails issuing horrifically from their bony ribs stand in this empty room. Each of these loathsome creatures has shadowy holes pierced in their skulls, making their eye sockets a dreadful sight to behold. They also have unnaturally long tongues that end in forked pincers hanging from between their grinning teeth. On the wall behind them, a rod, obviously magical, rests across two metal pegs.

Initial Attitude: Hostile

Encounter: Two Large mohrgs (hp 191, 177) guard this Room. These dreadful fiends keep a close eye on the corridor leading north and stand ready to attack anything they do not recognize as their mistress or one of her undead servants.

Encounter Condition: [Fog 5], Unhallowed 8

Tactics: If a fight breaks out, allow the mohrg in Room N128 a Listen or Spot check to notice. If successful, it arrives in 1 round to aid the mohrgs. Otherwise, allow checks every 3 rounds, until it notices the PCs.

The mohrgs in this Room charge the PCs the moment they spot them, preferring to target the strongest opponents. The mohrgs use their paralyzing touch abilities to weaken the PCs and turn all creatures they kill into mindless zombies.

During the first round, the mohrgs charge the largest PC pressing him back into the nearest wall, if possible. While the larger mohrg takes care of him, the other goes after nagging wizards and rogues, using its paralyzing touch to finish off spellcasters before they can do harm.

While they are not spellcasters, they carry special scrolls that Kasteoficiss has scribed just for them. If necessary, the larger mohrg pulls out a *scroll of cloudkill* and casts it on the entire Room (or hallway). Since undead have no Constitution score they are immune to the effects of the spell, but the PCs suffer 1d4 Constitution damage each round they are within the confines of the cloud. The cloud is 20 ft. high and has a 20-ft. radius. It remains for 18 minutes and obscures vision as *fog cloud*.

If the smaller mohrg is reduced to 50 hit points or less, it readies a *scroll of horrid wilting* and targets all living creatures in a 60-ft. radius with 18d6 points of damage. A DC 22 Fortitude saves for half. This scroll, like the *scroll of cloudkill*, is written in an unholy tongue. If the PCs wish to decipher either one, they must succeed at a DC 28 Decipher Script check or a DC 33 Spellcraft check (on each scroll). Failure means they cannot read them. Failure by more than 10, causes the reader to misread and 'spend' the energy stored in the scroll, rendering it useless. A natural '1' causes the spell to go off, targeting the nearest PC.

If the PCs successfully decipher the scrolls, they can use them normally.

Treasure: The southern door leads to a small closet filled with rotted clothing. Among the useless detritus are a set of golden dolphinshaped earrings (worth 155 gp), an ivory brooch resembling the face of a handsome elven youth (worth 135 gp), and a small piece of irregular amber (worth 90 gp).

A DC 40 Search check reveals a series of loose flagstones out of line with the rest of the floor. A dead elf is buried and crushed underneath. Prying the stones up takes about 20 minutes. Due to the weight of the stones, the bones have been pressed into powder and the corpse is beyond recognition. A DC 30 Heal check allows the PCs to decipher that it was in fact an elf.

EL: 16

Scaling: To increase the challenge of this encounter, add two mohrgs. To decrease the challenge, remove one.

Large Mohrg: CR 13; Large undead; HD 28d12; hp 191, 177; Init +9; Spd 30 ft.; AC 30, touch 13, flat-footed 26; Base Atk +14; Grp +26; Atk +22 melee (1d8+11, slam) or +22 melee touch (paralysis, tongue); Full Atk +22 melee (1d8+11, slam) and +22 melee touch (paralysis, tongue); Space/Reach 10 ft./10 ft.; SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +9, Ref +15, Will +18; Str 31, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +26, Hide +30, Listen +21, Move Silently +30, Spot +25, Swim +19; Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack.

Skills and Feats: Climb +18, Hide +25, Listen +15, Move Silently +25, Spot +19, Swim +13; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. Any opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

Possessions: Scroll of cloudkill, scroll of horrid wilting.

N128. MOUNTED MOHRG GUARD POST

The door in the western wall of this Room has been destroyed and now only an archway stands there, which allows the mohrg guards posted to keep a close eye on the corridor beyond.

A tall skeletal creature is mounted atop a large reptilian beast with leathery wings, sickly skin, and hollow eyes. The bony undead sitting upon the zombie mount has a mass of red and purple writhing entrails encased within the confines of its ribcage. A long purple tongue ending in a claw hangs from the fiend's mouth.

Initial Attitude: Hostile

Encounter: A mohrg (hp 137) and its wyvern zombie mount (hp 98) stand watch in this Room. The mohrg attacks all living creatures that come across its path as well as all servants of the lich lords that dare violate its mistress' domain. Its wyvern zombie mount is well trained and obeys its command.

Encounter Condition: Echoes 6, Negative Energy, Unhallowed 4

Tactics: This mohrg rider wears no armor and carries no weapon. It remains mounted for as long as it can manage, using the large body of the wyvern zombie to shield it from the PCs advances. In melee, the wyvern zombie uses its powerful slam attacks while the mohrg tries to paralyze the strongest PCs.

This mohrg fears Kasteoficiss and fights until destroyed, but it shrieks to alert its compatriots in Room N127. A successful DC 20 Listen check alerts the mohrgs in this Room, which come to aid their comrade 1d3 rounds later.

Treasure: The mohrg wears a silver band(worth 25 gp) upon the bony middle finger of its left hand. The band has a single sigil, honoring the god of death.

EL: 12

Scaling: To increase the challenge of this encounter, add a mohrg and a wyvern zombie mount. To decrease the challenge, remove the wyvern zombie.

Mohrg: CR 10; Medium undead; HD 20d12; hp 137; Init +9; Spd 30 ft.; AC 29, touch 14, flat-footed 25; Base Atk +10, Grp +16; Atk +16 melee (1d6+8, slam) or +16 melee touch (paralysis, tongue); Full Atk +16 melee (1d6+8, slam) and +15 melee touch (paralysis, tongue); SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +6, Ref +12, Will +14; Str 23, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +18, Hide +25, Listen +15, Move Silently +25, Spot +19, Swim +13; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. Any opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

Wyvern Zombie: CR 10; Large undead; HD 14d12+3; hp 98; Init +0; Spd 20 ft., fly 60 ft. (poor); AC 20, touch 8, flat-footed 20; Base Atk +7; Grp +16; Atk +11 melee (2d6+7 + poison, slam) or +11 melee (2d6+5 + poison, talons); Full Atk +11 melee (2d6+7, slam) or +11 melee (2d6+5, talons); SA Poison; SQ Single actions only, bane, damage reduction 5/slashing, darkvision 60 ft., magic circle against good, undead traits, unnatural aura; AL NE; SV Fort +4, Ref +4, Will +9; Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Bane (Sp): The special wyvern zombie is under the permanent effect of a *bane*.

Magic Circle Against Good (Sp): An aura equivalent to a permanent *magic circle against good* surrounds the special wyvern zombie.

Poison (Sp): The touch of a special wyvern zombie deals 1d10 Con damage (DC 19 Fortitude save negates), as if under the permanent effect of *poison*.

Unnatural Aura (Su): Animals can sense the unnatural presence of the special wyvern zombie at a distance of 30 ft. They do not willingly approach any nearer and panic if forced to do so; they remain panicked as long as they are within that range.

N129. TRAPPED CORRIDOR

The door on the north wall is sealed, requiring a DC 40 Strength check to break open.

This short hallway is cast in total darkness and a layer of dust, long undisturbed, covers the length of the floor.

Initial Attitude: N/A

Encounter: Kasteoficiss placed a powerful spell upon the floor of this corridor when she abandoned her main temple (Room N182) decades ago. There is no way to bypass this trap and her minions avoid this place entirely.

Combined Fire Storm Trap: CR 16; magic device; location trigger; no reset; spell effect (*fire storm*, 15th-level cleric, 30d6 fire, DC 23 Reflex save half); multiple targets (all targets within the Room); Search DC 33; Disable Device DC 33. Note: This trap combines the effects of two *fire storm* spells cast simultaneously.

Encounter Condition: [Safe]

Tactics: If the PCs find a way to disable this fire storm trap, the door to the Room can be locked and it is considered Safe.

Treasure: N/A

EL: 16

Scaling: To increase the challenge of this encounter, add *symbol of insanity* to the combined *fire storm* trap. To decrease the challenge, reduce the damage dealt by the combined *fire storm* trap to 24d6.

N130. EMPTY WYVERN PEN

Like most rooms in this section of the dungeon, this simple chamber is cast in heavy shadow. A closer examination reveals a small pile of broken bones and dried flesh in the southeasternmost corner of the room.

Initial Attitude: N/A

Encounter: The mummified corpse in the southeast corner is what remains of an elf who ventured into this Room, drawn by the undeniable a death knell. He was killed by the combined might of three wyvern zombies before being torn to pieces. The corpse is dry and most of it is deprived of flesh. What remains of the elf's skin, however, is blackened and hard.

Encounter Condition: [Ambush (darkness)], Fear 18, Unhallowed 8

Tactics: While there are no "tactics" to the Room, the DM may wish to have the elf come to life as a mohrg, attacking the PCs when they inspect its body. It gains automatic surprise and deals maximum damage on the first round. After that it attacks the closest PC in the hopes of creating more spawn.

Treasure: PCs succeeding at a DC 18 Search check finds a tarnished silver ring (worth 10 gp if cleaned) on a skeletal finger of the corpse. The silver ring has the symbol of the god of death burned into its surface.

EL: N/A

Scaling: N/A

N131. COMPACTING ROOM

The three doors leading into this simple chamber are colored with a cracked blue dye and reveal the same gray stone that make up most of the walls of the dungeon under the dry surfaces.

Initial Attitude: N/A

Encounter: This Room contains a mechanical trap, placed here centuries before by the celestials. Designed to finish off those who would dare rescue the undead from their tomb, it presses the floor and ceiling together. Two rounds after anyone heavier than 50 lbs. steps upon the floor in the center of the Room, the ceiling and floor move towards one another.

Compacting Room Trap: CR 14; mechanical; timed trigger; automatic reset; hidden switch bypass (Search DC 28); walls move together (16d6 crush); multiple targets (all targets in the room); never miss; onset delay (1 round); Search DC 32; Disable Device DC 26.

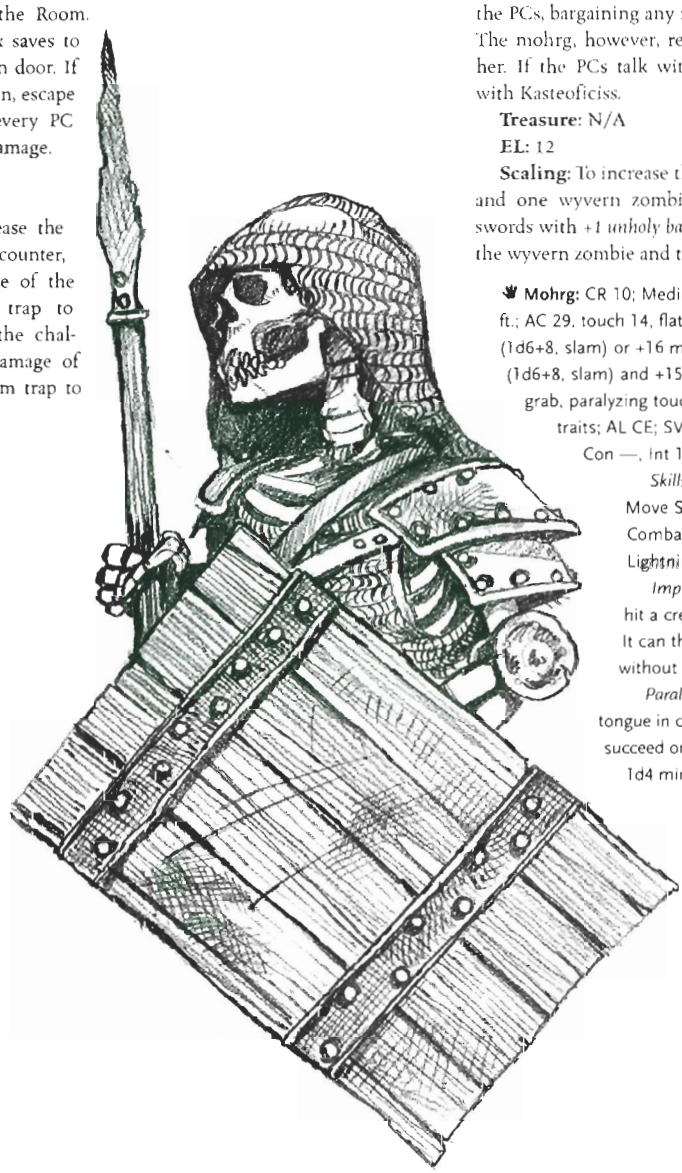
Encounter Condition: N/A

Tactics: Immediately after the trap triggers, the doors lock. If the PCs left a door open, it stays open, although bars jut from the doorjam (above and below) where the door would be pinned closed. It takes a full round for the walls to crush together, so PCs have exactly 6 seconds to make it out of the Room. Allow DC 20 Reflex saves to exit through an open door. If no door remains open, escape is impossible and every PC suffers 16d6 crush damage.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, increase the damage of the compacting Room trap to 20d6. To decrease the challenge, reduce the damage of the compacting Room trap to 12d6.



N132. LONE MOHRG RIDER

A large dragon-like animated corpse with dark eye sockets, pale gray flesh, and a pair of wide leathery wings dominates this room. A six-foot tall skeleton sits upon the undead beast, an eerie jumble of writhing viscera protruding from its ribcage. The skeleton creature holds a large steel shield and a disquietingly long tongue falls from his half opened mouth.

Initial Attitude: Hostile

Encounter: A mohrg (hp 131) and its wyvern zombie mount (hp 97) are on guard duty here. They attack all living creatures brave or fool enough to enter the lair of the mummy priestess, as well as all constructs and undead fiends they deem enemies. The zombie mount obeys its rider's every whim.

Encounter Condition: N/A

Tactics: The mohrg maneuvers its mount, using the body of the wyvern zombie to hamper the PCs' movement. Both rider and steed do not hesitate to charge into melee combat. While the wyvern zombie uses its slam attacks to harm the PCs, the mohrg paralyzes them, targeting the spellcasters whenever possible. This mohrg enjoys its unlife and its station among Kasteoficiss' servants. It retreats to Room N133 as soon as its hit point total drops below 75. If unable to retreat, it parleys with the PCs, bargaining any information it has in exchange for their mercy. The mohrg, however, remains loyal to its mistress and never betrays her. If the PCs talk with it, the mohrg offers to arrange a meeting with Kasteoficiss.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add one mohrg and one wyvern zombie mount. Replace their masterwork bastard swords with *+1 unholy bastard swords*. To decrease the challenge, remove the wyvern zombie and the *+2 heavy steel shield*.

Mohrg: CR 10; Medium undead; HD 20d12; hp 131; Init +9; Spd 30 ft.; AC 29, touch 14, flat-footed 25; Base Atk +10; Grp +16; Atk +16 melee (1d6+8, slam) or +16 melee touch (paralysis, tongue); Full Atk +16 melee (1d6+8, slam) and +15 melee touch (paralysis, tongue); SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +6, Ref +12, Will +14; Str 23, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +18, Hide +25, Listen +15, Move Silently +25, Spot +19, Swim +13; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. Any opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

Possessions: +2 heavy steel shield, masterwork bastard sword.

Wyvern Zombie: CR 10; Large undead; HD 14d12+3; hp 97; Init +0; Spd 20 ft., fly 60 ft. (poor); AC 20, touch 8, flat-footed 20; Base Atk +7; Grp +16; Atk +11 melee (2d6+7 + poison, slam) or +11 melee (2d6+5 + poison, talons); Full Atk +11 melee (2d6+7, slam) or +11 melee (2d6+5, talons); SA Poison; SQ Single actions only, bane, damage reduction 5/slashing, darkvision 60 ft., magic circle against good, undead traits, unnatural aura; AL NE; SV Fort +4, Ref +4, Will +9; Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Bane (Sp): The special wyvern zombie is under the permanent effect of a bane.

Magic Circle Against Good (Sp): An aura equivalent to a permanent magic circle against good surrounds the special wyvern zombie.

Poison (Sp): The touch of a special wyvern zombie deals 1d10 Con damage (DC 19 Fortitude save negates), as if under the permanent effect of poison.

Unnatural Aura (Su): Animals can sense the unnatural presence of the special wyvern zombie at a distance of 30 ft. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

N133. OUTER GUARD POST

All three doors to this Room are trapped. Warded with *horrid wilting* and *energy drain*, they affect any living creature opening the door.

Horrid Wilting Trap: CR 12; magic device; visual trigger (*true seeing*); automatic reset; spell effect (*horrid wilting*, 18th-level wizard, 18d6 damage to all living creatures within 60 ft., DC 23 Fortitude save negates); Search DC 36; Disable Device DC 38.

Energy Drain Trap: CR 10; magic device; visual trigger (*true seeing*); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 18th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

This room is unlit and empty, but two large skeletal figures with great horns protruding from their skulls stand guard in this chamber. The dreadful fiends' ribcages are filled with horrid viscera of the most hideous shades of reds, purples, and blues, but their most disquieting features are without any doubt the long pincer-like tongues dangling from their skinless jaws.

Encounter: Three mohrgs (hp 195, 187, 171) stand guard over this Room. Their duty is to prevent anyone from entering their mistress' domain, but most importantly to continue to ensure that the mummy priestess maintains access to Room N134 and the central vault beyond (Room N159), where she believes the avatar of her deity is entombed.

Encounter Condition: Deep Silence, Distracting Visions 8, Fear 22, Negative Energy, Spell Resistance 20

Tactics: This is a nearly impossible encounter for the PCs. Even if they survive the traps unharmed, they must contend with three very powerful mohrg and a *silence* that cannot be dispelled. While the *silence* does not extend into the hallway, it does make things difficult for those passing back and forth through the doorway.

The mohrg charge anyone entering this Room, pushing the fight into the hallway if the PCs outnumber them. They attack without mercy, targeting fighters and warrior-types whenever possible. In melee, the mohrgs use their paralyzing touch attack to weaken the PCs and turn every target they kill into mindless minions, which are later sent to the Badlands (Room N180).

They are formidable as a three point barricade around a doorway, pinning advancing PCs in the middle. In such an instance, all three gain the benefit of flank, even though there is an "open" side. The largest of the mohrg's has razor sharp bones, granting him an increased critical threat range and multiplier (19–20/×3).

Allow the mohrg rider in Room N132 a DC 22 Listen check. Success indicates the rider joins the fray 1d2+1 rounds later.

If the PCs kill these mohrgs, three more are posted within 24 hours. Future reinforcements arrive in 36-hour intervals, but there are 4 of them. If the PCs succeed in killing 4 waves of mohrg reinforcements, Kasteoficiss (Room N191) herself arrives to finish the PCs off.

Lastly, these mohrg are permanently immune to *lightning bolt*, *magic missile*, and *searing light*.

Treasure: One of the mohrgs carries a masterwork silver dagger, which has never seen combat. The dagger is tucked in a jeweled scabbard in surprisingly good shape. It is fashioned from thick leather and studded with deep green spines. It is worth upwards of 450 gp.

EL: 18

Scaling: To increase the challenge of this encounter, add one mohrg. To decrease the challenge, remove one.

Large Mohrg: CR 13; Large undead; HD 28d12; hp 195, 187, 171; Init +9; Spd 30 ft.; AC 30, touch 13, flat-footed 26; Base Atk +14; Grp +26; Atk +22 melee (1d8+11, slam) or +22 melee touch (paralysis, tongue); Full Atk +22 melee (1d8+11, slam) and +22 melee touch (paralysis, tongue); Space/Reach 10 ft./10 ft.; SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +9, Ref +15, Will +18; Str 31, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +26, Hide +30, Listen +21, Move Silently +30, Spot +25, Swim +19; Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

N134. SECOND CENTRAL ANTECHAMBER

When the angels designed the dungeon, they created the magical *wall of force* to prevent anyone from entering Room N159 — as well as to make sure what was imprisoned within would not escape. The bronze door leading to Room N159 is locked. Finding the oversized copper key matching the design engraved in the copper circle upon the door and then placing this key inside the grooves of the coppery circle unlocks the door, but only if the keys that unlocks the other three antechambers like this one (Rooms N112, N148, and N158) are also set in place.

This corridor is empty save for the wall of force that scintillates with subtle colors. On the other side of the force field is a wide bronze door set upon a frame of dark gray stone. No knob is set upon the door, but there is a large circle made out of copper in the middle of it. Indented in the center of this circle is the form of a large key.

Initial Attitude: N/A

Encounter: To gain access the central vault (Room N159), PCs must bypass the *wall of forces* in each of the four anterooms and then use the four special keys to unlock each of the doors leading to Room N159. Once the fourth door is unlocked, all doors leading to Room N159 open.

Encounter Condition: Hallowed 12

Tactics: To bypass the *walls of force*, four different levers must be activated. When the PCs place the last of these levers in the northern position, thus activating it, all force walls in the antechambers (Rooms N112, N134, N148, and N158) are instantly deactivated. The different levers can be found in Rooms N175, N199, N222, and N250.

The angels who built this place imbued the four antechambers with potent magic, which ensures that no evil-aligned creatures can enter.

Treasure: N/A

EL: N/A

Scaling: N/A

N135 THROUGH N159. NEUTRAL GROUND

A wide area comprising Rooms N135 through N159 is neutral ground that separates the domains of Invistis, Kasteoficiss, and Vinnara. Mainly composed of long empty corridors and small chambers, the minions of these three undead masters occasionally visit the place, but for the most part avoid it altogether.

Rooms N135 through N142 separate Invistis' humble domain with Kasteoficiss' vast territory. Some of these chambers are filled with stone debris, some are locked with an intricate mechanism to prevent both warring factions to reach the other side, and others are trapped. While Room N159 holds the most powerful creature in the dungeon prisoner, the other chambers in this section stand between Invistis' lair and Vinnara's haunting grounds.

While journeying through these neutral grounds, PCs encounter little opposition aside from the occasional trap and rare undead minion serving one of the three warring factions.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	Stone debris fall upon the PCs' shoulders. However, the rubble is harmless and the ceiling above is solid enough, posing no immediate threat to the party.
2	A heavy fog moves through the hall. Drafty, Fog 10.
3–11	Nothing
12–13	Two dread wraiths under Vinnara's command patrol this Section. These vile fiends attack the PCs as soon as they sense their presence.
14	Five 12 HD allips are looking to take control of a Room or two in the neutral ground. They view the PCs as a threat, and attack immediately.
15	Two 24 HD mohrgs (serving Kasteoficiss) patrol this Section. Following their mistress' command, these fiends attack anything they encounter before reporting back to her.
16–17	An iron golem loyal to Invistis guards this Room. The automaton's orders are to attack anything it sees.
18	The PCs stumble upon a trap. **Maximized Double Lightning Bolt Trap:** CR 18; magic device; location trigger; automatic reset; spell effect (lightning bolt, 18th-level sorcerer, 120 electricity, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28. This trap combines the effects of two maximized lightning bolt spells cast simultaneously.
19	This Room is badly damaged and fallen debris from the walls and ceiling lies scattered about. A PC succeeding at DC 20 Knowledge (architecture and engineering) check realizes the ceiling is about to collapse. Hazardous Footing 22, Tremors 22.
20	A greater shadow considers this Room its private home. It attacks anyone who enters.

N135. EMPTY CHAMBER

Except for a small pile of broken rocks and crushed stone debris on the east wall, this room is empty.

Initial Attitude: N/A

Encounter: The mound of debris was piled up in this Room at the time Kasteoficiss took dominion of her realm, after her minions cleaned up the rest of the place.

Encounter Condition: Poor Footing 6, [Safe]

Tactics: If the PCs find a way to barricade the door, they can rest here for up to 36 hours without harassment.

Treasure: A DC 30 Search check reveals a loose stone, marked with chalk. The chalk marks have faded over the years, but appear to be tally marks. Under the stone is a diary, bound in leather and warded with a *fire trap*. The diary tells of a band of elves [deserters] who escaped the rigors of Region H and snuck into the tomb of the unliving (apparently using *invisibility* and having a fast archer distract the shield guardians).

The journal goes on to describe that the tomb is a horrible place, where the dead are never allowed to rest. Zombies that were put down come back to life the next day, ready to kill the elves again. The person writing the journal is obviously a wizard as he explains the various spells they used against the undead.

"Certain Rooms appear to negate our magic and the dead are unrelenting. If only there were a way out."

Lastly, the writer describes what he believes is trickery. "One of our members seems fascinated with the bodies of the zombies. He has started to collect fingers, skulls, whatever he can find. Yesterday he cut a zombie into four quarters and watched as they slowly grew back together. Something is amiss and I no longer trust my companions."

EL: N/A

Scaling: N/A

N136. TRAPPED INTERSECTION

The northern door to this Room is broken off its hinges.

Three doors open in this dark and empty room. A heavy chill fills the air as heat pushes up from below. The room is the constant battle of light and dark.

Initial Attitude: N/A

Encounter: Both the servants of Invistis and the minions of the mummy priestess Kasteoficiss are aware of the lethal trap here and avoid this intersection. Whenever someone moves through this Room, the magical trap is triggered, releasing a mighty storm of hail, sleet, and snow that lasts 10 rounds. This trap affects everyone within a 360-ft. radius centered in the middle of the Room.

Storm of Vengeance Trap (with Meteor Swarm): CR 14; magical device; location trigger; automatic reset; spell effect (*storm of vengeance*, 20th-level cleric; 1st round—deafened for 1d4 × 10 minutes, DC 24 Fortitude save negates; 2nd round—acid rain for 1d6 damage; 3rd round—six bolts of lighting, maximum of one per target, 10d6 electricity, DC 24 Reflex save half damage; 4th round—hailstorm, 5d6 bludgeoning damage; 5th to 10th round—violent winds); spell effect (meteor swarm, four exploding meteors causing 6d6 fire damage each) Search DC 33; Disable Device DC 33.

Encounter Condition: Deep Darkness, Drafty, Extreme Cold*, Extreme Heat*, Spell Resistance 20*

Tactics: The Spell Resistance in this Room does not affect the trap, but does affect the PCs.

The Extreme Cold and Heat battle one another, affecting the PCs on alternating rounds. If it is not apparent to the PCs, this is a Room that neither side of this wants to fall into the wrong hands.

Treasure: A DC 40 Search check reveals a pair of mummified hands that are nailed to the east wall. Rings on the hands bear the symbols of Kasteoficiss, but they appear to have been scorched and marked. Allow the PCs to find the hands with ease, if they find a way to light the Room.

EL: 15

Scaling: To increase the challenge of this encounter, add *fire storm* to the *storm of vengeance* trap. To decrease the challenge, reduce the Search and Disable Device DCs of the *storm of vengeance* trap by –5.

N137. RUINED CHAMBER

The southern door to this Room is locked from inside. Even if the PCs open the door (requiring a DC 40 Open Lock check), they must succeed at a DC 22 Strength check to push the door open wide enough to walk through.

This room is filled with stone debris. Judging by the state of the walls and the chunks of stone missing from the ceiling, it is obvious that entering this room might be dangerous.

Initial Attitude: N/A

Encounter: There is nothing of value here, but the walls and floor indicate that more than a few dozen fights have taken place here. One gouge, three inches deep, indicates that something with a massive axe was here once.

Encounter Condition: Hazardous Footing 20, Tremors 20, Spell Resistance 18

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: Traces of silver powder can be found in various quantities around the Room. There is not enough to be scooped up, but should an undead creature step in the powder it suffers damage as though it were hit with holy water. Kasteoficiss' minions know this and fight from the eastern hallway without entering the Room.

EL: N/A

Scaling: N/A

N138. HIDDEN CORRIDOR

This empty room reeks with the overwhelming smell of decay. Narrow grooves are visible upon the south wall of this chamber, revealing a ten-foot wide stone panel.

Initial Attitude: N/A

Encounter: This panel was designed as a false secret door, which can be spotted as soon as anyone inspects the Room. This heavy panel is fashioned from a single stone block and must be pushed open with a successful DC 20 Strength check. It veers on hinges, which are set into the door frame (so they cannot be seen when the panel is closed).

Beyond the secret doorway is a short corridor leading to a false door. The knob of this door is imbued with contact poison, so any creature touching it automatically suffers its effect. This door is fixed to the stone wall beyond and cannot be opened by any means.

Doorknob Smeared with Black Lotus Extract Poison: CR 12; mechanical; touch trigger (attached); manual reset; poison (black lotus extract, DC 20 Fortitude save resists; 3d6 Con/3d6 Con); Search DC 35; Disable Device DC 30.

Encounter Condition: Desecration 7, Fear 15, Fog 10

Tactics: The Fear effect takes place after the PCs touch the trapped doorknob. The fog is also an after effect, blanketing the Room.

After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add dragon bile poison to the doorknob trap and increase the Search DC to 36. To decrease the challenge, replace the black lotus extract from the poisoned doorknob trap with dragon bile poison.

N139. CORNER CHAMBER

This simple chamber connects two corridors together. Though it is obvious that doors once stood in the archways leading into this room, these were taken out, leaving only narrow openings.

Initial Attitude: N/A

Encounter: This Room houses an evil feeling. Unlike the other Rooms that are filled with dread and decay, this chamber is filled with a restless energy, like a dead child wishing to return home.

Encounter Condition: Drafty, Echoes 6, Extreme Cold, Haunted, Unhallowed 5

Tactics: If the PCs spend 10 minutes or longer here, haunting images unfold. Feel free to add whatever unnerving, but not horrific images come to mind. The PCs should feel as though they've just seen something very sad take place that they can't do anything to avoid. Heroes of the magnitude of the PCs should be frustrated and saddened by this. Roleplay it up, but don't force them to feel anything. Use your best judgement on how you think they'll respond to these images.

Treasure: If the PCs spend 30 minutes in this Room, have them make DC 22 Will saves. If they fail, they are shaken for 1d6 hours. If they succeed, they gain the benefit of *bless* for 2d6 hours.

EL: N/A

Scaling: N/A

N140. DAMAGED CHAMBER

Each door leading into this Room is locked, requiring a DC 40 Open Lock check to unlock. In addition the southern door is locked and warded from the inside. A DC 45 Open Lock check is required to unlock the southern door from the inside.

Wail of the Banshee Trap: CR 10; magic device; proximity trigger (alarm); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

There is a wide hole, approximately ten-foot wide by fifteen deep, in the middle of this simple room. A closer look at the pit reveals rusty picks and damaged shovels lying at the bottom of it. The pit was dug from the bedrock, uncovering more solid gray stone. Three rotted corpses, possibly elves, lie in various positions around the room. They look to have died peacefully.

On the left hand of one of the corpses a single ring glows with a sickly pale green light.

Initial Attitude: N/A

Encounter: Long ago, elves were trapped in this Room. Surrounded on all sides by undead, they locked themselves inside and began digging into the earth below. Having spent months here, they eventually went mad and gave up when they continued to find stone 15 ft. down. Their remains indicate the position they were in when they died.

Encounter Condition: [Fear 22], Haunted, Stagnant Air[SC]

Tactics: In addition to the **Encounter Conditions** above, this Room suffers from a madness effect, similar to *insanity*. In addition to becoming shaken, PCs failing their fear saves suffer permanent confusion and 1d4 Wisdom drain. This save is only made after the PCs have spent 30 minutes in the Room.

The Stagnant Air ends after all four doors have been open for 30 minutes or two doors have been open for 1 hour.

Treasure: Five heavy pickaxes covered with rust and three unusable shovels lie at the bottom of the pit. The elves carried a small bit of gold on them (45 gp altogether) and several pieces of jewelry (10 pieces worth about 750 gp altogether). One of the elf corpses wears a magical ring that glows green when undead were within 60 ft. The ring glows and radiates moderate abjuration.

EL: N/A

Scaling: N/A

N141. RUBBLE MOUND

A giant mound of stone debris is piled in this room. The rubble pile takes up the entire width of the chamber and is twenty feet high at its highest point.

Initial Attitude: N/A

Encounter: The rubble is impassible. However, even if the PCs manage to clear the rubble, the backwall is just beyond the pile. DMs looking to aggravate the PCs should allow them to think there is a secret door here or at least something of value.

Encounter Condition: [Safe], [Smoke]

Tactics: If the PCs start to move the rubble, dust kicks up like Smoke, choking them as they work. The stones can be cleared in a number of hours equal to 35 minus the Strength of the PC working. Up to two PCs can work together to clear the rubble.

If the PCs have locked the doors in Room N140, this Room is considered Safe.

Treasure: If the PCs spend at least 1 hour clearing away rubble, allow Search checks. A successful DC 35 Search check uncovers a +2 *unholy heavy mace* and several fragments of elongated bones.

EL: N/A

Scaling: N/A

N142. SUMMONED DEMON TRAP

As soon as anyone passes through the archway leading to this Room, a trap triggers. Unholy runes, marking the archway, indicate that something is amiss.

Combined Summon Monster VIII Trap: CR 14; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon monster VIII*, 18th-level sorcerer; Search DC 33; Disable Device DC 33. Note: This trap summons five vrock demons.

As soon as the first PC passes through the doorway, the door closes and locks behind him, trapping him in the Room with the demons. Opening the door requires a DC 40 Open Lock check, which takes 5 minutes. This time is trimmed by 1 minute for every 3 the PC succeeds the check by (minimum 1 minute). Failure means the PC has wasted 5 minutes trying to open the lock.

The DM should make this check secretly.

Two sequential *knock* spells open the door as well.

There is nothing special in this room except for a small chunk of roughly cut yellow corundum imbedded in the center of the floor and soot ringing the walls, some 3 feet off the ground.

Initial Attitude: N/A

Encounter: Another of a series of Room that remains uncontrolled, Invistis has placed a horrible trap, used to lure Kasteoficiss' undead to a horrible fate.

Upon triggering the trap, five vrock demons (hp 115 each) surround the PC, filling the Room with unholy energy. Invistis sends servants here from time to time to clear out the Room, destroying any remaining vrocks and clearing the Room of dead. Due to the nature of the Room, the Negative Energy effects anything that enters it, living and undead alike.

Encounter Condition: Ambush (darkness), Concealment, Distracting Noises 9, Fearless, Negative Energy, Smoke

Tactics: Rogues with defensive roll or opportunist are allowed a DC 25 Reflex save to get into the Room before the door closes, thus allowing a second (or third) PC into the fight. Increase the save DC by +5 for every 5 ft. away from the first PC the rogue was standing when the trap triggers. So long as no one is in the square just outside the door, a rogue can use this same Reflex save to exit the Room.

Once summoned, the vrocks spend one round orienting themselves, giving the trapped PC time to formulate a plan. On the second round, the vrocks close and release their spores, almost simultaneously. The largest two cast *heroism* on themselves on round three, as they prepare for the next wave of carnage.

On the fourth round, three of the vrocks pull back and begin their dance of ruin. This dance, if it remains uninterrupted, releases a blast of unholy energy three rounds later. PCs inside and outside the Room (up to 100 ft. away) are struck suffer 20d6 damage (DC 18 Will save for half) from the vrocks demonic dance. Undead in neighboring Rooms come to investigate if they take damage from this ability.

The vrocks release their spores, often. While they can only do this every third round, if spread out enough, it feels like the PCs are being hit every round. Since these spores burrow into the PCs' skin and do damage for 10 rounds, this is a lot of bookkeeping. If the DM wishes he can replace the spores with magma-hot stones that burrow into the skin and do 3d6 fire damage on round 1 and 3d6 fire damage on round 2.

The vrocks wait until the PCs open the door before using their stunning screech. Should all of the PCs become stunned or disabled in anyway, the vrocks push passed them and into the dungeon, wrecking havoc on the unliving. Their chaotic nature is magnified by the unholy aura of the tomb.

Treasure: The gemstone placed here by [Invistis] to encourage intrusion is a fiery corundum worth 115 gp. Removing it from the wall without damaging it requires a DC 30 Disable Device or Open Lock check.

The gem is trapped with poison gas, should the PCs tamper with it.

Insanity Mist Vapor Trap: CR 9; mechanical; location trigger; repair reset; gas; never miss; onset delay (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. room); Search DC 30; Disable Device DC 20.

EL: 15

Scaling: To increase the challenge of this encounter, replace the *summon monster VIII* trap with a *summon monster IX* trap (which summons five hezrou demons). To decrease the challenge, replace the *summon monster VIII* trap with a *summon monster VII* trap (which summons five babau demons).

Vrock: CR 9; Large outsider (chaotic, extraplanar, evil); HD 10d8+70; hp 115; Init +2; Spd 30 ft., fly 50 ft. (average); AC 22, touch 11, flat-footed 20; Base Atk +10; Grp +20; Atk +15 melee (2d6+6, claw); Full Atk +15 melee (2d6+6, 2 claws) and +13 melee (1d8+3, bite) and +13 melee (1d6+3, 2 talons); Space/Reach 10 ft./10 ft.; SA Dance of ruin, spell-like abilities, spores, stunning screech, summon demon; SQ Damage reduction 10/good, darkvision 60 ft., immunity to electricity and poison, resistance to acid 10, cold 10, and fire 10, spell resistance 17, telepathy 100 ft.; AL CE; SV Fort +14, Ref +9, Will +10; Str 23, Dex 15, Con 25, Int 14, Wis 16, Cha 16.

Skills and Feats: Concentration +20, Diplomacy +5, Hide +11, Intimidate +16, Knowledge (any one) +15, Listen +24, Move Silently +15, Search +15, Sense Motive +16, Spellcraft +15, Spot +24, Survival +3 (+5 following tracks); Cleave, Combat Reflexes, Multiattack, Power Attack.

Dance of Ruin (Su): To use this ability, a group of at least three vrocks must join hands in a circle, dancing wildly about and chanting.

At the end of 3 rounds of dancing, a wave of crackling energy flashes outward in a 100-ft. radius. All creatures except for demons within the radius take 20d6 points of damage (Reflex DC 18 half). Stunning, paralyzing, or slaying one of the vrocks stops the dance. The save DC is Charisma-based.

Spell-Like Abilities: At will—*mirror image, telekinesis* (DC 18), *greater teleport* (self plus 50 pounds of objects only); 1/day—*heroism*. Caster level 12th. The save DCs are Charisma-based.

Spores (Ex): A vrock can release masses of spores from its body once every 3 rounds as a free action. The spores automatically deal 1d8 points of damage to all creatures adjacent to the vrock. They then penetrate the skin and grow, dealing an additional 1d4 points of damage each round for 10 rounds. At the end of this time, the victim is covered with a tangle of viny growths. (The vines are harmless and wither away in 1d4 days.) A *delay poison* spell stops the spores' growth for its duration. *Bless, neutralize poison,* or *remove disease* kills the spores, as does sprinkling the victim with a vial of holy water.

Stunning Screech (Su): Once per hour a vrock can emit a piercing screech. All creatures except for demons within a 30-ft. radius must succeed on a DC 22 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

Summon Demon (Sp): Once per day these vrocks can attempt to summon another vrock with a 35% chance of success. This ability is the equivalent of a 3rd-level spell.

Skills: Vrocks have a +8 racial bonus on Listen and Spot checks.

N143. EMPTY INTERSECTION

The three doors opening into this chamber are locked. A successful DC 40 Open Lock check is enough to unlock them.

A pale coat of dust cloaks the floor of this empty chamber. Two other doors lead out of the room, coated with ichor and dead flesh. The smell is pungent and rank, filling your nostrils with an almost acidic odor. An unholy chill fills the air.

Initial Attitude: N/A

Encounter: This Room lies between three evil empires. While no one lays claim to it, the hate that brews in the tomb is concentrated here. The stagnant, cold air, makes the conditions almost unlivable.

Encounter Condition: Diseased (devil chills) 22%, Extreme Cold, Stagnant Air, Unhallowed 16

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: Buried under one of the stones is the crushed stone of a mohrg lieutenant that Invistis captured and tortured centuries earlier. Unless the PCs succeed at a DC 60 Search check, there is no way for them to find the head. Should they find it and remove it from the Room, the Extreme Cold is removed and the Unhallowed Encounter Condition is reduced to 10.

EL: N/A

Scaling: N/A

N144. AUDACIOUS ALLIP

A successful DC 40 Open Lock check is required to unlock each of the four doors leading into this Room.

This chamber, spartan and damp, is cast in heavy shadow. The ghostly shape of an eerie figure emerges from the darkness, moaning and gibbering, its empty eye betraying an underlying evil.

Initial Attitude: Hostile

Encounter: A maddened allip (hp 81) loyal to Kasteoficiss haunts this Room. Fearlessly, it ventures as close to Invistis' lair as it dares, waiting before reporting back to its mistress. It attacks the PCs as soon as they enter, unafraid of anything.

Encounter Condition: Fear 25, Fearless, Negative Energy, Unhallowed 15

Tactics: This allip attacks the most heavily armored opponents first. It babbles ceaselessly, using its ghostly touch to sap the health of its victims. It also babbles in an impossibly chaotic pattern, muttering at various frequencies and pitch. Because of this, PCs must make Will saves against the allip's babbling each round, regardless of whether they succeeded in previous rounds. In addition, it is among one of the most powerful allips in the dungeon. Its touch deals 1d6 Wisdom drain instead of 1d4 and the save DC of its babbling is increased by +4. Lastly, its AC is increased by +4 and it can fly 40 ft. per round.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add two allips. To decrease the challenge, reduce the Encounter Condition to Unhallowed 2.

Allip Servant: CR 10; Medium undead (incorporeal); HD 12d12; hp 81; Init +5; Spd Fly 40 ft. (perfect); AC 19, touch 19, flat-footed 18; Base Atk +6; Grp —; Atk +7 melee (1d4 Wisdom drain, incorporeal touch); Full Atk +7 melee (1d4 Wisdom drain, incorporeal touch); SA Babble, madness, Wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +4, Ref +7, Will +11; Str —, Dex 13, Con —, Int 11, Wis 12, Cha 18.

Skills and Feats: Hide +12, Intimidate +12, Listen +11, Search +7, Spot +11, Survival +0 (+2 following tracks); Ability Focus (babble), Alertness, Improved Initiative, Iron Will, Lightning Reflexes.

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 ft. of the allip must succeed on a DC 22 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Blessed (Sp): The allip servant is under the protection of the dark deity it serves. It benefits from a permanent bless.

Madness (Su): Anyone targeting an allip with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d6 points of Wisdom damage.

Spell-Like Abilities: 3/day—*guidance*; 1/day—*bane* (DC 12), *cause fear* (DC 12), *darkness*, *doom* (DC 12); 1/week—*bestow curse and prayer*.

Wisdom Drain (Su): An allip causes 1d6 points of Wisdom drain each time it hits with its incorporeal touch attack. On each such successful attack, it gains 5 temporary hit points.

N145. UNBLEMISHED INTERSECTION

This small chamber connects four corridors. There is something peculiar about the place, something out of the ordinary — this room is clean. There is barely any dust upon the floor and the walls of the place are smooth and undamaged.

Initial Attitude: N/A

Encounter: A simple but effective magical device is barely visible, but a rogue experienced in locating traps might be able to uncover the tiny "Z"-shaped rune in the middle of the floor of this chamber — before it is too late. The 10-ft. by 10-ft. area centered upon this rune is rigged. Anyone stepping upon this portion of the floor automatically triggers the trap.

Lightning Bolt Trap: CR 16; magic device; location trigger; automatic reset; spell effect (*lightning bolt*, 18th-level sorcerer, 30d6 electricity, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28. This spell combines the effects of three lightning bolt trap triggered simultaneously.

Encounter Condition: Spell Resistance 20%

Tactics: The Spell Resistance in this Room does not affect the trap.

Treasure: N/A

EL: 16

Scaling: To increase the challenge of this encounter, replace the *lightning bolt* trap with a *chain lightning* trap. To decrease the challenge, reduce the damage dealt by the *lightning bolt* trap to 20d6.

N146. BATTLE SITE

The walls of this chamber are marked with small grooves and tiny gauges, obviously made by weapons some time ago. The floor is tainted with patches of dried blood, which fill every crack in the stone surface. Though a battle undoubtedly occurred here, there are no bodies or items anywhere; only the tiny pieces of chipped stones from the walls scattered about the place.

Initial Attitude: N/A

Encounter: Many battles have been fought here by undead trying to take control of this Room, a strong point in the undead's advancement north. However, no creature has ever held it for longer than a month.

Encounter Condition: Drafty, Echoes 6, Safe

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter. Once a Random Encounter occurs the Room is considered Safe for 38 hours.

Treasure: PCs succeeding at a DC 40 Search check find a number of trinkets, scattered about the Room, in various nooks. Six gold teeth (worth 5 gp each), a silver ring — now crushed — worth 2 gp, and *brooch of shielding*, dented and worn (with 11 points still remaining).

EL: N/A

Scaling: N/A

N147. LONE SHIELD GUARDIAN

All four doors leading into this Room are locked, requiring DC 45 Open Lock checks to unlock.

A tall and emaciated statuesque figure built from burgundy and green stones, as well as with a black metal, stands in front of a door leading south.

Initial Attitude: Hostile

Encounter: A powerful shield guardian (hp 388) loyal to the lich lord Invistis stands guards here. Though Invistis does not govern the Section, he hopes to establish a stronghold. The lich's goal is to secure safe passage to Room N148, and eventually to Room N158; both outer antechambers leading to the central vault where the World Eater is imprisoned.

The shield guardian's stored spell is a *quickened alarm*.

Encounter Condition: Fearless, Negative Energy, Unhallowed 10

Tactics: This automaton attacks all creatures other than its master and other constructs. It targets no particular type of foes and uses no connivance in battle other than moving within the melee range of its intended victim.

It is a typical construct, designed to guard. On the first round of combat it fights defensively and triggers its quickened alarm spell, altering Invistis of intrusion. Iron golems from Room N161 arrive 3d6 rounds later to investigate.

In addition to the typical strengths of a shield guardian, this one has damage reduction 10/–, spell resistance 20, and *vampiric touch*.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, add one shield guardian. To decrease the challenge, assume that the creature is damaged with only 50% of its hit points remaining.

Shield Guardian: CR 14; Huge construct; HD 45d10+40; hp 388; Init +0; Spd 30 ft.; AC 26, touch 8, flat-footed 26; Base Atk +30; Grp +54; Atk +42 melee (2d6+12, *vampiric touch*); Full Atk +42 melee (2d6+12, 2 *vampiric touches*); Space/Reach 15 ft./15 ft.; SA —; SQ Construct traits, darkvision 60 ft., damage reduction 10/—, fast healing 5, find master, guard, low-light vision, shield other, spell resistance 20, spell storing; AL N(E); SV Fort +11, Ref +11, Will +11; Str 35, Dex 11, Con —, Int —, Wis 10, Cha 1.

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called in).

Guard (Ex): If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability if within 100 ft. of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A shield guardian can store one spell of 4th-level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

Vampiric Touch (Su): This shield guardian has a *vampiric touch* that works much like the spell of the same name. However, unlike the spell, the shield guardian gains temporary hit points equal to ½ the damage dealt.

N148. THIRD CENTRAL ANTECHAMBER

The builders of the dungeon created a magical *wall of force* to prevent anyone from entering Room N159 and insure the creature within remained imprisoned forever. The door leading to Room N159 is locked. It can only be unlocked by finding the rough diamond key which fits perfectly into an indentation in the middle of the white diamond circle amidst the door. This special key is held by Invistis the lich lord (see Room N178 for more details), but the other three doors of the antechambers must also be unlocked in order for the door here to open.

This hallway contains a wall of force which scintillates with pale colors ranging from yellow to purple. There is a bronze door on the other side of the force field. It has no knob and in the middle of it is a wide circle of sparkly white diamond with a hole in its center.

Initial Attitude: N/A

Encounter: There are three other outer antechambers like this one (Rooms N112, N134, and N158). To gain access to the central vault (Room N159), PCs must first bypass the wall of forces in each of the four Rooms and then use the special keys to unlock each of the doors there. Once the fourth door is unlocked, all doors leading to Room N159 open.

Encounter Condition: Fear 16, Haunted, Unhallowed 4

Tactics: Four different levers must be activated to bypass the *walls of force* in Rooms N112, N134, N148, and N158. All must be placed in the northern position in order to deactivate the magical walls. Once the fourth lever is thus activated, all force walls dissipate. These levers can be found in Rooms N175, N199, N222, and N250.

Treasure: N/A

EL: N/A

Scaling: N/A

N149. DEVASTATED CHAMBER

The southern and western entry ways once held doors, but now only the heavy coppery hinges that once supported them are left.

Several piles of detritus lie scattered upon the floor. Composed of powdery rocks, broken stone boulders, charred wood, and the busted remains of wooden stools and a marble table, these piles take up most of the floor, making travel through the room difficult at best.

Initial Attitude: N/A

Encounter: The rubble hides a few bodies from the PCs. A successful DC 30 Search check reveals several rotted garments as well as the skeletal corpses of elves (two male, one female), buried under the rubble.

Encounter Condition: [Fear 20], Flooded or Hazardous Footing 22, Haunted

Tactics: The bodies have rotted away to nothing and the Room feels dirty and unclean, making holy PCs nervous. A DC 20 Willpower save overcomes any fearful conditions, but does nothing to shake the feeling that this Room is unclean.

Casting consecrate or a similar spell removes the Haunted Encounter Condition but not the Fear.

Treasure: PCs taking time to move the rubble (an act requiring at least 1 hour) find a silver earring (worth 35 gp), a piece of black volcanic glass (worth 20 gp), and a total of 51 gp in assorted coins and small gemstones (within an old but solid leathery pouch) with a successful DC 30 Search check.

EL: N/A

Scaling: N/A

N150. ABANDONED CHAMBER

The doors upon the east and west walls of this chamber are locked, requiring a DC 40 Open Lock check to open. The door on the south wall is unlocked, but a closer examination reveals that it holds a busted locking mechanism, which is damaged beyond repair.

This chamber is empty except for the undisturbed gray dust blanketing the floor. Oddly, there is little foot traffic across the dust.

Initial Attitude: N/A

Encounter: Allips and other ghostly creatures have been moving through eliminating the evidence of their footprints in the dust. PCs stepping onto the floor soon learn why. Trapped with a field of electricity. Most of the undead are aware of Invistis' little trap and avoid this Room. However, that doesn't help the PCs.

Lightning Bolt Trap: CR 10; magic device; location trigger; automatic reset; spell effect (*lightning bolt*, 18th-level sorcerer, 18d6 electricity, DC 18 Reflex save half damage); Search DC 35; Disable Device DC N/A. Note: This trap targets everyone in the Room.

Encounter Condition: Echoes 6

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter, ignoring any Random Encounters with creatures that cannot fly.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, increase the Search DC of the *lightning bolt* trap to 45. To reduce the challenge, allow the PCs Spot as well as Search checks to find the trap.

N151. DREAD WRAITH HAUNTING GROUND

This room is empty both of light and furniture. Even magical light is swallowed by the darkness.

Initial Attitude: Hostile

Encounter: A dread wraith (hp 164) serving Vinnara the Black Guard watches over this chamber and the corridor leading to Room N155. The creature's duty is to keep an eye out for trespassers. When it senses living creatures present, it attacks immediately, hoping to turn its prey into wraith servants. Unliving creatures are torn to shreds, and their remains brought back to Vinnara for desecration.

Encounter Condition: Ambush (darkness), Concealment, Deep Darkness, Desecration 6, Fear 16

Tactics: The dread wraith gains a +2 bonus to its Initiative check during the first round of combat, attacking from the shadows. It ambushes the weakest PC first, looking for those wearing the least armor. In an effort to create spawns, it viciously directs its attack on the same target for as long as it can manage. If its hit point total drops below to 50 points or less, it utters a loud cry and flies away to its mistress (Room N102), warning her of the threat the PCs pose.

Treasure: The dread wraith wears +3 *ghost touch full plate* that become substantial when the creature is destroyed.

EL: 13

Scaling: To increase the challenge of this encounter, add one dread wraith. To decrease the challenge, remove the Ambush and Deep Darkness Encounter Conditions.

Dread Wraith: CR 13; Large undead (incorporeal); HD 24d12; hp 164; Init +13; Spd Fly 60 ft. (good); AC 36, touch 25, flat-footed 27; Base Atk +12; Grp —; Atk +20 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +20 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +7, Ref +18, Will +22; Str —, Dex 29, Con —, Int 17, Wis 18, Cha 25.

Skills and Feats: Diplomacy +15, Hide +31, Intimidate +30, Knowledge (religion) +26, Listen +29, Search +26, Sense Motive +29, Spot +29, Survival +8 (+10 following tracks); Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Iron Will, Lightning Reflexes, Mobility, Spring Attack, Skill Focus (Hide).

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Possessions: +3 ghost touch full plate.

N152. RIGGED HALLWAY

The doors are magically trapped. Two rounds after a door is opened, arcane erupts from the floor and ceiling, exploding in the center of Room N152.

Maximized Double Fireball Trap: CR 18; magic device; location trigger; automatic reset; spell effect (*fireball*, 18th-level wizard, 120 fire, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28. This room combines the effects of two maximized fireball spells triggered simultaneously.

Like many others in the area, this room is dark and empty, the gray stone of its walls covered with a thick layer of soot. There are four doors in this chamber: One upon each wall. The door leading south is dented with claw marks, but otherwise exactly as the others.

Initial Attitude: N/A

Encounter: This Room once held vile prisoners who escaped after centuries of confinement. Now, it is anothet in Invistis' many traps.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 18

Scaling: To increase the challenge of this encounter, increase the damage of the *fireball* trap to 144. To decrease the challenge, reduce the damage of the *fireball* trap to 96.

N153. HOUND ARCHON'S CORPSE

The door on the eastern wall is locked, requiring a DC 45 Open Lock check to unlock.

The skeletal remains of a humanoid creature lie in the center of this room. The skeleton's cranium is reminiscent of that of a dog, but the rest of its bony structure is identical to that of a broad-shouldered human.

Initial Attitude: N/A

Encounter: A hound archon serving the angels died long ago, protecting the borders of the Region from interference. When his time came, he journeyed to this hallowed Room and passed on.

Encounter Condition: Hallowed 8, Positive Energy, Safe

Tactics: The strong skeleton of its body remains still untouched.

Treasure: A golden necklace (worth 130 gp) around the skeletal structure holds an unbroken glass vial containing three doses of a *potion of cure serious wounds*.

EL: N/A

Scaling: N/A

N154. ABANDONED STORES

Both doors leading into this Room are locked, requiring a DC 45 Open Lock check is to unlock each of them.

Several logs are piled close to the west wall of this small chamber, while eight empty crates in various state of decomposition line the north wall. A rotted bedroll and lantern lie in a corner of the room. It looks as though, for a time, someone was living here.

Initial Attitude: N/A

Encounter: This Room once held provisions and firewood for a small group of gnolls. They are long since gone and everything has spoiled. They ventured into the dungeon and snuck into the tomb, only to die from the corrosive effects of the unliving.

Encounter Condition: Haunted, Negative Energy

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

N155. SPRUNG MECHANICAL TRAP

A deep pit dominates the floor of this chamber, leaving only a one-foot wide ledge of floor at the foot of each wall. This ledge, which circles the pit, is covered with undisturbed dust.

Initial Attitude: N/A

Encounter: This chamber once held a potent mechanical trap. The device was neutralized ages ago, leaving a narrow ledge which creatures can use to maneuver around the pit.

Encounter Condition: N/A

Tactics: Moving through this chamber is easy. PCs rushing through the Room need to succeed at a DC 18 Reflex save to avoid falling into the 100-ft. deep pit. PCs taking their time to walk upon the ledge pass through the Room harmlessly.

Pit Trap: CR 5; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 20; Disable Device DC 20.

Treasure: At the bottom of the pit are the skeletal remains of two gnolls. They carry 24 gp total in various coins, a *potion of greater magic fang +1*, and a silver dagger that glows a faint yellow, but does not radiate magic. The dagger glows barely enough to read by in total darkness (which would definitely cause eye strain), but otherwise provides light no further than 3 ft.

EL: 6

Scaling: To increase the challenge of this encounter, place the Room in *darkness*. To decrease the challenge, reduce the Reflex save DC to 15 and reduce the depth of the pit to 60 ft.

N156. BROAD INTERSECTION

None of the archways leading into this chamber hold doors, but heavy hinges of rusty metal are recognizable on the thick doorframes. Claw marks dig into the otherwise perfect stonework, as if something massive once rampaged through this Room.

Initial Attitude: N/A

Encounter: This Room is empty and the doors that separated it from the corridors beyond were destroyed long ago.

Encounter Condition: Fear 20, Haunted

Tactics: There is something uneasy about this Room and PCs remaining for too long feel agitated and anxious to move on. The fear effect here is potent and ever-changing, requiring a Will save every 15 minutes.

Treasure: N/A

EL: N/A

Scaling: N/A

N157. DREAD WRAITH PATROL

There is no door upon the south wall of this Room; only a wide archway.

The room is dark and empty. The darkness seems to fight with the light, reducing visibility. Shadows flicker past you,

Initial Attitude: Hostile

Encounter: Four dread wraiths (hp 111, 109, 106, 99), loyal to Vinnara, stand guard in this Room and the length of corridor leading to Room N158. Seeking allies to add to their army, the wraiths attack any living creature entering this Room or the hallway to the south. The unliving are stripped of whatever flesh is on their bones and returned to Vinnara to be desecrated and destroyed.

Encounter Condition: Ambush, Concealment, Desecration 4, Deep Darkness, Distracting Visions 8, Fearless, Unhallowed 4

Tactics: The dread wraiths ambush the PCs from darkness, charging the less armored foes with their ethereal touch and attacking from cover whenever possible. In addition to Constitution drain,

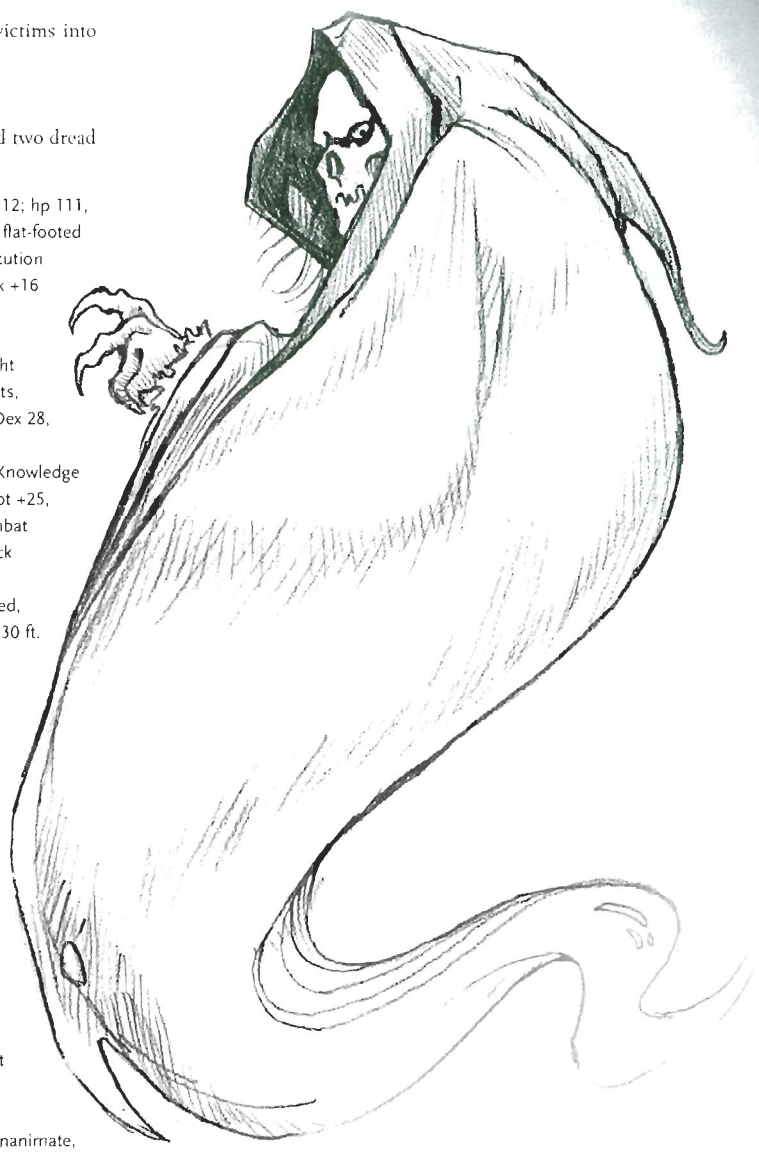
these four dread wraiths have a corrosive touch that deals Charisma damage as well. PCs struck by the incorporeal touch of these creatures suffer 1d4 Charisma damage.

The dread wraiths fight until they transform all their victims into wraith spawns or are destroyed.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, add two dread wraiths. To decrease the challenge, remove one.



Dread Wraith: CR 12; Large undead (incorporeal); HD 16d12; hp 111, 109, 106, 99; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +8; Grp —; Atk +16 melee (2d6 plus 1d8 Constitution drain plus 1d4 Charisma damage, incorporeal touch); Full Atk +16 melee (2d6 plus 1d8 Constitution drain plus 1d4 Charisma damage, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness°, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative°, Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points. In addition, they suffer 1d4 Charisma damage, which is reduced to 1 point with a successful DC 25 Fortitude save.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N158. FOURTH CENTRAL ANTECHAMBER

The hallway opens into a short corridor leading east. A dazzling wall of force, from which several subtle shades can be seen, however, blocks this corridor. At the eastern end of it, beyond the force field, is a bronze door set upon a thick frame. There is no knob upon the dark brown door. Instead, a large circle of glimmering red stone is set in the midst of it. The center of the circle is indented in the shape of a star with eight branches.

Initial Attitude: N/A

Encounter: The magical *wall of force* prevents anyone from gaining access to the special door leading to the central vault (Room N159) where a powerful fiend is imprisoned. The door leading to Room N159 is locked. The only way to unlock this door is by finding the ruby star matching the design engraved in the circle upon it, and place this special key inside the indented circle (Vinnara the Black Guard Ghost has this key in her possession).

Encounter Condition: Unhallowed 2

Tactics: There are three other outer chambers similar to this one (Rooms N112, N134, and N148). To gain access the central vault (Room N159), PCs must bypass the walls of force in each of the four Rooms and use the proper keys to unlock the four doors leading to Room N159. Once the fourth door is unlocked — and only then — do all doors leading to the central vault open.

To bypass the *walls of force*, four different levers must be activated. When the PCs activate the last of the levers, all force walls in the outer antechambers (Rooms N112, N134, N148, and N158) are instantly deactivated. The different levers can be found in Rooms N175, N199, N222, and N250.

Treasure: N/A

EL: N/A

Scaling: N/A

THE FINALE TO END ALL FINALES

The final battle in Room N159 is quite possibly one of the most difficult of the PCs' lives. Even if they've fought undead before, this encounter is sure to test their resolve.

For starters, the World Eater is a monstrous beast with a single goal... to reach the surface. He intends to bring whatever undead he can with him, but doesn't care if a few thousand die in the process.

Secondly, this Room may have once been warded against evil, but the taint of the World Eater could not be abated and now its foul aura has permeated into everything.

Lastly, the rising undead that the PCs killed earlier have returned. Stronger and now loyal to the World Eater, they work together in a wave of evil unlike anything the PCs' world has ever seen.

To make matters worse, if the PCs killed Invistis, Kasteoficiss, or Vinara, they have no allies in this battle and must go at it alone.

Now that the bad news is out of the way, here are a few suggestions to make this encounter memorable:

- Whatever undead lord remains, have him or her arrive to aid the PCs, insisting "We can settle our differences later."
- If the undead lords arrive, they can fight the little undead, while the PCs take care of the World Eater. This gives the battle an epic feel, without having to roll a die for every action at the battle.
- PCs who die in battle return as undead in 1d4 rounds, making an already impossible battle nigh impossible.
- This is a battle where the details and the scope may not mesh. Its important to describe the battle effectively, but worrying about every undead hit point is going to slow the game down. Focus on what matters.
- Allow the PCs to win. If the PCs have been heroic, valorous, or just plain determined, allow them to win this one. Certainly avoid "handing" them a victory, but unless they do something supremely stupid, this battle should be a challenge, not the nail in their coffin. PCs that have behaved "questionably" shouldn't be given a reprieve, but certainly they should be allowed to heal themselves and "power up" before the big fight.
- If the PCs have opened the tomb without knowing what they've done or where it leads, allow the negative energy pulse to act as a guide, drawing them to the tomb.
- Make them wish they'd stayed in Region A. Anyone can loot a tomb. But few PCs have what it takes to save the world.
- A battle to rival the gods. This is the PCs swan song. Even if they intend to slog through Region O in an attempt to reach the surface, this fight is going to have lasting repercussions. "Every time its cold, I feel the unholy touch of that demon-thing in my bones and it reminds me of why I became an adventurer in the first place."
- Destroying the World Eater destroys all the undead in the dungeon, except for Invisits, Kasteoficiss, and Vinara.
- If the PCs fail to stop the World Eater, its a long journey back to the surface where the *World's Largest Graveyard™* waits for them. A campaign world where the entire populace of the earth is undead (except for the PCs) is certainly an excellent way to advance from level 21 to 40.

N159. CENTRAL VAULT

In order to gain access to this Room, PCs must locate the levers that deactivate the force fields in the outer antechambers (Rooms N112, N134, N148, and N158) and activate them. Then, they must find all four special keys that unlock the doors leading into the central vault. When the last of these intricate keys is put in its proper place, all four doors opens, revealing the great hall at the center of the region.

The DM should be prepared for a 3 to 4 hour long encounter, once the PCs start the fight.

As you near the edge of a massive circular room, a wave of hot and cold assaults you. The pain is like nothing you've ever experienced, it is the feeling of your skin being charred and your bones being chilled all at once. It feels as though you're being pulled apart. All the while, unholy energy wants to rot you from the inside, challenging your courage. You realize in that moment, lesser heroes would certainly fall.

Inside, the high walls and ceiling of this wide hall would form a perfectly symmetrical globe were it not for the pulsating floor that cuts the structure in half. Made from stone that turned into a dull black shade, the walls and ceiling disappear in long brooding shadows, which make it almost impossible to determine where the stone structure begins and where the darkness ends.

The weird floor of the hall is made from the same dull black material, but an eerie glow pulses from within its almost opaque surface, bathing the place in an orange light that fails to cast the shadows aside. Along with the orange glow, each pulse comes with a deep echoing sound like distant thunder. The disquieting effects of the illumination and the echoing pulsations are reminiscent of a colossal heart that beats every minute, sending flows of vibrant light into the hall with each pulse.

Ringing the interior of the room is a low wall, some 3 ft. high and inside 24 columns, perfectly equidistant from one another. Atop the 20-foot high pedestals are opaque spheres of diminished light. Inside that ring are three stones walls and three magical wards.

In the center of it all, a small dais rises. Chains litter the floor around it.

If the PCs arrive before the World Eater starts digging, read the following.

What is most impressive about the place, however, is the colossal shape of a worm covered with thick plates of black semitransparent armor. This worm has a wide maw full of tiny black teeth and capable of swallowing a human whole.

If the PCs arrive after the World Eater has started digging, read the following.

At the top dead center of the ceiling, a massive whole cuts up into the earth above as hundreds of pounds of dirt and stone crumble down through the hole and onto the ground below. The sound of metal and stone grinding against one another echoes through the near-perfectly spherical room. A handful of zombies and skeletons work to move the stones onto a platform.

Initial Attitude: Hostile

Encounter: The most powerful inhabitants of the region vie for control of the four antechambers surrounding this central vault in an attempt to free the powerful World Eater (hp 500) trapped inside. They believe freeing it ensures its loyalty, but in truth the World Eater answers to no one; not even the clerics that worship it.

The World Eater, a deadly nightcrawler, is locked away in the central vault of this Region. This creature is strong enough to tunnel its way out of the crypt, forming a way out for all the undead inhabitants of the dungeon in the process, but a special temporal stasis field prevents it from moving. This field, however, is deactivated as soon as the four

doors leading into this hall are opened. After the final lever is pulled, a pulse of negative energy radiates through the entire dungeon bestowing 4 negative levels of every living thing in the dungeon. This kills most low level creatures and even high levels creatures in Regions the PCs have yet to investigate are noticeably weakened.

Undead (with the exception of Invistis, Kasteoficiss, and Vinara), on the other hand, grow stronger as a result of the World Eater's "rebirth." Hordes increase their hit point total to maximum and other undead gain +4 HD and the benefits of *unholy aura*. All undead in the dungeon (even those loyal to the three undead lords) are now loyal to the World Eater and begin the long journey to Room N159 where they begin construction of a massive ziggarut of stone and earth, so they can climb to the hole in the ceiling and then to the surface of the world. If the PCs do not stop the World Eater, thousands of undead will be unleashed on the world.

Lastly, all dead (non-extraplanar) creatures in the dungeon, rise as undead. Depending on the course the PCs took to reach this Region, this could literally be hundreds of undead creatures shambling through the halls. Any creatures killed in the initial blast of negative energy rise as undead.

The DM should track exactly what survives and what dies from this event, since the PCs have at least one, if not two or three Regions left to explore.

After the pulse shatters most living things, the World Eater takes 1 hour to regain its memories and senses (about the time the PCs are entering the chamber). Once alert, it begins the long journey of digging through the ceiling. Capable of flying, it moves to the ceiling and begins digging through the stone at the incredible rate of 5 ft. per round. Since nothing in the dungeon can cut through the stone, this is an awesome feat. It is 6 miles to the surface from the top of the tomb, thus digging takes just under 1,200 rounds (2 hours) to complete. 100 feet long, the The World Eater disappears from view within 20 rounds, mulching the earth above it.

It never tires and only stops digging if attacked. Should anything get in its path, the World Eater mercilessly vents its anger swallowing the annoyance whole before moving on.

Encounter Condition: Concealment, Cover, Desecration 14*, Echoes 8, Extreme Cold, Extreme Heat, Haunted, [Invisible], Negative Energy**, Spell Resistance 20, [Stagnant Air], Unhallowed 12*

Tactics: In combat, this intelligent undead outsider uses a number of tactics to kill its victims as quickly as possible. It casts *contagion, unholy blight, cone of cold, confusion,* and *hold monster* to weaken its opposition and assess the strengths and weaknesses of each target. It also casts *invisibility* upon itself and *summons* minor undead creature to its aid. In melee, it strikes with its bite and sting, hoping to poison its preys or swallow them whole. This World Eater fights to the death. If it defeats the PCs, it tunnels its way out of the dungeon where it unleashes its wrath upon the world.

The World Eater has been asleep for too long and any fight with this beast should be deadly for the PCs. This is easily the most difficult battle in the dungeon. For more information on tactics and how to handle this encounter see the sidebar on Page 746.

The Negative Energy of this Room is three times more potent than normal.

Treasure: Circling the tomb of the World Eater are 24 columns, 20 ft. tall and about 6 to 7 ft. in diameter. Atop the columns, solid spheres of light rest. The spheres measures 3-ft. wide and have a hardness 10. Each sphere can only be opened by breaking them or if a lawful good character succeeds at a DC 25 Will save while touching the top. Alternately, a cleric can "spend" a turn undead attempt for the day, gaining a +5 bonus on the Will save.

Sphere: Hardness 10, hp 50, break DC 40.

Each sphere holds a different treasure to aid the celestials in defeating the World Eater.

1. Twelve *beads of force*
2. *Wand of ice storm*
3. *Wand of fire*
4. *Wand of magic missiles*
5. *+4 silver dagger*
6. *+2 flaming short sword*
7. *+1 undeadbane light mace*
8. Celestial holy symbol (+4 divine bonus on turn attempts)
9. Twelve vials of holy water.
10. Twelve *potions of cure light wounds*
11. Six *potions of cure moderate wounds*
12. Three *potions of cure serious wounds*
13. The contents of this sphere are both spoiled and tainted. When this sphere is opened, a wave of negative energy pulses through the dungeon again. Every creature within 5 miles gains 1 negative level and the Negative Energy of the Room increases by a factor of 1.

    If the World Eater is dead, the Negative Energy Encounter Condition can be removed by casting consecrate on the Room. In addition, casting consecrate on the sphere before it is opened, negates both effects before they happen.
14. When this sphere is opened, *fire storm* fills the Room, targeting undead only. Caster level 20th.
15. When this sphere is opened, a magical null force explodes from it, like a *rod of cancellation*. Every continuous magic effect is negated (no save) and Spell Resistance is reduced to 0 for 1 hour. Magic items are safe from this effect, but continuous effects from potions and the like are not. Wands, rings, and so on are drained of 1d3 charges each.
16. When this sphere is opened, 100 diminutive celestial spirits erupt, attack everything in their path. Each deals 1d4 points of damage and dies on contact with a demon, devil, or undead creature. This is perfect for attacking the swarms of undead in this Room. If used against the World Eater, they deal 1 point of damage each.
17. When this sphere is opened, *chain lightning* fills the Room, targeting undead only. Caster level 20th.
18. Three potions of *cure serious wounds*
19. Six *potions of cure moderate wounds*
20. Twelve *potions of cure light wounds*
21. Twelve vials of holy water
22. *Wand of sunburst*
23. Divine *scroll of imprisonment* (caster level 20th). The PC must be a lawful good cleric or paladin to read this scroll.
24. Divine *scroll of divine favor* (caster level 20th)

Only use the magical items if the PCs are having trouble fighting the World Eater. Its anti-climactic for the nightcrawler to die because of the DMs *deus ex machina*. Use these sparingly and let the PCs find them on their own.

EL: 22*

* Depending on the undead the DM adds, this number can potentially be much higher.

Scaling: To increase the challenge of this encounter, increase the hit points of the World Eater to 700 and increase its AC by +8. To decrease the challenge, remove the Extreme Cold, Extreme Heat, Negative Energy, and Spell Resistance Encounter Conditions. Alternately, have the World Eater dig at half the rate.

World Eater, Nightcrawler: CR 20; Colossal undead (extraplanar); HD 50d12+100; hp 500; Init +5; Spd 30 ft., burrow 60 ft.; AC 41, touch 3, flat-footed 40; Base Atk +25; Grp +62; Atk +42 melee (8d8+25/19–20 plus chill touch, bite); Full Atk +42 melee (8d8+25/19–20 plus chill touch, bite) and +37 melee (4d6+13/19–20 plus poison, sting); Space/Reach 30 ft./20 ft.; SA Chill touch, desecrating aura, energy drain, poison, spell-like abilities, summon undead, swallow whole; SQ Aversion to daylight, damage reduction 15/silver and magic, darkvision 60 ft., evil blessing, immunity to cold, SR 35, telepathy 100 ft., tremorsense 60 ft., undead traits; AL CE; SV Fort +20, Ref +20, Will +34; Str 56, Dex 12, Con —, Int 20, Wis 20, Cha 23.

Skills and Feats: Concentration +53, Diplomacy +6, Hide +39, Knowledge (arcana) +58, Listen +58, Move Silently +53, Search +58, Sense Motive +48, Spellcraft +58, Spot +59, Survival +5 (+7 following tracks); Blind-Fight, Cleave, Combat Casting, Combat Reflexes, Great Cleave, Great Fortitude, Improved Critical (bite), Improved Critical (sting), Improved Initiative, Improved Natural Armor (×4), Improved Natural Attack (bite) (×2), Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (cone of cold).

Spell-Like Abilities: At will—*contagion* (DC 20), *deeper darkness, detect magic, greater dispel magic, haste, invisibility, see invisibility, unholy blight* (DC 20); 3/day—*cone of cold* (DC 21), *confusion* (DC 20), *hold monster* (DC 21); 1/day—*finger of death* (DC 23), *mass hold monster* (DC 23), *plane shift* (DC 23). Caster level 25th. The save DCs are Charisma-based.

Aversion to Daylight (Ex): If exposed to natural daylight (not merely a *daylight* spell), nightshades take a –4 penalty on all attack rolls, saving throws, and skill checks.

Chill Touch (Su): This nightcrawlers maw and skin are always surrounded by negative energy with the same effect as a chill touch spell: 1d6 negative energy damage plus Fortitude saves (DC 17) or take 1 point of Strength damage. Anyone touching the nightcrawler with bare flesh is also subject to this effect. The save is Charisma based.

Desecrating Aura (Su): All nightshades give off a 20-ft. radius emanation of utter desecration, imbuing their surroundings with negative energy. This ability works much like a desecrate spell, except that the nightshade's evil is so great that it is treated as the shrine of an evil power. All undead within 20 feet of the nightshade (including the creature itself) gain a +2 profane bonus on attack rolls, damage rolls, and saving throws, and +2 hit points per HD. (The nightshade Hit Dice, attack, and save entries given here include these profane bonuses.) * Charisma checks made to turn undead within this area suffer a –6 penalty in addition to any other penalties.

A nightshade's desecrating aura cannot be dispelled except by a *dispel evil* spell or similar effect. If the effect is dispelled, the nightshade can resume it as a free action on its next turn. Its desecrating aura is suppressed if a nightshade enters a consecrated or hallowed area, but the nightshade's presence also suppresses the consecrated or hallowed effect for as long as it remains in the area.

Energy Drain (Su): Living creatures inside a nightcrawler's gizzard gain one negative level each round. The DC is 41 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the nightcrawler gains 5 temporary hit points.

Evil Blessing (Su): After any spell with the good descriptor is cast on this nightcrawler or after it is attacked by a good-aligned weapon, it immediately gains the benefits of a *protection from good* spell at 25th level of effect for 1d4+2 rounds.

Improved Grab (Ex): To use this ability, a nightcrawler must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can try to swallow the opponent in the following round.

Poison (Ex): Injury, Fortitude DC 35, initial and secondary damage 2d6 Strength. The save DC is Constitution-based.

Summon Undead (Su): The world eater can summon any undead to him at will, within 5 miles. They arrive in 1 hour and remain in its service indefinitely.

Swallow Whole (Ex): A nightcrawler can try to swallow a grabbed opponent of Gargantuan or smaller size by making a successful grapple check. Once inside, the opponent takes 4d6+25 points of bludgeoning damage plus 12 points of acid damage per round from the nightcrawler's gizzard and is subject to the creature's energy drain.

A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 35 points of damage to the gizzard (AC 29). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A nightcrawler's interior can hold 1 Gargantuan, 8 Huge, 32 Large, 128 Medium, 512 Small, 1,048 Tiny or smaller opponents.

N160 THOUGH N180. THE DOMAIN OF THE LICH LORD

The lich lord Invistis controls Rooms N160 through N180. Though his claim on the Badlands (Room N180) is disputed with the mummy priestess Kasteoficiss, who holds dominion over a large domain to the south, Invistis' hold on his own territory is secure. Uncharacteristic of a lich lord, Invistis does not keep many servants. Though he uses a few zombies as couriers, he relies, instead, on an impressive number of arcane traps to protect the borders of his realm and unwavering constructs to do his bidding. His most important minion is a powerful skeletal hydra, which currently ensures that the Badlands remain under the lich's control (the only of his undead minions the Kasteoficiss that has not turned against him). Invistis wages a centuries' old war against Kasteoficiss, as both the lich lord and the mummy priestess vie for the governance of a vast unclaimed territory, namely Rooms N210 through N239.

Invistis has taken to building golems and constructs to defend his lair. While he is still the master of undeath, Kasteoficiss' magic makes it difficult for him to rely or trust them for long. The constructs, to date, have proven a more effective tool against her allips, mohrgs, and wyvern.

Like the two other undead lords in this Region — Kasteoficiss the Mummy and Vinnara the Ghost — Invistis' main goal is to gain access to the central vault (Room N159) and liberate the World Eater imprisoned there. Unlike Kasteoficiss, who believes what is in the vault is the incarnation of the God of Death she worships, Invistis knows that the creature held there is an extremely potent nightcrawler — a fact that he guards carefully. He is also convinced that by liberating the fiend, he can turn it into an ally, thus allowing him to gain control over the entire region.

Though Invistis wishes to see Kasteoficiss destroyed, he realizes he is not strong enough to take on the mummy priestess and her many minions unaided. Because his nemesis controls one of four lever Rooms that allows the deactivation of the force fields in Rooms N112, N134, N148, and N158, and suspects that she holds one of the four keys needed to open the central vault (Room N159), he needs to find a way to take over her lair. Because of this, Invistis takes an interest in the PCs.

If the PCs meet Invistis, the lich lord is surprised to see them. He is even impressed by the fact that they survived a number of his traps on the journey to his throne Room (Room N176). Unless the PCs attack him on sight, the lich is happy to parley with them, and he hopes to convince the PCs to join forces with him.

Invistis is the most knowledgeable of all the creatures in the Region. He is more than happy to trade information with the PCs, especially if he believes they will help him further his cause.

All of Invisitis' golems and constructs can be healed by casting *inflict* spells on them as though they were undead.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A fallen zombie lies in the hallway, blown apart by some unseen trap.
2	Anguish echoes through the Section for 1d6 minutes. Distracting Noises 8.
3	A ghostly shape scurries across the PCs' path, disappearing into the wall never to be seen again.
4–11	Nothing
13	A group of five dread wraiths, on a vengeful path of destruction, attacking every creature in their wake.
14	An iron golem stands guard. Loyal to Invistis, it animates and attacks all in sight, when a PC moves within 30 ft.
15	Four allips (serving Kasteoficiss) have entered Invistis' territory. They babble ceaselessly, attacking anything in sight.
16	Two 28 Hit Dice mohrgs move through this Section, hunting the lich lord's servants. They engage the PCs immediately.
17	The PCs stumble upon an arcane trap of Invistis' devise. This trap is triggered as soon as anyone enters the Room. **Multiple Lightning Bolt Traps:** CR 16; magic device; location trigger; automatic reset; spell effect (lightning bolt, 18th-level sorcerer, 30d6 electricity, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28. This trap combines three *lightning bolts* cast simultaneously.
18	The PCs stumble upon a trap. **Multiple Summon Monster VII Trap:** CR 14; magic device; proximity trigger (alarm); no reset; spell effect (*summon monster VII*, 18th-level sorcerer; Search DC 32; Disable Device DC 32. This trap combines the effects of eight *summon monster VII* spells cast simultaneously.
19	A skeletal hydra lumbers through the Section. It attacks the PCs on sight, fighting until destroyed.
20	An elder air elemental has stumbled into the Tomb of the Unliving and cannot find its way out. Maddened and confused, it attacks everything in its path.

N160. ALLOY GOLEM

This room is filled with coins that shine brilliantly in the light of ten torches set upon large bronze sconces into the south wall. Against the back wall, a giant statue of bronze and iron stands, darkness cast across its inhuman face.

Initial Attitude: Hostile

Encounter: One round after living creatures enter this Room, the bronze and iron alloy golem (hp 350) comes to life, dragging itself across the stone floor and slowly tracking the PCs movement. The back of the golem opens, revealing a flaming two-handed sword which takes a move action to draw. However, opening and closing the "scabbard" of the golem is a free action that takes 1 full round to resolve.

Due to the nature of the iron golem, it is completely immune to all energy damage except sonic. This is among one of Invistis' prize possessions and the most powerful golem in the dungeon. The alloy nature of the golem gives it an addition +5 natural armor, which has already been taken into account.

Encounter Condition: Deep Darkness, Negative Energy

Tactics: Invistis created this automaton to attack undead, not the living. While the golem attacks anyone threatening the chamber, it does not chase the living beyond the confines of the archway. Undead are another matter, however. It knows its strengths and has been programmed to fight as smart as a 5th-level fighter would, employing intelligent tactics against small groups. Assume it has the Cleave and Combat Reflexes feats despite not satisfying the prerequisites.

It fights defensively most of the time, having a high enough attack bonus for it not to affect its overall effectiveness. It fights until it reaches 40 hit points or less, at which point it retreats to the east wall where it shuts down.

Treasure: The ten torches in this Room are under the effect of *continual flame*.

EL: 16

Scaling: To increase the challenge of this encounter, increase the hit point total of the alloy golem to 580. To decrease the challenge, remove its immunities to everything but necromantic magic.

Alloy Golem: CR 16; Huge Construct; HD 54d10+40; hp 350; Init –2; Spd 20 ft.; AC 36, touch 6, flat-footed 36; Base Atk +40; Grp +59; Atk +50 melee (4d6+17/19–20 plus 2d6 fire, *+1 viciously flaming two-handed sword*) or +49 melee (4d8+11, slam); Full Atk +50/+45/+40/+35 melee (4d6+17/19–20 plus 2d6 fire, *+1 viciously flaming two-handed sword*) or +49 melee (4d8+11, 2 slams); Space/Reach 10 ft./10 ft.; SA breath weapon; SQ Construct traits, damage reduction 20/adamantine, darkvision 60 ft., immunity to acid, cold, electricity, fire, and magic, low-light vision; AL N; SV Fort +18, Ref +16, Will +18; Str 33, Dex 7, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: [Cleave], [Combat Reflexes].

Breath Weapon (Su): 10-ft. cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Constitution, secondary damage 3d4 Constitution, Fortitude DC 37 negates. The save DC is Constitution-based.

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

A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

Necromantic magic is reflected back at the caster, like *spell turning*. This effect is flawless and cannot be dispelled. The iron golem can reflect up to 18 spell levels per day.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

Possessions: +1 viciously flaming two-handed sword (a viciously flaming weapon inflicts an extra 2d6 fire damage on a successful attack and inflicts 1d6 fire damage on the wielder after each successful strike).

N161. OLD STORAGE ROOM

The door leading into this chamber is locked and requires a DC 50 Open Lock check to unlock. Invistis has the key that opens it (in Room N178). The golems can unlock the doors at will.

This chamber is filled with broken crates and sacked barrels. The rotten wood of the containers is splintered and covers most of the floor. Broken pieces of equipment can also be found scattered about. Two zombies move about as if they've suffered head trauma. Against the back wall stand two massive statues of iron and bronze, cold and unmoving.

Initial Attitude: N/A

Encounter: Sitting in cold storage are two large iron golems (hp 210 each). Having had centuries to build them correctly, Invisits has bestowed them with maximum hit points. They remain here, unmoving, unless the shield guardian in Room N147 casts *alarm*, at which point that come to life and immediately make their way out of the Room and down the hallways toward Room N147. They do not stop for anything and ignore even well-known enemies of Invistis.

Like undead creatures, these iron golems can be healed with *inflict* spells and the Negative Energy of this Room.

There is a 50% chance of two zombies (hp 11 each) milling about the Room cleaning up. They are far from industrious, making more of a mess than anything. They serve Invisitis, but are in all ways mindless undead.

Encounter Condition: Fearless, Negative Energy

Tactics: If attacked, the iron golems come to life, defending themselves immediately

Treasure: A successful DC 30 Search check reveals two vials of alchemical fire as well as a small gourd containing three doses of antitoxin.

EL: 14

Scaling: N/A

Iron Golem: CR 13; Large construct; HD 18d10+30; hp 210; Init –1; Spd 20 ft.; AC 30, touch 8, flat-footed 30; Base Atk +12; Grp +28; Atk +23 melee (2d10+11, slam); Full Atk +23 melee (2d10+11, 2 slams); Space/Reach 10 ft./10 ft.; SA Breath weapon; SQ Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N(E); SV Fort +6, Ref +5, Will +6; Str 33, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Breath Weapon (Su): 10-foot cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

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

A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

Necromantic magic is reflected back at the caster, like *spell turning*. This effect is flawless and cannot be dispelled. The iron golem can reflect up to 18 spell levels per day.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

N162. ILLUSIONARY TREASURE ROOM

This room is illuminated by an unknown light source, revealing a great mass of golden hued coins and colorful gemstones in the center of the otherwise empty place.

Initial Attitude: N/A

Encounter: This Room once contained a mechanical pit trap. Though its pit remained intact when Invistis took over the area, the portion of floor opening into it had long ago been destroyed. Only the two small nooks in the eastern and western walls have real flooring. Thanks to the lich lord's magic, the entire Room is now under the effect of a permanent *image illusion* while the floor above the pit trap is rigged with a sensitive force field. One round after anyone steps upon this force field, both the illusion of the treasure and the field acting as a floor disappears. All PCs caught inside the Room instantly fall victim to the trap, which can be avoided by jumping out of the Room or within one of the two nooks, requiring DC 25 Reflex saves.

This trap can be avoided with a DC 21 Will save (disbelief), revealing both the false treasure and invisible force field covering the floor).

Magically Covered Pit Trap: CR 13; magical device and mechanical; touch trigger; automatic reset; DC 35 Reflex save avoids; 100 ft. deep (14d6, fall); multiple targets (all targets within the room); Search DC Special*; Disable Device DC Special*. * To locate this trap, a successful DC 21 Will (disbelief) save is required (see above) and disabling it requires a successful casting of *dispel magic* made against a caster level of 18th.

Encounter Condition: Cursed 4, Distracting Noises 8

Tactics: N/A

Treasure: This Room contains no real treasure, but one of the three skeletons at the bottom of the pit (ironically) wears a *ring of mind shielding*.

EL: 13

Scaling: To increase the challenge of this encounter, increase the save DCs of the magically covered pit trap by +5. To decrease the challenge, reduce the depth of the magically covered pit trap to 60 ft.

N163. FALSE LEVER CHAMBER

The only door leading into this Room is locked and requires a successful DC 50 Open Lock check to open. Like most locked doors in the lich lord's lair, Invistis has the only key that opens the door to this chamber.

A heavy-looking iron lever protrudes from the floor of this room. Set into a 1 ft. wide by 4 ft. long groove, the lever is placed at a 45-degree angle, its tip pointing south.

Initial Attitude: N/A

Encounter: Created by Invistis (in the semblance of the four Rooms containing the special levers that deactivate the force fields in the antechambers surrounding Room N159), this chamber contains a false lever. When pushed into the northern position (or replaced in the southern position), a powerful electrical discharge is activated.

Lightning Bolt Trap: CR 16; magic device; special trigger; automatic reset; spell effect (*lightning bolt*, 18th-level sorcerer, 30d6 electricity, DC 18 Reflex save half damage); Search DC 38; Disable Device DC 38. This trap combines the effect of three lightning bolt spells cast simultaneously.

Encounter Condition: [Smoke]

Tactics: This is a vicious trap and PCs that stumble upon it are likely to die. The trap radiates strong evocation and faint necromancy.

Treasure: N/A

EL: 16

Scaling: To increase the challenge of this encounter, add *waves of exhaustion* to the *lightning bolt* trap. To decrease the challenge, reduce the damage of the *lightning bolt* trap to 20d6.

N164. ABANDONED CHAMBER

This chamber was abandoned long ago and Invistis has, for the moment, no particular use for it. He did, however, set a simple trap upon the door leading the place. The magical runes upon the door leading into this Room are silvery and in the form of a pair of clawed hands.

The trap activates as soon as anyone opens this door, summoning two bebeliths (hp 150 each) on opposite sides of the PCs.

Symbol of Stunning and Summon Monster IX Trap: CR 14; magic device; touch trigger; no reset; spell effect (*symbol of stunning*, 18th-level sorcerer, DC 22 Will save negates); multiple targets (all creatures within 60 feet); spell effect (*summon monster IX*, summons two bebilith demons); Search DC 32; Disable Device DC 32.

This almost "L"-shaped hall is dark and empty. Dust on the floor appears untouched by age.

Initial Attitude: Hostile

Encounter: As the PCs round the corner, the see a zombie, nailed to the stone. It is in a state of constant agony, but since its jaw is broken (lying on the floor), it cannot cry out. Whoever has done this has sent a powerful message.

Encounter Condition: Echoes 2, Haunted

Tactics: The bebeliths are vicious fighters, clawing and biting the instant they are summoned. On round three, they use their web ability, targeting the most dangerous PCs. Armored PCs are targeted with rend armor nearly every turn, unless an extremely powerful wizard makes himself a presentable target.

This zombie was once a courier's of Invistus, but mohrg raiders loyal to Kasteoficiss captured it and pinned it to the wall. By breaking its jaw, they hope the make the creature suffer thus sending a message to Invistus that his domain was crumbling.

Invistis never got the message.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, have the *symbol of stunning* and *summon monster IX* trap summon two additional bebiliths. To decrease the challenge, remove the *symbol of stunning* from the *symbol of stunning* and *summon monster IX* trap.

Bebilith: CR 10; Huge outsider (chaotic, extraplanar, evil); HD 12d8+96; hp 150; Init +5; Spd 40 ft., climb 20 ft.; AC 22, touch 9, flat-footed 21; Base Atk +12; Grp +29; Atk +19 melee (2d6+9 plus poison, bite) or +11 ranged (web); Full Atk +19 melee (2d6+9 plus poison, bite) and +14 melee (2d4+4, 2 claws); or +11 ranged (web); Space/Reach 15 ft./10 ft.; SA Poison, rend armor, web; SQ Damage reduction 10/good, darkvision 60 ft., plane shift, scent, telepathy 100 ft.; AL CE; SV Fort +16, Ref +9, Will +9; Str 28, Dex 12, Con 26, Int 11, Wis 13, Cha 13.

Skills and Feats: Climb +24, Diplomacy +3, Hide +16, Jump +28, Listen +16, Move Silently +16, Search +15, Sense Motive +16, Spot +16, Survival +1 (+3 following tracks); Cleave, Improved Initiative, Improved Grapple, Power Attack, Track.

Poison (Ex): Injury, Fortitude DC 24, initial damage 1d6 Con, secondary damage 2d6 Con. Bebilith venom is highly perishable, losing its potency and becoming inert, foul-smelling goo almost as soon as it contacts air. The save DC is Constitution-based.

Rend Armor (Ex): If a bebilith hits with both claw attacks, it pulls apart any armor worn by its foe. This attack deals 4d6+18 points of damage to the opponent's armor. Creatures not wearing armor are unaffected by this special attack. Armor reduced to 0 hit points is destroyed. Damaged armor may be repaired with a successful Craft (armorsmithing) check.

Web (Ex): A bebilith can throw a web up to four times per day. This is similar to an attack with a net but has a maximum range of 30 ft., with a range increment of 10 ft. This attack is effective against targets of up to Gargantuan size. The web anchors the target in place, allowing no movement.

An entangled creature can escape with a DC 24 Escape Artist check or burst the web with a DC 24 Strength check. The check DCs are Constitution-based. The web has 14 hit points and hardness 0. There is a 75% chance that the webbing will not burn if any sort of fire is applied to it (check each round).

Plane Shift (Su): This ability is useless in the dungeon.

Skills: A bebilith has mottled coloration that gives it a +8 racial bonus on Hide checks.

N165. TRAPPED HALLWAY

Initial Attitude: N/A

Encounter: Invistis is fond of electrical energy, and many of the traps he sets upon his domain revolve around this element. A *chain lightning* trap, set into the floor, is another of his many toys in this Section.

Encounter Condition: [Smoke]

Tactics: As soon as anyone sets foot in front of the door leading to Room N166, a *chain lightning* trap triggers.

Maximized Chain Lightning Trap: CR 16; magic device; location trigger; automatic reset; spell effect (*chain lightning*, 18th-level sorcerer, 108 electricity to target nearest center of trigger area plus 54 electricity to each of up to fifteen targets), DC 22 Reflex save half damage); Search DC 31; Disable Device DC 31.

Treasure: N/A

EL: 16

Scaling: To increase the challenge of this encounter, add *polar ray* to the maximized *chain lightning trap*. To decrease the challenge, replace the maximized *chain lightning* trap with a *chain lightning* trap.

N166. FALSE THRONE ROOM

The door leading to this chamber is locked and requires a successful DC 45 Open Lock check to unlock. Invistis has the only key to this door.

This room is split in two parts. The western portion of the chamber contains a massive iron coffer covered with rust, resting against the southernmost wall. A three feet high dais upon which is a large throne carved out of black stone dominates the eastern part of the room. Sitting upon the kingly chair is a skeletal figure holding a jeweled sword. The rotted clothes of the skeleton are thick and retain many of their colorful patterns, suggesting they were of remarkable quality.

Initial Attitude: N/A

Encounter: The eastern portion of this place is a false throne Room created by Invistis to fool creatures brave enough to venture into his domain. Though the jeweled blade held by the skeletal figure is enchanted and obviously valuable, touching it or the skeleton triggers a trap that causes the skeleton to explode in a thousand bone shards.

Exploding Skeleton Trap: CR 14; mechanical; no reset; exploding bone shards effect (8d12 piercing, DC 35 Reflex save half damage); multiple targets (all target within the eastern part of the room); Search DC 32; Disable Device 32.

Encounter Condition: N/A

Tactics: A faint abjuration radiates from the skeleton, if detected and the sword glimmers with strong conjuration.

Treasure: The blade held by the skeleton is a +2 *longsword* with a handle studded with green emeralds and blue amethysts. It is worth three times the value an equivalent enchanted blade. The iron chest in the western portion of the chamber is unlocked and empty.

EL: 14

Scaling: To increase the challenge of this encounter, increase the damage of the exploding skeleton trap to 16d12 piercing. To decrease the challenge, reduce the damage of the exploding skeleton trap to 6d12.

N167. IRON GOLEM GUARDIAN

Both doors to this Room are locked and trapped. A DC 40 Open Lock check is needed to open the lock. The trap triggers whenever someone touches the door or lock.

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

A second trap is on the doorknob itself.

Destruction Trap: CR 8; magic device; touch trigger (*alarm*); automatic reset; spell effect (*destruction*, 13th-level cleric, DC 20 Fortitude save for 10d6 damage); Search DC 32; Disable Device DC 32.

A large iron statue in the form of an armored humanoid dominates this square chamber. Its arms and head face in both directions at once, its anatomy an unsightly perversion of human form. A macabre helmet rest atop spiked shoulders, hallow eyes set all around its "face." The statue holds a heavy flail made from blackened steel.

Initial Attitude: Hostile

Encounter: Another of Invistis' prized creations, this iron golem (hp 210) stands guard, attacking anyone daring to violate Invistis' lair. Because this is so close to Invisits' throne Room (Room N176), the golem is extremely sensitive to the presence of anything, living or otherwise.

Encounter Condition: Fearless

Tactics: This iron golem is armed with a flail, made from blackened steel. The flail radiates evil, dealing an additional 2d6 unholy damage to lawful or good PCs. It also has an improved critical threat range and multiplier. In the right hands, this weapon is devastating.

When the door opens, the golem closes to melee and strikes the first PC to come through the door. It continues to batter the hapless PC, ignoring pleas for help. If the PC is downed, it performs a coup de grace before moving on to the next PC. It uses its potent breath weapon against spellcasters, should they prove a threat, but they are usually saved for last. If the PCs escape the Room, the golem gives chase to the end of hallway, before returning to this Room.

The golem can lock or unlock the door at will.

Like a ranger, it treats undead as a favored enemy, gaining a +4 bonus in combat to attack and damage rolls against them. Like all of the constructs in this Section, it cannot be reprogrammed or controlled to turn against Invisitis.

Because of the traps and locked doors, it is impossible to surprise the golem.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, add an iron golem. To decrease the challenge, replace the iron golem with a stone golem.

Iron Golem: CR 13; Large construct; HD 18d10+30; hp 210; Init –1; Spd 20 ft.; AC 30, touch 8, flat-footed 30; Base Atk +12; Grp +28; Atk +23 melee (2d10+11, slam), or +23 melee (2d8+18/17–20 ×3 plus 2d6 unholy damage, *+2 blackened flail*); Full Atk +23 melee (2d10+11, 2 slams), or +23/+18 melee (2d8+18/17–20 ×3 plus 1d6 unholy damage, *+2 blackened flail*); Space/Reach 10 ft./10 ft.; SA Breath weapon; SQ Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N(E); SV Fort +6, Ref +5, Will +6; Str 33, Dex 9, Con —, Int —, Wis 11, Cha 1

Skills and Feats: —

Breath Weapon (Su): 10-ft. cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

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

A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

Necromantic magic is reflected back at the caster, like *spell turning*. This effect is flawless and cannot be dispelled. The iron golem can reflect up to 18 spell levels per day.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

N168. PILLAGED ROOM

Both doors to this Room are locked, requiring a DC 40 Open Lock check to unlock. The southern door of this chamber is blocked by the debris and impossible to open.

Countless pieces of broken wood, warped iron bars, and crushed stones cover the entire floor of this dark room. The rubble is piled several feet high, making travel through the chamber close to impossible.

Initial Attitude: N/A

Encounter: This Room contains broken furniture and the remains of several elves from when Invistis took control of it, ages ago. The lich lord then ordered his minions to bring heavy boulders and other debris into his new lair, allowing him not only to clean up the messy Rooms but to prevent anyone from journeying through this particular chamber. They were later destroyed when they stopped proving useful.

PCs moving the debris can uncover the southern door after six hours of manual labor, which also reveals the skeletal bodies of five elves who died here long ago.

Encounter Condition: Drafty, Hazardous Footing 16, Stagnant Air

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

N169. IRON GOLEM GUARD POST

The doors to this Room are locked, requiring DC 45 Open Lock checks to unlock. Exiting the Room also requires an Open Lock check, as the doors are locked from both sides. The iron golems inside can unlock the doors at will. There are no keys to these doors and Invisits uses *knock* to move through this area at will.

The tall silhouette of a heavily armored humanoid baring a large shield and a long hammer stand in the center of this otherwise empty room.

Initial Attitude: Hostile

Encounter: An iron golem (hp 270) guards in this chamber. It carries a *+2 heavy steel shield* and a *+2 shattering warhammer*. The warhammer does maximum damage to structures with each hit. It is another of Invistis' guardians and fights fearlessly. If the PCs step away from the door and leave, it does not attack, but otherwise any other action is considered hostile and it charges into the lead PC. Assume that it 'takes 20' on its Initiative, always at the ready.

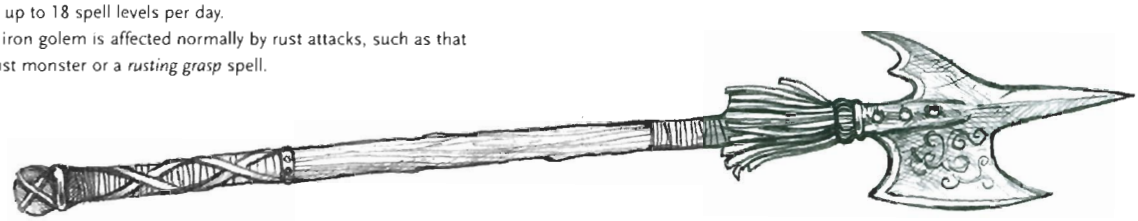
Encounter Condition: Fearless

Tactics: The iron golem switches from using its warhammer to using its breath weapon. This iron golem's breath weapon is slightly different than normal, however. One, it can only be used once every 1d6+1 rounds. Second, the round after the poisonous gas is expelled, the iron golem sucks the poisonous gas back into its "lungs", absorbing the lost Constitution of the PCs and gaining 5 temporary hit points (for each lost Con point) in return.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, increase the iron golem to 30 HD. To decrease the challenge, replace the iron golem with a stone golem.



Iron Golem: CR 15; Large construct; HD 24d10+30; hp 270; Init –1; Spd 20 ft.; AC 34, touch 8, flat-footed 34; Base Atk +18; Grp +36; Atk +31 melee (2d10+13, slam); Full Atk +31 melee (2d10+13, 2 slams); Space/Reach 10 ft./10 ft.; SA Breath weapon; SQ Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +8, Ref +7, Will +8; Str 36, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Breath Weapon (Su): 10-ft. cube, cloud of poisonous gas lasting 1 round, free action once every 1d6+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

For each point of initial Constitution damage dealt, the iron golem gains 5 temporary hit points.

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

A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

Possessions: +2 heavy steel shield, +2 shattering warhammer

N170. MARKED INTERSECTION

A pattern of red markings is painted upon the floor of this intersection. The marks are made in the form of a wide circle with several triangles and stars drawn into it. The images seem oily, reflecting light as though the substance — like blood — had not dried. The entire hallway is covered.

Initial Attitude: N/A

Encounter: A closer look at this pattern reveals that the red paint is dry, but only gives the effect of being wet. A successful DC 14 Knowledge (nature) also tells that the substance used to draw these images is not blood, but probably an especially treated dye.

PCs foolish enough to step over the warded area, trigger the trap placed here. A DC 30 Jump check clears the ward without triggering the trap.

Greater Shout Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; spell effect (greater shout, 18th-level wizard, 10d6 sonic damage, stunned 1 round, deafened 4d6 rounds, DC 18 Fortitude save partial); Search DC 34; Disable Device DC 34.

The *greater shout* trap is unaffected by the Spell Resistance **Encounter Condition**.

Encounter Condition: Spell Resistance 25

Tactics: PCs who talk, make other noises, or use artificial light while in this chamber may alert the shield guardians in Room N171 of their presence. Allow the shield guardians the appropriate Listen or Spot checks to notice the PCs. If they do, they move into this Room and attack 1d3 rounds later, completely immune to the trap.

If the PCs trigger the *greater shout* trap, the shield guardians automatically detect them and come to investigate.

On the eastern annexed hallway, the two false doors are also trapped. The doors are locked, but lead to solid stone. A DC 45 Open Lock check opens the door, but tampering with the lock or doorknob triggers the trap. The *energy drain* and *ghoul touch* trigger immediately, followed by the *deeper darkness* and *silence* which triggers 1d3 rounds later.

Sensory Depravation Trap: CR 14; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 18th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); spell effect (*ghoul touch*, 18th-level wizard, DC 13 Fortitude save negates); spell effect (*deep darkness*, fills entire Room with magical darkness); spell effect (silence, fills entire Room with magical silence); Search DC 40; Disable Device DC 44.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, remove the red paint so the PCs are surprised by the trap. To decrease the challenge, remove the Spell Resistance Encounter Condition.

N171. SHIELD GUARDIANS' OUTPOST

The north door to this Room is locked, requiring a DC

The open doorway on the south wall allows the shield guardians in this Room to see approaching PCs long before they arrive. In addition, any commotion in Room N170 alerts them of the PCs before they arrive.

Two tall emaciated statues are the only notable features of this chamber. One of the statues, fashioned from green and gray stone and dark burgundy metal stands upon the east wall, while its counterpart, shaped with greenish stone and bluish alloys, has its back to the west wall.

Initial Attitude: Hostile

Encounter: Two shield guardians (hp 270 each) guard this Room and the southern corridor leading into Room N170. With the exception of other constructs and their lich lord master, they attack all creatures on sight and pursue their prey until they either kill them or are destroyed.

Their stored spells are *enervation* and *ice storm*.

Encounter Condition: Cursed 4, Fear 18, Fearless, Negative Energy

Tactics: When combat begins, these constructs cast *enervation* and *ice storm*, immediately, before engaging the heavily armored PCs in melee. They are thoughtless and lack tactical sensibility, but fight on nonetheless. Assume each has Improved Sunder, despite not having the prerequisites for this feat.

The shield guardians fight until destroyed and pursue retreating party members.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add two shield guardians. To decrease the challenge, remove one.

Shield Guardian: CR 10; Large construct; HD 24d10+30; hp 270; Init +0; Spd 30 ft.; AC 24, touch 9, flat-footed 24; Base Atk +18; Grp +29; Atk +24 melee (1d8+7, slam); Full Atk +24 melee (1d8+7, 2 slams); Space/Reach 10 ft./10 ft.; SA —; SQ Construct traits, darkvision 60 ft., fast healing 5, find master, guard, low-light vision, shield other, spell storing; AL N(E); SV Fort +7, Ref +7, Will +7; Str 24, Dex 11, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: [Improved Sunder].

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex): If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability if within 100 ft. of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A shield guardian can store one spell of 4th-level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

N172. ANCIENT BLAST TRAP

The door to this Room is locked, requiring a DC 50 Open Lock check. It is also trapped and anyone tampering with the lock or doorknob triggers a *lightning bolt* trap.

Lightning Bolt Trap: CR 16; magic device; special trigger; automatic reset; spell effect (*lightning bolt*, 18th-level sorcerer, 30d6 electricity, DC 18 Reflex save half damage); Search DC 38; Disable Device DC 38. This trap combines the effect of three lightning bolt spells cast simultaneously.

The light from half a dozen torches set upon heavy bronze sconces into the east and west wall illuminates this chamber, revealing bare walls and a dust-covered stone floor.

Initial Attitude: N/A

Encounter: This Room contained a magical trap when Invistis took control of the area. Instead of disabling the device, the lich lord decided to keep it active to protect his private throne Room (Room N176). This trap is activated one round after anyone steps inside the Room and affects all targets within 5 feet.

Greater Glyph of Warding (Blast) Trap: CR 14; magical device; automatic reset; spell effect (*greater glyph of warding [blast]*, 18th-level cleric, 20d8 sonic, DC 21 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 31; Disable Device DC 31. Note: This spell combines the effect of two *greater glyph of warding (blast)* traps triggered simultaneously.

Encounter Condition: Extreme Cold

Tactics: N/A

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, maximize the *greater glyph of warding* trap (having it deal 160 sonic damage). To decrease the challenge, remove the *lightning bolt* trap.

N173. TRAPPED HALLWAY

Initial Attitude: N/A

Encounter: The hallway is rigged with an arcane trap of Invistis' design. This trap is automatically sprung two rounds after anyone steps on the floor of the corridor and affects everyone within 30 ft. of each other (see *mass hold person* for more details). The trap also summons a creature that appears in the center of the corridor and attacks the closest targets.

In addition to the magical trap described below, a loud rigging *alarm* sounds for 10 consecutive rounds, instantly alerting Invistis of company. Though the lich hides in Room N178, he patiently waits for the PCs to enter his throne Room (Room N176) before using a *project image* spell to meet them.

Mass Hold Monster and Summon Monster IX Trap: CR 14; magic device; proximity trigger (alarm); automatic reset; multiple traps (one *mass hold monster* trap and two *summon monster IX* traps that brings forth two colossal fiendish monstrous spiders); spell effect (*mass hold monster*, 18th-level sorcerer, DC 24 Will save negates), spell effect (*summon monster IX*, 18th-level sorcerer, two colossal fiendish monstrous spiders); Search DC 34; Disable Device DC 34.

Encounter Condition: Fear 20, Fearless

Tactics: Once the two monstrous spiders (hp 208 each) are summoned they attack the held PCs, using their bite to reduce the Strength of the trapped victims before turning their attention to the rest of the PCs. Being fiendish, they have no sense of danger and fight madly to destroy the PCs.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, add *energy drain* to the *mass hold monster* and *summon monster* IX trap. To decrease the challenge, remove *mass hold monster* from the *mass hold monster* and *summon monster* IX trap.

Colossal Fiendish Monstrous Spider: CR 11; Colossal vermin; HD 32d8+64; hp 208; Init +2; Spd 30 ft., climb 20 ft.; AC 22, touch 4, flat-footed 20; Base Atk +24; Grp +50; Atk +26 melee (4d6+15 plus poison, bite); Full Atk +26 melee (4d6+15 plus poison, bite); Space/Reach 40 ft./30 ft.; SA Poison, smite good, web; SQ Damage reduction 10/magic, resistance to cold and fire 10, spell resistance 25, tremorsense 60 ft., vermin traits; AL N; SV Fort +20, Ref +12, Will +10; Str 31, Dex 15, Con 14, Int —, Wis 10, Cha 2.

Skills and Feats: Climb +16, Hide –10, Jump +10, Move Silently +0, Spot +7.

Poison (Ex): Bite, Fortitude save DC 28, 2d8 Strength initial and secondary damage. The save DC is Constitution-based.

Smite Good (Su): Once per day this spider can make a normal melee attack to deal +20 damage against a good foe.

Web (Ex): Monstrous spiders often wait in their webs or in trees, then lower silently on silk strands and leap onto prey. A strand is strong enough to support the spider and one creature of the same size. Web-spinners can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 ft., with a range increment of 10 ft., and is effective against targets up to one size category larger than the spider. A creature can escape with a successful Escape Artist check (DC 28) or burst it with a Strength check (DC 32), both are standard actions. The check DCs are Constitution-based, and the Strength check DC includes a +4 racial bonus.

Web-spinners often create sheets of webbing sixty ft. square. They can position these sheets to snare flying creatures or to trap prey on the ground. Creatures must succeed on a DC 20 Spot check to notice a web or stumble into it and become trapped as by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-ft. section has the 18 hit points, and sheet webs have damage reduction 5/—. A monstrous spider can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

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

N174. ANCIENT COLD ENERGY TRAP

The door to this Room is locked, requiring a DC 50 Open Lock check. It is also trapped and anyone tampering with the lock or doorknob triggers a *lightning bolt* trap.

Lightning Bolt Trap: CR 16; magic device; special trigger; automatic reset; spell effect (*lightning bolt*, 18th-level sorcerer, 30d6 electricity, DC 18 Reflex save half damage); Search DC 38; Disable Device DC 38. This trap combines the effect of three lightning bolt spells cast simultaneously.

The wavering flames of six torches set high upon heavy bronze sconces in the east and west wall send light into this simple and empty hall.

Initial Attitude: N/A

Encounter: Like Room N172, this Room was already rigged with a trap when Invistis found it. The lich lord kept the trap active to insure no one would trespass deeper into his lair. This trap is activated one round after anyone steps inside the Room and affects all targets within 5 ft.

Greater Glyph of Warding (Blast) Trap: CR 14; magical device; automatic reset; spell effect (*greater glyph of warding [blast]*, 18th-level cleric, 20d8 sonic, DC 21 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 31; Disable Device DC 31. Note: This spell combines the effect of two *greater glyph of warding (blast)* traps triggered simultaneously.

Encounter Condition: Extreme Cold
Tactics: N/A
Treasure: N/A
EL: 17
Scaling: To increase the challenge of this encounter, add *destruction* to the *greater glyph of warding* trap. To decrease the challenge, remove the *lightning bolt* trap.

N175. SPECIAL LEVER CHAMBER

The door to this Room is locked and trapped. Though Invistis carries a key that unlocks it, a successful DC 50 Open Lock check also opens it. Anyone tampering with the lock triggers its magical trap.

Maximized Horrid Wilting Trap: CR 16; magical device; automatic reset; spell effect (*horrid wilting*, 18th-level sorcerer, 108 damage, DC 23 Fortitude save half damage); Search DC 33; Disable Device DC 33.

This room contains a massive iron lever, which comes out of a one-ft. wide by four-ft. long groove in the stone floor. The lever is made from tarnished iron and is set at a 45-degree angle, its tip pointing south.

Initial Attitude: N/A
Encounter: This Room holds one of the four intricate mechanisms linked to the powerful force fields in the antechambers opening into Room N159. The lever must be pulled up, requiring a successful DC 20 Strength check. The other three levers can be found in Rooms N199, N222, and N250.

All four must be raised in order to deactivate the force fields.

Encounter Condition: Positive Energy
Tactics: Chaotic or evil creatures touching the lever suffer 1d4 negative levels per round they remain in contact. Chaotic evil creatures are destroyed irrevocably with no chance for a save. Caster level 20th.

When the final lever is pulled, the World Eater wakes and a pulse of negative energy blasts through the entire dungeon. See Room N159 and the Sidebar (page 746) for more information.

Treasure: N/A
EL: 16
Scaling: To increase the challenge of this encounter, add a *power word kill* to the maximized *horrid wilting* trap. To decrease the challenge, replace the maximized *horrid wilting* trap with a *horrid wilting* trap.

N176. INVISTIS' THRONE ROOM

This great hall is illuminated by the light of two-dozen torches set upon dark bronze sconces some twenty feet above the cold stone floor. Upon three of the walls are a total of nine deep alcoves. Each alcove contains a tall thin figure with thick stony appendages. Every third statue is made of bronze and iron and is much more squat than the others. Their hands are coarse and the heads are made to resemble macabre skulls. Shiny bluish metals, and red-green stones adorn the taller statues, while the iron statues lack any adornments at all. Shaped to look like the dead, these statues are unnerving to gaze upon.

Set at the foot of the flat northern wall is a massive stone dais, about one-ft. high, upon which sits a dark throne fashioned from burgundy stones. Suddenly a skeletal figure wearing rich but rotted clothing of a deep blue shade materializes upon the throne, a pair of heavy-looking bronze bracelets upon its thin forearms and a silver amulet dangling from a chain at its neck. Within the eye-pits of his skeletal head burn deep red lights filled with cunning, hatred, and malevolence. His voice is deep, with the ring of education and class. He carries himself with dignity.

"You are indeed brave. A trait that I imagine will lead you to greatness."

Initial Attitude: Unfriendly

Encounter: Here is where the PCs meet Invistis (or a facsimile) for the first time. The fanatically paranoid lich lord uses *project image*, allowing him to talk with the PCs while remaining safely hidden away. Invistis is interested in the PCs, especially if they are healthy and uninjured (having either triggered or bypassed a good number of the arcane traps protecting his territory). The lich lord, however, has only 15 rounds before his spell ends, so he engages the PCs in conversation quickly, hoping to access their goals and ambitions.

Invistis does not waste time and asks the PCs for help. His goal is to convince them to conquer the lair of the mummy priestess to the south and bring the remains of her destroyed body to him. In exchange for this service, Invistis promises to give the PCs all the treasures held by the mummy priestess plus half of what he holds (in his false treasure chamber). If the PCs seem interested, Invistis is eager to seal the deal.

If the PCs are morally pure or righteous, he tries to sway their hearts by telling them stories of the mummy lord and how she captures children to augment her army's ranks. "As you can see, I no longer dabble in the black arts, but only with machines. This prison has taught me the error of my ways and I am more learned now, than before my banishment. Though I am cursed, I no longer wish to enthrall the living… or the dead."

If the PCs have met Kasteoficiss and tell Invistis that she has said vile things of him, he replies, "Look at the evidence. Look at the death she surrounds herself with. Certainly men as wise as yourselves do not need me to beguile them with lies. I shall allow my record to speak for itself."

While Invistis is not angry yet, he is losing patience. He hopes the PCs can reach an accord quickly.

Should the PCs detect moderate evil from the Room, but none from the *projected image*. A DC 40 Sense Motive check reveals that Invistis is lying. Paladins and lawful good PCs suffer a –4 circumstance penalty to this check upon hearing the news of his "rehabilitation."

If the PCs cast *detect magic*, the DM should make a DC 25 Spellcraft check in private for the caster. Failure indicates that the strength of the magic of the Room makes it difficult to isolate the magic of the *projected image*. Whether or not they believe it is real, is up to them.

If the PCs still aren't convinced that his intentions are pure, he tells them that he possesses a special key that he has hidden from the Kasteoficiss lest she use it to release the god of death.

If the PCs give Invistis grief or otherwise disrespect him, he orders his six shield guardians (hp 270 each) and three iron golems (hp 210 each) to attack. They suffer a –4 penalty to their Initiative check, but nonetheless attack without fail.

Encounter Condition: Fearless
Tactics: If combat breaks out, the iron golems and shield guardians advance, engaging the PCs in melee while the image of the lich lord weaves powerful arcane spells against them (see Room N178 for more details on Invistis).

Each shield guardian has one of the following stored spells — *contagion*, *crushing despair*, *flame arrow*, *haste*, *lightning bolt*, and *wall of fire*. They cast these spells in the first three rounds of combat, targeting warriors first. The lich remains hidden in his crypt (Room N178), convinced that his minions can take care of the PCs.

The iron golems attack any clerics, rangers, or rogues, knowing full well that wizards cannot harm them.

If the PCs defeat the guardians and golems, but appear ravaged by the battle, Invistis is 50% more likely to enter the Room and demand their audience lest he finish what his golems started.

Treasure: At first glance, there seem to be no treasures in this hall except for the twenty-four *continual flame* torches. A successful DC 35 Search check, however, reveals one of the armrests of the throne is loose. This portion of the kingly seat can be removed and put back into place easily, uncovering a small alcove holding a *potion of eagle's splendor* (5 doses).

EL: 19
Scaling: To increase the challenge of this encounter, add one shield guardian and one iron golem. To decrease the challenge, remove three shield guardians.

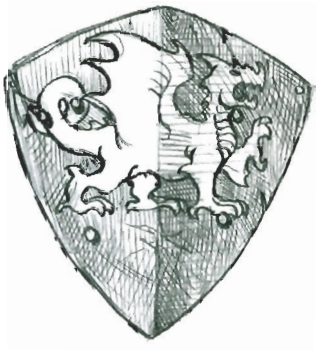
Shield Guardian: CR 10; Large construct; HD 24d10+30; hp 270; Init +0; Spd 30 ft.; AC 24, touch 9, flat-footed 24; Base Atk +18; Grp +29; Atk +24 melee (1d8+7, slam); Full Atk +24 melee (1d8+7, 2 slams); Space/Reach 10 ft./10 ft.; SA —; SQ Construct traits, darkvision 60 ft., fast healing 5, find master, guard, low-light vision, shield other, spell storing; AL N(E); SV Fort +7, Ref +7, Will +7; Str 24, Dex 11, Con —, Int —, Wis 10, Cha 1.

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex): If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability if within 100 ft. of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A shield guardian can store one spell of 4th-level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).



Iron Golem: CR 13; Large construct; HD 18d10+30; hp 210; Init –1; Spd 20 ft.; AC 30, touch 8, flat-footed 30; Base Atk +12; Grp +28; Atk +23 melee (2d10+11, slam); Full Atk +23 melee (2d10+11, 2 slams); Space/Reach 10 ft./10 ft.; SA Breath weapon; SQ Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N(E); SV Fort +6, Ref +5, Will +6; Str 33, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Breath Weapon (Su): 10-ft. cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

Immunity to Magic (Ex): An iron golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

Necromantic magic is reflected back at the caster, like *spell turning*. This effect is flawless and cannot be dispelled. The iron golem can reflect up to 18 spell levels per day.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

N177. FALSE TREASURE ROOM

The secret door from Room N176 is a simple wall panel that sinks into the floor when a hidden lock is bypassed, whether by using the proper silver key (in Invistis' possession) or by picking it with a successful DC 50 Open Lock check. A DC 35 Search check is required to find this lock. Once the wall panel sinks into the ground, it stays there for two full minutes before rising and locking itself back into place.

The secret door leading to Room N178 is identical (granting the PCs a +5 competence bonus to locate it), but the key that opens it is different. In order to find the mechanism opening this door, the PCs must first move the chest lying in front of it.

The secret stone panel sinks into the ground, revealing a small dark corridor. This hallway opens into a narrow room holding two large coffers, one upon the east wall and the other upon the south. The ceiling, some 100-ft. tall, makes the hallway feel more cramped.

Initial Attitude: N/A

Encounter: This chamber was altered by Invistis to fool grave robbers into thinking this was his treasure chamber. Since he travels from Room N176 to N178 via *levitate*, PCs inspecting the floor see no footprints in the thin layer of dust covering the stone. This should lead them to believe that the Room has gone unnoticed for centuries.

This is not the case.

Encounter Condition: N/A

Tactics: PCs examining the Room have a number of opportunities to trigger traps scattered about. Every minute the PCs spend searching the Room, there is a 25% chance of triggering a trap from the list below.

1d20	Trap
1	**Power Word Death Trap:** CR 10; magic device; proximity trigger (*alarm*); no reset; spell effect (*power word death*, 18th-level wizard), Search DC 34; Disable Device DC 34.
2–4	**Power Word Stun Trap:** CR 8; magic device; proximity trigger (*alarm*); no reset; spell effect (*power word stun*, 17th-level wizard), Search DC 32; Disable Device DC 32.
5–8	**Incendiary Cloud Trap:** CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.
9–10	**Energy Drain Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; Atk +9 ranged touch; spell effect (energy drain, 18th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 35; Disable Device DC 35.
11–12	**Insanity Mist Vapor Trap:** CR 9; mechanical; proximity trigger (*alarm*); repair reset; gas; never miss; onset delay (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. room); Search DC 30; Disable Device DC 30.
13	**Prismatic Spray Trap:** CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 18th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 35; Disable Device DC 35.
14–18	**Reverse Gravity Trap:** CR 10; magic device; proximity trigger (*alarm*, 10-ft. area); automatic reset; spell effect (*reverse gravity*, 18th-level wizard, 10d6 fall [upon hitting the ceiling of the 100-ft.- high room], then 10d6 fall [upon falling 100 ft. to the floor when the spell ends], DC 20 Reflex save avoids damage); Search DC 35; Disable Device DC 35.
19–20	**Wail of the Banshee Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

If the PCs trigger any traps in this Room, Invistis hears it in Room N178. From there, he can trigger the traps, one per round, as a free action. PCs in the Room that are not supposed to be here, can be eliminated fairly quickly if they don't find the other secret door.

Treasure: The two chests in this Room are identical. Both require a DC 40 Open Lock check and both are trapped.

The chest upon the east wall is guarded by a *fire trap* and contains 5,000 fake platinum pieces. A successful DC 25 Appraise check is required to notice the coins are worthless, however.

Fire Trap: CR 7; spell; spell trigger; no reset; spell effect (*fire trap*, 17th-level wizard, 1d4+17 fire, DC 18 Reflex save half damage); Search DC 34; Disable Device DC 34.

The chest on the west wall is guarded by a *sepia snake sigil* and is filled with beautiful clothing of various sizes and makes. Long silken robes, leather vests, cotton jerkins, woolen shirts, and thick fur cloaks are folded nicely inside the chest. These items are worth a total of 565 gp if sold (mainly due to the high quality of the fur cloaks and silk robes).

Sepia Snake Sigil Trap: CR 6; spell; spell trigger; no reset; spell effect (*sepia snake sigil*, 17th-level wizard, DC 16 Reflex save negates); Search DC 33; Disable Device DC 33.

If the PCs trigger the fire trap or make a Reflex save against the sepia snake sigil, the noise is loud enough to attract Invistis' attention (in Room N178).

EL: Varies

Scaling: To increase the challenge of this encounter, have a trap trigger 50% of the time. To decrease the challenge, have a trap trigger 15% of the time.

N178. INVISTIS' SECRET CHAMBER

A quiet alarm has been placed on the door, alerting Invistis of intruders, if they somehow bypassed the traps in Room N177.

This is a particularly brutal encounter and the DM should familiarize himself with Invistis' and Ravel's abilities before attempting to run it. Okay. You've been warned.

A wide throne carved out of burgundy stone and a deep blue marble desk take up most of the floor space in this dark chamber. The desk lies five feet from the east wall and runs from the northern wall to the middle of the room. Upon its marble surface is an amalgam of empty glass vials of various shapes and sizes, jars containing powdered substances of different shades, and the yellowed bones from a number of odd creatures.

The throne-like chair is set in the middle of the south wall and the emaciated frame of an almost skeletal humanoid shriveled skin sticking to its bony frame still sits upon it. The ancient blues robes worn by this creature are rotted and a pair of thick bronze bracelets is set into its forearms. A silver amulet hangs from a chain around his neck, and his eyes glint with a dim blue light yet burn with a reddish inner glow that is disquieting to behold. His gaze is certainly inhuman.

On his right shoulder rest a decayed cat and in the northeast corner, an archaic rusted automaton towers over the contents of the room. Written on the chestplate of the metal beast are hundreds of runes. In its hands, it grips a massive double-headed greataxe.

On either side of the kingly chair are two massive iron chests. Each one holds a wide lock upon their heavy lids. On the wall behind the throne is a majestic purple tapestry of an elf maiden astride a robust unicorn steed. This laughable scene sharply contrasts with the dim surroundings of this tomb.

Initial Attitude: Hostile

Encounter: Invistis the Lich Lord (hp 132) resides in this Room. Though extremely cunning, Invistis is paranoid, maniacal, and teetering on insanity. Haunted by the ghosts of his brothers, whom he murdered in order to gain lichdom, Invistis is a megalomaniac who believes he should rule the entire dungeon — and indeed the world. Because the ghosts of his murdered family torments him ceaselessly, and also because he is the only one who can perceive and interact with them, Invistis often seems to speak to himself. Though he mostly mumbles when talking to the ghosts, he is prone to great fits of anger directed at them, making him appear totally insane.

If Invistis convinced the PCs to help him achieve his goal (see Room N176), the lich sees them as important allies, but never allows them into his private sanctum. Instead, when he needs to meet with them, he uses his *project image* spell to talk to them in Room N176. Invistis' most immediate ambition is to destroy the mummy priestess Kasteoficiss and take over her domain. With the special key she has in her possession and the two central antechambers she controls (Rooms N112 and N133) he will be in a much better position to liberate the creature in Room N159 and then take over the entire region.

If the PCs agree to help the lich lord, he asks them to destroy Kasteoficiss and bring back the oversized copper key she owns. If the PCs want to help Invistis but refuse to destroy the mummy priestess, the lich lord asks that they bring him the two missing keys (the coppery key owned by Kasteoficiss and the oval diamond in Room N206) as well as locate the missing levers and pull them in the northern position.

If the lich lord strikes any kind of bargain with the PCs, he honors his part of the deal. He is willing to part with all the monetary treasures he owns as well as with the mighty enchanted warhammer, which is of no use to him. Other magic items, however, are off limits.

Encounter Condition: Distracting Noises 10, Echoes 2, Fear 20, Haunted, Negative Energy

Tactics: If the PCs met Invistis in Room N176 and defeated his constructs, the lich lord dissuades the PCs from fighting him head on. If this fails, he goes for the big guns immediately.

Invistis is supremely confident of his ability to ward off attackers and fights as though possessed. He launches into the battle, throwing powerful magic at the PCs. With his shield guardian in tow, he isn't afraid of warriors. And since he is protected by a *contingency* — that activates a *globe of invulnerability* the moment a spell of 4th level or lower spell is cast at him — spellcasters are also ignored. He also has permanent spell immunity against *flame*, *lightning*, and *cure* spells (including *harm*) in case anyone tries something obtuse. Lastly, since he is undead, sneak attacks do not frighten him.

When the fight begins, Invistis takes a methodical approach to the battle. He does not pull punches, seeking to eliminate the PCs are quickly as possible. On the first round, he casts *cloudkill* on the PCs and then encloses them within his *quickened wall of force*. The shield guardian takes a defensive stance next to Invistis and his mummified cat familiar pulls down a tapestry on the far wall. Behind the tapestry — of the elven maiden and her unicorn — (perhaps some inside joke), is a *symbol of weakness* that triggers, immediately (3d6 Strength damage, DC 26 Fort save negates).

If the PCs disperse before he can drop the wall of force, divides the PCs by using a quickened *wall of fire* at far-away PCs and *waves of exhaustion* on those close to him.

Once the battle is underway, he uses different tactics on different PCs. Rogues become the target of *quickened slow* followed by *horrid wilting* or *greater shout*. Others are hit with *quickened slow* and an *empowered chain lightning*. If the PCs group properly, he uses *wail of the banshee* to kill them off.

If he needs to end the combat and flee — which he does if he's dropped to 30 hp or less — he casts multiple *walls of force* and *walls of fire* to seal the PCs in the Room and escape through whatever opening the shield guardian can make for him.

Beyond pulling down the tapestry on the north wall, Ravel stays near him at all times, only moving to attack those who engage its master in melee combat. Ravel also benefits from the shield guardian's guard ability but not from the shield other ability.

Invistis' shield guardian stands in front of him, with a readied action to intercept and pummel anyone who tries to engage Invistis. It uses its stored spell (*ice storm*) when commanded to by Invistis or on whoever strikes Invistis down, should such an event occur.

If the PCs reduce Invistis to 25% of his total hit points or less, the lich lord escapes to Room N167 where he orders the construct there to protect him while he desperately tries to figure out a plan that would rid him of the heroes. If the PCs have already destroyed the golem in Room N167, he uses his scroll of arcane lock to bar the door while he repairs the iron golem.

He then leaves the golem to take care of the PCs while he races to Room N180 to retrieve his prize skeletal pyro-hydras. Invistis does everything he can to avoid death at the PCs hands. While he would eventually return to undeath in 2d6 months, he fears what would become of his empire during his death.

If reduced to 5 or fewer hit points, Invistis takes his own life, rather than letting the PCs destroy him. His body turns to dust. Since his soul in stored inside one of the iron golems (pick one), he returns to undeath in 2d6 months when a new body is forged from his ashes. During that time, he remains inside the iron golem, finding a quiet corner of the dungeon to hide.

Treasure: In addition to the magical items he carries, Invistis has a ring with several mundane keys upon it. These keys unlock the doors in Rooms N161, N162, N166, N175, N177, and N179, as well as the two chests found in this chamber. The lich lord also has in his possession two very special keys. The first one is a human-sized, mummified, six-fingered hand, which skin has turned a dull shade of black. This key unlocks the door in Room N112. The second special key that Invistis has is a fist sized rough-cut diamond. This special key fits in the door of Room N148.

The four chests in this chamber are locked and trapped. Unless the PCs steal the keys required to open them from Invistis, a successful DC 50 Open Lock check is needed to unlock each of the chests. Anyone tampering with any of the locks without the proper key, however, triggers the arcane trap set upon the chests.

Chests 1 and 2. The easternmost chests are trapped with simple *magic missile* traps that targets all PCs within the Room. The missiles are distributed equally among them, starting with the PC that tampered with the lock.

♦ **Maximized Magic Missiles Trap:** CR 15; magic device; touch trigger; automatic reset; spell effect (*magic missiles*, 18th-level sorcerer, twenty missiles dealing 5 force damage each); Search DC 40; Disable Device DC 40. This trap combines the effect of four maximized magic missiles spells triggered simultaneously. The missiles can be divided up however DM likes, but evenly is the best.

Chest 1 contains a 5,550 pp and 12,400 gp.

Chest 2 contains jewelry and gems worth over 100,000 gp.

Chest 3 and 4. The westernmost chests are rigged with *acid arrow* spells targeting the PC who tampered with the lock.

♦ **Maximized Acid Arrow Trap:** CR 18; magic device; touch trigger; automatic reset; Atk +32 ranged touch; spell effect (*acid arrow*, 18th-level sorcerer, 24 acid/round for 5 rounds); Search DC 40; Disable Device DC 40. This trap combines the effects of three maximized *acid arrow* spells cast simultaneously at the same target. The arrows can be divided up however DM likes, but evenly is the best.

Chest 3 contains over 30 potions, 12 wands, and a *ring of wishes* (1 charge). The ring is cursed and to date, Invistis has not been able to undo its effects. While the wish comes true, the effect is unpredictable. A PC wishing for a weapon, gains the weapon from an unholy source. A PC wishing for gold, bankrupts an empire. A PC wishing for magical knowledge results in a library burning to the ground and so on. The exact interpretation is left to the DM, but should pervert the true intentions of the PC, no matter how moral. Immoral PCs making immoral wishes find their gold in the hand of a local orphanage instead.

The DM can choose the potions and wands from the DMG or roll for them randomly as major magic items.

Chest 4 contains Ramnak, a powerfully enchanted *+4 axiomatic warhammer of icy burst*. This weapon has an Intelligence score of 13, a Wisdom of 10, and a Charisma of 13. It is lawful neutral in nature, communicates empathically with its wielder, and has 60 ft. vision and hearing. Ramnak can also be used to *bless* its allies three times per day and *detect magic* at will. Of dwarven make, this powerful item is cast from a blue alloy that sparks when within 60 ft. of a magical source. Unlike most hammers, the head and shaft of Ramnak is cast from the same material and may not be detached from one another. The 3-ft. long steel handle is covered with woven black leather, while the massive head of the weapon forms a perfect rectangle. The dwarven runes for "Ramnak" and "Glory" are embossed on the head of the hammer.

The hammer has been trapped with Invistis for over 2,000 years and yearns for battle. If there is a dwarf within 100 ft. it demands to be placed in his hands, even if dead. Ramnak can turn his powers on and off at will, so PCs that fail to heed his requests will find themselves holding a *–2 warhammer* in now time. He is as stubborn as any dwarf, and twice as opinionated. Having been trapped for so long, he is eager to hear stories of his lands and people's deeds (if the PCs have any). Otherwise, he tells them a few of his own.

EL: 24

Scaling: To increase the challenge of this encounter, add four wizard levels to Invistis. To decrease the challenge, remove two wizard levels and replace his *bracers of armor +8* with a *ring of protection +4*.

♟ **Invistis the Lich Lord, Wiz 18:** CR 22; Medium undead (formerly human); HD 18d12; hp 132; Init +6; Spd 30 ft.; AC 26, touch 21, flat-footed 24; Base Atk +9; Grp +9; Atk +9 melee touch (see below); Full Atk +9/+4 melee touch (see below); Space/Reach 5 ft./5 ft.; SA fear aura, paralyzing touch, spells, touch attack; SQ Damage reduction 15/bludgeoning and 15/magic, darkvision 120 ft., immunity to cold, electricity, permanent spells, polymorph, and mind affecting attacks, turn resistance +4; AL NE; SV Fort +8, Ref +10, Will +16; Str 10, Dex 14, Con —, Int 26* [28], Wis 16, Cha 15.

* Invistis' Int includes a +2 inherent bonus from use of a *wish*.

Skills and Feats: Concentration +21, Craft (alchemy) +29, Craft (clockmaker) +29, Decipher Script +29, Hide +10, Knowledge (arcana) +29, Knowledge (architecture and engineering) +29, Knowledge (history) +20, Knowledge (the planes) +20, Knowledge (religion) +20, Listen +13, Move Silently +13, Search +17, Spellcraft +29, Spot +13; Craft Magic Arms and Armor, Craft Construct, Craft Wand, Craft Wondrous Item, Empower Spell, Eschew Materials, Extend Spell, Improved Initiative, Maximize Spell, Quicken Spell, Scribe Scroll.

Fear Aura (Su): Liches are shrouded in a dreadful aura of death and evil. Creatures of less than 5 HD in a 60-ft. radius that look at the lich must succeed on a Will save (DC 21) or be affected as though by a fear spell from a sorcerer of the lich's level. A creature that successfully saves cannot be affected again by the same lich's aura for 24 hours.

Paralyzing Touch (Su): Any living creature a lich hits with its touch attack must succeed on a Fortitude save (DC 21) or be permanently paralyzed. Remove paralysis or any spell that can remove a curse can free the victim (see the bestow curse spell description). The effect cannot be dispelled. Anyone paralyzed by a lich seems dead, though a DC 20 Spot check or a DC 15 Heal check reveals that the victim is still alive.

Permanent Spells (Su): The following spells are permanent and always active—*arcane sight, read magic,* and *see invisibility*.

Touch Attack: A lich has a touch attack that uses negative energy to deal 1d8+5 points of damage to living creatures; a Will save (DC 21) halves the damage.

Wizard Spells Prepared (4/7/6/6/6/5/5/4/4/3, save DC 19 + spell): 0—*arcane mark, mage hand (2), mending, message (2);* 1st—*magic missile (3), shield (2), floating disc, unseen servant**; 2nd—*command undead, glitterdust, acid arrow (2), scorching ray (2);* 3rd—*blink, fireball, lightning bolt, slow, vampiric touch (2);* 4th—*enervation (2), greater invisibility (2), wall of fire (2);* 5th—*cloudkill, cone of cold, wall of force (2), waves of fatigue;* 6th—*chain lightning, disintegrate, greater dispel magic (2), true seeing;* 7th—*prismatic spray, quickened slow, spell turning, waves of exhaustion;* 8th—*empawered chain lightning, greater shout, horrid wilting, quickened wall of fire;* 9th—*energy drain, wail of the banshee, quickened wall of force.*

* Already cast, Invistis cast unseen servant at the beginning of each day and always has it available to him.

Skills: Liches have a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks.

Possessions: Amulet of proof against detection and location, bracers of armor +8, headband of intellect +2, ring of minor energy resistance (fire), ring of protection +1, cloak of resistance +2, broach of shielding (45 points left), scroll of empowered chain lightning (18th), scroll of empowered incendiary cloud (18th), scroll of empowered greater dispel magic (18th), scroll of empowered eagle's splendor (5th), scroll of empowered globe of invulnerability (11th), scroll of empowered lighting bolt (3, all at 10th), scroll of empowered summon monster VII (13th), wand of ice storm (19 charges, 7th level), ivory statuette of an elven maiden with gemstone flowers in her hair (worth 2,000 gold, focus for contingency), master shield guardian amulet.

Spellbook: 0—all;1st–all; 2nd—*arcane lock, blindness/deafness, blur, command undead, darkness, eagle's splendor, false life, fox's cunning, ghoul touch, glitterdust, knock, acid arrow, obscure object, scorching ray, see invisibility, spectral hand, summon monster II, whispering wind;* 3rd–*arcane sight, blink, dispel magic, displacement, fireball, flame arrow, haste, lightning bolt, nondetection, protection from energy, ray of exhaustion, sepia snake sigil, slow, summon monster III, vampiric touch;* 4th—*animate dead, arcane eye, bestow curse, contagion, crushing despair, detect scrying, dimensional anchor, enervation, ice storm, fire trap, greater invisibility, lesser globe of invulnerability, minor creation, stoneskin, summon monster IV, wall of fire;* 5th—*break enchantment, cloudkill, cone of cold, dominate person, fabricate, hold monster, magic jar, major creation, permanency, summon monster V, symbol of pain, teleport, wall of force, waves of fatigue;* 6th—*chain lightning, circle of death, contingency, create undead, disintegrate. eyebite, globe of invulnerability, greater dispel magic, quest/geas, summon monster VI, symbol of fear, true seeing;* 7th—*control undead, delayed blast fireball, limited wish, prismatic spray, project image, reverse gravity, spell turning, summon monster VII, symbol of stunning, waves of exhaustion;* 8th—*discern location, horrid wilting, incendiary cloud, polar ray, polymorph any object, power word stun, greater shout, summon monster VIII, symbol of death;* 9th—*energy drain, power word kill, summon monster IX, wail of the banshee, wish.*

All ten of Invistis spellbooks, one book per level, are each guarded by a number of *sepia snake sigils* equal to the level of the book. Each book has a massive lock upon which *fire trap* has been placed (should anyone open the books with anything but the key). An eleventh book, obviously different and marked with strange sigils and holy wards is protected by a *greater glyph of warding (blast).* Inside this book are nine divine spells that Invistis has transcribed into arcane text. While *blasphemy, deeper darkness, glyph of warding, greater glyph of warding, raise dead, resurrection, silence,* and *spell immunity* are not normally available to wizards, Invisitis has spent hundreds of years turning divine magic against itself in his quest for immortality.

Ravel, Mummified Cat Familiar: CR ⅓; Tiny undead [formerly magical beast]; HD [18]; hp 66; Init +2; Spd 30 ft.; AC 23, touch 14, flat-footed 21; Base Atk +9; Grp +8; Atk +15 melee (1d2+3 plus poison, claw); Full Attack +15 melee (1d2+3 plus poison, 2 claws) and +10 melee (1d3+3 plus poison, bite); Space/Reach 2½ ft./0 ft.; SA Deliver touch spells; SQ Alertness, damage reduction 5/—, darkvision 60 ft., improved evasion, low-light vision, permanent spells, scent, scry on familiar, share spells, speak with master and animals of its kind, spell resistance 23, turn resistance +4, undead traits; AL NE; SV Fort +6, Ref +8, Will +12; Str 8, Dex 15, Con —, Int 14, Wis 12, Cha 7.

Skills and Feats: Balance +10, Climb +6, Hide +14, Jump +10, Listen +3, Move Silently +6, Spot +3; Weapon Finesse.

Alertness (Ex): While Ravel is within arm's reach, Invistis gains the Alertness feat [included in Invistis' stats above].

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): Ravel can deliver touch spells for Invistis. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Permanent Spells (Su): The following spells are permanent and always active on Ravel—*arcane sight, greater magic fang (+4), resistance,* and *see invisible.*

Poison (Su): Ravels claws and bite carry a magical venom, Injury, Fortitude DC 17, initial and secondary damage 1d4 Dex. The save DC is Charisma based.

Scry on Familiar (Sp): Invistis may scry on his familiar (as if casting the scrying spell) once per day.

Scent (Ex): Can detect approaching enemies, sniff out hidden foes, and track by sense of smell.

Share Spells: At Invistis', he may have any spell (but not any spell-like ability) he casts on himself also affect Ravel. Ravel must be within 5 ft. at the time of casting to receive the benefit.

If the spell or effect has a duration other than instantaneous, it stops affecting the familiar if it moves more than 5 ft. away and will not affect the familiar again even if it returns to the master before the duration expires. Additionally, Invistis may cast a spell with a target of "You" on his familiar (as a touch range spell) instead of on himself.

A master and his familiar can share spells even if the spells normally do not affect creatures of the familiar's type (magical beast).

Speak with Master (Ex): Ravel and Invistis can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Speak with Animals of Its Kind (Ex): Ravel can communicate with animals of approximately the same kind as itself (including dire varieties): i.e. with felines. Such communication is limited by the intelligence of the conversing creatures.

Skills: Cats have a +4 racial bonus on Climb, Hide, and Move Silently checks and a +8 racial bonus on Jump checks. Cats have a +8 racial bonus on Balance checks. They use their Dexterity modifier instead of their Strength modifier for Climb and Jump checks. In areas of tall grass or heavy undergrowth, the Hide bonus rises to +8.

Shield Guardian: CR 8; Large construct; HD 15d10+30; hp 112; Init +0; Spd 20 ft.; AC 29, touch 9, flat-footed 29; Base Atk +11; Grp +21; Atk Slam +17 melee (1d10+7/19–20, +1 bastard sword); Full Atk +17 melee (1d10+7/19–20, 2 +1 bastard swords); Space/Reach 10 ft./10 ft.; SA —; SQ Construct traits, darkvision 60 ft., fast healing 5, find master, guard, low-light vision, shield other, spell storing; AL N; SV Fort +5, Ref +5, Will +5; Str 22, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: —

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex): If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability if within 100 ft. of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A shield guardian can store one spell of 4th level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again). This shield guardian currently stores *ice storm* cast at 18th level of effect.

Note: This is the first shield guardian that Invistis built and he keeps it around partially out of sentimentality.

Possessions: Chain mail, twin *+1 bastard swords.*

N179. RIGGED CORRIDOR

Both doors opening into this corridor are locked and require a successful DC 50 Open Lock check to unlock. The keys that open each of these doors can be found on Invistis' body (Room N178).

Initial Attitude: N/A

Encounter: The length of this corridor is rigged with a *meteor swarm* trap, which create four spheres that explode simultaneously, causing a total of 24d6 fire damage to all within the area.

Meteor Swarm Trap: CR 13; magical device; spell trigger; automatic reset; spell effect (*meteor swarm*, 18th-level sorcerer, four exploding sphere dealing 6d6 fire damage each, DC 24 Reflex save half damage); Search DC 34; Disable Device DC 34.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, increase the damage of the *meteor swarm* trap to 30d6. To decrease the challenge, replace the *meteor swarm* trap with a *symbol of death* trap.

N180. THE BADLANDS

This hall is filled with debris and rock. The walls form a labyrinth of quasi-natural grottos and passageways. Travel here is always a challenge. The air here is heavy, charged with evil.

Initial Attitude: Hostile

Encounter: This Room, better known as the Badlands, was once comprised of smaller individual Rooms and corridors, but the devastation caused by a war between Invistis' minions and Kasteoficiss' servants mutated the Room. Over several decades of conflict, the original walls crumbled to dust and new passageways were formed. Today, the Badlands are an intricate complex of rough grottos and hallways that none other than Invistis' skeletal ally and the mindless zombie minions of the mummy priestess dare enter.

Though the mummy priestess regularly sends zombie minions here, it is Invistis' servants, five mighty skeletal pyrohydras (hp 142, 135, 130, 127, 121) that dominate the region. These mindless servants of the lich lord attack everything crossing their path. Appearing as masses from which a dozen long skeletal vertebral columns ending in dragon-like skulls protrude, these creatures fight to the death.

Encounter Condition: Ambush (darkness), Cover (soft), Deep Silence, Desecration 8, Drafty, Fearless, Flooded, Fog 10, Haunted, Hazardous Footing 20, Negative Energy, Unhallowed 10

Tactics: In combat, the skeletal hydras use no special tactics. Instead, they move toward their prey and use their multiple jaws to tear their opponent's flesh. These creatures are used to moving through the debris of the Badlands, having spent decades here. They do not suffer from any movement penalty normally caused by the rough terrain.

Because of how they were built, they are the only undead which Invistis claims. They can breath powerful necromantic fire, capable of reducing even the most powerful creatures to nothing.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, add two skeletal pyrohydras. To decrease the challenge, remove two.

Skeletal Pyrohydra (12-Headed): CR 9; Huge undead; HD 12d12; hp 142, 135, 130, 127, 121; Init +6; Spd 20 ft., swim 20 ft.; AC 29, touch 10, flat-footed 27; Base Atk +6; Grp +20; Atk +12 melee (2d8+6, bite); Full Atk +12 melee (2d8+6, bite) and +7 melee (2d8+3, 11 bites); Space/Reach 15 ft./10 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., immune to cold and fire, metallic, resistance to electricity 10, spell resistance 12, turn resistance +4, undead traits; AL NE; SV Fort +4, Ref +6, Will +8; Str 23, Dex 14, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Improved Initiative.

Breath Weapon (Su): Though undead, these skeletal pyrohydras can still breathe jets of necromantic fire 10 ft. high, 10 ft. wide, and 20 ft. long. All heads breathe once every 2d4 rounds. Each jet deals 3d6 points of fire damage, 3d6 unholy damage, and 1d4 Constitution drain per head. A successful DC 21 Reflex save halves the fire and unholy damage, but not the Constitution drain. The save DC is Strength-based.

For every point of Constitution drained in this manner, the Negative Energy effect of the Room increases by a factor of 1.

Metallic: These have been modified by Invistis the Lich Lord who has reinforced the bones by inlaying and plating them with metal. Invistis has further protected them by working magical wards over the surface of the hydra, making them resistant to magic and to turning.

Due to the metal affixed to these hydra skeleton, they are considered to be metal for the purpose of spells which target metal (such as rusting grasp) or which gain bonuses when attacking someone in metal armor (such as *shocking grasp*).

N181 THROUGH N201. MORE UNDEAD

Rooms N111 through N134 and Rooms N181 to N201 are controlled by Kasteoficiss, a zealot mummy priestess who, with her allip servants, worships a long forgotten God of Death. For more on this Section, see Rooms N111 through N134 on page 728.

N181. LOCKED CORRIDOR

Both doors leading to this corridor are locked. A successful DC 45 Open Lock check is required to open them. Otherwise, the key to unlock both doors can be found in Room N191.

Initial Attitude: N/A

Encounter: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Encounter Condition: Echoes 8, Poor Footing 4

Tactics: The eastern door to this Room has a trap on it that triggers whenever the door is opened.

Lightning Bolt Trap: CR 16; magic device; special trigger; automatic reset; spell effect (*lightning bolt*, 18th-level sorcerer, 30d6 electricity, DC 18 Reflex save half damage); Search DC 38; Disable Device DC 38. This trap combines the effect of three lightning bolt spells cast simultaneously.

PCs entering this Room from Room N180, suffer a –10 circumstance penalty to Search checks to spot the trap. Disabling it from Room N180 is impossible.

Treasure: N/A

EL: 16

Scaling: To increase the challenge of this encounter, increase the damage of the *lightning bolt* trap to 30d6+30. To decrease the challenge, reduce the damage to 21d6.

N182. ANCIENT TEMPLE

The door on the northern wall of this Room is locked, requiring a DC 45 Open Lock check to unlock. The door on the southern wall is sealed shut, requiring a DC 40 Strength check to break open. Finally, the door on the eastern wall is locked, requiring a DC 40 Open Lock check to unlock.

Four intricate columns of dark basalt supporting the fifty feet high ceiling dominate this wide hall. The glassy surfaces are polished and reflect ambient light. Eight ogres with pale green skin, rotted clothing, and hollow eyes stand in this room. Among them is a smaller humanoid skeleton with an eerie forked tongue and a disgusting mass of viscera crowded into its ribcage.

Initial Attitude: Hostile

Encounter: When Kasteoficiss first took control of this Section, she used this Room as a temple to her dark god. Several decades ago, when battle for the Badlands (Room N180) began, the mummy priestess moved

the altar to Room N193. Though the lich lord's forces never breached this Room, Kasteoficiss is prepared for the worse. She keeps loyal servants on hand here at all times, but occasionally sends groups of zombie spawns into the Badlands in what have thus far been futile attempts to reclaim them.

A group of eight ogre zombies (hp 65, 62, 57, 56, 56, 54, 50, 46) led by a large mohrg (hp 184) prevent anyone from entering this chamber. Having been slain by the mohrg, they serve it unwaveringly. The ogres are brutes in every sense of the word down to their shoulders slumped like massive apes when they walk.

Encounter Condition: Desecration 10, Fearless

Tactics: The zombies charge the PCs, fighting like standard ogres... only they are completely mindless. Meanwhile, the mohrg cunningly maneuvers to flank the PCs, preferring to strike spellcasters and light-armored PCs. If no enemy presents itself, it flees to Room N189 or N191 to guard Kasteoficiss. The ogre zombies fight to the death.

The mohrg wears a medallion, dedicated to the god of death. So long as the mohrg remains in the Room, the ogre zombies gain a +2 profane bonus to attack rolls, damage rolls, and saving throws. In addition, they gain +2 hit points per hit die. The medallion protects the mohrg with an *unholy aura*.

Treasure: One of the zombies carries a leather pouch with 17 gp and 42 sp. Another wears a copper armband worth 15 gp. The mohrg wears a cloak of fine blue silk embroidered with silver thread. This garment is in terrific shape and worth upwards of 150 gp.

EL: 15

Scaling: To increase the challenge of this encounter, add two mohrgs and a zombie horde. To decrease the challenge, remove the mohrg.

Large Mohrg: CR 13; Large undead; HD 28d12; hp 184; Init +9; Spd 30 ft.; AC 30, touch 13, flat-footed 26; Base Atk +14; Grp +26; Atk +22 melee (1d8+11, slam) or +22 melee touch (paralysis, tongue); Full Atk +22 melee (1d8+11, slam) and +22 melee touch (paralysis, tongue); Space/Reach 10 ft./10 ft.; SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., undead traits, *unholy aura*; AL CE; SV Fort +9, Ref +15, Will +18; Str 31, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +26, Hide +30, Listen +21, Move Silently +30, Spot +25, Swim +19; Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

Unholy Aura (Su): The mohrg is shrouded in a permanent *unholy aura*, as cast by a 17th-level cleric. If dispelled, it reforms 1d6+1 rounds later. The *unholy aura* grants a +4 profane bonus to AC, +4 profane bonus on saves, and spell resistance 25 against good and spells derived from a good source. In addition, any good creature that strikes the mohrg in melee, suffers 1d6 points of temporary Strength damage (DC 20 Fortitude save negates).

Ogre Zombie: CR 3; Large undead; HD 8d12+3; hp 65, 62, 57, 56, 56, 54, 50, 46*; Init –2; Spd 30 ft. (can't run).; AC 15, touch 7, flat-footed 15; Base Atk +4; Grp +14; Atk +9 melee (2d8+9, great club) or +9 melee (1d8+7, slam); Space/Reach 10 ft./10 ft.; SA —; SQ Single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +2, Ref +0, Will +6; Str 23, Dex 6, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

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

Unholy Aura (Su): So long as the mohrg remains in the Room, the ogres gain a +2 profane bonus to attack rolls, damage rolls, and saving throws. In addition, the gain 16 hit points each.

N183. ABANDONED STOREROOM

The door to this Room is locked, requiring a DC 40 Open Lock check to unlock.

A stink issues from this chamber, filling the only corridor leading to it with an unpleasant smell that accentuates when the door is open. This chamber is filled with crates and barrels. The wood from these items is completely rotten and a closer examination reveals the containers are empty.

Initial Attitude: N/A

Encounter: The materials here are rotted. What was stored here is anyone's guess, but the undead have let the Room go to seed.

Encounter Condition: Diseased (devil chills) 18, [Safe]

Tactics: If the PCs fail to lock the door behind them, roll for a Random Encounter after 30 minutes in this Room. If the PCs lock the door behind them, the undead patrolling the halls assume the Room is empty and leave the occupants alone for 12 to 18 hours.

Treasure: A DC 30 Search check uncovers six vials of oil and a small pot of honey that did not spoil.

EL: N/A

Scaling: N/A

N184. EMPTY BEDCHAMBER

The door to this Room is locked, requiring a DC 40 Open Lock check to unlock.

Massive bunks line up the east and west walls of this rooms. A closer look at the beds reveals that the wood is rotten and that the mattresses are now a deep brown mess of pine needles. There are also two iron coffers covered with rust lying at the foot of the south wall.

Initial Attitude: N/A

Encounter: The materials are rotten. Who could possibly have lived here is anyone's guess, but the undead have let the Room deteriorate.

Encounter Condition: Diseased (devil chills) 18, [Safe]

Tactics: If the PCs fail to lock the door behind them, roll for a Random Encounter after 30 minutes in this Room. If the PCs lock the door behind them, the undead patrolling the halls assume the Room is empty and leave the occupants alone for 12 to 18 hours.

Treasure: The lids of both coffers were smashed opened long ago by the servants of Kasteoficiss. There is nothing inside them except decrepit clothing.

EL: N/A

Scaling: N/A

N185. TORTURE CHAMBER

Both doors to this Room are locked, requiring DC 40 Open Lock checks to unlock.

This room widens to the north, revealing crude and rusty instruments lined up upon the northern wall, where the chamber is at its widest. A metallic rack dominates the wall: a spiked chain, a long razor-like instrument the size of a dagger, an iron plate holding rotten pieces of bamboo and a rusted scalpel, a handful of two-foot long but narrow needles, a metal ball with long spikes protruding from all sides, and a thick clay jar of salt.

The most impressive of the instruments is a wooden bed, rotted, upon which countless nails are set. The bed rests up against the north wall next to the tool rack, and is obviously fragile.

Initial Attitude: N/A

Encounter: This Room was a torture chamber, but its is as yet unknown who it was used by. Now, its implements lay unused. Whoever used it is now long gone and the undead have allowed it to fall into disrepair.

Encounter Condition: Diseased (devil chills) 18, [Safe]

Tactics: If the PCs fail to lock the door behind them, roll for a Random Encounter after 30 minutes. If the PCs lock the door behind them, the undead patrolling the halls assume the Room is empty and leave the occupants alone for 12 to 18 hours.

Treasure: The only items salvageable from this Room are the masterwork spiked chain, which must be cleaned since it is rusted; the razor-like instrument with the thin serrated blade (which functions as a dagger); and the jar filled with salt (which is still good). The spiked ball could be cleaned and used as the head of a morningstar, but this would require some real work as there is no place to set a handle upon the item. Rust rendered the scalpel and needles too fragile, and the bed of nails is so rotted that it crumbles into several useless pieces as soon as it is moved.

EL: N/A

Scaling: N/A

N186. OUTER GUARD POST

Both doors to this Room are locked, requiring DC 40 Open Lock checks to unlock.

The gibbering of muffled voices can be heard in the darkness. Closer examination reveals two ghostly figures hovering three feet above the floor. The eerie, shadowy shapes leave a vaporous trail in their tracks.

Initial Attitude: Hostile

Encounter: This chamber is one of several guard posts delineating Kasteoficiss' domain. Since this guard post opens into territory that is unclaimed by either of the mummy priestess' archenemies, only two guards are posted. While the Rooms east of here are abandoned, Kasteoficiss does not trust her enemies and suspects that they might slip past her and establish camps in Rooms N183 through N185.

Two allip servants (hp 83, 77) stand watch — their duty is to alert the guards in Room N182 if anyone trespasses into their mistress' territory. The allips move swiftly to Room N182, where the guards there ready themselves to face the PCs.

However, if the PCs corner the allips, they fight mercilessly, their babbling and shrill noise allows the allips in Room N182 a Listen check to overhear the fighting.

Encounter Condition: Distracting Noises 7, Fog 10, Unhallowed 4

Tactics: These allips are insane and furious. They close into melee combat targeting the most heavily armed and armored PCs and drain the life out of them. These allips babble ceaselessly, their noises an impossibly chaotic pattern of muttering. Because of this, PCs must make Will saves against the allip's babbling each round, regardless of whether they succeeded in previous rounds.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add two allips. To decrease the challenge, remove one.

Allip Servant: CR 10; Medium undead (incorporeal); HD 12d12; hp 83, 77; Init +5; Spd Fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +6; Grp —; Atk +7 melee (1d4 Wisdom drain, incorporeal touch); Full Atk +7 melee (1d4 Wisdom drain, incorporeal touch); SA Babble, madness, Wisdom drain; SQ Blessed, darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +4, Ref +7, Will +11; Str —, Dex 13, Con —, Int 11, Wis 12, Cha 18.

Skills and Feats: Hide +12, Intimidate +12, Listen +11, Search +7, Spot +11, Survival +0 (+2 following tracks); Ability Focus (babble), Alertness, Improved Initiative, Iron Will, Lightning Reflexes

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 ft. of the allip must succeed on a DC 18 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. The save DC is Charisma-based.

Blessed (Sp): The allip servant is under the protection of the deity it serves. It benefits from a permanent *bless*.

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

Spell-Like Abilities: 3/day—*guidance*; 1/day—*bane* (DC 12), *cause fear* (DC 12), *darkness*, *doom* (DC 12); 1/week—*bestow curse*, *prayer*.

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

N187. BLOOD-COVERED HALLWAY

The entire length of this corridor is covered in dried blood. The walls, floor, and ceiling are painted with a substantial coat, giving the place an eerie feel and a disquieting smell.

Initial Attitude: N/A

Encounter: This corridor was decorated with blood as a warning to those that would oppose Kasteoficiss. A close examination at the hallway determines that the blood was applied long, long ago. Still, the unmistakable smell lingers.

After the PCs spend 15 minutes in this Room, roll for a Random Encounter. Roll again 30 minutes after that and every 30 minutes thereafter.

Encounter Condition: Stagnant Air, Unhallowed 10

Tactics: There are a number of chaos traps hidden throughout the corridor. The DM should drop one of two on the PCs.

Kasteoficiss maintains these traps herself, making sure to rewrite the runes when they are triggered. Every chaos trap that Kasteoficiss makes is different. Some are even imbued with a mind-affecting enchantment. Knowing that elves and other creatures from the dungeon have found ways into the tomb, she has devised ways of dealing with them as well.

Chaos Trap I: CR 14; magic device; proximity trigger (*alarm*); no reset; spell effect (*dictum*, 15th-level cleric, no save); spell effect (*symbol of insanity*, 15th-level cleric, DC 23 Will save negates); multiple targets (all creatures within 60 feet); Search DC 40*; Disable Device DC 40. Note: Since these runes are written by Kasteoficiss each time the PCs stumble upon this trap, they gain a random +1d4 circumstance bonus to the Search check to find it.

Chaos Trap II: CR 13; magic device; proximity trigger (*alarm*); no reset; spell effect (*greater glyph of warding (blast)*, 15th-level cleric, 10d6 sonic damage, DC 20 Reflex save half); spell effect (*holy word*, 15th-level cleric, no save); multiple targets (all creatures within 60 ft.); Search DC 40*; Disable Device DC 40. Note: Since these runes are written by Kasteoficiss each time the PCs stumble upon this trap, they gain a random +1d4 circumstance bonus to the Search check to find it.

Treasure: N/A

EL: N/A

Scaling: N/A

N188. TRAPPED CORRIDOR

Initial Attitude: N/A

Encounter: The walls of this corridor are marked with runic patterns drawn in silver. If the PCs do not notice the runes, they trigger the chaos trap set into the floor and walls. The DM may trigger the trap at any point.

Kasteoficiss maintains this trap herself, making certain to rewrite the runes when they are triggered. Every chaos trap that Kasteoficiss makes is different. Some are imbued with a mind-affecting enchantment. Knowing that elves and other creatures from the dungeon have found ways into the tomb, she has devised ways of dealing with them as well.

Chaos Trap III: CR 16; magic device; proximity trigger (*alarm*); no reset; spell effect (*symbol of death* and *symbol of insanity*, 15th-level cleric, separate DC 23 Will save negates each effect); multiple targets (all creatures within 60 feet); Search DC 40*; Disable Device DC 40. Note: Since these runes are written by Kasteoficiss each time the PCs stumble upon this trap, they gain a random +1d4 circumstance bonus to the Search check to find it.

Encounter Condition: Fear 20, Unhallowed 10

Tactics: Once the trap triggers, Kasteoficiss becomes aware of intruders and sent patrols to find out what the problem is. For the next 36 hours, Random Encounters occur in this Section occur twice as often.

Treasure: N/A

EL: 16

Scaling: To increase the challenge of this encounter, add a *glyph of warding* to the chaos trap. To decrease the challenge, reduce the Search and Disable Device DCs of the chaos trap by --5.

N189. RIGGED ANTECHAMBER

The surface of the eastern door leading into Room N191 is marked with runic symbols in the shape of an open mouth. Anyone touching the door automatically triggers this magical trap, which automatically resets itself one minute after it was activated.

Kasteoficiss maintains this trap herself, making sure to rewrite the runes when they are triggered. Every chaos trap that Kasteoficiss makes is different. Some are even imbued with a mind-affecting enchantment. Knowing that elves and other creatures from the dungeon have found ways into the tomb, she has devised ways of dealing with them as well.

Chaos Trap IV: CR 15; magic device; proximity trigger (*alarm*); no reset; spell effect (*fire storm*, 15d6 fire, 15th-level cleric, DC 23 Reflex save half); spell effect (*blasphemy*, 15th-level cleric, no save); multiple targets (all creatures within 60 ft.); Search DC 40*; Disable Device DC 40. Note: Since these runes are written by Kasteoficiss each time the PCs stumble upon this trap, they gain a random +1d4 circumstance bonus to the Search check to find it.

This room is empty and dark. Sounds of scuttering insects echo off the stone.

Initial Attitude: N/A

Encounter: When this trap is triggered, its high-pitched screech (*alarm*) automatically alerts the undead in Rooms N190 and N191. The guards in Room N190 hurry into this Room 1d3 rounds thereafter and attack the PCs, while Kasteoficiss (in Room N191) casts defensive divine spells and readies herself to face the would-be intruders.

Encounter Condition: Deep Darkness, Distracting Noises 9, Poor Footing 4

Tactics: If the mohrg from Room N182 is present, the trap has been disabled already (except for the alarm) and the guards in Room N190 arrive in 2 rounds. Kasteoficiss is already prepared for the intruders and has her defensive spells prepared.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, add a *glyph of warding* to the chaos trap. To decrease the challenge, reduce the Search and Disable Device DCs of the chaos trap by --5.

N190. KASTEOFICISS' PERSONAL GUARDS QUARTERS

The walls of this room are bare and there is no furniture. Four undead skeletons with bloody viscera protruding from their bony chests and strange long tongues that end in eerie claws stand in this room. The vile creatures wear golden helmets crowned with red feathers that fail to hide their hideous skeletal jaws.

Initial Attitude: Hostile

Encounter: Four impressive-looking mohrgs (hp 137, 132, 129, 125) — Kasteoficiss' personal guards — are posted in this Room, waiting for their mistress to call upon them. Though these creatures are not the mightiest servants under Kasteoficiss' command, they served her well in life as well as in death and have been rewarded with this post.

Encounter Condition: Ambush, Fearless

Tactics: In combat, these cunning and merciless undead fiends work well as a group. They close in on the PCs and flank them, attacking the strongest opponents first. While two use their paralyzing touch, the others use +2 unholy longswords, gifts from the mummy priestess.

Treasure: The golden helmets worn by these mohrgs are of exquisite quality. Each is worth upwards of 750 gp to any collector, but otherwise about 190 gp each because of their obvious good quality. In addition they radiate faint necromancy and grant the mohrgs a +4 armor bonus and additional +4 turn resistance.

EL: 15

Scaling: To increase the challenge of this encounter, add two mohrgs. To decrease the challenge, remove one.

Mohrg: CR 10; Medium undead; HD 20d12; hp 137, 132, 129, 125; Init +9; Spd 30 ft., AC 33, touch 14, flat-footed 28; Base Atk +10; Grp +16; Atk +16 melee (1d6+8, slam) or +16 melee touch (paralysis, tongue) or +18 melee (1d8+8/19–20 plus 2d6 unholy, *+2 unholy longsword*); Full Atk +16 melee (1d6+8, slam) and +15 melee touch (paralysis, tongue) or +18 melee (1d8+8/19–20 plus 2d6 unholy, *+2 unholy longsword*); SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., +4 turn resistance, undead traits; AL CE; SV Fort +6, Ref +12, Will +14; Str 23, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +18, Hide +25, Listen +15, Move Silently +25, Spot +19, Swim +13; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. Any opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

Possessions: +2 unholy longsword.

N191. KASTEOFICISS' PRIVATE SANCTUM

A massive column stands in the middle of this large hall. The basalt pillar supports the ceiling, which is cast in darkness. A dozen torches set upon bronze sconces on the walls illuminates sections of the room, revealing the countless paintings on the south and north wall to the west of the single column. These paintings, made directly upon the stone of the wall, are in various tints of beige, brown, and orange. They depict a tribe of desert nomads performing a number of different religious ceremonies to honor a deity represented by a large and shadowy mass that hovers above the people. The nomads in the pictures seem fearful of this worm-like god.

At the foot of the column is a massive throne carved out from the same dark and glassy material. Upon the throne is the gaunt shape of what must have once been a humanoid female. The cracked flesh of the creature is almost black and sticks to the thing's bones, as if it had no muscles or fat. The undead is attired in a golden crown studded with three shiny emeralds. It also wears a wide torc covering most of its chest. This item matches the crown's color and is also embedded with wide emerald stones. In the creature's creased but delicate hands is a thick scepter with a flanged ball at one end, also made from gold.

Along the north and south wall are three pedestals each, with black statues of faceless shrouded figures hunched over. An uneasiness washes over you as the air fills with the impossible sounds of chattering and moaning.

Initial Attitude: Unfriendly

Encounter: This is the private abode of Kasteoficiss, the mummy priestess controlling this Section. The Room is divided in two. The first, west of the column, serves as her personal throne Room. Though she seldom meets people here, the proud mummy insists on having a chamber worthy of her station.

The north and south walls have pedestals with statues resting on them. The statues are, in fact, allips, frozen in place and disguising themselves as statues. There are six allips altogether (hp 104, 101, 98, 96, 91, 91 each), lying in wait to strike. PCs trying to peer passed the ruse must succeed at a DC 32 Spot check or a DC 27 Search check to notice they are not really statues.

The second part of the Room, the long hall running from north to south in the eastern section, is where Kasteoficiss has her bedchamber and personal treasure Room. A large and sumptuous bed covered with rosy sheets of fine silk dominates the northern portion of the Room and beyond there is a round stone. The southern portion contains a two massive iron chests resting on a small stone altar lie in the southern branch.

Kasteoficiss (hp 126), a mummy lord and cleric of the God of Death, whose main goal is to liberate the entity in Room N159, lives here. Kasteoficiss is proud, haughty, and accustomed to having things done her way. She is impatient and prone to fits of anger, but she is not unreasonable. The mummy priestess is eager to evaluate the PCs' strength to see if they can help her attain her goals.

Kasteoficiss is vain and uses her *haircomb of disguise* to look like the beautiful dark eyed woman she was in life. If combat ensues, she lets her disguise evaporate so the full power of despair can cripple her enemies. If the PCs see through the disguise (*true seeing*, etc.) they are also affected.

As soon as the PCs enter the Room, they must make DC 18 Will saves or be affected by the babbling of the allips. Since there are six of them, they must make one per round until they have succeeded six times. Any failed save results in being hypnotized for 2d4 rounds. This will certainly help Kasteoficiss manipulate the PCs. It should not be apparent where the moaning is coming from OR that it is allips that make this noise.

Kasteoficiss is immune to the babbling of the allips.

When the PCs enter her private chamber, Kasteoficiss is more than willing to parley with them. She offers all the treasure held within the chest in this Room if the PCs agree to locate the levers and activate them, and then find the three missing keys that unlock the central vault (Room N159). The mummy priestess suspects that her two archenemies, namely Vinnara and Invistis, control some of the levers and also have some of the keys in their possession. She tells the PCs that her two main enemies are loathsome creatures who deserve to be destroyed.

Kasteoficiss controls one lever (Room N199), holds one key (the large copper key that opens the door in Room N134) in the silken bed of this chamber, and controls two of the outer antechambers leading to Room N159 (namely Rooms N112 and N134). She also knows that one lever is in Room N222. Kasteoficiss knows for a fact that Invistis holds at least two of the keys she needs. She is also painfully aware of the fact that she needs to activate all four levers in order to drop the force fields before she can gain access to the doors in the outer antechambers (see Rooms N112, N134, N147, and N158) and then have all four special keys in order to unlock these doors.

If the PCs want a way out of this Region, she promises to show them how to exit this place in exchange for Invistis' special keys. If the PCs bring her back these two keys, she pays them whatever rewards she promised and reveals to them how to access the secret door in Room N251. If, on the other hand, turning the PCs into allies proves too difficult a task — or if they declare themselves her enemies — Kasteoficiss does not hesitate to attack.

Encounter Condition: Ambush, Desecration 12, [Distracting Noises 9], Fear Echoes 8, 20, Negative Energy, Unhallowed 10

Tactics: From the pedestal, the allips (disguising themselves as statues) strike. Just before ambushing the PCs, the allips cast the Room into *darkness* and attack from behind. They attack mercilessly as Kasteoficiss prepares her spells. She leaves the allips to tend with the PCs, using defensive spells or ranged attack spells for as long as she can. However, if her opponents are close enough she uses the coup de grace action on those affected by her despair before moving to spells.

If no one is close enough to coup de grace she casts a maximized (through the use of the rod) *flame strike* into the largest group of PCs. She then summons a *blade barrier* to shield her from melee attacks while she hammers away with her spells. If wounded, she spontaneously casts *mass inflict serious wounds* (being evil and all) in place of *greater scrying*, making herself a target. She replaces *undeath to death* with *mass inflict moderate wounds* and so on. Each time she heals herself, she uses less useful divination spells to do so. In addition, if the PCs are in the way, they take damage from the *mass inflict* spells.

Kasteoficiss uses a multitude of divine spells to hinder or harm the PCs while the fight continues with the allips. Among her favorites are *bestow curse, contagion, destruction, empowered searing light, slay living,* and several *inflict wound* spells. She is also fond of using *flame strike,* but usually waits for her foes to discover she is well-equipped to resist fire before casting this spell. When forced into melee, she wields her *greater metamagic rod* as a *+2 light mace* and uses her *inflict wound* spells in combination with her mummy rot ability, targeting spellcasters first.

If reduced to 35 hit points or less, the mummy priestess pleads for her life, trying to convince the PCs that she could be useful to them — mainly by providing information about Invistis' lair and schemes.

She is not afraid of death, but is accustomed to controlling everything around her. Death is not the end for her and she knows this. However, she bargains whatever she can to negotiate for her release. Since her treasure is in this Room (and trapped) she offers it to the PCs as a last resort.

Chances are, whether the PCs are victorious or not, Kasteoficiss is out of spells when this combat is over. Which is a perfect time for Invistis to strike with three iron golems, if he knew the PCs were there.

Treasure: Kasteoficiss wears a crown of exquisite quality worth 25,000 gp and a torc that weighs 10 lbs and is made out of solid gold. It holds three valuable emeralds. It is is worth 75,000 gp.

Both the crown and torc hail from a fallen dynasty, of which Kasteoficiss was the last descendant. She keeps set of keys that open the chest in this Room, as well the locked doors in Rooms N181, N197, N198, and N199. Her unholy symbol is a skull medallion. This item is made of white gold and hangs from a golden chain she wears around her waist. It is worth approximately 200 gp, but followers would pay upwards of 1,000 gp for it.

In addition to the items she carries, Kasteoficiss' treasure hoard includes 40,000 gp worth of jewelry and assorted gold and platinum coins, which is kept in her locked chest in the southeastern branch of her bedchamber. This chest is locked and trapped with a chaos trap. It can be unlocked using Kasteoficiss' key or with a successful DC 40 Open Lock chest. The trap triggers whenever a PC touches the lock without the proper key.

Kasteoficiss maintains this trap herself, making sure to rewrite the runes when they are triggered. Every chaos trap that Kasteoficiss makes is different. Some are imbued with a mind-affecting enchantment. Knowing that elves and other creatures from the dungeon have found ways to get into the tomb, she has devised ways of dealing with them as well.

Chaos Trap V: CR 16; magic device; proximity trigger (*alarm*); no reset; spell effect (*symbol of death*, 15th-level cleric, separate DC 23 Will save negates each effect); onset delay (1 round) spell effect (*create greater undead*, 20th-level cleric, no save); multiple targets (all creatures within 60 ft.); Search DC 40*; Disable Device DC 40. Note: The *create greater undead* spell goes off without effect if none of the PCs died as a result of the trap.

Upon the small stone altar next to the chest are three vials of unholy water and a skull the size of a fist, shaped from pure ivory. This is holy relic of the God of Death worshiped by Kasteoficiss. It is worth 800 gp to any follower of the faith, but could otherwise be sold for a quarter of that price.

Kasteoficiss' most important possession, however, is the oversized copper key that unlocks the special door in Room N134. She keeps this item hidden in her bed, wrapped inside layers of silken sheets. A successful DC 45 Search check is required to find it. The silken sheets upon the bed are old but in good shape. They are worth a total of 35 gp.

EL: 22

Scaling: To increase the challenge of this encounter, add four cleric levels to Kasteoficiss. To decrease the challenge, remove two cleric levels and remove her *torc of protection*.

Kasteoficiss, Mummy Lord, Clr 15: CR 20; Medium undead; HD 8d12 + 15d8 + 3; hp 126; Init +5; Spd 20 ft.; AC 30, touch 17, flat-footed 28; Base Atk +15; Grp +22; Atk +22 melee (1d6+10 plus mummy rot, slam); Full Atk +22/+17/+12 melee (1d6+10 plus mummy rot, slam); SA Despair, mummy rot, spells, turn undead; SQ Damage reduction 5/—, darkvision 60 ft., undead traits, vulnerability to fire; AL LE; SV Fort +13, Ref +11, Will +22; Str 24, Dex 14, Con —, Int 15, Wis 24, Cha 18.

Skills and Feats: Concentration +18, Diplomacy +17, Hide +14, Knowledge (religion) +15, Knowledge (history) +10, Knowledge (arcane) +6, Listen +19, Move Silently +14, Spellcraft +10, Spot +19; Alertness, Combat Casting, Empower Spell, Great Fortitude, Improved Initiative, Lightning Reflexes, Scribe Scroll, Toughness.

Despair (Su): At the mere sight of a mummy, the viewer must succeed on a DC 25 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. The save DC is Charisma-based.

Mummy Rot (Su): Supernatural disease—slam, Fortitude DC 25, incubation period 1 minute; damage 1d6 Con and 1d6 Cha. The save DC is Charisma-based.

Unlike normal diseases, mummy rot continues until the victim reaches Constitution 0 (and dies) or is cured as described below.

Mummy rot is a powerful curse, not a natural disease. A character attempting to cast any conjuration (healing) spell on a creature afflicted with mummy rot must succeed on a DC 20 caster level check, or the spell has no effect on the afflicted character.

To eliminate mummy rot, the curse must first be broken with break enchantment or remove curse (requiring a DC 20 caster level check for either spell), after which a caster level check is no longer necessary to cast healing spells on the victim, and the mummy rot can be magically cured as any normal disease.

An afflicted creature who dies of mummy rot shrivels away into sand and dust that blow away into nothing at the first wind.

*Clerical Spells Prepared*** *(6/8/8/8/6/6/5/4/2, save DC 17 + spell level):* 0—*detect magic (2), guidance (2), resistance (2);* 1st—*bane (2), death watch, divine favor (2), entropic shield, hide from undead, protection from chaos*;* 2nd—*death knell*, eagle's splendor (2), hold person, owl's wisdom (2), soundburst, spiritual weapon;* 3rd—*animate dead*, bestow curse, contagion, prayer (2), protection from energy (2), searing light;* 4th—*discern lies, divine power, freedom of movement, order's wraith*, spell immunity, tongues;* 5th—*flame strike, raise dead, scrying, slay living*, spell resistance, true seeing;* 6th—*antilife shell, blade barrier, hold monster*, empowered searing light, undeath to death;* 7th—*destruction* (2), empowered flame strike, greater scrying;* 8th—*fire storm, shield of law*.

* Domain Spell. *Domains:* Death (death touch, once a day) and Law (law spells at +1 caster level).

** Kasteoficiss may cast up to three spells three her great metamagic rod (maximized) per day. *Fire storm, destruction,* and *flame strike* are perfect offensive spells against PCs.

Possessions: Greater metamagic rod (maximize), greater ring of fire resistance, torc of protection +5, [twisted copper] *bracers of armor +3, golden haircomb of disguise* (as hat), *scroll of mass inflict critical wounds* (15th).

Allip Servant: CR 10; Medium undead (incorporeal); HD 12d12; hp 104, 101, 98, 96, 91, 91; Init +5; Spd Fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +6; Grp —; Atk +7 melee (1d4 Wisdom drain, incorporeal touch); Full Atk +7 melee (1d4 Wisdom drain, incorporeal touch); SA Babble, madness, Wisdom drain; SQ Blessed, darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +4, Ref +7, Will +11; Str —, Dex 13, Con —, Int 11, Wis 12, Cha 18.

Skills and Feats: Hide +12, Intimidate +12, Listen +11, Search +7, Spot +11, Survival +0 (+2 following tracks); Ability Focus (babble), Alertness, Improved Initiative, Iron Will, Lightning Reflexes

Babble (Su): An allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 ft. of the allip must succeed on a DC 18 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect.

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

Blessed (Sp): The allip servant is under the protection of the dark deity it serves. It benefits from a permanent *bless*.

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

Spell-Like Abilities: 3/day—*guidance*; 1/day—*bane* (DC 12), *cause fear* (DC 12), *darkness, doom* (DC 12); 1/week—*bestow curse, prayer*.

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

N192. RUINED BARRACKS

This oddly shaped chamber is filled with rotted wooden debris and pieces of rusted metal. The remains of sturdy beams are still attached to some of the walls, suggesting that these materials were once large bunk beds that were destroyed long ago.

Initial Attitude: N/A

Encounter: This empty chamber was the site of a major battle between Kasteoficiss' mohrg servants and ogre warriors, too ambitious for their own good. The ogres were destroyed and turned into zombie servants.

Encounter Condition: [Safe]

Tactics: If the PCs find a way to lock or bar the door, this Room remains Safe for 12 hours.

Treasure: Scattered among the debris is a wide but simple copper armband made to fit a Large creature (worth 40 gp). A successful DC 20 search check is required to uncover it.

EL: N/A

Scaling: N/A

N193. NEW TEMPLE

Massive basalt columns support the fifty-foot high ceiling here which is separated in two identical parts by a pair of narrow corridors. Though the eastern portion of this chamber is empty, a large altar made out from the same glassy substance as the column lies in the center of the place, five feet from the door beyond.

Upon the altar are five blue candles which fail to push back the heavy shadows. Next to the candle is an ivory skull. What is most impressive about the place, however, are the six black ghost-like shapes hovering around the altar and singing a disquieting hymn.

Initial Attitude: Hostile

Encounter: This is Kasteoficiss' main temple, which is dedicated to the God of Death. The mummy priestess visits this place on a daily basis, but for the most part entrusts the shrine to the care of selected allip disciples, which are the only other creatures aside from Kasteoficiss allowed inside this Room.

Six mighty allips (hp 90, 86, 82, 77, 75, 71) currently pray in this temple, their gibbering voices forming a cacophonous hymn in honor of their dark deity. These fiends attack anyone entering the unholy grounds, but because they are focused on singing prayers they suffer from a –4 circumstance penalty to all Listen and Spot checks made to notice intruders.

Encounter Condition: Desecration 6, Distracting Noises 6, Echoes 4, Fearless, Unhallowed 16

Tactics: These mad undead creatures charge the PCs on sight. There is no pattern to their attacks — they strike mercilessly until they defeat their foes or are destroyed.

If combat ensues here, allow the allips in Room N120 a DC 18 Listen check to notice the ruckus. Though these servants do not enter the forbidden temple to aid their compatriots, they nevertheless ready themselves for battle should the PCs step foot in Room N120.

Treasure: The candles upon the altar are enchanted with *continual flame*. The ivory skull is well made and roughly the size of a fist. It is an unholy symbol of the god of death worshiped by Kasteoficiss and her disciples. The item is worth upwards of 800 gp to those who worship the deity, but can otherwise be sold for approximately 200 gp.

EL: 15

Scaling: To increase the challenge of this encounter, add four allips and ignore their penalties to Listen and Spot checks to notice the PCs. To decrease the challenge, remove two allips.

Allip Servant: CR 10; Medium undead (incorporeal); HD 12d12; hp 90, 86, 82, 77, 75, 71; Init +5; Spd Fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +6; Grp —; Atk +7 melee (1d4 Wisdom drain, incorporeal touch); Full Atk +7 melee (1d4 Wisdom drain, incorporeal touch); SA Babble, madness, Wisdom drain; SQ Blessed, darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +4, Ref +7, Will +11; Str —, Dex 13, Con —, Int 11, Wis 12, Cha 18.

Skills and Feats: Hide +12, Intimidate +12, Listen +11, Search +7, Spot +11, Survival +0 (+2 following tracks); Ability Focus (babble), Alertness, Improved Initiative, Iron Will, Lightning Reflexes

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 ft. of the allip must succeed on a DC 18 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by the allip's babble for 24 hours. The save DC is Charisma-based.

Blessed (Sp): The allip servant is under the protection of the dark deity it serves. It benefits from a permanent *bless*.

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

Spell-Like Abilities: 3/day—*guidance*; 1/day—*bane* (DC 12), *cause fear* (DC 12), *darkness*, *doom* (DC 12); 1/week—*bestow curse*, *prayer*.

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

N194. MOHRG RIDER PATROL

Three doors open upon the south wall of this corridor; they are all fake. A complex locking mechanism is set above each door's knob, requiring a successful DC 40 Open Lock check to unlock. Because the doors are set directly upon the stone wall on the other side, however, they cannot be opened — even when the mechanisms locking them is successfully picked.

A large dragon-like beast with dark eyes, sickly flesh, and a wide pair of dry leathery wings patrol this long corridor. A six-foot tall skeletal figure rides upon the animated corpse, as if it were a knight or another noble. A loathsome mass of writhing viscera hangs from the skeleton's chest and a hideously long tongue dangles from its skinless jaw. The skeletal creature holds a long double bladed sword.

Initial Attitude: Hostile

Encounter: A mohrg (hp 133) and its wyvern zombie mount (hp 88) are patrolling the length of this corridor, which marks the beginning of their mistress' domain. Unlike most undead in this Region, the mohrg rider does not attack living creatures on sight. Instead, it hails them and orders them to identify themselves, hoping to find allies willing to get behind its cause. Although if fears the mummy priestess it serves, this creature wishes to escape servitude and break its bond with its mistress. If the PCs talk to the undead and state their wish to destroy its kind, the mohrg bargains with them. It willingly divulges any information it has on Kasteoficiss and her servants in exchange for either a way out of the dungeon or a safe turf where it can become master.

Encounter Condition: N/A

Tactics: In battle, the mohrg rider fights like a cavalryman. It controls its steed well, never hesitating to charge the strongest PCs and often placing the large body of its mount between itself and its foes. While the rider alternates between sword blows and its paralyzing tongue attack, the wyvern zombie slams the closest PCs mercilessly.

The southern hallways leading from this Room lead to three false doors. All of them are locked, but when opened, lead to solid stone. A DC 45 Open Lock check opens them, but also triggers the traps placed here by the celestials. The trap senses whether the target is living or undead and triggers the appropriate effect.

Maximized Extended Ghoul Touch Trap (living): CR 9; magic device; visual trigger (*true seeing*); automatic reset; spell effect (*ghoul touch*, a single living subject is paralyzed, 20th-level wizard, DC 25 Fortitude save negates); Search DC 40; Disable Device DC 40.

Maximized Cure Mass Critical Wounds Trap (undead): CR 12; magic device; visual trigger (*true seeing*); automatic reset; spell effect (*mass cure critical wounds*, 52 damage, 20th-level cleric, DC 28 Will save negates); Search DC 40; Disable Device DC 40.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add one mohrg and one wyvern zombie mount and give the mohrgs +2 *unholy longswords*. To decrease the challenge, remove the wyvern zombie.

Mohrg: CR 10; Medium undead; HD 20d12; hp 131, 127; Init +9; Spd 30 ft.; AC 29, touch 14, flat-footed 25; Base Atk +10; Grp +16; Atk +16 melee (1d6+8, slam) or +16 melee touch (paralysis, tongue) or +17 melee (1d6+9, *+1 longsword*); Full Atk +16 melee (1d6+8, slam) and +15 melee touch (paralysis, tongue) or +17 melee (1d6+9, *+1 longsword*); SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +6, Ref +12, Will +14; Str 23, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +18, Hide +25, Listen +15, Move Silently +25, Spot +19, Swim +13; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. Any opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

Wyvern Zombie: CR 10; Large undead; HD 14d12+3; hp 99, 93; Init +0; Spd 20 ft., fly 60 ft. (poor); AC 20, touch 8, flat-footed 20; Base Atk +7; Grp +16; Atk +11 melee (2d6+7 + poison, slam) or +11 melee (2d6+5 + poison, talons); Full Atk +11 melee (2d6+7, slam) or +11 melee (2d6+5, talons); SA Poison; SQ Single actions only, bane, damage reduction 5/slashing, darkvision 60 ft., magic circle against good, undead traits, unnatural aura; AL NE; SV Fort +4, Ref +4, Will +9; Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Bane (Sp): This wyvern zombie is under the permanent effect of *bane*.

Magic Circle Against Good (Sp): An aura equivalent to a permanent *magic circle against good* surrounds the wyvern zombie.

Poison (Sp): The touch of a wyvern zombie deals 1d10 Con damage (DC 19 Fortitude save negates), as if under the permanent effect of *poison*.

Unnatural Aura (Su): Animals can sense the unnatural presence of the wyvern zombie at a distance of 30 ft. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

N195. EMPTY HALL

There is no light in this empty hall, but half a dozen sconces holding unlit torches are set into the walls.

Initial Attitude: N/A

Encounter: The north wall of this hallway holds a potent relic. Placed there by the angel builders of the dungeon, who could not destroy it, this item is hidden behind a well-fashioned secret panel and protected by a potent trap. PCs must first succeed at a DC 45 Spot check to notice barely visible irregularities upon the north wall. A subsequent DC 45 Search check reveals the narrow grooves surrounding the secret panel, which are 5 ft. wide by 2 ft. tall and stand 5 ft. from the floor. Because the panel is made from the same stone as the wall and set with mortar, a successful DC 30 Strength check is required to pry it open.

Opening the panel triggers a simple but effective mechanical trap, causing part of the ceiling to collapse. PCs in the northern half of the hallway are caught under the falling stone blocks. The collapse also prevents access to the relic inside the alcove, but a PC standing within 5 ft. and succeeding at a DC 35 Tumble check picks up the artifact before it gets buried under the rubble. Doing so, however, prevents him from dodging the falling stone debris.

Falling Ceiling Trap: CR 20; mechanical; location trigger; automatic reset; ceiling collapses (32d6, crush); multiple targets (all targets within a 10-ft. by 10-ft. area); never miss; Search DC 45; Disable Device DC 40.

Encounter Condition: [Extreme Cold], [Fog 10], Negative Energy

Tactics: Once the alcove is open a blast of cold air hits the PCs, filling the Room with mist. Within seconds, icy dew forms on the walls and the unholy nature of the Room amplifies. The effect of the Negative Energy Encounter Condition increases by a factor of 1.

Treasure: Inside the alcove is Varnarûl, a chaotic evil *+5 celestial bane keen bastard sword* (Int 17, Wis 10, Cha 17) that speaks Celestial and Infernal. Three times per day, it can use each of the following: *daze monster, darkness, locate objects,* and *slow*. The blade of this sword is crimson and clearly made from an alien material. A tiny silvery rune is set in the middle of the blade, just below the wide guard. It reads "Varnarûl", which translates from the Infernal as "angel-slayer".

It is considered an *unholy* weapon for the purposes of determining who can wield it.

EL: 20

Scaling: To increase the challenge of this encounter, increase the damage of the falling ceiling trap to 40d6 damage. To decrease the challenge, add rubble to the floor to indicate that the ceiling has collapsed at least once before.

N196. MOHRG GUARD ROOM

A pair of skeletal figures with dreadful entrails within their bony ribcages stand guard in this otherwise dark and empty room. Each of these creatures has dark holes in their craniums for eyes and a long tongue with a forked end dropping from its skinless mouth. They stand motionless, but ready to strike. The stench of evil hangs heavy, choking you.

Initial Attitude: Hostile

Encounter: Two large mohrgs (hp 195, 179) stand guard, waiting for an excuse to fight. They are eager to please Kasteoficiss and bring living, but unconscious PCs back to her for interrogation. PCs that die are turned into zombies to add the war effort against Invistis' pyrohyrdas in Room N180.

Their orders are to prevent anyone from entering this Room, and they take this order very seriously. They pay a particular attention to Room N198 and do not hesitate to charge anyone who triggers the trap there (once its danger has passed).

Encounter Condition: Negative Energy

Tactics: These fiends attack any who enter this Room. They prefer to target the largest and most heavily armed opponents first. The mohrgs use their paralyzing touch abilities to weaken the opposition and turn every creature they kill into mindless servants, which they then order to fight against the lich's minions in the Badlands (Room N180).

The effect of the Negative Energy Encounter Condition is increased by a factor of 1.

Treasure: One of these mohrgs wears a simple leather belt with three pouches upon it. One pouch holds a vial of unholy water, the other has a *potion of bear's endurance* (4 doses), and the third contains 71 gp.

EL: 15

Scaling: To increase the challenge of this encounter, add two mohrgs. To decrease the challenge, remove one.

Large Mohrg: CR 13; Large undead; HD 28d12; hp 195, 179; Init +9; Spd 30 ft.; AC 30, touch 13, flat-footed 26; Base Atk +14; Grp +26; Atk +22 melee (1d8+11, slam) or +22 melee touch (paralysis, tongue); Full Atk +22 melee (1d8+11, slam) and +22 melee touch (paralysis, tongue); Space/Reach 10 ft./10 ft.; SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +9, Ref +15, Will +18; Str 31, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +26, Hide +30, Listen +21, Move Silently +30, Spot +25, Swim +19; Alertness, Cleave, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack.

Skills and Feats: Climb +18, Hide +25, Listen +15, Move Silently +25, Spot +19, Swim +13; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

N197. PRIVATE CHAMBER OF THE MOHRG LORD

The doors leading to this Room are locked and require a successful DC 30 Open Lock check to open. Kasteoficiss has the only key that opens both doors.

This room contains a wide bed, which is now a useless pile of rotted wood and ruined blankets. A mohrg, twice the size of any you've seen, stands in the center of the room, its soulless eyes staring imperiously in your direction. A rusty crown juts from its skull, obviously fused to its body. On its belt, hangs a series of serrated axes and the mummified head of an ogre.

Initial Attitude: Hostile

Encounter: The greatest of all the mohrgs, this mohrg lord (hp 311) does not follow Kasteoficiss' bidding. Although loyal, he thinks for himself and works when he wants to. He knows the true secret of Room N159 and N199, but refuses to share this with the mummy priestess. He seeks to earn a place among the other undead lords by killing the PCs and rallying the other mohrgs under his banner.

Smart PCs may find a way to exploit this, if they take the time to learn anything beyond the killing instinct of this massive beast.

Encounter Condition: N/A

Tactics: The mohrg lord fights intelligently, reducing the PCs numbers quickly and summoning aid if necessary. He does not hesitate and takes the most appropriate action when fighting. He lets his poison reduce the Dexterity of slow clerics and warriors.

If the PCs trigger any of the traps in Room N198, the mohrg lord summons the mohrgs in Room N196 and arrives 1d3 rounds later.

Treasure: The crown imbedded in the skull of the mohrg lord is made from gold, iron, and platinum. While it is worth over 1,000 gp, removing it from the skull is nearly impossible without damaging it. A DC 40 Disable Device check removes the skull without damaging it. Failure reduces its value by 10%. Failure by more than 10 reduces its value by 25%. Failure by more than 20 reduces it value by 50%. Failure by anymore ruins the crown.

PCs with a 5 or more ranks in Appraise gain a +2 synergy bonus to this check.

EL: 18

Scaling: To increase the challenge of this encounter, add two mohrgs, loyal to the mohrg lord. To decrease the challenge, reduce the hit point total of the mohrg lord to 240.

Lord Mohrg: CR 17; Huge undead; HD 40d12; hp 311; Init +7; Spd 30 ft.; AC 32, touch 11, flat-footed 28; Base Atk +20; Grp +43; Atk +33 melee (2d8+15/19–20, slam) or +33 melee touch (paralysis plus poison, tongue) or +21 ranged (2d6+15/19–20, *+3 keen throwing axe*); Full Atk +33 melee (2d8+15/19–20, slam) and +28 melee touch (paralysis plus poison, tongue)or +21 ranged (2d6+15/19–20, *+3 keen throwing axe*); Space/Reach 15 ft./15 ft.; SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., spell resistance 20, undead traits; AL CE; SV Fort +13, Ref +18, Will +24; Str 40, Dex 17, Con —, Int 11, Wis 11, Cha 12.

Skills and Feats: Climb +26, Hide +30, Listen +21, Move Silently +30, Spot +25, Swim +19; Ability Focus (paralyzing touch), Alertness, Cleave, Combat Reflexes, Dodge, Improved Critical (slam), Improved Initiative, Improved Natural Armor, Improved Natural Attack (slam), Iron Will, Lightning Reflexes, Mobility, Power Attack, Spring Attack.

Improved Grab (Ex): To use this ability, the mohrg lord must hit a Huge or smaller creature with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): The mohrg lord lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 33 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Poison (Su): The mohrg lord's paralyzing touch also delivers a contact poison to the skin of the opponent. When the paralysis fades, the poison takes effect. Contact, DC 18, initial damage 1d6 Dexterity, secondary damage 1d6 Strength. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by the mohrg lord rise after 1 day as zombies under the morhg lord's control. They do not possess any of the abilities they had in life.

Possessions: +3 keen throwing axe (4), *brooch of shielding* (51 points).

N198. TRAPPED HALL

The three doors opening into this chamber are locked. A successful DC 40 Open Lock check is required to unlock them, but Kasteoficiss holds a ring containing the keys to each. The door leading to Room N199 is trapped as well.

This large hallway is empty save for the pair of basalt columns supporting its high ceiling. A thin and undisturbed layer of dust covers its floor, suggesting that no one has entered it in years. Drawn on the columns are a series of runes, marking this as a holy place.

When the PCs step into the Room and look around, read the following.

On the northeastern door, a series of demonic sigils have been burned into the door. The rings of sigils appear to have been placed over one another many times, as if the burn marks had faded and then been placed again.

Initial Attitude: N/A

Encounter: In order to prevent intruders from reaching Room N199, Kasteoficiss placed a number of traps around the Room. Most importantly is the trap on the door leading to Room N199.

Her minions are aware of the traps and are wise enough to ignore them. Undead in Rooms N195 through N197 race to the Room upon hearing on the traps go off.

Encounter Condition: Hallowed 6

Tactics: There is a chaos trap on the door, as well as one on each column. While the door trap is the most lethal, the others are meant to befuddle the PCs until help arrives.

Chaos Trap VI: CR 14; magic device; location trigger; no reset; spell effect (*flame strike*, 15th-level cleric, 15d6 fire, DC 19 Reflex save half); spell effect (*undeath to death*, 15d4 HD of undead are destroyed, 15th-level cleric, DC 20 Will save negates); multiple targets (all targets within the room); Search DC 40*; Disable Device DC 40. Note: Since these runes are written by Kasteoficiss each time the PCs stumble upon this trap, they gain a random +1d4 circumstance bonus to the Search check to find it.

If the PCs read the columns, they can see the great history of the tomb written in Celestial and then burned with unholy sigils again and again. If the PCs spend 15 minutes reading the columns, allow a DC 30 Decipher Script check to understand Invistis, Vinnara, and the history of the tomb. There is no mention of Kasteoficiss or the World Eater, however.

Somewhere during the reading, the PCs are going to stumble upon two separate traps — one on each column.

Chaos Trap VII: CR 8; magic device; location trigger; no reset; spell effect (*sepia snake sigil*, 15th-level cleric, 15d6 fire, DC 19 Reflex save half); spell effect (*greater glyph of warding (blast)*, 15th-level cleric, 10d6 sonic damage, DC 20 Reflex save half); multiple targets (all targets within the room); Search DC 40*; Disable Device DC 40. Note: Since these runes are written by Kasteoficiss each time the PCs stumble upon this trap, they gain a random +1d4 circumstance bonus to the Search check to find it.

Chaos Trap VIII: CR 8; magic device; location trigger; no reset; spell effect (*explosive runes*, 15th-level cleric); spell effect (*fire trap*,15th-level cleric, 1d4+15); multiple targets (all targets within the room); Search DC 40*; Disable Device DC 40. Note: Since these runes are written by Kasteoficiss each time the PCs stumble upon this trap, they gain a random +1d4 circumstance bonus to the Search check to find it.

It is important to note that these traps are arcane in nature, despite the fact that the mummy priestess is a cleric. This is a plot device the DM is free to ignore if the logic does not mesh with the game world.

Treasure: Once the runes are uncovered the PCs are free to decipher the rest of the column. Further research (1 hour) allows for a DC 30 Knowledge (arcana) or DC 40 Bardic Knowledge check. Success indicates a vague memory of undead lore about a beast that could consume the world. Although legends have never named it, the columns here speak of a history vaguely similar to the one the PCs have heard of.

The DM is free to give as much or as little information about the World Eater as he likes. These columns are supposed to point *away* from the facts, hinting at forbidden knowledge, etc. Since Kasteoficiss, herself, does not know the truth, the lies written on this column could be as far from the truth as the DM likes. What she believes is in Room N159 is the god of death and her ultimate goal is to release him and serve him for eternity.

EL: 16

Scaling: To increase the challenge of this encounter, add a *symbol of stunning* (triggered one round earlier) to the chaos trap. To decrease the challenge, reduce the Search DC of the chaos trap by 2d6.

N199. SPECIAL LEVER CHAMBER

The only door leading into this Room is locked and the mummy priestess has the only key that unlocks it. However, a successful DC 50 Open Lock check is enough to open the door.

A massive iron lever protrudes from a one-foot wide groove in the floor of this room. The groove is four-foot long and the lever stands at a 45-degree angle, its tip pointing towards the south.

Initial Attitude: N/A

Encounter: This Room holds one of the four intricate mechanisms linked to the powerful force fields in the antechambers opening into Room N159. The lever must be pulled up, requiring a successful DC 20 Strength check. The other three levers can be found in Rooms N175, N222, and N250.

All four must be raised in order to deactivate the force fields.

Encounter Condition: Positive Energy

Tactics: Chaotic or evil creatures touching the lever suffer 1d4 negative levels per round they remain in contact. Chaotic evil creatures are destroyed irrevocably with no chance for a save. Caster level 20th.

When the final lever is pulled, the World Eater wakes and a pulse of negative energy blasts through the entire dungeon. See Room N159 Sidebar (page 746) for more information.

Treasure: N/A

EL: N/A

Scaling: N/A

N200. BORDER POST

Skeletal figures sit atop large animated corpses with hollow eye sockets, sickly gray flesh, and wide leathery wings. Two of each creature stands guard at the center of this wide hall. The six-foot tall skeletons sit atop their undead mounts with putrid masses of purplish viscera hanging between the bones of their ribcages. The winged skeletons have long, sickly tongues ending in pincer-like claws dangling from their frothing mouths.

Initial Attitude: Hostile

Encounter: Two mohrgs (hp 137, 126) and their wyvern zombie mounts (hp 99, 95) protect this border of their mistress' territory. The mohrgs attack all living creatures violating Kasteoficiss' domain and the wyvern obey their every whim. They view their work as very important and see this as one of the furthest east locations that the mummy priestess can hold without too much trouble. If this Room falls, however, the interior of her domain is exposed.

Encounter Condition: Ambush, Concealment, Fear 18, Fearless

Tactics: These mohrgs charge the PCs, pushing them from the Room if possible. In melee, they flank the PCs, directing their energy at the head of the PCs defenses. They are guards and not masterful tacticians, but they fight vicious, nonetheless. While the wyvern zombies mindlessly strike the closest PCs, the mohrg use their paralyzing touch, targeting spellcasters whenever possible.

If the wyvern zombies are destroyed, the mohrgs fight toe to toe with the strongest PCs, continuing their plan to break their defensive wedge.

Treasure: One of these mohrgs wears a tarnished silver necklace worth 35 gp. The other carries a small pouch, which is tied upon one of its ribs. The pouch contains a total of 278 gp worth of small semiprecious gemstones.

EL: 14

Scaling: To increase the challenge of this encounter, add two mohrgs and two wyvern zombies. To decrease the challenge, allow the PCs a chance to surprise the undead.

Mohrg: CR 10; Medium undead; HD 20d12; hp 137, 126; Init +9; Spd 30 ft.; AC 29, touch 14, flat-footed 25; Base Atk +10; Grp +16; Atk +16 melee (1d6+8, slam) or +16 melee touch (paralysis, tongue); Full Atk +16 melee (1d6+8, slam) and +15 melee touch (paralysis, tongue); SA Improved grab, paralyzing touch, create spawn; SQ Darkvision 60 ft., undead traits; AL CE; SV Fort +6, Ref +12, Will +14; Str 23, Dex 19, Con —, Int 11, Wis 10, Cha 10.

Skills and Feats: Climb +18, Hide +25, Listen +15, Move Silently +25, Spot +19, Swim +13; Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility.

Improved Grab (Ex): To use this ability, a mohrg must hit a creature of its size or smaller with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

Paralyzing Touch (Su): A mohrg lashes out with its tongue in combat. An opponent the tongue touches must succeed on a DC 17 Fortitude save or become paralyzed for 1d4 minutes. The save DC is Charisma-based.

Create Spawn (Su): Creatures killed by a mohrg rise after 1d4 days as zombies under the morhg's control. They do not possess any of the abilities they had in life.

Wyvern Zombie: CR 10; Large undead; HD 14d12+3; hp 99, 95; Init +0; Spd 20 ft., fly 60 ft. (poor); AC 20, touch 8, flat-footed 20; Base Atk +7; Grp +16; Atk +11 melee (2d6+7 + poison, slam) or +11 melee (2d6+5 + poison, talons); Full Atk +11 melee (2d6+7, slam) or +11 melee (2d6+5, talons); SA Poison; SQ Single actions only, bane, damage reduction 5/slashing, darkvision 60 ft., magic circle against good, undead traits, unnatural aura; AL NE; SV Fort +4, Ref +4, Will +9; Str 21, Dex 10, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Bane (Sp): This wyvern zombie is under the permanent effect of *bane*.

Magic Circle Against Good (Sp): An aura equivalent to a permanent *magic circle against good* surrounds the wyvern zombie.

Poison (Sp): The touch of a wyvern zombie deals 1d10 Con damage (DC 19 Fortitude save negates), as if under the permanent effect of *poison*.

Unnatural Aura (Su): Animals can sense the unnatural presence of the wyvern zombie at a distance of 30 ft. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

N201. FALSE DOORWAYS

The door leading to this Room is lock, requiring a DC 40 Open Lock check to unlock.

Initial Attitude: N/A

Encounter: This hallway leads to two fake doors which cannot be opened. Made to confuse and frustrate the inhabitants of this Region, each door has a complex locking mechanism set above the knobs. Both lead to traps.

Encounter Condition: Echoes 4, Safe

Tactics: All of the doors are locked, but when opened, lead to solid stone. A DC 45 Open Lock check opens them, but also triggers the traps placed here by the celestials. The trap senses whether the target is living or undead and triggers the appropriate effect.

Maximized Extended Ghoul Touch Trap (living): CR 9; magic device; visual trigger (*true seeing*); automatic reset; spell effect (*ghoul touch*, a single living subject is paralyzed, 20th-level wizard, DC 25 Fortitude save negates); Search DC 40; Disable Device DC 40.

Maximized Cure Mass Critical Wounds Trap (undead): CR 12; magic device; visual trigger (*true seeing*); automatic reset; spell effect (*mass cure critical wounds*, 52 damage, 20th-level cleric, DC 28 Will save negates); Search DC 40; Disable Device DC 40.

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, remove the Safe Encounter Condition and roll a Random Encounter after the traps trigger. To decrease the challenge, remove the traps.

N202 THROUGH N209. STASIS CHAMBERS

Rooms N202 through N209 are home to undead creatures held in profound torpor. Though the inhabitants of this section of the dungeon are dormant in their respective tombs, the taint of evil is overwhelming. The stone floor, ceiling, and walls of this section are black and absorb all ambient light. Any light source used in this area has its range cut by 50%. The effectiveness of magical illumination is likewise reduced, which may complicate the journey through the region for some PCs. Unless otherwise noted, treat these Rooms as having the Deep Darkness Encounter Condition.

Though the creatures inhabiting this region are torpid, their foulness warps the walls and they leak black blood. Though undead monsters are not affected by the eerie warping and pulsing effect of the walls, living creatures suffer from a –5 circumstance penalty to all saving throws made to resist fear effects as well as a –2 circumstance penalty to all Will saves for as long as they remain in this section. Additionally, living PCs who use detect evil spells or abilities here must succeed at a DC 20 Will save or become instantly fatigued. Regardless of whether or not a PC succeeds or fails his saving throw, *detect evil* reveals a potent evil aura in this Section of the dungeon. This vile aura is stronger in Rooms where wraiths or the devourer lie dormant.

Because of the nature of this Section, the other undead creatures in the Region avoid the place. However, while the lich lord Invistis and the mummy priestess Kasteoficiss have little interest in the stasis chambers, both suspect that one of the four special keys needed to gain access to the vault at the heart of this region (Room N159) can be found here. For now, however, both these undead fiends have avoided the place not wanting to awaken the dreadful devourer (in Room N209) and the wraiths loyal to it. Kasteoficiss is afraid of the powerful evil that lies dormant to the east of her territory and she regularly sends her lowly servants on patrol in these parts to make sure that the fiends are still in stasis.

All doors in this Section are locked from the inside and out, requiring a DC 40 Open Lock check to enter or exit. Many of the doors have *glyphs of warding* as well, which keeps the other undead at bay.

RANDOM ENCOUNTERS

Roll for a Random Encounter once every two hours.

1d20	Encounter
1	A terrifying screech echoes through the Section. At the same moment, a large quantity of black blood pours from the wall, as if alive and filled with invisible pores. The black substance is eerie but harmless.
2	The sounds of dreadful moans fill the air, chilling the PCs to the bone. Fear 20.
3	The sound of stone grinding against stone echoes through the halls. They PC may believe that a secret door somewhere is opening. Or something else...
4–15	Nothing
16	Six allip servants (answering to Kasteoficiss) are on patrol. Though their orders are to verify none of the undead creatures are awake, they attack the PCs on sight.
17	An iron golem guards this Room. The construct remains unmoving, a steely blue alloy statue. It attacks the PCs when they step within 20 ft. of it.
18	The PCs stumble upon a trap. **Maximized Flame Strike Trap:** CR 14; magic device; location trigger; no reset; spell effect (*flame strike*, 15th-level cleric, 90 fire, DC 19 Reflex save half); multiple targets (all targets within the room); Search DC 30; Disable Device DC 30.
19	The PCs stumble upon a trap. **Maximized Ice Storm Traps:** CR 14; magic device; location trigger; automatic reset; spell effect (*ice storm*, 18th-level wizard, 54 bludgeoning damage and 36 cold damage to anyone within the area); Search DC 29; Disable Device DC 29. This trap combines the effects of three maximized *ice storm* spells triggered simultaneously.
20	Two dread wraiths recently escaped their centuries-old prison. Free from the stasis chamber, these powerful creatures are vengeful, directing their wrath toward anyone entering their territory.

N202. HISTORY CHAMBER

Both doors leading to this strangely shaped Room are locked and the keys that opened them were lost. A successful DC 22 Open Lock check is required to unlock each door.

This room is empty and the floor is covered with a layer of dust. The stone from the walls, floor, and ceiling here are black (as in the rest of this section) and a dark ooze seeps from the walls. The gooey stuff smells like blood but is black. Four massive columns decorated with runes are the dominant features here.

Initial Attitude: N/A

Encounter: Like many Rooms in this section of the dungeon, the walls of the chamber pulse and ooze with black blood (which is harmless to the touch). There is, beyond the ichor and columns, little else to admire. However, a feeling of dread and confusion should overcome the PCs when they enter this Room. Standing around is in and of itself unnerving and examining the columns introduces the PCs to their dance of positive and negative energy.

Every 5 minutes the PCs spend in the Room have them make DC 20 Will saves. Failure causes them to suffer 1 point of Wisdom damage and *confusion* for 1d4 rounds. While this isn't designed to harm the PCs, the DM is free to exploit their mental weaknesses as he sees fit.

Encounter Condition: Distracting Noises 8, Positive Energy, Unhallowed 6

Tactics: The columns are adorned with Celestial runes. PCs can spend 1 hour reading the columns — 2 hours if they do not speak Celestial but succeed at a DC 35 Decipher Script check.

The runes, while not trapped, tell the story of the undead in this Section on the north most face of the columns. Those who were most abominable were imprisoned and separated from the others in the tomb. As it was common knowledge they would try to cause harm to others or escape, they were put into a static state. There is also a list of who is where and what their crimes are.

Room N205: Two dread wraith brothers were known for slaughtering an entire race. The race has never been known to the PCs' world (unless the DM has a plot thread that needs further development), and its physical description is completely unfamiliar. Their punishment was to be buried together, without their weapons, with a *gem of daylight* that has been shining nonstop for 4,000 years. While the gem does not hurt them, the light is a proven to be quite annoying.

Room N206: These wraiths were sentenced to eternal rest which is the cost of betraying the gods. Though they were once angels, now their eyes have been removed, their tongues turned to iron, and their hands sawed off. Their souls were banished here and overtime they evolved into the wraiths they are now. While they tried to escape during the last earthquake to shake the tomb, both were buried with a single *scroll of move earth* that they could never read or open with their incorporeal hands. This taunt became the final insult to these heinous and abhorrent beasts.

Room N207: Three dread wraiths were buried here. Once men of the cloth, they forsake their oaths and taught the masses to revile the heavens and embrace death. The cult that grew from their teachings leads to hundreds upon thousands of witch burnings and "cleansing," which includes the destruction of entire breeds of elves and the forests they lived in. They were banished to this tomb as a punishment for trusting in themselves more than in the gods. Their pride was their undoing and in death they were denied speech and will — two traits that no priest can survive without.

The runes also detail the history of the Region. Each column covers a millennium, detailing only the most significant events. The fourth column appears unfinished, but speaks of the earthquakes and of the time when they sealed the tomb and left the undead to fend for themselves.

Allow the PCs to ask whatever questions they have about the Region. If the DM believes this information would be detailed on the columns, he may answer their questions as he sees fit.

Treasure: N/A

EL: N/A

Scaling: N/A

N203. TRAPPED CORRIDOR

The rotten body of an ogre lies in the hallway. The pale skin of the creature sticks to the bones which has been crushed by a terrible force.

Initial Attitude: N/A

Encounter: This Room is rigged with a potent mechanical trap. When a PC steps on the trigger in the northern portion of the Room, the heavy ceiling instantly drops, crushing anyone beneath. Strong steel cables hold the rigged ceiling and automatically draw it back up into place 2d4 rounds after it is dropped; thus resetting the treacherous device.

The DM should feel free to place it anywhere he likes in the Room.

Dropping Ceiling Trap: CR 15; mechanical; location trigger; automatic reset; ceiling moves down (15d6, crush); multiple targets (all targets within a 10-ft. by 10-ft. area); never miss; onset delay (1 round); Search DC 33; Disable Device DC 36.

Encounter Condition: Stagnant Air

Tactics: The doors to this Room slam shut when the trap triggers, even if the PCs do something to keep it open. A PC trying to keep it open is required to make a DC 24 Strength check or be brushed aside by the door.

Treasure: A pouch containing a carved bone statuette in the form of a warhorse (worth 85 gp) can be found upon the corpse, as well over a hundred teeth from various victims. Many of the teeth have been crushed to powder, but many remain intact.

EL: 15

Scaling: To increase the challenge of this encounter, increase the damage of the dropping ceiling trap to 20d6. To decrease the challenge, reduce the DC of the trap's Search check by 4.

N204. SECRET CORRIDOR

The two secret doors leading to this hidden passageway are identical. Made from the same black stone as the floor, ceiling, and walls of this section, these doors would be extremely hard to notice were it not for the fact that, unlike most walls here, there is no black stuff oozing from them. In fact, the stone of each of the secret doors is perfectly clean.

A successful DC 40 Search check is needed to notice each of the doors, which can be opened by pushing them 1 ft. towards the hidden corridor with a successful DC 24 Strength check. Once a door is pushed, it sinks into the floor. A closer look at the archway where the secret panel originally stood (Search check, DC 30) reveals a simple button made of the same stone. Pushing this button makes the door gradually rise from the floor and then sink back into place; a process that takes 3 full rounds.

This long hallway is cast in darkness and it is obvious by the carpet of gray dust covering the floor that no one has set foot here in ages. The three doors upon the east wall are made of thick bronze with strange signs painted in dried blood upon them. A strange mist emanates from under each of the door, but evaporates quickly as it reaches the corridor.

Initial Attitude: N/A

Encounter: This hallway is eerily quiet, as echoes from other portions of the dungeon collide with the stone and dissipate. Because of the nature of these tombs, it is unlikely any Random Encounters occur here or in Rooms N205 through N207.

Encounter Condition: Echoes 4, Safe

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

N205. STASIS CHAMBER ONE

A pale mist dominates the atmosphere here. The vapor quickly dissipates as it escapes from the chamber, revealing a massive tomb made out from darken bronze lying upon an elevated dais of black stone in the middle of the place. A closer look at the coffin shows a simple square box, some ten-foot square.

Initial Attitude: Hostile

Encounter: This chamber is one of three stasis Rooms holding powerful undead creatures prisoner (Rooms N205, N206, and N207).

Because the coffin's lid is not only heavy but also made to seal the tomb, moving it to open this coffin requires a DC 26 Strength check. When this lid is moved, a thick cloud of grayish vapor escapes, causing the PCs to choke until the mist dissipates and a ray of daylight follows, blinding the PCs per the spell *daze* (DC 15). This misty vapor is magical and a massive quantity was placed inside of the sarcophagus to ensure the fiends there remain torpid. The vapor dissipates within 1d3 rounds and PCs gazing inside the bronze sarcophagus notice two dreadful ghostly shapes, which remain unmoving until the mist is gone.

Two dread wraiths (hp 207, 191) are entombed here. These creatures are held in stasis within the sealed sarcophagus and are no threat to the PCs unless freed. Once the tomb is unsealed, these fiends awaken from their centuries-old torpor and attack the PCs.

Encounter Condition: Distracting Visions 8, Echoes 6, [Smoke], Unhallowed 4

Tactics: These wraiths hold a terrible grudge. While in stasis they remained completely aware of the passage of time and this has fueled their hate to near impossible levels. The DM may wish to grant them a random +1d4 bonus to attack rolls and saving throws each round to simulate their fervor.

The dread wraiths vent vehemently on the PCs. In fact, they are so angry, they target no particular foe and use no special tactics in battle. They concentrate on the closest PC and fight until either they or the PCs are destroyed.

Treasure: These dread wraiths were buried with a *gem of daylight*, which does not necessarily make them powerless, but is torturous. The gem cannot be turned off and has been glowing for over 4,000 years.

EL: 16

Scaling: To increase the challenge of this encounter, add one dread wraith (a third brother). To decrease the challenge, remove one.

Dread Wraith: CR 15; Large undead (incorporeal); HD 32d12; hp 207, 191; Init +13; Spd Fly 50 ft.; AC 25, touch 25, flat-footed 16; Base Atk +16; Grp —; Atk Incorporeal touch +25 melee touch (2d6/19–20 plus 1d8 Constitution drain, incorporeal touch); Full Atk +25 melee touch (2d6/19–20 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +10, Ref +19, Will +22; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +40, Intimidate +42, Knowledge (religion) +38, Listen +41, Search +38, Sense Motive +39, Spot +41, Survival +4 (+6 following tracks); Ability Focus (constitution drain), Alertness*, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative*, Improved Critical (incorporeal touch), Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Weapon Focus (incorporeal touch), Whirlwind Attack.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 36 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved to the death. They possess none of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a dread wraith at a distance of 30 ft. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

N206. STASIS CHAMBER TWO

A thick cloud shrouds this chamber. As the only door leading to this room is opened, the pale mist dissipates. After a minute, only a thin cloud remains in the room, covering the entire floor. Set upon a two-ft. high dais of black stone, a massive sarcophagus made from darkened bronze is dominant.

Initial Attitude: N/A

Encounter: Like Room N205 and N207, the sarcophagus in this chamber housed dread wraiths. In recent years, however, an earthquake that shook entire region broke the tomb's seal, and the vaporous substance holding the wraiths in torpor escaped into the Room. Though the chamber kept the incorporeal bodies of the undead fiends "asleep," the wraiths awoke from their slumber and escaped their prison. They now haunt Room N208.

Encounter Condition: Smoke, Stagnant Air, Unhallowed 2

Tactics: A close inspection of the sarcophagus reveals that it is unsealed. Its lid can be pushed aside with a successful DC 18 Strength check.

Treasure: Buried with the wraiths is a *scroll of move earth*. See Room N202 for details on their accursed lives and subsequent imprisonment.

EL: N/A

Scaling: N/A

N207. STASIS CHAMBER THREE

A weak gray vapor hovers in this small room. The vapor quickly dissipates into the corridor beyond as the door to the chamber is opened. Inside is a great tomb carved out from dark bronze, which is set upon an elevated dais. The sarcophagus is a 10-ft. by 10-ft. box of simple design.

Initial Attitude: Hostile

Encounter: Like Room N205, this chamber was made to hold powerful undead creatures in stasis.

The coffin's lid can be pushed opened with a successful DC 22 Strength check, releasing a harmless vaporous cloud into the Room. This pale mist is magical and a massive quantity was placed inside the sealed tomb, insuring the undead creatures within remained in stasis. It takes 1d3 rounds for this vapor to dissipate, and PCs looking inside the bronze sarcophagus notice two horrible ghostly shapes, which remain unmoving until the mist is almost completely gone (1d3 rounds after the tomb is unsealed).

Three dread wraiths (hp 109, 105, 101) are kept in torpor within the sarcophagus. These creatures, held in stasis by the magical mist inside the sealed tomb, pose no danger to the PCs unless they open the sarcophagus' lid. Even then, they are blind and have a Will save bonus of +0. If their tomb is unsealed, the dread wraiths awake as soon as the vapor cloud dissipates, thus ending their age-old stasis.

Encounter Condition: N/A

Tactics: These wraiths felt impotent for centuries. While in stasis, they remained aware of the passage of time and their hatred reached new heights. However, blind and spineless, they lacked the will to go on or vent their rage. When released, they lash out at the PCs, as best as they can without sight. Though hateful, they show very little will or desire to fight. If a spell targeting them requires a Will save, they try to resist 50% of the time.

Treasure: There are several dried pieces of yellowed parchment within this sarcophagus. Each is a divine scroll containing the following spells — *atonement, mark of justice, protection from energy, remove curse, stone shape.*

EL: 12

Scaling: To increase the challenge of this encounter, restore the dread wraith's vision. To decrease the challenge, remove one dread wraith.

Dread Wraith: CR 9; Large undead (incorporeal); HD 16d12; hp 109, 105, 101; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +8; Grp —; Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +16 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Blind, daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +0; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N208. FALSE STASIS CHAMBER

The door leading to this Room is locked, requiring a DC 45 Open Lock check to unlock.

A dais takes up most of the floor space here. Upon it is a large but simple bronze sarcophagus. The oversized tomb is approximately ten feet square and fits perfectly upon the elevated dais.

Initial Attitude: Hostile

Encounter: Two dread wraiths (hp 111, 107), that recently escaped from their stasis chamber (see Room N206), inhabit this Room. Like the other undead creatures that suffered the misery of being entombed and put in torpor within the ancient sarcophagi, these fiends are hateful and attack everything crossing their path.

Encounter Condition: Desecration 4, Fearless, Unhallowed 2

Tactics: The dread wraiths attack anyone who violates their newfound lair. They utter dreadful shrieks and target the nearest PCs with their incorporeal attacks. They are fierce fighters, capable of reducing the PCs to nothing, given the chance.

Treasure: Unlike the sarcophagi in Rooms N205, N206, and N207, the tomb in this Room never held any creatures, nor was it filled with vapor that put undead in torpor. This chamber was made to fool creatures into thinking an undead was held within the sarcophagus, but a powerful trap was laid upon it instead. This trap is triggered the moment anyone touches the outside of the tomb.

Energy Drain Trap: CR 14; magic device; touch trigger; automatic reset; Atk +10 ranged touch; spell effect (*energy drain*, 18th-level wizard, 2d4 negative levels for 24 hours; DC 24, Fortitude save negates); Search DC 39; Disable Device DC 39. This trap combines the effect of four *energy drain* traps triggered simultaneously.

Should the PCs find a way to open the sarcophagus, they discover rotted parchment (possibly a powerful scroll the PCs can piece together). There is nothing else of value.

EL: 17

Scaling: To increase the challenge of this encounter, add one dread wraith. To decrease the challenge, remove one dread wraith or the energy drain trap.

Dread Wraith: CR 15; Large undead (incorporeal); HD 32d12; hp 207, 191; Init +13; Spd Fly 50 ft.; AC 25, touch 25, flat-footed 16; Base Atk +16; Grp —; Atk Incorporeal touch +25 melee touch (2d6/19–20 plus 1d8 Constitution drain, incorporeal touch); Full Atk +25 melee touch (2d6/19–20 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +10, Ref +19, Will +22; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +40, Intimidate +42, Knowledge (religion) +38, Listen +41, Search +38, Sense Motive +39, Spot +41, Survival +4 (+6 following tracks); Ability Focus (constitution drain), Alertness[B], Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative[B], Improved Critical (incorporeal touch), Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Weapon Focus (incorporeal touch), Whirlwind Attack.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 36 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a dread wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within range.

N209. DEVOURER'S STASIS CHAMBER

Both doors leading into this hall are locked and trapped. A DC 50 Open Lock check is required to unlock them. The doors lock behind the PCs after they enter.

To prevent anyone from entering this chamber, the celestials placed a potent trap upon each of the doors here. Though the doors can be tampered with and pushed opened, anyone passing through their thresholds falls victim to their lethal magic. When a creature walks through the door, bluish arcane fire appears in the archway. The searing flames deal 72 points of fire damage to those who pass through them, 16 points of damage to anyone standing within 10 ft. of the doorway, and 8 points to creatures between 10 ft. and 20 ft. away. This magical fire remains active for one full round, but if creatures pass through the doorway later, the flames reappear and deal the same amount of damage again. If several creatures move through the archway in the same round, the first one (which activated the flames in the first place) receives 72 points of fire damage for passing through the fire while the others receive an equal amount of damage when they in turn move through it as well as an additional 16 and/or 8 points of fire damage when they move within 10 and/or 20 ft. of the doorway.

Maximized Wall of Fire Trap: CR 12; magic device; location trigger; automatic reset; spell effect (*wall of fire*, 20th-level wizard, 72 fire damage to creatures passing through, 16 fire damage to those within 10 ft., and 8 fire damage to targets between 10 and 20 ft. away); Search DC 29; Disable Device DC 29. Note: This trap combines the effects of two maximized *wall of fire* spells.

This great hall is suffused with swirls of vapor covering most of the floor. Like most hallways and chambers in this portion of the dungeon, its walls are black and pulsing masses that bleed a dreadful liquid. The pulses are stronger here, however, and with each powerful throbbing a booming echo can be heard.

In the middle of the large hall is a high dais made out of black stone. The round dais stands four feet above the floor and three deep steps encircle it. Upon the elevated structure is an onyx sarcophagus. The sides of this tomb are smooth and contain no markings or special features. Its lid, however, is a work of art fashioned as a six-armed giant humanoid with ghastly features.

Initial Attitude: N/A

Encounter: Opening the lid of the sarcophagus requires a DC 25 Strength check. As soon as the lid is moved, a cloud of misty vapor erupts from it, temporarily blinding the PCs for one full round. This gray cloud magically held the undead fiends within the tomb in torpor, but the mist dissipates quickly once the sarcophagus' seal is broken. Two rounds after the lid of the tomb is opened, the gas' effect upon the creatures within is cancelled.

Within the confines of the great sarcophagus lies a deadly devourer (hp 168) entombed with its former wraith servants (hp 39, 37, 33, 32, 32, 29, 27, 26). While the wraith are unmarked from their confinement, the devourer is covered in scars and burns from blessed pieces of gold in the sarcophagus.

Put in stasis centuries ago, these fiends harbor a deep hatred and for their former captors. When the tomb's lid is opened and the vaporous gas holding the creatures in torpor dissipates, the eight writhing greenish and ghostly wraiths within the rotting giant's carcass explodes out of it, shrieking madly as they storm the PCs. The dreadful six-armed giant within then jumps to its feet and engages.

Encounter Condition: N/A

Tactics: In combat, the devourer lets the wraiths attack the PCs while using spell-like abilities. It does not hesitate to engage anyone in melee, however, and uses *energy drain* to deadly effect. Whenever possible, the devourer targets the warriors of the group, preferring to tap the essence of the strongest-looking PCs rather than that of the weak.

For their part, the wraiths hover around the PCs, striking them with their incorporeal hands and draining the health from of them.

Treasure: Buried with the devourer were 2,000 blessed gold coins, lining the bed of the tomb. The bless has remained all this time.

EL: 16

Scaling: To increase the challenge of this encounter, add six wraiths. To decrease the challenge, remove four.

Devourer: CR 14; Large undead (extraplanar); HD 24d12; hp 168; Init +4; Spd 30 ft.; AC 24, touch 9, flat-footed 24; Base Atk +12 Grp +19; Atk +21 melee (1d8+9, claw); Full Atk +21 melee (1d8+9, 2 claws); Space/Reach 10 ft./10 ft.; SA energy drain, spell-like abilities, trap essence; SQ darkvision 60 ft., spell deflection, SR 21, undead traits; AL NE; SV Fort +8, Ref +10, Will +17; Str 28, Dex 10, Con —, Int 16, Wis 16, Cha 19.

Skills and Feats: Climb +36, Concentration +30, Diplomacy +6, Jump +36, Listen +30, Move Silently +27, Search +16, Sense Motive +17, Spot +30, Survival +3 (+5 following tracks); Ability Focus (trap essence), Blind-Fight, Combat Casting, Expertise, Improved Initiative, Improved Natural Attack (claw), Lightning Reflexes, Quicken Spell-Like Ability (ray of enfeeblement), Weapon Focus (claw).

Spell-Like Abilities: At the start of any encounter, the trapped essence within a devourer is assumed to have 3d4+3 levels (enough fuel for thirty to seventy-five uses). Once per round, a devourer can use one of the

following abilities: *confusion* (DC 18), *control undead* (DC 21), *ghoul touch* (DC 16), *lesser planar ally*, *ray of enfeeblement* (DC 15), *spectral hand*, *suggestion* (DC 17), *true seeing*. Caster level 18th. The save DCs are Charisma-based.

Energy Drain (Su): Living creatures hit by a devourer's claw attack or spectral hand ability gain one negative level. The DC is 26 for the Fortitude save to remove a negative level. The save DC is Charisma-based.

Spell Deflection (Su): The trapped essence provides a measure of magical protection. If any of the following spells are cast at the devourer and overcome its spell resistance, they affect the imprisoned essence instead: banishment, chaos hammer, confusion, crushing despair, detect thoughts, dispel evil, dominate person, fear, geas/quest, holy word, hypnosis, imprisonment, magic jar, maze, suggestion, trap the soul, or any form of charm or compulsion. In many cases, this deflection effectively neutralizes the spell. Some of these effects might eliminate the trapped essence, depriving the devourer of its spell-like abilities until it can consume another victim.

Trap Essence (Su): The devourer is named for its ability to consume an enemy's life essence. To do so, it must forgo its normal melee attacks and make a trap essence attack. This requires a normal attack roll but deals no damage, the affect creature must succeed on a DC 28 Fortitude save or die instantly. The save DC is Charisma-based.

A slain creature's essence is trapped within the devourer's ribs, and the tiny figure takes on that victim's features. The trapped essence cannot be raised or resurrected, but a limited wish, miracle, or wish spell frees it, as does destroying the devourer. A devourer can hold only one essence at a time.

The trapped essence provides a devourer with enough power to use five spell-like abilities for each Hit Die or level of the trapped creature. As this energy is expended, the twisted soul fades away until it evaporates completely. The trapped essence gains one negative level for every five times the devourer uses one of its spell like abilities. When the essence's number of negative levels equals the creature's total Hit Dice or level, the essence is destroyed. If an essence is freed, the restored creature must succeed on a DC 26 Fortitude save for each negative level or lose that level permanently.

Wraith: CR 5; Medium undead (incorporeal); HD 5d12, hp 39, 37, 33, 32, 32, 29, 27, 26; Init +7; Spd Fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +2; Grp —; Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Full Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Improved Initiative[B].

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N210 THROUGH N239. DISPUTED TERRITORY

A large portion of this Region, namely Rooms N210 through N239, is disputed territory. Both Invistis, the lich lord and Kasteoficiss, the mummy priestess want a better hold on this Section, which remains for the most part unclaimed. The two archenemies vie for control over this territory, which is rigged with booby traps, guarded by golem guardians loyal to Invistis, and patrolled by undead fiends serving Kasteoficiss.

While journeying through this large and unclaimed domain, PCs find the gray walls and floor scarred by deep claw marks and scorched by fire. Most of the deadly devices constructed by the celestials are still active in this Section, and the lich lord Invistis added a few traps of his own — which ultimately makes travel through this part of the dungeon a deadly affair.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A lantern archon spots the PCs. It dances in front of them for a few moments before quickly moving away. The archon moves at an alarmingly fast pace and disappears within the dark cracks of the high ceiling, never to be seen again.
2	Unholy screams fill the air, chilling the PCs. Fear 22.
3	The ghostly images of men, knives in their necks, argue with one another. Upon seeing the PCs, they hiss and then flee into cracks in the stone work.
4	Within 1d6 rounds, the hallway or Room fills with water (or blood) and becomes Flooded. 2d6 rounds later it becomes Submerged. 1d6 hours later, it returns to normal.
5–13	Nothing
14	Two mohrg riders mounted upon wyvern zombies move through the Region. These undead creatures serve the mummy priestess and hope to turn all living beings they encounter into zombie spawns. They utter loud cries and charge the PCs as noble knights would. One of the riders holds a *+2 longspear*.
15	A band of six allips shuffle and mumble down the hall, attacking on sight.
16	Two mighty iron golems (loyal to Invistis) inspect the Room. Their orders are to patrol the grounds, engage anything they encounter, and return to Room N239, to stand guard. These automatons are slow but powerful creatures that attack the PCs without hesitating.
17	A pair of dread wraiths roam the halls in search of prey to torment. They only seek to kill one PC and turn him into a wraith.
18	The PCs stumble upon a trap. **Maximized Incendiary Cloud Trap:** CR 15; magical device; location trigger; automatic reset; spell effect (incendiary cloud, 15th-level wizard; 96/round for 15 rounds, DC 24 Reflex save half damage); Search DC 33; Disable Device DC 33. This trap combines the effect of four maximized incendiary cloud spells cast simultaneously.
19	The PCs stumble upon a trap. **Crushing Wall Trap:** CR 14; mechanical; location trigger; automatic reset; no attack roll required (18d6, crush); Search DC 32; Disable Device 36.
20	A lone barb devil (Hzzir'zuutl) found his way into this Region. Though a cunning creature, he is far from cowardly. Nevertheless he seeks allies within the dungeon. Hzzir'zuutl knows it cannot survive long if the undead find him, but (luckily) he has met no real opposition. If the PCs threaten him, he attacks without mercy. Otherwise, he parleys with them, hoping to uncover information about the place and its inhabitants — but it offers little in return. Like all devils, he keeps his word, but tries to word things so he doesn't have to be 'good'.

N210. ABANDONED GUARD POST

This chamber is barren and dark. The sound of running water is interrupted by the sound of metal scrapping against rock.

Initial Attitude: N/A

Encounter: Kasteoficiss used this Room as an additional guard post to secure her domain, but she was forced to abandon this chamber years ago. The sounds of the dead still haunt this place.

Encounter Condition: Deep Darkness, Echoes 5, Haunted, [Safe], Unhallowed 16

Tactics: PCs that can find a way to dispel the sounds that haunt this Room can rest here as though it were Safe. *Dispel magic* quiets the sound for 2d4 hours per casting. *Greater dispel magic* quiets the sound for 5d4 hours.

Treasure: N/A

EL: N/A

Scaling: N/A

N211. HALL OF BROKEN STATUES

This great hall is filled with stone debris. Several elevated stone pillars, six feet high or more, form two lines separating the hall into two sections, but only one bust — a roughly cut demonic head with great horns fashioned from black crystalline stone — remains intact. The others lie in pieces scattered upon the floor.

Initial Attitude: N/A

Encounter: This was once a hall where celestial wardens meditated and revered the gods in holy refuge. However, when the celestials abandoned the halls, the statues were desecrated.

A close inspection of the statues — a DC 35 Search check or DC 25 Craft (stonemasonry) check — reveals that the demonic statues were carved from some other kind of statue. Success on these checks by 10 or more reveals that the previous statues were all angels.

Encounter Condition: Negative Energy

Tactics: N/A

Treasure: A close examination of the statues' bases reveals indented signatures (which radiate faint abjuration). The signature takes the form of a triangle with a small circle within it. Those succeeding at a DC 40 Knowledge (religion) check know this it to be a demonic script, with no real power. Whoever signed the statues was apparently ignorant concerning true demonic power and merely emulating something he'd seen before.

Never the less, the signature leads to the real treasure of this Room. Casting *comprehend languages*, *identify*, *knock*, or a similar spell directly on the signature, causes the indented signature to glow. A hissing from inside the statue vents steam from cracks in the base. Finally, the statue opens up, revealing an unfinished homunculus inside.

The homunculus is warded with a *fire trap*, 12th-level, should anyone tamper with it before disabling or dispelling the trap. The homunculus is consumed by the spell, but there are a total of six in this Room, should the PCs destroy one or two in their haste.

Shaped in the image of the statue, the homunculus requires 1,000 gp worth of materials (and a few spells to finish — *arcane eye* and *mirror image*) and a workshop to work in. The dungeon has plenty of Rooms suitable for this purpose, but the DM should make it difficult. A DC 30 Spellcraft check or *identify* spell determines exact what is missing.

Because of the nature of this homunculus, it is much hardier than a typical one. This is a perfect long term project for PCs who intend to stay in the tomb for awhile, fighting the horrors that be. When completed, this homunculus serves whoever placed the final spell into its clay-like frame.

EL: N/A

Scaling: The DM is free to change out the homunculus with a clay golem or gargoyle if he likes.

Homunculus: CR 3; Small construct; HD 8d10+10; hp 0; Init +5; Spd 20 ft., fly 50 ft. (good); AC 12, touch 12, flat-footed 11; Base Atk +6; Grp +3; Atk +8 melee (1d6+1 plus poison, bite); Full Atk +8 melee (1d6+1 plus poison, bite); SA Poison; SQ Construct traits, darkvision 60 ft., low-light vision; AL NE; SV Fort +2, Ref +5, Will +2; Str 12, Dex 13, Con —, Int 10, Wis 12, Cha 7.

Skills and Feats: Hide +13, Listen +10, Spot +10; Alertness, Improved Initiative, Lightning Reflexes.

Poison (Ex): Injury, Fortitude DC 16, initial damage sleep for 1 minute, secondary damage sleep for another 5d6 minutes. The save DC is Constitution-based and includes a +2 racial bonus.

N212. ABANDONED STOREROOM

This chamber is filled with crushed wooden crates filled with various equipment, which is mostly useless.

Initial Attitude: N/A

Encounter: The long dead elf deserters used this Room as a cache, storing whatever they could scrounge. After destroying the elves, Kasteoficiss placed a potent spell upon the contents of the Room. A sigil has been drawn on the bottom of a broken crate. Each PC searching the Room has a 15% chance of triggering the trap.

The sigil is fashioned from yellowish powder, and appears as a wide circle with three small fist-like shapes within it.

Chaos Trap IX: CR 11; magic device; touch trigger; no reset; combined spell effects (*symbol of death* and *symbol of insanity*, 15th-level cleric, DC 23 Fortitude save negates); multiple targets (all creatures within 60 feet); Search DC 33; Disable Device DC 33.

Encounter Condition: N/A

Tactics: It has been years since Kasteoficiss placed this trap here. She has most likely forgotten about it at this point. But, if the PCs trigger the trap there is a 10% chance of a Random Encounter 1d6 minutes as minions of Kasteoficiss come to investigate.

Treasure: Among the debris, the PCs find several items in good shape — seven torches, flint and steel, two bedrolls, a thick leather pouch filled with caltrops, a 10-ft. long chain, a small whetstone, two iron pots, and a flask of oil.

A DC 30 Search check reveals a small pouch with three vials of holy water.

EL: 11*

Scaling: To increase the challenge of this encounter, increase the chance of triggering the trap to 25% per PC. To decrease the challenge, reduce the chance to 10% per PC.

N213. CRUSHING ROOM

Both doors leading into this chamber are marked with large Xs painted in dark green on their center. Elf adventurers placed green marks upon the doors to warn others of the danger within. Already victims of the chaos trap in Room N212, they couldn't make anything more complex than an X at the time.

They died soon after, leaving their cryptic markings behind.

This chamber is empty. Rubble and cloth are strewn everywhere and blood stains mark various points along the north and south walls.

Initial Attitude: N/A

Encounter: This Room contains a powerful trap, which is triggered 2 rounds after anyone steps within the center of the chamber. When activated, the northern and southern walls move towards one another and crush everyone within the Room. The trap resets itself the 1 round after it is activated.

Crushing Room Trap: CR 17; mechanical; location trigger; automatic reset; walls move together (20d6, crush), multiple targets (all targets within the room); never miss; onset delay (1 round); Search DC 34; Disable Device DC 37.

Encounter Condition: Desecration 4, [Safe]

Tactics: If the crushing Room trap is disabled, and the doors locked from the inside, this Room is considered Safe.

Treasure: N/A

EL: 17

Scaling: To increase the challenge of this encounter, increase the damage of the crushing Room trap to 24d6 crush. To decrease the challenge, reduce the damage dealt by the crushing Room trap to 16d6 and reduce the Disable Device DC to 32.

N214. OLD CORPSES

The gray stone floor of this room is tainted with blood an is scattered with bones amongst which are the remains of steel weapons, bits of decrepit wool, fur, and leather, as well as a massive tangle of what looks like humanoid hair. The southwestern door remains half open.

Initial Attitude: N/A

Encounter: A major battle occurred in this chamber. The bony remains lying about the Room are those of a band of elf deserters who had secured the Section decades ago. They were later killed by zombies loyal to Kasteoficiss and her mohrg servants.

Encounter Condition: Hallowed 2, Stagnant Air

Tactics: Because the creatures who died here, chanted the name of the god in the final hours, they have not risen as zombies. As a result the ground is considered Hallowed 2.

Treasure: Among the debris are a +2 *dagger*, a longsword, a broken and useless bow with 19 rotted arrows, a hand axe, and an ivory armband with intricate designs carved on its surface (worth 95 gp). There is also one very thick platinum piece with both faces depicting the head of a proud and lovely woman. It is worth upwards of 250 gp to clergymen and other followers of the elven goddess of fortune.

EL: N/A

Scaling: N/A

N215. CLERIC'S ROOM

A small stone altar and simple bed decorate this chamber. Upon the one-foot deep altar is a beige wax candle which weak does a poor job of illuminating the rest of the place. Beside the burning candle is a small tome bound in leather.

Initial Attitude: N/A

Encounter: This Room was the bedchamber of an elf deserter. She was part of the group that was defeated in Room N214. She was the group's cleric and religious leader. Her piety has saved them from becoming undead in service of Kasteoficiss.

Encounter Condition: Hallowed 3, [Safe]

Tactics: If the doors are locked from the inside, this Room is considered Safe.

Treasure: The book on the altar is a volume of prayers and rituals dedicated to the elven goddess of fortune. It is worth 200 gp to any worshiper of the deity. The candle beside it is enchanted with *continual flame*.

A successful DC 25 Search check reveals a small glass vial containing three doses of holy water and a long, dried, and yellowed piece of parchment hidden under the ruined bed sheets. The latter is a divine scroll containing the spells *align weapon, cure moderate wounds, cure serious wounds, magic vestment, meld into stone, shield other, zone of truth*.

EL: N/A

Scaling: N/A

N216. ROGUE'S QUARTERS

A small bed covered in rotten woolen sheets lies at the foot of the north wall of this bedroom. Under the wooden bed is a large but flat chest made from rusted iron.

Initial Attitude: N/A

Encounter: The chest under the bed is rigged with a simple poison needle trap that triggers when opened. This trap can be bypassed by unlocking a simple lock at the bottom of the chest. The key that bypasses the chest's trap can be found with a successful DC 30 Search check. It lies under one of the feet of the bed, which must be moved in order to notice and recover it.

Otherwise, a DC 40 Open Lock check bypasses the trap and opens the chest.

Poisoned Needle Trap: CR 14; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +21 melee (1 plus poison, needle); poison (black lotus extract, DC 20 Fortitude save resists (poison only), 3d6 Con/3d6 Con), Search DC 32; Disable Device DC 36.

Encounter Condition: [Safe]

Tactics: The rogue who lived here, died in Room N214.

If the doors are locked from the inside, this Room is considered Safe.

Treasure: The trapped chest contains a set of masterwork thieves' tool, three +4 *darts*, five bright green emeralds (each worth 450 gp), and a glass vial containing 2 doses of purple worm poison.

EL: 14

Scaling: To increase the challenge of this encounter, add two additional poison needles targeting PCs in adjacent 5-ft. squares to the trap. To decrease the challenge, replace the black lotus extract on the poisoned needle trap with large scorpion venom.

N217. TOO QUIET

This dark and cramped room opens into a corridor leading south, the door barely handing on its hinges. The door to the north lies half opened, revealing a dark wall made out of solid stone.

Initial Attitude: N/A

Encounter: The door upon the north wall was a trapped doorway similar to the one in Room N220. However, an elf deserter disabled the lethal device long ago. A PC who studies the door and archway is allowed a DC 15 Intelligence check. If successful, he gain a +8 competence bonus to his Search and Disable Device checks made to notice or neutralize the traps in Room N220.

Encounter Condition: [Safe]

Tactics: Invisible wards on the outside of the western door of this Room, keep undead away. This and the following Rooms have not been visited by undead in sometime.

If the doors are locked from the inside, this Room is considered Safe.

Treasure: N/A

EL: N/A

Scaling: N/A

N218. WIZARD'S SANCTUM

The doors to this Room are magically sealed, requiring a *knock* spell to open.

The remains of what must have been a perfect circle made out of yellow and red power lies on the floor at the center of this bedchamber. Upon the south wall is a simple bed on which rotted silken sheets are neatly tucked in. A wooden stool with a broken leg in the northeast corner completes the rustic decor.

Initial Attitude: N/A

Encounter: This Room was used by another elf deserter; this one a wizard. Like his loyal companions, he died in Room N214. His spellbook remains hidden here.

Encounter Condition: [Safe]

Tactics: If the doors are locked from the inside, this Room is considered Safe.

Treasure: A successful DC 50 Search check reveals an invisible tome bound in burgundy leather hidden under the bed. Alternately, it can be found with *detect magic*, *see invisible*, or any similar spell.

This is the elf's spellbook, containing the following arcane spells: 0—*acid splash, detect poison, message, touch of fatigue*; 1st—*animate rope, cause fear, disguise self, silent image, shocking grasp, floating disk, unseen servant*; 2nd—*daze monster, glitterdust, hypnotic pattern, magic mouth, mirror image, protection from arrows*; 3rd—*displacement, illusory script, phantom steed, secret page, slow.*

EL: N/A

Scaling: N/A

N219. WARRIOR'S CHAMBER

The door to this Room lies half-open, propped by the body of a dead dog.

A wide bed dominates this dark chamber. The bed is covered with thick furs which are obviously old. Weapons are lined up upon the south wall, their tips are rusty but seem otherwise in good shape. On the floor lies the carcass of a dead dog, holding open the door.

Initial Attitude: N/A

Encounter: An elf deserter who died in Room N214 long ago, used this Room for a while. He left behind a few items of value, but no sign of what caused his death.

Encounter Condition: Distracting Visions 11, Unhallowed 2

Tactics: N/A

Treasure: The furs on the bed are so dry that they break when disturbed. The weapons — a masterwork halberd, three steel javelins, and a long-handled warhammer — upon the south wall are sound but need a good cleaning.

Under the bed, hidden by the furs that drop on either side of it, is a +2 *breastplate* and a pair of decorated arm greaves made out of strong iron (worth 25 gp if cleaned). These can be found with a DC 25 Search check.

EL: N/A

Scaling: N/A

N220. RIGGED FALSE DOOR

Initial Attitude: N/A

Encounter: The doors leading to Rooms N221 and N222 are unlocked, but trapped. The door at the end of the east corridor is a trapped false door.

The doors are rigged with a potent mechanical trap, which is triggered as soon as anyone opens it. When this happens, a puff of purplish gas issues from holes in the stone wall behind it. The poisonous gas affects everyone within the Room. This trap resets itself automatically, when the door is closed again, but lacks any ingredients required to expel the fumes.

Burnt Othur Fumes Trap: CR 13; mechanical; touch trigger; repair reset; gas; never miss; onset delay (1 round); poison (burnt othur fumes), DC 18 Fortitude save resists, 1 Con drain/3d6 Con); multiple targets (all targets within the room); Search DC 38; Disable Device DC 32.

Encounter Condition: [Safe]

Tactics: If the doors are locked from the inside, this Room is considered Safe.

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, increase the Fortitude save DC of the burnt other fumes trap by 4. To decrease the challenge, reduce the Disable Device and Search DCs of the burnt other fumes trap by 2.

N221. SACKED TREASURE ROOM

Pieces of broken clay and glass are scattered about the floor of this chamber. A crushed wooden chest and several sacks lie about the room, empty.

Initial Attitude: N/A

Encounter: Among the many Room in the tomb that the elves ransacked, this one had its contents moved to Room N216.

Encounter Condition: Safe

Tactics: If the doors are locked from the inside, this Room is considered Safe.

Treasure: N/A

EL: N/A

Scaling: N/A

N222. HEARTH

The only door leading into this Room is locked, requiring a DC 50 Open Lock check is enough to open the door.

A mass of ash — surrounded by a wide circle of crushed stone — lies in the center of this room. Judging by the black soot that marks the stone circle and the remains of charred wood within the ashes, a fire once burnt within this chamber. A pile of dry and half-rotten wood is stacked in the southeast corner of the room.

What stands out most, however, is the massive iron lever sticking out of a long groove in the floor. The blackened lever is positioned at a 45-degree angle pointing north.

Initial Attitude: N/A

Encounter: This Room holds one of the four intricate mechanisms linked to the powerful force fields in the antechambers opening into Room N159. The lever must be pulled up, requiring a successful DC 20 Strength check. The other three levers can be found in Rooms N175, N199, and N250.

All four must be raised in order to deactivate the force fields.

Encounter Condition: Fog 10, Smoke*, Positive Energy, Stagnant Air*

Tactics: Chaotic or evil creatures touching the lever suffer 1d4 negative levels per round they remain in contact. Chaotic evil creatures are destroyed irrevocably with no chance for a save. Caster level 20th.

If the door to this Room are left open for 1 hour, the Smoke and Stagnant air dissipate.

When the final lever is pulled, the World Eater wakes and a pulse of negative energy blasts through the entire dungeon. See Room N159 Sidebar (page 746) for more information.

Treasure: If the PCs can find a fuel source, the hearth still works, allowing them to use it for crafting items or repairing broken gear.

EL: N/A

Scaling: N/A

N223. GOLEMS' GUARD POST

Two massive statuesque figures made out of dark brown and black metal stand guard on either side of the northern door of this chamber. The great statues are well made, representing heavily armed and armored giants whose faces are covered with thick metal helms that do show any opening for the eyes.

Initial Attitude: Hostile

Encounter: Four mighty iron golems (hp 144, 141, 139, 134) guard this Room. They do not move beyond the doorways and the holy power they guard is built into the floor. These soulless constructs were fashioned by the original creators of the dungeon. They attack anyone entering the Room regardless of alignment.

The door on the eastern wall is fake. Though it leads nowhere, it is locked with a complex mechanism and requires a successful DC 45 Open Lock check to open. Opening this door reveals the stone wall behind it, and closing it automatically relocks it.

If the PCs spend more than 30 minutes (i.e. take 10 or take 20) working this lock, roll for a Random Encounter.

Encounter Condition: Fearless, Fog 10, Positive Energy, Safe

Tactics: In combat, the golem close to melee and attack the closest PCs. If the PCs manage to maneuver past the golems and out of the chamber, the automatons do not pursue them. Instead, they return to their original place on each side of the doorway and resume their eternal watch.

They fight to the death, targeting any PC who tries to open the east door.

Treasure: If the PCs search the stone wall behind the false door, allowing them a DC 30 Search check. Success reveals a single black stone that is cut slightly differently than the rest of the wall. Only a *knock* or similar spell opens the cache behind the stone.

Hidden behind the stone is a bone scroll case containing a *scroll of imprisonment* and a *scroll of freedom* (20th-level caster). The celestials placed this final piece of magic here for a time when the prison would no longer be needed and mankind could govern itself. It is a test, albeit a subtle one, for the PCs to reveal their true nature.

If the PCs destroy the *scroll of freedom* (essentially admitting that they fear the unknown and cannot defeat the beasts of this dungeon), all the doors in the Region open. Every sarcophagus releases its prisoners and every cell is opened wide for the inhabitants to roam free. Everything but the World Eater (Room N159) is released into the Region and out the doors to the west.

If the PCs destroy the *scroll of imprisonment* (basically admitting they do not need the aid of the gods), all of the undead in the dungeon except Invistis, Kasteoficiss, and Vinnara are irrevocably destroyed, their penance paid.

If the PCs destroy both scrolls, a number of different things can happen, based on the game style of the DM and PCs:

- The entire dungeon crumbles around them, destroying everything inside and *teleporting* the PCs to the surface where they entered, to meet the real Barcellus (Room O59) and learn the fate of man.
- Everything of an extreme alignment (lawful good, lawful evil, chaotic good, chaotic evil) outside the Room is destroyed and banished from this plane forever.
- The secrets of the dungeon are unlocked (per *legend lore*) and the PCs understand their purpose and the purpose of the prison.
- The PCs gain 1 level each.
- The PCs are granted one *wish* each.
- The PCs become outsiders.
- The PCs fully restored to health (as *mass heal* and *greater restoration*), although this duplicates the effect of Room N224.
- Any other plot device the DM can think of.

The scrolls can be destroyed with any kind of fire.

If the scrolls are taken from this Room, they turn to dust and their magic is extinguished.

EL: 18

Scaling: To increase the challenge of this encounter, add one iron golem. To decrease the challenge, remove one.

Iron Golem: CR 13; Large construct; HD 18d10+30; hp 144, 141, 139, 134; Init –1; Spd 20 ft.; AC 30, touch 8, flat-footed 30; Base Atk +12; Grp +28; Atk +23 melee (2d10+11, slam); Full Atk +23 melee (2d10+11, 2 slams); Space/Reach 10 ft./10 ft.; SA Breath weapon; SQ Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +6, Ref +5, Will +6; Str 33, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Breath Weapon (Su): 10-ft. cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

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

A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

N224. AID OF THE GODS

The door to this Room is locked requiring a DC 50 Open Lock check to unlock.

As the door opens, light washes over you. Your wounds close and your will is restored. Weeks of fatigue wash away and your spirits lift as though you were on the surface again. Along the north wall are runes and sigils in a language you've never seen before.

Initial Attitude: N/A

Encounter: Opening the door to Room is the equivalent of casting *mass heal* and *greater restoration* (caster level 20th). The Room will only heal the PCs once, but still provides a safe haven in the tomb. They can remain as long as they like.

Undead avoid this Room.

Encounter Condition: Hallowed 10, Positive Energy, Safe

Tactics: The sigils and runes on the north wall require no special means to read them. In fact, no matter what language the PCs speak, the runes can be read as though written in their native tongue, even if the PC is illiterate.

The runes detail a prophecy, remarking on the feats of great heroes who would one day rid the world of evil. Champions of the gods, these men and women of valor would free their world from tyranny and oppression. These heroes now walk among mankind and their will cannot be opposed.

The story is very specific. It details every action the PCs have taken (DMs should improvise here), from the moment they entered the dungeon to the moment they reached this Room. Wise PCs will surmise that either they were destined or they have been watched.

The runes go on to explain that the heroes would face one more test, beyond anything their world had ever seen. This allusion could refer to the World Eater, scrolls in Room N223, or the frost giant in Region O. The DM is free to elaborate, but the purpose of these markings is to let the PCs know that the gods are watching them.

Treasure: N/A

EL: N/A

Scaling: N/A

N225. ROGUE ALLIP

Long shadows cast this hall in darkness, from which the disquieting sound of a distant voice can be heard. The murmuring voice quickly becomes an inarticulate but clearly audible jumble of distressing cries as the intangible shape of an eerily shaped silhouette emerges from the shadows.

Initial Attitude: Hostile

Encounter: A lone allip (hp 79) inhabits this chamber. This crazed undead is a former servant of Kasteoficiss that chose to turn its back on her almost a year ago. Though none knows why this crazed undead chose to forgo his allegiance with the mummy priestess, its former mistress does not seem to care whether or not he returns to her.

Since leaving, it has become weak and in many ways defeated. It lies in the shadows, whispering softly to itself. It dreads its former companions and fears that Kasteoficiss' allip servants might hunt it down and deprive it of its unlife. Though it flees and hides from most undead creatures, this rogue allip attacks the living on sight.

Encounter Condition: Ambush (darkness), Desecration 4, Distracting Noises, Echoes 6, Unhallowed 2

Tactics: In combat, this powerful allip uses its incorporeal touch to weaken the living, constantly mumbling strange and incomprehensible confabulations. It however, is very weak and flees out of the Room if defeat is eminent.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add two allips. To decrease the challenge, remove the Desecration and Unhallowed **Encounter Conditions**.

Allip Servant: CR 10; Medium undead (incorporeal); HD 12d12; hp 79; Init +5; Spd Fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +6; Grp —; Atk +7 melee (1d4 Wisdom drain, incorporeal touch); Full Atk +7 melee (1d4 Wisdom drain, incorporeal touch); SA Babble, madness, Wisdom drain; SQ Darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +4, Ref +7, Will +11; Str —, Dex 13, Con —, Int 11, Wis 12, Cha 18.

Skills and Feats: Hide +12, Intimidate +12, Listen +11, Search +7, Spot +11, Survival +0 (+2 following tracks); Ability Focus (babble), Alertness, Improved Initiative, Iron Will, Lightning Reflexes.

Babble (Su): An allip constantly mutters and whines to itself, creating a hypnotic effect. All sane creatures within 60 ft. of the allip must succeed on a DC 18 Will save or be affected as though by a hypnotism spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect.

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

Blessed (Sp): The allip servant is under the protection of the dark deity it serves. It benefits from a permanent bless.

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

Spell-Like Abilities: 3/day—*guidance;* 1/day—*bane* (DC 12), *cause fear* (DC 12), *darkness, doom* (DC 12); 1/week—*bestow curse* and *prayer.*

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

N226. LIT CORRIDOR

A permanent *daylight* spell illuminates this hallway.

Unlike most rooms in this region of the dungeon, this corridor is illuminated by an unknown light source which imitates daylight.

Initial Attitude: N/A

Encounter: Because of the nature of the creatures entombed in Rooms N227 to N230, a particularly effective trap was set in this hallway. The device is activated one round after anyone sets foot within the corridor and there is no way to bypass it.

Maximized Searing Light Trap: CR 13; magic device; location trigger; automatic reset; spell effect (*searing light*, 18th-level cleric, 80 to living creatures, 120 to undead creatures, 160 to undead vulnerable to bright light); multiple targets (all creatures within the corridor); Search DC 30; Disable Device DC N/A. This trap combines the effects of two *maximized searing light* spells cast simultaneously.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, increase the damage of the maximized *searing light* trap by 25%. To decrease the challenge, reduce the damage of maximized *searing light* trap by 25%.

N227. HALL OF VILLAINY

The walls of this great hall are blemished with claw marks, some of which are extremely deep and wide. Stone fragments lie about the room; the result of centuries of clawing at the walls. What truly catches the eye, however, is the great army of skeletal and pale-skinned figures wearing rotted cloth and baring rusty armaments that stand within the hall.

Initial Attitude: Hostile

Encounter: Four skeletal hordes (hp 120 each) are imprisoned in this Room. These lesser undead attack all living things that enter their lair and pursue them (even through the trapped Room N226) should the PCs retreat.

In life, these fiends were warriors of a horrible army that destroyed everything in their path, including the innocent. They had no respect for the living, so in death they were cast into a pit of darkness, where no weapons or armor could protect them.

Encounter Condition: Fearless

Tactics: The hordes attack the PCs like an army, forming into lines. They push the PCs back against the wall, making escape impossible.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, increase the AC of each horde by +6. To decrease the challenge, remove one horde.

Skeleton Horde: CR 10; Medium undead (horde); HD 30d12; hp 120; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +0; Grp —; Atk +30 melee (3d4+3, claws); Full Atk +30 melee (3d4+5, claws); Space/Reach 20 ft./5 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

N228. HALL OF VICTIMS

This massive room is filled with undead, milling about, dejected and demoralized. They hang their heads low and cower from the PCs.

Initial Attitude: Indifferent

Encounter: This Room houses all the dead who never stood up for themselves in life. They represent cowards, innocents, and those too stymied to think for themselves. Placed here by an unforgiving god of strength, their punishment was to share eternity with the dead in Room N227, with nothing but a wall to separate them.

Encounter Condition: Fear 20[5]

Tactics: This skeleton horde (hp 120) is always shaken. Defeated, they do not defend themselves if the PCs attack and are destroyed if any cleric attempts to turn them. They have always sought an escape from undeath and the PCs are their salvation.

Treasure: N/A

EL: 5

Scaling: N/A

Skeleton Horde: CR 10; Medium undead (horde); HD 30d12; hp 120; Init +5; Spd 30 ft.; AC 13, touch 11, flat-footed 13; Base Atk +0; Grp —; Atk +30 melee (3d4+3, claws); Full Atk +30 melee (3d4+5, claws); Space/Reach 20 ft./5 ft.; SA —; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, immunity to cold, undead traits; AL NE; SV Fort +0, Ref +1, Will +2; Str 13, Dex 13, Con —, Int —, Wis 10, Cha 1.

N229. EMPTY CHAMBER

This room is empty and its floor covered with dust. A sense of dread fills the air as silence engulfs you.

Initial Attitude: N/A

Encounter: The dust on the floor is actually eroded bone.

Encounter Condition: Deep Silence, Unhallowed 4

Tactics: N/A

Treasure: Buried under a flagstone on the northern end of the Room is a heavy torc fashioned from a huge ivory bone. A DC 35 Search check is required to find the loose stone and a DC 15 Strength check lifts it from its perch. This item weighs 120 lbs. and could be sold for up of 5,000 gp.

EL: N/A

Scaling: N/A

N230. EMPTY CHAMBER

Deep shadows bathe this room, swallowing the light. The sounds of crying can be heard from the darkness.

Initial Attitude: N/A

Encounter: This Room is completely dark and completely empty. PCs spending too long here, are influenced by the sounds of children crying. Every 10 minutes require the PCs make DC 22 Will save or suffer the effects for *confusion*, until they leave.

Encounter Condition: Deep Darkness, Distracting Noises 9, Fear 16, Unhallowed 5

Tactics: Something horrible happened to the world before man was born and this Room harbors much of this pain. There is a lot of Room for macabre imagery and epic story here. DMs should feel free to elaborate on the horrors of their game world at the time when the dungeon was built.

Treasure: N/A

EL: N/A

Scaling: N/A

N231. DARK CHAMBER

This room is cast in complete darkness. Even the features of one's weapon or arm are indistinguishable.

Initial Attitude: N/A

Encounter: The lich lord Invistis placed the magical darkness here, abandoning the Room centuries ago. If the PCs stumble in the darkness for too long, they trigger a *maximized chain lightning* trap, one of Invistis' favorites.

Maximized Chain Lightning Trap: CR 16; magic device; location trigger; automatic reset; spell effect (*chain lightning*, 18th-level sorcerer, 108 electricity to target nearest center of trigger area plus 54 electricity to each of up to fifteen targets), DC 22 Reflex save half damage); Search DC 31*; Disable Device DC 31*. If the PCs do not dispel the *darkness*, increase the Search and Disable Device DCs by +10.

Encounter Condition: Deep Darkness

Tactics: N/A

Treasure: N/A

EL: 17

Scaling: To increase the challenge of this encounter, increase the damage of the maximized chain lightning trap by 25%. To decrease the challenge, remove the Deep Darkness.

N232. THE DEAD AMONG US

Corpses of zombies hang from hooks and ropes on the ceiling. They moan and sway, unwilling to die, but cannot escape their fate.

Initial Attitude: N/A

Encounter: Six zombies hang about the Room, placed here by a vindictive beast. They can easily be cut down or killed, but if left to hang, return to life in 24 hours, stuck in their position.

Encounter Condition: Drafty, Stagnant Air

Tactics: While the Room is Drafty, the rot of the zombies makes the air unbreathable, nonetheless creating a paradox.

Treasure: N/A

EL: N/A

Scaling: N/A

N233. MULTIPLE FLAME TRAPS

Initial Attitude: N/A

Encounter: When the PCs move through this hallway, allow the first one a DC 25 Spot check or DC 20 Survival check. Success indicates he instantly realizes that the gray stone walls are scorched in many places, and thin layers of soot sticks to the lower portions of the walls. This is the result of a potent magical trap.

Several ancient magical traps were built in this corridor. Individually, each of these traps is simple and not much of a challenge, but triggered together they cause great harm to creatures venturing into these parts. What makes these traps even more special is the fact that they appear to strike at random, sending fiery globes at intruders at irregular locations. Also, creatures staying in the hallway for extended periods might trigger the traps again. Since the potent devices automatically reset themselves after 1 round and can strike anywhere within the corridor, PCs might fall victim to them multiple times.

Maximized Flaming Sphere Trap: CR 15; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*flaming sphere*, 18th-level wizard, eight globes of fire dealing a total of 72 fire damage each, DC 18 Reflex save negates); Search DC 27*; Disable Device DC 27*. Note: This trap combines the effect of twelve maximized *flaming sphere* spells triggered simultaneously.

* To disable this potent trap, twelve different Disable Device checks (at different locations throughout the length of the corridor) must be made, and these devices must be found separately.

Encounter Condition: [Smoke]

Tactics: N/A

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, add multiple *magic missile* to the maximized *flaming sphere* trap. To decrease the challenge, remove four maximized *flaming spheres*.

N234. CHARRED CORPSES

This door is sealed tight, requiring a DC 25 Strength check to open.

The stink of burnt flesh and wood is overwhelmingly strong in this mist-covered hall. Through the gray mist, a great mound of charred carcasses from different humanoids can be seen lying in the center of the place.

Initial Attitude: N/A

Encounter: The bodies of many derro were burnt here long ago. Though it has been over two centuries since the flesh of these creatures was set ablaze, the Room remained sealed. The mist here is not magical, but simply trapped smoke created by the flames that destroyed the bodies years ago.

The charred remains are derro who dared go where they did not belong. Though dead, they never rose as undead, a fact that cannot be explain although PCs should be suspicious.

Encounter Condition: Haunted, Negative Energy, Smoke, Stagnant Air

Tactics: If the DM likes, the derro could rise as morhg or perhaps devourers.

Treasure: A successful DC 30 Search check through the charred bones reveals a masterwork warhammer, a fist-sized fiery ruby (worth 2,500 gp), and a wide golden band which is actually a *ring of mind shielding*. These items require thorough cleaning but are still in remarkable shape. The search also exposes the burnt remains of several wooden weapons and the charred bones of at least two dozen humanoids.

EL: N/A

Scaling: N/A

N235. OLD DECORATED HALL

This door is sealed tight, requiring a DC 25 Strength check to open.

The gray walls of this hall are covered with tapestries of faded greens and reds. The thick cloths hanging upon the walls are covered with a bluish mold, which turned their rich shades bland. The tapestries are old and damaged.

The frame of a rotted wooden table dominates here, but this item, along with the stools that surround it, are completely useless.

Initial Attitude: N/A

Encounter: N/A

Encounter Condition: Stagnant Air

Tactics: N/A

Treasure: The twelve woven tapestries in this hall are ancient and fragile. A successful DC 25 Dexterity check is required to take each of them from the wall without causing further damage. Failing this check results in the tapestry breaking into several pieces. Though the colors are faded and the cloth heavily rotted, each of these relics could be sold to the right buyer (historians, sages, etc.) for upwards of 250 gp and half that if broken.

EL: N/A

Scaling: N/A

N236. SHIELD GUARDIANS' HALL

The southern door to this Room is locked and trap. A DC 45 Open Lock check unlocks the door, but anyone touching the door or tampering with the lock triggers a *lightning bolt* trap.

Lightning Bolt Trap: CR 16; magic device; location trigger; automatic reset; spell effect (*lightning bolt*, 18th-level sorcerer, 30d6 electricity, DC 18 Reflex save half damage); Search DC 28; Disable Device DC 28. This spell combines the effects of three lightning bolt trap triggered simultaneously.

A pair of tall and emaciated statues built from gray stone, dark burgundy and tarnished silvery metal, and solid black wood stands on either side of the south door.

Initial Attitude: Hostile

Encounter: Immobile when the PCs enter, two shield guardians (hp 171, 159) guard this Room. When the trap is triggered on the southern door, they come to life. Otherwise, they wait until the PCs move toward the doors to the north or attack them, before they attack.

Loyal to Invistis the lich lord, they attack anyone but their master. Their duty is to prevent creatures from entering Room N239. Their stored spell is *vampiric touch*.

Encounter Condition: Fearless, Negative Energy

Tactics: These constructs fight like the mindless creatures they are, having no specific target and indicating not even a shred of intelligence in combat. They block the northern doors and fight to the death.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add one shield guardian. To decrease the challenge, remove their stored spells.

Advanced Shield Guardian: CR 10; Large construct; HD 24d10+30; hp 171, 159; Init +0; Spd 30 ft.; AC 24, touch 9, flat-footed 24; Base Atk +18; Grp +29; Atk +24 melee (1d8+7, slam); Full Atk +24 melee (1d8+7, 2 slams); Space/Reach 10 ft./10 ft.; SA —; SQ Construct traits, darkvision 60 ft., fast healing 5, find master, guard, low-light vision, shield other, spell storing; AL N(E); SV Fort +7, Ref +7, Will +7; Str 24, Dex 11, Con —, Int —, Wis 10, Cha 1.

Find Master (Su): As long as a shield guardian and its amulet are on the same plane, the shield guardian can find the amulet wearer (or just the amulet, if it is removed after the guardian is called).

Guard (Ex): If ordered to do so, a shield guardian moves swiftly to defend the wearer of its amulet, blocking blows and disrupting foes. All attacks against the amulet wearer take a –2 penalty when the shield guardian is adjacent to its master.

Shield Other (Sp): The wearer of a shield guardian's amulet can activate this defensive ability if within 100 ft. of the shield guardian. Just as the spell of the same name, this ability transfers to the shield guardian half the damage that would be dealt to the amulet wearer (this ability does not provide the spell's AC or save bonuses).

Spell Storing (Sp): A shield guardian can store one spell of 4th-level or lower that is cast into it by another creature. It "casts" this spell when commanded to do so or when a predefined situation arises. Once this spell is used, the shield guardian can store another spell (or the same spell again).

N237. ABANDONED ALTAR

The floor of this room is covered with a layer of dust undisturbed for some time. In the center of the chamber is a stone altar, also cloaked in dust. An uneasy calm hangs with a distinct sense of impending doom.

Initial Attitude: N/A

Encounter: This Room is empty, save for the dust and the uneasy sense that something lurks in the shadows.

Encounter Condition: Desecration 10, Fear 30, Haunted, Negative Energy, Unhallowed 12

Tactics: If a PC manages to escape the effects of fear in this Room, allow a second Will save to see past the illusion of this Room. This Room is a sacrificial chamber and the altar is used to invoke black magic. Although long since abandoned, a dead derro lays upon the altar, obviously unable to rot in this defiled hall. Cut into sections and covered in blood and gore, the body was used for some foul purpose. Blood marks the walls and floor as well. Even veteran PCs have not seen an act of vile desecration of this level.

PCs that see through the illusion, must succeed at a DC 25 Fortitude save or become nauseated for 1d6 minutes.

Treasure: PCs that succeed at all three saves above are allowed to Search the Room. A DC 25 Search check reveals a *scroll of maximized horrid wilting* (18th-level caster) resting in blood on the altar, apparently made during the dark ritual that created this horrific scene.

EL: N/A

Scaling: N/A

N238. TRAPPED ALTAR

A simple altar dominates the hall. A dead humanoid lies on the altar, sacrifice in ritual fashion. Judging by the dust upon the altar's surface and on the floor, no one has entered this place in decades, but the body hasn't rotted yet.

Initial Attitude: N/A

Encounter: If a PC steps within 5 ft. of the altar, a tangled mass of black tentacles spring out of the stone altar and surrounding floor. These tentacles are 10 ft. long and strike up to four targets closest to the altar. This magical effect remains active for 18 rounds, after which time the tentacles dissipate into thin air. A minute later the trap resets itself.

Each tentacle bears a contact poison that deals damage even if the tentacles fail to break through the PCs armor. Each time the tentacles (at least) strike the PCs' touch AC, the poison takes effect.

Poisoned Black Tentacles Trap: CR 20; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*black tentacles*, 18th-level wizard 1d4+10 tentacles, Atk +18 melee [1d6+4, tentacle]); poison (sasssone leaf residue, Fortitude DC 16 resists, 2d12 hp/1d6 Con); multiple targets (up to six tentacles per target in each of four adjacent 5-ft. squares); Search DC 30; Disable Device DC 33.

Encounter Condition: Desecration 10, Fear 30, Haunted, Negative Energy, Unhallowed 12

Tactics: This is an extremely powerful trap.

Treasure: N/A

EL: 20

Scaling: To increase the challenge of this encounter, increase the damage of the each tentacle to 1d8+10. To decrease the challenge, reduce the duration of the tentacles to 12 rounds or remove the poison.

N239. EMPTY HALLWAY

The door leading to this Room is locked, requiring a DC 40 Open Lock check. It locks automatically when closed and locks on both sides.

Initial Attitude: N/A

Encounter: Undead and golems patrol this hallway from time to time. It is much busier than other portions of the dungeon. As a result, the DM should roll for a Random Encounter every 30 minutes.

Encounter Condition: Echoes 4

Tactics: Depending on the current status of the Region, undead loyal Kasteoficiss or golems loyal to Invistis may already control this Room.

Treasure: N/A

EL: N/A

Scaling: N/A

N240 THROUGH N250. THE LAIR OF THE WRAITH KING

A mighty dread wraith and its minions control Rooms N240 through N250. Though the creature known as the wraith king by the other inhabitants of the region chose to forgo its proper name, it nevertheless remains an intelligent and over ambitious fiend. The wraith king, in fact, was one of the original creatures entombed in the dungeon.

The wraith king escaped imprisonment when a foolhardy group of elves unsealed the sarcophagus that had until then kept its ghostly body in stasis (see Room N243). The already mighty dread wraith turned most of these foolhardy deserters into servants, but instead of killing them point blank, he gave the last one a chance to live. The wraith king's deal was this — if the elf agreed to free the other wraiths held in torpor (in Room N242), the undead vowed not to harm him. The elf deserter agreed and freed the wraiths that once served the wraith king faithfully, but as soon as these monsters won their freedom, they recanted, killing the elf and turning him into one of their own.

From this moment on, the maligned creature known as the wraith king firmly established dominion over a small portion of this region. Content with his newfound lair, the wraith king agreed not to interfere in the affairs of Invistis the Lich Lord in exchange for a promise from Invistis that neither he nor his servants would ever set foot into the wraith king's domain. This agreement has lasted and the two mighty undead lords stay clear of one another.

The wraith king bears no love for Kasteoficiss because the mummy priestess sent too many of her minions to its lair over the centuries. The ghostly monarch also hates all other creatures and cannot trust anyone but Invistis, proven true to his word over the years. The wraith king delights in meeting living beings all of whom it wants to turn into servants in his vast army. This terrible army will march from the dungeon and attack one humanoid village after another, thus fortifying its army and taking control of vast dominions.

The servants of the wraith king obey a strict hierarchy. The wraith king leads its ghostly undead legions, which are composed of a dread wraith commander, three dread wraith lieutenants, and a small number of lowly wraith soldiers. Each of these groups follows the orders of the previous and all creatures in the army are devoted servants of their monarch's cause. Glory is had by swelling their ranks which winds up be a satisfying endeavor.

Unbeknownst to all but, Invistis, the dread wraith king controls Room N250, where one of the levers controlling the *walls of force* (in Room N159) are located.

RANDOM ENCOUNTERS

Every hour spent in the lair of the wraith king, roll on the chart below.

1d20	Encounter
1	A mass of charred remains lays in the middle of this Room, and the stench of burnt flesh lingers in the air. Something sprung a magical trap that is no longer active. Stagnant Air.
2	Moans and echoes reverberate. Something sounds as though it is around the next corner. A DC 30 Listen check reveals this is just the dungeon playing tricks. Distracting Noises 9.
3	The sound of battle echoes through the halls. War cries and clanging steel follow. Echoes 2.
4	The floor is coated in blood and ichor. Poor Footing 3.
5	A dead zombie has been broken into several pieces and left on the floor, perhaps as a warning to others.
6–14	Nothing
15	Four dread wraiths on patrol attack the PCs, hoping to reinforce their numbers.
16	Six wraiths ambush the PCs from the shadows, striking out haphazardly at the living. Ambush (darkness).
17	A lone dread wraith lieutenant is on patrol. It mercilessly attacks the PCs on sight, seeking glory for the wraith king.
18	This Room is rigged with a trap that has never been triggered. **Poisoned Spiked Pit Trap:** CR 14; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 33 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +18 melee, 1d4 spikes per target for 1d5+10 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 22; Disable Device DC 24.
19	Four allips serving Kasteoficiss have ventured into the wraith king's lair, hoping to assess his strength. They view the PCs as a threat to their secrecy and attack on sight.
20	A swarm of skeletal dire rats scurry across the floor, moving from one large opening in one wall to a narrow, but deep crack in another.

N240. ABANDONED AND LEFT FOR DEAD

Four stacks of wood are piled in the corners of this room. Each stack is between four to eight feet high and contains all manners of pieces, from the large rough timbers to tiny branches, as well as pieces of broken furniture and other devices. Though most of the wood is covered with a thick layer of mold, some of it is salvageable. A horrible stench fills the air.

Initial Attitude: N/A

Encounter: A dead body has been placed under the wood. Weak and feeble, it became a zombie but could not free itself from its wood cage. If the PCs lift the wood, it springs up and attacks.

Encounter Condition: Ambush, Stagnant Air

Tactics: This zombie is easily dispatched by the PCs. Don't waste time with a fight. If the PCs kill the zombie and examine the body, they can see it was once an elf, stabbed several times from behind. PCs may deduce that he was murdered and his body hid here, but that's all speculative.

Treasure: There is enough wood here to light and maintain a normal fire for 1d10+10 hours.

EL: N/A

Scaling: N/A

N241. DESTROYED IRON GOLEM

A large mass of dark blue steel lies on the floor of this hall. A closer look at the debris reveals a statue broken in three distinct parts. The thing is made out of a blue alloy in the form of a giant warrior dressed in plate armor and bearing sword and shield. The facial features of the statuesque silhouette are covered with what resembles a full-faced helmet. A double bladed sword and knighrly shield are also attached to the statue.

Initial Attitude: N/A

Encounter: An iron golem once guarded this hall, but the creature was destroyed centuries ago. Invistis has abandoned the iron golem, because the design was inadequate. With 250 gp of material, it could be rebuilt, but would be far weaker than a normal iron golem.

Encounter Condition: N/A

Tactics: Allow the PCs to repair the iron golem by casting geas/quest into it. If they also cast cloudkill, it gains a breath weapon attack, but this was the flaw with the original design. Use the stats below if the PCs fix the damaged golem.

XP and gp costs have already been taken care of in the design and construction of this golem. While it will obey whoever places the geas/quest into it, it is inherently evil and radiates taint as undead.

Treasure: N/A

EL: N/A

Scaling: N/A

Iron Golem: CR 11; Large construct; HD 18d10+30; hp 88; Init –1; Spd 20 ft.; AC 20*, touch 8, flat-footed 20*; Base Atk +12; Grp +28; Atk +23 melee (2d10+11, slam); Full Atk +23 melee (2d10+11, 2 slams); Space/Reach 10 ft./10 ft.; SA [Breath weapon]; SQ Construct traits, damage reduction 10/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +6, Ref +5, Will +6; Str 33, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —

Breath Weapon (Su): 10-ft. cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con, Fortitude DC 19 negates. The save DC is Constitution-based.

This golem only has a breath weapon if the PCs cast *cloudkill* on it.

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

A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a rusting grasp spell.

* Due to rust and neglect the natural armor bonus of this iron golem is reduced to +12.

Construction: An iron golem's body is sculpted from 5,000 pounds of pure iron, smelted with rare tinctures and mixtures costing at least 10,000 gp. Assembling the body requires a DC 20 Craft (armorsmithing) check or a DC 20 Craft (weaponsmithing) check.

CL 16th; Craft Construct, cloudkill, geas/quest, limited wish, polymorph any object, caster must be at least 16th level.

N242. FORMER STASIS CHAMBER

A successful DC 40 Search check reveals a simple hidden wall panel that opens into this Room. To push open this heavy panel (which is in all aspects identical to the walls of this Region), PCs must succeed at a DC 24 Strength check. When pushed, a catch releases and this secret door sinks inside the floor. The door automatically returns to its proper place one minute after it was opened. It can be reopened from inside the chamber by pulling upon the panel, which contains a hollow handle on this side.

A massive tomb fashioned from bronze rests upon an elevated dais of black stone in the center of this great hall. The sarcophagus is a simple, unmarked, and square box, approximately ten-foot square. A closer look at it reveals that its lid is crooked, and a small crack opens inside the tomb.

Initial Attitude: N/A

Encounter: This chamber is one of two stasis Rooms in this region that once held powerful dread wraiths (the other being Room N243). The elf who agreed to bid the wraith king one last favor in exchange for his life freed the four dread wraiths that were put in stasis within the bronze sarcophagus, ages ago. Like the stasis chambers in Room N205, N206, N207, and N209, a magical vapor — now long dissipated — kept these fiends in torpor. One released, the dread wraiths killed the elf, turning him into a wraith, and vowed allegiance to the wraith king, which they had served it in the past.

These creatures serve the wraith king to this day, occasionally venturing back into their former prison but for the most part preferring to avoid it entirely.

The sarcophagus' lid is heavy and requires a successful DC 20 Strength check to move. Though it is possible to inspect the inside of the tomb without moving the lid, PCs who wish to make a thorough search need to push it back further.

Encounter Condition: Negative Energy

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

N243. WRAITH KING'S PRIVATE SANCTUM

A successful DC 40 Search check is required to locate the hidden wall panel opening into this Room, revealing tiny grooves on either side of the structure. PCs need to succeed at DC 24 Strength check to push open this panel, which is made from the same stone as the wall so that it matches perfectly. Like the panel opening into Room N242, this secret door sinks into the floor. It then returns to its proper place one minute after, as though it was never opened. The panel can be reopened from inside the chamber by using a hollow handle to pull upon it.

A three feet high dais made from glassy black stone supports a great sarcophagus in the middle of the room. The simple 10-ft. by 10-ft. tomb is made from darkened bronze and bares no special insignia. The heavy bronze lid of the sarcophagus rests crookedly atop the large box.

Initial Attitude: Hostile

Encounter: This is the second stasis chamber built in this Section of the dungeon. It once kept the powerful wraith king prisoner. The undead's dreary torpor ended when a group of elf deserters (unwittingly) unsealed its sarcophagus. This released the magical gas that held the kingly wraith in stasis (see Room N205, N206, N207, and N209 for further details on this vapor), and thus the fiend was released.

A successful DC 18 Strength check is required to move the heavy lid of the sarcophagus of the wraith king, but this action is not required to inspect the inside of the tomb, as a wide gap is currently opened.

The five corpses upon the floor are those of the elves who freed the ghostly king and its minions. The last survivor of this group — a powerful but defeated warrior — cut a deal with the wraith king, but was hunted down and slaughtered by his hateful servants when he liberated them from Room N242. He died here and, like his fallen comrades, was turned into a wraith that now serves the king's cause.

The wraith king, a powerful dread wraith (hp 228), dwells in this chamber. Free from imprisonment, this creature's agenda is simple. Build an army strong enough to escape the dungeon and take control of an entire kingdom of the living. Unlike the other powerful undead monsters in the region, the wraith king is not interested in parleying with the PCs and could care less about the power struggle over the World Eater (Room N159).

In its mind, living creatures must be turned into wraith servants to strengthen his ghastly host. The dread king attacks as soon as the PCs enter his private sanctum.

Encounter Condition: Desecration 8, Fear 22, Fearless, Unhallowed 8

Tactics: The wraith king is a cunning and vicious foe. It charges the PCs to strike them down with its dreaded incorporeal touch, targeting the spellcasters first. Its objective is to make minions as fast as possible, going after the weakest PCs. Due to his strength, the dead rise to join his ranks in half the time of a normal wraith, making this a particularly vicious encounter.

If reduced to 60 hit points or less, this fiend flies to Room N247 and then to Room N246, ordering its minions to slaughter the PCs

Treasure: Inside the wraith king's sarcophagus are the skeletons of five dead elves, twisted and mangled. Among their possessions are two rusty longswords, a *+1 battleaxe*, a short sword, a masterwork dagger, a full plate armor that needs cleaning, a small masterwork steel shield, a *wand of magic missiles* (14 charges), a *potion of cure moderate wounds* (5 doses), a *potion of invisibility*, and a total of 435 gp worth of assorted coins and small gemstones.

EL: 17

Scaling: To increase the challenge of this encounter, add two dread wraith bodyguards. To decrease the challenge, increase the duration it takes for the dead to rise as wraiths to 2d4 rounds.

Dread Wraith King: CR 16; Large undead (incorporeal); HD 32d12; hp 228; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +16; Grp —; Atk +24 melee (3d6/18–20 plus 1d8 Constitution drain, incorporeal touch); Full Atk +24 melee (3d6/18–20 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., ruthless aggression, spell-like abilities, undead traits, unnatural aura; AL LE; SV Fort +10, Ref +21, Will +26; Str —, Dex 29, Con —, Int 17, Wis 19, Cha 26.

Skills and Feats: Diplomacy +25, Hide +34, Intimidate +47, Knowledge (religion) +32, Listen +35, Search +32, Sense Motive +35, Spot +35, Survival +4 (+6 following tracks); Ability Focus (constitution drain), Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Iron Will, Lightning Reflexes, Mobility, Spring Attack, Negotiator, Skill Focus (Diplomacy).

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Ruthless Aggression (Su): The dread wraith king is single-minded in its purpose. Capable of unspeakable horror it cannot be swayed by mind-affecting magic. It is immune to all mind-affecting enchantments and ignores spell resistance when targeting lawful creatures with its spell-like abilities.

In addition, anyone targeting the dread wraith king with a thought detection, mind control, or telepathic ability makes direct contact with its vile mind and suffers 1d4 points of Wisdom damage.

Spell-Like Abilities: 3/day—*suggestion* (DC 15); 1/day—*suggestion* (DC 26), *cause fear* (DC 15); 1/week—*geas/quest* (DC 15).

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 27 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Every 10th temporary hit point gained becomes a permanent hit point.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d2 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N244. TRAPPED CHAMBER

Though the chamber is not rigged, a potent magical trap was placed within the corridor. Anyone stepping 10 ft. inside this hallway triggers the arcane trap, which cannot be bypassed. When this trap is sprung, a mighty storm of the utmost cold appears, creating falling ice shards harming all creatures within the corridor.

Evil PCs approaching the door cause it to open automatically

Multiple Maximized Ice Storm Traps: CR 15; magic device; visual trigger (true seeing); automatic reset; spell effect (*ice storm*, 18th-level wizard, 54 bludgeoning damage and 36 cold damage to anyone within the area); Search DC 29; Disable Device DC 29. Note: This trap combines the effects of three maximized *ice storm* spells triggered simultaneously.

Initial Attitude: N/A

Encounter: At the end of the hallway is a small sigil, drawn in blood and ichor upon the wall. It is a portion of the wraith king's essence and a tiny piece of its maddening power. It is not a trap, but a prize for those fiendish enough to do the bidding of the dead.

Encounter Condition: Fear 20, Negative Energy

Tactics: PCs examining (or touching) the blood, must succeed at a DC 26 Will save or be overcome with *suggestion*. This powerful will-bending *suggestion* urges the PC to join the ranks of the dead, to become the dread wraith's thrall. While the PC does not have to follow the *suggestion* to the letter, he is for a short time, passionate about his interest in the dread wraith king.

This suggestion is powerful and fills the PC with knowledge of the dread wraith's true plans, allowing the PC to understands its needs. After 5 minutes of visions and anxiety, the PC is allowed a second DC 26 Will save. If successful, he breaks the hold of the *suggestion* and can act normally, having seen evil for what it truly is. He is no longer required to make Will saves but must make a choice (see below).

If the PC fails this second Will save, his alignment slips one direction toward lawful evil permanently (if he is already lawful evil, he gains +1 Wisdom permanently).

He is then required to make a third DC 26 Will save. If this fails, he suffers the effect of *geas/quest* and joins the dread wraith (Room N243). Short of the PCs killing him, he cannot be deterred from his quest.

Each time a PC fails a Will save, roll on the chart below. If he fails all three, roll five times.

1d20	Effect
1	PC suffers *confusion* for 1d4 days, but gains Toughness.
2	PC suffers *insanity*, but gains +2 Strength.
3–5	PC gains darkvision 60 ft.
6	PC gains lifesense 60 ft.
7–10	PC gains the ability to cast *suggestion* once per week at a caster level equal equal to his character level.
11	PC suffers 1d8 Wisdom drain, but gains immunity to mind-affecting magic.
12–13	PC suffers 1d4 Wisdom drain, but gains blindsight 60 ft.
14–18	PC suffers 1d8 Constitution drain, but gains +4 Wisdom.
19	PC suffers
20	PC suffers 2d6 Constitution drain, but gains 1 level if he survives. This drain binds him to the dread wraith, who gains hit points as a result.

Evil PCs suffer a –2 circumstance penalty to these Will saves and lawful good PCs are allowed to add their Wisdom bonus to their Will save twice. If the dread wraith is dead, the PC champions the banner of his martyr king instead of joining his ranks.

Treasure: N/A

EL: 18

Scaling: To increase the challenge of this encounter, add three *ray of frosts* to the multiple *ice storm* trap. To decrease the challenge, remove one maximized *ice storm* (dealing 36 bludgeoning damage and 24 cold damage).

N245. WRAITH GUARD POST

This large hall is cast in deep shadows. A low moaning hiss comes from the shadows, hinting of a deadly adversary in the darkness. The high vaulted ceiling disappears in the darkness.

Initial Attitude: Hostile

Encounter: Four dread wraiths (hp 117, 113, 106, 101) guard this chamber from high above the PCs. The ceiling is 100 ft. high and the wraiths wait until the last moment to descend on the PCs. They can drop the full distance of the Room in 1 round, attacking with surprise if undetected.

Fiercely loyal to the wraith king, these creatures hate the living and attack anything entering their master's territory. They hiss and moan, distracting the PCs with their unholy presence. Their hateful touch is more menacing then any other wraiths in the dungeon.

Encounter Condition: Ambush (darkness), Distracting Noises 9, Fear 20, Fearless, Unhallowed 10

Tactics: These wraiths fight surprisingly well together and flank their foes. Their touch is caustic like acid and cold at the same time. PCs struck by the dread wraith's are scarred, suffering 1 point of temporary Charisma damage for each strike (maximum 6). These wraiths seek to prove their worth to the wraith king, by presenting an unsurmountable prize.

Allow the wraiths in Room N246 a DC 22 Listen check. Success indicates that they hear the battle and charge into the Room, emerging from the eastern wall, 1d3+1 rounds later.

Allow the dread wraiths one Intimidate check every 1d6 rounds as a free action, due to their fearful nature.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, add two dread wraiths. To decrease the challenge remove two.

Dread Wraith: CR 12; Large undead (incorporeal); HD 16d12; hp 117, 113, 106, 101; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +8; Grp —; Atk +16 melee (3d6/12–20 plus 1d8 Constitution drain, incorporeal touch); Full Atk +16 melee (3d6/19–20 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +5, Ref +14, Will +14; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +24, Intimidate +26, Knowledge (religion) +22, Listen +25, Search +22, Sense Motive +23, Spot +25, Survival +4 (+6 following tracks); Alertness[B], Blind-Fight, Combat Reflexes, Dodge, Improved Initiative[B], Improved Natural Attack (incorporeal touch), Mobility, Spring Attack.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

In addition, every time a lawful or good PC is struck by a dread wraith, he must succeed at a DC 20 Will save or suffer an additional 2d6 unholy damage. Lawful good PCs suffer a –4 circumstance penalty to this save.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N246. FIRST WRAITH SERVANTS' BARRACKS

The only feature of note in this large hall is the semicircle formed by what looks like one half of a high column of glassy basalt in the middle of the eastern wall. The most surprising thing in the place, however, is the host of black ghostly figures hovering above ground.

Initial Attitude: Hostile

Encounter: Fifteen wraiths (hp 32 each) occupy this hall. These creatures form the bulk of the wraith king's army. They are loyal to the monarch and obey its will and the will of its subordinates (the dread wraith lieutenants and commander). Like most of their kind, they are hateful creatures that attack all living beings.

They are recent additions to the army, however, and lack the fervor of the dread wraiths in Room N245.

Encounter Condition: Fear 20, Fearless

Tactics: These wraiths are cunning in battle and fight like an army. They position themselves to flank their prey, taking advantage of their overwhelming numbers. Once a PC suffers from a wraith's Constitution drain ability, that wraith continues to attack until it kills him or is destroyed itself.

Allow the wraith guards in Room N245 a DC 22 Listen check to hear the commotion. If they do, they emerge from the western wall and join the fray in 1d3+1 rounds. Allow the dread wraith lieutenants in Rooms N247 and N249 the same chance to overhear the commotion. These fiends do not come to the aid of their lesser kindred. Instead, they stand ready for the PCs to enter their offices, surprising them.

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, add one dread wraith. To decrease the challenge, remove three wraiths.

Wraith: CR 5; Medium undead (incorporeal); HD 5d12; hp 32; Init +7; Spd Fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +2; Grp —; Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); Full Atk +5 melee (1d4 plus 1d6 Constitution drain, incorporeal touch); SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance,undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Combat Reflexes, Improved InitiativeB.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Constitution Drain (Su): Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N247. DREAD WRAITH LIEUTENANT'S OFFICE

This chamber is filled with broken furniture. A green marble table, thrown to one side, lies in many pieces near the west wall; two rotten wooden chair rest upon the south wall; and a cabinet, which has been smashed opened, dominates the entire eastern wall.

Initial Attitude: Hostile

Encounter: A powerful dread wraith (hp 171) haunts this chamber. Like the other two dread wraith lieutenants (see Room N249), it is extremely loyal to its monarch and tolerates no one other than another dread wraith in its office.

Encounter Condition: Ambush (darkness), Fearless

Tactics: The dread wraith attacks all living heings as soon as it senses their presence. If it senses the PCs outside this Room, it ambushes them as soon as they enter. If the PCs don't enter its Room, it comes out of its office to attack them. In combat, this creature howls loudly. It attacks the most lightly armored PCs first, preferring to target the spellcasters whenever possible.

Allow the dread wraiths in Room N249 DC 18 Listen checks to hear the fighting. If successful, the two dread wraith lieutenants emerge from the eastern wall to share the kill with their compatriot 1d3 rounds later. The typical wraiths that make up the undead monarch's army (in Rooms N246) do not move from their position, fearing that their dread wraith superiors view the intrusion as interference.

Treasure: PCs searching the cabinet find a *potion of remove blindness/deafness* (7 doses), a *gem of seeing*, and two chunks of amber respectively worth 85 and 115 gp.

EL: 13

Scaling: To increase the challenge of this encounter, add four wraiths. To decrease the challenge, increase the Listen check DC to 25.

Dread Wraith: CR 13; Large undead (incorporeal); HD 24d12; hp 171; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +12; Grp —; Atk +20 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +20 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +7, Ref +18, Will +22; Str —, Dex 29, Con —, Int 17, Wis 18, Cha 25.

Skills and Feats: Diplomacy +15, Hide +31, Intimidate +30, Knowledge (religion) +26, Listen +29, Search +26, Sense Motive +29, Spot +29, Survival +8 (+10 following tracks); Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Iron Will, Lightning Reflexes, Mobility, Spring Attack, Skill Focus (Hide).

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N248. SECOND WRAITH SERVANTS' BARRACKS

This great hall is empty, but a high semicircle forming a half column of glassy basalt protrudes from the middle of the western wall. Runes cover the face, glowing with unholy red energy.

Initial Attitude: N/A

Encounter: This Room is currently unoccupied, but the wraith king hopes to fill it with newly created spawns soon. The rune conveys power upon wraiths, giving them strength to grow larger. Any new wraiths are placed in this Room to "cook" for a while, gaining strength enough to be admitted into the wraith king's army.

PCs staying in the Room too long feel the unholy energy sapping their strength. Every hour spent is the equivalent of a wraith's Constitution drain, requiring a DC 25 Fortitude save, lest they suffer 1d8 points of Constitution drain. The dread wraith king gains temporary hit points from this as if it were his draining touch.

Encounter Condition: Negative Energy, Unhallowed

Tactics: Any dead creature found in the dungeon can be placed in this Room, to rise as a wraith 1d6 days later. Casting *consecrate* on the runes causes them to shut off for 1d4 hours, but greater magic is required to shut it off completely.

Treasure: N/A

EL: N/A

Scaling: N/A

N249. DREAD WRAITH LIEUTENANTS'

This room is furnitureless and decorationless, but the intangible shapes of two black figures stand within, facing the only entrance leading inside.

Initial Attitude: Hostile

Encounter: A pair of dread wraiths (hp 169, 162) dwell in this Room. These fiends are totally devoted to the wraith king's cause and attack all living things as soon as they sense their presence. They are eager to please their king and do not share the kill well with others. Should other wraith's join the fray, they become shaken.

Encounter Condition: [Ambush], Concealment, Distracting Noises 9, Fearless

Tactics: If the dread wraiths sense the PCs outside the Room, these dreadful creatures wait for the PC to enter and surprise them. If the PCs never enter, both emerge to attack, striking the first PC they find. So overcome with zeal are they, that they completely lack any tactical acumen, targeting the same PC every time, until he falls.

They wail (almost unconsciously) during the fight, allowing the dread wraith lieutenant in Room N247 a DC 18 Listen check every round to notice. The wraith joins the battle 1d3 rounds thereafter.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, add one dread wraith. To decrease the challenge, remove the possibility of reinforcements.

Dread Wraith: CR 13; Large undead (incorporeal); HD 24d12; hp 169, 162; Init +13; Spd Fly 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk +12; Grp —; Atk +20 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Full Atk +20 melee (2d6 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +7, Ref +18, Will +22; Str —, Dex 29, Con —, Int 17, Wis 18, Cha 25.

Skills and Feats: Diplomacy +15, Hide +31, Intimidate +30, Knowledge (religion) +26, Listen +29, Search +26, Sense Motive +29, Spot +29, Survival +8 (+10 following tracks); Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Iron Will, Lightning Reflexes, Mobility, Spring Attack, Skill Focus (Hide).

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N250. DREAD WRAITH COMMANDER

The northern door leading into this Room is locked, requiring a DC 50 Open Lock check is enough to open the door. The southern door is unlocked.

Dreary shadows cast this large and strangely shaped hall in darkness. Amidst the southern nook of the western wall is a massive coffer made out of iron. In the northeast nook is a long lever protruding from a 1-ft.-by-4-ft. groove in the floor. The iron lever is set at a 45-degree angle and points south. The most astonishing thing about the place, however, is the dreadful ghost-like silhouette fluttering about the place.

Initial Attitude: Hostile

Encounter: The wraith king's second in command, a powerful dread wraith (hp 173) claimed this chamber as its own. The commander of the wraith king's army hates all things living and harbors a grudge against the angels that imprisoned its kindred. This powerful undead shares power with its commander-in-chief and bows to no creature but the wraith king itself. It attacks the PCs as soon as they enter its chamber.

This Room holds one of the four intricate mechanisms linked to the powerful force fields in the antechambers opening into Room N159. The lever must be pulled up, requiring a successful DC 20 Strength check. The other three levers can be found in Rooms N175, N199, and N222.

All four must be raised in order to deactivate the force fields.

Encounter Condition: Fear 22, Fearless, Negative Energy, Unhallowed 12

Tactics: In combat, the dread wraith commander prefers to charge the beefiest looking opponents first, using its incorporeal touch attack in the hopes of turning the living into minions that would fill the ranks of its monarch's slowly growing army.

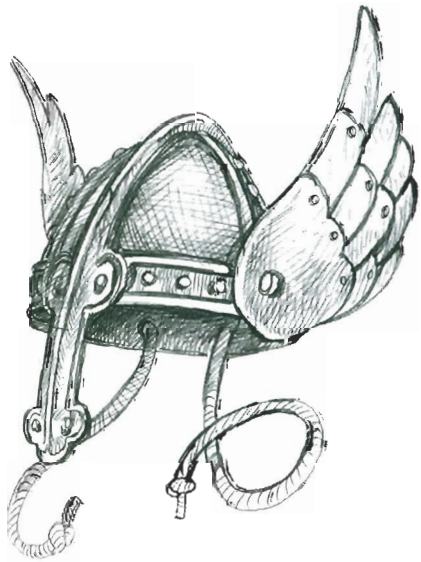
Chaotic or evil creatures touching the lever suffer 1d4 negative levels per round they remain in contact. Chaotic evil creatures are destroyed irrevocably with no chance for a save. Caster level 20th.

When the final lever is pulled, the World Eater wakes and a pulse of negative energy blasts through the entire dungeon. See Room N159 Sidebar (page 746) for more information.

Treasure: The iron coffer in this chamber is locked but not trapped. Because the key that unlocks it was lost long ago, a successful DC 30 Open Lock check is required to open it. Inside is a Medium silvery *breastplate of electricity resistance.*

EL: 13

Scaling: To increase the challenge of this encounter, add a pair of dread wraith bodyguards to the encounter. To decrease the challenge, turn this creature into a typical dread wraith.



Dread Wraith: CR 13; Large undead (incorporeal); HD 24d12; hp 173; **Init +13; Spd Fly** 60 ft. (good); AC 25, touch 25, flat-footed 16; Base Atk **+12; Grp** —; **Atk** +20 melee (2d6 plus 1d8 Constitution drain, incorporeal **touch**); **Full Atk** +20 melee (2d6 plus 1d8 Constitution drain, incorporeal **touch**); Space/Reach 10 ft./10 ft.; **SA** Constitution drain, create spawn; **SQ** Darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +7, Ref +18, Will +22; Str —, Dex 29, Con —, Int 17, Wis 18, Cha 25.

Skills and Feats: Diplomacy +15, Hide +31, Intimidate +30, Knowledge (religion) +26, Listen +29, Search +26, Sense Motive +29, Spot +29, Survival +8 (+10 following tracks); Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (incorporeal touch), Iron Will, Lightning Reflexes, Mobility, Spring Attack, Skill Focus (Hide).

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 ft. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

Daylight Powerlessness (Ex): Wraiths are utterly powerless in natural sunlight (not merely a daylight spell) and flee from it.

Lifesense (Su): A dread wraith locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 25 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

N251 THROUGH N253. SECRET ENTRANCE

Rooms N251 through N253, as well as Room N261, were originally designed as a secret entrance that allowed the archons and angels in charge of the dungeon to keep an eye on the powerful creatures they had entombed within the region. The secret passage has not been used in centuries and the Rooms leading to it are rigged with powerful traps. Two mighty iron golems also stand watch over the entrance (Room N261).

RANDOM ENCOUNTERS

Every hour spent in this Section, roll on the chart below.

1d20	Encounter
1–2	A bat swarm, forming a shrieking black cloud over the PCs' heads, flies away from the intruders. The panicked bats use narrow slits and cracks in the room's ceiling to escape.
3–9	Nothing
10–12	Two shield guardians (24 HD) stand guard and attack anything in sight.
13–15	The PCs stumble upon a trap. **Burnt Othur Fumes Trap:** CR 14; mechanical; location trigger; repair reset; gas; never miss; onset delay (1 round); poison (othur fumes trap), DC 18 Fortitude save resists, 1 Con Drain/3d6 Con); multiple targets (all targets in a 10-ft.-by-10.-ft. area); Search DC 38; Disable Device DC 32.
16–18	A potent magic symbol is inscribed upon the wall. **Maximized Horrid Wilting Trap:** CR 16; magical device; automatic reset; spell effect (*horrid wilting*, 18th-level sorcerer, 108 damage, DC 23 Fortitude save half damage); Search DC 33; Disable Device DC 33.
19–20	Three hellcats (16 HD) set up an Ambush. They are patient, making their presence known at that last possible moment.

N251. TRAPPED SECRET DOOR

The secret door is made from the same smooth stone that makes up the rest of the wall. Minuscule grooves on either side of it can be spotted with a successful DC 30 Search check, revealing that this portion of the wall might have a portal hidden somewhere. The only way to open this door from this chamber is by pressing a tiny hidden button upon the western portion of the north wall. This button can be found with a successful DC 38 Search check. When pressed, a loud grinding sound is heard as the 5-ft. wide by 20-ft. tall panel of the wall sinks into the floor, creating a doorway into Room N239. This door shuts itself off automatically, one minute after it was opened and it is impossible to open it from Room N239. To open the door from the hallway side, the PCs must find the hidden switch in Room N253 and press it.

A potent magical trap was set in the archway of the secret door here. Anyone passing through the doorway with the exception of lawful good creatures automatically triggers the trap, which was designed to prevent the undead imprisoned within to come out of the dungeon, but allow the archons and angels who designed the place to venture into it as they pleased.

Maximized Incendiary Cloud Trap: CR 15; magical device; location trigger; automatic reset; spell effect (*incendiary cloud*, 15th-level wizard; 9d6 points/round for 15 rounds, DC 24 Reflex save half damage); Search DC 33; Disable Device DC 33. This trap combines the effect of four maximized incendiary cloud spells cast simultaneously.

There is a massive tomb carved out from dark stone in the middle of this chamber. The heavy lid of this tomb is sculpted to roughly depict a powerful-looking angelic warrior wearing breastplate armor and bearing a long shield. The bony remains of what appears to have been a troll lie at the feet of the western wall, a large glaive made out of rusty metal in its skeletal hands.

Initial Attitude: N/A

Encounter: This Room was designed to trick intruders into thinking the only thing of value here was the tomb. In truth, the tomb's treasure is practically worthless and the most important aspect of the chamber is the secret door in the center of the west wall.

Encounter Condition: N/A

Tactics: N/A

Treasure: The stone sarcophagus is trapped with a simple mechanism made to trick robbers into thinking they found an important treasure. As soon as the lid of the tomb is moved, four arrows shoot out from the massive stone base of the sarcophagus.

Poisoned Arrow Trap: CR 15; mechanical; touch trigger; manual reset; Atk +26 range (1d6/×3 plus poison, arrow); multiple targets (four arrows targeting the nearest creatures); poison (black lotus extract, Fortitude save 20 resists, 3d6 Con/3d6 Con); Search DC 31; Disable Device DC 24.

The sarcophagus contains a pile of gray ashes, which are undoubtedly the remains of the creature entombed in it. Upon these ashes are a magnificent golden girdle depicting a lion's head (worth 450 gp), a *+1 throwing axe* made of gold (worth twice as much as similar weapons of this quality), as well as a thick golden bracelet with a fiery red jewel in the center (worth 385 gp).

The glaive from the skeletal remains is of masterwork quality.

EL: 15

Scaling: To increase the challenge of this encounter, add power word kill to the incendiary cloud trap. To decrease the challenge, assume the incendiary cloud trap is not maximized.

N252. TRAPPED ANTEROOM

The door upon the eastern wall is locked. If picked (see Room N261 for additional information), it can be pushed opened with a successful DC 25 Strength check. The door on the west wall is unlocked and not trapped.

Aside from the undisturbed layer of dust covering the crushed skeletal remains upon the floor, there is nothing remarkable about this room. The broken bones, however, are neatly piled and form an almost straight line in the center of the chamber, as if marking the way from the eastern door to the western one.

Initial Attitude: N/A

Encounter: It is clear that no one has entered this Room in decades. The entire Room is trapped with a powerful crushing wall mechanism that activates itself two rounds after anyone enters the Room.

Crushing Wall Trap: CR 18; mechanical; location trigger; automatic reset; no attack roll required (26d6, crush); multiple targets (all targets within the room); Search DC 36; Disable Device 30.

Encounter Condition: N/A

Tactics: N/A

Treasure: PCs who succeed at a DC 18 Search check find an undamaged silvered dagger, a small piece of amber (worth 35 gp), and 34 gp scattered among the bones in the middle of the Room.

EL: 18

Scaling: To increase the challenge of this encounter, raise the damage dealt by the crushing wall trap to 32d6. To decrease the challenge, lower the crushing wall trap's damage to 20d6.

N253. HIDDEN SECRET BUTTON

This room is dark and void of furniture and decoration, but there is a narrow door on the south wall.

Initial Attitude: N/A

Encounter: The door on the south wall of this chamber leads to a small cubicle. In the center of the eastern wall of this cubicle is a tiny button, which matches the smooth surface of the wall almost flawlessly. A successful DC 32 Search check is needed to spot this button, which can be pushed to open the secret wall panel leading to Room N251. Once this button is activated the secret door connecting Rooms N239 with N251 sinks into the floor for two full minutes before raising back up into place. Passing through the archway of this secret panel triggers the magical trap, as detailed in Room N251.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

N254 THROUGH N260. SEALED TOMBS

The Section south of the hidden entrance (Room N251), contains several tombs holding lesser undead creatures. These tombs, sealed by the angels that built the dungeon long ago, are impossible to open from within and the creatures imprisoned in them remain trapped to this day.

Unlike the areas of this region ruled by great undead lords, this section of the dungeon is relatively safe — provided, of course, the PCs do not tamper with the sealed tombs. If they do, they awaken the living dead trapped within.

RANDOM ENCOUNTERS

Roll for a Random Encounter every two hours.

1d20	Encounter
1	A skeleton sits, its back against a wall. As the PCs approach, its skull falls to the ground and rolls around at their feet. The sound of the bony skull hitting the ground echoes through the Section. Echoes 6.
2–12	Nothing
13–14	Five wraiths (loyal to the wraith king, Room N240) journeyed out of their lair to patrol these grounds. These fiends attack anything that crosses their paths. Desecration 2.
15	Six allip servants of Kasteoficiss (Room N191) patrol the tombs to make sure they remain undisturbed. They attack the PCs on sight. Unhallowed 2.
16	Two shield guardians (24 HD), the creations of the lich lord Invistis, patrol this Section. Their orders are to take one of the sealed coffins in Room N260 and bring it back to their master, who hopes to find a way to bind whatever lies inside into servitude.
17	A crazed allip haunts this Room. This creature craves attention, desperate to engage the PCs. Unfortunately, it lost the ability to process its thoughts into words and utter incomprehensible gibberish. Unless the PCs find a way to communicate, it becomes enraged and attacks. Unhallowed 4
18–19	An ancient mechanical grate filled with spikes stands in the shadows of the high ceiling, ready to fall upon whoever sets foot under it. **Grate Trap:** CR 15; mechanical; location trigger; repair reset; grate moves down (15d6, crush); multiple targets (all targets in a 10-ft. by 10-ft. area); never miss; onset delay (1 round); Search DC 34; Disable Device 30.
20	This area is oppressive. This condition follows the PCs, no matter where they go. These conditions continue until they encounter something else. Distracting Noises 8, Echoes 6, Negative Energy.



N254. WIDE ILLUMINATED HALLWAY

The great door on the north side of this hallway is cast in bronze. It is locked with an intricate mechanism that only the most cunning and ambitious thieves can pick. Three DC 40 Open Lock checks are required to unlock this door and if any check fails, all three lock again and the process is repeated.

The flames from ten torches set upon sconces in the wall waver as the light cast from them illuminates enough of the hallway to determine it is empty.

Initial Attitude: N/A

Encounter: If the PCs successfully unlock the door, but do not keep it open, the door slams shut and locks, requiring someone to pick the locks again.

Encounter Condition: Fear 22, Negative Energy, Unhallowed 16

Tactics: The threat of evil is heavy here, making the PCs anxious to leave.

Treasure: The torches are imbued with *continual flame*, but radiate evil, having been corrupted by the taint of this Region.

EL: N/A

Scaling: N/A

N255. FIRST CRYPT

The locking mechanisms of these doors are simple, but the iron inside them is heavily rusted, making each lock difficult to work. Anyone using thieves' tools to pick open one of these locks must apply greater than normal strength and succeed at a DC 30 Reflex save immediately after attempting the Open Lock check regardless or the tool breaks inside the lock, preventing further attempts at unlocking the door. If the door was successfully unlocked, however, it can be opened normally.

The thick odor of dust hits as soon as the door to this vault is opened. Inside, there is a coffin made out of a strange sepia-shaded alloy. A thick gray dust blankets the floor and coffin, which are large enough to hold a pair of giants.

Initial Attitude: Hostile

Encounter: The 15-ft. wide coffin holds a wight horde (hp 480). This tomb is neatly sealed with mortar and is impossible for the creatures trapped within to escape. PCs must succeed at a DC 26 Strength check to remove the lid of the coffin, not because it is especially heavy but rather because it is sealed tightly. When the coffin lid is lifted, the wight horde climbs out of the pit.

Encounter Condition: Fearless, Unhallowed 11

Tactics: Once released, it takes 1d3 round for the front rank of the horde to reach any targets, as they must first climb out. The unarmed horde attacks the PCs, concentrating on the closest one until he is either dead or moves out of range.

Treasure: One of these wights was entombed with a *bag of holding* (type III), its contents lost to the astral plane. The bag is made of gray wool and a simple black leather strap is used to close it. It is in perfect condition.

EL: 16

Scaling: To increase the challenge of this encounter, reduce the time it takes for the wight horde to leap from the tomb to 1 round (Ambush). To decrease the challenge, increase the time it takes for the wight horde to leap from the tomb to 1d4+1 rounds.

Wight Horde: CR 16; Medium undead (horde); HD 120d12; hp 480; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +90 melee (5d4+5 plus energy drain, slams); Full Atk +90 melee (5d4+5 plus energy drain, slams); Space/Reach 20 ft./5 ft.; SA Create spawn, energy drain; SQ Damage reduction 5/bludgeoning, darkvision 60 ft., horde traits, undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

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

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

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 18 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight horde gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

N256. SECOND CRYPT

Both doors leading to this crypt are locked and require a DC 45 Open Lock check to open.

This chamber smells of dust and old age. A wide tomb — some fifteen feet square — fashioned from a dull brown metallic alloy dominates covering most of the floor area.

Initial Attitude: Hostile

Encounter: The large coffin in this Room holds a ghoul horde (hp 390). The 5-ft. high tomb is sealed and a DC 26 Strength check is required to unseal and open its surprisingly light lid. If the PCs have not been attacked in one of these crypts yet, allow the ghoul horde to ambush the PCs.

Encounter Condition: [Ambush]

Tactics: When their tomb is unsealed, the horde climbs out and attacks the PCs. They fight messily, tearing and cutting at everyone. The horde surrounds the PCs if possible, changing up their formation to suit the Room. Due to their size they cannot all fit in the Room at once and pour forth in a whirlwind of chaos.

Treasure: One of the ghouls wears a golden circlet upon its head (worth 90 gp). Another has a tarnished silvered dagger planted in one of its ribs. And a third wears a *ring of clumsiness*.

EL: 14

Scaling: To increase the challenge of this encounter, increase the ghoul horde's hit point total to +780. To decrease the challenge, reduce the horde's hit point total by −200.

Ghoul Horde: CR 14; Medium undead (horde); HD 60d12; hp 390; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +30; Grp +35; Atk +31 melee (5d6+5 plus paralysis, bites); Full Atk +31 melee (5d6+9 plus paralysis, bites and claws); Space/Reach 20 ft./5 ft.; SA Ghoul fever, paralysis; SQ Darkvision 60 ft., horde traits, undead traits, +2 turn resistance; AL CE; SV Fort +0, Ref +2, Will +5; Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack.

Ghoul Fever (Su): Disease-bite, Fortitude DC 16, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

Paralysis (Ex): Those hit by a ghoul's bite or claw attack must succeed on a DC 16 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

N257. THIRD CRYPT

Both doors leading to this crypt are locked and require a DC 40 Open Lock check to unlock.

The stench of decay is nauseating as the door to this chamber opens. Within the dark crypt is a massive coffin made from a dark brown alloy, buried in the floor. The eight-foot square coffin takes up most of the room, but stands only three-foot tall. The sound of claws scratching on stone cuts through the tense air.

Initial Attitude: Hostile

Encounter: Buried in the ground is a single coffin, its lid shut tight. The coffin contains twenty ghasts (hp 55 each). A DC 26 Strength check is needed to open the light but sealed lid; an action that releases the ghasts and their dreadful stench. Once the lid is opened, the prisoner ghasts can leap out and attack the PCs.

Encounter Condition: Fear 16, Stagnant Air, Unhallowed 4

Tactics: Once the coffin opens, three ghasts can climb out in a single round. They claw and fight their way out of the unholy tomb, trying to kill everything in sight. They fight like animals, clawing and biting anything that moves.

If given a chance, two ghasts use their weight and leverage to pull a single PC into the 40 ft. deep coffin, where maneuverability is nil and they can ravage helpless foes. If more than one ghast pulls a PC into the crypt, it gains a +4 circumstance bonus to the Strength check (as if bull rushing). Each additional ghast increases this bonus by +2. No more than three ghasts can pull a PC into the coffin.

If a PC falls in, assume he hits 1d6 ghasts on the way down and suffers 3d6 damage from the fall. Each ghast struck suffers 1d4 damage, unless the PC has spiked armor or something similar. They attack the PCs without hesitation, striking at random.

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, replace the ghasts with eight dread wraiths. To decrease the challenge, remove eight ghasts.

Ghast: CR 4; Medium undead; HD 8d12+3; hp 55; Init +3; Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +4; Grp +7; Atk +7 melee (1d8+3 plus paralysis, bite); Full Atk +7 melee (1d8+3 plus paralysis, bite) and +5 melee (1d4+1 plus paralysis, 2 claws); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., undead traits, +2 turn resistance; AL CE; SV Fort +2, Ref +5, Will +7; Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 17.

Skills and Feats: Balance +9, Climb +11, Hide +10, Jump +11, Move Silently +10, Spot +10; Multiattack, Power Attack, Toughness.

Ghoul Fever (Su): Disease-bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghast's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 ft. must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghast's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

N258. FOURTH CRYPT

Both doors leading to this crypt are locked and require a DC 40 Open Lock check to open.

A tomb dominates this vault. Fashioned from a metallic substance of a dull brown shade, this coffin is six feet high and almost twelve square feet in diameter.

Initial Attitude: Hostile

Encounter: The coffin in this Room holds eight lamia zombies (hp 131 each) and is sealed with a thick layer of cement, wedging its lid tight. The PCs must succeed at a DC 26 Strength check to open the coffin's lid, which releases a puff of gray dust into the air. PCs within 10 ft. of the lid must succeed at a DC 20 Reflex save or become blinded for 1d4 rounds by the dust. The lamia zombies are hostile and attack as soon as they are freed from their centuries-old imprisonment, taking advantage of blinded PCs. Each round, two lamia zombies climb out.

Encounter Condition: Fearless, Stagnant Air, Unhallowed 4

Tactics: These mindless lamia zombies attack the closest PC as soon as the seal from their tomb is broken. They gang up on one target, concentrating their attacks on a single PC, preferring blinded ones. Once the target is dead (or out of the zombies' reach), they attack another PC.

Treasure: One of the lamia zombies wears a simple gold chain (worth 35 gp), set with a *golembane scarab* in the form of a closed fist. The scarab is intricately fashioned from gold and mithral. Upon the back of the tiny fist is a barely noticeable rune. Anyone reading Infernal recognizes the symbol (which means golembane).

EL: 9

Scaling: To increase the challenge of this encounter, add six lamia zombies. To decrease the challenge, remove two.

Lamia Zombie: CR 5; Large undead; HD 18d12+3; hp 131; Init +1; Spd 60 ft. (can't run); AC 21, touch 10, flat-footed 20; Base Atk +9; Grp +18; Atk +13 melee (1d6+5/19–20, large dagger) or +13 melee (1d8+5, slam); Space/Reach 10 ft./5 ft.; SA —; SQ single actions only, damage reduction 5/slashing, darkvision 60 ft., undead traits; AL NE; SV Fort +6, Ref +7, Will +11; Str 20, Dex 13, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

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

N259. INCINERATORS

The dancing flames of two large fires burning in the wide alcoves upon the east wall bathe this hallway in an eerie blue light. The warmth of the fires would be comforting and a welcome change to the cold stone that make up the region were it not for the fact that they are so intense they burn right through unprotected flesh.

Initial Attitude: N/A

Encounter: The angel creators of the dungeon made the fires that burn within the alcove of the east wall, and their magical bluish flames continue to dance and sizzle to this day. Treat each of these mighty bonfires as a permanent *wall of fire* cast by an 18th-level wizard. Because of the shear intensity of the flames, any creature traveling in this corridor takes 2d4 points of damage every round.

Encounter Condition: Extreme Heat, Fear 15

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

N260. TREASURE VAULT

The door leading to this chamber is locked and a successful DC 30 Open Lock check is required to open it.

The walls, floor, and ceiling of this chamber are a deep red shade reminiscent of humanoid blood. A large stone altar lies in the middle of the room, a thin purple velvet shroud covers a large item.

Initial Attitude: N/A

Encounter: This is a false treasure vault. While the shroud is valuable, the armor is cursed and the rest of the accouterments in the Room are gilded.

Encounter Condition: Fear 20, Unhallowed 4

Tactics: N/A

Treasure: The purple velvet shroud on the stone altar is nicely made and in good shape. It was made by one of the angels who designed the dungeon and it does not suffer from the effects of time. It is large enough to wrap the body of a Medium humanoid for burial. Most clergymen and nobles planning their funerals would pay upwards of 500 gp for such an item.

Wrapped inside this shroud is a suit of silvery plate mail in perfect condition. This is a cursed *armor of rage*.

EL: N/A

Scaling: N/A

N261. IRON GOLEMS' GUARD POST

The door leading to Room N252 is locked and trapped; the key destroyed ages ago. A success DC 35 Open Lock check is required to unlock it and the door is so massive the PCs must succeed at a DC 25 Strength check in order to pull it open.

However, the massive ring at the center of the door is smeared with contact poison that has (mysteriously) never spoiled from age. Because the door must be pulled opened using this ring, anyone attempting to open the door automatically comes in contact with the poison.

Ring Covered in Black Lotus Extract: CR 12; mechanical; location trigger (attached); no reset; poison (DC 20 Fortitude save resists, 3d6 Con/0); Search DC 32; Disable Device DC 30.

The crude shape of what look like two powerfully built giants in heavy iron armor of various shades stand on either side of an archway. Like a pair of forgotten guards, these statues keep a silent vigil over the large bronze door in the middle of the thick arch amidst the dull gray stone of the wall. The signs of old age are rampant upon the metal of the statues: Rust is apparent on all the joints of the colorful metallic plates making up the gigantic humanoid shaped armor; cracks can be seen on the thighs and chests of the iron figures; and several dents mark the forearms and shields of the statues. In addition to the round shield and long spear that they hold, each of the status wears a metallic armor that scintillates when light shines upon it. The features of their faces are hidden under thick helms that have no openings.

The bronze door between the statues has a large ring in its center and a small keyhole just above it.

Initial Attitude: Hostile

Encounter: Two iron golems (hp 171, 157) guard this entrance. They stand unmoving, like great statues of ancient warriors, until a creature disturbs the bronze door.

Encounter Condition: Deep Darkness, Fearless

Tactics: The iron golems attack the PCs as soon as one of them touches the door. These mindless creatures use their poisonous breath weapon against the PCs before closing into melee. They use their powerful slam attacks against the closest opponent with no particular target in mind.

Treasure: N/A

EL: 17

Scaling: To increase the challenge of this encounter, add two iron golems. To decrease the challenge, reduce the iron golems Hit Dice to 18.

Iron Golem: CR 15; Large construct; HD 24d10+30; hp 171, 157; Init –1; Spd 20 ft.; AC 30, touch 8, flat-footed 30; Base Atk +18; Grp +36; Atk +31 melee (2d10+13, slam); Full Atk +31 melee (2d10+13, 2 slams); Space/Reach 10 ft./10 ft.; SA Breath weapon; SQ Construct traits, damage reduction 15/adamantine, darkvision 60 ft., immunity to magic, low-light vision; AL N; SV Fort +8, Ref +7, Will +8; Str 36, Dex 9, Con —, Int —, Wis 11, Cha 1.

Skills and Feats: —.

Breath Weapon (Su): 10-ft. cube, cloud of poisonous gas lasting 1 round, free action once every 1d4+1 rounds; initial damage 1d4 Con, secondary damage 3d4 Con. DC 22 Fortitude save negates. The save DC is Constitution-based.

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

A magical attack that deals electricity damage slows an iron golem (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. For example, an iron golem hit by a fireball gains back 6 hit points if the damage total is 18 points. An iron golem gets no saving throw against fire effects.

An iron golem is affected normally by rust attacks, such as that of a rust monster or a *rusting grasp* spell.

N262 THROUGH N265. FALSE TOMB

Rooms N262 through N265 were designed to fool creatures into believing they had stumbled upon an important tomb. In truth, this entrance leads nowhere and Rooms are rigged with powerful traps designed to kill would-be intruders. DMs are encouraged to add whatever layers of traps he sees fit, even having the traps reset automatically if necessary.

RANDOM ENCOUNTERS

Roll for a Random Encounter every hour spent in the false tomb.

1d20	Encounter
1	Wind blows from a small crack high above the PCs. The howling wind reminds the PCs of a ghostly moan, but poses no threat to them. Drafty.
2–10	Nothing, or a lethal trap.
11–12	An obvious *glyph of warding (blast)* is on the wall, detailing a previously triggered trap.
13–14	A trio of greater shadows has followed the PCs, ambushing them from behind. They attack mercilessly, bringing a foul taint with them everywhere they go. Unhallowed 6.
15–16	A spectre (14 HD) ventured into this Room long ago. It considers it home and attacks anyone trespassing. Desecration 4.
17–18	The PCs stumble upon a trap. **Poisoned Floor Spikes Trap:** CR 15; mechanical; location trigger; manual reset; onset delay (1 round); Atk +22 melee (1d4 spikes per target for 1d8+4 plus poison, spike); multiple targets (all targets in a 10-ft. by 10-ft. area); poison (giant wasp, DC 18 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 35; Disable Device DC 32.
19–20	Heaps of dead bodies. All manner of races litter the Room, killed by some lethal, unseen trap. They appear to be grave robbers and looters.

N262. TRAPPED ANTEROOM

The door leading to Room N263 is locked, but not trapped. A successful DC 30 Open Lock check is required to unlock it.

This room is devoid of light, furniture, and decoration. Aside from the doors set in the east and west wall, there are no interesting features in this place.

Initial Attitude: N/A

Encounter: This Room contains a powerful magical trap, which is activated as soon as anyone steps within a 10-ft. by 10-ft. tile in the center of the Room. The only way to avoid this trap is to maneuver around it; something that can easily be done as long as the PCs move in single file on the edge of the east and west wall.

Wide-Mouth Pit Trap with Poisonous Spikes: CR 16; mechanical; location trigger; manual reset; DC 31 Reflex save avoids; 120-ft. deep (12d6, fall); multiple targets (all targets within a 10-ft. by 10-ft. area); pit spikes (Atk +22 melee, 1d4 spikes per target for 1d4+5 plus poison each); wyvern poison (DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 24; Disable Device DC 22.

Encounter Condition: N/A

Tactics: N/A

Treasure: At the bottom of the pit trap are the carcasses of several humanoids that died here long ago. Scattered among the remains are a handcrafted bone dagger with ancient tribal designs upon the blade (which functions as a masterwork dagger that causes 1d3 points of piercing damage) worth 500 gp to any gnoll but only a couple of gold coins to anyone else; a masterwork hand axe in dire need of repair; a rotted leather jerkin, now completely useless; and a total of 381 gp is assorted coins and gems.

EL: 16

Scaling: To increase the challenge of this encounter, make the Search DC and Disable Device DC of the wide-mount pit trap 30 each. To decrease the challenge, ignore the wyvern poison on the trap.

N263. ANCIENT FUNERAL CHAMBER

A wide dais, about three feet high, dominates the center of this funeral chamber. Upon the stone elevation is a tarnished copper sarcophagus. The surface of the item is surprisingly well polished and still reflects light when it is cast upon it, but a thin layer of dust settled over its heavy lid.

In the center of the west wall, in silvered letters, are the words: "Grave Robbers Beware" written in celestial.

Initial Attitude: N/A

Encounter: The sarcophagus is a simple rectangular stone box with rounded corners. It bares no unusual features and its lid can be pushed aside with a successful DC 18 Strength check.

As soon as the lid from the sarcophagus is opened, a potent gas is released from inside it. This substance fills the entire Room in one round and affects everyone in it.

Burnt Othur Fumes Trap: CR 13; mechanical; touch trigger; repair reset; gas; multiple targets (all targets within the room); never miss; onset delay (1 round); poison (burnt othur fumes, DC 18 Fortitude save avoids, 1 Con drain/3d6 Con); Search DC 30; Disable Device DC 32.

Encounter Condition: N/A

Tactics: N/A

Treasure: This sarcophagus holds an ancient bronze masterwork breastplate armor, which only needs a little polishing, but unfortunately nothing else.

EL: 13

Scaling: To increase the challenge of this encounter, add *incendiary cloud* to the burnt othur fumes trap. To decrease the challenge, replace the trap's burnt othur fumes with ungol dust.

N264. FIRST DEMONIC CRYPT

This tiny room holds an impressive number of black and deep purple colored bones, which are neatly stacked upon one another. The loathsome skeletal remains cover the entire lengths of the walls here, and several skulls with demonic shapes can be picked out as well.

Initial Attitude: N/A

Encounter: When the dungeon was first built, a group of babaus and dretchs rebelled against the angelic armies protecting it. Some escaped, but the leaders of the rebellion were destroyed, and their remains were stacked in Rooms N264 and N265.

After the angels piled up the demon's bones, they placed magical traps upon them. This trap is activated as soon as anyone touches the bones. It cannot be reset nor bypassed.

Enervating Trap: CR 17; spell; spell trigger; no reset; spell effect (*waves of exhaustion*, 18th-level wizard, no save); multiple spell effects (*energy drain*, 18th-level wizard, DC 24 Fortitude save partial); multiple targets (all targets within a 60-ft. long cone shaped burst centered upon the bones that were disturbed); Search DC 32; Disable Device DC 32.

Encounter Condition: N/A

Tactics: N/A

Treasure: There is nothing of value in this Room, but 4d4 skulls and bone fragments might be sold to practitioners of the arcane for a 2d8 gp each.

EL: 17

Scaling: To increase the challenge of this encounter, add *finger of death* to the enervating trap. To decrease the challenge, assume that only the closest PC is targeted by the trap.

N265. SECOND DEMONIC CRYPT

Dark skulls and bones from various demons cover the walls of this small crypt.

Initial Attitude: N/A

Encounter: These are the remains of various dretch and babau demons that fight the angels ages ago.

Like the bones in Room N264, the remains in this Room are enchanted with a spell-effect that is triggered as soon as anyone touches them. This spell only affects the creature touching the bones.

Power Word Blind Trap: CR 14; spell; spell trigger; no reset; spell effect (*power word blind*, 18th-level wizard, no save); Search DC 33; Disable Device DC 33. This trap combines the effects of eight power word blind spells, each targeting a different creature.

Encounter Condition: N/A

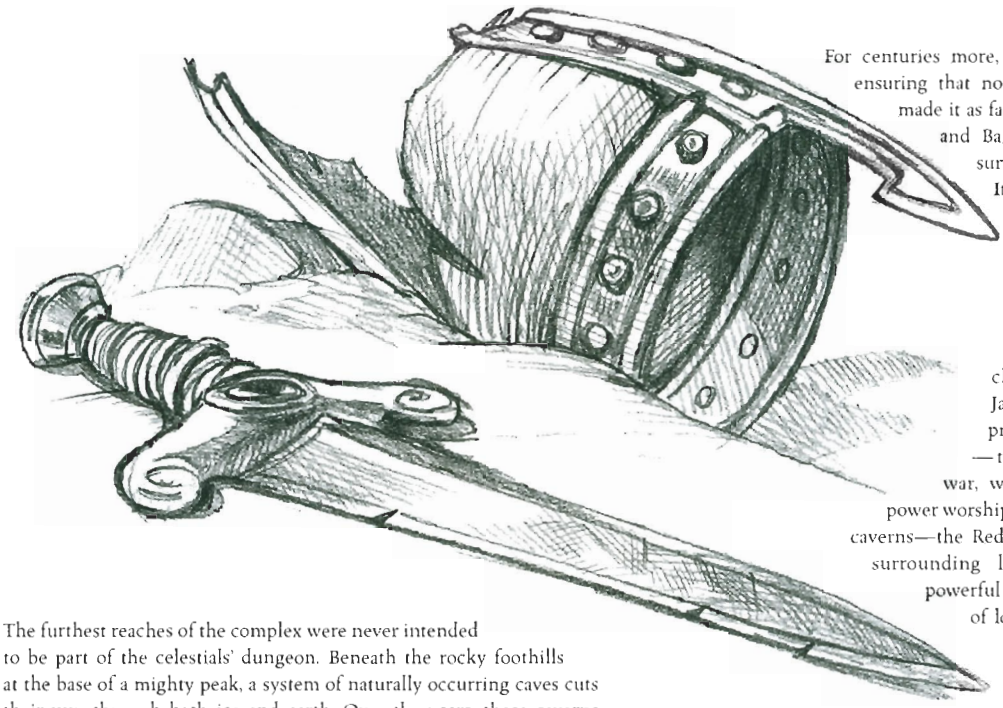
Tactics: N/A

Treasure: N/A

EL: 14

Scaling: To increase the challenge of this encounter, add *power word stun* to each *power word blind* effect. To decrease the challenge, have only two creatures targeted by the *power word blind* trap.

REGION Q.
HALLS OF ICE AND STONE



The furthest reaches of the complex were never intended to be part of the celestials' dungeon. Beneath the rocky foothills at the base of a mighty peak, a system of naturally occurring caves cuts their way through both ice and earth. Over the years, these caverns served as homes for many and varied creatures, from packs of loathsome winter wolves to enormous frost worms. For a time, the caves were even occupied by a fringe cult of humans and humanoids who worshiped a now-forgotten god of elemental ice. Whether the celestials knew of this place when they built their dungeon in such proximity is unclear; surely even if they did, it was of no concern to them. The complexes were separated by thick walls of stone and magical wards.

Until, that is, the first of the quakes hit. The tremors shook the earth, tore the roots from the mountain, and the barriers between the dungeon and the caverns crumbled like bread crusts.

Slowly at first, but in ever increasing numbers, the prisoners and inhabitants of the dungeon awoke to the truth that a new flaw bad been introduced into the celestials' grand design. If they could make their way there, they might be able to grasp their freedom at long last.

Fortunately for the outside world, something else got there first. Two good-aligned titans, brothers named Barcellus and Breysus, began receiving dreams and even waking visions of the celestials' dungeon, and of the new threat it posed to the surrounding area. Whence these portents and warnings came, the brothers never knew; perhaps they were sent by some higher power who had not forgotten the dungeon as the rest of tbe world had, or even by some of the celestial guards who remained within. Ultimately, it didn't matter. The titans knew that someone had to stand guard over the dungeon, lest the vile inhabitants escape. They uprooted themselves, bidding farewell to the lives they had known, and made their homes here. Barcellus made bimself comfortable in the caves of ice, keeping constant watch on the new exit. Breysus chose to guard the main entrance to the dungeon, in case the quakes had weakened it as well; it was his long-dead body that the PCs may have run across so long ago.

For centuries more, the titans stood their post, ensuring that no one escaped. Few creatures made it as far as the exit from the caverns, and Barcellus ensured that no one survived to take advantage of it. It was a hard, lonely existence, but a necessary one.

Some decades ago, it all changed.

In the mountains near the complex dwelt the Red Ice tribe, a powerful clan of frost giants. Led by Jardarir, chieftain and high priest of The Aspect of Winter — the elemental power of ice and war, who may even be the same power worshiped long ago in these selfsame caverns—the Red Ice conquered many of the surrounding lands. Eventually, through powerful divinations and investigation of local legends, Jardarir learned of the celestials' dungeon, and of the titan guarding it. And Jardarir devised a plan.

The giant cleric realized that, mighty as he was, he would be more powerful still with a wealth of magical riches and an army of the vilest creatures under his command. If he could wrest control of the exit from the titan, he could bargain with potential escapees, trading them their freedom for any wealth they might have acquired from others in the dungeon, and for vows of fealty and service to his clan.

Barcellus was a mighry foe, but between the Red Ice's overwhelming numbers and the mighty magics and Jardarir's command, even he was overcome. The frost giant chieftain did not slay the titan, for fear that the guardian's death might be sensed by other celestial or outer planar beings. Instead, with the power of a miracle, he imprisoned the titan deep in a block of ice where he remains, physically trapped and mystically helpless. The Red Ice Tribe took over the catacombs, and Jardarir took on the name Barcellus, allowing others to believe the titan still stood watch.

Unfortunately for Jardarir, his plan has not worked particularly well. Few inhabitants of the dungeon have managed to reach tbe complex of ice, and most of those that have were unwilling to bargain and had to be destroyed. The Red Ice has gained a few magical items to add to their horde, but little else. Still, Jardarir is not about to give up; even one powerful ally gained from his efforts would make them worthwhile, and anyway the Red Ice have settled nicely into their new home.

Of course, the tribe does not control the entirety of the complex. Wild monsters, escaped slaves, and even a hideous fiend from deep in the dungeon have their own lairs, areas the Red Ice giants have not yet managed to acquire. It is through this chaotic and violent region the PCs must pass if they would regain their freedom. Their final challenge is upon them — and only the bravest and most skilled have even a slim hope of besting it.

TEMPERATURE AND ENVIRONMENT

The entirety of Region P is severely cold (below freezing). An unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and may be able to apply this bonus to other characters as well (see the skill description). Characters wearing winter clothing only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

MAGIC AND TRANSPORTATION

Although Region P was not intended as part of the celestials' dungeon, proximity with the prison complex for so many millennia has altered the very nature of the region, as the nearby magics seeped into the very rock. As with the dungeon itself, Region P is not penetrable by teleport or any other transportation or plane-traveling magics. Individuals may use such spells to travel within the complex, but they may not use them to enter or leave the complex. This is why several individuals, such as the ice devil Ketochrensus (see SubRegion P-D) remain trapped here, rather than having fled back to their native planes.

O1 THROUGH O9. FUGITIVE ENCAMPMENT

Decades ago, when the Red Ice Tribe moved into these caverns, they enslaved an enclave of bugbears. Though they have captured other slaves in the years since, both from within the dungeon and from the surface, the majority of their slaves are still members of this bugbear tribe.

Recently, however, a small band of those bugbears, led by a powerful warrior named Guruch, managed to escape from the giants. Unable to wind through to the exit, and unwilling to brave the dangers of the dungeon, they have holed up here,. Though eager to find a way to defeat, or at least get past, the giants, the bugbears are too xenophobic to ally with outsiders, and do not want to cooperate with the party.

This Section has no random encounters.

O1. OPEN CAVERN

Streaks of filthy ice run down the walls of this wide cavern. Frost-covered dirt crunches underfoot, sending miniscule particles up into the air. The earth here has clearly been disturbed, quite recently and by either a great many creatures, or a few very large ones. Sounds echo strangely, growing louder toward the cavern's narrower side. The chamber appears to be empty of living beings, though it is difficult to see to the far side, or into the various nooks and crannies.

Initial Attitude: Hostile

Encounter: This cavern is empty of living creatures when the PCs first arrive. Anyone with the Track feat (with a DC 15 Survival check) interprets the disturbed earth and realizes that a number of definitively large creatures were present within the past several days. A DC 30 Survival check reveals them as giant tracks and a DC 40 Survival check reveals them as frost giant. A patrol of ten frost giants (hp 176, 164, 161, 149, 140, 135, 129, 111, 103, 99) makes occasional forays into this area, in search of small groups of slaves they can capture and take back to the tribe. When the PCs first enter this Room — and every 15 minutes thereafter, for so long as they remain in this Room — roll 1d20. On a 1–4, the patrol arrives. They have no interest in communicating with the characters and attack immediately. While they normally wish to take slaves alive, the giants recognize the PCs as dangerous, and so fight to kill.

Encounter Condition: N/A

Tactics: The giants surround the party, in hopes of flanking them. They also remain at a distance of 10 ft., keeping them out of the range of most of the PCs' weapons. Because the giants have so little room to maneuver at the eastern end of the cavern, they block the PCs from moving in that direction. Several charge around behind the PCs, even if it draws attacks of opportunity.

Treasure: These giants have no treasure on them, as Jardarir insists on holding most of the wealth for the clan, and these particular giants do not have their own magical equipment.

EL: N/A or 16

Scaling: To increase the challenge of this encounter, add 2 levels of fighter or barbarian to each of the giants. To decrease the challenge, reduce the number of giants to 6.

Frost Giant: CR 9; Large giant (cold); HD 14d8+70; hp 176, 164, 161, 149, 140, 135, 129, 111, 103, 99; Init –1; Spd 40 ft.; AC 21, touch 8, flat-footed 21; Base Atk +10; Grp +23; Atk +18 melee (3d6+13/×3, greataxe) or +18 melee (1d4+9, slam) or +9 ranged (2d6+9, rock); Full Atk +18/+13 melee (3d6+13/×3, greataxe) or +18 melee (1d4+9, 2 slams) or +9 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; AL CE; SV Fort +14, Ref +3, Will +6; Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +13, Craft (any one) +6, Intimidate +6, Jump +17, Spot +12; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack.

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

O2. SYMBOLS AND CARVINGS

Though they are difficult to see in ambient light, numerous symbols have been carved into the wall of this niche in the cavern. In fact, it appears as though the marks have been altered numerous times.

Initial Attitude: N/A

Encounter: Anyone who speaks Dwarf or Goblin recognizes these marks. They are a corruption of the Dwarven alphabet used by goblinoid races. The markings don't actually spell anything, however; they appear to be used symbolically. The alterations of the symbols follow a pattern. It appears as though a symbol was written, then altered, then re-carved back to the way it was originally, then altered again, and so forth.

In fact, these symbols are used by the bugbears to indicate to any of their brethren who might also escape that this is a safe place. When the giants come by, they alter the symbols to signal danger in hopes that the new escapees do not stay here, but instead wander back into the giants' clutches. The bugbears repair the damage when they discover it, the giants deface it again, etc., etc.

Not every carving here is entirely symbolic, however. A DC 25 Search check reveals that one small block of carvings is in fact buttons carefully fitted into the stone. Pushing all five of these buttons deactivates the trap in Room O3 for five minutes, or until the lever in Room O4 is pushed, whichever comes first.

Treasure: N/A

O3. A SHARP TURN

The hall turns to the left here, where it swiftly comes to a dead end. The passage continues forward as well, but narrows dramatically as it does so, to a width of little more than 5 ft.

Initial Attitude: N/A

Encounter: Although the giants are too large to squeeze through here, the bugbears have nevertheless set up a nasty blade and spear trap. It is triggered the instant anyone starts down either fork — either south or east — and affects everyone standing in the area.

♦ **Blade and Spear Trap:** CR 10; mechanical; location trigger; manual reset; numerous blades and spears jut and launch from hidden niches throughout the chamber and surrounding halls (12d8, piercing and slashing); multiple targets (all targets from the south wall marked Room O3 to the north wall); never miss; Search DC 29; Disable Device DC 29.

Treasure: If the PCs really want to, they can take some of these spears with them when they leave. They were created for the trap and aren't balanced for use as normal weapons, so they apply a –1 circumstance penalty to attack rolls if used in combat. They are worth only 1 gp each, perhaps twice that to a collector of unusual weaponry. Up to a dozen of them are salvageable in this manner.

EL: 10

Scaling: To increase the challenge of this encounter, increase the damage of the blade and spear trap to 14d8 and the Search and Disable Device DCs by +3. To decrease the challenge, reduce the damage of the trap to 10d8 and decrease the Search and Disable Device DCs by –3.

O4. GUARD POST

If the PCs make a substantial racket up to this point, either by fighting the giant patrol in Room O1 or triggering the trap in Room O3, the guard posted in this room hears them coming. Otherwise, roll a Listen check for the guard to see if he detects them. Should he hear the PCs coming, he blows a horn and retreats to Room O5.

Read the following only under these circumstances.

As you proceed down the hall from the intersection with the trap, a loud blast — perhaps from a trumpet — echoes from the passages ahead of you. Even as the reverberations fade, you hear footsteps. Though difficult to tell with all the echoes, they sound as though they are moving in a direction away from you.

Once the PCs reach the end of the hall, read the following.

The hallway widens here, allowing access to a small chamber to the south, and a larger cavern ahead of you. You hear bustling sounds up ahead.

If the guard did not detect the PCs, and is still in the side corridor, read the following.

In the chamber to your left, staring at you with wide eyes is a shaggy creature clad in armor and furs. Even as you spot it, it releases a loud blast of sound from a primitive horn it holds to its lips.

Initial Attitude: Hostile

Encounter: A single bugbear guard (hp 63) is normally stationed here. His position is at the very southeast tip of the chamber marked O4. His duty is not to fight, though he does so if he must in order to protect himself. His job instead is to blow his horn and alert the others if he detects the arrival of newcomers, or any other sign of danger. He is not prepared to bargain or parley; the bugbears here simply have too many enemies, and have suffered too much, to trust strangers under any circumstances.

Encounter Condition: N/A

Tactics: If the guard detects the PCs coming, as described above, he instantly blows his horn and then retreats to Room O5 to join his companions. If he does not hear them beforehand, he blows his horn the instant they come into view (or earlier, as he sees the glow from any light source they carry at least a few seconds before the characters themselves become visible). Under these circumstances, the guard is most likely trapped in the chamber, with the PCs standing between him and escape. In this case, he attacks immediately, attempting to break through to Room O5. If he has blown his horn but is trapped here, the inhabitants of Room O5 arrive in two rounds, and the inhabitants of Rooms O8 and O9 in four. If he blows his horn and escapes, no battle occurs here.

If the full combat occurs here, the bugbears have less room to maneuver than they would have liked (which is why they prefer to wait for the PCs to come to Room O5 if at all possible). So far as space allows, they make use of the same tactics described in Room O5; otherwise, they simply overwhelm the PCs by sheer force of numbers.

Treasure: N/A

EL: 6 or 16

Scaling: To increase the challenge of this encounter, add one level of fighter to each bugbear. To decrease the challenge, remove one level of fighter from each bugbear.

♦ **Bugbear Ftr 6:** CR 8; Medium humanoid (goblinoid); HD 3d8+6 + 6d10+12; hp 63; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +8; Grp +11; Atk +12 melee (1d10+6/17–20, heavy flail) or +10 ranged (1d6+3, javelin); Full Atk Atk +12/+7 melee (1d10+6/17–20, heavy flail) or +10 ranged (1d6+3, javelin); SA —; SQ Darkvision 60 ft., scent; AL CE; SV Fort +8, Ref +6, Will +3; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Cleave, Improved Critical (heavy flail), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: Breastplate, heavy furs (+1 circumstance bonus to saves against cold), heavy flail, quiver of javelins (5).

O5. COMMUNAL CHAMBER

This enormous cavern, vaguely mushroom-shaped, clearly seconds as a communal camp and sleeping area. Primitive pallets and fur pelts lay strewn about the room. They may reach to the walls; it is difficult to see with the available lighting, or into the various nooks. The smell is almost enough to make your eyes water. Clearly not all the hides have been tanned or cured, and even in the extreme cold, decay has set in on more than a few of them.

If the bugbear guard in Room O4 sounded his horn, read the following.

The sleeping pallets are all empty, but the chamber is not. Large humanoid creatures, so shaggy that you cannot tell where their own fur leaves off and the furs they are wearing begin, advance on you from various points around the room. They hold weapons in hand, and their faces are twisted in snarls of rage.

If the PCs stopped the bugbear guard in Room O4 from sounding his horn, read the following.

The room is filled with activity. A great many shaggy humanoids bustle about, going this way and that, while others snore loudly atop the piles of furs. The instant you step into the chamber, however, one of the beasts raises a cry; the others cease what they are doing and turn to face you, and the sleepers stir.

Initial Attitude: Hostile

Encounter: Twelve bugbears are present (though the inhabitants of Rooms O4, O8 and O9 might be here as well). These include four fighters (hp 66, 63, 58, 57), three barbarians (hp 71, 68, 63), two rangers (hp 66, 62), two rogues (hp 49, 38), and a cleric (hp 55). The nature of this encounter depends on whether the bugbears knew the PCs were coming. If they did not, many of them are chatting with each other, carrying supplies to the workers in Room O9, or otherwise making themselves useful. About half of the bugbears as napping (those marked with an asterisk, above), and are thus not combat-ready.

On the other hand, if the bugbears knew the PCs were coming, they are already in combat position. The inhabitants of Rooms O8 and O9 are already present. The bugbears wait along various walls near the entrance, so that at least some of them are behind the PCs when they enter.

WORKING WITH THE BUGBEARS

The nature of the bugbears limits roleplay potential in this Region. They alone are one of the few races with the potential to negotiate, but their jaded past makes trust a nearly unreachable possibility. Therefore, the bugbears are more likely to attack the PCs, rather than wait for the inevitable betrayal.

But DMs are welcome to try.

If that PCs have seen too much fighting already (and most likely they have), then the bugbears can be Unfriendly instead of Hostile, allowing the PCs a chance to negotiate their way out of a few less brawls. And if that doesn't work, the bugbears can be so jaded, cynical, and disillusioned, that they lack the will to fight and glom onto the nearest hero-type.

In either case, they move to attack as soon as possible, convinced that any who are not of their tribe must be enemies. They offer no opportunity for negotiation.

Encounter Condition: [Ambush], [Concealment], [Cover]

Tactics: If the PCs surprise the bugbears, they are primarily concerned with getting all their companions awake swiftly, unable to fight as strategically as they otherwise might. Once combat starts, the inhabitants of Rooms O8 and O9 arrive in two rounds. The sleepers are able to start combat in one round, but fight unarmored.

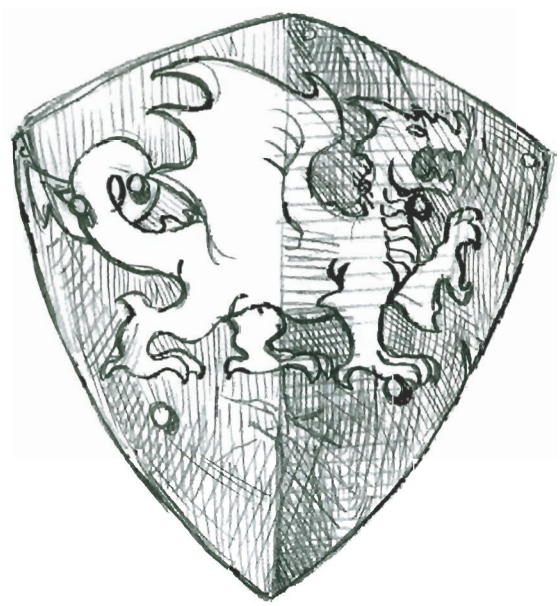
If the bugbears are prepared, however, they make every effort to gain situational advantage over the PCs. Because they strike from all directions around the room, flanking is a certainty, and the bugbear rogues take full advantage of it. The bugbears concentrate their attacks on any obvious spellcasters. The cleric stays back from the melee as long as possible, casting enhancing spells on his allies and offensive spells at the PCs (alternating each round). The rangers hang back, firing arrows at the PCs. Once he's involved in combat, Guruch fights to the death. If he, the cleric, and half the bugbears are slain, the others flee to Room O1 and escape into other parts of the dungeon (where they most likely die, of course).

If they cannot execute such a retreat, they fight to the death.

Treasure: The bugbears have a collected hoard of about 1,500 gp located in various coffers in bags, tucked into corners of the Room.

EL: 13 or 16

Scaling: To increase the challenge of this encounter, add one class level to each bugbear. To decrease the challenge, remove one class level.



Bugbear Brb 3: CR 8; Medium humanoid (goblinoid); HD 3d8+6 + 6d12+12; hp 71, 68, 63; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +8; Grp +11; Atk +13 melee (1d12+6/×3, greataxe); Full Atk +13/+8 melee (1d12+6/×3, greataxe); SA Rage; SQ Darkvision 60 ft., fast movement, improved uncanny dodge, scent, uncanny dodge; AL CN; SV Fort +2, Ref +4, Will +1; Str 16 [18], Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +11, Hide +4, Listen +10, Move Silently +6, Spot +4, Survival +9, Swim +7; Alertness, Cleave, Power Attack, Weapon Focus (great axe).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Rage (Ex): A bugbear barbarian can fly into a rage twice per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) This fit of rage lasts for 7 rounds. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Uncanny Dodge (Ex): A bugbear barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A bugbear barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Possessions: Studded leather armor, greataxe, *gauntlets of ogre power.*

Bugbear Clr 6: CR 8; Medium humanoid (goblinoid); HD 3d8+3 + 6d8+6; hp 55; Init +1; Spd 30 ft.; AC 22, touch 11, flat-footed 20; Base Atk +6; Grp +8; Atk +8 melee (1d8+2/×3, warhammer); Full Atk +8/+3 melee (1d8+2/×3, warhammer); SA Spells; SQ Darkvision 60 ft., scent; AL CE; SV Fort +7, Ref +6, Will +9; Str 15, Dex 13, Con 13, Int 10, Wis 16, Cha 12.

Skills and Feats: Climb +3, Concentration +10, Hide +4, Knowledge (religion) +3, Listen +4, Move Silently +6, Spot +4; Alertness, Combat Casting, Dodge, Weapon Focus (warhammer).

Typical Cleric Spells Prepared (5/5/5/4; save DC 13 + spell level): 0—*detect magic, guidance (2), resistance, virtue;* 1st—*bless, cure light wounds (2), magic weapon*, shield of faith;* 2nd—*bear's endurance, bull's strength, cure moderate wounds (2), spiritual weapon*;* 3rd—*invisibility purge, magic vestment*, prayer.*

* Domain spell. *Domains:* Chaos (cast chaos spell at +1 level) and war (weapon proficiency and focus — warhammer).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: +2 breastplate of minor fortification, light steel shield, masterwork warhammer, iron and bone holy symbol, *scroll of align weapon, scroll of cure serious wounds, scroll of invisibility purge, scroll of spiritual weapon.*

Bugbear Ftr 6: CR 8; Medium humanoid (goblinoid); HD 3d8+6 + 6d10+12; hp 66, 63, 58, 57; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +8; Grp +11; Atk +12 melee (1d10+6/17–20, heavy flail) or +10 ranged (1d6+3, javelin); Full Atk Atk +12/+7 melee (1d10+6/17–20, heavy flail) or +10 ranged (1d6+3, javelin); SA —; SQ Darkvision 60 ft., scent; AL NE; SV Fort +8, Ref +6, Will +3; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Cleave, Improved Critical (heavy flail), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: Breastplate armor, heavy flail, quiver of 5 javelins.

Bugbear Rgr 6: CR 8; Medium humanoid (goblinoid); HD 3d8+6 + 6d8+12; hp 66, 62; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +8; Grp +4; Atk +10 melee (1d8+2/×3, warhammer) or +11 ranged (1d8+2/×3, composite longbow (+2 Str bonus); Full Atk +10/+5 melee (1d8+2/×3, warhammer) or +11/+6 ranged (1d8+2/×3, composite longbow (+2 Str bonus); SA Combat style (archery); SQ Darkvision 60 ft., favored enemy, scent; AL NE; SV Fort +7, Ref +10, Will +3; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +9, Craft (one bowyer, one fletcher) +6, Hide +11, Listen +10, Move Silently +12, Spot +10; Alertness, Point Blank Shot, Precise Shot, Track, Weapon Focus (composite longbow).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Favored Enemy (Ex): The rangers gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures that he has trained against. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures. One has giants and humans as favored enemies, the other has giants and elves.

Possessions: Studded leather armor, composite longbow (+2 Str bonus), quiver of 18 arrows (2 masterwork),warhammer.

Bugbear Rog 6: CR 8; Medium humanoid (goblinoid); HD 3d8+3 + 6d6+6; hp 49, 38; Init +2; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +6; Grp +8; Atk +9 melee (1d6+2/19–20, short sword) or +8 ranged (1d4+2, throwing dagger); Full Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); SA; SQ Darkvision 60 ft., evasion, scent, uncanny dodge; AL CE; SV Fort +4, Ref +9, Will +3; Str 15, Dex 14, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +11, Hide +12, Listen +12, Move Silently +14, Search +8, Spot +12; Alertness, Dodge, Weapon Focus (short sword). +1

Sneak Attack (Ex): Any time a bugbear rogue's opponent is denied his Dexterity bonus to AC, or if she flanks her opponent, she deals an extra 3d6 points of damage.

Evasion (Ex): A bugbear rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Uncanny Dodge (Ex): A bugbear rogue can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: Leather armor, short swords, throwing daggers.

Bugbear 6th-level fighter (1): CR 8; Medium humanoid (goblinoid); HD 3d8+6+6d10+12; hp 72; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +8; Grp +11; Atk +13 melee (1d10+7/17–20, +1 elf-bane heavy flail) or +10 ranged (1d6+3, javelin); Full Atk Atk +13/+8 melee (1d10+7/17-20, +1 elf-bane heavy flail) or +10 ranged (1d6+3, javelin); SA -; SQ Darkvision 60 ft., scent; AL CE; SV Fort +8, Ref +6, Will +3; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Cleave, Improved Critical (heavy flail), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: Breastplate armor, +1 elf-bane heavy flail, quiver of 5 javelins.

06. PORTCULLIS

A primitive but effective portcullis blocks further passage down this corridor. The crossbars on the gate are formed from the bones of some creature far larger than human. They appear to be held together with ice so thick that it has the consistency of stone. You do not see any obvious means of opening the gate. Behind the portcullis extend two passages, one to the northeast, one to the southeast. Both are blocked by curtains, so you cannot see what may lie beyond.

Initial Attitude: N/A

Encounter: Guruch had this gate built both to give him privacy, and to protect the meager wealth and supplies the bugbears have managed to gather.

Gate: 2 in. thick; hardness 7, hp 25, break DC 24.

The gate requires a DC 28 Strength check to lift. Because it is built partly of ice, however, it can be weakened by magics that generate heat. Any spell that raises the temperature above freezing for more than a few moments reduces the hardness, hp, and Break DC by half. A spell that causes substantial fire damage, such as *fireball*, destroys it instantly.

Alternatively, the PCs might simply search for the hidden lever to open it, which is disguised as an icicle hanging from the ceiling along the north wall. It requires a DC 30 Search check to locate; pulling it raises the portcullis with a loud clanking of chains. The gate remains open until either this lever, or the other one located in Room O8, is pulled once more.

Encounter Condition: N/A
Tactics: N/A
Treasure: N/A
EL: N/A
Scaling: N/A

07. TREASURE CHAMBER

Pushing aside the curtain to the northeast, you see a corridor that extends less than one hundred ft. and then stops abruptly. It widens as it progresses, creating something of a chamber at the furthest end. Within that chamber are a number of crates, chests, leather pouches, and other receptacles.

Initial Attitude: N/A

Encounter: This is where the bugbears keep the wealth that belongs to the tribe. Anything not specifically owned or carried by an individual is found here. They don't have much, given the current circumstances.

None of the containers are trapped. Some of the chests are locked, but the locks are not of good quality, requiring only a DC 12 Open Locks check.

Treasure: The bugbears have scraped together perhaps 250 gp in various coins, half a dozen potions — *barkskin +2, bull's strength, endure elements, hide from undead, remove fear, spider climb* — and a *rope of climbing.*

EL: N/A
Scaling: N/A

08. CHIEFTAIN'S QUARTERS

Although unlikely, it is vaguely possible the PCs have reached this chamber without encountering Guruch as part of an earlier combat. If this is the case, read the first paragraph, and move to the second only when combat is over and the PCs have a moment to take in their situation. Unless the PCs have magically silenced themselves and the area around them, Guruch hears them coming, as the gate makes substantial noise as it rises (or as the PCs batter it down).

Even as you push aside the curtain blocking access to this chamber, a fierce howl comes your direction, and a blur of shaggy fur and spinning blades slams into the party.

If (as is more likely the case) Guruch has already been faced and defeated, skip the first paragraph and go straight to the second.

This side cavern has been made up as a fairly extravagant (under the circumstances, anyway) living chamber. An actual wooden bed frame supports layers of thick furs, and a number of old but thick wool cloaks have been sewn together to form a rug. Broken weapons, bits of armor, and helms line the walls, and their various and sundry sizes and styles suggest that they come from a wide range of races. A fire pit sits in the center of the room, dug into the compacted earth, surrounded by stones, where a small but cheerful fire crackles away within it. The curtain that prevented you from seeing into this chamber from the gate is thick, good both for privacy and for keeping the warmth of the fire from leeching out of the chamber.

Initial Attitude: Hostile

Encounter: Guruch (hp 198) waits in his chamber, attacking intruders the instant they enter. Any surviving bugbears from the outlying Section arrive in 1d4 rounds to be of service to their chief.

Encounter Condition: N/A

Tactics: Guruch is a straightforward combatant. He chops up his foes in the throes of rage, and does not cease until they are dead, or he is. Still, he is capable of thinking tactically. If at all possible, he focuses all his attacks on a single foe until that target is dropped, then moves on to another. He conducts a fighting retreat back into his chambers and fight with his back to a wall or to the fire pit, to prevent flanking.

If fighting alongside his brethren, Guruch still focuses on a single foe, but he often cooperates with one or more of the other bugbears, in hopes of dropping that opponent as quickly as possible. He particularly favors flanking an enemy alongside one of his fellow barbarians or one of the rogues. Under no circumstance does Guruch flee or surrender; he fights to the death.

Treasure: Guruch carries a +2 *anarchic great club*, wears masterwork studded leather, and wears an *amulet of natural armor +4*. He has a single *potion of cure moderate wounds* and a blue-green elemental gem hidden under the furs of his bed.

EL: 13

Scaling: To increase the challenge of this encounter, increase Guruch's barbarian level by 2. To decrease the challenge, lower it by 2.

Guruch, Bugbear Brb 13: CR 15; Medium humanoid (goblinoid); HD 3d8+12 + 13d12+52; hp 198; Init +2; Spd 40 ft.; AC 23, touch 12, flat-footed 21; Base Atk +15; Grp +20; Atk +23 melee (1d10+8/19–20, +2 anarchic great club); Full Atk +23/+18/+13 melee (1d10+8/19–20, +2 anarchic great club); SA Greater rage; SQ Darkvision 60 ft., DR 2/–, fast movement, improved uncanny dodge, scent, uncanny dodge; AL CE; SV Fort +12, Ref +9, Will +6; Str 20, Dex 15, Con 19, Int 11, Wis 12, Cha 14.

Skills and Feats: Climb +18, Hide +5, Intimidate +15, Listen +17, Move Silently +6, Spot +4, Survival +14; Alertness, Cleave, Improved Critical (great club), Improved Sunder, Power Attack, Weapon Focus (great club).

Greater Rage (Ex): Guruch can fly into a rage thrice per day. In a rage, Guruch temporarily gains a +6 bonus to Strength, a +6 bonus to Constitution, and a +3 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases Guruch's hit points by 48, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) This fit of rage lasts for 10 rounds. A barbarian may prematurely end his rage. At the end of the rage Guruch loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Uncanny Dodge (Ex): Guruch retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): Guruch can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: Masterwork chain shirt, +2 *anarchic great club*, *amulet of natural armor +4*.

O9. EXCAVATION

This great chamber is clearly a natural cavern. The floor is uneven, and littered with columns and stalagmites. The walls are rough, jagged, and riddled with crevices.

If the PCs have not already fought the inhabitants of this room in the great battle in Room O4 or O5, read the following paragraph. Otherwise, skip it.

The sounds of hard labor, hammer blows, and cracking rock, echo from the far end of the cavern. From where you stand, you cannot see who, or what, might be the source of those sounds.

Once the PCs approach the eastern edge of the cavern, continue with the following.

This portion of the cave does not seem as natural or as random as the rest. Clearly, someone was digging here, to extend the cave east, forming a small passage or antechamber that nature did not intend.

Initial Attitude: Hostile

Encounter: Guruch and his bugbears have spent months tunneling here. They hope eventually to break through into Room O56, thus bypassing many of the frost giants. From there, they hope they can make a break for the exit before Barcellus (Room O59) or his servants can stop them. Even without the interference of the PCs, the bugbears are still months (if not years) away from achieving their goal, and that's assuming they don't strike a layer of rock too tough to chip through.

The bugbears present here include four fighters (hp 66, 58, 56, 53), three barbarians (hp 74, 65, 61), and five rangers (hp 61, 58, 55, 51, 44). All are working at carving away the east wall, but are also fully prepared for battle, with weapons near at hand.

Encounter Condition: N/A

Tactics: The bugbears use their greater numbers to surround their foes and attack from all sides. Combat here may not draw the bugbears from elsewhere, as the cavern is large and the tribe is used to hearing sounds of exertion coming from the excavation. Allow the inhabitants of Room O5 a DC 20 Listen check to recognize the sounds of combat, rather than work. If half the bugbears here are slain, the remainder flee.

Treasure: The bugbears' equipment is non-magical, and any wealth they might have possessed was added to the tribal collection in Room O7.

EL: 13

Scaling: To increase the challenge of this encounter add one class level to each bugbear. To decrease the challenge, remove one class level.



Bugbear Brb 6: CR 8; Medium humanoid (goblinoid); HD 3d8+6 + 6d12+12; hp 74, 65, 61; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +8; Grp +11; Atk +12 melee (1d12+4/×3, greataxe); Full Atk +12/+7 melee (1d12+4/×3, greataxe); SA Rage; SQ Darkvision 60 ft., fast movement, improved uncanny dodge, scent, uncanny dodge; AL CE; SV Fort +2, Ref +4, Will +1; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 8.

Skills and Feats: Climb +10, Hide +4, Listen +10, Move Silently +6, Spot +4, Survival +9, Swim +6; Alertness, Cleave, Power Attack, Weapon Focus (great axe).

Rage (Ex): A bugbear barbarian can fly into a rage twice per day. In a rage, a barbarian temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) This fit of rage lasts for 7 rounds. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, can't charge or run) for the duration of the current encounter.

Uncanny Dodge (Ex): A bugbear barbarian retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Improved Uncanny Dodge (Ex): A bugbear barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Bugbear Ftr 6: CR 8; Medium humanoid (goblinoid); HD 3d8+6 + 6d10+12; hp 66, 58, 56, 53; Init +5; Spd 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +8; Grp +11; Atk +12 melee (1d10+6/17–20, heavy flail) or +10 ranged (1d6+3, javelin); Full Atk Atk +12/+7 melee (1d10+6/17–20, heavy flail) or +10 ranged (1d6+3, javelin); SA —; SQ Darkvision 60 ft., scent; AL NE; SV Fort +8, Ref +6, Will +3; Str 16, Dex 12, Con 14, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Cleave, Improved Critical (heavy flail), Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (heavy flail), Weapon Specialization (heavy flail).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: Breastplate armor, heavy flail, quiver of 5 javelins.

Bugbear Rgr 6: CR 8; Medium humanoid (goblinoid); HD 3d8+6 + 6d8+12; hp 61, 58, 55, 51, 44; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +8; Grp +4; Atk +10 melee (1d8+2/×3, warhammer) or +11 ranged (1d8+2/×3, composite longbow (+2 Str bonus); Full Atk +10/+5 melee (1d8+2/×3, warhammer) or +11/+6 ranged (1d8+2/×3, composite longbow (+2 Str bonus); SA Combat style (archery); SQ Darkvision 60 ft., favored enemy, scent; AL NE; SV Fort +7, Ref +10, Will +3; Str 15, Dex 14, Con 14, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +9, Craft (one bowyer, one fletcher) +6, Hide +11, Listen +10, Move Silently +12, Spot +10; Alertness, Point Blank Shot, Precise Shot, Track, Weapon Focus (composite longbow).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Favored Enemy (Ex): The rangers gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures that he has trained against. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures. One has giants and humans as favored enemies, the other has giants and elves.

Possessions: Studded leather armor, composite longbow (+2 Str bonus), quiver of 18 arrows (2 masterwork), warhammer.

O10 THROUGH O19. LAIR OF THE WORMS

Even the brave warriors of the Red Ice Tribe have learned to avoid this particular cluster of caverns. These caves second as the lair of a mated pair of tougher-than-average frost worms. Although frost worms are normally solitary creatures, these two have remained together as a mated pair; despite their animal intelligence, they recognized the danger the giants and other inhabitants of the region posed to their clutch of eggs.

The frost worms occasionally burrow to the surface in search of prey. This leaves tunnels 5 ft. in diameter to the surface. However, the magical emanations of the dungeon which prevent teleportation into or out of Region O also prevent any such openings from providing escape. Mere minutes after the creation of such a tunnel, these magics cause the ice and earth to form together, sealing the tunnels.

An extended family of ice mephits has also taken up residence in this area. Small as they are, the frost worms normally ignore them, and the mephits can easily take shelter in cracks and crevices on those occasions the worms do attack them. Because the mephits believe the worms' presence keeps other inhabitants of the region from attacking them, they actually move to aid the frost worms in combat.

This Section has no Random Encounters.

O10. ENTRYWAY

This cavern starts wide enough, and even where it narrows to the east, the corridor remains sufficiently broad to encompass creatures far larger than you. The ice and rock that make up the floor are broken and uneven; it should not cause you a great deal of trouble if you pick your way across it carefully, but you would not want to take it at a dead canter. Here and there, enormous limbs and broken bits of equipment jut through the ice. Clearly, not all the protrusions and mounds on the floor are natural.

Initial Attitude: N/A; Hostile

Encounter: Half a dozen frost giant bodies lie strewn about the entryway. Most of them are buried at least halfway in the floor, as the ice and earth the worms displace when tunneling out of here have interred them. The bodies have been here quite some time; only the freezing temperatures have prevented them from decomposing.

The giant corpses have no worthwhile equipment on them, only nonmagical weapons, armor, and tools. Of course, the PCs don't know this unless they disturb the bodies—and doing so lands them in far more trouble. Thanks to the necromantic energies emanating from Region N, three of the dead giants remain behind as powerful dread wraiths, manifesting only if their remains, or the remains of their companions, are disturbed in any way — the frost worms have learned (the hard way) to avoid the bodies.

The instant a PC or other living creature touches one of the dead giants, three enormous dread wraiths (hp 200 each) rise from the earth and attack the party. If successfully turned, the wraiths flee back into the earth whence they came, but rise once more if the bodies are again disturbed once the turning effect has worn off.

Encounter Condition: N/A

Tactics: The dread wraiths take full advantage of their incorporeal natures. They frequently move into and out of the floor, walls, and ceiling in order to attack from higher ground or to flank their foes. They make frequent use of their spring attack ability as well, utilizing their great speed to strike and move swiftly out of range of any possible counterattack.

It is possible for the PCs to escape the wraiths, rather than defeat them. These dread wraiths are bound to their physical bodies until those bodies rot away—something that never happens in this frigid environment. The wraiths do not pursue anyone outside Room O10, though they wait around for an hour or so to see if the PCs return before they resume their rest. Once they are again at rest, they only manifest

if a body is disturbed. If the PCs defeat the frost worms and mephits in Room O11 and are on their way out, a surviving mephit flits ahead of them, disturb a body, and then flee, in hopes that the wraiths gain their vengeance for them against the PCs. If the wraiths are destroyed, however, they are gone for good, and never manifest again.

Treasure: N/A

EL: 18

Scaling: To increase the challenge of this encounter, add four dread wraiths. To decrease the challenge, reduce the dread wraith's HD to 24.

Dread Wraith: CR 15; Large undead (incorporeal); HD 32d12; hp 200; Init +13; Spd Fly 50 ft.; AC 25, touch 25, flat-footed 16; Base Atk +16; Grp —; Atk Incorporeal touch +25 melee touch (2d6/19-20 plus 1d8 Constitution drain, incorporeal touch); Full Atk +25 melee touch (2d6/19-20 plus 1d8 Constitution drain, incorporeal touch); Space/Reach 10 ft./10 ft.; SA Constitution drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, lifesense 60 ft., undead traits, unnatural aura; AL LE; SV Fort +10, Ref +19, Will +22; Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24.

Skills and Feats: Diplomacy +9, Hide +40, Intimidate +42, Knowledge (religion) +38, Listen +41, Search +38, Sense Motive +39, Spot +41, Survival +4 (+6 following tracks); Ability Focus (constitution drain), Alertness*, Blind-Fight, Combat Expertise, Combat Reflexes, Dodge, Improved Initiative*, Improved Critical (incorporeal touch), Improved Natural Attack (incorporeal touch), Mobility, Spring Attack, Weapon Focus (incorporeal touch), Whirlwind Attack.

Constitution Drain (Su): Living creatures hit by a dread wraith's incorporeal touch attack must succeed on a DC 36 Fortitude save or take 1d8 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the dread wraith gains 5 temporary hit points.

Create Spawn (Su): Any humanoid slain by a dread wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved to the death. They possess none of the abilities they had in life.

Daylight Powerlessness (Ex): Wraiths are powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Lifesense (Su): A dread wraith notices and locates living creatures within 60 ft., just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of a dread wraith at a distance of 30 ft. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

O11. FROST WORM CAVERN

The wide passage opens into an enormous cavern, with smooth ice as the floor. Numerous passages and sub-caverns continue in all directions, but you have little time to examine any of them. From the center of the room, an enormous worm-like creature with gaping mandibles lunges your direction, sliding across the ice with frightening speed!

Initial Attitude: Hostile

Encounter: Note that the floor in this room is smooth, icy, and slick. Any PC who is struck in combat must make a DC (10 + damage suffered) Balance check or fall prone (suffering 1d3 damage). Normal movement requires no check, but moving twice in a round requires a DC 15 Balance check, and running requires a DC 25 Balance check.

The PCs have stumbled into the central cavern of the frost worms' lair. Two frost worms (hp 244, 231) laze about when the PCs arrive, but are sluggish at first. They suffer a –5 circumstance penalty to their Initiative checks as a result. However, if the PCs threaten the nest (Room O12), they go into a frenzy and gain the benefits of rage.

In addition, once combat erupts, an entire colony of ice mephits (Room O15) and their leader swiftly rush to aid their "protectors."

Encounter Condition: Ambush, Hazardous Footing 22

Tactics: The worms normally sleep around the northern curve of the cave where the passage opens into the cavern. This gives the frost worms an element of surprise, but their sluggish state may prevent them from taking advantage of it. The worm starts with its trill, followed with its breath weapon, and only then attacks with its mandibles. The second worm is at the far end of the cavern. It takes one round to enter melee combat, but it trills the instant it hears its mate do the same, forcing the PCs to make two saves. It also uses its breath weapon as it approaches, before entering melee.

The mephits enter combat 1d4+1 rounds after the first trill. They know full well that they are themselves no match for the PCs. They remain at a distance, using their spell-like abilities and breath weapons to aid the frost worms. They engage in melee only if forced to do so. Their leader, Stelyph, uses his *wand of magic missiles* every round. If the frost worms and half the mephits be slain, the remaining mephits flee either to Room O16 or back to Room O1 where they use the dread wraiths to ambush the PCs as described above.

Treasure: N/A

EL: 18

Scaling: To increase the challenge of this encounter, add one frost worm and increase the ice mephits by 3 HD. To decrease the challenge, have the ice mephits arrive in 2d6 rounds.

Frost Worm: CR 14; Huge magical beast (cold); HD 21d10+105; hp 244, 231; Init +4; Spd 30 ft., burrow 10 ft.; AC 19, touch 8, flat-footed 19; Base Atk +21; Grp +38; Atk +28 melee (2d8+12/19–20 plus 1d8 cold, bite); Full Atk +28 melee (2d8+12/19–20 plus 1d8 cold, bite); Space/Reach 15 ft./10 ft.; SA Trill, cold, breath weapon; SQ Darkvision 60 ft., death throes, immunity to cold, low-light vision, vulnerability to fire; AL N; SV Fort +17, Ref +12, Will +9; Str 26, Dex 10, Con 20, Int 2, Wis 11, Cha 11.

Skills and Feats: Hide +3*, Listen +5, Spot +5; Ability Focus (breath weapon), Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Improved Natural Armor, Iron Will, Weapon Focus (bite).

Trill (Su): A frost worm can emit a noise that forces its prey to stand motionless. This sonic mind-affecting compulsion affects all creatures other than frost worms within a 100-foot radius. Creatures must succeed on a DC 20 Will save or be stunned for as long as the worm trills and for 1d4 rounds thereafter, even if they are attacked. However, if attacked or violently shaken (a full-round action), a victim is allowed another saving throw. Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. The effect's caster level is 14th. The save DC is Charisma-based.

Cold (Ex): A frost worm's body generates intense cold, causing opponents to take an extra 1d8 points of cold damage every time the creature succeeds on a bite attack. Creatures attacking a frost worm unarmed or with natural weapons take this same cold damage each time one of their attacks hits.

Breath Weapon (Su): 30-foot cone, once per hour, damage 15d6 cold, Reflex DC 27 half. Opponents held motionless by the frost worm's trill get no saving throw. The save DC is Constitution-based.

Death Throes (Ex): When killed, a frost worm turns to ice and shatters in an explosion that deals 12d6 points of cold damage and 8d6 points of piercing damage to everything within 100 feet (Reflex half DC 25). The save DC is Constitution-based.

Skills: * A frost worm, due to its coloration and its affinity for burying itself in the snow, has a +10 racial bonus on Hide checks in its native environment.

O12. NEST AND CLUTCH

This large side cavern has a ring of broken ice and rock against the northern wall. The floor shows signs of warping, and is not as smooth as it is to the south.

Within the circle of shards are a number of strange objects. They appear to be ice formations, but their perfect oval shape suggests they may not be natural.

Initial Attitude: N/A

Encounter: These are the frost worm eggs. If the PCs enter this Room while the frost worms are alive, the worms immediately focus their energies on them until they leave. If a single PC damages or directly threatens the eggs, the worms focus their attacks on him until he is slain, even if he retreats from Room O12. The ice mephits (Room O11) do not go near the eggs, for fear of drawing the worms' wrath.

Encounter Condition: Poor Footing 6

Tactics: N/A

Treasure: The first worm eggs are worth 1,000 gp to a collector or exotic animal trainer, so long as they aren't cracked. Give the PCs 2d6 days before the frost worm eggs start to hatch.

EL: N/A

Scaling: N/A

O13. MURAL

From a distance, the walls in this almost rectangular alcove look just like all those in the surrounding area—rock covered by layers of ice. Upon closer inspection, however, it becomes clear that these walls are not normal. Though it is cracked in many places, sullied with age, and hidden behind thick sheets of ice, you see that a strange mural adorns all three of these walls. Specific details are difficult to distinguish, but you are fairly certain you can make out human shapes in various poses and postures. They appear to be prostrating themselves before icons that look like snow-capped mountains. Among the mountains are shapes much larger than the humanoids depicted; these shapes represent white dragons, blue-bearded and white-skinned giants, and other such winter creatures.

Initial Attitude: N/A

Encounter: No other clue exists here as to what the mural might reveal in the end, though characters who examine the shrine in Room O14 can probably figure it out without too much conjecture. The use of fire to melt the ice also destroys the mural, which is fragile. More subtle magics used to remove the ice without the use of open flame or extreme heat might reveal more details. The mural does indeed show humans, dwarves, and other humanoids paying homage to white dragons, frost giants, and strange unfamiliar creatures that appear to be made entirely of ice. No character, no matter what skills he might possess, can recognize the style of the artwork; it comes from a culture with which nobody alive today is familiar.

Treasure: N/A

O14. ABANDONED TEMPLE

After squeezing through a bottleneck in the corridor, you find yourself in a moderately sized chamber of a haphazard and jagged shape. Although they are mostly hidden beneath the ice and dirt, you can make out portions of various abstract symbols carved into the floor. They too are jagged, almost sharp, and somehow disconcerting to look at for more than a few moments at a time.

Near the south end of the chamber stands a rectangular block of stone, perhaps five ft. long by two ft. wide by four ft. high. This stone is obviously not native to the caverns, for the block is clearly made of polished white marble, which you have never come across in this region. Directly behind the marble stands an iron disk the size of a carriage wheel, upon which are carved more abstract symbols, intertwined with draconic forms, heavily bearded humanoid faces, and mountain peaks.

Initial Attitude: N/A

Encounter: A DC 10 Knowledge (religion) check identifies the marble block and iron disk as an altar of undecipherable origin and a DC 25 Knowledge (religion) check indicates the altar is for the worship of ice creatures.

In truth, this shrine was the central place of worship for the ancient cult described in the introduction to Region P, above. This cult of humans and humanoids worshiped an ancient winter and elemental ice deity. Because their god had no known physical form, the cultists used creatures of ice and cold -- frost giants, white dragons, and the like — as symbols of their deity's potency. The cultists made a regular habit of summoning creatures of winter to do their bidding, and some of the inhabitants of the region, such as the mephits described above, may be among those who were called and then never departed. The cult itself is long gone and forgotten. Even Jardarir, whose god may or may not be the same deity they worshiped, is unaware they ever existed.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

O15. MEPHIT LAIR

This cavern is narrow, but high; the ceiling appears to be at least 20 ft. from the floor. Numerous ledges and holes bedeck the walls, and several columns of ice and rock rise from the floor to various heights.

Initial Attitude: Unfriendly

Encounter: This is the home of the mephit clan. They spend most of their time flitting about this cavern, lazing about on various ledges and perches, and enjoying the cold. If all twelve mephits (hp 27 each) are present, they are not happy with the PCs' intrusion into their homes. Although it may be possible for the PCs to talk their way out of combat, if they either leave immediately or succeed in intimidating the mephits, they attack.

However, it's unlikely the mephits are still here when the party arrives. Odds are that the PCs had to fight the frost worms to get here; if they did, the mephits would have moved to help, as described above. In that case, they are either all dead, or they have fled to Room O10 or Room O16.

Encounter Condition: N/A

Tactics: If the mephits are here, they attack from cover, using the many ledges, holes, and pillars as vantage points to launch their spell-like abilities. If Stelyph (hp 51) is present, he does the same to make most efficient use of his wand. If over half the mephits are slain, the remainder flee.

Treasure: N/A, unless Stelyph is present, in which case the party can retrieve his *wand of magic missile* (38 charges remaining at the starting of combat, minus whatever he uses during) and *major ring of fire resistance*.

EL: 11

Scaling: To increase the challenge of this encounter advance all the mephits by 3 hit dice. To decrease the challenge, consider removing a mephit or two although this is not recommended; this is already a remarkably easy fight, as the mephits are supposed to be encountered alongside the frost worms rather than alone.

Ice Mephit: CR 4; Small outsider (air, cold, extraplanar); HD 6d8; hp 27; Init +7; Spd 30 ft., fly 50 ft. (perfect); AC 18, touch 14, flat-footed 15; Base Atk +6; Grp +2; Atk +10 melee (1d3 plus 1d4 cold, claw); Full Atk +10 melee (1d3 plus 1d4 cold, 2 claws); SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to cold, vulnerability to fire; AL N; SV Fort +5, Ref +8, Will +5; Str 10, Dex 17, Con 10, Int 6, Wis 11, Cha 15.

Skills and Feats: Bluff +10, Escape Artist +11, Hide +15, Listen +8, Diplomacy +6, Disguise +4 (+6 acting), Move Silently +11, Spot +8, Use Rope +5 (+7 with bindings); Dodge, Improved Initiative, Weapon Finesse.

Breath Weapon (Su): 10-foot cone of ice shards, damage 1d4 cold, Reflex DC 14 half. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they have immunity to cold or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: 1/hour—magic missile (caster level 3rd); 1/day—chill metal (DC 14, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is 32° F. or below.

♟ **Stelyph/Stopheles, Ice Mephit Leader:** CR 5; Medium outsider (air, cold, extraplanar); HD 9d8+9; hp 51; Init +7; Spd 30 ft., fly 50 ft. (perfect); AC 17, touch 13, flat-footed 14; Base Atk +9; Grp +11; Atk +12 melee (1d4+2 plus 1d4 cold, claw); Full Atk +12 melee (1d4+2 plus 1d4 cold, 2 claws) SA Breath weapon, spell-like abilities, summon mephit; SQ Damage reduction 5/magic, darkvision 60 ft., fast healing 2, immunity to cold, vulnerability to fire; AL N; SV Fort +7, Ref +11, Will +7; Str 14, Dex 16, Con 12, Int 8, Wis 12, Cha 17.

Skills and Feats: Bluff +15, Escape Artist +9, Hide +15, Listen +13, Diplomacy +5, Disguise +8 (+10 acting), Move Silently +15, Spot +13, Use Magical Devices +15, Use Rope +3 (+5 with bindings); Dodge, Flyby Attack, Improved Initiative, Lightning Reflexes, Weapon Finesse.

Breath Weapon (Su): 10-foot cone of ice shards, damage 1d4 cold, Reflex DC 16 half. Living creatures that fail their saves are tormented by frostbitten skin and frozen eyes unless they have immunity to cold or are otherwise protected. This effect imposes a –4 penalty to AC and a –2 penalty on attack rolls for 3 rounds. The save DC is Constitution-based and includes a +1 racial bonus.

Spell-Like Abilities: 1/hour- magic missile (caster level 3rd); 1/day—chill metal (DC 15, caster level 6th). The save DC is Charisma-based.

Fast Healing (Ex): An ice mephit heals only if it is touching a piece of ice of at least Tiny size or if the ambient temperature is 32° F. or below.

Possessions: Wand of magic missiles (at 3rd level, 38 charges remaining at the starting of combat, minus whatever he uses) and a major ring of energy resistance (fire).

O16. MEPHIT RETREAT

The corridor leading from the high-ceiling cavern is extremely narrow, less than two ft. wide. Further, you can see that it twists and turns as it goes, and the walls are rough.

Small PCs can squeeze through the corridor with no difficulty, though it's not comfortable. Medium PCs must succeed in three separate DC 20 Escape Artist checks to do so. Large creatures cannot fit through at all.

If any of the PCs do squeeze all the way into O16 proper, continue with the following paragraph.

Compared to the other caverns you have seen in this region, this particular cave is tiny, less than 15 ft. on each side. The ceiling is only about seven ft. from the floor, making the chamber feel even more cramped. A thin corridor, just as narrow and treacherous as the one that led you here, leads off to the southwest.

Initial Attitude: Hostile

Encounter: This tiny cave is the ice mephits' last bastion. If they flee from combat elsewhere, some of them hide here, hoping the size of the corridor prevents anyone from following. If they must, they'll flee further into the southern passage. They fight only if pursuers leave them no other choice; they'd rather hide, despite their hostility.

The mephit clan also stores their treasure here, not counting what Stelyph carries on him.

Encounter Condition: Ambush

Tactics: By now, the mephits have few options. They use distance attacks where possible, but close to melee (and fighting to the death) if no other option presents itself.

Treasure: 200 gp in various coins, a *gray bag of tricks*, a *robe of bones* (serving as Stelyph' bed), and a *figurine of wondrous power (silver raven)*.

EL: N/A

Scaling: N/A

O17. LAIR OF THE GREAT LIZARD

As you round a bend in the cavern wall, an earth-shaking roar rattles your eardrums. And then the earth literally does shake, as an enormous reptilian horror, eyes aglow with hate and skin black as midnight, charges toward you on two powerful legs. Running beside it as a bearded, white-skinned giant wearing furs and carrying a pair of axes.

Once the encounter is over (or if the PCs dealt with this odd pair of opponents before reaching Room O18) read the following.

The gap in the stone beside you is almost too wide to be properly called a "cavern." It's really little more than an exceptionally large bend in the wall. Still, it's clear that something's been using this area as a lair. Furs and stones are piled into an enormous circular nest, and a pallet of furs laid out beside it looks almost like a primitive bed for a giant. The entire place smells of reptilian musk; you can only imagine how much worse it would be in a warmer climate.

Initial Attitude: Hostile

Encounter: This broad cavern is the lair of a truly bizarre creature — a fiendish megaraptor (hp 279). The creature was captured long ago, passing from demon to devil, finally becoming a beast of burden and watchdog for Ketochrensus (Room O42). Eventually the beast escaped, and after a few attempts at recovery failed, Ketochrensus left it alone — especially since it attacked the frost giants.

Eventually the Red Ice Tribe set out to hunt down and slay the creature, but one of their number, a ranger named Korwynne (hp 212), was able to befriend the beast despite its nature. Since then, Korwynne remained with the creature, for only his presence prevents it from attacking the frost giants once again. The pair of them have become "friends," and each fights to protect the other, defending their territory vehemently.

Encounter Condition: Fear 25, [Fog]

Tactics: Korwynne positions himself to flank the PCs, or otherwise take full advantage of the megaraptor's frenzied attack. The megaraptor fights to the death, and Korwynne does not flee so long as his companion lives. If the dinosaur is slain, however, and Korwynne reduced to 25% of his hit points, he escapes, using his *horn of fog* to create cover.

Treasure: N/A

EL: 18

Scaling: To increase the challenge of this encounter, add two ranger levels to Korwynne. To decrease the challenge, remove two ranger levels.

♛ **Fiendish Megaraptor:** CR 6; Gargantuan animal; HD 24d8+171; hp 279; Init +6; Spd 60 ft.; AC 18, touch 8, flat-footed 18; Base Atk +18; Grp +39; Atk +24 melee (4d8+9/19–20, talons); Full Atk +23 melee (4d8+9/19–20, talons) and +18 melee (1d6+4, 2 foreclaws) and +18 melee (2d8+4, bite); Space/Reach 20 ft./15 ft.; SA Pounce, smite evil; SQ Darkvision 60 ft., DR 10/magic, low-light vision, resistance to cold and fire 10, scent, SR 25; AL NE; SV Fort +21, Ref +16, Will +12; Str 29, Dex 15, Con 25, Int 2, Wis 15, Cha 10.

Skills and Feats: Hide +5, Jump +31, Listen +16, Spot +16, Survival +16; Combat Reflexes, Improved Critical (talons), Improved Initiative, Improved Natural Weapon (talons), Iron Will, Run, Toughness, Track, Weapon Focus (talons).

Pounce (Ex): If a megaraptor charges, it can make a full attack.

Skills: A megaraptor has a +8 racial bonus on Hide, Jump, Listen, Spot, and Survival checks.

Smite Good (Su): Once per day a fiendish megaraptor can make a normal melee attack to deal 20 extra points of damage against a good foe.

Korwynne, Frost Giant Rgr 8: CR 17; Large giant (cold); HD 14d8+70 + 8d8+40; hp 212; Init +0; Spd 40 ft.; AC 22, touch 9, flat-footed 22; **Base** Atk +18; Grp +31; Atk +30 melee (2d6+13/19-20×3, *+3 battleaxe*) or +26 melee (1d4+10, slam) or +18 ranged (2d6+10, rock); Full Atk +28/+23/+18/+13 melee (2d6+13/19-20×3, *+3 battleaxe*) and +25/+20 (1d8+5/×3, hand axe) or +26 melee (1d4+10, 2 slams) or +18 ranged (2d6+10, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Combat style (two-weapons), immunity to cold, improved combat style, low-light vision, rock catching, swift tracker, vulnerability to fire, woodland stride; AL NE; SV Fort +20, Ref +10, Will +8; Str 30, Dex 10, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +18, Craft (leather working) +10, Heal +6, Intimidate +6, Jump +18, Knowledge (dungeoneering) +4, Knowledge (nature) +8, Listen +10, Spot +20, Survival +10; Cleave, Endurance, Great Cleave, Improved Critical (battle axe), Improved Overrun, Improved Sunder, Power Attack, Track, Weapon Focus (battle axe).

Favored Enemy (Ex): Korwynne's Favored Enemies are humans and good outsiders. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Swift Tracker (Ex): Korwynne can move at his normal speed while following tracks without taking the normal –5 penalty. He takes only a –10 penalty (instead of the normal –20) when moving at up to twice normal speed while tracking.

Woodland Stride (Ex): Korwynne may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment.

However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Ranger Spells Prepared (2/1, save DC 12 + spell level): 1st—*longstrider, resist energy;* 2nd—*barkskin.*

Possessions: +2 leather armor, +3 battleaxe, masterwork hand axe, *horn of fog,* backpack, cooking utensils, furs, and tools.

O18. REFUSE

The ice and earth floor here is churned and uneven, as though someone has done substantial digging here.

Initial Attitude: N/A

Encounter: This is where Korwynne (Room O17) buries the remains of creatures he and the megaraptor kill but cannot otherwise use. This includes the long-frozen corpse of a bone devil, a servant of Ketochrensus (Room O42) who failed to regain control over the megaraptor.

Encounter Condition: Stagnant Air

Tactics: N/A

Treasure: The corpses have no valuables on them, as Korwynne searched them before burying them.

EL: N/A

Scaling: N/A

O19. WINTER WOLF DEN

The ground around you is strewn with rocks. Some are the size of apples and easily avoided. Others are boulders, stalagmites, and entire columns of stone that rise to the ceiling. At every turn, rock and ice blocks your path. As you step around a rough stone column, a low growl sounds in your ears.

Initial Attitude: Hostile

Encounter: A community of winter wolves makes this Room their den amongst the of rocks and columns. With the exception of Siegg (Room O20), they do not allow anyone to enter their lair unchallenged. Multiple wolves rise up from behind the stones the instant they detect the PCs, ready to attack.

A single pack of five wolves (hp 189 each) is here initially, but an additional pack of five arrives every round thereafter, until a total of 20 wolves have appeared.

Encounter Condition: N/A

Tactics: The wolves make skilled use of pack tactics. They move in all directions to flank as many foes as possible, as often as possible. They start their assault with their breath weapon, catching the party in a crossfire of as many cones as possible. Further, the wolves cooperate, focusing their attacks on one or two foes until those foes are dead. If a wolf succeeds in tripping an opponent, every other wolf in range who has not yet moved focuses their assault on the downed enemy.

Because this is their home, the wolves are tenacious. Only if 15 of the 20 wolves have been slain do the rest even consider fleeing, and then only if their foes are largely uninjured.

Treasure: Half-buried in the northeast portion of this Room — and requiring a DC 30 Search check to locate — is a *rod of flailing.*

EL: 19

Scaling: To increase the challenge of this encounter, add a pack of five winter wolves. To decrease the challenge, remove one pack.

Winter Wolf: CR 10; Huge magical beast (cold); HD 18d10+90; hp 189; Init +4; Spd 50 ft.; AC 16, touch 8, flat-footed 16; Base Atk +18; Grp +34; Atk Bite +26 melee (2d8+12/19–20 plus 1d8 cold); Full Atk Bite +26 melee (2d8+12/19–20 plus 1d8 cold); Space/Reach 15 ft./10 ft.; SA Breath weapon, freezing bite, trip; SQ Darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire; AL NE; SV Fort +16, Ref +11, Will +9; Str 26, Dex 11, Con 20, Int 9, Wis 13, Cha 10.

Skills and Feats: Hide –3*, Listen +9, Move Silently +6, Spot +9, Survival +4*; Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Weapon (bite), Iron Will, Track.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d8 cold, Reflex DC 24 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d8 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+13 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks.

* Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.



O20 THROUGH O30. CAMPS AND LAIRS

This Section contains the largest open spaces in Region O, as well as the most extreme caverns. Numerous creatures make their lairs in this area, including both winter wolves and Red Ice frost giants. While a few of the beasts dwelling here are not under the giants' control, the Red Ice Tribe dominates this subsection.

RANDOM ENCOUNTERS

For each hour the PCs spend in in this Section, roll 1d20 and consult the following chart.

1d20	Encounter
1	A howl echoes through the Section.
2	A muffled conversation echoes through the Section, making it impossible to pinpoint its location.
3–11	Nothing
12–13	A pack of five winter wolves attack the party. After 8 rounds a second pack arrives to aid the first.
14–15	A patrol of ten frost giants, led by a 7th-level frost giant barbarian attack the PCs, in an attempt to enslave them. If the PCs seem too much of a threat, they kill them outright.
16–17	A patrol of ten frost giants, led by a 7th-level frost giant cleric attack the PCs, in an attempt to enslave them. If the PCs seem threatening, they kill them outright.
18–19	The PCs stumble upon a trap. **Well-Camouflaged Pit Trap:** CR 12; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 160 ft. deep (16d6, fall); Search DC 40; Disable Device DC 25.
20	The fiendish megaraptor (Room O17) and Korwynne, his frost giant "keeper," attack any living beings on sight. This only occurs once.

O20. THE TRAINER

This broad cavern has a number of niches along the wall, holes and crevices in the stone. The remains of a large fire pit and a camp are left near the wall. From within the crevices, eyes gleam and glare at you.

Initial Attitude: Hostile

Encounter: This is the home of Siegg (hp 247), an unusual frost giant druid. He has dwelt here for years, attempting to befriend the local winter wolf population. He is still a loyal member of the Red Ice Tribe, and deals with his brethren regularly, but he lives here. Two packs of winter wolves (hp 189) — 10 in all — dwell with him. Siegg himself is hiding, crouched amidst the rocks at the border between rooms Room O19 and Room O20.

Encounter Condition: Ambush, Concealment, Echoes 6, Hazardous Footing 25

Tactics: The winter wolves open the battle by breathing at the PCs, then charging into the fray. They use pack tactics, as described in Room O19. If the party fails to detect Siegg, he attacks from the rear as the PCs engage the wolves. As long as possible, he remains apart from melee and uses spells against the PCs. He is particularly fond of using *flame strike* and other fire spells (if he can do so without striking any of the wolves), as he knows most adventurers have utilized any magical protections against cold-related spells. He himself has *protection from energy (fire)* cast on himself, and cast *resist energy (fire)* on one of his wolves if he has the opportunity. He wears a *greater strand of prayer beads*, and does not hesitate to use it as needed. Siegg does not flee unless all the wolves are dead and he is reduced to 25% of his total hit points.

Treasure: Frozen in the ice is the body of a bugbear, with a *hand of glory* around his neck. The body can be found with a DC 20 Search check.

EL: 19

Scaling: To increase the challenge of this encounter add two druid levels to Siegg or a two winter wolves. To decrease the challenge, remove two druid levels from Siegg and one winter wolf.

Siegg, Frost Giant Dru 12: CR 16; Large giant (cold); HD 14d8+70 + 12d8+60; hp 247; Init –1; Spd 30 ft.; AC 21, touch 8, flat-footed 21; Base Atk +18; Grp +31; Atk +27 melee (3d6+13/×3, +1 greataxe) or +26 melee (1d4+9, slam) or +17 ranged (2d6+9, rock); Full Atk +27/+22/+17/+12 melee (3d6+13/×3, +1 greataxe) or +26 melee (1d4+9, 2 slams) or +17 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to cold, low-light vision, resist nature's lure, rock catching, trackless step, venom immunity, vulnerability to fire, wildshape, woodland stride; AL NE; SV Fort +22, Ref +7, Will +16; Str 29, Dex 9, Con 21, Int 11, Wis 18, Cha 12.

Skills and Feats: Climb +13, Concentration +23, Craft (wood carving) +6, Intimidate +7, Jump +17, Knowledge (nature) +15, Spot +14, Survival +6; Cleave, Great Cleave, Greater Spell Penetration, Improved Overrun, Improved Sunder, Power Attack, Skill Focus (concentration), Spell Focus (evocation), Spell Penetration.

Resist Nature's Lure (Ex): Siegg gains a +4 bonus on saving throws against the spell-like abilities of fey.

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Trackless Step (Ex): Siegg leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Venom Immunity (Ex): Siegg has immunity to all poisons.

Wild Shape (Su): Siegg has the ability to turn himself into any Tiny, Small, Medium or Large animal or plant and back again four time per day. His options for new forms include all creatures of the animal or plant type. This ability functions like the polymorph spell, except as noted here. The effect lasts for 1 hour per druid level, or until he changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The form chosen must be that of an animal or plant the druid is familiar with.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal makes, but she can communicate normally with other animals of the same general grouping as her new form. The new form's Hit Dice cannot exceed the character's druid level.

Woodland Stride (Ex): Siegg may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that have been magically manipulated to impede motion still affect her.

Druid Spells Prepared (6/6/5/5/4/3/2; save DC 14* + spell level: 0—*cure minor wounds, detect magic, read magic, resistance, guidance, virtue;* 1st—*cure light wounds (3), entangle, faerie fire, long strider;* 2nd—*barkskin, bull's strength, cure moderate wounds, heat metal, owl's wisdom, resist energy;* 3rd—*call lightning*, contagion, poison, protection from energy (2);* 4th—*dispel magic, flame strike (3)*;* 5th—*baleful polymorph, call lightning storm, wall of thorns;* 6th—*mass bull's strength, mass cure light wounds.*

* Evocation spells have a save DC 15 + spell level.

Possessions: +1 hide armor, +1 greataxe, greater strand of prayer beads, scroll of cure serious wounds.

Winter Wolf: CR 10; Huge magical beast (cold); HD 18d10+90; **hp 189; Init** +4; Spd 50 ft.; AC 16, touch 8, flat-footed 16; Base Atk +18; **Grp +34; Atk** Bite +26 melee (2d8+12/19–20 plus 1d8 cold); Full Atk Bite +26 melee (2d8+12/19–20 plus 1d8 cold); Space/Reach 15 ft./10 ft.; **SA** Breath weapon, freezing bite, trip; SQ Darkvision 60 ft., immunity to cold, low-light vision, scent, vulnerability to fire; AL NE; SV Fort +16, Ref +11, Will +9; Str 26, Dex 11, Con 20, Int 9, Wis 13, Cha 10.

Skills and Feats: Hide –3*, Listen +9, Move Silently +6, Spot +9, Survival +4*; Alertness, Improved Critical (bite), Improved Initiative, Improved Natural Weapon (bite), Iron Will, Track.

Breath Weapon (Su): 15-foot cone, once every 1d4 rounds, damage 4d8 cold, Reflex DC 24 half. The save DC is Constitution-based.

Freezing Bite (Su): A winter wolf deals an extra 1d8 points of cold damage every time it bites an opponent, as if its bite were a frost weapon.

Trip (Ex): A winter wolf that hits with a bite attack can attempt to trip the opponent (+13 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the winter wolf.

Skills: Winter wolves have a +1 racial bonus on Listen, Move Silently, and Spot checks. Winter wolves have a +2 racial bonus on Hide checks.

* Their natural coloration grants them a +7 racial bonus on Hide checks in areas of snow and ice. A winter wolf has a +4 racial bonus on Survival checks when tracking by scent.

O21. ABANDONED CAMP

Nestled in among the rocks, in a convenient bend in a massive stone formation, you notice the remains of a camp. Long-unused, it still bears traces of a stone-ringed fire pit — presumably for cooking, not for warmth, given the frigid nature of most of this region's inhabitants. Judging by the size of the pit, this was either a large camp, or a camp for large people.

Initial Attitude: N/A

Encounter: This used to be a frost giant camp, much like those in Rooms O25 and O26. When Siegg began attracting winter wolves, however, the giants moved. Despite the fact that the druid was able to keep the wolves from attacking, the giants didn't feel particularly inclined to deal with them on a regular basis.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

O22. GONE FISHING

You have drawn near the shore of a wide underground lake — possibly the same one you encountered earlier in your expedition through this underground complex. A thick metal rod has been driven into the ground here. Strangely enough, six thick ropes are tied to it, their far ends stretching south toward the lake. On the end of each is an enormous hook, with a huge chunk of meat on it. You would think someone was fishing for sea monsters, except the hooks stop several yards short of the lake.

Initial Attitude: N/A

Encounter: The frost giants set these hooks up in hopes of catching one of the cryohydras who dwell in the region and occasionally hunt the lake shore. The hydras have eaten a few frost giants over the years, and are hoping to either capture and train them, or kill them. So far, the hydras will not take the bait.

A DC 30 Strength check is required to yank tbe metal rod from the earth.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

O23. THE LAKESHORE

The waters of the lake lap slowly but powerfully against the shore. Ripples out in the water suggest underwater life or movement, but you don't see anything. Even without actually getting in the water, you can tell the lake is frigidly cold in this area. Just being nearby, you can feel the ambient temperature plummet.

Initial Attitude: N/A, or Hostile

Encounter: The cryohydras living in Room O45 spend much of their time hunting the lake and lakeshore. This stretch of the shore is one of their favored stalking grounds. There is a 35% chance the cryohydras are in the water, and attack anyone who passes.

Encounter Condition: N/A

Tactics: The cryohydras fight effectively. They lead with their breath weapons, flank where possible, and use their breath weapons again, as soon as possible. Should the PCs use enough fire magic to bring the hydras down to less than half hit points, or succeed in permanently destroying several of the hydras' heads, the hydras retreat to the water but continue to breathe at the party so long as the PCs remain within range.

Treasure: N/A

EL: N/A; or 16

Scaling: To increase the challenge of this encounter, add one cryohydra. To decrease the challenge, remove the cryohydras' breath weapons, but keep their cold immunity.

O24. FISHING AGAIN

The waters of the underground lake lap against the frozen shore. A half-dozen iron poles are thrust into the ice and rock here, many trailing lines toward the lake. Some of the lines end in hooks bearing great chunks of aged meat. Among the poles lays the bloody corpse of a frost giant, diligently stripped of possessions. The quiet is ominous given this grotesque scene.

Initial Attitude: N/A

Encounter: As in Room O22, this is an attempt by the frost giants to hunt for a cryohydra, and bring back a mighty kill for their clan. The overall plan doesn't seem to be working, as demonstrated by the dead frost giant Jugturn. As he approached the water with bait, a cryohydra attacked and tore out a large section of his neck and left side. His brethren retreated after scavenging Jugturn's body, leaving the preserved corpse behind. A DC 25 Search check or DC 20 Survival check reveals the footprints of a group of over a half-dozen frost giants made within the past 24 hours. A character with the Track feat can easily follow the footprints north to Room O25.

Encounter Condition: N/A

Tactics: If a fight breaks out here for any reason, the giants in Room O25, come to investigate.

Treasure: The frost giants left their fallen comrade bare, save for one item — a 14-in. tooth. It can be dislodged from Jugturn's chest cavity with a DC 17 Strength check. Such primitive surgery pays off, as the tooth of a cryohydra can easily be fashioned into a *+1 icy burst dagger*. The dagger costs half its normal base price for the purposes of deriving creation costs in gp and XP.

EL: N/A

Scaling: N/A

O25. FISHING CAMP

If the giants in this Room responded to combat elsewhere, then read the following.

The vaulted walls of this cavern reflect light as the ice transforms dim illumination into thousands of colors. Remnants of a camp cover the ground, including old furs, discarded bones, sleeping rags, and rubbish.

If the PCs have not drawn attention to themselves, read the following.

The vaulted walls of this cavern reflect light as the ice scatters and transforms dim illumination into thousands of scintillating colors. At your approach, the hulking figures of frost giants stir amid sleeping rags and refuse, presenting imposing silhouettes against the colorful display.

Initial Attitude: Unfriendly

Encounter: This is a frost giant encampment, where eight frost giants (hp 133 each) and their leader Beregund (hp 180) make their home under ice and rock. The giants are tired, hungry, poorly armed, and have recently lost one of their own (Room O24). This makes them less inclined towards combat their fellows, but they assume the worst where intruders are concerned.

Beregund parleys if the PCs talk first, and demands gifts of mundane food, weapons, and armor in return for the party's safe passage. He attacks if not appeased, but he otherwise keeps his word so long as the party does not attack any other frost giant bands.

Encounter Condition: N/A

Tactics: Unless the PCs make a gesture of peace within 1 round, the frost giants attack ferociously. Beregund is the only one who uses any tactics at all, attempting to flank and be on the defensive if necessary.

Sounds of battle from Room O20 or Room O24 draw out the giants, but they patiently wait behind cover for the fight to end before attacking. They respond instantly to combat heard in Room O26, however. Either way, it takes them 1d4 rounds to arrive. Conversely, the group in Room O26 will join any battle in this Room after 1d4 rounds.

Treasure: Beregund wears a symbol of his clan in the form of a carved wooden carved tab fastened with a thin strip of leather around his neck.

EL: 17

Scaling: To increase the challenge of this encounter, add two ranger levels to Beregund and add one barbarian level to each frost giant. To decrease the challenge, remove three ranger levels from Beregund or remove four frost giants.

♟ **Beregund, Frost Giant Rgr 5:** CR 14; Large giant (cold); HD 14d8+70 + 5d8+25; hp 180; Init +1; Spd 40 ft.; AC 19, touch 10, flat-footed 19; Base Atk +15; Grp +29; Atk +28 melee (2d6+18 plus 1d6 electricity, *+3 thundering shock mace*) or +24 melee (1d4+10, slam) or +14 ranged (2d6+10, rock); Full Atk +28/+23/+18 melee (2d6+18 plus 1d6 electricity, *+3 thundering shock mace*) or +24 melee (1d4+10, 2 slams) or +14/+9/+4 ranged or +12/+12/+7/+2 with rapid shot (2d6+10, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Combat style (archery), favored enemy, immunity to cold, low-light vision, rock catching, vulnerability to fire; AL CE; SV Fort +18, Ref +9, Will +7; Str 30, Dex 12, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +13, Craft (any one) +6, Intimidate +6, Jump +17, Spot +12; Cleave, Endurance, Great Cleave, Improved Overrun, Improved Sunder, Power Attack, Quick Draw, Track, Weapon Focus (heavy mace).

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Favored Enemy (Ex): Beregund has bugbears as his Favored Enemy. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Ranger Spells Prepared (1, DC 12 + spell level): 1st—*longstrider*.

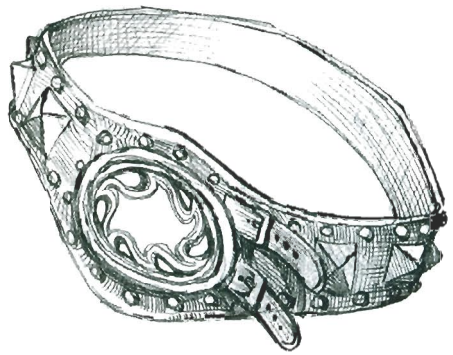
Possession: +3 thundering shock mace, two bags of rocks (8).

Frost Giant: CR 9; Large giant (cold); HD 14d8+70; hp 133; Init –1; Spd 40 ft.; AC 17, touch 8, flat-footed 17; Base Atk +10; Grp +23; Atk +18 melee (3d6+13/×3, greataxe) or +18 melee (1d4+9, slam) or +9 ranged (2d6+9, rock); Full Atk +18/+13 melee (3d6+13/×3, greataxe) or +18 melee (1d4+9, 2 slams) or +9 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; AL CE; SV Fort +14, Ref +3, Will +6; Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +13, Craft (any one) +6, Intimidate +6, Jump +17, Spot +12; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack.

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Possessions: Great axe, bag of rocks (5).



O26. YOUNG ADULT WARREN

Six frost giants sit around a glowing stone in this icy cavern. They are leaner than is archetypical for their kind, and they wear their beards and hair cropped. They seem jumpy and peer through the darkness for signs of intruders.

Initial Attitude: Hostile

Encounter: Six young adult frost giants (hp 100 each) gather at their camp, sharing what meager edibles they have around a large rock affected by a *wand of light*. They are on their own as part of a rite of passage, and despite their exhaustion are eager for the chance to prove themselves in battle. They are on good terms with the frost giants in Room O25, and each group comes to the other's aid in the case of danger.

Encounter Condition: N/A

Tactics: These frost giants, like others in this Section, are tired and frustrated. Unlike some others, they are too brash to negotiate. They surround groups of smaller opponents in combat and hack away until they are victorious. They rush to Room O25 if a combat begins there, and the frost giants in Room O25 join any battle here after 1d4 rounds.

Treasure: Besides their cryohydra bait, a *wand of light* (40 charges) is the giants' only treasure.

EL: 13

Scaling: To increase the challenge of this encounter, add two young adult frost giants. To decrease the challenge, remove two.

Frost Giant: CR 9; Large giant (cold); HD 14d8+70; hp 133; Init –1; Spd 40 ft.; AC 21, touch 8, flat-footed 21; Base Atk +10; Grp +23; Atk +18 melee (3d6+13/×3, greataxe) or +18 melee (1d4+9, slam) or +9 ranged (2d6+9, rock); Full Atk +18/+13 melee (3d6+13/×3, greataxe) or +18 melee (1d4+9, 2 slams) or +9 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; AL CE; SV Fort +14, Ref +3, Will +6; Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +13, Craft (any one) +6, Intimidate +6, Jump +17, Spot +12; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack.

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

O27. ROKJEMPES HALL

This grandiose hall is a monument to frost giant art and culture. Ice crystals refract the light of shining globes embedded within them, illuminating 50-foot-high columns carved with runes and heroic imagery. A great wooden table as long and magnificent as a small sailing vessel dominates the center of the hall. Benches flank the table, and a huge wooden throne sits at its far end.

If the giants are meeting peacefully (see below), read the following.

Over a dozen frost giants gather around the table. A particularly grim frost giant sits on the throne, observing the proceedings and occasionally adding his voice to the mix.

If the frost giants heard the sounds of combat from other Rooms, read the following instead.

The benches are overturned, creating a 4-ft.-high defensive barricade for the dozen frost giants kneeling and gripping boulders.

And if Guent (Room O29) is present, read the following.

One frost giant, blond, scarred, and armored in magnificent chainmail, stands near the back and shouts, "In the name of Jardarir, destroy the intruders!"

Initial Attitude: Hostile

Encounter: The frost giants living in this Section call this gathering place "Rokjempes Hall." There is a 25% chance that the denizens of Rooms O28, O29, and O30 are all assembling here as the PCs approach. If the PCs recently fought their way past Room O26, the frost giants heard the commotion and are prepared for battle. Otherwise, the giants are meeting to discuss community matters.

A character who reads Giant or who succeeds on a DC 25 Decipher Script check can glean some meaning from the carvings on the columns. The columns describe the history of the Red Ice frost giant clan, telling of its glorious conquests on the surface as servants of a dark god of ice and war. The story ends with two mighty brothers seeking the entrance of the dungeon. A character who succeeds on a DC 25 Knowledge (religion) check can also identify the frost giants' god as the Aspect of Winter.

Encounter Condition: Cover, Fearless

Tactics: If the frost giants are prepared for combat, they kneel and use the knocked-over benches for cover. They therefore have a +2 bonus to AC against melee attacks and a +6 bonus to AC against ranged attacks. The frost giants taking cover hurl rocks until the PCs close, while Guent and one frost giant climb onto the table and attack the PCs from high ground (+1 bonus on melee attacks).

If the frost giants are unprepared, half of them rush to meet the PCs in the 1st round. In the 2nd round, Guent (if still alive) orders the benches overturned, and the giants scramble to arrange the situation as above. It takes a full round action for a frost giant to overturn a bench.

If combat occurs here and the giants from Rooms O28, O29, and O30 arrive in 1d4+1, 1d4+2, and 1d6+1 rounds respectively.

Treasure: Most of the globes of light trapped in the ice are continual flame stones. However, embedded in 2 inches of ice behind the throne is a gem of brightness.

EL: 18 (seven frost giants, six frost giant workmen, and Guent)

Scaling: To increase the challenge of this encounter, add four frost giants. To decrease the challenge, take away four.

O28. FROST GIANT BARRACKS

Seven frost giants work in this crude barracks filled with beds, tables, and debris. Several of the giants are practicing their rock-throwing, while others repair suits of armor laying on the ground.

Initial Attitude: Hostile

Encounter: This cavern houses seven unarmored frost giants (hp 133 each), successful members of the clan who are privileged compared to their fellows at the fishing camp. They embrace the chance for battle when they notice intruders.

Encounter Condition: N/A

Tactics: The frost giants go all out, grabbing whatever improvised weapons they can find and hurling them at the PCs (treat beds, tables, chairs, and so on as throwing rocks with extra description). Additionally, one frost giant grapples and pins the largest PC, then uses *sovereign glue* to permanently bond the character to a wall. If given a chance, the frost giants hastily don their chain shirts (5 rounds; the armor check penalty and armor bonus for hastily donned armor are each 1 point worse than normal).

The frost giants in Room O30 come to the aid of this Room's giants in 2d4 rounds if battle begins here. If combat occurs in Room O27, O29, or O30, the frost giants come running, arriving in 1d4 rounds to repel invaders.

Treasure: 758 gp, kept in sacks beneath the beds, and seven Large chain shirts.

EL: 15

Scaling: To increase the challenge of this encounter, add one frost giant and have the giants already wearing their chain shirts. To decrease the challenge, remove the chain shirts from the Room altogether and remove one frost giant.

Frost Giant: CR 9; Large giant (cold); HD 14d8+70; hp 133; Init –1; Spd 40 ft.; AC 17, touch 8, flat-footed 17; Base Atk +10; Grp +23; Atk +18 melee (3d6+13/×3, greataxe) or +18 melee (1d4+9, slam) or +9 ranged (2d6+9, rock); Full Atk +18/+13 melee (3d6+13/×3, greataxe) or +18 melee (1d4+9, 2 slams) or +9 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; AL CE; SV Fort +14, Ref +3, Will +6; Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +13, Craft (any one) +6, Intimidate +6, Jump +17, Spot +12; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack.

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Possessions: Chain shirts (off), great axe, bag of 5 rocks.

One giant carries a *potion of barkskin +3*, and another carries a *vial of sovereign glue (3 doses)*.

O29. GUENT'S LAIR

Standing amid icy stalagmites is a yellow-haired frost giant in ornate armor, head tilted as he studies the scimitar in his hand. Adornments befitting a prince fill the cave: tapestries depicting tundra landscapes, pine forests, and a white dragon in battle are suspended from the walls; sheets of ice are framed with silver and polished to a sheen; and icicles in the shape of a chandelier drop from the ceiling. 6-ft.-high daisies rise from the ground here and there.

If Guent notices the PCs, read the following.

With an uncanny knowledge concerning your presence, the frost giant looks up from his weapon and intones, "We have had few visitors over the years. Even fewer who could be considered a challenge. I look forward to decorating my walls with your skulls."

Initial Attitude: Unfriendly

Encounter: This cavern is the home of Guent (hp 240), a lieutenant of Jardarir. Guent commands the frost giants in this Section, and is pleased with his position in life. He is more interested in enjoying a battle than negotiating, so PCs wishing to avoid violence must quickly present an alternative. Bribes of magic and luxury items are most likely to appease Guent, in which case he orders the giants under his command to let the PCs pass. Guent is also loyal to his clan, however, and even a generous tribute will not prevent him from attacking if the PCs have been fighting elsewhere.

Encounter Condition: N/A

Tactics: If the PCs do not attempt a peaceful solution, Guent attacks after 1 round. His fast movement should surprise the PCs, but it doesn't stop him from starting with a ranged attack of ice chunks (treat as rocks). He favors charging opponents, stopping short to strike them with his reach. He also occasionally mounts one of the raised floor sections just big enough to give him a height advantage.

The frost giants in Rooms O28 and O30 come to Guent's aid if combat begins here. The groups take 1d4 and 2d4 rounds to arrive, respectively.

Treasure: 5,500 gp worth of gems and jewelry.

EL: 16

Scaling: To increase the challenge of this encounter, add 2 barbarian levels to Guent and change his weapon to +2 icy burst. To decrease the challenge, make his chain shirt nonmagical and remove 1 barbarian level from him.

Guent, Frost Giant Brb 7: CR 16; Large giant (cold); HD 14d8+84 + 7d12+42; hp 240; Init +4; Spd 50 ft.; AC 27, touch 9, flat-footed 27; Base Atk +17; Grp +31; Atk +30 melee (1d8+14/15–20 plus 1d6 cold, *+3 icy burst scimitar*) or +26 melee (1d4+10, slam) or +16 ranged (2d6+10, rock); Full Atk +30/+25/+20 melee (1d8+14/15–20 plus 1d6 cold, *+3 icy burst scimitar*) or +26 melee (1d4+10, 2 slams) or +16 ranged (2d6+10, rock); Space/Reach 10 ft./10 ft.; SA Rage, rock throwing; SQ Damage reduction 1/—, improved uncanny dodge, immunity to cold, low-light vision, rock catching, uncanny dodge, vulnerability to fire; AL CE; SV Fort +22, Ref +8, Will +10; Str 30, Dex 10, Con 22, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +13, Craft (any one) +6, Intimidate +6, Jump +17, Spot +12; Cleave, Great Cleave, Improved Critical (scimitar), Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Weapon Focus (scimitar).

Improved Uncanny Dodge (Ex): Guent can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels. If a character already has uncanny dodge (see above) from a second class, the character automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum level a rogue must be to flank the character.

Rage (Ex): Guent can fly into a rage 2 times per day. In a rage, Guent temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) A fit of rage lasts for 9 rounds. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter.

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Uncanny Dodge (Ex): Guent retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized. If a barbarian already has uncanny dodge from a different class, he automatically gains improved uncanny dodge (see below) instead.

Possessions: +4 chain shirt, +3 icy burst scimitar, cloak of resistance +2.

O30. STORAGE CAVE

Workbenches cluttered with a variety of primitive stone tools line the walls of this cave. Six frost giants toil here, carving weapons, repairing furniture, and assembling fishing nets. They seem quite involved in their activity.

Initial Attitude: Hostile

Encounter: This cavern is a storage cave manned by six frost giant workmen (hp 133 each) who spend their time making and repairing the clan's tools, weapons, and armor. Three work in each side cavern. Despite their ineffectiveness as combatants, they do not hesitate to fight the PCs.

Encounter Condition: N/A

Tactics: These frost giant workmen are overtaxed, unappreciated, and tired. They are fatigued when hostilities start (they can't run or charge, and they suffer a –2 penalty to their Strength and Dexterity scores; the adjustments are included in their statistics). Armed with nets, they try to entangle PCs before moving in to disable them.

If combat occurs in Room O27, O28, or O29, the frost giant workmen move as fast as they can, arriving in 2d4 rounds. The frost giants in Room O28 come to the aid of the giants here in 1d4 rounds, as well.

Treasure: N/A

EL: 15

Scaling: To increase the challenge of this encounter, add two giants. To decrease the challenge, take two away.



Frost Giant Workmen: CR 9; Large giant (cold); HD 14d8+70; hp 133; Init –1; Spd 40 ft.; AC 21, touch 8, flat-footed 21; Base Atk +10; Grp +23; Atk +18 melee (2d6+13/×3, spear) or +18 melee (1d4+9, slam) or +9 ranged (2d6+9, rock) or +9 ranged (entangle, net); Full Atk +18/+13 melee (2d6+13/×3, spear) or +18 melee (1d4+9, 2 slams) or +9 ranged (2d6+9, rock) or +9 ranged (entangle, net); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; AL CE; SV Fort +14, Ref +3, Will +6; Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +13, Craft (any one) +6, Intimidate +6, Jump +17, Spot +12; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack.

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

031 THROUGH 045. THE DEVIL'S DOMAIN

The ice devil Ketochrensus (Room O42) makes his lair here, along with his minions, servants, and prisoners. There is even a small family of frost giants who have turned against their struggling brethren and sworn allegiance to Ketochrensus. Ketochrensus feels secure in his caves, with its passages built to his specifications by slave laborers. Not only that, but as a favored champion of hell, the ice devil's mere presence corrupts the caves and brings a bit of hell to the Material Plane. The natives have adjusted to the effects, but the PCs are not so lucky. Within the Devil's Domain, it is as if some frozen kingdom of hell has merged with the dungeon.

The Devil's Domain has the following traits.

- Cold-Dominant. This Section is even colder than the rest of the Region (about −20° F), and all characters suffer 1d6 points of damage per minute (no save) from the chill. In addition, a character must make a Fortitude save (DC 15, +1 per previous check; Survival bonuses apply) each minute or take 1d4 points of nonlethal damage. Those wearing metal armor or coming into contact with very cold metal are affected as if by a chill metal spell. As always, a character who takes any nonlethal damage from cold is treated as fatigued until the nonlethal damage is healed.
- Enhanced Magic. Spells and spell-like abilities that use, manipulate, or create cold or ice effects are both empowered and extended (as if the Empower Spell and Extend Spell metamagic feats had been used on them, but the spells don't require higher-level slots). Spells and spell-like abilities that are already empowered or extended are unaffected by this benefit.
- Impeded Magic. Spells and spell-like abilities with the fire descriptor (including spells of the Fire domain) are impeded. To cast an impeded spell, the caster must make a Spellcraft check (DC 20 + the level of the spell). If the check fails, the spell does not function but is still lost as a prepared spell or spell slot. If the check succeeds, the spell functions normally.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1–3	A lone bone devil wanders on patrol.
4–8	Nothing
9–10	An ice devil leads 2d4 bone devils in a training drill. Echoes 4.
11–12	Five slaves carve and clean runes in the floor and walls.
13–14	A band of 1d4+1 frost giants, loyal to Jardarir, seeks to destroy Ketochrensus. One of the giants is a traitor, leading the group into a trap.
15–16	3d4 winter wolves search for enemies in Ketochrensus' domain, hoping to prove themselves worthy allies.
17	A Gargantuan frost worm (22 HD) bursts from the ground to attack.
18	A remorhaz battles 1d4 bone devils and 1d10 slaves digging a new corridor.
19	Three horned devils experiment with their summoning abilities, testing the dungeon's barriers.
20	2d8 ice mephits taunt the PCs with a mix of real and misleading advice on surviving the area.

O31. ABANDONED OUTPOST

The endless underground lake washes up against a miniature peninsula here. There are rusted metal poles stuck fast in the ice, and thin lines leading toward the watery depths.

If a cryohydra appears, read the following.

From the water rises a draconic head with purple scales. Another head appears, and then another! Soon, a dozen serpentine necks lead to a muscular body wading toward the shore.

Initial Attitude: Hostile

Encounter: This is another of the giants' abandoned fishing outposts. Due to the proximity of the devil's lair, the frost giants no longer come here, but that doesn't stop an occasional minion or two of Ketochrensus from being sent to check it out.

It is probable that the PCs have not yet stumbled upon one of the lake's twelve-headed cryohydras (hp 129). If this is the case, they do so now. A cryohydra has been watching the shore, waiting for something to hunt.

Encounter Condition: Ambush, Cover

Tactics: The cryohydra uses multiple heads against each target it faces, mixing breath and bite attacks. It is perfectly at home in the water and gains cover while half submerged. If combat is going poorly for the creature, it retreats into the lake to give its body time to heal, and may launch occasional breath attacks from a distance.

Treasure: N/A

EL: 13

Scaling: To increase the challenge of this encounter, add two eight-headed cryohydras. To decrease the challenge, make the cryohydra ten-headed.

Twelve-Headed Cryohydra: CR 13; Huge magical beast; HD 12d10+63; hp 129; Init +1; Spd 20 ft., swim 20 ft.; AC 22, touch 9, flat-footed 21; Base Atk +12; Grp +26; Atk +17 melee (2d8+6, 12 bites); Full Atk +17 melee (2d8+6, 12 bites); Space/Reach 15 ft./10 ft.; SA Breath weapon; SQ Darkvision 60 ft., fast healing 22, immunity to cold, low-light vision, scent; AL N; SV Fort +13, Ref +9, Will +6; Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills and Feats: Listen +9, Spot +10, Swim +14; Blind-Fight, Combat Reflexes[B], Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite).

Breath Weapon (Su): A cryohydra can breathe jets of frost 10 ft. high, 10 ft. wide, and 20 ft. long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of cold damage per head. A successful DC 21 Reflex save halves the damage. The save DC is Constitution-based. Cold attacks cannot prevent a cryohydra's stump from growing new heads (since a cryohydra has immunity to cold), but 5 points of fire damage does.

O32. THE DEAD

The ice-covered bodies of frost giants and humanoids are staked to the ground and rock walls here, trapped forever by the cold and unable to decay. The stakes mark a path to a crude series of steps that leads 10 ft. up the cavern wall to a dark opening.

Initial Attitude: N/A

Encounter: The dead were those who displeased Ketochrensus or intruded on his domain. The stairs are uneven and coated in ice, requiring a DC 20 Balance check to safely navigate. Failure causes no damage, but a failing character winds up prone at the base of the stairs. A single step midway up the stairs is mostly free of ice; with their long legs, the frost giants only need to take two strides.

Characters at the bottom of the stairs can make a DC 19 Listen check to hear the sound of frost giants snoring in Room O33. The DC decreases to 17 after ascent. However, PCs who fall down the stairs, try to secure ropes, or otherwise make noise may attract the attention of Shendaera (Room O33); allow Shendaera a Listen check with a DC modifier of +7 (the base DC should reflect the PCs' activities).

Encounter Condition: Poor Footing 21

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

O33. ENTRY CHAMBER

The stairs lead to the entrance of a cavern. The far end of the cavern is closed by a large boulder pressed into the wall. To the left is a small camp of about a half-dozen frost giants, two of whom lie sleeping on fur pelts. One particularly tall frost giant stands out, her sapphire eyes glowing faintly and spines running down her arms. She paces across the cavern, a silver sword clutched in one hand and an axe worn at her side.

If Shendaera noticed the PCs while they were in Room O32, read the following instead.

The stairs lead to the entrance of a cavern. The far end of the cavern is blocked by a large boulder pressed into the wall. A giant camp fills up the area to the left. Frost giants stand at both sides of the entrance, weapons poised and grim expressions on their faces. One particularly tall frost giant stands out, her sapphire eyes glowing faintly, spines running down her arms as she crosses her sword and axe before her, and shouts a signal to attack.

Initial Attitude: Hostile

Encounter: This cavern doubles as the entrance to the caves of Ketochrensus and as the home of the frost giants who serve (and nearly worship) him. There are six ordinary frost giants (hp 133 each), led by Ketochrensus' daughter, the half-fiendish frost giant Shendaera (hp 203). Two of the frost giants are asleep if the giants have not been alerted to the party's presence; they wake up after 1 round if the other giants call them. If the giants are aware of the party due to the PCs' activities in Room O32, they position themselves for an attack. Either way, they are uninterested in negotiations.

The boulder at the end of the cavern blocks access to Room O34. It weighs 4,000 lbs., and requires a Strength score of 25 or higher to move.

Encounter Condition: N/A

Tactics: If prepared, the frost giants close to surround the PCs, trapping them in the cavern and tearing them apart in melee. If surprised, Shendaera and two of the frost giants yell a warning and charge the PCs, giving their comrades time to wake or arm themselves. The two giants rushing in with Shendaera initiate bull rush attempts against any PCs still close to the stairs, hoping to knock them out of the fray.

Treasure: N/A

EL: 17

Scaling: These giants are Ketochrensus' first line of defense, crude but effective. Gaining entrance to the caverns shouldn't be easy, and it is strongly suggested that the frost giants retain their numbers and statistics as presented here; if the PCs have to retreat and regroup, so be it. If reducing the giants' threat seems necessary, lower Shendaera's ranger level by 3. To increase the challenge, give Shendaera a twin brother with the same statistics.

Shendaera, Half-Fiend Frost Giant, Rgr 5: CR 18; Large outsider (cold); HD 14d8+84 + 5d8+30; hp203; Init +5; Spd 40 ft., fly 40 ft (average); AC 24, touch 10, flat-footed 22; Base Atk +15; Grp +30; Atk +26 melee (2d6+14/19–20, ×3, *+3 battle axe*) or +25 melee (1d8+11, claw) or +15 ranged (2d6+11, rock); Full Atk +26/+21/+16 melee (2d6+14/19–20, ×3, *+3 battle axe*) and +23 melee (1d8+5/19-20, silver short sword) and +20 melee (1d8+5, bite) or +25 melee (1d8+11, 2 claws) and +20 melee (1d8+5, bite) or +15 ranged (2d6+11, rock); Space/Reach 10 ft./10 ft.; SA Combat style (two weapons), rock throwing; SQ Darkvision 60 ft., DR 10/magic, Immunity to cold and poison, low-light vision, resistance to acid 10, electricity 10, and fire 10, rock catching, SR 29, vulnerability to fire; AL CE; SV Fort +19, Ref +16, Will +12; Str 33, Dex 13, Con 23, Int 14, Wis 14, Cha 13.

Skills and Feats: Climb +33, Hide +17, Intimidate +18, Jump +33, Knowledge (nature) +24, Knowledge (the planes) +19, Listen +24, Move Silently +23, Spot +24, Survival +24; Cleave, Great Cleave, Endurance, Improved Critical (battle axe), Improved Initiative, Improved Overrun, Improved Sunder, Power Attack, Track.

Favored Enemy (Ex): Shendaera has bugbears and winter wolves as her Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, she gets a +2 bonus on weapon damage rolls against such creatures.

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Smite Good (Su): Once per day Shendaera can make a normal melee attack to deal an extra +19 damage against a good foe.

Spell-Like Abilities: 3/day—*darkness, poison* (DC 15), *unholy aura.* 1/day— *blasphemy, contagion* (DC 14), *desecrate, destruction* (DC 18), *horrid wilting* (DC 19), *summon monster IX* (fiends only), *unhallow, unholy blight* (DC 15). Caster level is 19th and the save DC is Charisma-based.

Ranger Spells Prepared (1, save DC 12 + spell level): 1st—*longstrider.*

Possessions: Masterwork chain shirt, *+1 battle axe,* silver short sword.

O34. ICE CORRIDOR

The corridor beyond the boulder gradually widens. You immediately notice the horrid glyphs and runes intricately carved into the walls, decorations which would fit better in some profane temple. It is ominously quiet, and each step crunches into the frost underfoot.

Initial Attitude: N/A

Encounter: The wall carvings run from this Room through Room O44. Anyone able to read Infernal or who succeeds on a DC 20 Decipher Script or Knowledge (the planes) check recognizes them as common symbols of the denizens of hell, marking this place as unholy and foul.

While the glyphs have no supernatural effect, they help mark the borders designating this Section as part of hell itself. Should the players become obsessed with eradicating every one, let them; the noise the PCs create with weapons or tools is likely to alert the entire complex of their presence. This wastes their valuable resources on what is otherwise a trivial thing.

Encounter Condition: [Fear 20], Negative Energy, Unhallowed 4

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: N/A

EL: N/A

Scaling: N/A

035. DOUBLE TRAPS

The hallway wraps around a warped stone pillar about 4 ft. wide, continuing on the other side. In the distance, the passage appears less natural, its floor flatter and its angles sharper.

Initial Attitude: N/A

Encounter: Ketochrensus doesn't like surprises, but he makes sure that his minions are always prepared to entertain visitors. To that end, he casts two alarm spells in this passage every day. The first is a mental alarm (with the password "tenebrous") that alerts Ketochrensus himself. This spell is placed on the opposite side of the pillar from the entry chamber. The second alarm wards the exit into Room O36, and is designed to warn the area's other inhabitants of an intruder. Its password is "locksobolth." Assuming no unusual circumstances (such as loud noises elsewhere), the second alarm will rouse the residents of Rooms O38, O41, and O44.

The frost giants in the entry chamber do not yet know the alarm passwords. Ketochrensus intends to entrust them with that secret only after they have fully proven themselves.

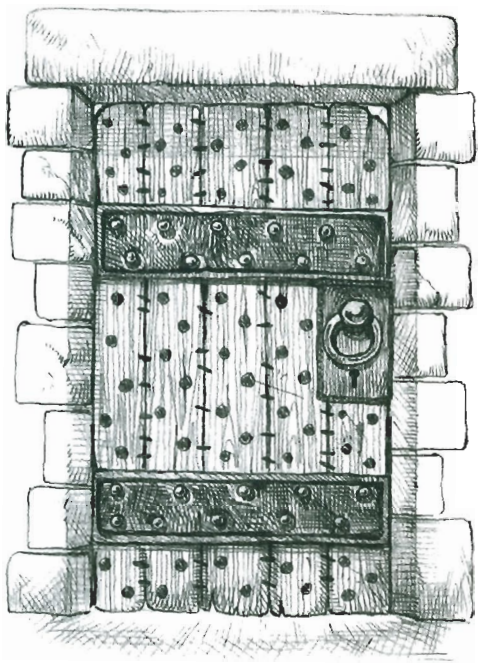
Encounter Condition: N/A

Tactics: If alerted by the alarms, at least some of the bone devils from Rooms O38 and O41 muster in Room O36. Taigra (see Room O44) joins them 1d4+3 rounds later, casting her normal array of preparatory spells in the meantime. Ketochrensus takes note of any alert, but does not leave Room O42.

Treasure: N/A

EL: N/A

Scaling: N/A



036. CORRIDOR

The hallway reaches a four-way crossroads. The northern path leads into a large cavern, while the southern path branches left and right before continuing into darkness. Similarly, there is no end in sight to the length of hallway ahead. The profane glyphs still mark the icy walls, but now spill across the floor as well.

If the PCs tripped the alarm in Room O35 read the following.

Suddenly, a cacophony of scraping sounds begins. Out of the darkness emerge skeletal figures with long tails and glowing eyes. They move with the speed and coordination of an army trained in hell.

Initial Attitude: Hostile

Encounter: If the bone devils in Rooms O38 and O41 are aware of the PCs (either because the party tripped the *alarm* in Room O35, or because the bone devils heard them with successful Listen checks), they send eight bone devils to investigate, holding back the rest in reserve.

Encounter Condition: N/A

Tactics: Assuming combat is on the agenda, the bone devils trap the PCs in the hall in order to flank the party. They use *walls of ice* to cut off any exits, or to separate party members from one another. Taigra (Room O44) arrives 1d4+3 rounds after the bone devils with *fly*, *greater invisibility*, and *mage armor* already cast, and follows her normal tactic of awaiting the battle's end before engaging.

If the bone devils are losing badly, survivors may use their greater teleport ability to retreat or gather in Room O41. In this case, later encounters with them may prove more dangerous, as they have assessed the PCs' strengths and weaknesses.

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, add two horned devils to the fight. To decrease the challenge, the bone devils can conveniently decide not to separate PCs with walls of ice, and Taigra can appear without her spells active.

037. PURPLE WORM LAIR

The perfectly carved passage reaches a natural cavern, with a second branch from the main hall opening a few feet away. The rough stone floor dips abruptly in the south of the chamber, creating a wide, uneven pit.

Against the far wall is a monstrous violet serpent resting on its own coils. The behemoth must be over 150 ft. long and 10 ft. wide! Its circular mouth is filled with teeth the size of swords, and you can hear it suck in a breath of cool air as it slithers forward to feed.

Initial Attitude: Hostile

Encounter: This gigantic cave is home to a Colossal purple worm (hp 486), raised by Ketochrensus (Room O42) since it was a larva. Through magical enhancements, Ketochrensus grew it to an unheard of size. It is too large to leave the cavern, and cannot burrow through the stone. Ketochrensus intends to eventually have Taigra (Room O44) *polymorph* it in order to move it into the Section controlled by Jardarir.

In the southern portion of the chamber is a pit 20 ft. deep, but filled only with the remains of the worm's victims. Climbing down is easy enough, but there is nothing for the PCs to scavenge. DMs interested in adding flavor to this encounter can leave a holy symbol from a paladin or perhaps a broach from a wizard order the PCs have heard of.

Encounter Condition: N/A

Tactics: The Colossal purple worm may be magically enhanced, but it's intelligence is still sub par. It is almost certainly aware of the PCs, given its tremorsense and high Listen modifier, giving it a round or two to prepare. As it attacks, it blocks the exits with its enormous tail. After all, it can't follow, and PCs could easily hide in the passage, picking it off with ranged attacks and spells.

To ensure that the PCs do not flee, slaves in need of rescuing can be placed in the pit. This may even be a ploy by Taigra or the bone devils to lure the PCs into battle. The "slaves" might also be illusory. If Taigra placed the slaves, she attacks after the worm is defeated.

Treasure: Whatever goods the worm collects are taken by Ketochrensus, so there is nothing here for the PCs.

EL: 19

Scaling: To increase the challenge of this encounter, increase the purple worm's HD to 40. To decrease the challenge, reduce the purple worm's HD to 30.

Purple Worm: CR 20; Colossal magical beast; HD 36d10+324; hp 486; Init –2; Spd 20 ft., burrow 20 ft., swim 10 ft.; AC 24, touch 0, flat-footed 24; Base Atk +36; Grp +68; Atk +45 melee (4d8+16, bite); Full Atk +45 melee (4d8+16, bite) and +40 melee (4d6+8 plus poison, sting); Space/Reach 25 ft./20 ft.; SA Improved grab, swallow whole, poison; SQ Tremorsense 60 ft.; AL N; SV Fort +29, Ref +18, Will +19; Str 43, Dex 6, Con 29, Int 1, Wis 8, Cha 8.

Skills and Feats: Listen +28, Swim +30; Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Natural Armor (×4), Improved Natural Attack (bite), Improved Natural Attack (sting), Power Attack, Weapon Focus (bite), Weapon Focus (sting)

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

Poison (Ex): Injury, Fortitude DC 37, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Swallow Whole (Ex): A purple worm can try to swallow a grabbed opponent of a smaller size than itself by making a successful grapple check. Once inside, the opponent takes 4d6+16 points of crushing damage plus 8 points of acid damage per round from the worm's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 22). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A colossal worm's interior can hold 2 Huge, 8 Large, 32 Medium, 128 Small, 512 Tiny, or 2048 Diminutive or smaller opponents.

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

O38. BONE DEVIL LAIR

A rough cave opens before you, jagged shards of ice and rock protruding from the walls and ceiling. In the far corner of the room, a pool of water has collected. Though it has not frozen over, small chunks of ice float across its surface. Several bleached, skeletal creatures wait here, sharpening their scorpionlike tails with their claws.

Initial Attitude: Hostile

Encounter: Eight bone devils (hp 95 each) make their lair here. Provided they do not confront the PCs in Room O36 after the alarm in Room O35 goes off, they stay in this Room. If the alarm did go off (or if reinforcements went to Room O41), only four remain to guard the slaves in Room O39.

The bone devils escaped from deeper in the dungeon, then were drafted into Ketochrensus' army. Though angry at their master, the bone devils serve him partly out of fear and partly because they know that if he escapes to the surface, they can accompany him and return home.

The pool of water in the southeast is deep, and leads through a narrow tunnel 300 ft. long to the center of the great lake. This back entrance is not trapped or alarmed, as the bone devils keep it a secret.

Encounter Condition: N/A

Tactics: Once combat begins, the bone devils use walls of ice to block the exit to Room O36. This may actually be to their disadvantage; they are unlikely to be any match for the PCs, and the wall ensures that their allies in Room O41 do not hear battle sounds. Otherwise, four of the bone devils in Room O41 arrive to investigate after 1d4 rounds.

Treasure: The bone devils have hidden *two potions of protection from energy (cold)* from Ketochrensus. The potions sit underwater in a tiny niche within the pool, revealed by a DC 35 Search check.

EL: 15

Scaling: To increase the challenge of this encounter, add one horned devil. To decrease the challenge, assume the bone devils are likely to flee once the first of their number is downed.

Bone Devil (Osyluth): CR 9; Large outsider (evil, extraplanar, lawful); HD 10d8+50; hp 95; Init +9; Spd 40 ft.; AC 25, touch 14, flat-footed 20; Base Atk +10; Grp +19; Atk +14 melee (1d8+5, bite); Full Atk +14 melee (1d8+5, bite) and +12 melee (1d4+2, 2 claws) and sting +12 melee (3d4+2 plus poison); SA Spell-like abilities, fear aura, poison, summon devil; SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.; AL LE; SV Fort +12, Ref +12, Will +11; Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (any one) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks); Alertness, Improved Initiative, Iron Will, Multiattack.

Fear Aura (Su): Bone devils can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a fear spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: At will—greater teleport (self plus 50 pounds of objects only), dimensional anchor, fly, invisibility (self only), major image (DC 15), wall of ice. Caster level 12th. The save DC is Charisma-based.

Summon Devil (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Possessions: One of the bone devils wears a ring of evasion.

O39. SLAVE CAVE

Huddled in this cave there are about two dozen humanoids dressed in rags and furs. They have a panicked look in their eyes and discolored skin. They do not converse or interact but sit together in silence.

Initial Attitude: Hostile

The slaves here are held under a magical influence. Once freed their attitude changes to Indifferent or Friendly based on the PC's actions.

Encounter: This dismal cave holds Ketochrensus' slaves and sacrifices (hp variable). These poor creatures were originally slaves of Jardarir's frost giants, but were later captured by devils or brought along by frost giant defectors. All the slaves are *geased* or *charmed* by Taigra (Room O44) to attack any intruders who make it this far (revealed by a DC 25 Sense Motive check). Upon spotting the PCs, they stand almost as one, and grab up icicles, clubs, and sticks to attack.

Should the PCs free the slaves from their enchantments or release them while disguised as Taigra or the devils (via illusions or polymorphs), the slaves show little gratitude and flee the complex by the easiest route possible.

The races of the slaves range from human to elf to orc to bugbear. However, only two stat blocks are provided. Rather than represent every race and waste space in this book with an encounter, the PCs will steamroll through, we opted for a streamlined encounter instead.

Encounter Condition: Fearless

Tactics: This combat isn't intended to be challenging; the slaves are not powerful enough to do much harm, and there are only six of them of noteworthy status. They also work poorly together, using only the most rudimentary tactics. Nonetheless, they show no hesitation in attacking, which ought to suggest to the players that something suspect is going on.

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, add one barbed devil overseer. To decrease the challenge, make the slaves' enchanted status more obvious by outfitting them with collars.

Soldiers, Ftr 5: CR 5; Medium humanoid (human); HD 5d10+5; hp 37; Init +5; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +5; Grp +7; Atk +9 melee (1d8+5/×3, masterwork long spear) or +6 ranged (1d8/19–20, light crossbow); Full Atk +9 melee (1d8+5/×3, masterwork long spear) or +6 ranged (1d8/19–20, light crossbow); SA —; SQ —; AL LN; SV Fort +5, Ref +2, Will +1; Str 14, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Craft (any one) +8, Handle Animal +1, Listen +2, Ride +9, Spot +2, Swim +4; Cleave, Improved Initiative, Power Attack, Weapon Focus (long spear), Weapon Specialization (long spear).

Possessions: Banded mail, buckler, masterwork long spear, short sword, dagger, light crossbow, bolts (12).

Slaves, Com 1; CR 1/3; Medium humanoid (human); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, club) or +0 ranged (1d3, thrown rock); Full Atk +0 melee (1d6, club) or +0 ranged (1d3, thrown rock); SA —; SQ —; AL LN; SV Fort +3, Ref +0, Will +0; Str 11, Dex 10, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +3, Handle Animal +2, Profession (any one) +4, Spot +1; Great Fortitude.

Possessions: Club.

O40. CREVICE

The rocky passage twists north and ends in a small cul-de-sac. Rubble litters the floor, but there is no apparent reason for such a chamber to be built off the slave quarters.

Initial Attitude: N/A

Encounter: Ketochrensus has a penchant for cruelty. Deep in this crevice is a locked chest containing a scroll explaining that the "enemies" invaders may have killed in Room O39 were, in fact, magically controlled innocents. A DC 20 Search check reveals the wooden, iron-reinforced chest beneath loose stones. It is locked, and requires a DC 25 Open Lock check to open.

Encounter Condition: Negative Energy

Tactics: N/A

Treasure: If the PCs open the chest, read the following.

Within is a simple vellum scroll. The writing appears to have been scratched with a sharp object such as a dagger… or a claw. The "ink" is dark crimson. The scroll reads in Common:

My slaves huddled under darkness and above ice,
Innocent of my crimes, wishing for freedom.
My magic compulsions made them foes of would-be heroes.
And now they are free, by way of death.
Their blood is on your hands.
Delight in your slaughter.

EL: N/A

Scaling: N/A



O41. HUGE CAVE

The carved hallway opens up into a wide cavern. There are two large columns formed from natural rock that climb to the ceiling, 40 ft.above.

If the bone devils are present and not *invisible* read the following.

A band of skeletal monstrosities stands near the columns, a shivering mass of glowing eyes and bony tails. Two creatures are distinct from the rest. The first wields a golden sickle in each hand, and a dull chain armor covers a weak his brittle frame. The second is large and powerful, its shield and trident held close to its body.

Initial Attitude: Hostile

Encounter: This is the last group of creatures between the PCs and Ketochrensus, a cadre of eight bone devils (hp 95 each) and two elite bone devils named Bithkra (hp 166) and Garrhoul (hp 158). With the exception of the elites (who have proven their loyalty), the bone devils are allied with Ketochrensus only for strength and the hope of escape.

If the PCs set off the *alarm* in Room O35, four bone devils leave to confront the party in Room O36, leaving behind only four bone devils, Bithkra, and Garrhoul.

Encounter Condition: N/A

Tactics: If the party takes the bone devils here by surprise (not having set off the *alarm*), a fight breaks out immediately. While Bithkra and Garrhoul occupy the PCs' attention, the other bone devils flank the characters or flee to Room O38 to recruit allies. If so alerted, the bone devils from Room O38 teleport in the round after being informed. Taigra (Room O44) hears any battle here, but does not join in, waiting for the PCs to confront Ketochrensus himself.

If the devils know of the party's presence, their approach is very different. They wait around the edges of the chamber near the ceiling. The PCs must make Listen checks opposed by the devils' Move Silently checks to notice them. If the PCs do notice, the bone devils attack, as above. If not, they wait for the party to enter Room O42, then close in from behind.

Treasure: As their master's last line of defense, these bone devils have an array of potions stashed behind one of the columns. If prepared for combat, the bone devils carry the potions themselves. There are three potions of blur, a potion of levitate, and two potions of resist energy (fire) 30.

EL: 18 (eight bone devils with Bithkra and Garrhoul) or 17 (four bone devils with Bithkra and Garrhoul). This is, of course, provided that the devils are detected and defeated here before they follow the PCs into Room O42.

Scaling: To increase the challenge of this encounter, add two horned devils. To decrease the challenge, remove either Bithkra or Garrhoul.

Bithkra, Bone Devil (Osyluth), Rog 1/Ass 5: CR 15; Large outsider (evil, extraplanar, lawful); HD 10d8+50 + 6d6+30; hp 166; Init +9; Spd 40 ft.; AC 30, touch 14, flat-footed 25; Base Atk +13; Grp +22; Atk +18 melee (1d8+6/19–20 + 1d6 electrical, +1 returning shocking throwing sickle) or +18 ranged (1d8+6/19–20 + 1d6 electrical, +1 returning shocking throwing sickle); Full Atk +16/+16[off-hand]/+11 melee (1d8+6[+3 off-hand]/19–20 + 1d6 electrical, 2 +1 returning shocking throwing sickles) and +15 melee (1d8+5, bite) and sting +15 melee (3d4+2 plus poison) or +18 ranged (1d8+6/19-20 + 1d6 electrical, 2 +1 returning shocking throwing sickle); SA Spell-like abilities, death attack, fear aura, poison, sneak attack +4d6, spells, summon devil; SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, improved uncanny dodge, resistance to acid 10 and cold 10, +2 save against poison see in darkness, spell resistance 21, telepathy 100 ft., uncanny dodge; AL LE; SV Fort +13, Ref +18, Will +12; Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +21, Concentration +18, Diplomacy +6, Disguise +6 (+8 acting), Hide +20, Intimidate +17, Knowledge (history) +15,

Listen +23, Move Silently +24, Search +20, Sense Motive +21, Spot +23, Survival +2 (+4 following tracks); Alertness, Improved Critical (sickle), Improved Initiative, Iron Will, Multiattack, Two Weapon Fighting.

Death Attack: If Bithkra studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (assassin's choice). While studying the victim, Bithkra can undertake other actions so long as his attention stays focused on the target and the target does not detect Bithkra or recognize Bithkra as an enemy. If the victim of such an attack fails a Fortitude save (DC 17) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6+5 rounds. If the victim's saving throw succeeds, the attack is just a normal sneak attack. Once the assassin has completed the 3 rounds of study, he must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if Bithkra does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before she can attempt another death attack.

Fear Aura (Su): Bone devils can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a fear spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 23, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Sneak Attack: Bithkra's attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 4d6. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 ft.

Uncanny Dodge (Ex): Bithkra retains her Dexterity bonus to AC even if she is caught flat-footed or struck by an invisible attacker. However, she still loses his Dexterity bonus to AC if immobilized.

Improved Uncanny Dodge (Ex): Bithkra can no longer be flanked. This defense denies a rogue the ability to sneak attack Bithkra by flanking her, unless the attacker has at least ten rogue level.

Spell-Like Abilities: At will—greater teleport (self plus 50 pounds of objects only), dimensional anchor, fly, invisibility (self only), major image (DC 15), wall of ice. Caster level 12th. The save DC is Charisma-based. Summon Devil (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

Assassin Spells Known (4/ 3, Save DC 12 + Spell Level): 1st—*disguise self, ghost sound, obscuring mist, true strike;* 2nd—*cat's grace, spider climb.*

Possessions: two large *+1 returning shocking throwing sickles, +1 chain shirt of sonic resistance.*

♟ **Garrhoul, Bone Devil (Osyluth), Blk6:** CR 15; Large outsider (evil, extraplanar, lawful); HD 10d8+50+6d10+30; hp 158; Init +9; Spd 40 ft.; AC 30, touch 14, flat-footed 20; Base Atk +16; Grp +25; Atk +21 melee (1d8+6, *+1 axiomatic trident*); Full Atk +21/+16/+11/+6 melee (1d8+6, *+1 axiomatic trident*) and +18 melee (1d8+5, bite) and sting +18 melee (3d4+2 plus poison); SA Sneak attack +1d6, spell-like abilities, fear aura, poison, spells, summon devil; SQ Aura ofd despair, damage reduction 10/good, dark blessing, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.; AL LE; SV Fort +18, Ref +16, Will +13; Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Concentration +18, Craft +11, Diplomacy +6, Disguise +2 (+4 acting), Hide +20, Intimidate +23, Knowledge (nobility and royalty) +15, Knowledge (religion) +7, Listen +15, Move Silently +18, Search +15, Sense Motive +15, Spot +15, Survival +2 (+4 following tracks); Cleave, Great Cleave, Improved Initiative, Improved Sunder, Multiattack, Power Attack.

Aura of Despair (Su): Garrhoul radiates a malign aura that causes enemies within 10 ft. of him to take a –2 penalty on all saving throws.

Detect Good (Sp): At will, Garrhoul can use detect good as a spell-like ability, duplicating the effect of the detect good spell.

Poison Use: Garrhoul is skilled in the use of poison and never risk accidentally poisoning himself when applying poison to a blade.

Dark Blessing (Su): Garrhoul applies his Charisma modifier (+2) as a bonus on all saving throws.

Fear Aura (Su): Bone devils can radiate a 5-ft.-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a fear spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 23, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Smite Good (Su): Twice a day, Garrhoul may attempt to smite good with one normal melee attack.

He adds his Charisma modifier (+2) to his attack roll and deals 5 extra points of damage. If a blackguard accidentally smites a creature that is not good, the smite has no effect but it is still used up for that day.

Sneak Attack: Garrhoul's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when Garrhoul flanks his target. This extra damage is 1d6. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied.

Spell-Like Abilities: At will- greater teleport (self plus 50 pounds of objects only), dimensional anchor, fly, invisibility (self only), major image (DC 15), wall of ice. Caster level 12th. The save DC is Charisma-based.

Summon Devil (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell

Blackguard Spells Prepared (2/ 2/ 1, Save DC 12 + Spell Level): 1st—*corrupt weapon* (×2); 2nd—*bull's strength, eagle's splendor;* 3rd—*cure serious wounds.*

Possessions: +1 axiomatic trident, +3 light fortification heavy steel shield, ring of telekinesis.

♛ **Bone Devils:** CR 9; Large outsider (evil, extraplanar, lawful); HD 10d8+50; hp 95; Init +9; Spd 40 ft.; AC 25, touch 14, flat-footed 20; Base Atk +10; Grp +19; Atk +14 melee (1d8+5, bite) or +14 ranged (1d8+5 plus poison, javelin); Full Atk +14 melee (1d8+5, bite) and +12 melee (2d6+7, large spear) and sting +12 melee (3d4+2 plus poison)or +14 ranged (1d8+5 plus poison, javelin); SA Spell-like abilities, fear aura, poison, summon devil; SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.; AL LE; SV Fort +12, Ref +12, Will +11; Str 21, Dex 21, Con 21, Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +15, Concentration +18, Diplomacy +6, Disguise +2 (+4 acting), Hide +14, Intimidate +17, Knowledge (any one) +15, Listen +17, Move Silently +18, Search +15, Sense Motive +15, Spot +17, Survival +2 (+4 following tracks); Alertness, Improved Initiative, Iron Will, Multiattack.

Fear Aura (Su): Bone devils can radiate a 5-foot-radius fear aura as a free action. Affected creatures must succeed on a DC 17 Will save or be affected as though by a fear spell (caster level 7th). A creature that successfully saves cannot be affected again by the same bone devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Poison (Ex): Injury, Fortitude DC 20, initial damage 1d6 Str, secondary damage 2d6 Str. The save DC is Constitution-based.

Spell-Like Abilities: At will—greater teleport (self plus 50 pounds of objects only), dimensional anchor, fly, invisibility (self only), major image (DC 15), wall of ice. Caster level 12th. The save DC is Charisma-based.

Summon Devil (Sp): Once per day a bone devil can attempt to summon 2d10 lemures with a 50% chance of success, or another bone devil with a 35% chance of success. This ability is the equivalent of a 4th-level spell.

042. POOL ROOM

A frozen pool occupies the center of this chamber, and the entire floor is covered in a thin layer of wet ice. The chill of the room pulses like a heartbeat, and the waves of cold emanating from the pool come faster and faster.

Initial Attitude: Unfriendly

Encounter: The ice devil Ketochrensus (hp 147) lies sleeping in the pool of ice — or at least he did, until being woken up by the alarm in Room O35, a battle in Room O41, or a telepathic warning from one of his devil servants.

Ketochrensus does not participate in any battle that occurs in Room O41, but he keeps in telepathic communication with Bithkra and Garrhoul and stays abreast of occurrences throughout his domain. When he bursts through the ice 2 rounds after the PCs enter, read the following.

Darkness stains the center of the pool, and the surface splits in two. Water splashes across the floor as a hideous figure bursts forth, a spear gripped in its chitinous white claws and the tip of its tail twitching. Its eyes are unreadable, but its head turns toward you as it utters in a voice like cracking ice, "Heroes come to the den of Ketochrensus. They have fire in their souls, but all flames can be smothered in cold."

Should the PCs parley, Ketochrensus plays along. If the power level of the PCs impresses him, he convinces them that the titan guarding the dungeon's exit is evil (he is unaware of Jardarir's deception), and that they should slay "Barcellus." He may also bribe the party with his treasure. If the PCs seem dismissive of his suggestions, he initiates combat, but he lets the PCs go if the they agree to take on the "titan."

The ground is covered with slippery ice. Movement is halved in this Room, as a result, and the DC of Balance and Tumble checks is increased by 5. A DC 15 Balance check is required to run or charge. Ketochrensus is protected by his *ring of freedom of movement* and is unaffected by the ice. In addition, the pool is supernaturally frigid from the devil's presence, and deals 2d4 points of cold damage each round to anyone immersed. It is 10 ft. deep.

Encounter Condition: Fears 18, Fearless, Negative Energy, Unhallowed 6

Tactics: During conversation with the PCs, Ketochrensus telepathically instructs any survivors from Room O41 to keep their distance, but to be prepared to close off the pool room's exit. Once combat begins, the bone devils rush in while Ketochrensus deals with the most physically dangerous PC himself. He may grapple a PC and drag or throw him into the pool. Under no circumstances does Ketochrensus flee; he knows that if he cannot win in his own sanctum with his guards at his side, he will never survive alone in the dungeon.

If the PCs have not yet encountered Taigra, they do so now. Either alerted by the bone devils or the sounds of battle, she leaves Room O44 for her master's side. In the latter case, she may not have time to cast *fly, invisibility,* and *mage armor* on herself; in the former, she joins the bone devils to wait at the exit.

Treasure: Stashed at the bottom of the pool are a *staff of swarming insects, pipes of pain,* 10 white opals worth 750 gp each, 12 black pearls worth 500 gp each, 16 white pearls worth 100 gp each, and 6,769 gp.

EL: 18

Scaling: To increase the challenge of this encounter, give Ketochrensus' Great Fortitude, Lightning Reflexes, or Iron Will and add two two ice devils. To decrease the challenge, have some of the bone devils from Room O41 flee instead of fight, and have Taigra hope for her master's defeat so that she can take over (thus taking longer to get there and waiting for the last moment to strike the PCs).

♟ **Ketochrensus, Ice Devil (Gelugon):** CR 18; Large outsider (evil, extraplanar, lawful); HD 24d8+84; hp 147; Init +9; Spd 40 ft.; AC 32, touch 14, flat-footed 27; Base Atk +24; Grp +34; Atk +30 melee (2d6+11/19–20, ×3 plus *slow, +2 keen longspear*) or +29 melee (1d10+6, claw); Full Atk +30/+25/+20 melee (2d6+11/19–20, ×3 plus *slow, +2 keen longspear*) and +24 melee (2d6+3, bite) and +24 melee (3d8+3 plus *slow*, tail); or +29 melee (1d10+6. 2 claws) and +24 melee (2d6+3, bite) and +24 melee (3d8+3 plus *slow*, tail); Space/Reach 10 ft./10 ft.; SA Fear aura, slow, spell-like abilities, summon devil; SQ Damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, regeneration 5, see in darkness, spell resistance 25, telepathy 100 ft.; AL LE; SV Fort +20, Ref +19, Will +20; Str 23, Dex 21, Con 23, Int 22, Wis 22, Cha 20.

Skills and Feats: Bluff +32, Climb +33, Concentration +33, Diplomacy +9, Disguise +5 (+7 acting), Intimidate +34, Jump +37, Knowledge (any three) +26, Listen +35, Move Silently +32, Search +33, Sense Motive +33, Spellcraft +33, Spot +35, Survival +7 (+9 following tracks); Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Initiative, Improved Natural Attack (tail), Power Attack, Weapon Focus (spear).

Fear Aura (Su): An ice devil can radiate a 10-ft.-radius fear aura as a free action. A creature in the area must succeed on a DC 27 Will save or be affected as though by a fear spell (caster level 13th). A creature that successfully saves cannot be affected again by the same ice devil's aura for 24 hours. Other devils are immune to the aura. The save DC is Charisma-based.

Slow (Su): A hit from an ice devil's tail or spear induces numbing cold. The opponent must succeed on a DC 28 Fortitude save or be affected as though by a *slow* spell for 1d6 rounds. The save DC is Constitution-based.

Spell-Like Abilities: At will—*cone of cold* (DC 20), *fly, ice storm* (DC 19), *greater teleport* (self plus 50 lbs. of objects only), *persistent image* (DC 20), *unholy aura* (DC 23), *wall of ice* (DC 19). Caster level 13th. The save DCs are Charisma-based.

Summon Devil (Sp): Once per day an ice devil can attempt to summon 2d10 lemures or 1d6 bearded devils, 2d4 bone devils with a 50% chance of success, or another ice devil with a 20% chance of success. This ability is the equivalent of a 4th-level spell.

Regeneration (Ex): An ice devil takes normal damage from good-aligned weapons and from spells or effects with the good descriptor.

Possession: +2 keen long spear, ring of freedom of movement.

043. CORPSE STORAGE

A mound of corpses lurks within this subsection of the cavern. Almost 20 ft. high, the pile contains the bodies of all manner of humanoids, haphazardly thrown atop one another and frozen blue-white with cold. There are even frost giant bodies among them. The bodies have been stripped of valuables and appear otherwise intact.

Initial Attitude: N/A

Encounter: The devils have been collecting corpses, both as an artistic statement and for Taigra's experiments. Following Ketochrensus' death, any attempt to cremate the corpses works supernaturally well; even a single spark brings the entire mound to a full blaze.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A

O44. TAIGRA'S CHAMBERS

This chamber appears to be the home of a humanoid. While the ceiling is over 30 ft. high and the floor is rough and uneven, furniture and decorations make the space feel livable. A large bed of furs and skins fills one corner, and chipped swords and axes hang beside dented steel shields on the wall. A series of unlidded wooden boxes line a stone shelf, and crimson runes are painted across the opposite wall. A dark alcove has been worked into the rock immediately to the right of the entrance.

Initial Attitude: Hostile

Encounter: This cavern is the home of Taigra (hp 79), a cunning and talented bugbear sorcerer who made herself so useful to Ketochrensus that she became one of his prime servants. By the time the PCs reach this Room, Taigra has most likely been slain elsewhere. If the party has been sufficiently stealthy, however, or if Taigra escaped a confrontation with the PCs, she waits here. In the latter case, she has already downed her potion of invisibility and as many of her six potions of cure moderate wounds as is considered prudent.

The alcove contains nothing, and is merely a trap for the curious.

Wail of the Banshee Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 18th-level sorcerer, DC 23 Fortitude save negates); multiple targets (up to 18 creatures); Search DC 34; Disable Device DC 34.

Encounter Condition: N/A

Tactics: Taigra does not actually join any combats in this Section (with the exception of the fight against Ketochrensus), but instead attacks the PCs immediately after one of their battles against bone devils or the purple worm. She prepares herself with *fly*, *greater invisibility*, and *mage armor* when she becomes aware of a battle, then races to the scene and casts other protective spells or drinks her *potion of blur* and *potion of haste* while the combat continues. After the PCs win, she hits them hard with area-effect spells.

Treasure: In addition to a *potion of invisibility* and *six potions of cure moderate wounds*, there are loads of spell components contained within the wooden boxes. Taigra keeps all other magic items on her person.

EL: 19

Scaling: To increase the challenge of this encounter, add four sorcerer levels to Taigra. To decrease the challenge, remove her familiar and remove two sorcerer levels.

Taigra, Bugbear, Sor 18: Bugbear: CR 20; Medium humanoid (goblinoid); HD 3d8+3 + 18d4+18; hp 79; Init +7; Spd 30 ft.; AC 23, touch 15, flat-footed 20; Base Atk +11; Grp +12; Atk +13 melee (1d8+2/19–20, ×3, *+1 keen spear*); Full Atk +13/+8/+3 melee (1d8+2/19–20, ×3, *+1 keen spear*); SA Spells; SQ Darkvision 60 ft., scent; AL NE; SV Fort +8, Ref +12, Will +13; Str 13, Dex 16, Con 13, Int 12, Wis 12, Cha 17 [21].

Skills and Feats: Bluff +23, Climb +2, Concentration +19, Hide +7, Listen +6, Move Silently +9, Spellcraft +19, Spot +6; Alertness (from familiar), Brew Potion, Combat Casting, Dodge, Extend Spell, Improved Familiar, Improved Initiative, Scribe Scroll, Weapon Focus (spear).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Sorcerer Spells Known (6/8/7/7/7/7/6/5/3, save DC 15 + spell level): 0—*acid splash, detect magic, disrupt undead, flare, mage hand, message, read magic, resistance, touch of fatigue*; 1st—*color spray, mage armor, magic missile, ray of enfeeblement, shield*; 2nd—*glitterdust, protection from arrows, scorching ray, see invisible, web*; 3rd—*fly, lightning bolt, slow*; 4th—*confusion, black tentacles, greater invisibility, wall of fire*; 5th—*baleful polymorph, cloudkill, cone of cold, hold monster*; 6th—*acid fog, circle of death, greater dispel magic*; 7th—*delayed blast fireball, prismatic spray, spell turning*; 8th—*power word stun, greater shout*; 9th—*wail of the banshee*.

Possessions: +1 keen spear, amulet of natural armor +2, bracers of armor +3, ring of protection +2, a cloak of charisma +4, potion of blur, potion of haste, scroll of dominate person (2), wand of maximized magic missile (9th-level caster, 17 charges), 3 small silver mirrors.

O45. CRYOHYDRA LAIR

A tall rock formation juts into the air in front of a deep recess in the stone wall. Enormous scrape marks from clawed feet are visible within, but it is impossible to tell how many creatures made them. The ground slopes downward at a sharp angle, and the stone is moist in spots. The distant sound of rippling water echoes against the cave walls, along with an odd hissing sound.

The source of the hissing is soon apparent. In the back of the cave, dozens of scaly serpents writhe and rub against each other, connecting to three purple bodies. Each appears powerful and dangerous... but only one has wings.

Initial Attitude: Hostile

Encounter: The lake's cryohydras (hp 129 each) lair here, along with the greatest of their number, the half-dragon cryohydra Cryshnarx (hp 153). There may be additional cryohydras present if the PCs did not fight any of the creatures in Room O23 or Room O31.

Encounter Condition: N/A

Tactics: Upon spotting the PCs, the cryohydras use their breath weapons from a distance, then charge to the cave entrance. Fighting in the enclosed cave is not to their advantage, as they can easily be surrounded.

Treasure: The cryohydras' treasure is hoarded in the back of the cave. It includes a *potion of water walk*, a *potion of greater magic fang +3*, and a *ring of x-ray vision*.

EL: 17

Scaling: To increase the challenge of this encounter, add a third twelve-headed cryohydra. To decrease the challenge, remove Cryshnarx's half-dragon template.

Cryshnarx, Twelve-Headed Half (White) Dragon Cryohydra: CR 15; Huge dragon; HD 12d12+75; hp 153; Init +1; Spd 20 ft., swim 20 ft., fly 40 ft (average); AC 26, touch 9, flat-footed 25; Base Atk +12; Grp +31; Atk +22 melee (2d8+11, bite); Full Atk +22 melee (2d8+11, 12 bites); Space/Reach 15 ft./10 ft.; SA Breath weapon; SQ Darkvision 60 ft., fast healing 22, immunity to cold, low-light vision, scent; AL N; SV Fort +13, Ref +9, Will +6; Str 32, Dex 13, Con 23, Int 6, Wis 12, Cha 11.

Skills and Feats: Listen +16, Spot +16, Survival +16, Swim +26; Blind-Fight, Combat Reflexes[B], Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite).

Breath Weapon (Su): Cryshnarx can breathe jets of frost 10 ft. high, 10 ft. wide, and 20 ft. long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of cold damage per head. A successful DC 22 Reflex save halves the damage. The save DC is Constitution-based. Once a day, one of Cryshnarx's heads can breath a 30' cone of frost for 6d8 damage, a successful DC 22 Reflex save halves the damage.

Cold attacks cannot prevent a cryohydra's stump from growing new heads (since a cryohydra has immunity to cold), but 5 points of fire damage does.

Twelve-Headed Cryohydra: CR 13; Huge magical beast; HD 12d10+63; hp 129; Init +1; Spd 20 ft., swim 20 ft.; AC 22, touch 9, flat-footed 21; Base Atk +12; Grp +26; Atk +17 melee (2d8+6, 12 bites); Full Atk +17 melee (2d8+6, 12 bites); Space/Reach 15 ft./10 ft.; SA Breath weapon; SQ Darkvision 60 ft., fast healing 22, immunity to cold, low-light vision, scent; AL N; SV Fort +13, Ref +9, Will +6; Str 23, Dex 12, Con 20, Int 2, Wis 10, Cha 9.

Skills and Feats: Listen +9, Spot +10, Swim +14; Blind-Fight, Combat Reflexes[B], Improved Natural Attack (bite), Iron Will, Toughness, Weapon Focus (bite).

Breath Weapon (Su): A cryohydra can breathe jets of frost 10 ft. high, 10 ft. wide, and 20 ft. long. All heads breathe once every 1d4 rounds. Each jet deals 3d6 points of cold damage per head. A successful DC 21 Reflex save halves the damage. The save DC is Constitution-based.

Cold attacks cannot prevent a cryohydra's stump from growing new heads (since a cryohydra has immunity to cold), but 5 points of fire damage does.

O46 THROUGH O60. THE INNER CAVERNS

This is the central domain of the frost giants, and the home of their chieftain Jardarir (currently masquerading as the titan Barcellus). These wide caverns provide a perfect backdrop for epic battles fought here. The chance of escape to the surface world, a frozen titan, a deal with evil forces, and a giant remorhaz await those who adventure here.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The bodies of slaves lay half-buried beneath a cave-in. The hallway is half-blocked. Poor Footing 22
2	Three escaped slaves walk away from the PCs, slowly and quietly. They are escaping the frost giants' domain.
3	Shouting echoes from up ahead in the tunnels. When the PCs reach the source of the noise, the shouting comes from somewhere else.
4–9	Nothing
10–12	A patrol of five frost giants searches for escaped slaves or intruders.
13	A lone frost giant sleeps in an alcove, hiding from work.
14	A bone devil seeks an audience with "Barcellus," hoping to defect from the forces of Ketochrensus.
15–16	Five barbed devils head out of frost giant territory, bitter over "Barcellus" proclaiming their tribute was too small to permit exit.
17	A lone frost giant scout (Rgr 8) carries slain winter wolves back to camp.
18	The PCs stumble upon a trap (set by frost giants). ♦ **Poisoned Spiked Pit Trap:** CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 16; Disable Device DC 25.
19	The PCs stumble upon a trap (set by frost giants) ♦ **Crushing Wall Trap:** CR 10; mechanical; location trigger; automatic reset; no attack roll required (18d6, crush); Search DC 20; Disable Device DC 25.
20	A weakling devil (its specific species is indeterminable), approaches the PCs beseeching them to take it with them. It cannot escape alone, but offers to do anything to prove his mettle to powerful and trustworthy PCs. A *zone of truth* surrounds it, so if the PCs mean to do it harm, it turns invisible and flees.

O46. PIT

As the PCs approach, they can see a small barrel on the left wall, filled with coins. A *magic mouth* built into the wall speaks.

"Welcome to the Realm of Barcellus."

If the PCs do not offer coin, the magic mouth speaks again.

"You insufferableness will be rewarded."

This triggers a storm of vengeance trap, affecting everyone in the Room. This alerts all of the nearby frost giants (Room O67) of an intruder, bringing all the giants to investigate in 2 rounds.

The cave widens and dips, creating a shallow pit about six ft. deep. The sides are thick with ice, and it is apparent that reaching either of the two northern tunnels will require work.

Initial Attitude: N/A

Encounter: The frost giants can easily navigate this pit, but smaller creatures have difficulty climbing to the exits. A character climbing out of the pit must succeed on a DC 30 Climb check or slide back toward the center.

Several wooden planks are stacked against the wall in the passage to Room O47, used by the giants to make ramps for slaves. PCs who dawdle, draw the attention of the frost giants in Room O47, who toss boulders and spear at them from above.

Encounter Condition: [Fearless]

Tactics: If a fight breaks erupts, the giants use higher ground to their advantage and fight furiously, never backing down. They have a cocky attitude and seek to kill the PCs. If there is an obvious spellcaster in the party, they subdue him to bring forth a sacrifice for Jardarir (Room O60).

Treasure: N/A

EL: 10

Scaling: To increase the challenge of this encounter, the PCs must offer a specific (but random; 2d6 × 10 sp) gift to the *magic mouth*. To reduce the challenge, the PCs must simply bow or offer thanks to the *magic mouth*.

O47. SENTRY CAMP

Air whistles as it flows through the cavern, accompanied by a sad moan. It is unclear whether the moan is another product of the shape of the chamber, or if it is the sound of some creature waits inside.

Allow the PCs DC 25 Listen checks (penalty added; see below) to hear the frost giants speaking among themselves and relishing their joy in scaring their slave.

Otherwise, read the following.

Six pairs of amber eyes are lit up by the glow of a small cooking fire. The frost giants are situated all around this makeshift camp, armed with spears and standing near piles of rocks perfectly sized for their enormous fists. Lying upon a rack over the cooking fire is a young human woman in ragged furs, nearly unconscious with delirium and shock.

Initial Attitude: Hostile

Encounter: This cave serves as a permanent sentry post for the frost giants, manned by six frost giant barbarians (hp 184 each) living under less than ideal circumstances. The unusual sounds are caused by the airflow from the lake, and bestow a –10 circumstance penalty on all Listen checks in this Room.

While the frost giants are supposed to be guarding this cave, there have been few threats to guard it from lately. The giants are therefore eager for a good fight, but they are not particularly alert; they suffer the standard –5 penalty for being distracted when making Spot and Listen checks. There is an outside chance they hear the PCs in Room O46, and send half their number to investigate.

The woman on the cooking rack is Adranni, a tough young woman who remembers the outside world despite years of captivity under the giants. She is grateful if rescued, and can confirm the presence of an exit nearby based on overheard giant conversations. She tries to show the party where the other slaves are kept, and wants to stay with the PCs for protection until they escape. She can be convinced otherwise, but is reluctant unless assured of her ongoing safety.

Encounter Condition: N/A

Tactics: If they have the chance, the frost giants begin their attack by throwing rocks, only entering melee once the PCs close in. If desperate for options or the chance to drink their potions of cure serious wounds, the giants grab Adranni and threaten to kill her if the PCs do not surrender and drop their weapons. If the PCs do surrender, the giants kill Adranni anyway and attack the unarmed characters.

Treasure: N/A

EL: 17

Scaling: To increase the challenge of this encounter, add two barbarian levels to each frost giant. To decrease the challenge, remove two barbarian levels from each frost giant.

Frost Giant, Bar 3: CR 12; Large giant (cold); HD 14d8+84 + 3d12+18; hp 184; Init +4; Spd 50 ft.; AC 22, touch 9, flat-footed 22; Base Atk +13; Grp +31; Atk +21 melee (2d6+13/×3, spear) or +21 melee (1d4+9, slam) or +11 ranged (2d6+9, rock); Full Atk +21/+16/+11 melee (2d6+13/×3, spear) or +21 melee (1d4+9, 2 slams) or +11 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA Rage, rock throwing; SQ immunity to cold, low-light vision, rock catching, uncanny dodge, vulnerability to fire; AL CE; SV Fort +20, Ref +7, Will +9; Str 29, Dex 10, Con 22, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +9, Craft (any one) +6, Intimidate +2, Jump +13, Spot +8; Cleave, Great Cleave, Improved Initiative, Improved Overrun, Improved Sunder, Power Attack.

Rage (Ex): These barbarians can fly into a rage once per day. In a rage, they temporarily gain a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but they takes a –2 penalty to Armor Class. The increase in Constitution increases the barbarian's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) A fit of rage lasts for 9 rounds. A barbarian may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter.

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Uncanny Dodge (Ex): These barbarians retains their Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Possessions: Chain shirt, spear, bag of rocks (3), *potion of cure serious wounds, potions of invisibility,*

One of the frost giants wears a *minor ring of energy resistance (fire)* and carries a *potion of haste.*

Adranni, human, Com4; CR 3; Medium humanoid (human); HD 4d4+8; hp 19; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +2; Atk +2 melee (1d3, unarmed); Full Atk +2 melee (1d3, unarmed); SA —; SQ —; AL N; SV Fort +5, Ref +2, Will +1; Str 11, Dex 13, Con 14, Int 12, Wis 11, Cha 8.

Skills and Feats: Craft (cook) +3, Hide +2, Listen +9, Move Silently +2, Spot +9, Survival +3; Alertness, Dodge, Endurance.

O48. SLAVE PENS

This cavern stinks of unwashed bodies and refuse. Huge, irregular stone slabs are laid out to form a "fence" around the walls, and you hear faint sobs and the occasional scuffle from behind them. There are no light sources nearby.

If the PCs call out or make an obvious noise, read the following.

The scuffling behind the large slabs becomes louder, and a mix of hollow voices ask: "Who's there?" "Can you help us?" "Have you seen the giants?" Then the questions are interrupted by a sharp rebuke. "Quiet down, you! We don't know what's out there, and noise could bring more danger!" After that, the room falls silent.

Initial Attitude: Friendly

Encounter: The frost giants keep dozens of humanoid slaves (hp 5 each) here, penned in by 10-ft. high stone slabs. When the giants want to release a slave, they push aside a slab or simply reach over and lift the slave out. Each slab weighs about 5,000 lbs. and it takes a DC 25 Climb check to climb one.

Slab: Hardness 8, hp 180, Break DC 100.

The unhappy slaves are divided into two main groups. The first is led by a dwarven fighter named Kalgrin (hp 71), who hopes to plan an escape and eventually return to the surface. Kalgrin was once a mercenary captain that was ambushed by the giants. In the years since, he has overhead the giants discussing the *potions of invisibility* possessed by the sentries in Room O47, and he knows how to reach the exit. He has assembled a team of slaves who believe that if they can get the potions, they can sneak out and find help. Kalgrin has kept his plans quiet for some time, but the appearance of the PCs leads him to think that his chance has come.

The second group is slightly larger, and is led by Camrid Helsing (hp 33), a human aristocrat. Camrid hates life under the giants, but he fears death or torture more, and thinks Kalgrin is a fool who will make matters worse for everyone. The relationship between Camrid and Kalgrin is strained, and disagreements could lead to a split among the prisoners unless the party can keep things under control. While some of Camrid's followers can be swayed to fight for their freedom, it won't be easy while Camrid is alive. He adamantly refuses to back or take part in any "heroic" actions the PCs recommend. He will not, however, actively seek to betray the PCs, either.

Adranni (see Room O47) is part of Camrid's group, but she develops great faith in the PCs if they free her. She can be instrumental in winning over other slaves.

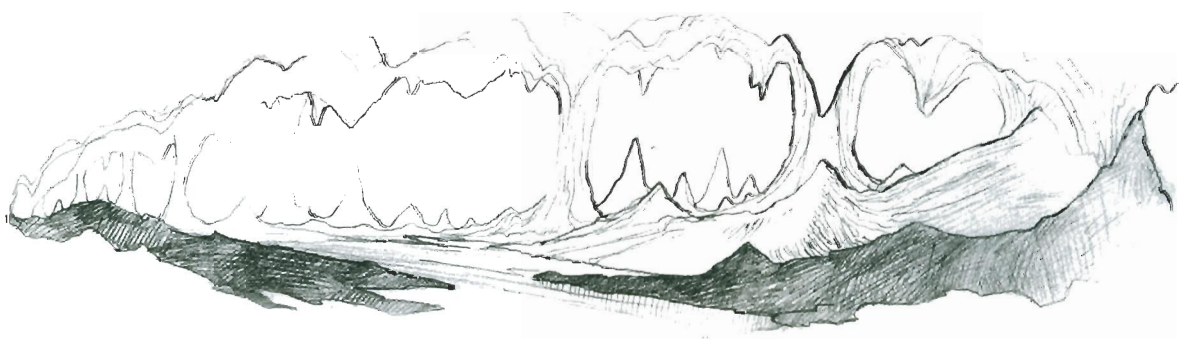
Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: N/A

Scaling: N/A



♟ **Camrid Helsing, Human Ari 3/Ftr 2:** CR 4; Medium humanoid (human); HD 3d8+3 + 2d10+2; hp 33; Init +1; Spd 30 ft.; AC 13, touch 11, flat-footed 12; Base Atk +4; Grp +5; Atk +5 melee (1d4+1/19-20, dagger) or +5 ranged (1d3, thrown rock); Full Atk +5 melee (1d4+1/19-20, dagger) or +5 ranged (1d3, thrown rock); SA —; SQ —; AL LN; SV Fort +5, Ref +2, Will +4; Str 12, Dex 13, Con 12, Int 13, Wis 12, Cha 15.

Skills and Feats: Bluff +7, Diplomacy +12, Gather Information +5, Handle Animal +7, Knowledge (nobility & royalty) +7, Listen +1, Ride +11, Sense Motive +11, Spot +1, Survival +3; Combat Expertise, Dodge, Mobility, Mounted Combat, Negotiator.

♟ **Kalgrin, Dwarf Ftr 7:** CR 7; Medium humanoid (dwarf); HD 7d10+28; hp 71; Init +5; Spd 20 ft.; AC 14, touch 11, flat-footed 13; Base Atk +7; Grp +10; Atk +11 melee (1d6+6/×4, heavy pick) or +8 ranged (1d3+3, thrown rock); Full Atk +11/+6 melee (1d6+6/×4, heavy pick) or +8 ranged (1d3+3, thrown rock); SA —; SQ Darkvision 60 ft., dwarf traits; AL LN; SV Fort +9, Ref +5, Will +5; Str 17, Dex 12, Con 19, Int 11, Wis 12, Cha 10.

Skills and Feats: Craft (weaponsmith) +12, Intimidate +10, Cleave, Endurance, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (heavy pick), Weapon Specialization (heavy pick).

♛ **Slave, Com 1:** CR 1/3; Medium humanoid (human); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, club) or +0 ranged (1d3, thrown rock); Full Atk +0 melee (1d6, club) or +0 ranged (1d3, thrown rock); SA —; SQ —; AL LN; SV Fort +3, Ref +0, Will +0; Str 11, Dex 10, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +3, Handle Animal +2, Profession (any one) +4, Spot +1; Endurance, Great Fortitude.



O49. REFUSE PIT

The smell in this crooked corridor becomes increasingly offensive as the ground becomes thick with stripped bones, torn rags, and other debris. Only the occasional dead-end side passage is free from the garbage. The floor slopes downward at irregular intervals, leading toward a nauseating pit.

Initial Attitude: N/A

Encounter: The frost giants and slaves toss their garbage down this corridor when they lack the inclination to travel all the way to Room O50. Though it would be unpleasant, resting in one of the side passages would be relatively safe for the party or escaped slaves.

Encounter Condition: Diseased (devil chills) 20%, Stagnant Air

Tactics: N/A

Treasure: PCs with no decorum may search the debris for up to one 1 hour. For every 15 minutes spent searching, they must succeed at a Fortitude save (DC 15, +1 per previous save) or become nauseated and unable to continue.

Every 15 minutes spent searching reveals on mundane item (with a 15% chance this item is masterwork, and another 5% chance of a superior item). No more than four items can be found by anyone PC and the sizes of the items range from Small to Huge.

EL: N/A

Scaling: N/A

O50. BLACK PUDDING CAVE

Despite the cold, the piles of refuse fill this area with a nauseating stench, making breathing difficult. Some chunks have frozen together, preserving in revolting memoriam the frost giant clan's recent history. The back of the cave is unusually dark, and garbage free. Then the darkness gurgles, and pours over a pile of trash…

Initial Attitude: Indifferent

Encounter: This cavern collects years of frost giant waste. An elder black pudding (hp 290) lives here, feeding on the refuse, but it doesn't bother the PCs if they return the favor. It leads a decent life as the giants' garbage disposal. The giants and most of the slaves know of it as an urban legend ("the living trash").

Encounter Condition: Fear 12, Stagnant Air

Tactics: The pudding's tactics are limited to approaching and grabbing foes (and even then only if disturbed). It is old, tired, and not very ambitious. It only fights to defend itself.

Treasure: N/A

EL: 12

Scaling: To increase the challenge of this encounter, add two black puddings. To decrease the challenge, remove the black pudding altogether.

♛ **Gargantuan Black Pudding:** CR 12; Gargantuan ooze; HD 20d10+180; hp 290; Init –5; Spd 20 ft., climb 20 ft.; AC 1, touch 1, flat-footed 1; Base Atk +15; Grp +35; Atk +19 melee (3d6+12 plus 3d6 acid, slam); Full Atk +19 melee (3d6+12 plus 3d6 acid, slam); Space/Reach 20 ft./20 ft.; SA Acid, constrict 2d8+12 plus 2d6 acid, improved grab; SQ Blindsight 60 ft., split, ooze traits; AL N; SV Fort +15, Ref +1, Will +1; Str 26, Dex 1, Con 28, Int —, Wis 1, Cha 1.

Skills and Feats: Climb +16.

Acid (Ex): The creature secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Any melee hit or constrict attack deals acid damage, and the opponent's armor and clothing dissolve and become useless immediately unless they succeed on DC 29 Reflex saves. A metal or wooden weapon that strikes a black pudding also dissolves immediately unless it succeeds on a DC 29 Reflex save. The save DCs are Constitution-based.

The pudding's acidic touch deals 21 points of damage per round to wooden or metal objects, but the ooze must remain in contact with the object for 1 full round to deal this damage.

Constrict (Ex): A black pudding deals automatic slam and acid damage with a successful grapple check. The opponent's clothing and armor take a –4 penalty on Reflex saves against the acid.

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

Split (Ex): Slashing and piercing weapons deal no damage to a black pudding. Instead the creature splits into two identical puddings, each with half of the original's current hit points (round down). A pudding with 10 hit points or less cannot be further split and dies if reduced to 0 hit points.

Skills: A black pudding has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

O51. REST CAVE

Humanoids lie sprawled on ragged pelts circling a 30-ft.-high column, huddled close and breathing shallowly. They are clearly exhausted, and many have bruises or cuts on their hands and faces. The slaves are unguarded; their only companions are the chill and the darkness.

Initial Attitude: Indifferent

Encounter: This is a rest area for the slaves (hp 5) working in Rooms O52 and O53. When a slave collapses from exhaustion or injury, he is

carried here by a frost giant and his tools taken away. There are currently ten slaves present.

Encounter Condition: N/A

Tactics: The slaves know Rooms O47 through O53 well, and can describe their contents to the PCs. Convincing them that doing so is in their interest is another issue, but diplomatic PCs may be able to convert the slaves into allies. There is a 10% chance that a few of the slaves here share the views of Camrid Helsing (see Room O48) and panic upon seeing the PCs. They immediately head for Room O52, calling out to the frost giants who investigate after 1d3 rounds.

Treasure: N/A

EL: 8

Scaling: To increase the challenge of this encounter, add ten slaves all infected with disease. To decrease the challenge, have four of the slaves in cages as punishment for some transgression.

Slaves, Com 1; CR 1/3; Medium humanoid (human); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, club) or +0 ranged (1d3, thrown rock); Full Atk +0 melee (1d6, club) or +0 ranged (1d3, thrown rock); SA —; SQ —; AL LN; SV Fort +3, Ref +0, Will +0; Str 11, Dex 10, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +3, Handle Animal +2, Profession (any one) +4, Spot +1; Great Fortitude.

Possessions: Club.

O52. CENTRAL MINES

Dark, smoke wafts along the outcroppings, and the sounds of metal tools striking stone and ice resound through the chamber. Carts rumble as they are pushed down worn paths by moaning slaves, and two frost giants bellow orders from between a pair of columns in the cavern's center. This chamber is much warmer than others nearby due to the heat exuded by a line of forges. Slaves labor there, as well, manufacturing weapons much too large for them to wield.

Initial Attitude: Hostile

Encounter: The frost giant sentries — Boraji (hp 247) and Tyrash (hp 239) — stand guard here, while slaves haul ore out of Room O53. The giants are smoking pipes, more or less relaxed and not suspecting trouble. Their tobacco is a rare formula called stygian weed, the smoke of which doubles the time before the slaves collapse in the short run (while rotting their innards in the long run).

If the slaves see the PCs defeat the sentries, they enthusiastically offer their (admittedly limited) aid. If the sentries are defeated out of sight, the slaves react similarly to the workers in Room O51 and require convincing before they jump in to help.

Encounter Condition: N/A

Tactics: From between the columns, Boraji and Tyrash can view the entire room, and are positioned so that attackers must navigate around the many slaves to reach them. Between rock-throwing, Tyrash's dancing whip (which focuses on trip and disarm attacks), and sheer reach, this gives the sentries a significant advantage. Once approached, however, they can easily be flanked.

Due to the noise level, combat in this Room does not necessarily attract the frost giant taskmaster in Room O53. The taskmaster only comes to investigate (arriving in 1d4 rounds) if he succeeds on a DC 15 Listen check.

Treasure: A variety of tools, weapons, and even bucklers are here for the taking. However, they are all sized for giant use, and are no doubt of little value to the PCs. In addition, there is enough stygian weed to make one big cigar, or to fill 10 pipes.

EL: 18

Scaling: To increase the challenge of this encounter, have the giants (at the southern end of the cave) positioned with their backs to the wall, and add two class levels to Boraji and two class levels to Tyrash. To decrease the challenge, remove two class levels from each giant.

Boraji, Frost Giant, Bar8: CR 17; Large giant (cold); HD 14d8+84 + 8d12+48; hp 247; Init +4; Spd 50 ft.; AC 22, touch 9, flat-footed 21; Base Atk +18; Grp +32; Atk +27 melee (1d4+11 nonleathal, *+1 dancing whip*) or +27 melee (2d8+15, greatclub) or +26 melee (1d4+10, slam) or +17 ranged (2d6+10, rock); Full Atk +27/+22/+17/+12 melee (1d4+11 nonleathal, *+1 dancing whip*) or +27/+22/+17/+12 melee (2d8+15, greatclub) or +26 melee (1d4+10, 2 slams) or +17 ranged (2d6+10, rock); Space/Reach 10 ft./10 ft.; SA Rage, rock throwing; SQ Damage reduction 1/—, immunity to cold, improved uncanny dodge, low-light vision, rock catching, uncanny dodge, vulnerability to fire; AL CE; SV Fort +20, Ref +8, Will +8; Str 30, Dex 10, Con 22, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +15, Craft (wood carving) +6, Intimidate +14, Jump +25, Listen +10, Spot +12, Survival +10; Cleave, Exotic Weapon Proficiency (whip), Great Cleave, Improved Initiative, Improved Overrun, Improved Sunder, Lightning Reflexes, Power Attack.

Rage (Ex): Boraji can fly into a rage thrice per day. In a rage, Boraji temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the Boraji's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) Boraji's fit of rage lasts for 10 rounds equal. Boraji may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter.

Improved Uncanny Dodge (Ex): Boraji can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Uncanny Dodge (Ex): Boraji retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Possessions: Chain shirt, *+1 dancing whip*, masterwork greatclub, bag of rocks (4), *potion of cure moderate wounds*.

Tyrash, Frost Giant, Ftr 8: CR 17; Large giant (cold); HD 14d8+84 + 8d10+48; hp 239; Init +4; Spd 40 ft.; AC 22, touch 9, flat-footed 21; Base Atk +18; Grp +32; Atk +28 melee (2d8+18/17–20 + 2d6, *+1 vicious two-handed sword*) or +27 melee (1d4+10, slam) or +17 ranged (2d6+10, rock); Full Atk +28/+23/+18/+13 melee (2d8+18/17–20 + 2d6, *+1 vicious two-handed sword*) or +27 melee (1d4+10, 2 slams) or +17/+12/+7/+2 ranged (2d6+10, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; AL CE; SV Fort +19, Ref +8, Will +10; Str 30, Dex 10, Con 22, Int 11, Wis 14, Cha 12.

Skills and Feats: Climb +14, Craft (armorer) +6, Intimidate +6, Jump +18, Spot +12; Cleave, Great Cleave, Improved Critical (two-handed sword), Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Point Blank Shot, Power Attack, Quick Draw, Weapon Focus (two-handed sword), Weapon Specialization (two-handed sword).

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Possessions: Chain shirt, *+1 vicious two-handed sword*, bag of rocks (5), *potion of cure moderate wounds*.

Slaves, Com 1: CR 1/3; Medium humanoid (human); HD 1d4+1; hp 5; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, tool) or +0 ranged (1d3, thrown rock); Full Atk +0 melee (1d6, tool) or +0 ranged (1d3, thrown rock); SA —; SQ —; AL LN; SV Fort +3, Ref +0, Will +0; Str 11, Dex 10, Con 12, Int 8, Wis 10, Cha 8.

Skills and Feats: Craft (any one) +3, Handle Animal +2, Profession (any one) +4, Spot +1; Great Fortitude.

Possessions: Various tools.

053. DEEP MINES

The floor slopes down as the heat of the forges fades behind you. Soon, the passageway reaches another cavern. There are only a few slaves here, mining for iron and filling carts to be sent to the work area above.

If the frost giant taskmaster did not respond to combat in Room O52, read the following.

Overseeing the slaves is a towering frost giant dressed in winter wolf pelts. His right arm is badly scarred, and strapped to his back is a warhammer that looks too large even for his monstrous size.

Initial Attitude: Hostile

Encounter: Half a dozen slaves work here at the moment, along with a single frost giant taskmaster (hp 272). As with the slaves in Room O52, the slaves' initial reaction depends greatly on how the PCs present themselves. If the party rushes in and slays their warden, the slaves respond positively, whereas if they do not witness the party's might, they are vastly more skeptical.

Encounter Condition: N/A

Tactics: Provided the taskmaster has not joined a battle in Room O52, he is more than ready to charge into melee. He is more concerned about the PCs than the slaves, and he ignores his charges so long as they stay out of his way.

Treasure: N/A

EL: 19

Scaling: To increase the challenge of this encounter, add 2 barbarian or ranger levels to the taskmaster. To decrease the challenge, remove the magic from the taskmaster's weapon along with 1 or 2 barbarian levels.

Taskmaster: Frost Giant, Bar10: CR 19; Large giant (cold); HD 14d8+84+10d12+60; hp 272; Init +4; Spd 50 ft.; AC 19, touch 9, flat-footed 19; Base Atk +20; Grp +33; Atk +30 melee (2d8+18/×3 plus +1d6 fire, huge +3 dwarf bane flaming warhammer) or +29 melee (1d4+10, slam) or +19 ranged (2d6+10, rock); Full Atk +30/+25/+20/+15 melee (2d8+18/×3 plus +1d6 fire, huge +3 dwarf bane flaming warhammer) or +29 melee (1d4+10, 2 slams) or +19 ranged (2d6+10, rock); Space/Reach 10 ft./10 ft.; SA Rage, rock throwing; SQ DR 2/–, immunity to cold, improved uncanny dodge, low-light vision, rock catching, uncanny dodge, vulnerability to fire; AL CE; SV Fort +20, Ref +9, Will +11; Str 30, Dex 10, Con 22, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +19, Craft (tanner) +6, Intimidate +17, Jump +26, Listen +13, Spot +12, Survival +13; Cleave, Great Cleave, Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack.

Rage (Ex): Taskmaster can fly into a rage thrice per day. In a rage, Taskmaster temporarily gains a +4 bonus to Strength, a +4 bonus to Constitution, and a +2 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases the Taskmaster's hit points by 2 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) Taskmaster's fit of rage lasts for 10 rounds. Jurg may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter.

Improved Uncanny Dodge (Ex): Taskmaster can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Uncanny Dodge (Ex): Taskmaster retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Possessions: Huge +3 dwarf bane flaming warhammer (wielded two-handed), chain shirt, bag of six rocks.

054. REMORHAZ LAIR

This gigantic cave is composed more of rock than ice, and extends for some distance. Near the center is a fallen, petrified tree, half-frozen and covered in countless deep gouges.

Unless Jardarir is performing a ceremony in Room O56, Horthwrau and the remorhaz are here. In which case, read the following.

Not far behind the tree is a wormlike creature with blue-white skin and a crimson aura. The air around it blurs with heat, and even at a distance you can feel its warmth. To the creature's right is an enormous bear with a thick white coat, its head tilted as if listening.

If Jardarir is leading a ceremony, add the following instead.

Not far behind the tree is an enormous bear with a thick white coat, its head tilted as if listening. Far to the northwest, a series of wide stairs leads to a platform saturated in green, blue, and white lights. The dull sound of indecipherable chanting rides a steady breeze, accompanied by a sense of something evil.

Initial Attitude: Hostile

Encounter: This cave is home to the clan remorhaz (hp 418) and its trainer Horthwrau (hp 353), a natural lycanthrope part frost giant and part polar bear. The remorhaz has been trained since infancy to serve as Jardarir's guard, and Horthwrau feels more comfortable with the beast than he does his giant kin. The remorhaz obeys no one but Jardarir and Horthwrau, but knows to resist attacking frost giants or those who accompany them.

When Jardarir conducts religious ceremonies, he sends the remorhaz to Room O55. Horthwrau remains here, guarding his territory.

Encounter Condition: N/A

Tactics: The remorhaz and Horthwrau attack any intruders they spot, and are experienced at working together. While the remorhaz attacks powerful melee opponents, Horthwrau charges forward to deal with archers and spellcasters (overrunning front line fighters, if necessary), but is protective of the remorhaz, turning his attention to anyone likely to kill the beast. He usually stays in animal form, but switches to hybrid form if the circumstances warrant.

Horthwrau is less formidable alone, but also less easily distracted. If he fights alone, he stays mobile and draws PCs to him, instead of being lured into their "traps."

Treasure: The petrified tree has unique properties from years of melting and freezing up again. Its exceptionally strong wood is equivalent to darkwood, and wands created from it have their base prices reduced by one-fifth for the purposes of deriving creation costs in gp and XP.

The remorhaz also occasionally receives tributes from Jardarir and the other frost giants — usually items they disregard as worthless. 1,500 cp and about 300 sp are piled in the chamber's corners.

EL: 19

Scaling: To increase the challenge of this encounter, add four ranger levels to Horthwrau and tailor his favored enemies to match the PCs. To decrease the challenge, remove Horthwrau's ranger levels and reduce the remorhaz' Hit Dice by 5.

Horthwrau, Were (Polar) Bear Frost Giant (beastform) Rgr 5: CR 18; Large giant (cold, shapechanger); HD 14d8+126 + 6d8+54 + 5d8+45; hp 353; Init +1; Spd 40 ft.; AC 19, touch 10, flat-footed 19; Base Atk +19; Grp +41; Atk +37 (2d6+19/19-20, claw) or +20 ranged (2d6+19, rock); Full Atk +37 (2d6+19/19-20, 2 claws) and +31 melee (2d6+9, bite) or +20 ranged (2d6+19, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Alternate form, combat style (two weapons), curse of lycanthropy, DR 10/silver, favored enemy, immunity to cold, low-light vision, lycanthropic empathy, rock catching, vulnerability to fire; AL CE; SV Fort +18, Ref +9, Will +7; Str 46, Dex 14, Con 29, Int 10, Wis 16, Cha 11.

Skills and Feats: Climb +17, Handle Animal +8, Hide +6*, Intimidate +6, Jump +17, Listen +12, Move Silently +10, Spot +22, Survival +12, Swim +26; Cleave, Endurance, Great Cleave, Improve Critical (claw), Improved Natural Attack (claw), Improved Overrun, Improved Sunder, Power Attack, Quick Draw, Track, Weapon Focus (claw).

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Favored Enemy (Ex): Horthwrau has magical beasts and as his Favored Enemies. The ranger gains a +2 bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against creatures of this type. Likewise, he gets a +2 bonus on weapon damage rolls against such creatures.

Ranger Spells Prepared (1, save DC 12 + spell level): 1st—*longstrider*.

Skills: A polar bear has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line. *A polar bear's white coat bestows a +12 racial bonus on Hide checks in snowy areas.

Note: If Horthwrau reverts to his giant form, adjust his stat by: –16 Str, –2 Dex, –8 Con.

Possession: Gold and ruby amulet of greater energy resistance (fire) (as ring).

Gargantuan Remorhaz: CR 17; Gargantuan magical beast; HD 31d10+248; hp 418; Init +0; Spd 30 ft., burrow 20 ft.; AC 25, touch 7, flat-footed 25; Base Atk +31; Grp +51; Atk +43 melee (4d8+18, bite); Full Atk +43 melee (4d8+18, bite); Space/Reach 20 ft./15 ft.; SA Improved grab, swallow whole; SQ Darkvision 60 ft., heat, low-light vision, tremorsense 60 ft.; AL N; SV Fort +25, Ref +17, Will +14; Str 35, Dex 11, Con 27, Int 5, Wis 14, Cha 10.

Skills and Feats: Listen +20, Spot +20; Awesome Blow, Cleave, Improved Bull Rush, Improved Natural Armor (×4), Improved Natural Attack (bite), Iron Will, Power Attack, Weapon Focus (bite).

Improved Grab (Ex): To use this ability, a remorhaz must hit an opponent least one size category smaller than itself with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can attempt to swallow the opponent the following round.

Swallow Whole (Ex): When a remorhaz begins its turn with a grappled opponent in its mouth, it can swallow that opponent with a successful grapple check. Once inside, the opponent takes 4d6+18 points of bludgeoning damage plus 8d6 points of fire damage per round from the remorhaz's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (AC 18). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out. A Gargantuan remorhaz's interior can hold 4 Large, 8 Medium, 32 Small, 128 Tiny, 512 Diminutive, or 1,024 Fine or smaller opponents.

Heat (Ex): An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed attacks are subject to this damage, but creatures striking with melee weapons do not take damage from the remorhaz's heat. This heat can melt or char weapons; any weapon that strikes a remorhaz is allowed a DC 33 Fortitude save to avoid destruction. The save DC is Constitution-based.

Skills and Feats: Remorhazes have a +4 racial bonus on Listen checks.

O55. SIDE WAITING CHAMBER

Deep scratches mark the floor of this chamber, centered around a hole in the ground near the western wall. Loose rocks and rubble litter the entire cave suggesting that an enormous beast is responsible for the digging. The stone of the walls is wavy and polished intermittently, as if it began to melt and then re-solidified.

If the remorhaz is here, read the following.

Coiled in one corner is a long, wormlike creature with lavender skin and a crimson aura. The air around it blurs from heat, and even at a distance you can feel its warmth.

Initial Attitude: Hostile

Encounter: Whenever Jardarir leads a ceremony in Room O56, he sends his pet remorhaz (see Room O54) to wait in this side chamber to keep it out of the way. If Jardarir is not performing a ceremony, this cave is abandoned, and the PCs find nothing of value.

The hole dug by the remorhaz leads to a long, unfinished tunnel. If magically extended to its natural end, the tunnel leads into Room O13.

Encounter Condition: N/A

Tactics: If the remorhaz is present, it attempts to grab and swallow its most dangerous melee opponents first. If badly injured, it may flee, heading for allies in Room O54 or Room O56.

Treasure: N/A

EL: 16*

Scaling: To increase the challenge of this encounter, have two remorhaz here at all times. To decrease the challenge, remove the remorhaz.

O56. SHRINE TO THE ASPECT OF WINTER

There is an evil nestled in the cold here, a power hidden beneath the ice and frost. The walls are carved to display demonic faces, frost giant heroes, and battle scenes. Wide, uneven stone stairs lead to a huge dais, several steps marked with stains. Upon the dais are rows of stone benches facing an altar, and pedestals line the sides and display axes and swords made from ice. Behind the altar, an ice wall traps a silhouette the size and shape of a giant.

If a ceremony is taking place, read the following.

Frost giants sit on the benches, closely observing the priest standing over the altar. The priest is dressed in opulent armor and a black headdress, and he is assisted by two acolytes. As he chants an unholy prayer, green and blue lights dance off the wall behind him, illuminating the entire area.

Initial Attitude: Unfriendly

Encounter: This raised area is a shrine to the Aspect of Winter, the god of ice and war worshiped by the Red Ice frost giant clan. It is likely empty when the PCs arrive, but 35% of the time Jardarir (Room O60) is present and performing a sacrificial ceremony instead. In this case, he is accompanied by two frost giant clerics (hp 218 each) and up to eight frost giants (hp 133) in the pews. The giants from Rooms O52 and O53 may be present as well (in which case the slaves from those Rooms and Room O51 are confined with the others in Room O48), but there is only a 25% chance of that. The ceremony is barbaric and unseemly involving violence best left to the imagination

Since having the entire frost giant clan here presents an overpowering encounter, it may be best to play down the ceremony for the players' benefit. If they feel obligated to intervene, the PCs face an immensely dangerous battle. If the ceremony is this large, however, observing safely from a place of hiding is a better alternative to a frontal assault. The ceremony last one hour, at which time Jardarir is blessed with an additional casting of *storm of vengeance* (for one week).

If Jardarir spots the PCs, he addresses them out of respect for "those who have managed to come so far," and proclaims himself "Barcellus, guardian of the dungeon." He may even parley after 1 or 2 rounds of combat. He offers to let the PCs leave the dungeon in exchange for any powerful magic items they own and an oath of fealty. If the PCs refuse, he fights them, proclaiming it "sacred duty" to do so.

If the PCs spend time examining the wall carvings (a mix of images, Giant, and Abyssal), read the following.

The carvings mix writing with scenes and pictographs, sketching a history of the relationship between the frost giant clan and its god. In a particularly prominent scene, an enormous figure is surrounded by dozens of frost giant corpses on a great battlefield. Two surviving frost giants lead their followers in a ceremony at the opposite side of the picture. One of them gestures toward the sky, his lower body encased in ice. The earth is depicted as shaking, the heavens trembling, and what seems to be an icy claw is erupts beneath the figure's feet. The claw grasps the figure's legs, freezing the giant's enemy.

This scene depicts the end of the conflict between Barcellus and the frost giants. After a drawn-out battle, Jardarir's brother Talucyss called for a miracle from the Aspect of Winter to "fight divinity with divinity." While it cost Talucyss his life, it imprisoned the titan in a tomb of ice.

If the PCs examine the frozen figure behind the altar.

The silhouette is a frost giant, encased in ice from head to toe. His body is covered in gaping wounds, and his limbs are twisted and crushed. He squints as if in response to great pain, but his frozen lips are curled into a wicked grin.

This is Jardarir's brother, the clan's once-great shaman Talucyss. It took the brothers' combined might to defeat Barcellus, and now Talucyss is preserved forever in the shrine of the god he served. It is Talucyss' body that produces the *unhallow* effect that fills the area. If the PCs touch the ice, they note that, while cool, it is not as cold as ice ought to be.

If the ice around Talucyss is removed and the body treated with a *consecrate* or *hallow* spell, the PCs have a much easier time freeing the true titan in Room O59. The ice is impervious to most harm; only magic weapons and spells with the fire descriptor do any damage to it at all. It has hardness 15 and 150 hit points.

It is not necessary to emphasize the relationship between Talucyss and Barcellus. The PCs must put the puzzle together themselves, discovering that the two are mystically joined, one imprisoning the other.

Encounter Condition: Desecration 2, Negative Energy, Unhallowed 10

Tactics: If the PCs engages Jardarir and the giants here, they face an incredibly difficult battle (one of the worst in the dungeon). Jardarir and the frost giants march forward to fight the PCs, while the clerics provide support. See Room O60 for more information on Jardarir's tactics.

Treasure: N/A

EL: 27

Scaling: To increase the challenge of this encounter, make sure the giants from Rooms O52 and O53 are present. To decrease the challenge, remove the frost giant clerics. To ensure that the PCs are not slaughtered, is to not have a ceremony taking place at all.

Frost Giant: CR 9; Large giant (cold); HD 14d8+70; hp 133; Init –1; Spd 40 ft.; AC 17, touch 8, flat-footed 17; Base Atk +10; Grp +23; Atk +18 melee (3d6+13/×3, greataxe) or +18 melee (1d4+9, slam) or +9 ranged (2d6+9, rock); Full Atk +18/+13 melee (3d6+13/×3, greataxe) or +18 melee (1d4+9, 2 slams) or +9 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; AL CE; SV Fort +14, Ref +3, Will +6; Str 29, Dex 9, Con 21, Int 10, Wis 14, Cha 11.

Skills and Feats: Climb +13, Craft (any one) +6, Intimidate +6, Jump +17, Spot +12; Cleave, Great Cleave, Improved Overrun, Improved Sunder, Power Attack.

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Priestess of the Aspect of Winter, Frost Giant Clr 9: CR 12; Large giant (cold); HD 14d8+70 + 9d8+45; hp 218; Init –1; Spd 30 ft.; AC 23, touch 8, flat-footed 23; Base Atk +16; Grp +29; Atk +25 melee (2d6+14/×3, *+1 spear*) or +24 melee (1d4+9, slam) or +15 ranged (2d6+9, rock); Full Atk +25/+20/+15/+10 melee (2d6+14/×3, *+1 spear*) or +20 melee (1d4+9, 2 slams) or +11 ranged (2d6+9, rock); Space/Reach 10 ft./10 ft.; SA Rock throwing, spells; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; AL CE; SV Fort +19, Ref +8, Will +12; Str 29, Dex 9, Con 21, Int 10, Wis 17, Cha 12.

Skills and Feats: Climb +13, Concentration +14, Craft (any one) +6, Intimidate +6, Jump +17, Knowledge (religion) +9, Spot +13; Cleave, Combat Casting, Great Cleave, Improved Overrun, Improved Sunder, Lightning Reflexes, Power Attack, Spell Penetration, Weapon Focus (spear).

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Clerical Spells Prepared (6/6/6/5/4/3, save DC 13 + spell level): 0—*detect magic, guidance, resistance (2);* 1st—*bless (2), cure light wounds, divine favor, magic weapon*, shield of faith;* 2nd—*align weapon, bear's endurance, bull's strength, hold person, resist energy, spiritual weapon*;* 3rd—*dispel magic, invisibility purge, magic vestment*; prayer, protection from energy;* 4th—*cure critical, divine power*, freedom of movement, spell immunity;* 5th—*break enchantment, flame strike, ice storm*.*

* Domain Spell. *Domains:* Ice (cast ice spells at +1 caster level) and War (bonus weapon focus with spear).

Possessions: +1 chain mail, +1 spear, bag of three rocks, silver holy symbol.

ICE DOMAIN

Granted Power: You cast cold spells at +1 caster level.

ICE DOMAIN SPELLS

1 *Obscuring Mist:* Fog surrounds you.

2 *Chill Metal:* Cold metal damages those who touch it.

3 *Resist Energy*:* Ignores 10 (or more) points of damage/attack from specified energy type.

4 *Water Walk:* Subject treads on water as if solid.

5 *Ice Storm:* Hail deals 5d6 damage in cylinder 40 ft. across.

6 *Cone of Cold:* 1d6/level cold damage.

7 *Freezing Sphere:* Freezes water or deals cold damage.

8 *Polar Ray:* Ranged touch attack deals 1d6/level cold damage.

9 *Imprisonment:* Entombs subject beneath the earth.

* Resist fire or cold only.

O57. THE EXIT!

As the rocky ground digs into the soles of your feet and the weight of the world above you takes its toll, a breeze of fresh air reawakens your senses. From around the corner ahead comes the glow of natural sunlight! The idea of seeing the surface world again is almost enough to keep you from noticing a pair of frost giant voices, angry but subdued.

If the PCs continue ahead read the following.

Rounding the corner, you see two of the largest, best-equipped frost giants you have ever faced. They watch one another, weapons held casually as they argue. Behind them is an opening in the cave, and the light of the sun casts their shadows down the length of the tunnel.

Initial Attitude: Unfriendly

Encounter: At last, the goal of so many creatures… the exit to the World's Largest Dungeon! But the frost giant sentries Jurg (hp 333) and Oliik (hp 321) are here at all times. Despite their bickering, they are two of Jardarir's most skilled combatants.

The sentries are currently debating Jardarir's attitude toward trespassers. They both feel the clan should be out exploring the tunnels, gathering allies and taking over choice portions, but they disagree as to the exact steps which need to be taken. However, neither of them truly wants Jardarir to change strategy; the argument is simply a way to pass the time. PCs who speak Giant can make a DC 20 Sense Motive check to understand the situation. Those who fail may mistake the sentries' banter as treasonous, and view the giants as potential allies. If the PCs have not realized that "Barcellus" is actually Jardarir, the references to Jardarir by the sentries is another clue.

As soon as the sentries become aware of the PCs, they turn their full attention to the newcomers. Provided the PCs don't attack immediately, the sentries inform them that "Only Barcellus may decide who leaves the dungeon." They direct the party to "Barcellus" (really Jardarir) in Room O60. They adamantly refuse to make any deals with the PCs themselves.

Encounter Condition: N/A

Tactics: If the PCs fight or try to push past the frost giants, the sentries push the PCs back into the tunnel mouth. If the *bowl of commanding water elementals* is used (see Scaling), one giant charges forward to hold off the PCs while the other completes the incantation to summon an ally.

Treasure: N/A

EL: 22

Scaling: To increase the challenge of this encounter, add three class levels to each sentry and give one a *bowl of commanding water elementals*. To decrease the challenge, remove three class levels from each sentry.

♟ **Jurg/Oliik, Frost Giant, Bar 11:** CR 20; Large giant (cold); HD 14d8+84 + 11d12+66; hp 333, 321; Init +4; Spd 30 ft.; AC 28, touch 9, flat-footed 25; Base Atk +21; Grp +35; Atk +35 melee (2d6+15/19-20, +4 greatsword) or +31 melee (1d4+11, slam) or +20 ranged (2d6+11, rock); Full Atk +35/+30/+25/+20 melee (2d6+15/19–20, +4 greatsword) or +31 melee (1d4+11, 2 slams) or +20 ranged (2d6+11, rock); Space/Reach 10 ft./10 ft.; SA Greater rage, rock throwing; SQ DR 2/–, immunity to cold, improved uncanny dodge, low-light vision, rock catching, uncanny dodge, vulnerability to fire; AL CE; SV Fort +20, Ref +9, Will +11; Str 30 [32], Dex 10, Con 22, Int 10, Wis 14, Cha 10.

Skills and Feats: Climb +19, Craft (tanner) +6, Intimidate +17, Jump +30, Listen +13, Spot +12, Survival +13; Cleave, Great Cleave, Improved Initiative, Improved Overrun, Improved Sunder, Iron Will, Lightning Reflexes, Power Attack.

Greater Rage (Ex): Jurg can fly into a rage thrice per day. In a rage, Jurg temporarily gains a +6 bonus to Strength, a +6 bonus to Constitution, and a +3 morale bonus on Will saves, but he takes a –2 penalty to Armor Class. The increase in Constitution increases Jurg's hit points by 3 points per level, but these hit points go away at the end of the rage when his Constitution score drops back to normal. (These extra hit points are not lost first the way temporary hit points are.) Jurg's fit of rage lasts for 11 rounds. Jurg may prematurely end his rage. At the end of the rage, the barbarian loses the rage modifiers and restrictions and becomes fatigued (–2 penalty to Strength, –2 penalty to Dexterity, cannot charge or run) for the duration of the current encounter.

Improved Uncanny Dodge (Ex): Jurg can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking him, unless the attacker has at least four more rogue levels than the target has barbarian levels.

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Uncanny Dodge (Ex): Jurg retains his Dexterity bonus to AC (if any) even if he is caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

Possessions: +4 breastplate, ring of natural armor +2, +4 greatsword, +1 large heavy wooden shield, gauntlets of ogre power +2.

O58. ASSEMBLY AREA

Stone benches surround a dais in this section of the gigantic cavern. The floor is worn flat, apparently from years of activity by frost giants. 6-ft.-long icicles hang from the cavern ceiling 50 ft. above — save for around the dais, where they have fallen and shattered upon the ground. Far to the south, an immense shadow appears locked in the icy wall.

Initial Attitude: N/A

Encounter: This is the assembly area. When Jardarir wishes to address his clan, the frost giants gather here. The broken icicles are the result of Jardarir's booming voice; a character who makes a DC 30 Perform (percussion instruments or sing) check identifies the cause of their fall.

As the "calm before the storm," this Room is deliberately empty of creatures and clues for curious PCs to find. This is also a perfect spot for the PCs to rest and prepare for inevitable.

Encounter Condition: N/A

Tactics: If the PCs stay hidden, they might not attract Jardarir's (Room O60) attention. Every 10 minutes they spend here, allow him another Listen or Spot check, modified by distance and so on.

If the Jardarir hears or sees the PCs, he prepares for battle as well (see Room O60).

Treasure: N/A

EL: N/A

Scaling: N/A

O59. BARCELLUS' LEGACY

Before you stands a wall of ice, shining with a blue light born of the frost. A figure tall enough to dwarf the frost giants stands within, its features hidden by the translucent surface of the wall. Yet there is a strange energy here, and you find that studying the ice reveals the regal but determined features of a titan's face.

Initial Attitude: Helpful

Encounter: The real Barcellus (hp 487) is frozen here, a victim of Jardarir and his brother Talucyss (see Room O56). To free the titan, the PCs must first deal 250 points of fire damage to the wall or use a *wish* or *miracle*. Before then, no weapon, spell, or effect damages it. Even after the wall is weakened, it has hardness 15 and 100 hit points.

Sadly, the tomb is also in site of Room O60, and Jardarir isn't likely to sit back and let the PCs batter at the ice. He has no problem bringing the fight to the PCs.

Unless Talucyss' body is under the effect of a *consecrate* or *hallow* spell, his spirit attempts to stop the PCs from freeing the titan. Once the wall is weakened, the PCs are attacked by a cold version of *black tentacles* (caster level 20th). New *black tentacles* appears after every 25 points of damage is inflicted.



If this occurs, read the following.

As the ice shards encasing the titan give way and shatter, the cavern begins to quake! Ice and snow cascades down, enveloping you in an underground snowstorm. One of the last large ice chunks to fall twists and divides into three implike figures, and each forms a pair of red eyes in its crystalline head.

Once Barcellus is free, read the following.

The last sheet of ice falls from the tiran's body and shatters upon the ground. For a long moment, it's quiet. Then there is a low rumble, like a single drumbeat. Soon there is another, and another, and it becomes a steady pounding. The titan's skin gains color, and you realize you are hearing his heartbeat.

Frost cracks as the titan blinks and unsteadily emerges from his cage. His head turns, then he looks to you. "I… am Barcellus," he says. "Guardian of the dungeon, brother to Breysus. I am grateful to you for my freedom."

As he converses with the PCs, Barcellus tells them the full story of who he is, who the giants are, how he got here — even the tale of the dungeon itself, if the PCs have not learned it already. He asks for the party's story, as well. When all is revealed, he declares his intention to descend into the dungeon and destroy any evil that remains within, and to locate the body of his dead brother.

There may be one task remaining, however. If the PCs have not battled Jardarir, Barcellus asks to do so by their side.

Encounter Condition: N/A

Tactics: The mephits are a distraction more than a real danger, surrounding the PCs and blasting them while enjoying the benefits of fast healing.

Treasure: N/A

EL: 16 (twelve of Talucyss' ice mephits)

Scaling: To increase the challenge of this encounter, add twelve mephits. To decrease the challenge, remove the mephits' half-fiend template.

Barcellus, Titan, Ftr 6: CR 26*; Huge outsider (chaotic, extraplanar); HD 20d8+280+ 6d10+84; hp 487; Init +5; Spd 60 ft.; AC 27, touch 8, flat-footed 27; Base Atk +26; Grp +50; Atk +40 (1d8+16, slam); Full Atk +40 (1d8+16, 2 slams); Space/Reach 15 ft./15 ft.; SA Oversized weapon, spell-like abilities; SQ Damage reduction 15/lawful, darkvision 60 ft., spell resistance 32; AL CG; SV Fort +31, Ref +15, Will +23; Str 43, Dex 12, Con 39, Int 21, Wis 28, Cha 24.

Skills and Feats: Balance +7, Bluff +19, Climb +28, Concentration +37, Craft (weaponsmith) +34, Diplomacy +11, Disguise +7 (+9 acting), Heal +20, Intimidate +38, Jump +44, Knowledge (nobility and royalty) +28, Listen +32, Perform (oratory) +30, Sense Motive +32, Search +28, Spellcraft +17, Spot +32, Survival +12 (+14 following tracks), Swim +22; Awesome Blow, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Great Cleave, Endurance, Improved Bull Rush, Improved Initiative, Improved Shield Bash, Improved Sunder, Power Attack, Quicken Spell-Like Ability (chain lightning), Run.

Spell-Like Abilities: At will—*chain lightning* (DC 23), *charm monster* (DC 21), *cure critical wounds* (DC 21), *fire storm* (DC 24), *greater dispel magic*, *hold monster* (DC 22), *invisibility*, *invisibility purge*, *levitate*, *persistent image* (DC 22), *polymorph* (humanoid forms only, duration 1 hour); 3/day—*etherealness*, *word of chaos* (DC 22), *summon nature's ally IX*; 1/day—*gate*, *maze*, *meteor swarm* (DC 26). Caster level 20th. The save DCs are Charisma-based.

In addition, Barcellus can use the following additional spell-like abilities: At will—*daylight*, *holy smite* (DC 21), *remove curse* (DC 21); 1/day—*greater restoration*. Caster level 20th. The save DCs are Charisma-based.

O60. JARDARIR'S THRONE ROOM

A mammoth throne sits like a miniature mountain holding dominion over the entire cavern, inscribed with symbols of the frost giant god of ice and war. Upon it sits a frost giant decorated in opulent furs and armor. His hair runs wild down his shoulders and back, and his expression is unreadable. His hands grip the throne's arms as he leans forward.

If Barcellus (Room O59) is not with the PCs, add the following in a booming and haughty voice.

"Greetings. I am Barcellus, master of this domain and lord of the exit. My eternal watch is ordained by the gods, but I shall allow you to pass unharmed in exchange for tributes of magic and an oath of fealty to me. This is no threat; it is what I expect, and what shall be done."

If Barcellus accompanies the PCs, read the following instead, using the same voice dripping with rage.

When his eyes fall upon Barcellus, he launches himself out of his seat and grips the maul at his side.

"Defilers and usurpers! How dare you toy with Winter's will! Blood was paid for blood to entomb this demon, and you dare interfere? I could have offered you a chance for freedom and the gift of your life. Instead, I shall smite you into oblivion in the name of family, clan, and the god of ice!"

Initial Attitude: Indifferent or Hostile (if Barcellus accompanies the PCs)

Encounter: Unless already defeated in Room O56, Jardarir (hp 317) waits here. If the PCs freed Barcellus, Jardarir attacks in a *rage*. Otherwise, he takes a moment to size up any potential threat, and with that knowledge attempts to bargain. He knows the PCs must be powerful to have come this far, and offers to let them through the exit in exchange for their most powerful magic items and an oath of fealty. If his offer is turned down, he declares that it is his "sacred duty" to destroy the party.

Jardarir is so captivated by his own propaganda that he believes he cannot fail in battle, even against the real Barcellus. He believes himself favored by the Aspect of Winter, and expects to one day rule the dungeon.

Once combat begins, if the PCs freed Talucyss in Room O56 but did not consecrate or hallow his body, his spirit manifests here. Read:

Behind the throne, a shadowy form arises. Its features are similar to those of the frost giant chieftain, and it grins maniacally at you. Its spectral body is like a gap in space, past which you see a world of sleet and snow.

If the PCs did not free Talucyss, the shaman cannot aid his brother. His body and his soul are both trapped by the ice.

Encounter Condition: N/A

Tactics: There is no chance that Jardarir is caught by surprise. In fact, unless the PCs mask all sounds of their coming and their past few battles (along with the sounds of destroying Barcellus' cage), Jardarir has plenty of time to cast preparatory spells such as *entropic shield*, *magic vestment*, *owl's wisdom*, and *true seeing*. During combat, he tries to disable or impede dangerous spellcasters before dealing with more straightforward warriors. He mixes melee attacks with spells, favoring *blade barrier*, *cone of cold*, and *destruction*.

If Talucyss manifests in spirit form, he aids his brother with the following spells, in this order (all at caster level 17th) — *spell resistance*, *bull's strength*, *divine strength*, *cat's grace*. He then stands by, ready to cast break enchantment if needed. Talucyss acts on his brother's initiative, and vanishes when Jardarir falls. He is not a real ghost, and cannot be affected by weapons or spells.

If Barcellus is involved in the fight, he holds back and alternates between targeting Jardarir with chain lightning and fire storm and aiding the PCs with cure critical wounds and greater dispel magic. Despite all his power, he is at a disadvantage in battle without equipment. Besides, this is a moment the players should cherish. Don't let a titan outshine them.

Treasure: N/A

EL: 23

Scaling: To increase the challenge of this encounter, add two barbarian or cleric levels to Jardarir. Decreasing the challenge of this encounter is not recommended.

♟ **Jardarir Frost Giant, Clr19:** CR 23; Large giant (cold); HD 14d8+70 + 19d8+95; hp 317; Init +3; Spd 30 ft.; AC 29, touch 11, flat-footed 29; Base Atk +24; Grp +38; Atk +38 melee (2d6+19/19–20, ×3, *+4 brilliant energy spear*) or +33 melee (1d4+10, slam) or +23 ranged (2d6+10, rock); Full Atk +38/+33/+28/+23 melee (2d6+19/19–20, ×3, *+4 brilliant energy spear*) or +33 melee (1d4+10, 2 slams) or +23 ranged (2d6+10, rock); Space/Reach 10 ft./10 ft., SA Rock throwing, spells; SQ Immunity to cold, low-light vision, rock catching, vulnerability to fire; AL CE; SV Fort +28, Ref +14, Will +24; Str 31, Dex 9, Con 20, Int 12, Wis 21[23], Cha 13.

Skills and Feats: Climb +17, Concentration +27, Craft (any one) +9, Intimidate +11, Jump +21, Knowledge (religion) +18, Spellcraft +20, Spot +19; Cleave, Craft Magical Arms and Armor, Great Cleave, Greater Spell Focus (evocation), Greater Spell Penetration, Improved Critical (spear), Improved Initiative, Improved Overrun, Improved Sunder, Lightning Reflexes, Power Attack, Spell Focus (evocation), Spell Penetration, Weapon Focus (spear).

Rock Throwing (Ex): The range increment is 120 ft. for a frost giant's thrown rocks.

Clerical Spells Prepared (6/8/8/7/7/7/6/5/4/4, save DC 16 + spell level; 18 + spell level for evocation**): 0—*detect magic (3), guidance (2), light;* 1st—*bless, cure light wounds (3), divine favor, entropic shield, obscuring mist*, shield of faith;* 2nd— *align weapon, bear's endurance, bull's strength, cat's grace, owl's wisdom, resist energy, spiritual weapon*/** (2);* 3rd—*dispel magic (2), magical vestment*, prayer, protection from energy (3);* 4th—*death ward, dismissal, divine power*, restoration (2), spell immunity (2);* 5th—*ice storm*/**, flame strike**, righteous might, spell resistance (2), true seeing (2);* 6th—*blade barrier**, *cone of cold*/** (2), greater dispel magic, heal (2);* 7th—*blasphemy**, *destruction, power word blind*, repulsion, word of chaos**;* 8th—*fire storm** (2), power word stun*, *unholy aura;* 9th—*implosion**, *power word kill*, summon monster IX.*

* Domain Spell. *Domains:* Ice (cast ice spells at +1 caster level) and War (bonus weapon focus with spear).

Possessions: +4 brilliant energy spear, +4 breastplate of improved fire resistance, a *ring of freedom of movement,* a *ring of protection +3, cloak of resistance +3, torc of wisdom +2,* holy symbol.

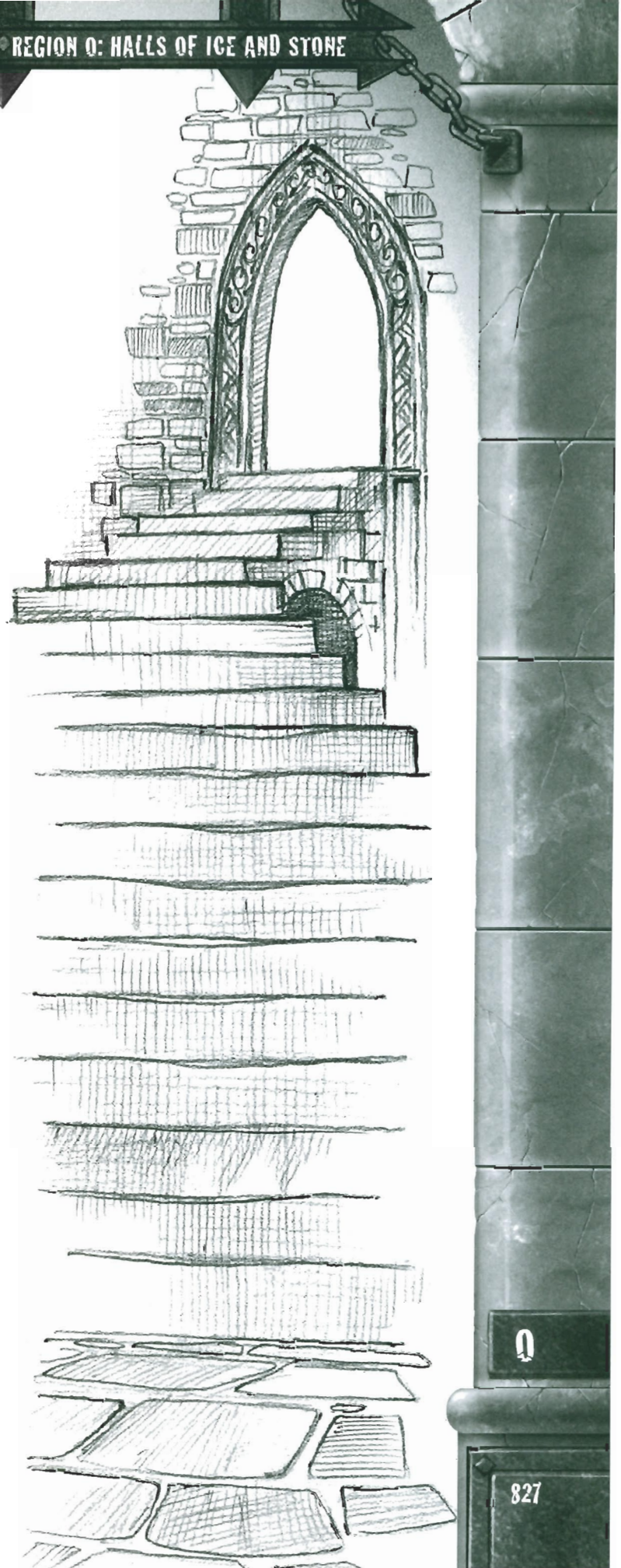
CONGRATULATIONS!

If you're reading this as the conclusion of a campaign, its probably 2006 or later. If not, you cheated. Either way, you've complete your journey through the World's Largest Dungeon™. If you travelled through every single map in this dungeon, chances are you're like 30th level now. If you didn't, then go back and try again.

So, you rock and onward and upward. Take your characters on whatever epic vacation you think you might have energy for. You deserve a break.

If you're itching for more adventure, try out of the *World's Largest City™,* due out in 2005.

Game on.



THE WORLD'S LARGEST APPENDIX

ATTITUDE AND INFLUENCE

Use the table below to determine the effectiveness of Diplomacy checks (or Charisma checks) made to influence the attitude of a nonplayer character, or wild empathy checks made to influence the attitude of an animal or magical beast.

Initial Attitude	New Attitude (DC to achieve)				
	Hostile	Unfriendly	Indifferent	Friendly	Helpful
Hostile	0–19	20	25	35	50
Unfriendly	0–5	5	15	25	40
Indifferent	—	0	1	15	30
Friendly	—	—	0	1	20
Helpful	—	—	—	0	1

Attitude	Definition	Possible Actions
Hostile	Will take risks to hurt you	Attack, interfere, berate, flee
Unfriendly	Wishes you ill	Mislead, gossip, avoid, watch suspiciously, insult
Indifferent	Doesn't much care	Socially expected interaction
Friendly	Wishes you well	Chat, advise, offer limited help, advocate
Helpful	Will take risks to help you	Protect, back up, heal, aid

CONDITIONS

If more than one condition affects a character, apply them all. If certain effects can't combine, apply the most severe effect.

Ability Damaged: The character has temporarily lost 1 or more ability score points. Lost points return at a rate of 1 per day unless noted otherwise by the condition dealing the damage. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious. Ability damage is different from penalties to ability scores, which go away when the conditions causing them go away.

Ability Drained: The character has permanently lost 1 or more ability score points. The character can regain these points only through magical means. A character with Strength 0 falls to the ground and is helpless. A character with Dexterity 0 is paralyzed. A character with Constitution 0 is dead. A character with Intelligence, Wisdom, or Charisma 0 is unconscious.

Blinded: The character cannot see. He takes a –2 penalty to Armor Class, loses his Dexterity bonus to AC (if any), moves at half speed, and takes a –4 penalty on Search checks and on most Strength- and Dexterity-based skill checks. All checks and activities that rely on vision (such as reading and Spot checks) automatically fail. All opponents are considered to have total concealment (50% miss chance) to the blinded character. Characters who remain blinded for a long time grow accustomed to these drawbacks and can overcome some of them.

Blown Away: Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d4 × 10 feet, taking 1d4 points of nonlethal damage per 10 feet. A flying creature that is blown away is blown back 2d6 × 10 feet and takes 2d6 points of nonlethal damage due to battering and buffering.

Checked: Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.

Confused: A confused character's actions are determined by rolling d% at the beginning of his turn: 01–10, attack caster with melee or ranged weapons (or close with caster if attacking is not possible); 11–20, act normally; 21–50, do nothing but babble incoherently; 51–70, flee away from caster at top possible speed; 71–100, attack nearest creature (for this purpose, a familiar counts as part of the subject's self). A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes. A confused character does not make attacks of opportunity against any creature that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Cowering: The character is frozen in fear and can take no actions. A cowering character takes a –2 penalty to Armor Class and loses her Dexterity bonus (if any).

Dazed: The creature is unable to act normally. A dazed creature can take no actions, but has no penalty to AC. A dazed condition typically lasts 1 round.

Dazzled: The creature is unable to see well because of overstimulation of the eyes. A dazzled creature takes a –1 penalty on attack rolls, Search checks, and Spot checks.

Dead: The character's hit points are reduced to –10, his Constitution drops to 0, or he is killed outright by a spell or effect. The character's soul leaves his body. Dead characters cannot benefit from normal or magical healing, but they can be restored to life via magic. A dead body decays normally unless magically preserved, but magic that restores a dead character to life also restores the body either to full health or to its condition at the time of death (depending on the spell or device). Either way, resurrected characters need not worry about rigor mortis, decomposition, and other conditions that affect dead bodies.

Deafened: A deafened character cannot hear. She takes a –4 penalty on initiative checks, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. Characters who remain deafened for a long time grow accustomed to these drawbacks and can overcome some of them.

Disabled: A character with 0 hit points, or one who has negative hit points but has become stable and conscious, is disabled. A disabled character may take a single move action or standard action each round (but not both, nor can she take full-round actions). She moves at half speed. Taking move actions doesn't risk further injury, but performing any standard action (or any other action the DM deems strenuous, including some free actions such as casting a quickened spell) deals 1 point of damage after the completion of the act. Unless the action increased the disabled character's hit points, she is now in negative hit points and dying. A disabled character with negative hit points recovers hit points naturally if she is being helped. Otherwise, each day she has a 10% chance to start recovering hit points naturally (starting with that day); otherwise, she loses 1 hit point. Once an unaided character starts recovering hit points naturally, she is no longer in danger of losing hit points (even if her current hit points are negative).

Dying: A dying character is unconscious and near death. She has –1 to –9 current hit points. A dying character can take no actions and is unconscious. At the end of each round (starting with the round in which the character dropped below 0 hit points), the character rolls d% to see whether she becomes stable. She has a 10% chance to become stable. If she does not, she loses 1 hit point. If a dying character reaches –10 hit points, she is dead.

Energy Drained: The character gains one or more negative levels, which might permanently drain the character's levels. If the subject has at least as many negative levels as Hit Dice, he dies. Each negative level gives a creature the following penalties: –1 penalty on attack rolls, saving throws, skill checks, ability checks; loss of 5 hit points; and –1 to effective level (for determining the power, duration, DC, and other details of spells or special abilities). In addition, a spellcaster loses one spell or spell slot from the highest spell level castable.

Entangled: The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a –2 penalty on all attack rolls and a –4 penalty to Dexterity. An entangled character who attempts to cast a spell must make a Concentration check (DC 15 + the spell's level) or lose the spell.

Exhausted: An exhausted character moves at half speed and takes a –6 penalty to Strength and Dexterity. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.

Fascinated: A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a –4 penalty on skill checks made as reactions, such as Listen and Spot checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new saving throw against the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as a standard action.

Fatigued: A fatigued character can neither run nor charge and takes a –2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.

Flat-Footed: A character who has not yet acted during a combat is flat-footed, not yet reacting normally to the situation. A flat-footed character loses his Dexterity bonus to AC (if any) and cannot make attacks of opportunity.

Frightened: A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Grappling: Engaged in wrestling or some other form of hand-to-hand struggle with one or more attackers. A grappling character can undertake only a limited number of actions. He does not threaten any squares, and loses his Dexterity bonus to AC (if any) against opponents he is not grappling.

Helpless: A helpless character is paralyzed, held, bound, sleeping, unconscious, or otherwise completely at an opponent's mercy. A helpless target is treated as having a Dexterity of 0 (–5 modifier). Melee attacks against a helpless target get a +4 bonus (equivalent to attacking a prone target). Ranged attacks gets no special bonus against helpless targets. Rogues can sneak attack helpless targets.

As a full-round action, an enemy can use a melee weapon to deliver a coup de grace to a helpless foe. An enemy can also use a bow or crossbow, provided he is adjacent to the target. The attacker automatically hits and scores a critical hit. (A rogue also gets her sneak attack damage bonus against a helpless foe when delivering a coup de grace.) If the defender survives, he must make a Fortitude save (DC 10 + damage dealt) or die.

Delivering a coup de grace provokes attacks of opportunity.

Creatures that are immune to critical hits do not take critical damage, nor do they need to make Fortitude saves to avoid being killed by a coup de grace.

Incorporeal: Having no physical body. Incorporeal creatures are immune to all nonmagical attack forms. They can be harmed only by other incorporeal creatures, +1 or better magic weapons, spells, spell-like effects, or supernatural effects.

Invisible: Visually undetectable. An invisible creature gains a +2 bonus on attack rolls against sighted opponents, and ignores its opponents' Dexterity bonuses to AC (if any). (See Invisibility, under Special Abilities.)

Knocked Down: Depending on their size, creatures can be knocked down by winds of high velocity. Creatures on the ground are knocked prone by the force of the wind. Flying creatures are instead blown back 1d6 × 10 feet.

Nauseated: Experiencing stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move action per turn.

Panicked: A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a –2 penalty on all saving throws, skill checks, and ability checks. If cornered, a panicked creature cowers and does not attack, typically using the total defense action in combat. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.

Panicked is a more extreme state of fear than shaken or frightened.

Paralyzed: A paralyzed character is frozen in place and unable to move or act. A paralyzed character has effective Dexterity and Strength scores of 0 and is helpless, but can take purely mental actions. A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A paralyzed swimmer can't swim and may drown. A creature can move through a space occupied by a paralyzed creature—ally or not. Each square occupied by a paralyzed creature, however, counts as 2 squares.

Petrified: A petrified character has been turned to stone and is considered unconscious. If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent hit point loss and/or debilitation.

Pinned: Held immobile (but not helpless) in a grapple.

Prone: The character is on the ground. An attacker who is prone has a –4 penalty on melee attack rolls and cannot use a ranged weapon (except for a crossbow). A defender who is prone gains a +4 bonus to Armor Class against ranged attacks, but takes a –4 penalty to AC against melee attacks.

Standing up is a move-equivalent action that provokes an attack of opportunity.



Shaken: A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Shaken is a less severe state of fear than frightened or panicked.

Sickened: The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Stable: A character who was dying but who has stopped losing hit points and still has negative hit points is stable. The character is no longer dying, but is still unconscious. If the character has become stable because of aid from another character (such as a Heal check or magical healing), then the character no longer loses hit points. He has a 10% chance each hour of becoming conscious and disabled (even though his hit points are still negative).

If the character became stable on his own and hasn't had help, he is still at risk of losing hit points. Each hour, he has a 10% chance of becoming conscious and disabled. Otherwise he loses 1 hit point.

Staggered: A character whose nonlethal damage exactly equals his current hit points is staggered. A staggered character may take a single move action or standard action each round (but not both, nor can she take full-round actions).

A character whose current hit points exceed his nonlethal damage is no longer staggered; a character whose nonlethal damage exceeds his hit points becomes unconscious.

Stunned: A stunned creature drops everything held, can't take actions, takes a –2 penalty to AC, and loses his Dexterity bonus to AC (if any).

Turned: Affected by a turn undead attempt. Turned undead flee for 10 rounds (1 minute) by the best and fastest means available to them. If they cannot flee, they cower.

Unconscious: Knocked out and helpless. Unconsciousness can result from having current hit points between –1 and –9, or from nonlethal damage in excess of current hit points.

DISEASES

- **Blinding Sickness**—Ingested, Fortitude DC 16, incubation period 1d3 days, damage 1d4 Str [Each time victim takes 2 or more damage from the disease, he must make another Fortitude save or be permanently blinded.]
- **Cackle Fever**—Inhaled, Fortitude DC 16, incubation period 1 day, damage 1d6 Wis
- **Demon Fever**—Injury, Fortitude DC 18, incubation period 1 day, damage 1d6 Con [When damaged, character must succeed on another saving throw or 1 point of damage is permanent drain instead.]
- **Devil Chills**—Injury, Fortitude DC 14, incubation period 1d4 days, damage 1d4 Str [The victim must make three successful Fortitude saving throws in a row to recover from devil chills.]
- **Filth Fever**—Injury, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex, 1d3 Con
- **Mind Fire**—Inhaled, Fortitude DC 12, incubation period 1 day, damage 1d4 Int
- **Mummy Rot**—Contact, Fortitude DC 20, incubation period 1 day, damage 1d6 Con [Successful saves do not allow the character to recover. Only magical healing can save the character.]
- **Red Ache**—Injury, Fortitude DC 15, incubation period 1d3 days, damage 1d6 Str
- **Shakes**—Contact, Fortitude DC 13, incubation period 1 day, damage 1d8 Dex
- **Slimy Doom**—Contact, Fortitude DC 14, incubation period 1 day, damage 1d4 Con [When damaged, the character must succeed on another saving throw or 1 point of damage is permanent drain instead.]

ENCOUNTER CONDITIONS

Some encounters have special conditions or rules that make it harder for the PCs to defeat the monsters. Bear in mind that the monsters don't want to die; they will do everything in their power to stay alive. They fight from vantage points; they ambush the PCs when they aren't looking; they use numbers to their advantage; and they flee or surrender when death is imminent.

None of the monsters in this dungeon are stupid. Be prepared to kick the PCs around a little until they learn this. And if that doesn't work, add a few Encounter Conditions of your own.

Encounter Conditions listed in [brackets] are not automatic. Some are optional, while others are contingent upon something in the encounter. Read the Encounter thoroughly to note the difference.

Ambush: The monsters gain a +4 circumstance bonus to all Hide and Move Silently skill checks prior to Initiative.

Ambush (darkness): In addition to Ambush, the monsters attack all light sources at first from a distance and then attack the PCs from darkness, taking advantage of their darkvision. Darkness is explained fully in the *Dungeon Master's Guide*™.

Bog: Like Flooded (see below), a bog prohibits movement and makes a creature's high Dexterity useless. Strength, not speed, saves you in these situations. Every creature's Dexterity modifier is reduced by –3. If this reduces the Dexterity bonus to 0 or less, the creature is considered flat-footed. In addition, movement is halved (minimum 5 ft.) and no one can take a free 5-foot step. Torches have a 50% chance of guttering out in the damp air. If a PC falls into the bog, his torch automatically goes out.

Concealment: The monsters in the Room gain the benefits of concealment (hiding in shadows, etc.), unless they are adjacent to a PC. Concealment confers a miss chance of 20% on any successful attack against the monster or NPC.

Concealment (total): The monsters in the Room gain the benefits of total concealment (hiding in shadows, etc.), unless they are adjacent to a PC. Total concealment confers a miss chance of 50% on any successful attack against the monster or NPC.

Cover: The monsters in this Room maintain cover (they push over a table, stand behind barrels, etc.), unless they are adjacent to a PC. Cover grants a number of benefits per the *Player's Handbook*™, including bonuses on Reflex saves, Hide checks, and AC.

Cover (soft): As Cover, but soft cover provides no bonus to Reflex saves.

Cover (total): As Cover, but the benefits are total.

Cursed X: Something isn't right about this Room. Its inhabitants are slightly unhinged or its walls seem to sag with an undefinable sadness. The longer PCs spend in this Room, the harder it is for them to leave. Increase the DC of all Willpower saves by X while in this Room. Monsters or PCs already suffering from madness do not suffer this penalty.

Deep Darkness: This Room is cast in perpetual magical darkness that cannot be dispelled. Torches and lanterns give off ½ their normal light and magical light requires a Concentration check (DC 15 + spell level) or it is extinguished.

Deep Silence: This Room is cast in perpetual magical silence that cannot be dispelled. Listen checks are altogether impossible, and spellcasters cannot cast spells requiring a Verbal component.

Desecration X: This encounter takes place in a desecrated Room. X is the turn resistance all undead gain against turn attempts.

Diseased (Name) X: For every minute the PCs spend in this Room, they must succeed at a DC X Fortitude save or contract the named disease. Even diseases that normally are only contracted through ingestion or injury can be contracted in this Room.

Distracting Noises X: There are noises in the darkness that cannot be explained. Nonetheless, they can affect the wandering minds of PCs. Similar to Echoes, this Room also affects Willpower and Reflex saves, by imposing a penalty equal to X. In addition, Concentration and Listen checks suffer a penalty equal to X. Like Haunted (see below), rest is nearly impossible here.

Distracting Visions X: Something is waiting in the darkness, or the shadows play strangely on the walls. While in this Room, the PCs suffer a penalty to their Initiative checks equal to X. In addition, all Attacks of Opportunity suffer a penalty to the attack roll equal to X. Like Haunted (see below), rest is nearly impossible here.

Drafty: Lanterns (other than hooded lanterns), and torches have a 50% of being extinguished, casting the PCs into darkness. Darkness is explained fully in the *Dungeon Master's Guide*™.

Echoes X: A great deal of noise and distraction increases the DC of all Listen checks by X.

Extreme Cold: Anyone remaining in this Room for more than 1 minute begins to suffer the effects of cold, per the *Dungeon Master's Guide*™. Casting spells in the cold is difficult: teeth chatter and fingers shake. For every spell cast in this Room, the caster must succeed at a Concentration check (DC 10 + spell level) or the spell is lost. The cold can be magical or natural. DMs can increase or decrease the severity of the cold by requiring Fortitude saves more or less often.

Extreme Heat: Anyone remaining in this Room for more than 1 minute, begins to suffer the effects of heat, per the *Dungeon Master's Guide*™. PCs in medium or heavy armor cannot take a charge action in extreme heat. The heat can be magical or otherwise.

Fear X: An inexplicable pallor of evil permeates this Room. PCs that fail at a Willpower save (DC equal to X) are shaken until they leave the Room, plus Xd6 minutes afterwards. Shaken PCs suffer a –2 morale penalty to all attack rolls, saving throws, skill checks, and ability checks.

Fearless: The monsters and NPCs here cannot be intimidated or cajoled, and do not back down from any fights. Undead cannot be turned. Instead, they suffer damage equal to the character level of the cleric on a successful turn attempt.

Flooded: These Rooms have become flooded by a high water table or some magical effect. Every creature's Dexterity bonus is reduced by –2. If this reduces the Dexterity bonus to 0 or less, the creature is considered flat-footed. In addition, movement is halved (minimum 5 ft.) and no one can take a free 5-foot step. Torches have a 50% chance of guttering out in the damp air. If a PC falls into the water, his torch automatically goes out.

Fog X: Fog reduces visibility in the Room (except darkvision) to X ft. Creatures up to X ft. away have concealment (20%). Beyond that, creatures have total concealment (50%).

Hallowed X: This Room is holy. Clerics (and paladins) gain a bonus to all Charisma-based skill checks (including turn attempts), equal to X, but suffer a penalty of –X on rebuke attempts.

Haunted: Rest is impossible. Spells cannot be memorized, meditation doesn't work, and the benefits of natural healing are cut in half.

Hazardous Footing X: The floor is covered in debris, rocks, glass, or sharp objects, or otherwise impedes movement. PCs moving faster than ½ speed across Hazardous Footing must succeed at a DC X Reflex save or fall to the ground suffering 1d4+1 points of damage from the debris. No one can take a free 5-foot step on Hazardous Footing. Tiny or smaller creatures gain a +6 competence bonus on this save.

Invisible: For some magical reason, the monsters in the Room gain the benefits of invisibility, until they perform an action (attacking, casting a spell, etc.) that removes this benefit. In addition to its other benefits, invisibility works as Total Concealment, conferring a miss chance of 50% on any successful attack against the monster or NPC.

Negative Energy: Undead heal 1 hit point per hour in this Room. PCs suffer 1 hit point per minute in this Room.

Poor Footing X: All monsters and PCs suffer a penalty to their base attack equal to X unless they succeed at a Reflex save (DC 10 + X).

Positive Energy: PCs heal 1 hit point per hour in this Room. Undead suffer 1 hit point of damage per minute in this Room.

Safe: This Room is generally safe and might be a good place to rest. Reduce the chance of an encounter here to ⅛th the normal rate of Random Encounters for the Section (e.g. if Random Encounters are rolled every hour, they are rolled every 6 hours in this Room).

Smoke: The air in this Room is thick with an unbreathable smoke, either from magic use or a recent fire. A character who breathes smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of nonlethal damage. Many creatures that do not breathe (demons, outsiders, etc.) use Smoke to their advantage.

Spell Resistance X: This Room is guarded by wards and spells that dispel all magic cast within it. Treat all occupants as having Spell Resistance equal to X. This does not stack with a creature's inherent Spell Resistance, but instead replaces it, if X is greater. In many cases, the creature living in the Room is unaffected by the Spell Resistance when casting at the PCs.

Stagnant Air: The air is this Room is nearly unbreathable, either from rot, decay, or the stench of a rank beast. A character who breathes stagnant air must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds becomes nauseated. Many creatures that do not breathe (demons, outsiders, etc.) use Stagnant Air to their advantage.

Submerged: The Room is completely underwater and the PCs must swim across it. The PCs must have some way to breathe water to remain in this Room, or they will begin to drown.

Tremors X: A tremor shakes the Dungeon, dropping stones on the PCs. PCs must succeed at a DC X Reflex save or suffer 2d6 points of damage at a random point in the Encounter.

Unhallowed X: This Room is unholy. Clerics (and paladins) suffer a penalty to all Charisma-based skill checks (including turn attempts) equal to X, but gain a +X bonus to rebuke attempts.



POISONS

- **Arsenic**—Ingested, Fortitude DC 13, initial damage 1 Con, secondary damage 1d8 Con
- **Black Adder Venom**—Injury, Fortitude DC 11, initial damage 1d6 Con, secondary damage 1d6 Con
- **Black Lotus Extract**—Contact, Fortitude DC 20, initial damage 3d6 Con, secondary damage 3d6 Con
- **Bloodroot**—Injury, Fortitude DC 12, initial damage 0, secondary damage 1d4 Con + 1d3 Wis
- **Blue Whinnis**—Injury, Fortitude DC 14, initial damage 1 Con, secondary damage unconsciousness
- **Burnt Othur Fumes**—Inhaled, Fortitude DC 18, initial damage 1 Con (permanent), secondary damage 3d6 Con
- **Carrion Crawler Brain Juice**—Contact, Fortitude DC 13, initial damage Paralysis, secondary damage 0
- **Dark Reaver Powder**—Ingested, Fortitude DC 18, initial damage 2d6 Con, secondary damage 1d6 Con + 1d6 Str
- **Deathblade**—Injury, Fortitude DC 20, initial damage 1d6 Con, secondary damage 2d6 Con
- **Dragon Bile**—Contact, Fortitude DC 26, initial damage 2d6 Str, secondary damage 0
- **Drow Poison**—Injury, Fortitude DC 13, initial damage unconsciousness, secondary damage unconsciousness for 2d4 hours
- **Giant Wasp Poison**—Injury, Fortitude DC 18, initial damage 1d6 Dex, secondary damage 1d6 Dex
- **Greenblood Oil**—Injury, Fortitude DC 13, initial damage 1 Con, secondary damage 1d2 Con
- **Id Moss**—Ingested, Fortitude DC 14, initial damage 1d4 Int, secondary damage 2d6 Int
- **Insanity Mist**—Inhaled, Fortitude DC 15, initial damage 1d4 Wis, secondary damage 2d6 Wis
- **Large Scorpion Venom**—Injury, Fortitude DC 18, initial damage 1d6 Str, secondary damage 1d6 Str
- **Lich Dust**—Ingested, Fortitude DC 17, initial damage 2d6 Str, secondary damage 1d6
- **Malyss Root Paste**—Contact, Fortitude DC 16, initial damage 1 Dex, secondary damage 2d4 Dex
- **Medium Spider Venom**—Injury, Fortitude DC 14, initial damage 1d4 Str, secondary damage 1d4 Str
- **Nitharit**—Contact, Fortitude DC 13, initial damage 0, secondary damage 3d6 Con
- **Oil of Taggit**—Ingested, Fortitude DC 15, initial damage 0, secondary damage Unconsciousness
- **Purple Worm Poison**—Injury, Fortitude DC 24, initial damage 1d6 Str, secondary damage 2d6 Str
- **Sassone Leaf Residue**—Contact, Fortitude DC 16, initial damage 2d12 hp, secondary damage 1d6 Con
- **Sea Snake Venom**—Injury, Fortitude DC 16, Init Damage 1d6 Str, secondary damage 1d6 Str
- **Shadow Essence**—Injury, Fortitude DC 17, initial damage 1 Str (permanent), secondary damage 2d6 Str
- **Small Centipede Poison**—Injury, Fortitude DC 11, initial damage 1d2 Dex, secondary damage 1d2 Dex
- **Striped Toadstool**—Ingested, Fortitude DC 11, initial damage 1 Wis, secondary damage 2d6 Wis + 1d4 Int
- **Terinav Root**—Contact, Fortitude DC 16, initial damage 1d6 Dex, secondary damage 2d6 Dex
- **Ungol Dust**—Inhaled, Fortitude DC15, initial damage 1 Cha, secondary damage 1d6 Cha + 1 Cha (permanent drain)
- **Wyvern Poison**—Injury, Fortitude DC 17, initial damage 2d6 Con, secondary damage 2d6 Con

QUICK AND DIRTY PERCENTILE

d%	(converts to) 1d20
5%	1
10%	2 or less
15%	3 or less
20%	4 or less
25%	5 or less
30%	6 or less
35%	7 or less
40%	8 or less
45%	9 or less
50%	10 or less
55%	11 or less
60%	12 or less
65%	13 or less
70%	14 or less
75%	15 or less
80%	16 or less
85%	17 or less
90%	18 or less
95%	19 or less
100%	20 or less*

* Although we're not sure why you would roll for this.

TRAPS

- **Acid Arrow Trap:** CR 3; magic device; proximity trigger (*alarm*); automatic reset; Atk +2 ranged touch; spell effect (*acid arrow*, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27.
- **Acid Arrow Trap:** CR 8; magic device; visual trigger (*true seeing*); automatic reset; multiple traps (two simultaneous *acid arrow* traps); Atk +9 ranged touch and +9 ranged touch; spell effect (*acid arrow*, 18th-level wizard, 2d4 acid damage for 7 rounds); Search DC 27; Disable Device DC 27. Note: This trap is really two CR 6 *acid arrow* traps that fire simultaneously, using the same trigger and reset.
- **Acid Fog Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*acid fog*, 11th-level wizard, 2d6/round acid for 11 rounds); Search DC 31; Disable Device DC 31.
- **Basic Arrow Trap:** CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20.
- **Bestow Curse Trap:** CR 4; magic device; touch trigger (*detect chaos*); automatic reset; spell effect (*bestow curse*, 5th-level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28.
- **Black Tentacles Trap:** CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*black tentacles*, 7th-level wizard, 1d4+7 tentacles, Atk +7 melee [1d6+4, tentacle]); multiple targets (up to six tentacles per target in each of two adjacent 5-ft. squares); Search DC 29; Disable Device DC 29.
- **Blade Barrier Trap:** CR 7; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*blade barrier*, 11th-level cleric, 11d6 slashing, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Box of Brown Mold: CR 2; mechanical; touch trigger (opening the box); automatic reset; 5-ft. cold aura (3d6, cold nonlethal); Search DC 22; Disable Device DC 16.

Bricks from Ceiling: CR 2; mechanical; touch trigger; repair reset; Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares); Search DC 20; Disable Device DC 20.

Built-to-Collapse Wall: CR 6; mechanical; proximity trigger; no reset; Atk +20 melee (8d6, stone blocks); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 14; Disable Device DC 16.

Burning Hands Trap: CR 2; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 1st-level wizard, 1d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

Burning Hands Trap: CR 3; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

Burnt Othur Vapor Trap: CR 7; mechanical; location trigger; repair reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21.

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

Camouflaged Pit Trap: CR 2; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 24; Disable Device DC 19.

Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18.

Camouflaged Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17.

Camouflaged Pit Trap: CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17.

Ceiling Pendulum: CR 3; mechanical; timed trigger; automatic reset; Atk +15 melee (1d12+8/x3, greataxe); Search DC 15; Disable Device DC 27.

Chain Lightning Trap: CR 7; magic device; proximity trigger (alarm); automatic reset; spell effect (*chain lightning*, 11th-level wizard. 11d6 electricity to target nearest center of trigger area plus 5d6 electricity to each of up to eleven secondary targets, DC 19 Reflex save half damage); Search DC 31; Disable Device DC 31.

Collapsing Column: CR 4; mechanical; touch trigger (attached); no reset; Atk +15 melee (6d6, stone blocks); Search DC 20; Disable Device DC 24.

Compacting Room: CR 6; mechanical; timed trigger; automatic reset; hidden switch bypass (Search DC 25); walls move together (12d6, crush); multiple targets (all targets in a 10-ft.-by- 10-ft. room); never miss; onset delay (4 rounds); Search DC 20; Disable Device DC 22.

Crushing Room: CR 10; mechanical; location trigger; automatic reset; walls move together (16d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); Search DC 22; Disable Device DC 20.

Crushing Wall Trap: CR 10; mechanical; location trigger; automatic reset; no attack roll required (18d6, crush); Search DC 20; Disable Device DC 25.

Deathblade Wall Scythe: CR 8; mechanical; touch trigger; manual reset; Atk +16 melee (2d4+8 plus poison, scythe); poison (deathblade, DC 20 Fortitude save resists, 1d6 Con/2d6 Con); Search DC 24; Disable Device DC 19.

Deeper Pit Trap: CR 1; mechanical; location trigger; manual reset; hidden switch bypass (Search DC 25); DC 15 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 20; Disable Device DC 23.

Destruction Trap: CR 8; magic device; touch trigger (*alarm*); automatic reset; spell effect (*destruction*, 13th-level cleric, DC 20 Fortitude save for 10d6 damage); Search DC 32; Disable Device DC 32.

Doorknob Smeared with Contact Poison: CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19.

Drawer Handle Smeared with Contact Poison: CR 9; mechanical; touch trigger (attached); manual reset; poison (black lotus extract, DC 20 Fortitude save resists, 3d6 Con/3d6 Con); Search DC 18; Disable Device DC 26.

Dropping Ceiling: CR 9; mechanical; location trigger; repair reset; ceiling moves down (12d6, crush); multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (1 round); Search DC 20; Disable Device DC 16.

Earthquake Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*earthquake*, 13th-level cleric, 65-ft. radius, DC 15 or 20 Reflex save, depending on terrain); Search DC 32; Disable Device DC 32.

Energy Drain Trap: CR 10; magic device; visual trigger (true seeing); automatic reset; Atk +8 ranged touch; spell effect (*energy drain*, 17th-level wizard, 2d4 negative levels for 24 hours, DC 23 Fortitude save negates); Search DC 34; Disable Device DC 34.

Extended Bane Trap: CR 3; magic device; proximity trigger (detect good); automatic reset; spell effect (*extended bane*, 3rd-level cleric, DC 13 Will save negates); Search DC 27; Disable Device DC 27.

Falling Block Trap: CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25.

Fire Trap: CR 3; spell; spell trigger; no reset; spell effect (*fire trap*, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27.

Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (*fire trap*, 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29.

Fireball Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Flame Strike Trap: CR 6; magic device; proximity trigger (*detect magic*); automatic reset; spell effect (*flame strike*, 9th-level cleric, 9d6 fire, DC 17 Reflex save half damage); Search DC 30; Disable Device DC 30.

Flooding Room Trap: CR 5; mechanical; proximity trigger; automatic reset; no attack roll necessary (see note); Search DC 20; Disable Device DC 25. Note: Room floods in 4 rounds.

Forcecage and Summon Monster VII Trap: CR 10; magic device; proximity trigger (*alarm*); automatic reset; multiple traps (one *forcecage* trap and one *summon monster VII* trap that summons a hamatula); spell effect (*forcecage*, 13th-level wizard), spell effect (*summon monster VII*, 13th-level wizard, hamatula); Search DC 32; Disable Device DC 32. Note: This trap is really one CR 8 trap that creates a *forcecage* and a second CR 8 trap that summons a hamatula in the same area. If both succeed, the hamatula appears inside the *forcecage*. These effects are independent of each other.

Fusillade of Darts: CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20.

Fusillade of Darts: CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25.

Fusillade of Greenblood Oil Darts: CR 7; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1 plus poison, dart); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/ 1d2 Con); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

Fusillade of Spears: CR 6; mechanical; proximity trigger; repair reset; Atk +21 ranged (1d8, spear); multiple targets (1d6 spears per target in a 10 ft.-by-10-ft. area); Search DC 26; Disable Device DC 20.

Ghoul Touch Trap: CR 3; magic device; touch trigger; automatic reset; spell effect (*ghoul touch*, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27.

Glyph of Warding (Blast): CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding [blast]*, 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

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

Incendiary Cloud Trap: CR 9; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*incendiary cloud*, 15th-level wizard, 4d6/round for 15 rounds, DC 22 Reflex save half damage); Search DC 33; Disable Device DC 33.

Inflict Light Wounds Trap: CR 2; magic device; touch trigger; automatic reset; spell effect (*inflict light wounds*, 1st-level cleric, 1d8+1, DC 11 Will save half damage); Search DC 26; Disable Device DC 26.

Insanity Mist Vapor Trap: CR 8; mechanical; location trigger; repair reset; gas; never miss; onset delay (1 round); poison (insanity mist, DC 15 Fortitude save resists, 1d4 Wis/2d6 Wis); multiple targets (all targets in a 10-ft.-by-10-ft. room); Search DC 25; Disable Device DC 20.

Javelin Trap: CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18.

Large Net Trap: CR 2; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 25. Note: Characters in 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save.

Lightning Bolt Trap: CR 4; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Lightning Bolt Trap: CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Lock Covered in Dragon Bile: CR 7; mechanical; touch trigger (attached); no reset; poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/0); Search DC 27; Disable Device DC 16.

Moving Executioner Statue: CR 5; mechanical; location trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +16 melee (1d12+8/x3, greataxe); multiple targets (both arms attack); Search DC 25; Disable Device DC 18.

Phantasmal Killer Trap: CR 5; magic device; proximity trigger (*alarm* covering the entire room); automatic reset; spell effect (*phantasmal killer*, 7th-level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29.

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

Pit Trap: CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20.

Pit Trap: CR 4; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall); Search DC 20; Disable Device DC 20.

Pit Trap: CR 5; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 20; Disable Device DC 20.

Poison Dart Trap: CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18.

Poison Needle Trap: CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20.

Poison Needle Trap: CR 2; mechanical; touch trigger; repair reset; lock bypass (Open Lock DC 30); Atk +17 melee (1 plus poison, needle); poison (blue whinnis, DC 14 Fortitude save resists (poison only), 1 Con/unconsciousness); Search DC 22; Disable Device DC 17.

Poison Wall Spikes: CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (closest target in each of two adjacent 5-ft. squares); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 17; Disable Device DC 21.

Poisoned Arrow Trap: CR 3; mechanical; touch trigger; manual reset; lock bypass (Open Lock DC 30); Atk +12 ranged (1d8 plus poison, arrow); poison (Large monstrous scorpion venom, DC 14 Fortitude save resists, 1d4 Con/1d4 Con); Search DC 19; Disable Device DC 15.

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

Poisoned Spiked Pit Trap: CR 10; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); Search DC 16; Disable Device DC 25.

Portcullis Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20. Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway.

Power Word Stun Trap: CR 8; magic device; touch trigger; no reset; spell effect (*power word stun*, 13th-level wizard), Search DC 32; Disable Device DC 32.

Prismatic Spray Trap: CR 8; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*prismatic spray*, 13th-level wizard, DC 20 Reflex, Fortitude, or Will save, depending on effect); Search DC 32; Disable Device DC 32.

Razor-Wire across Hallway: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15.

- **Reverse Gravity Trap:** CR 8; magic device; proximity trigger (*alarm*, 10-ft. area); automatic reset; spell effect (*reverse gravity*, 13th-level wizard, 6d6 fall [upon hitting the ceiling of the 60-ft.- high room], then 6d6 fall [upon falling 60 ft. to the floor when the spell ends], DC 20 Reflex save avoids damage); Search DC 32; Disable Device DC 32.

- **Rolling Rock Trap:** CR 1; mechanical; location trigger; manual reset; Atk +10 melee (2d6, rock); Search DC 20; Disable Device DC 22.

- **Scything Blade Trap:** CR 1; mechanical; location trigger; automatic reset; Atk +8 melee (1d8/×3); Search DC 21; Disable Device DC 20.

- **Sepia Snake Sigil Trap:** CR 4; spell; spell trigger; no reset; spell effect (*sepia snake sigil*, 5th-level wizard, DC 14 Reflex save negates); Search DC 28; Disable Device DC 28.

- **Spear Trap:** CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/×3, spear); Search DC 20; Disable Device DC 20. Note: 200-ft. max range, target determined randomly from those in its path.

- **Spiked Blocks from Ceiling:** CR 6; mechanical; location trigger; repair reset; Atk +20 melee (6d6, spikes); multiple targets (all targets in a 10-ft.-by-10-ft. area); Search DC 24; Disable Device DC 20.

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

- **Spiked Pit Trap:** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20.

- **Spiked Pit Trap:** CR 4; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20.

- **Spiked Pit Trap:** CR 5; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+4 each); Search DC 21; Disable Device DC 20.

- **Spiked Pit Trap (80 Ft. Deep):** CR 5; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search DC 20; Disable Device DC 20.

- **Spiked Pit Trap (100 Ft. Deep):** CR 6; mechanical; location trigger, manual reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 each); Search DC 20; Disable Device DC 20.

- **Stone Blocks from Ceiling:** CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.

- **Summon Monster VI Trap:** CR 7; magic device; proximity trigger (*alarm*); no reset; spell effect (*summon monster VI*, 11th-level wizard), Search DC 31; Disable Device DC 31.

- **Swinging Block Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20.

- **Tripping Chain:** CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18. Note: This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.

- **Ungol Dust Vapor Trap:** CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

- **Wail of the Banshee Trap:** CR 10; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*wail of the banshee*, 17th-level wizard, DC 23 Fortitude save negates); multiple targets (up to 17 creatures); Search DC 34; Disable Device DC 34.

- **Wall Blade Trap:** CR 1; mechanical; touch trigger; automatic reset; hidden switch bypass (Search DC 25); Atk +10 melee (2d4/×4, scythe); Search DC 22; Disable Device DC 22.

- **Wall Scythe Trap:** CR 4; mechanical; location trigger; automatic reset; Atk +20 melee (2d4+8/×4, scythe); Search DC 21; Disable Device DC 18.

- **Water-Filled Room Trap:** CR 4; mechanical; location trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (5 rounds); liquid; Search DC 17; Disable Device DC 23.

- **Water-Filled Room Trap:** CR 7; mechanical; location trigger; manual reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (3 rounds); water; Search DC 20; Disable Device DC 25.

- **Well-Camouflaged Pit Trap:** CR 2; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall); Search DC 27; Disable Device DC 20.

- **Well-Camouflaged Pit Trap:** CR 7; mechanical; location trigger; repair reset; DC 25 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 27; Disable Device DC 18.

- **Well-Camouflaged Pit Trap:** CR 8; mechanical; location trigger; repair reset; DC 20 Reflex save avoids; 100 ft. deep (10d6, fall); Search DC 27; Disable Device DC 18.

- **Whirling Poison Blades:** CR 6; mechanical; timed trigger; automatic reset; hidden lock bypass (Search DC 25, Open Lock DC 30); Atk +10 melee (1d4+4/19–20 plus poison, dagger); poison (purple worm poison, DC 24 Fortitude save resists, 1d6 Str/2d6 Str); multiple targets (one target in each of three preselected 5-ft. squares); Search DC 20; Disable Device DC 20.

- **Wide-Mouth Pit Trap:** CR 6; mechanical; location trigger, manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 26; Disable Device DC 25.

- **Wide-Mouth Pit Trap:** CR 9; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 100 ft. deep (10d6, fall); multiple targets (all targets within a 10-ft.-by-10-ft. area); Search DC 25; Disable Device DC 25.

- **Wide-Mouth Spiked Pit Trap:** CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 25.

- **Wide-Mouth Spiked Pit with Poisoned Spikes:** CR 9; mechanical; location trigger; manual reset; hidden lock bypass (Search DC 25, Open Lock DC 30); DC 20 Reflex save avoids; 70 ft. deep (7d6, fall); multiple targets (all targets within a 10-ft. by 10-ft. area); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+5 plus poison each); poison (giant wasp poison, DC 14 Fortitude save resists, 1d6 Dex/1d6 Dex); Search DC 20; Disable Device DC 20.

- **Word of Chaos Trap:** CR 8; magic device; proximity trigger (*detect law*); automatic reset; spell effect (*word of chaos*, 13th-level cleric); Search DC 32; Disable Device DC 32.

- **Wyvern Arrow Trap:** CR 6; mechanical; proximity trigger; manual reset; Atk +14 ranged (1d8 plus poison, arrow); poison (wyvern poison, DC 17 Fortitude save resists, 2d6 Con/2d6 Con); Search DC 20; Disable Device DC 16.

NEW MONSTER TYPES

HORDE

A horde (like a swarm) is a collection of Small or Medium creatures that acts as a single creature. A horde has the characteristics of its type, except as noted here. A horde has a single pool of Hit Dice and hit points, a single initiative modifier, a single speed, and a single Armor Class. A horde makes saving throws as a single creature. A single horde occupies a square (if it is made up of nonflying creatures) or a cube (of flying creatures) 20 feet on a side, but its reach is 5 feet, like that of its component creatures. In order to attack, it moves adjacent to an opponent's space. A horde can move through squares occupied by enemies and vice versa without impediment, although the horde provokes an attack of opportunity if it does so. A horde can move through spaces large enough for its component creatures.

A horde of creatures consists of 30 nonflying creatures or 90 flying creatures. Larger hordes are represented by multiples of single hordes. The area occupied by a large horde is completely shapable, though the horde usually remains in contiguous squares.

Horde Traits: A horde has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. Reducing a horde to 0 hit points or lower destroys it. Hordes are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A horde is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects) if the horde has an Intelligence score and a hive mind. A horde takes twice as much damage from spells or effects that affect an area, such as thrown weapons with a splash effect and many evocation spells.

Hordes cannot be grappled but have a +4 bonus for grappling others.

Hordes use the saves of their component creatures.

A horde rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Horde Attack: Creatures with the horde subtype do not make standard melee attacks. Instead, they receive a single attack roll for all of the component creatures, based on the HD of the component type of creature, such that a horde of 30 dretch, would have a BAB of +60 (2HD × 30). If they hit the target, they deal damage according to the table below. Horde attacks are not subject to a miss chance for concealment or cover. The amount of damage a horde deals is based on its Hit Dice, as shown below.

HORDE ATTACK DAMAGE

Horde HD	Base Damage
1–10	1× base damage of creature type
11–20	2× base damage of creature type
21–40	3× base damage of creature type
41–80	4× base damage of creature type
81 or more	5x base damage of creature type

A horde's attacks are nonmagical, unless the horde's description states otherwise. Damage reduction sufficient to reduce a horde attack's damage to 0, being incorporeal, and other special abilities usually give a creature immunity (or at least resistance) to damage from a horde. Some hordes also have acid, poison, blood drain, or other special attacks in addition to normal damage.

Special attacks that inflict damage use the multiple for the attack damage –1 (to a minimum of 1) to determine the additional damage. Special attacks that require saves, such as poison, require only one save per attack but have the DC increased by 4.

Undead Hordes and Turning: The focus of negative energy that is an undead horde makes it difficult to turn. Any attempts to do so suffer a –4 circumstance penalty to the turning check. A cleric who would successfully turn the undead that compose a horde, instead causes 2 points of damage per HD of undead turned. A cleric who is powerful enough to destroy the undead that compose the horde instead inflicts 1d6 points of damage on the horde for every HD of undead she would have destroyed.

DESIGNER'S NOTES

BY JIM PINTO

In August 2003, John Zinser presented the idea that would become *The World's Largest Dungeon*. By the end of September 2003, 14 different writers and one line developer (me) started work on the 900,000+ word tome that you are reading now. Nine months later, the book was completed and at the printer.

Simple, huh?

No. Not really.

A lot of work went into this project before a single word was typed and long after all the text was in. We first had to work with John Zinser's mission statement — enough maps to fill a wall, and every monster from the *Monster Manual*™. Since that was impossible, we went for the next-best thing: every monster from the SRD. After careful deliberation (i.e. Kevin Millard and me talking over lunchtime martinis), we decided one dinosaur satisfied the dinosaur category. It isn't lying, and it certainly won't ruin the book in the way a map full of dinosaurs would have. We made creative decisions that marketing would have to answer to.

After that, we went creature by creature through the SRD and assigned each to one of the 24 maps (back then, we thought 24 would be perfect). While we were allocating the monsters to specific Regions, a story developed. Details emerged about how the treant and elves got there, and a war between demons and angels. We didn't yet know why the dungeon was there, but we knew the celestials, devils, drow, derro, and undead would be major players. Two days later I came up with the idea for the prison and the 4,000 year old dungeon.

John Zinser added the titans, Kevin and I came up with the derro and the lake, and the story behind the undead prison pretty much wrote itself — once we decided that a ghost, a lich, and a mummy lord would be sharing rent space with a nightcrawler. And I have to laugh about the goblin shrine in Region B, because that's some funny stuff.

Then came the hard part. I had to design the maps before the writers could start writing. We had to make sure there were enough Rooms in each Region and that they all "meshed" at the end points. This meant a lot of long hours in Photoshop. Six weekends and 100 hours later, we had basic designs for the floor plans that Cris Dornaus would later turn into poster maps, with pretty colors and smooth textures. They're the ones you're looking at now.

Go ahead, look at them. I'll wait.

So then came the process of choosing writers for the book and allocating "story" and "monsters." For three months we designed and wrote and wrote and designed. Four writers dropped out of the process, all eventually replaced by Richard Farrese. By January 8th, 75% of the text was done and I was ready to start editing.

Then it happened.

On January 14 — less than a week into editing — I broke my hand. This set me back four weeks while I had screws drilled into my 4th and 5th metacarpals and waited for healing to begin.

By late February I was back in and the project started moving faster than I care to recall. Working 12- to 14-hour days for 12 weeks straight I edited, wrote, rewrote, and constructed the Dungeon you now hold. Themes were changed, moved around, or deleted because they didn't fit, and some encounters took hours to sculpt into great finales or puzzles. (I'm particularly proud of Room C93.) In the end, about 300,000 words were added or changed from their original intent.

Sean Holland made all the NPC and advanced monster stat blocks and Nate Barnes pointed out when something was missing. They are the backbone of this book. Richard Farrese wrote when no one else could and Katie Yates made it sound intelligible.

During all of this, I art directed this book, three *Warlord CCG*™ cardsets, three L5R CCG™ card sets, eight RPG books, and about 20 marketing images. That reminds me: I should say something nice about William O'Connor.

A lot of people get to be icons at what they do. Brom, Parkinson, Elmore, Pollack, and Giancolla are all masters of what they do. But I don't work with them. I work with my dear friend William O'Connor. Bill is amazing. I wouldn't trade my working relationship with him for anything. And if you think his art is his best trait, you're wrong. He's one of the most sincere, noble, true human beings I know and it's a pleasure to call him my friend. I can't imagine doing this project with anyone else.

So… Bill. Thank you for being in my book.

* * *

I've read the majority of the text at least twice, and this book is about as good anything I ever do is going to get. This is my magnum opus. If you're waiting for me to write the *World's Largest Dwarven Beach Party*™, you'd better pack a lunch.

While the concept behind the book was *always* to make a complete dungeon that PCs could adventure in from beginning to end, it was more important that an individual encounter be as good as it could be. I hope the quality of the writing shows. If it doesn't, blame Justin Lawler.

That being said, I guess this is the point where I start thanking a lot of people. So, if you'll indulge me, I'd like to take a few minutes to discuss some of the people I get to work with and why this is the best industry in the world.

#1. John Zinser. I'm serious. He's not standing over me with a S&W Model 10 watching me type. He's not. Honest. Ouch.

The *last* word I would use to describe John Zinser would be "enigmatic." But John has this intangible quality that makes him impossible to stay mad at. He inspires all of us on levels I can't express. So I won't.

Anyway, thank you for being there, John. Here's your *World's Largest Dungeon*™. Use it wisely.

Maureen Yates. I met Maureen one year before I started working at AEG, at a job interview four doors down from *Shadis*™. I remember liking her immediately. She's the foundation upon which all our successes are built and I can't imagine working here without her.

Sean Holland and Richard Farrese. Go-getters are a dime a dozen, but these guys are gems. I wouldn't have finisbed this book without them.

Sean is the main reason this book is done on time. He's the most diligent playtester in gaming today. If you see him, buy him a tall drink. Unless you're underage or in a dry county; then buy him two sodas and a candy bar. If you're in Canada, get him a bag of ketchup chips instead. Void in Puerto Rico.

And without Richard, you'd be reading a book half this size. He stepped in and did the job that no one else could. Namaste.

All the writers and their tireless efforts to make this book what it is. I intend to thank you all personally when I see you.

Kevin "Snack Pack" Millard. Kevin and I spent many hours on the prep work and I don't know what I would have done without him.

Patrick Kapera. I met Patrick eight years ago when I ran a Cthulhu LARP at a local con. He blew me away with his "acting" skills and we've been friends ever since. He helped on this book when we needed it the most and 10 years from now when this thing is in the great RPG hall of records, he will be enshrined as the Sam to my Frodo.

Erik Yaple. Erik works for Sabertooth now, but he's still a dear friend and I would be remiss if I didn't include him here. For 5 years we worked together here and his big smile and hearty laugh are missed.

DJ Trindle. I've known DJ for over 10 years now. We go way back and I really enjoy working with his cynical mug. If you see him at *Gen Con*™, buy him a beer. He likes those.

Ray Lau, Jeff Alexander, Rich Wulf, and Shawn Carman. The *L5R*™ team is the strongest it's ever been, and I love every time we work on a new card set together. Ray is the sardonic brand manager, Jeff plays rhythm guitar, Rich Wulf knows exactly what page number Isawa Monkey appears on, and Shawn Carman is our drawl-slingin' roadie. Together, they fight crime. Will you guys sign my *Pokémon*™ cards?

Ken Carpenter and Dave Williams were busy making a CCG when I was working on this book. I appreciated their help when they could spare me a minute to give it. They appear here courtesy of BMI and ASCAP.

D-Luxx, Mike Cochran, Brendon Goodyear, Mike Leader, Dave Lepore, Kristy Mack, and Boyd Kleen. Thanks for reading when you could. Thanks for your ideas and insight. Thanks for the long walks on the beach. But mostly, thanks for doing the most thankless job in the company.

Leticia. Congrats on #2.

Laura Heilman. For letting Sean stay out on a school night.

Mary Valles. Our Production Manager Mary is *so* the Yin to our Yang.

Nate Barnes. I bust his chops a lot, but Nate is a great employee and he exceeded everyone's expectations. There, I said it. Now give me my five bucks.

Justin Lawler. Nope. Nevermind. Strike that.

Steve "Buzz Lightyear™" Hough. Enough said.

Ken Hite. The kindest words that were ever said.

Scott Haring. And the second kindest.

Jay from Kansas City. I told you I'd get your name in print.

Dave Arneson and Gary Gygax for bringing us our first taste of dungeon crawling. This is our anniversary gift to you.

DaveMage, Thundershot, and the *EN World*™ crew.

Alicia Duarte. Thanks for driving me to the hospital when I broke my hand.

Lis A. Zin Stark, M.D. Thanks for fixing my hand.

Debra, Mandy, Maria, and the rest of the West Covina Hand Center. Thanks for rehabbing my hand back to health.

Okay. Enough about the hand.

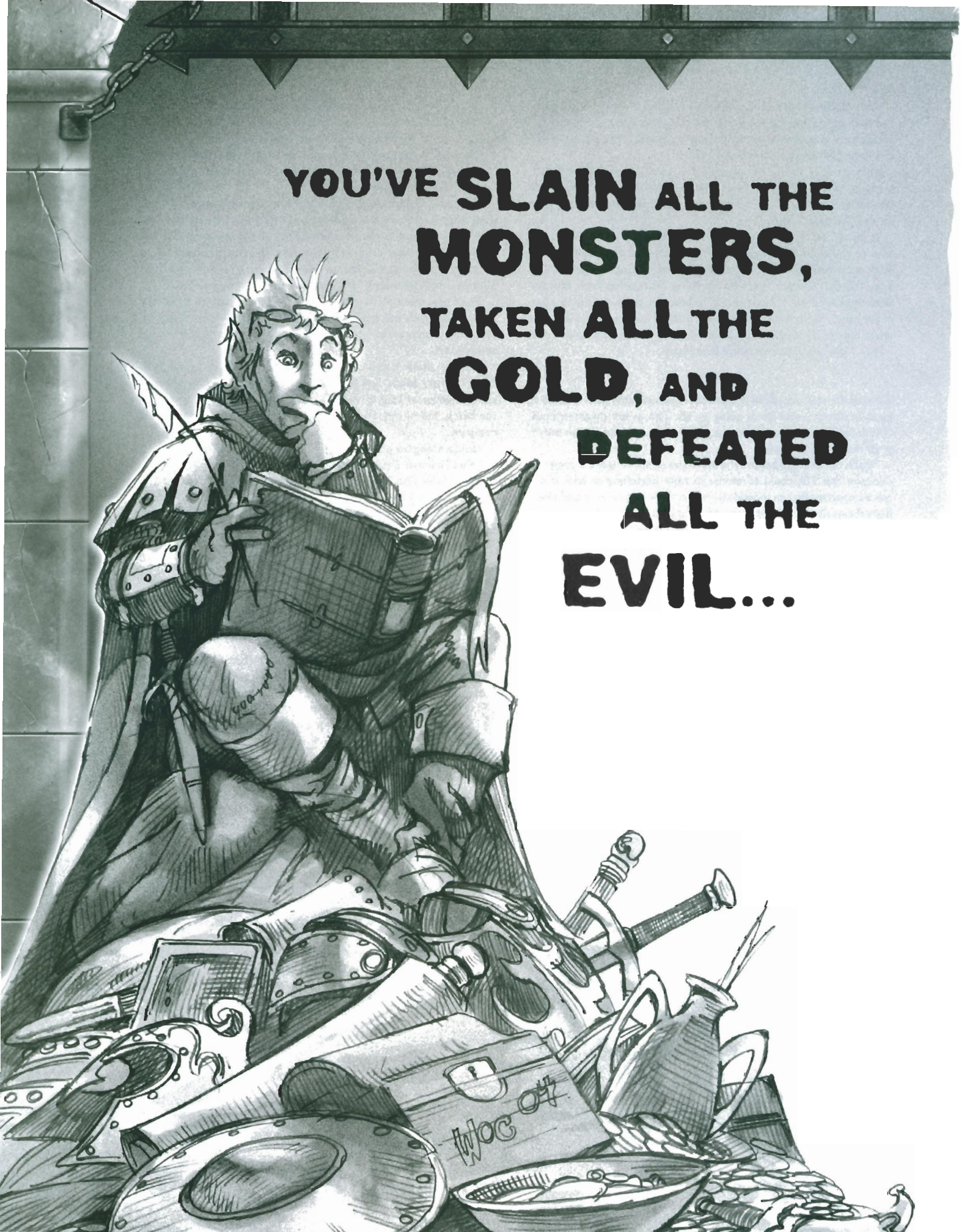
Laura. On every level. Thank you. "That's my purse."

Every artist I've ever had the pleasure to work with. There are too many to adequately thank, so I'll drop a few names and be on my way — Drew Baker, April Lee, Michael Phillippi, Jim Pavelec, Veronica V. Jones, Thomas Manning, Ed Cox, Jeremy Jarvis, Michael Kaluta, Heather Bruton, Hugh Jamieson, beet, Matthew S. Armstrong, Chris Seaman, Llyn Hunter, Jonathan Hunt, Lisa Hunt, Jon Hodgson, Steve Ellis, Christopher Appel, Jason Engle, Franz Vohwinkel, and more names than I can type.

Dan F., Dave M., Erik Y., Jeff S., Lenny F. III, Mike L., and the S.F. Crew. "Make rocket go now."

Finally. Special thanks to our fathers and mothers, for making us creative geniuses, instead of rich, successful athletes.

If I forgot to thank someone, that's because it's 2 A.M. and this book goes to press tomorrow. Thank you all for this amazing ride.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WHAT HAPPENS IN THE WORLD'S LARGEST CITY,
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