



SECRETS OF TSOJCANTH

A One-Round D&D[®] LIVING GREYHAWK[™]

Core Special Adventure

Low-Level: Caverns of the Minions

Version 1.0

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Stirrings of a dark malevolence in the Yatil Mountains draws the followers of terrible forces to a once-used demesne of Igglwlv, the Witch Queen. At the behest of others, you journey to the Lost Caverns of Tsojcanth to confront the evil that lurks there and unveil its deadly secrets. This adventure is divided up into three levels of play (low level, middle level, high level); each player may only participate in one of them. A challenging special adventure for characters levels 1-6.

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

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RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA even from the RPGA website, or you received it from your senior gamemaster. To play this adventure as part of the LIVING GREYHAWK™ campaign—a worldwide, ongoing D&D campaign set in the GREYHAWK setting—you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or as simple as a group of friends meeting at the DM's house.

To sanction an RPGA event, you must be at least a HERALD-LEVEL gamemaster. The person who sanctions the event is called the senior gamemaster, and is in charge of making sure the event is sanctioned before play, runs smoothly on the date sanctioned, and then reported back to the RPGA in a timely manner. The person who runs the game is called the table Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the table DM. You don't have to be a HERALD-LEVEL GM to run this adventure if you are not the senior GM.

By sanctioning and reporting this adventure you accomplish a couple of things. First it is an official game, and you can use the AR to advance your LIVING GREYHAWK character. Second player and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth four (4) points.

This adventure retires from RPGA-sanctioned play on November 20, 2005.

To learn more about the LIVING GREYHAWK character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS REWARDS, visit the RPGA website at www.rpga.com.

PLAYERS READ NO FARTHER

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

PREPARING FOR PLAY

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

Throughout this adventure, text in ***bold italics*** provides player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instruction on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on NPCs and monsters are given in Appendix 1.

Along with this adventure you'll find a RPGA Table Tracking sheet. If you're playing this adventure as part of

an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK Adventure Record (AR).

LIVING GREYHAWK LEVELS OF PLAY

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

1. Determine the character level for each of the PCs participating in the adventure.

2. If PCs bring animals that have been trained for combat (most likely dogs trained for war), other than those brought by virtue of a class ability (such as animal

CR	1	2	3	4
companions,	1/4 and 1/6	0	0	0
familiars	1/3 and 1/2	0	0	1
paladin's	1	1	1	3
mounts) or the	2	2	3	4
warhorse of a	3	3	5	6
character with	4	4	6	7
the Mounted	5	5	7	8
Combat feat,	6	6	8	9
use the sidebar	7	7	9	10
chart				11

to determine the number of levels you add to the sum of step one. Add each character's animals separately. Animals with different CRs are determined separately using the chart; then, take the highest CR animal (or animals), and add 2 (drop fractions). This result is the effective character level for a mixed-CR group of animals. A single PC may only bring four or fewer animals of this type.

3. Sum the results of step 1 and 2, and divide by the number of characters playing in the adventure. Round up to the nearest whole number.
4. If you are running a table of six PCs, add one to that average.

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

APL also affects the amount of experience and gold a PC can gain at the end of the adventure. If a player character is three character levels or more either higher or lower than the APL at which this adventure is being played, that character receives only one-half of the experience points and gold for the adventure. This simulates the fact that either the PC was not challenged as much as normal or relied on help by higher-level characters to reach the objectives.

Furthermore, a PC who is four or more levels higher than the highest APL supported by the adventure may not play the adventure.

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

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

TIME UNITS AND UPKEEP

This is a special one-round Core adventure, set in the Yatil Mountains. All characters pay two Time Units per round.

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

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

More information about Lifestyle and Upkeep can be found in the "Lifestyle and Upkeep" section of Chapter 3 of the *LIVING GREYHAWK Campaign Sourcebook*.

ADVENTURE BACKGROUND

It has been a generation since the Lost Caverns of Tsojcanth have been explored. The last group of adventurers to brave Iggwilv's former sanctum recovered the *Demonomicon of Iggwilv*, *Daoud's Wondrous Lantern*, and defeated her daughter, Drelnza, the vampire warrior. This occurred well over 20 years ago. Iggwilv herself has not returned to her lair in over a century.

However, Drelnza was not destroyed, merely defeated. While it took her some time to recuperate from her defeat, she began work on amassing her own followers, working out of her mother's former lair. She enslaved some of the native creatures there; they were already in the process of excavating a new area in the caverns, and she set them on the task of carving a new lair for her from the stone.

Her furious pace and impatience with their work had dire consequences for the cave complex itself. Soon after work was begun, a massive cave collapse occurred in the greater and lesser caverns. Fortunately, for Drelnza, it

did not affect her new lair, and actually provided a measure of needed seclusion while she planned and plotted.

Drelnza had always known about the gates in the greater caverns, and had inklings that they held a greater purpose, one tied to the *Demonomicon* itself. She sent her minions far and wide in search of more information, and many years and *charmed* academicians later, she discovered that the gates were a part of an ancient Ur-Flan transportation device. She also found out that the *Demonomicon* contained information on the activation of this device – primarily, the key used to gain control of the device's awesome transportation magic.

It was also at this time that Drelnza had received word of her mother's return from imprisonment by Graz'zt and return to the Flanaess. She did not make her own presence known immediately to her mother or her agents, as she developed a plan by which she could present her return to her mother's side in a favorable light. Drelnza hoped that by doing so, her mother would reward her by offering some of the lands she was sure to reclaim in her resurgence of power; perhaps she would even be made general of her mother's forces.

In the past year, Drelnza has enlisted the aid of Iuzians to her cause; she has used their massive information network to further her reach, and has kept some of them on guard in the lesser caverns to prevent intrusion by adventurers and treasure-seekers. She has kept matters of her involvement a secret through dire threats to the followers of the Old One.

In the past few years, Drelnza also discovered the location of the *Demonomicon of Iggwilv*, and she tasked some of her agents with its retrieval. An assassin, from a cabal of Iuz's agents known as the Eaters of the Voice, attempted retrieval of the *Demonomicon* from its location at the Great Library of Greyhawk in 592 CY, but he was thwarted by the magical protections there (this is the same assassin encountered in the adventure COR2-10 *Forgotten Echoes*). Future attempts were abandoned for a time, as Drelnza was sure the tome would not leave that heavily guarded place.

Guarded as it is, word has reached those who seem intent on ensuring that the area is clear from another Iuzian infestation. Recently, nighttime raids on the settlement of Gnome Vale have increased in number and severity. Goblinoids are thought to be the problem, and it is widely speculated that they are allied with the Old One, working out of the old lesser caverns – providing a welcome distraction for Drelnza to continue her consolidation of power in a newly constructed section in the area.

ADVENTURE SUMMARY

There are three secrets that the Lost Caverns of Tsojcanth hold: the lesser caverns are now a base of operations for agents of the demigod Iuz, the greater caverns hold an ancient Ur-Flan gate that can be used as a powerful teleportation device, and a new section of the caverns is the lair of a new dread power rising in the Yatils –

Drelnza, the vampire warrior and daughter of Iggwilv. This particular adventure deals with the exploration of the lesser caverns and elimination of the various evils present within.

At the beginning of the adventure, the characters are given a choice. Firstly, they are contacted by a representative of a covert organization known as the Drinkers from the Cup of Midnight. The Drinkers are a group that opposes Iuz at every turn, wishing nothing more than his ultimate expulsion from Oerth itself. They ask the characters to journey to the lesser caverns, and defeat the evils that dwell there. The Drinkers ask that any items of interest that clearly would be interesting to the Old One's agents be brought back to them for analysis. In addition, a representative from the Great Library of Greyhawk contacts the PCs, asking them to retrieve objects of interest for them. They've heard of the PCs' mission, and they would also like to see if there are still treasures left within the Lost Caverns of Tsojcanth. It just so happens that there is indeed a tome known as *Invocations of the Old One* within the caverns that would interest both parties, as it relates to Iuz and his fell magic. Both the Drinkers and the Great Library would be interested in receiving the tome, and thus, the choice becomes apparent at that time. The choice the characters make will determine what special reward they receive at the conclusion of the adventure, if they are successful.

The characters journey to the Yatil Mountains, and briefly stop in Gnome Vale, a small community of gnomes beset by the evils stirring in the nearby caverns. Many of the characters may have received a carved gemstone gifted to them by Clegin, the Master Illusionist of the settlement. Gnome Vale can also help the PCs with final provisions, and when they return, recuperative magic to take care of nasty aftermaths with the denizens of the caverns.

Once at the entrance, the PCs descend the steps leading down into Area 1 of the caverns. In this chamber, the PCs battle some half-fiend kobold guardians who serve both Iuz The Old and their mistress, Drelnza. While exploring Area 1, the PCs discover six bas-relief carvings of gargoyles at the entrance to six passages. Each gargoyle has a *magic mouth*. If the PCs place a gold skull (minted in the Land Of Iuz) in the mouth of each gargoyle, the *magic mouth* informs PCs if the way is "open" or "blocked". The coins can be found in little purses on the dead kobolds, and knowing this information prevents the party from wasting time doing unnecessary exploration. A Disable Device check also triggers the mouth to speak (without having to place any coins).

The PCs soon discover that some of the passages are blocked at some point about two-thirds of the way along. This means that PCs may only travel west (to Area 2) or east (to Area 4). In Area 2, the PCs discover the lair of the half-fiend kobolds. As they enter, the adventurers see a single druidic kobold push aside a rock to reveal a hole in the wall. Then, from the hole, comes a swarm of creatures – trained to kill the enemies of the kobolds upon command. Once the PCs have dealt with the swarm (and

the lone kobold), they may explore. The PCs find a ledge leading to a fast-flowing underground river. In the river, tied up to a post, is a boat that seats six. A successful Spot check here reveals the skeleton of a troll (long dead). The troll skeleton is lying under the water, and has been weighed down with heavy iron grapple hooks (the type adventurers use). It is not dangerous. A successful Heal check reveals that it was (probably) purposefully drowned.

Should the PCs get in the boat and go with the current (flowing east), they eventually come to a blocked passage about halfway along. The blockage allows the water to keep flowing (underneath), but it does not let the boat or its passengers pass. At this point, the PCs need to turn around and go back against the current to Area 2. While they do this, the PCs are attacked by a water elemental. A successful Spot check to the north also reveals that there was once a passageway leading north to Area 9 – but this has now been blocked. If PCs try to take the boat with them, they will find that it cannot fit through the narrow passageways leading out of Area 2.

In Area 4, the PCs discover the lair of Muckubuck, a White-Eye bugbear in the service of Iuz and Drelnza. Muckubuck was once a commander in the White-Eye tribe, but he was demoted and placed on guard duty here after his forces were routed and destroyed at the Monastery Of St. Cuthbert in the Kershane Pass (during the recent attempt by Iuz to invade Perrenland). Muckubuck is a sad and sorry soul. He pleads with the PCs to leave the caverns immediately. He has seen too much death to partake in any more (if he does not have to). Some good role-playing (and a successful Diplomacy check) can actually allow PCs to pass Muckubuck without resorting to combat.

However, if the PCs persist, Muckubuck sighs and musters the courage for one – possibly final – melee. The PCs now have a choice: they can go northeast (to Area 5), or go northwest (to Area 6).

Those PCs who travel northeast will eventually come to Area 5. This high-ceiling chamber was once a temple dedicated to Vaprak (a lesser deity worshipped by the trolls who used to inhabit this part of the caverns). At the far end are some large steps leading up to an ill-kept altar. In a straight line (in front of the altar – and between the PCs and the altar) are statues of three giant trolls. Each of the statues are bowing toward the altar in increasing stages of supplication. PCs can walk around the giant trolls, but this activates a trap and causes one of the trolls to come alive and fight the PCs. Only by climbing up onto the shoulders of the giants, then leaping from shoulder to shoulder to the altar, can PCs get to the altar safely. The trap is activated by three hairwire triggers stretched at floor level and chest height across the room in front of each stone troll. Once a PC discovers and disarms one trigger, he/she can safely discover and disarm the rest. The altar has a lid that can be removed. Inside the altar is some very nice treasure!

When the PCs travel northwest from Area 4, they eventually reach Area 6. In this cavern, the characters discover a fast-flowing underground river (the other side

of the blockage from Area 2). The river leads to an underground lake that has at its center a small whirlpool that redirects water down an ominous-looking chute. It appears that the PCs must find some way of crossing the river (and lake) in order to get to passageways that eventually lead to Area 8. All other passages (apart from “the chute”) appear to be blocked. Near the edge of the river (in Area 6) there is a stone pedestal. Lodged into the pedestal is a bronze plaque. On the plaque is written a puzzle (in Common), and beneath the puzzle are two indents shaped as medium-sized humanoid hands. If the person who solves the puzzle does so with both hands pressed into the indentation, then a small boat magically appears at the water’s edge. This boat can hold all the PCs, and can be rowed across the underground lake (to the passageways leading to Area 8).

As the adventurers row their boat across Area 7, they are attacked by water elementals. The PCs need to make three consecutive (and combined) Strength checks in order to row the boat against the current and get to the other side (whilst being attacked by water elementals and avoiding being pushed by the current into “the chute”). As soon as the PCs reach the other side, the water elementals give up the fight. Those PCs who get pushed down “the chute” most likely drown, battered against the rocks of the underground river.

After the boat trip, the PCs are able to travel down some badly crumbled passageways until they reach Area 8. This area was once richly furnished and appears to be a chamber dedicated to Baklunish gods and goddesses such as Istus, Geshtai, Moquol and Azor’Alq (Al’Akbar is not present as this place was probably dedicated before he ascended). It is now deserted, and the PCs are free to look around and discover some treasure. However, while they do this, they are ambushed by some very nasty xvarts (who drop down from murder-holes positioned in the ceiling of this chamber). There is only one exit from this chamber and it leads directly to Area 9 (and the climactic battle).

In Area 9, the characters discover an amazing chamber that displays rainbow colors on its floor and walls. All through the chamber are beautifully colored stalagmites, stalactites, and curtain formations ranging from floor to ceiling. In the center of the chamber is an iron cage that holds a celestial unicorn that has been drained of her power and left here to suffer a dark end. If anyone approaches, the unicorn says that her name is Silvermane, and that she was captured and brought here by agents of Drelnza. The iron cage has no door, no lock, and no apparent way of being opened without brute force.

Just as the PCs are trying to figure this one out, lots of nasty guardian creatures jump from within the stalagmites and curtain formations – effectively ambushing and surrounding the PCs! It appears they used *meld into stone* in order to hide, and now the PCs must deal with their attackers before freeing the trapped unicorn.

All that the characters can now do is gather themselves together and complete the task they were

sent to do: find and secure the entrance to the Greater Caverns. After a brief search, they will find some suspicious-looking rocks blocking what appears to be a secret entrance. This used to be the entrance to the greater caverns, but Drelnza built the stairway deeper into her lair, far below the existing levels of the Lost Caverns of Tsojcanth.

PREPARATION FOR PLAY

As this is a special event, running this adventure requires more preparation than a normal adventure. Since it is running only at certain conventions, you will be provided with a map and miniatures (see the list below) to play out the adventure. However, you will want to take the following to heart while preparing this adventure for play:

- Read this adventure over very thoroughly at least twice. Make notes to help you run more complex encounters.
- A set of initiative cards with all the creatures listed on them (as well as many relevant combat statistics) is available for use. It’s a good idea to print those cards out beforehand, and use them when running the adventure. Combats will move much more quickly with them.
- You may wish to pre-roll about 10d20 (or randomly generate a series of d20 rolls), in case you want to make an opposed check in secret (like ambushers using a Hide check against the characters’ Spot checks), so as not to let the characters know you’re resolving something with dice rolls. Just check off each die roll in the order in which it’s rolled.
- What do the characters know about the Lost Caverns of Tsojcanth? This question may be asked during the session by one or more of the players. Ask a character that possesses Knowledge (history) to make a roll.
 - DC 15: The Lost Caverns of Tsojcanth were named for its wizardly founder, of which not much is known. The caverns are located somewhere in the Yatil Mountain Range.
 - DC 20: Iggwilv the Witch Queen, mother of Iuz the Evil, used the caverns over a century ago as a base of operations to subjugate the nation of Perrenland.
 - DC 25: A group of adventurers about a generation ago braved the caverns and told stories of fantastic monsters, strange *teleport* devices, and powerful arcane treasures.
 - DC 30: Among the items removed from the caverns were *Daoud’s Wondrous Lantern*, the *Demonomicon of Iggwilv*, and the *Prison of Zagig*. All are considered minor artifacts in their own right.

- DC 35: Considering the importance of this event, very little mention is made of this, but apparently the adventurers that explored the Lost Caverns encountered Iggwilv's daughter, a vampire warrior. It is said that she was destroyed.
- Hand out initiative cards to the players, so they may put their characters' relevant information on them. Make certain they list their saving throws and the skills Hide, Listen, Move Silently, and Spot.
- While the players are filling out their initiative cards, ask each one of them to roll 6d20. Record the results for each character on a piece of paper, away from the eyes of the players. Whenever you need a roll from one of the players that should yield a secret result (such as a Spot and Listen check before an ambush), simply mark off the first result from each character's roll, and add the appropriate modifier. In this way, the players won't know exactly what you're doing.
- This adventure is designed to run in 3.5 hours, but it does have more encounters in it than the PCs are likely to face. Keep the action moving along, and the pacing quick. The players will appreciate getting as far along as possible (given their own limitations, of course).
- Give the players a real challenge (but be fair). Let the dice fall where they may (you may want to make combat rolls right out in front of the players). The PCs may have to retreat from a fight, especially if they trigger more than one encounter at the same time. The best part about a special adventure is that it's high risk, high reward. Make them earn their XP, gold, and magic items.

DUNGEONS & DRAGONS

MINIATURES®

To run this adventure, it's recommended you have the following miniatures:

From the Harbinger™ set:

1 Wolf (37/60) to represent the kobold druid's trained wolf

From the Dragoneye™ set:

2 Medium Air Elementals (23/60) to represent air elemental patrols (note that some of the air elementals are actually of Small size)
 1 Medium Water Elemental (36/60) to represent the water elemental (note that it may be of a different size, but this miniature is used to represent it)
 3 Grimlocks (42/60) to represent the grimlocks
 1 Gargoyle (52/60) to represent the gargoyle

From the Archfiends™ set:

1 Snig the Axe (38/60) to represent the xuart leader

From the Giants of Legend™ set:

8 Blues (29/72) to represent the xvarts

From the Aberrations™ set:

1 Kobold Sorcerer (38/60) to represent the kobold druid

From the Deathkneel™ set:

1 Timber Wolf (27/60) to represent the kobold druid's wolf animal companion

From the Angelfire™ set:

1 Large Air Elemental to represent the air elemental patrols (APL 6 only)
 3 Kobold Soldiers to represent the half-fiend kobold guards
 1 Bugbear Champion of Erythnul to represent Muckubuck
 1 Troll Slasher to represent the troll

INTRODUCTION: THE CHOICE

At the beginning of this adventure, the DM should read both of the following sections to the players. The characters are being offered an opportunity to work for one of two power groups. When it comes time to make a decision at the end of the event, the party cannot be divided on who they work for – they either work for one or the other (or no one at all). If neither option suits the party, they can just work to help the gnomes (or help themselves); in this case, they do not have a specific mission, and thus do not earn a special favor at the end of the adventure.

The characters begin the adventure in Greyhawk City. It should be noted that the events in this adventure take place approximately 4 weeks before the events in the mid-level and high-level adventures (so, for example, the Great Library of Greyhawk is unaware of the theft of the *Demonomicon* at this time). Allow the players to introduce themselves to one another briefly and immediately.

THE DRINKERS FROM THE CUP OF MIDNIGHT

Each character met with Luic, a minstrel and agent of the Drinkers from the Cup of Midnight. This organization works covertly to oppose the plans of Iuz and his minions throughout the Flanaess. Occasionally, they employ methods that make good-hearted characters squirm, but they are willing to “get their hands dirty” in the name of vengeance against the Old One. Many characters that have participated in Iuz metaregional adventures are familiar with them, and have worked for them in the past. At no time does Luic let on that he's a member of that organization, although canny players may figure it

out by his request. For characters that ask, Luic did not detect as evil. Read the following to the players:

Your summer relaxation time in Greyhawk City was cut short with the promise of adventure. Earlier this evening, you met several other adventurers (the other player characters) as well as a dashing human minstrel named Luic in the Black Dragon Inn. His natural charm and social ability quickly put you at comfort with him. After a few drinks (and expressing an interest in an adventure), he shared a potentially lucrative and just proposition with you and your group. With hushed tones, he explained.

"I was wondering if you could use a little coin, as I have a job for you, if you'd be interested. Not only does it offer the possibility of great riches for you, but it also involves staying the tide of evil that grows from the shores of the empire of Old Wicked.

"I have many contacts near and far, and recently I have come upon news of some import hailing from the lands to the west. A village known as Gnome Vale, nestled deep within the Yatil Mountain Range, has been beset upon by kidnappers. Someone or something has been taking the gnomes that dwell there.

"Normally, this would be considered their own problem, but I have heard reports of agents of the Old One in the area near Gnome Vale. Apparently, they are using a series of once-abandoned caverns as a nearby base of operations. It seems that the minions of Old Wicked are organizing, although as to what purpose we do not yet know.

"My request of you is simple. Journey to Gnome Vale, find the location of these caverns, and see what exactly is going on. If you do indeed encounter hostile resistance, do what you can to eliminate them. Once you have finished dealing with what threats you can handle, use this." Despite several empty glasses about him, Luic's movements are swift and sure as he produces a scroll, bearing a blue wax seal of a chalice. "This is a scroll bearing the spell known as sending. When it is read, speak my name, and send me a brief message, no more than twenty-five words. If the message is of import, I will arrange for a more lengthy discourse as you journey back to Greyhawk City. If you think you might have trouble casting the spell, ask the gnomes if they have an illusionist there that can cast it for you, or when you get out of the mountains, head for the town of Highfolk and arrange for an arcanist to help you there.

"I'll give you tonight to think over my offer. You will find a small map with directions leading to Gnome Vale tucked inside the spell scroll. If you do this, I'll be sure that my friends and I see to it that you're rewarded appropriately. If you aren't interested, simply return in the morning with the scroll to the inn, and give it over to Miklos Dare, the proprietor. He will ensure its return to my hands.

"Oh, one other thing as well. I have a friend who works at the Great Library of Greyhawk. His name is Uriel, and he's a librarian there. He knows I am looking for adventurers to help explore some lost and forgotten

caverns, and he would like to speak with you on the matter, if you can spare the time. You can meet him outside the library at just past dawn tomorrow. Bear the scroll I gave you in your left hand, and he will approach you to speak of his intentions."

Luic rises from the table, and puts his hand on his lute. "Well, I'm done for this evening. I guess my constitution isn't what it used to be. I thank you for the company, and the chance to bend your ears. I'll take care of the last few rounds, and a couple more." Luic tosses down five gold coins on the table as he walks away. Looking down, you notice they are all different mints – a wheatsheaf from Furyondy, a mark from Perrenland, a gold skull from the Empire of Iuz, a knight from the Shield Lands, and a solar from Highfolk.

The meeting between Luic and the PCs is over. In the morning, they can either set out for Gnome Vale, or head to the library to talk with Uriel.

THE GREAT LIBRARY OF GREYHAWK

Read the following to the players, if they decide to go to the Great Library of Greyhawk:

You make your way through the early morning streets over to the Great Library of Greyhawk, an easy walk from the inn you stayed at last night. Outside on the massive steps, several patrons mill about, enjoying their morning breakfast and talking with one another about all manner of subjects.

The characters can ask around to find Uriel; of course, he'll be a bit disappointed in them if they didn't follow Luic's directions (and it reflects slightly in his demeanor while talking to the PCs). If the PCs did as they were instructed, and one of them is carrying the scroll in their left hand, continue:

A shaven-headed human male approaches you. His face is pock marked and he looks to be about forty. He smiles a half-cocked smile, and puts out his hand as he approaches.

"Pleased to meet you, friend." You can hear the lack of confidence in the man's voice. As he shakes your hand, you notice that his palm is wet with sweat. "Luic told me that adventurers might show up this morning, and I see he did not lie. I am Uriel, a historian and librarian here. Might I know your name, and the names of your friends?"

Uriel is a bit nervous, but that's mostly due to dealing with adventurers, whom he considers little more than thugs. He is however, very interested in possibly obtaining treasures from the area the characters are being asked to explore. He wants to earn all the credit he can from any items the characters bring back for him, since he been suspected of illicit activities of late (he occasionally has dealings with the black market), and would certainly like some good favor to come his way. Uriel can tell the PCs the following:

- I have heard that you're going to Gnome Vale in the Yatils to investigate some goings on in the caverns near the village. If these caverns are what I think they are, I have an offer for you.
- I believe the most likely candidate for exploration there are a series of natural caverns known as the Lost Caverns of Tsojcanth. They were named after a wizard of ages past, although his deeds have been lost to antiquity.
- More famously, the caverns were used as a base of operations by Igglwylf the Witch Queen as she subjugated the nation of Perrenland back in the 470s. As well you know, I'm sure, Igglwylf is said to be the mother of the Old One.
- It is said that over 25 years ago, a group of adventurers braved the caverns to find wonderful and dark treasures. To what extent their exploration took, I do not know.
- From what I understand, and this is not to be spoken of idly, one of the tomes here in the vaults is from that place. The *Demonomicon of Igglwylf* it is known as, and it is a fell tome with secret rituals and Abyssal lore greater than any other library holds on Oerth.
- Of course, that's why I wanted to meet with you. If you're going to be exploring that place, I would appreciate it if any objects of historical or archival interest could be brought back to me so they could be stored in the library for posterity.
- If you come upon any books, scrolls, tomes, tablets, or the like, I would gladly pay a fine sum for their return here. I can also offer you memberships at the library, and perhaps more, depending on the academic value of what you bring back with you.
- When you return, leave a message for me at the Black Dragon Inn, and I'll be sure to call on you shortly thereafter. Good luck in your travels!

The characters can ask Uriel more questions if they want; simply remember that he really doesn't know why the characters are headed to the caverns. Uriel does not detect as evil, and he's not lying about anything (although he is loath to discuss anything outside of the current "business deal"). They can even go into the library and look up information on the Lost Caverns of Tsojcanth; if they do so, any character using Knowledge (history) receives a +5 circumstance bonus to their check if they spend a couple hours researching the topic.

When the characters are ready to depart, go to Encounter 1. Their journey to Gnome Vale is relatively uneventful.

CHARACTERS THAT PLAYED *TROUBLE AT GNOME VALE*

One or more characters at the table may have participated in the special introductory adventure, *Trouble at Gnome Vale*. That adventure's conclusion segues directly into

Encounter 1 for those characters, having stayed in the gnome community for a few weeks. They are simply present at the time when the gnomes first greet the other adventurers at the edge of the valley.

If all the characters participated in the introductory adventure, then you can simply have the Laird Gwaylar call a meeting with them to talk about the most recent happenings in the community, and you can proceed directly to setting the characters off to the caverns. If this is the case, then when they arrive back at Gnome Vale after their adventure, have Luic meet with them to congratulate them on a job well done and ask what they found and saw while they were there. The characters can still earn the special favor of the Drinkers if they were generally successful. This option is only available if all the characters at the table took part in the special introductory adventure; if one or more did not, the characters that played *Trouble at Gnome Vale* will need to wait for the other PCs to show up.

ENCOUNTER 1: GNOME VALE

Note: The brief stay in Gnome Vale has the potential to sap a lot of game time through role-playing. As this is not the main focus of the adventure, try to move things along from here as quickly as reasonable.

Your long journey to the secluded community deep within the Yatil Mountains is at an end. At the edge of the mountain trail, a wooded valley is nestled amongst the craggy mountain peaks. Even from this distance, you can hear the sounds of livestock – sheep and goats – and can see gnomes moving to and fro between the thatch-and-stone buildings that dot the valley.

The PCs are on the edge of Gnome Vale, a reclusive community of gnomes only a few days' journey from the Lost Caverns of Tsojcanth.

Gnome Vale is a community of about 800 gnomes who live in the relative peace and shelter of the Yatil Mountain Range. The Yatils stretch out eastward from the Dramidj Ocean, forming the southern border of the lands of the Tiger Nomads and Perrenland, the northern border of the Caliphate of Ekbir, Tusmit, and Ket, and halt at the Ververdyva and Fals Rivers, at the northern border of Veluna and the western border of Highfolk. This community, as the crow flies, is about 45 miles northeast of Plover in Ket, and 60 miles northwest of Highfolk.

The community itself has a number of structures (a mill by a small stream, a smithy and numerous buildings to house animals), but the gnomes themselves tend to live in the cave complex home in the northeastern corner of the valley. The caves have been worked, and are sized comfortably for Small-sized creatures (the ceilings in many passages are only about 6 feet tall).

Occasionally, threats from the mountains come down into the village to steal livestock or the gnomes themselves. About half of the gnomes in the community are capable enough in a fight, and almost everyone learns

how to wield a weapon at the tender age of 25. The typical gnome on patrol or sentry duty is a 1st-level warrior in studded leather, carrying a club and either a spear or short sword. Those that are posted near the trail entrance usually carry short bows as well, and hide themselves in the boughs of the trees.

The gnomes here live in a clannish structure, with the most powerful warrior taking the title of Clan Chief. For some time now, the chief has been the Laird Gwaylar, an 8th-level fighter who is quite wise and remarkably friendly to those adventurers that promote the cause of good. He is served by Nelther of Garl Glittergold (the Chief Cleric of the clan) and Clegin (the Master Illusionist). Many characters may have met Clegin before, as he offered gemstones to some for their future aid.

The gnomes have been expecting the arrival of the characters; in fact, some may have arrived earlier (see the special introductory adventure, *Trouble at Gnome Vale*). Once the PCs have taken a quick survey of their surroundings, read the following:

Four gnomes hail you from their concealed positions in the trees ahead. They climb down from their posts, and approach you.

"Welcome to Gnome Vale. We are expecting you. If you would follow us, we will take you to the chief, so that he may speak with you."

You walk through the valley, noticing the smiling faces of gnome children as they curiously follow you a respectable distance from your escorts. Eventually, the childrens' parents call them away from you, and you reach one of the cave's entrances, a burrow carved into the side of a mountain. One of your escorts states, "This is the home of the chief. Some of you may need to stoop a bit, as we seldom have visitors, and thus the caves are fit only for those of our stature."

Heading into the dim glow of the cave, the passages twist and turn. You are greeted by many other gnomes, all of whom have the look of warriors. Eventually, after passing through many doorways and meandering through countless hallways, you come upon an open room, with a ceiling more suitable to the posture of a human. It is laid out much like a feathall, and continual flame torches brighten the place with a yellow glow. At the far end of the hall, a stone throne-chair sits upon a dais. There, sits one of the biggest gnomes you've ever seen, dressed in gem-encrusted clothes that must obviously reflect his station as the leader of his people. Upon his head is some sort of helm, which looks more like the shell of a strange, turtle-like creature. As you approach closer, he leans forward, and the light catches his thick forearms. Laced with scar tissue, it is obvious that this gnome is a fierce veteran of many battles. His steel-eyed gaze is softened by the smile on his weathered face.

"Adventurers from the lands of men! I, Gwaylar, Laird and Chief of the Clan, welcome you to our home. It seems as through my Chief Cleric's words were truth this time; mostly, I may as well foretell the weather and

more often hit the mark than he. Please tell me of yourselves, in both name and deed."

The Laird Gwaylar listens to each PC's introduction. In his subsequent conversation with the characters, he should be portrayed as a good-natured warrior who seems very concerned about the welfare of his people. After they are done, he can impart the following information:

- Gnome Vale has seen stirrings of malevolence coming from the caverns to the south. There have been sightings of a number of humans, as well as an increase in raids on Gnome Vale by goblinoids. It is obvious that the once-abandoned caverns are being used again, and it is surely for evil purposes.
- During the nighttime, strange sounds of fearsome things moving in the darkness keep many awake. The morning after we hear these noises, one or more gnomes have gone missing. None have been found or have returned. Almost all the gnomes that used to sleep in the valley have taken shelter within the protection of our cave homes.
- We have been expecting you to arrive, as it was foretold, but also a nameless traveler recently expressed concern about our plight and said aid would be forthcoming. If there is an evil growing in the belly of the mountains, I hope you can journey there and put an end to it. If you journey there and return with success, my Master Illusionist will complete the part of the bargain he began with you some time ago.
- You may acquire some supplies from us, and if you have need, mounts. If you need to return here for magical aid, we will provide what we can. The caverns are about 3 days' journey on foot, 2 if by pony or horse. The trails are well marked and generally easy to navigate; especially with the mountain steeds we can offer you. Follow them south at all times. You will know the caverns upon arriving at them; the most-often trod entrance looks like the maw of a great beast. (The gnomes can provide spellcasting services of up to 4th level spells, along with one *raise dead*. PCs do not need to pay for the service, but they must pay for any expensive material components used.)
- Please, stay for just a little while and partake of a feast fit for heroes. I would not want you venturing into the dangers of the Yatils without a good meal in your belly.

The Laird Gwaylar then summons his cooks, who have been working all night and morning to prepare a sumptuous meal. Many members of Gwaylar's house are invited at the table, and the characters may note Clegin's presence there as well.

The gnomes provide the mounts to the PCs for their use for no coin, and also make available the following

equipment (anything not used is to be given back to the gnomes upon their return):

- Backpack
- 2 small sacks
- 2 waterskins (filled with water)
- Grappling hook
- 50' silk rope
- 6 torches
- Flint and steel
- 10 pitons and small climbing hammer
- 2 flasks of alchemist's fire
- Whistle
- Map case (empty)
- 3 pieces of parchment
- 1 vial of oil and writing tools

Once the PCs have had their fill of food and drink, they are wished a safe journey, and led back to the trail to begin their trek to the Lost Caverns of Tsojcanth.

ENCOUNTER 2: JOURNEY TO THE CAVERNS

It takes the PCs about 3 days to journey to the caverns; if they have mounts, that time is reduced to 2 days. Their journey to the Lost Caverns of Tsojcanth is unremarkable. On a late morning 2 (or 3) days from their departure from Gnome Vale, they reach the caverns. Read the following:

As you crest another rise in the trail, a craggy slope reveals a jagged cave entrance. The massive opening looks very much like a fanged mouth. This must be the place – the fabled Lost Caverns of Tsojcanth.

The PCs may enter the large maw that is the entry area. Nothing of significance can be found here – just signs of old battles, burned bones, and discarded tatters of clothing. After a few minutes of exploring, the PCs find stone stairs leading downward. The stairs lead down ... into the lesser caverns, where adventure awaits.

When the PCs are ready to venture down into the Lost Caverns of Tsojcanth:

- Ensure that they have some kind of light source organized (and have them tell you who's holding it, and how far it reaches).
- Ask each player to place his/her miniature in a single-file party order leading up to the last step before reaching Area 1.
- Go to Area 1.

ENCOUNTER 3: THE LOST CAVERNS OF TSOJCANTH

THE LESSER CAVERNS

This area, the upper area of the Lost Caverns of Tsojcanth, is also known as the lesser caverns. A massive cave collapse caused by Drelnza's excavations left a good portion of this area under rubble, making some formerly passable areas totally impassable. See Map 1 for details on each area of this part of the caverns.

Since the collapse, a number of creatures have moved in here, some at the behest of Drelnza. The vampire warrior uses some of these creatures loyal to her to guard the passageways and provide information on the outside world. The fiendish kobolds seem to do an excellent job screening would-be intruders, and the xvarts regularly leave the caverns (via the air elementals) to comb the countryside for information and sacrifices for the grell in the greater caverns (this keeps the grell from depleting their food stock, and eating the creatures here in the lesser caverns).

The troll temple has stood for a long time, and is currently abandoned. None of the creatures that live here in the lesser caverns go there – they consider it cursed and get spooked when they're near it.

Conditions and Features of the Caverns

There is no light source in any of the caverns; most of the creatures that live here rely on blindsight or darkvision to see. PCs without darkvision need to use a light source to navigate, which may be spotted by non-blind creatures (not the grimlocks). Torchlight or *light* spells are assumed in the read-aloud text for each area; modify the text if need be.

As noted, the caverns here are quite warm and moist. In addition, the natural walls are full of colorful stone, in shades of red, yellow, green, and blue. Quartz deposits are frequent, and sparkle in the light. The floor is generally smooth and well-worn. Unless noted otherwise, all passageways are 3 ft. wide and 7 ft. high. Medium and smaller creatures are not impeded by the passages. Large creatures are squeezed in these passageways and suffer penalties (as outlined in the *Player's Handbook*). Huge creatures (and larger) simply get stuck and can't move through these passageways at all (due to the sharp, jagged rock formations). Creatures of Huge size cannot get past Area 1.

There are a number of bats, rats, and insects present throughout the caverns. The caves are teeming with life, and the sounds of their movements can be heard when all else is quiet. In addition, there is a sizable amount of fungi growing in many areas.

Since the caverns here are so open, without many structures to block sound (except for the walls the grells have constructed), there is always the potential that a combat may attract the attention of creatures in another room. The general rule of thumb is this – if combat lasts for more than 6 rounds, roll appropriate Listen checks for creatures in nearby rooms; if they hear the sounds of

battle, and they're inclined to investigate, they may, subject to your discretion. This is a way to add challenge to a fight, but don't completely overwhelm the characters unless they made a really poor decision in announcing their presence (like using an illusion spell to broadcast their entrance into the caverns).

Patrols

It is possible to rest in the Lost Caverns but there are patrols sent out by the forces of Drelnza on a scheduled basis. Unless the characters are taking superb precautions (and these should be rewarded), the patrols likely find and attack the players. In the normal course of events, refer to the tactics for the approach of the air elementals and their goal.

Air elementals are used to patrol the area, as they can be summoned easily enough, and are very fast. A patrol goes once every five hours and the party is deemed to enter just after one has gone through the Lost Caverns. If the air elemental sees anything out of the ordinary, it attacks.

If the party does not rest, they do not encounter these creatures. If they do rest in the caverns, and the party does not sufficiently mask their presence, roll 1d10 to determine how many hours of rest the characters get before the air elementals attack. If the characters break camp before the elementals attack, they do not encounter them. You may assign a bonus of up to +4 to the roll if the characters are doing a good job of being cautious in their camp location and noise/light discipline.

The elementals have been summoned, and as thus, have a limited time when they are encountered. The remaining time for the Elementals is 4 rounds for APL 2, 6 rounds for APL 4 and 8 rounds for APL 6 when they encounter the party.

APL 2 (EL 2)

➤ **Small Air Elementals (2):** hp 9 each; see *Monster Manual*, page 96.

APL 4 (EL 4)

➤ **Small Air Elemental:** hp 9; see *Monster Manual*, page 96.

➤ **Medium Air Elemental:** hp 26; see *Monster Manual*, page 96.

APL 6 (EL 6)

➤ **Medium Air Elemental:** hp 26; see *Monster Manual*, page 96.

➤ **Large Air Elemental:** hp 60; See *Monster Manual*, page 96.

Tactics: The Elementals make an effort to attack any unarmored foes they find, striking immediately and using their fly speed to provide a height advantage in melee combat. They do not make an effort to work together and fight without considering the plight of the other. If an opponent is taken down, they move on to engage another – it is not in their nature or instructions to finish off an unconscious opponent.

The elementals do not employ their whirlwind attack while in the Lost Caverns – the resulting debris is considered a detriment to the other defenders and the elementals have been specifically forbidden from using it.

At the end of the time noted above, the elementals withdraw from combat and return to report what they have found.

THE RIVER AND SOUTH OF IT

1. Fiendish Guardians

When the PCs are ready to enter the Lesser Caverns of Tsojcanth, read the following:

From the surface, a long dark narrow set of carved stone steps descend deeper and deeper into the fabled, underground caves. Within only a few seconds, the air becomes stale and heavy; and there is not even a hint of fresh air in this stagnant, oppressive place. As the stairs get steeper ... and narrower ... your light source flickers ominously across ancient frescos, painted using what appears to be the artist's own blood. Ghastly faces, demonic in form, loll their tongues and bleed venom from multitudinous orifices. But the frescos also tell another story: that these demons were (at some point) defeated or driven back by powerful warriors and shamans who, strangely, bear a striking resemblance to ... trolls.

It has only been a short while since the PCs left the surface. It seems as if the staircase may come to an end very soon. The DM should relay this information to the PCs, and ask them what they are doing.

- If the PCs actually *say* they are attempting to Move Silently, then roll secretly for them (against the kobold Listen checks) and record the results. Note that when PCs do this, their distance from the kobolds should be determined so that it is properly applied as a modifier to the Listen check. The results may have an effect on the upcoming combat encounter.
- If any PC wishes to cast a spell, let them. If, however, the spell has a *verbal* component (and is not silenced), then the kobolds may hear them (subsequently, they wait for the party to arrive with anticipation).
- If any PC speaks to another PC, then make a Listen check for the enemy below (normal DC is 0, or DC 15 for whispering, modified by distance). If they hear, the enemy is on alert.

As soon as the PCs say they are ready to progress forward, ask the two front PCs to each make a Listen check (against either the Move Silently check of the enemy below, or at a DC of 5 modified by distance if the enemy is sleeping – only at APL 2).

Circumstances: At APL 2, the PCs have an opportunity to surprise the kobolds while they sleep. At APL 4, the kobolds are more prepared (and active) as guards. At APL

6, the kobolds scurry and hide in nearby tunnels (in the hope of jumping out and surrounding the PCs once they are inside Area 1).

At APL 2:

Read this as the result of a successful Listen check and Move Silently by the PCs:

You hear a noise coming from the cavern at the end of the staircase – below you. The noise sounds like multiple creatures ... snoring ...

At APL 2:

Read this as the result of a successful Listen check, but a failed Move Silently:

You hear a noise coming from the cavern at the end of the staircase – below you. The noise sounds like multiple creatures ... cautiously readying themselves to do battle ...

At APL 4:

Read this as the result of a successful Listen check:

You hear a noise coming from the cavern at the end of the staircase – below you. The noise sounds like multiple creatures ... cautiously readying themselves to do battle ...

At APL 6:

Read this as the result of a successful Listen check:

You hear a noise coming from the caverns beyond the end of the staircase – below you. The noise sounds like multiple creatures ... scurrying, and hiding ...

At APLs 2-6:

Read this as the result of an unsuccessful Listen check:

You hear the relentless drip, drip, drip of water somewhere in the cavern at the end of the staircase below you.

Development: When the first PC moves off the last step and into the passage leading to Area 1, read or paraphrase the following (depending on the APL):

ALL APLs

At the bottom of the staircase you see a very narrow passageway leading off to your immediate left. Even from this angle, you can see it has been blocked by some kind of cave-in. Straight ahead, a wider passage opens up into a larger chamber – and it is this that particularly catches your eye. Around the walls of the chamber are carved the faces of several ghastly gargoyles – their mouths open, and their tongues hanging out (much like those of the demons painted on the walls of the staircase). Each gargoyle face is slightly different from its companions. One has demonic horns, another shark's teeth, and another bull's nostrils. Each gargoyle face is

situated next to the entrance to a passageway; but there appears to be no relationship between the size of the passageway and the gargoyle face beside it.

APL 2 (EL 3)

If the kobolds are still asleep, read the following when the first PC reaches the entry archway into Area 2:

In the southwest corner of the cavern, you see three wicked-looking kobolds. They are asleep, and are snoring loudly.

If the kobolds heard the PCs coming, read:

In the southwest corner of the cavern you see three wicked-looking kobolds. They look like they might have just woken up, but they are still dangerous nonetheless. They are dressed in tattered colors, usually associated with troops in the service of Iuz.

As soon as the kobolds see one of the PCs they yell, "Charge!" and attack.

➤ **Half-Fiend Kobold Guards (3):** War1; hp 10, 10, 10; see *Appendix 1*.

APL 4 (EL 5)

Read the following when the first PC reaches the entry archway into Area 2:

In the southwest corner of the cavern you see three kobolds who are fiendish in appearance. They are dressed in tattered colors, usually associated with troops in the service of Iuz.

As soon as the kobolds see one of the PCs they yell, "Charge!" and attack.

➤ **Half-Fiend Kobold Veteran Guards (3):** Ftr1; hp 12, 12, 12; see *Appendix 2*.

APL 6 (EL 7)

Read the following when the first PC reaches the entry archway into Area 2:

In the southwest corner of the cavern, you see signs of an encampment ... but no campers ...

If a PC walks over and examines the kobold camp, then a DC 10 Intelligence or Survival check has the PC realize that this camp is still "warm" and houses three Small humanoid creatures. A DC 15 Knowledge (local) check determines that the camp belongs to kobolds. There is nothing in the camp except rough straw beds and some empty tins of iron rations and beef jerky.

When most of the party are in Area 1, and looking around or examining the gargoyle faces, then the kobolds all run from various passageways in an attempt to surprise (and surround) the PCs. Opposed Hide against Spot checks in the party, then opposed Listen against

Move Silently checks are required. Those who exceed the checks of the kobolds can act normally in the surprise – the remainder are surprised.

➤ **Half-Fiend Kobold Elite Guards (3):** Ftr3; hp28, 28, 28; see *Appendix 3*.

Tactics (Various APLs): The kobolds here are half-fiend variants, assigned to not only guard the entrance here but also keep their other brethren from leaving the caverns...

As a result, they are vicious little monsters with no redeeming features. They strike to kill and do their best to get flanks and the like. If at all possible they go for opposing and easily recognizable clerics of good gods but they are not stupid – if this is not in their best interest they do not use this tactic.

If pressed and on the losing end of the battle, they almost always prefer to use the *darkness* they generate around them to cause concealment (and thus render sneak attacks against them useless), choosing to accept the 20% miss chance this brings.

Development: If the Kobolds are taken prisoner, they are conditioned to resist any attempts to interrogate them. If magical means of coercion are applied successfully, they know of the druid in Area 4, as well as the pass phrase (although they know it in Draconic), “The Lord of Evil is always watching”. They have been nowhere else and cannot provide any more details. Their orders, if asked during this coercion, were simple – prevent anybody unauthorized from getting in or out.

Treasure: The coin that is discovered is specifically from the Land of Iuz and minted in his name (they are known as gold skulls). It should be noted as being different from coins normally used by the adventurers.

APL 2: Loot – 117 gp, Coin – 21 gp, Magic – none.

APL 4: Loot – 117 gp, Coin – 21 gp, Magic – none.

APL 6: Loot – 367 gp, Coin – 21 gp, Magic – none.

THE GARGOYLES AND THE PASSAGEWAYS

After the combat with the kobolds, the PCs should want to explore. The DM should tell the PCs that there are five passageways and five gargoyles. There is no gargoyle next to the passageway that harbors the entrance. Now, the PCs have been told to explore these caverns as quickly as possible. This means *not* exploring *every* passageway they come across. If they do, then they soon discover that some of the passages are blocked at some point about two-thirds of the way along. This means that PCs may only travel west (to Area 2) or east (to Area 4).

All this exploring takes at least 30 minutes at a regular search pace – modify this time if there are extraordinary circumstances (as decided by the DM). This gives the kobold druid in Area 2 time to round up one extra swarm to attack the PCs. It also give Muckubuck (the bugbear in Area 7) time to drink a *potion of shield of faith*, as well as a *potion of bull's strength* – and then sit and wait for the PCs to arrive. Muckubuck times his drinking so that

there is approximately one minute left on the duration of each potion when the PCs arrive.

Most PCs are likely to choose to take the faster option. Each gargoyle has a *magic mouth*. If the PCs place a gold skull – one minted in the Land Of Iuz - in the mouth of each gargoyle, the *magic mouth* informs PCs if the passageway is “open” or “blocked”. The way to Area 2 and 4 are “Open!” and all others are “Blocked!” The Iuzian coins can be found in little purses on the dead kobolds (Area 1), and knowing this information prevents the party from wasting time doing unnecessary exploration. A DC 20 Disable Device check also triggers the mouth to speak (without having to place any coins within it). If the PCs do not waste time exploring blocked passages, play Areas 2 and 4 normally. If the PCs waste time (more than 5 minutes real time) trying to figure out the gargoyles, then play the creatures in Areas 2 and 4 as being better prepared.

The PCs can travel to Area 2 or Area 4 from this point.

2. Swarm!

As soon as the first PC rounds the passageway corner, he/she is able to see into Area 2. Describe the following:

Up ahead you see the passage leads to a medium-sized cave with a high dome ceiling. In the cave are signs that this is where the guardian kobolds go in order to sleep, eat, and while away their time. The floor of the cave is covered in bat guano, except for where the kobolds have scraped it away in order to lay down their filthy, rat-infested bedding.

A DC 12 Listen check reveals the following:

You hear the sound of trickling water coming from the northern side of the room.

Another successful Listen check, either unopposed (DC 5 + distance) or versus Move Silently (if the kobold druid is prepared) reveals:

Coming from the northwest corner of the room, you hear the fast, shallow breathing of a frightened (but tenacious) humanoid ...

A kobold druid was asleep when the PCs arrived in Area 1, but was awakened by the battle and the PCs movement through the passages. If the PCs have not spoken the pass phrase in Draconic – “Lord of Evil is always watching”, the druid knows the caverns have been breached. The kobolds keep a swarm of vermin as pets. They live in a little cave adjacent to Area 2, and can be reached by pushing aside a 2 ft. square rock in the middle of the northwest wall. This is where the kobold druid now stands, if aware of the party's presence. He is waiting for the first enemy to appear. Then he pushes aside the rock and unleashes the swarm so that it may attack.

As soon as a PC steps into the area (and can be seen by the kobold druid) have the PC make a Spot against the

kobold's Hide check. If the PC sees the kobold druid, read the following:

Standing against the northwest wall of the cave is a single kobold, completely naked and covered in slimy limestone so as to appear more in tune with his surroundings. By his side is a snarling, flea-bitten wolf. The kobold has his hand on a small rock, which he rolls aside whilst he screams, "Asaji!!!" He cackles menacingly as a swarm of nasty vermin come pouring through the hole towards you!

Roll for initiative as combat ensues.

If the PC fails to see the kobold druid, give the PC a Listen check against the swarm's Move Silently check. If the PCs succeed, read the above text. If the PC fails, read the following:

Suddenly, you realize that you are not alone in the room! A nasty swarm of vermin has somehow crept up on you! While it attacks, you notice someone (or something) standing against the far northwest wall of the cave.

If the swarm surprised the PCs, then it gets a surprise round, as do any characters who noticed it.

APL 2 (EL 2)

- **Spider Swarm:** hp 9; see *Monster Manual*, page 239.
- **Kobold Druid:** Drd1/War1; hp 13; see *Appendix 1*.
- **Wolf Animal Companion:** hp 13; see *Appendix 1*.

APL 4 (EL 4)

- **Bat Swarm:** hp 13; see *Monster Manual*, page 237.
- **Kobold Druid:** Drd2/War1; hp 18; see *Appendix 2*.
- **Wolf Animal Companion:** hp 13; see *Appendix 2*.

APL 6 (EL 6)

- **Centipede Swarm:** hp 31; see *Monster Manual*, page 238.
- **Kobold Druid:** Drd3/War1; hp 23; see *Appendix 3*.
- **Wolf Animal Companion:** hp 26; see *Appendix 3*.
- **Trained Wolf:** hp 13; see *Appendix 3*.

Tactics: The druid knows that he is not an effective combat machine and, therefore, makes every effort to summon in more creatures to assist the swarm.

If the characters took a long time to reach this area, he has had the time to round up enough additional vermin to make a second swarm of the type listed at the APL. This "new" swarm is not as well "trained", however, and it begins the combat at the far end of the cavern – once combat begins, it may be moved normally but it does not act in the surprise round (if there is one).

Note: There is no increase in the experience for this extra swarm – it is a consequence of taking too long to explore the caverns!

Otherwise, at APL 2 the kobold druid simply tries to make his animal companion stronger with *magic fang* and send it in to do work. The druid summons creatures

(as chosen by the DM) from the *summon nature's ally* list, channeling his spells for those. His companion, and the swarm, are directed against opposing fighters, to prevent them from reaching him (if possible) while he targets archers and spellcasters with his summoned creatures. If he is hard-pressed, he tries to surrender.

At APLs 4 and 6, the druid has a lot more options, given that his summoned creatures are now augmented. He generally does the same as at APL 2 but he is now much more effective (and arrogant) – he refuses to surrender, believing himself to be far superior to anyone else. His animal companion and trained wolf (at APL 6) are sent against the strongest looking fighters (to keep them away) while he summons creatures to attack obvious spellcasters first, then archers and then finally fighters.

Finally, at APL 6 the druid pours the potion of *bull's strength* down his animal companion's throat, and uses his other potions as needed – if he can, he also casts *barkskin* on the wolf, leaving the potion for himself to drink at some later point.

Development (The Druid Questioned): If the druid is captured or surrenders or otherwise persuaded to not be a combatant any further, he can provide little information. He knows of the water passage in this area but has never taken it. He can warn about the current in the water, but the kobolds have been careful to avoid the water elemental for a while (and the druid was not present when that first attack took place, their encounter with it – so he does not know about it).

The druid is also aware of the guards at the entrance, that they were supposed to prevent both unauthorized entry and exit, that he does not like them and would gladly betray them (fiends that they are) but that he works for the glory of Old Wicked.

Without any access to further information, and having been isolated in this cavern for a while, the druid knows nothing further of interest.

Treasure:

APL 2: Loot – 10 gp, Coin – 2 gp, Magic – 0 gp.

APL 4: Loot – 35 gp, Coin – 2 gp, Magic – 0 gp.

APL 6: Loot – 45 gp, Coin – 3 gp, Magic – *potion of cure moderate wounds* x 2 (25 gp per character x 2), *potion of bull's strength* (25 gp per character), *potion of barkskin* (+3) (50 gp per character).

Further Development: The PCs are now free to explore this cave. If they do so, proceed to Area 3.

3. The River

About two-thirds of the way along the north wall of the cavern, the PCs can easily (no check required) see an embankment that has water lapping at its shorefront. Tied up (in the water) against the embankment is a small boat (enough space to hold six medium-sized creatures). The boat is made of wood, and a DC 10 Craft (carpentry) or DC 10 Profession (sailor) check reveals that although the boat has not been used for many months, it is sturdy

enough to be safe. If anyone asks about the water, there is no current in the water at the shorefront itself. However, a DC 12 Spot check reveals that the stream appears to join a major tributary about 10 feet from where the PCs are standing. At this junction, a DC 12 Survival check ascertains that there is a medium-fast current flowing in this tributary towards the east.

The PCs now have choices. They can get in the little boat and drift with the current (there are no oars in the boat); or they can attempt some other means of crossing the river (swimming or other ideas); or they can turn around and go back the way they came. If they try to take the boat with them, they cannot squeeze it through the narrow passageways (and so it must be left behind). If the PCs go back, proceed to the next Area using the map. If the PCs get in the boat or otherwise try to cross the river, continue reading ...

WHAT IF THE PCS GET IN THE BOAT – OR ATTEMPT TO SWIM?

If the PCs get in the boat, then they need to push off from the embankment. A simple DC 10 Strength check is strong enough to push them 10 feet into the junction of the main tributary. At this point, the current takes over, and the PCs start to drift with the current, down the underground passage, towards the east, at 10 feet per round. Read the following:

The current takes your little boat quite swiftly through this eerie, underground grotto. Here and there, you need to duck your heads as a stalactite comes into view; while now and then the boat bumps and thuds against protruding limestone formations. In here, sounds are muffled and the air is decidedly stale and still, as you glide down the spooky passage as if drawn by phantom fingers ...

And then, about 60 feet from where you came, you notice that there has been some kind of partial cave-in. The water is flowing under the blockage, but there is no way your little boat can pass through or go any further. Everything comes to a grinding halt. Bump...bump...bump...stop ...

The DM should relay to the PCs that the medium-fast current is still trying to push the boat forward, but the blockage just won't let it pass. Most PCs will figure that they have to turn around and go back the way they came. A DC 10 Spot check reveals a thin rope stretched along the wall of the underground river. This rope was used by the original inhabitants of these caverns to pull themselves back against the current (in order to get to other parts of the caverns). The PCs can now use this rope to pull themselves back. There is no check required to do this and the PCs move back at a rate of 10 feet per round – there is no minimum Strength requirement.

If, however, any PC tries to swim with the current (under the blockage), then the PC discovers that the blockage goes for about 45 feet. The PC must hold their breath and swim. The DM should be sure to reference the rules for swimming and drowning in the *Dungeon*

Master's Guide. The river is considered relatively calm underwater and it is a DC 10 Swim check to swim with the current, or a DC 15 Swim check to swim against the current. At the fifteen-foot mark (under the water at the barrier), a Medium-size water elemental attacks any PCs who try to swim. It should be immediately apparent to such characters that continuing on is a death sentence – but if they insist, let them proceed. At the thirty-foot mark another elemental attacks.

If the characters turn back then the water elemental breaks off the attack and the PC makes it back to the boat, providing their Swim check is sufficient to allow this.

Some PCs might have *dimension door* and try to teleport to the other side of the blockage. Not only should they be warned of the dangers of transporting without firm knowledge but they should be warned that there may be no way back. If they do transport in this manner, however, then they land in the water on the other side of the blockage, and are immediately attacked by the water elemental found in Area 7. Of course, now they are swimming and drifting with the current (which eventually pushes them down the chute mentioned in Area 7). It takes a DC 10 Swim check to maintain position in the water and not to get swept 20 feet per round (and down into the chute) – it is a DC 15 Swim check to move in the water. Once the PCs get swept into the chute, they must make a DC 10 Reflex save each round, or get sucked down into a whirlpool.

If the PCs turn around and pull the boat back to Area 2, then they are attacked by a single water elemental (about half-way back). Read the following text at an appropriate moment:

Suddenly, about halfway back along the underground river tunnel, the little boat lurches more than usual. Then, a vortex of water rises up from in front of the boat, though it never seems to lose its shape. The watery vortex cascades and storms around a central, humanoid-shaped whirlpool, with watery appendages that pound with the force of an angry sea! It appears you are about to be attacked by a water elemental!

Roll for initiative. Neither side gets the element of surprise.

APL 2 (EL 2 - +1 for environmental)

➤ **Small Water Elemental:** hp 11; see *Monster Manual*, page 100.

APL 4 (EL 4 - +1 for environmental)

➤ **Medium Water Elemental:** hp 30; see *Monster Manual*, page 100.

APL 6 (EL 5)

➤ **Large Water Elemental:** hp 68; see *Monster Manual*, page 100.

Tactics: Note that it needs at least one PC to hold onto the rope, or the boat drifts back down the passage with the current (10 feet per round).

The water elemental is reacting solely out of a programmed response. The last inhabitants tasked them to prevent anyone from passing back through this area. Creatures are attacked if they are moving and not on shore – as soon as the characters reach shore and get off the boat, they are no longer threatened by the water elemental. So long as they remain in the boat, however, they remain in contact with the water and a “threat”.

The elemental seeks out the most armored combatants initially, hammering them into submission. When a foe drops, it moves on to another. It seeks to attack whoever damages it most in a given combat round, or whoever is the most heavily armored if nobody has damaged it. If there is some doubt, choose the most obvious danger from a pure melee perspective – the elemental really has no appreciation for magic, despite what it can do to the creature.

Treasure: None.

Development: After defeating the water elemental, the PCs arrive back at Area 2. But just before they disembark, give them a DC 15 Spot check to notice that there was once a passageway leading off the tributary, north to Area 9 – but this has now been blocked. As soon as the PCs are ready to move on, proceed to the next area they choose.

4. White Eyes In The Dark

As soon as the PCs start to progress down the passage from Area 1 to Area 4, read the following:

The passageway down which you now proceed is covered in many small fungi of varying types. The floor is slightly sandy under foot, and you can occasionally hear, feel and smell the squelch (and stench) of large quantities of bat guano ...

A DC 10 Survival or Knowledge (nature) check reveals the following:

It appears that the sand is not a naturally occurring phenomenon. It has clearly been brought into these caverns in an attempt to “soak up” the effects of the bat guano, and make things more ... livable ...

If the PCs come to this area directly (and fairly quickly) after the combat in Area 1, then Muckubuck (the bugbear who guards Area 4) does not have time to drink his *potion of shield of faith*, or his *potion of bull's strength*. If the PCs explored passages or went to Area 2 first, then Muckubuck is a bit more prepared, if he's aware of the PCs' presence. He prepares to drink his *potion of shield of faith*, as well as a *potion of bull's strength*, and then waits for the PCs to arrive. Once he hears them coming, he downs the potions.

Muckubuck does not try to use Hide or Move Silently. He is a disillusioned, but honorable, member of his tribe. As the PCs get within 10 feet of the cave, give them a DC 10 Listen check to hear low, guttural,

breathing coming from a cavernous area at the end of the passage.

As the PCs move into a position to see the center of Area 4, read or paraphrase the following:

The passageway ends in a medium-sized cavern with a couple of clear exits (other than the one you currently stand in). The cave itself is covered in a multitude of brightly colored stones, all of them glistening and reflecting off the light you now provide to the area. But you also notice something else ... more sinister.

APL 2 (EL 3) , APL 4 (EL 5) and APL 6 (EL 7)

Standing in the center of the cavern is a muscular, savage humanoid that stands 7 feet tall. Coarse hair covers much of its body. Its mouth is full of long, sharp fangs, and its nose is much like that of a bear. Peculiarly, its entire face is painted black, except for two large rings of white paint that encircle each of its menacing, beady eyes. It has been waiting for you and, as you enter, it dramatically stands up very straight, puffs out its hairy chest, and roars its best, bestial, growl: “Arrrrgh! I am Muckubuck! Leave here now or die the death of a ... a ... a thousand ... BIG THINGS!”

Ask the PCs what their response is to this statement. If one or more attack, go straight to initiative – there is no surprise. If they speak to Muckubuck, then see the section later entitled “What If The PCs Talk To Muckubuck?”

APL 2 (EL 3)

➡ Muckubuck, White-Eye Bugbear: Ftr1; hp 27; see Appendix 1.

APL 4 (EL 5)

➡ Muckubuck, White-Eye Bugbear: Ftr2/Brb1; hp 44; see Appendix 1.

APL 6 (EL 7)

➡ Muckubuck, White-Eye Bugbear: Ftr4/Brb1; hp 60; see Appendix 1.

Tactics: Muckubuck is a wily veteran. He chooses his position very tactically, his Intelligence aside – he has not survived this long in the White-Eyes without knowing how to avoid dying. He hammers away against any foes facing him but recognizes healing magic when he sees it – if he notes a cleric, he makes every effort to get to that person and knock them out. It is, after all, in his best interest to ensure that his enemies do not keep getting up again to face him.

If Muckubuck gets the chance, he uses a downed enemy as a viable threat – if the party does not back off, he threatens to undertake a coup de gras on that person (this is not an idle threat – he does set himself up to do this). Muckubuck knows that he is setting himself up for attacks of opportunity with this but he reasons that his high AC might keep him safe and this is a perfectly acceptable negotiation tactic where he comes from.

Treasure:

APL 2: Loot – 41 gp, Coin – 10 gp, Magic – *potion of bull's strength* (25 gp per character), *potion of shield of faith* (+2) (4 gp per character), *potion of cure light wounds* x 2 (4 gp per character x 2).

APL 4: Loot – 33 gp, Coin – 10 gp, Magic – *potion of bull's strength* (25 gp per character), *potion of shield of faith* (+2) (4 gp per character), *potion of cure moderate wounds* x 2 (25 gp per character x 2), +1 *chain shirt* (104 gp per character).

APL 6: Loot – 115 gp, Coin – 30 gp, Magic – *potion of bull's strength* (25 gp per character), *potion of shield of faith* (+2) (4 gp per character), *potion of cure moderate wounds* x 2 (25 gp per character x 2), +1 *chain shirt* (104 gp per character), *steadfast boots* (500 gp per character).

Muckubuck has a pet weasel as well, but the creature does not attack the PCs. The weasel has scrounged throughout the caverns, and has found a pair of interesting items that it has hidden near the northeast passage of the cave (characters searching that area can find the items with a DC 20 Search check). The first is a set of *armbands of might*; the second is a *headband of conscious effort*.

It is automatic that people within 20 ft. of the weasel (within a pocket on the body of Muckubuck) see him when the combat is over, as he scrambles out, sniffs the air, and looks at the party. The characters have a few options; they can attempt a DC 15 Handle Animal check to get the weasel to come to them. The animal is also responsive to wild empathy; a DC 15 check changes the weasel's attitude from indifferent to friendly. Magic can also be used to influence his reaction.

If they manage to befriend the weasel, as they are leaving, he goes to his little hidey-hole, and fetches the two magic items, one at a time, bringing them back to the PC that befriended him. The weasel can accompany the character throughout the rest of the adventure, and is trained for hunting (see the Handle Animal skill in the *Player's Handbook*, pages 74 and 75).

If all else fails, they can attack – but Muckubuck's weasel is not a survivor for nothing! If combat breaks out, the ferret has a very high survival instinct and is not surprised by threatening posture (the PCs have to be very deceptive to catch the weasel off-guard). On his initiative, the little creature dives under the body of the bugbear and into tiny crevices in the ground. Of course, they might beat him on initiative and be able to deal with the problem, or they might have someone with Combat Reflexes. For combat statistics for the weasel, refer to the *Monster Manual*, page 282.

WHAT IF THE PCS TALK TO MUCKUBUCK?

Muckubuck was once a commander in the White-Eye tribe, but he was demoted and placed on guard duty here after his forces were routed and destroyed at the Monastery of St. Cuthbert in the Kershane Pass (during the recent attempt by Iuz to invade Perrenland). Muckubuck is a sad and sorry soul. If the PCs don't

immediately attack him, but try to scare, bluff, or reason with him, he pleads with the PCs to leave the caverns immediately. He has seen too much death to partake in any more (if he is not forced). Some good role-playing (and a successful Diplomacy check) allows the PCs to pass Muckubuck without resorting to combat.

Muckubuck Difficulty Checks

Note that only **one** check for each of these is allowed. If they all fail, then Muckubuck just gets angry and attacks. Of course, as soon as at least one PC attacks, then none of these checks work at all.

- Bluff (a clever lie) against Muckubuck's Sense Motive check (+0 at all APLs)
- Intimidate (ie. "I'll give YOU a thousand big things, bucko!"): against Muckubuck's modified level check (including situational modifiers of +2 at APL 2 and 4, +4 at APL 6) – at APL 2 - +6, APL 4 - +8, APL 6 - +10
- A DC 20 Diplomacy check using logical and friendly reasoning

A successful Bluff or Intimidate check causes Muckubuck to buckle at the knees and step aside to let the PCs pass – this is the equivalent of a friendly attitude for these two options. Muckubuck requests that the PCs "not tell anyone" that he let them through, but he does not say anything more (if asked).

A successful Diplomacy check causes Muckubuck to become friendly. This allows him to relax with the PCs. He offers the PCs a diggory-leaf cigar, and says: "Holy Old Iuz! You had me really really scared there for a minute! I thought, Muckubuck old mate, yer life's over. That's it. No more guard duty in this god-forsaken place ..." Muckubuck also proudly reaches down one of his trouser pockets and pulls out his pet weasel, and shows him off to the PCs. If the characters are particularly nice to him, Muckubuck has his weasel fetch the two magic items (the *armbands of might* and a *headband of conscious effort*) buried in the northeast corner. Muckubuck also willingly shares any or all of the following information with the characters – this can either be after questions or without prompting (depending on the demeanor of the characters):

WHAT DOES MUCKUBUCK KNOW?

About Drelnza:

I know nothing except that she is supposed to be a relative of my master, the Old One. She called those loyal to him to help guard the upper caverns, while she worked on some secret project down deep below, far below even the greater caverns.

What Does Drelnza Look Like?

She has long black hair and porcelain skin like wax. But when she smiled at me, she had teeth like a tiger.

How Do We Get To Where She Can Be Found?

Take the passageway to the northwest. You'll come to an underground river. But there's no way to get across unless you know the answer to the Riddle of the River.

Only Drelnza knows the answer. (Muckbuck knows of nothing else beyond the river.)

What's Down the Northeastern Passageway?

It's an old temple the trolls built when they inhabited the caverns years ago. Although built by the trolls, it was used by evil humans and other wicked cave denizens to supplicate the god worshipped by the trolls. We were told not to go down to the troll-god temple, which is fine, since most fear it anyway. I hear that there may be some treasure stashed there, but then again, who knows? If you want to see if the rumors are true, go ahead and try to take it for yourselves. I hear the treasure is hidden inside the altar.

What Brings You Here To The Caverns?

I was once a commander in the White-Eye tribe, but I was demoted and placed on guard duty here after our forces were routed and destroyed at the Monastery of St. Cuthbert in the Kershane Pass. (Iuzian forces attacked troops of Perrenland there.)

Can You Join Us Or Help Us In Any Other Way?

If the characters have been exceedingly flattering to him, Muckubuck gives the PCs a couple of *cure potions* to take with them. If he hasn't already drunk his other *potions*, he gives the PCs those as well. Apart from this, Muckubuck cannot go with the PCs or help them any further. He does, however, request that they report his presence to others of their kind who might come down here. If they hold up a diggory-leaf cigar (which he gives the PCs), then he knows they are friends and lets them pass.

5. The Old Troll Temple

If the PCs decide to investigate the troll temple then read the following description as they enter:

A short, but slightly wider-than-usual, passageway leads you to an ornate, elongated chamber. On the walls are frightening images of a non-human god, desecrating the temples and places of worship dedicated to the Old Kerk (of Perrenland) in particular. Behind the god are battalions of trolls, flanked by evil-looking human priests and wizards who seem also dedicated to the cause.

A DC 20 Knowledge (religion) check recognizes this god as Vaprak (god of the trolls). The god appears as a six-headed troll with twelve arms. Another DC 15 Knowledge (religion) check recognizes the Old Kerk as being the official church of Perrenland. It is made up of worship to many gods: good, neutral, and evil. This worship is what allows Perrenders to be such ruthless (but honest) mercenaries. It is also what frightens other nations about Perrenders; and engenders a level of mistrust in those from primarily good-aligned nations.

At the far end of this chamber are some wide steps leading up to an ill-kept altar. In a straight line in front

of the altar (and between you and the altar) are the statues of three giant trolls. Each of them is bowing towards the altar in increasing stages of supplication. The nearest statue to you stands tall, but slightly bowed. The next statue stands half-bowed, and is using its hand to shield its face from the altar. The last statue is fully supplicated, and is on its knees, head down, in front of the altar.

At this point the DM should point out the positions of the statues in relation to the players and the altar. See Map 2 for a closer look at the scene. Be sure to describe exactly what the PCs see, and ensure that their miniatures are exactly where they're supposed to be.

A DC 10 Spot check discovers faded writing (in the common tongue) scrawled on the floor of the temple entrance. It reads:

"On the shoulders of giants, we come to worship you!"

PCs can walk around the giant trolls to get to the steps, but this activates a trap and cause one of the trolls to come alive and fight the PCs. Only by climbing up onto the shoulders of the giant troll statues, then leaping from shoulder to shoulder to the altar steps, can PCs get to the altar without activating the trap. The trap is activated by three *very* thin hairwire triggers stretched at floor level and chest height across the room in front of *each* stone troll. Once a character discovers and/or successfully uses Disable Device, he/she has a +5 circumstance modifier on any subsequent Search and/or Disable Device attempts on these traps.

✚ **Hairwire Trap:** CR 3, 5 or 7 (based on the creatures); mechanical; touch trigger; automatic reset (one minute delay); Search DC 22; Disable Device DC 22.

Note: The spells for the trolls show up on a *detect magic* spell or similar divination spell. This does allow for a party to get an idea that there is a trap in the room, or at least something. The caster level is 15 for the purposes of this trap.

The trap causes statue number 1 to come alive and attack the PCs! The troll was simply under a *flesh to stone* spell, and the trap triggered the activation of a *stone to flesh* spell in the troll's vicinity – causing it to come to life! The troll does not pursue the PCs if they run away, but it stands guard and continue to attack them should they try to get past to the altar (and the treasure) at any time from here on in. Smart parties who trigger this trap without preparation or rest should probably just flee for their lives (a bit like the original adventurers had to do when they first found the Lost Caverns!).

APL 2 (EL 3)

✚ **Lesser Troll:** hp 30; see *Appendix 1*.

APL 4 (EL 5)

✚ **Troll:** hp 63; see *Monster Manual*, page 247.

APL 6 (EL 7)

🐉 **Troll Guardian:** Ftr2; hp 111; see *Appendix 3*.

GETTING SAFELY TO THE ALTAR

If at any point during these Climb or Jump checks the character attempting them fails, the trap is triggered.

To get to the altar safely, the following sequence must be achieved:

- Climb to the shoulders of Statue 1: DC 10 Climb check
- Jump from Statue 1 to Statue 2 (5 ft): DC 10 Jump check
- Jump from Statue 2 to Statue 3 (5 ft): DC 12 Jump check (circumstance modifier for rounded shoulders and slick landing surface)
- Jump from the top of Statue 3 to the ground before the altar: DC 8 Jump check

Note that should the character fail the Jump check at any time, not only have they triggered the trap, but they are also prone in the square where they land.

THE ALTAR

The altar has a lid that can be removed by sliding. Inside the altar is some very nice treasure! It should also be noted that removing the lid of the altar deactivates the trap. Give the PC who slides the lid a DC 8 Listen check in order to hear a spring and lever go “boing/click” (as if something was just “deactivated”). Others in the party can have the same Listen check, but modify this for distance from the altar (-1 per 10 feet). This now signals that the PC can simply walk back to the entrance, rather than climb and jump all over again – although they can do that in reverse if they so desire or fail the Listen check.

Treasure:

APL 2: L: 0 gp; C: 50 gp; M: *wand of hawkeye* (63 gp per character) (CV), *wand of sonic weapon* (375 gp per character) (CV).

APL 4: L: 0 gp; C: 100 gp; M: *wand of hawkeye* (63 gp per character) (CV), *wand of sonic weapon* (375 gp per character) (CV), *lesser metamagic rod of substitution (fire)* (225 gp per character) (CA), *dust of dispersion* (175 gp per character) (CA).

APL 6: L: 0 gp; C: 200 gp; M: *wand of hawkeye* (63 gp per character) (CV), *wand of sonic weapon* (375 gp per character) (CV), *lesser metamagic rod of substitution (fire)* (225 gp per character) (CA), *dust of dispersion* (175 gp per character), *vest of resistance +2* (333 per character) (CA).

6. The Riddle of the River

When the PCs travel northwest from Area 4, they eventually reach this area. Read or paraphrase the following when they get to the edge of Area 6:

Although this area is empty, there is evidence that an earth tremor caused the northern wall of this cavern to collapse. In doing so, there is now a gaping hole, some 10 foot wide. The hole leads to a short tunnel, which

opens out onto a narrow platform. Through the hole, on the platform, you can see a stone pedestal with a bronze plaque on top of it. You can also hear the sound of running water coming from somewhere near the platform and the pedestal.

When the PCs move to within 5 feet of the pedestal, read:

Now you can see that the platform is a launching pad for a boat of some kind. There is the pedestal (where the boat should be tied up), and a medium-flowing underground river that runs from west to east (past the platform). There is, sadly, no boat.

A DC 10 Spot check reveals:

The underground river appears to run east of the platform, and into a large underground lake. It is difficult to see (from where you are standing) if there is anything other than blank cave walls on the other side of the lake.

A DC 15 Listen check reveals:

From the platform, you can hear the sound of running water being churned around, in a gurgling rush!

The PCs can't see this, yet, as the sound is coming from the “chute” around the corner. Any character able to make the Listen check can attempt a DC 15 Knowledge (dungeoneering) or Knowledge (nature) check to identify the sounds of a water chute.

GETTING ACROSS THE LAKE ... ALIVE

From the platform at Area 6, the PCs can't see the platform on the other side of the lake that leads to Area 8. This is the only platform left that has not crumbled in the recent cave-ins. Of course, the PCs might try any number of ways to see the other platform, or get across without engaging with the Pedestal and the Plaque (in order to solve the Riddle of the River and materialize a boat).

- If a PC tries to *levitate* then he/she might find a way to see the other side or even get across. If they never touch the water, then they never alert the water elemental who lives in the lake.
- If a PC tries to *fly* then the same conditions apply as for *levitate*.
- If a PC tries to use *dimension door* or similar instant transport magic, that works normally. Keep in mind that for some spells, line of sight is required.
- If a PC tries to swim across, then refer to the information about swimming in the river (as outlined in Area 3). This is not a smart option!

As soon as any PC touches the water (either physically or through an object such as a boat or a staff, etc) then this alerts the water elemental, who waits and attacks at the most opportune moment. The DM needs to play this by

ear – giving players full credit if they find some other ingenious way across the lake.

THE PEDESTAL AND THE PLAQUE

The safest way to cross the lake is via a boat. A boat is magically summoned if a PC places both their hands on the plaque and says the answer to the riddle written on the plaque. When a PC goes to examine the pedestal and the plaque, read the following:

What you see is a 3-foot wide stone pedestal that comes up waist height on a human. On top of the pedestal is a bronze plaque. There is a picture of a rowing boat etched into the plaque, with writing (in Common) underneath. Below the writing are two indented handprints – a left and a right hand. They are roughly human-sized.

If the a character reads the writing, it says

***“Oh give me my green eye’d beauty!
She who I pluck’d from this wretched place!
She brought me luck and abundance,
Confidence and self-assurance;
She made me self-reliant and sufficient!
She let me keep her near my breast
To make others envious of her worth.
But what are you?”***

The answer is a gemstone called “jade”. The PC must place his/her hands on the pedestal and say the word: JADE. It is not sufficient to say “a gemstone” or “a pendant”, though if PCs are thinking along these lines (and they get stuck), give them a DC 15 Intelligence or Appraise check to consider that the answer might be related to a “kind of gemstone”.

If no PC can actually answer the riddle correctly, then the DM must ask which PC has the highest Intelligence score. Take a break from the adventure for a period of time equal to 20 less the highest Intelligence in minutes (yes, this is a penalty for not getting the answer right). This PC then (miraculously) comes up with the answer (though the DM should ensure that nobody gets the experience points for solving the riddle at the end of the adventure). The PC must then work out that they need to say the answer with their hands on the pedestal.

There is no penalty associated with saying the wrong answer, other than the lack of any results.

Once the word JADE is spoken with both hands firmly in place on the pedestal, then a boat (big enough for the party and any animals) appears in the water tied up to the pedestal – if there are far too many animals and such, presume a boat and a small 10 by 20 barge tied up to it, to allow for such baggage... It has come from another plane of existence, so was never simply *invisible*. When the PC speaks the word and has hands in place, read the following:

Upon placing your hands and speaking the word, you notice that a small boat has magically appeared next to

the platform, in the water, tied up to the pedestal. The boat has two oars and seems big enough for all of you!

The PCs can now use the boat to travel across to the other side. Go to Area 7.

THE RIVER AND NORTH OF IT

7. Boats Across The Water

The PCs need to get in the boat and row with the current, out into the lake. This is relatively easy, at first, as the PCs actually want to go in the same direction as the current. The PCs can row at a rate of 10 feet per round (and the current takes them a further 10, for a total of 20 feet per round), and they soon come around the corner (into Area 7) and see the following (which might need to be paraphrased):

Rounding the corner of the river, you find the current pushes you into a large underground lake. It is only now that you can see that many old cave platforms around the lake have collapsed due to the seismic activity. But two things are immediately apparent:

First, you spot one single platform, on the opposite side of the lake, which has not been demolished. It appears that there is a cavern passageway leading from the platform, further north into the caverns. This looks like your best option.

Second, the current is not taking your boat towards the opposite shore ... it is starting to pull you towards a nasty looking water chute! The water chute is gurgling and splashing, and if your boat should get caught in this maelstrom, it would surely be sucked inside and you would all be lost forever!

When the PCs first spot the chute, their boat is just clearing the entry into the lake area – the chute is off down the tributary to the east. The PCs can avoid going down the chute so long as there are always two PCs doing the rowing of the boat (no Strength check required). The PCs realize this quickly, so you should tell them!

The characters must now row against the current to cross the lake, as opposed to being swept down the chute. For the most part, rowing against the current, the boat only travels 10 feet per round – theoretically, there are points where the characters can let the boat go and drift back at 20 feet, but that is not very safe (see the section on the chute). This takes at least **five** rounds to get to the platform on the other side, and then it is a further one round to get out of the boat. On the **second** round after the boat enters the large lake area, the party is attacked by the water elemental living in the lake. Neither party is surprised, and the DM should read the following:

Suddenly, the boat lurches and a vortex of water rises up from in front of the boat, though it never seems to lose its shape. The vortex cascades and storms around a central, humanoid-shaped whirlpool, with watery appendages that pound with the force of an ocean storm! It appears you are being attacked by a water elemental!

Remember: The boat needs two PCs constantly to row so that it doesn't get sucked down the chute! This means they can do *nothing* but row (or shout instructions, or perform purely mental actions).

APL 2 (EL 2 – +1 modifier for situation)

➡ **Small Water Elemental:** hp 11; see *Monster Manual*, page 100.

APL 4 (EL 4 – +1 modifier for situation)

➡ **Medium Water Elemental:** hp 30; see *Monster Manual*, page 100.

APL 6 (EL 6 – +1 modifier for situation)

➡ **Large Water Elemental:** hp 68; see *Monster Manual*, page 100.

Tactics: The water elemental is a straightforward combatant. It attacks whoever is perceived as the greatest threat in a given round (whoever has done it the most damage in the previous round). If that is not possible to calculate, it attacks randomly. As soon as the characters are on the shore, it does not attack.

In actual fact, the elemental is expecting a sacrifice of a small clump of dirt from the entrance on the first round of entry into the cavern. If someone actually figures this out (there is no means of determining this normally but guessing might do), the elemental allows the characters to pass and they are considered to have defeated/bypassed it.

Treasure: None.

Development: The PCs fight the water elemental for **five** rounds (or until they get to the other platform, or it is destroyed). Once all the PCs are out of the boat, and standing on shore, the water elemental gives up (if it is still alive) and returns to the depths. Anyone standing on the shore, in fact, is not attacked. There is a pedestal (with no plaque) on the other platform to which the PCs can tie their boat.

WHAT HAPPENS WITH THE CHUTE?

The chute remains a threat in this encounter until the characters reach landfall – and the churning of the water and threat should be emphasized to all players. This has actually been taken into account in the EL structure, with a +1 applied for the difficulty of the environment for characters of this level (a *water walk* spell is going to nix that, but that is just good thinking...). Please note the following for interaction with the danger represented by the chute during this encounter:

- If no one is rowing the boat, the chute pulls the boat hastily in its direction. The boat goes into a spin (determine a random direction for it) and is pulled 20 feet toward the Chute from wherever it currently is situated.

- If one character is rowing the boat, the boat does not go into a spin, but it is pulled 10 feet from wherever it is currently situated towards the chute.
- If two or more characters are rowing, they can gain 10 feet per round in whatever direction they desire – or 20 feet if by some lunacy they want to head toward the chute...
- The Chute is a circular mark on the tributary off Area 7. If the boat should (at any point) reach the chute, then the PCs must make a single DC 10 Reflex save – using the best Reflex save out of the characters actually rowing, or a base +0 if nobody is rowing, or be sucked down the chute with their boat. A successful save puts the boat just beside the chute, but not actually in it (at least, until the next round). At the beginning of any round in which the boat is next to the chute, the Reflex save goes up by +2 for each previous Reflex save attempt. This is cumulative.
- Any character on the boat when it approaches the chute can choose to dive off the side as an immediate action rather than risk the Reflex save with the boat. They must then succeed at the Swim checks noted below.
- If a character is attempting to swim (for any number of reasons), it is a DC 15 Swim check. Movement in the water is reduced by 5 feet for every full round swim action or move action used for same – this is the effect of the current. As an example, a halfling normally could move 10 feet as a full round action. The halfling could either move 5 feet as a full round action, or none at all if it was trying two consecutive move actions (as each move action would move it nowhere). Characters that dive in immediately realize the strong pull of the current.
- If a character fails the Swim check by more than 4, they are pulled at a rate of 10 feet per round toward the chute - this is slower than the boat, but presumably they are flailing around a bit and slowing their progress somewhat, even with the failed check.
- The water is approximately 30 feet deep at all points and the current is strong – advancing by walking on the ground below can only be done with a successful DC 15 Balance check or no progress is made that round. With a successful Balance check, a character can advance with each square counting as 4 (very difficult terrain).
- If at any point a character enters the chute, either because the boat has failed the Reflex save, or they are unable to keep themselves out while swimming, the characters drown as per the drowning rules in the *Dungeon Master's Guide*. Unless other PCs make extreme efforts to recover the unfortunate's body, restorative spell that require the subject's remains will automatically fail.

8. Xvarts!

Read or paraphrase the following when the PCs start to move north along the passageway (away from the underground lake):

The passageways you now travel down appear badly crumbled. It seems that the same earth tremor which did damage to the entrance passages has also affected these – but even more so.

A DC 13 Knowledge (architecture and engineering) or Knowledge (geography) or stonemasonry check determines the following:

In fact, the passage down which you now travel soon opens up into what appears to be a newly created natural passage.

Continue ...

Very quickly, the passage opens out into a richly decorated cave – although the furnishings appear to have faded somewhat over the years.

Ask PCs to place their miniatures at the entrance to Area 8 and then continue reading:

From where you are standing you can see several dusty, but beautifully woven carpets strewn out across the floor. On the walls hang intricately detailed tapestries, many of which convey historical stories involving the deeds of gods and characters of another country ...

A DC 10 Knowledge (religion) or (history) check reveals these gods to be Baklunish in nature (automatic for characters of Baklunish heritage). In particular, stories surrounding Istus, Geshtai, Moquol and Azor'Alq (Al'Akbar is not present as this place was dedicated before he ascended). Continue with the following:

You particularly notice that the cavern room is filled with exquisite furniture. There are plump cushions piled on the floor, the air smells of orange blossoms, and faint music – tinkling bells and chimes – can be heard coming from who knows where? A pair of dusty divans stand along the far wall, with a chest of rosewood between them. The chest is closed, and has a new shiny padlock on it. There are also stands in the room – which might have once housed bowls and dishes – but these are now decidedly empty.

Also, in and around the room, there are numerous malachite and lapis statuettes that are inlaid with mother-of-pearl ivory and rare woods. Silken garments are scattered everywhere. A pair of scimitars is framed by a tapestry showing scenes of battle, whilst a great recurved horn bow and sheaf with very long arrows rest near the left couch.

As you complete your visual inspection of this wondrous place, you note that there is an alcove to the west, draped with a curtain of glass beads and covered by

a strangely worked and decorated folding screen. From behind the screen (within the alcove) you hear sounds of movement ...

Behind the screen (and in the alcove) is an xvart called Nex. Nex (and his companions) have discovered the alcove which was reserved for the harem of the original occupant of this chamber (a dao). In the alcove, the xvarts found all manner of lovely make-up and colorful clothes. They had never seen such things! These items of wonder amused and pleased them greatly. It has become part of their custom to enact the “dress-up” ritual whenever they prepare to fight and go into battle (much like other warriors use warpaint, etc). The xvarts heard the PCs coming long ago, and are now “dressed” and ready to spring upon the PCs at the most opportune moment. The xvart in the alcove is, sadly, deaf. He has not heard the PCs arrival, and is still putting on his make-up. Calling out to Nex won't get him to answer. The first PC to look over, under, or around the screen sees the following sight:

Sitting at a wooden table, in front of a large mirror, is a small humanoid creature. He has bright blue skin and vivid orange eyes. He is bald, apart from a wiry fringe of black hair on the back and sides that connect to the eyebrows of an overly large, bulbous head. He is grinning to himself as he applies thick red lipstick to his mouth – adding further to a bizarre costume that already includes all sorts of make-up and other things plucked from the dressing table in front of him. In the mirror, you also notice that he is dressed in the clothes of a young harem girl. He grins ghoulishly at himself and then appears to check his short sword at his side ...

The DM is at liberty to play this encounter fairly free form. If the party reveal themselves to Nex, he cries out. This is one trigger for the remaining (hiding) xvarts to enter the room and attack the PCs. These other xvarts are hiding in the old Harem Guard Room, which is located down the corridor leading toward Area 9.

Harem Guard Room: The harem guards sat in this area, guarding the harem from intruders. Now, it is occupied by the remaining Xvarts, who are busily applying make-up and other harem niceties for some raid or attack they plan. The harem guards were able to access the corridor via ramps which allowed them to slide down – these ramps are designed to enable fast access to the harem and the access hatch for each is a well-crafted piece of stonework that slides out of the way into the wall when anyone crosses the halfway point. It is a mechanical trigger and requires 25 lb. weight (DC 22 Disable Device, DC 15 Search check to find). At the top of the ceiling, there are small murder holes to enable crossbow fire into the corridor, or just a watch to be maintained. Each murder hole (there are two per square in the corridor) can be sealed entirely (much like an access hatch) and only allows a fine creature or smaller to enter – a tiny

creature could try to squeeze in but it would be very vulnerable during that time.

The Search check to find the murder holes or the access hatch is DC 32 – they are very well hidden and constructed. To spot the murder holes up above themselves is difficult – it is also a DC 32 Spot check. Scent does not function as well in this environment (the heavy use of perfumes), allowing a possible alert only if the creature with scent is standing directly beneath the murder hole (effectively, 10 feet from the xvarts up above).

To return to the Harem Guard Room, there is another access hatch in the ceiling at the end of the corridor, but even better disguised – it is a DC 35 Search check to find it. A small latch pulls down a rope ladder (still intact and in good shape, even after all these years). Pulling down this ladder automatically alerts the xvarts, if they have not been warned before – of course, if they are already dealt with, this is just an empty room.

Construction of the Access Hatches: The stone walls of the access hatches are 2 foot thick stone, well-crafted and designed for this application. The inside one inch of each is an iron plate and a thin sheet of lead between that and the stone, designed to allow for easier maintenance and always have a smooth fit with the open and closing mechanisms, while also preventing divination spells from penetrating to the guard room.

Other Triggers for the Xvarts: Should the characters leave Nex alone, the others are still a watchful bunch. They have observers at the murder holes in the corridor and see anyone (within reason) entering the corridor itself. If there is some reason to force a Spot or Listen check, note their stats in the appropriate appendix. Their general tactics are noted below – essentially, the xvarts assemble to attack once they notice the characters.

Unless he is immobilized somehow, Nex is counted in the numbers of xvarts who attack, listed below. Whilst he looks ghoulish, he fights like a little champion, and is relentless. If he was not bothered to initiate this combat, it takes a standard action on the part of one of the other xvarts (or that of a character, quite frankly...) to make him aware of the combat and get him involved.

As soon as the PCs see the attacking xvarts, read the following:

Suddenly, through the northwest corridor, you see a pack of strangely attired little creatures scurrying to attack you! They are clearly males, but they are dressed in the clothes of young harem girls, and their faces are horribly made up with bright red lipstick, powder, and all other sorts of fine highlights. As they hurtle towards you, screaming for blood, you realize that these creatures have enacted some kind of twisted battle ritual which involves warpaint and clan clothing of a slightly unusual nature ...

Roll for initiative. A DC 11 Knowledge (local) check reveals these creatures to be xvarts. Further details are provided at the standard rate in the *Players Handbook*.

APL 2 (EL 4)

☛ **Xvart Warriors (8):** hp 5, 5, 5, 5, 5, 5, 5, 5; see *Appendix 1*.

☛ **Xvart Leader:** Sor1/Ftr1/War1; hp 23; see *Appendix 1*.

APL 4 (EL 6)

☛ **Xvart Warriors (8):** hp 9, 9, 9, 9, 9, 9, 9, 9; see *Appendix 2*.

☛ **Xvart Leader:** Sor1/Ftr4/War1; hp 47; see *Appendix 2*.

APL 6 (EL 8)

☛ **Xvart Warriors (8):** Ftr1; hp 12, 12, 12, 12, 12, 12, 12, 12; see *Appendix 3*.

☛ **Xvart Leader:** Sor1/Ftr5/War1; hp 55; see *Appendix 3*.

Tactics: As soon as the xvarts see the characters, they ready for combat. The xvart leader delays the entry of his warriors for two rounds, when they spy or hear the characters approaching, while he casts *mage armor* and *shield*. He then uses *ghost sound* to make a noise back in the corridor away from the harem, to hopefully draw off some of the party. As soon as at least half of them move to investigate (if they do), the xvarts drop down via their ramps, and engage – this initiates a surprise round for everyone in the party who did not either spot the murder holes, or make a Listen check when this drop down takes place; those who did make either or both can act normally in the surprise round.

At a higher APL, the leader makes everyone delay for an additional two rounds, while he drinks his potions of *bull's strength* and *haste*.

It is a DC 20 (or, at APL 6, DC 19) Listen check to hear the xvarts dropping down from the guard location (this is taken from the worst of the xvarts, on a take 10 on the skill check to Move Silently). Characters specifically watching the corridor or standing in it may act normally in the surprise round, even without a successful Listen check – qualifying for both does not provide additional benefits.

The surprise round action of the xvarts is to get into position (they have 30 feet of movement to do this, effectively). Their primary goal is to surround and kill halflings – they hate such creatures – and stay away from humans if at all possible. If at any time the standing party members outnumber the xvarts by 2:1 or more, the remaining conscious xvarts attempt to flee.

Xvart tactics are simple – gang-up on one victim, where at all possible, and hit them until they drop. Xvarts are not above using blackmail (“Back off, or we coup de grace this downed foe!”) to get their way, but they are also highly concerned about their own safety – and note that only the leader speaks Common! If the characters retreat,

the xvarts post a watch but do not pursue – they are far too concerned about running into a counter-ambush!

If Nex is not in the combat (has not noticed anything), the other xvarts do not waste an action on alerting him unless they are very close by.

Development: Searching the room reveals nothing of value except the chest between the two divans. The chest has a lock. It is a DC 20 Open Lock check to open the lock, but it is not trapped. Inside are some baubles belonging to the xvarts that they have collected over the years, including some obvious effects from the gnomes of Gnome Vale (the xvarts have been raiding the settlement of late, leaving the caverns in small groups, carried by air elementals). If the xvarts are searched, the PCs find that Nex has the key to this chest in his pocket.

Once the room is searched, the party is free to continue onwards, and down the corridor leading to Area 9.

WHAT IF PCS TRY TO TAKE THE RUGS, TAPESTRIES, SCIMITARS, OR BOW?

Ask any PC that knows this area is devoted to the Baklunish faiths to make a DC 10 Knowledge (religion) check, or a DC 10 Intelligence check. A successful check reveals that these items are sacred to this chamber and removing them would be tantamount to desecration. Even if they are still taken, they are non-magical relics and are taken from the PCs by clerics of Baklunish churches as soon as the PCs reach civilization, without compensation.

WHAT IF A PC WANTS TO TAKE ANY MAKE-UP OR HAREM CLOTHES?

Um ... let them. Tell the PC that they have hours and hours of dress-up fun ahead of them!

Treasure:

APL 2: L: 448 gp; C: 50 gp; M: 38 gp - *wand of magic missile* (3rd level), 10 charges only (38 gp per character)

APL 4: L: 535 gp; C: 75 gp; M: 234 gp - *wand of magic missile* (3rd level), 10 charges only (38 gp per character), +1 *greatsword* (196 gp per character).

APL 6: L: 785 gp; C: 100 gp; M: 405 gp - *wand of magic missile* (5th level), 10 charges only (63 gp per character), +1 *greatsword* (196 gp per character), *potion of haste* (63 gp per character), *potion of bull's strength* (25 gp per character), *cloak of resistance* +1 (83 gp per character).

9. Silvermane and the Guardians of the Rainbow Cavern

As the PCs reach the entrance to Area 9, read or paraphrase the following:

This high-domed cavern is completely covered in swirling patterns of rainbow colors – spread evenly over the floor, walls, and ceiling. Stalactites and stalagmites have taken the shape of giants clad in beautiful garments from the Baklunish lands. In other parts of the cavern,

various mineral deposits in the rock have seeped into frozen curtains, cascades, and many wondrous shapes.

But then your gaze falls upon something else. In the northern, center area of the cavern, is an iron cage, 10 feet wide and long and 15 feet high. The space between the bars is very narrow. Inside the cage, lying upon the floor is a beautiful unicorn with a silver mane. The sylvan creature is unmoving. Over it, a dreadful spider creature the size of a small dog perches upon its body. You see a golden stream of energy flowing from the body of the unicorn to the spider-thing. As the energy enters it, you can see a red, pulsing aura emanating from the body of the hideous thing.

See Map 3 to help set up this encounter. The celestial unicorn is named Silvermane, and is currently unconscious. The spider creature is actually a construct built out of valuable metals (copper, silver, and mithral) designed to draw forth the essence of a creature possessing an aura (see the essence spider's essence drain ability in the appendix). At this point, have the essence spider make a Spot check against the PCs, taking into account characters that are hiding and distance. If it sees the characters, it does what it was instructed to do – it breaks off its essence drain (a standard action), and leaves the cage, heading for the stairs. The spaces between the boulders blocking the stairs (see below) are only big enough for a Tiny creature to move through unimpeded; a Small creature (like the essence spider) needs to squeeze through, using a move action to get through the boulder rubble. Once it makes it through, it scurries down the hundreds of feet to the lair of Drelnza (detailed in the high-level adventure). At no point does the essence spider fight back – it's just trying to get away.

APL 2

➤ **Essence Spider:** hp 5; see *Appendix 1*.

APL 4

➤ **Essence Spider:** hp 10; see *Appendix 2*.

APL 6

➤ **Essence Spider:** hp 15; see *Appendix 3*.

The essence spider is controlled by Blackford, a high-level cleric of Iuz and servant of Drelnza. He is detailed in the high-level adventure. The ritual he used to activate the essence drain ability of the spider is found within the pages of the book titled *Invocations of the Old One*, found here in the chamber (if searched for).

Once the essence spider breaks off its essence drain, Silvermane begins dying, being immediately reduced to –1 hit points, and losing 1 hit point per round. In addition, once the PCs begin pursuit of the essence spider, attempt to cast spells on the cage, or approach the cage, the guardians of the cavern attack.

If the essence spider is destroyed, read the following:

As the strange spider-creature falls to what appear to be pieces, the reddish hue of its body grows dark, and a

brilliant golden explosion ensures that nothing salvageable remains of the apparent construct. This energy washes over the whole of the cavern, and you instantly feel invigorated and filled with hope. You notice the majority of the brilliant light coalesce around the cage that the unicorn is in, and enter its body.

For the remainder of the adventure, each character receives a +1 morale bonus to attacks, saves, and damage from the effect of the celestial unicorn's essence. In addition, familiars and certain weapons may be imbued with the celestial essence. Characters that destroy the essence spider receive the Touch of the Celestial benefit from the Adventure Record. If the characters do not destroy the essence spider, they do not receive this benefit.

THE ATTACK

The Guardians spring from behind nearby stalagmites and curtain formations. The grimlocks who attack first are ready and well hidden – they have been “persuaded” into this duty by Drelnza (and since the remainder of their tribe is gone, taken by the grell in the greater caverns, they have little choice if they want to continue to live). Their Hide check at each level is as follows: APL 2 – 25, APL 4 – 26, APL 6 – 27. Unless the characters notice them, they get a surprise round on the PCs.

Note that it may also be possible, by some means, to detect the gargoyle as well. The hiding spot for the gargoyle is 20 feet up from the cavern floor, behind the cage. It is using its freeze ability, so even if the initial Spot check is successful, another DC 20 Spot check must be rolled to discern the fact that the gargoyle isn't a statue. The Hide check for the gargoyle is as follows: APL 2 – 27, APL 4 – 30, APL 6 – 31.

It is likely that the grimlocks end up ambushing and surrounding the PCs (see Map 3) in the surprise round! It actually appears to those who did not Spot them that the guardians used *meld into stone* in order to Hide, and now the PCs must deal with their attackers before freeing the trapped unicorn, who is dying. The guardians specifically target any PC who is trying to directly aid Silvermane in any way, shape or form – even to the point of holding their actions so they can strike spellcasters or those trying to get to Silvermane.

GUARDIANS OF THE RAINBOW CAVERN (GRIMLOCKS)

APL 2 (EL 3)

➤ **Grimlocks (3):** hp 11, 11, 11; see *Monster Manual*, page 140.

APL 4 (EL 5)

➤ **Grimlocks (2):** hp 11, 11; see *Monster Manual*, page 140.

➤ **Grimlock Leader:** Bbn3; hp 49; see *Appendix 2*.

APL 6 (EL 7)

➤ **Grimlock Ragers (2):** Bbn2; hp 40, 40; see *Appendix 3*.

➤ **Grimlock Leader:** Bbn4; hp 60; see *Appendix 3*.

Grimlock Tactics: It is likely that the grimlocks have to employ their surprise round (assuming they generally get it) moving up to their targets. Their standard means of determining the importance of a foe is very simple – the larger, the better. They do not use anything other than straightforward tactics, seeking to overwhelm any enemy with brutal attacks. There is no subtlety or pause in their attack, nor any mercy. If they are left with a dead or unconscious character, they eat it, as they have not been fed well at all here (the character is unrecoverable). Grimlocks are entirely without redeeming features, at least to the eyes of most surface dwellers, and these guardians do nothing to dispel that notion.

Treasure:

APL 2: L: 4 gp; C: 50 gp; M: 0 gp

APL 4: L: 42 gp; C: 50 gp; M: 0 gp

APL 6: L: 126 gp; C: 50 gp; M: *cloak of resistance +1* (83 gp per character).

Gargoyle Development: Watching all of this from the flanks is the final guardian of the room – a gargoyle servant of Drelnza. It judges attacking foes and determines as much as possible about weaknesses – it is smarter than the average gargoyle but still is fairly simplistic. It does know enough to identify big threats. As soon as the grimlocks are defeated, the gargoyle moves into action and attacks. Because it is entering combat, the gargoyle is delaying until the party has finished with the grimlocks.

GUARDIANS OF THE RAINBOW CAVERN (GARGOYLE)

APL 2 (EL 5 - +1 EL for immediate combat)

➤ **Gargoyle:** hp 37; see *Monster Manual*, pages 113-114.

APL 4 (EL 7 - +1 EL for immediate combat)

➤ **Gargoyle Servant:** War1/Ftr1; hp 64; see *Appendix 2*.

APL 6 (EL 9 - +1 EL for immediate combat)

➤ **Gargoyle Servant:** War1/Ftr4; hp 100; see *Appendix 3*.

Gargoyle Tactics: The gargoyle really just wants to drive any invaders from the cavern – it has no real need to prove itself, feeling quite worthy since Drelnza picked it for this task. To that end, it strikes foes until they are down but does not take any special precautions to ensure they are dead. If it has the chance, it uses a downed opponent as blackmail – it flies into the air with the unconscious character and threatens to kill that person with a coup de grace attack unless the others all drop

their weapons and leave the area. The gargoyle is chaotic, however, and any deals with it are at the discretion of the DM entirely as to whether they are kept or not.

Otherwise, the gargoyle uses its pure fighting capabilities to attack the most dangerous identified foes one after another, taking them out. As a special note, it identifies healing types and targets them first (if it can) to prevent any further healing of that type from interfering with the plan of driving the characters from the cavern.

Treasure:

APL 2: L: 1 gp; C: 0 gp; M: *vest of resistance*+1 (83 gp per character).

APL 4: L: 15 gp; C: 0 gp; M: *vest of resistance*+2 (333 gp per character).

APL 6: L: 15 gp; C: 0 gp; M: *vest of resistance* +2 (333 gp per character), *ring of protection* +2 (166 gp per character), *potion of cure serious wounds* x 2 (62 gp per character x 2).

Development: There are three different things to be dealt with after the combats are over (or perhaps during, depending on the characters' actions).

SAVING SILVERMANE

Once the essence spider breaks off its essence drain, the celestial unicorn Silvermane begins to die. She starts off at -1 hit points; make sure to mark her down another hit point at the beginning of every combat round. If she hits -10 and dies, there's no bringing her back.

Keep in mind that a PC trying to enter the cage with Silvermane must be of Small size to easily fit through the bars; if not, they can try to squeeze through, with a DC 30 Escape Artist check. There is sufficient room to reach out and touch the unicorn, so a cure spell can affect her. Once a character gets close to her, it is very obvious that Silvermane's been beaten and tortured.

If the PCs revive her, and her essence has not been returned to her (by killing the essence spider), her mane turns from silver to brown. She is forever after a normal unicorn. Otherwise, if the characters kill the essence spider, her mane remains silver as her celestial nature is retained.

When brought back to consciousness, she can reveal the following:

Who or what are you?

I am Silvermane, a unicorn from the verdant fields of Elysium. I wished to see the mortal world, and so journeyed to a land you know as the Vesve Forest. There, I lived amongst the elves for a time, until the vile creatures of Iuz recently made war upon our homes. I was captured, put in magical shackles, and delivered here.

Do you know why you're here?

All I understand is that the cleric of Iuz, I believe he's called Blackford, wanted to use my "essence" for some project of his. I fought back as hard as I could, but his

beatings and cruelty finally subdued me to the point where I couldn't fight any longer.

Where's the cleric?

He went down the long stair, probably back to his warrior mistress. Many horrible abominations unto nature live down there. I can smell the rot when they open the portal down to there.

Where is the entrance?

It's just on the far end of this chamber. Just remove the boulders, and you'll find it.

Do you want us to take you along?

If you're leaving this dreadful place, please. If you're going down there ... well, I just don't think it's wise to go down there. From what I saw, that cleric is very powerful. I don't know if you could handle him. I really think it's best you and I try to leave as soon as we can.

The PCs can bring Silvermane back to the surface, where she wishes the characters well and departs.

FINDING THE INVOCATIONS OF THE OLD ONE

Hidden in a sliding compartment on the bottom edge of the back of the cage (if a character is checking out the back of the cage, a DC 15 Search check finds the compartment), is a mahogany-skinned book that weeps blood; it is sticky to the touch, although the pages are not stained. This is Blackford's sacred unholy ritual book used, among other things, to activate the essence spider's essence drain. It also possesses extensive information on the vile and terrible rituals (many depicted in agonizingly grotesque detail) of the clergy of Iuz. Written in Abyssal upon the cover is the title of the tome – *Invocations of the Old One*. The information in this book, while horrible, would be of great use to either the Drinkers of the Cup of Midnight (using the knowledge to help combat Iuz), or Uriel at the Great Library of Greyhawk (to help provide him with a measure of fame and add to the library impressive vault collection).

However, the book is dangerous in the extreme. There are only about a dozen copies of this book, as much of the information is only to be in the hands of the high priests. As Iuz wishes to keep accountability on these books, he has bonded each of them to him with a drop of his own blood. If a PC picks up the book (as opposed to attempting to manipulate it into a bag or sack without touching it), read the following:

The dark mahogany book slowly oozes out red ichor. Lifting the hefty tome, it is disgustingly sticky, like blood just beginning to coagulate. Then, all goes black for a moment, and you feel like you're falling.

You see desk of stone, lined with strange skulls. Upon the desk is a book, much like the one you just picked up. Blood is pooled around it, and it is open to a pair of blank pages. As you watch, you see a gnarled hand dip its finger into the pool of blood, and ever so carefully, write something at the top of the left page.

After the finger is done, it withdraws, leaving you with the horrifying realization that it is YOUR NAME written on the page. A voice, terrible and ancient, crashes like thunder in your head.

"You have taken that which does not belong to you, and for that, you have my everlasting ire, pitiful cur! All who bow to my power will know of this, and you will suffer all the greater for it!"

A pain stabs your head like a knife, and then you realize that you're lying on the ground in the cavern. The only sound you hear is a terrible cackling reverberating through your head, growing fainter with every passing moment.

The character that touched the book now has the Ire of the Old One, as presented on the Adventure Record. The same result happens for any character touching the book. Note that gloves or gauntlets are not sufficient enough to prevent this from happening, although carrying the book in a backpack or sack is fine.

Under no circumstances can a PC keep this book; if they insist, tell them that after a few days with it, they can hear the evil seductive callings of the book, pleading to open it and study its pages. If a character insists on keeping it after the warning, tell the player that his character has become evil and is now permanently removed from play. Collect the character sheet, ARs, and other character documents from the player and turn the character over to the convention staff.

FINDING THE ENTRANCE TO DRELNZA'S LAIR

Once the PCs decide to look around, read the following:

It does not take you long to search the cavern. You discover that all the side passages are blocked, except for one. Piled up against the western wall of the eastern passage, is a heap of boulders, with enough crawl space for a really small creature to squeeze through. They appear to be blocking something behind them. Moving the boulders aside, you see a set of carved, stone steps leading downwards. How far down is unknown, as the blackness envelops even the longest ranges of sight. And then you see something else – amongst the boulders you pushed aside ...

It is a blue scroll-case, and inside is a strange piece of parchment.

Give the PCs Player Handout 1, and proceed to the Conclusion. The PCs may do with the information as they please.

CONCLUSION

RETURN TO GNOME VALE

Once the PCs return to Gnome Vale, and tell the gnomes of their story, if they've generally been successful in eliminating the threats, the gnomes thank them profusely, and hold a feast in their honor. The characters are hailed as heroes, and are asked to stay for as long as they wish.

In addition, if any PCs possessing a *Gnome Vale gemstone*, Clegin (the Master Illusionist) enchants one per PC. This item appears on the Adventure Record, and the character does not have to pay any cost for the enchantment.

Also, over the course of their stay, the community offers up a few choice items for the PCs if they want to trade or buy them. These are a *circlet of persuasion*, +1 *heavy plate*, and a *lesser metamagic rod of sculpting*. Characters gain access to these items in the normal manner, and purchase them normally.

Of course, if the PCs generally fail (going through 4 or less encounters would be considered a failure), the gnomes are grateful for their help, but they don't enchant the PCs' gemstones, or offer up the additional gear.

LUIC AND THE CHOICE

Most likely, the characters will use the *sending* spell from the scroll Luic gave them to contact him. Over the course of the next few days, magical messages are sent back and forth between the characters and Luic as he asks how the expedition went, who and what they encountered, and what they learned. If the characters have been generally successful and have learned valuable information, Luic is pleased. There is a special favor certificate called *Favor of Luic* that the PCs now have the option of taking. **They cannot have both the *Favor of Luic* and the *Favor of Uriel*.**

If Luic is told about the *Invocations of the Old One*, he is very adamant that the book should be in his possession, and wants to meet with the PCs in the city of Caronis in Furyondy to make the exchange. If the characters don't give the book over to him after mentioning it, they cannot receive the *Favor of Luic*.

URIEL AND THE CHOICE

If the characters decide not to mention the book to Luic, and instead take it to Uriel in Greyhawk City, they are eligible to receive the *Favor of Uriel*. He is very grateful for their help, as possession of the book should guarantee him some favorable times ahead at the library. If the characters do not return with the book for Uriel, they cannot receive his favor.

If the characters tell Luic about the book, decide not to give it to him, and then attempt to bring it back to Uriel, they find that he's "gone missing" and has been so for several days. No one's heard or seen him in a while, and a search for Luic also turns up blank. Even Miklos Dare, the owner of the Black Dragon, hasn't seen either one in about a week. The characters cannot receive either favor in this instance.

TWO FAVORS?

If the characters don't tell Luic about the book they found (assuming they find it at all) and deliver it instead on the sly to Uriel, they can qualify for both favors. However, they need to decide as a group which favor they are going to take. **The players cannot look at the favors before making their choice.**

Read the following to the players as they finish this adventure, altering the text as appropriate:

Your adventure now complete, you think about your exploration of the legendary Lost Caverns of Tsojcanth, reflecting on your trials and triumphs. You can only hope that the evil that still lurks within the bowels of those ancient caverns can be expelled by others, and that your discovery of the stairway leading further into darkness will be instrumental in that task.

The End

EXPERIENCE POINT SUMMARY

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

1. Fiendish Guardians

Defeat the kobold half-fiend guards

APL 2: 90 xp
APL 4: 150 xp
APL 6: 210 xp

2. Swarm!

Defeat the kobold druid and the swarms

APL 2: 60 xp
APL 4: 120 xp
APL 6: 180 xp

3. The River

Defeat the water elemental

APL 2: 60 xp
APL 4: 120 xp
APL 6: 150 xp

4. White Eyes

Defeat Muckubuck or deal with him such that he does not attack the characters

APL 2: 90 xp
APL 4: 150 xp
APL 6: 210 xp

5. Old Troll Temple

Defeat the troll or deactivate the trap.

APL 2: 90 xp
APL 4: 150 xp
APL 6: 210 xp

7. Boats Across the Water

Defeat the water elemental guardian near the chute

APL 2: 60 xp
APL 4: 120 xp
APL 6: 180 xp

8. Xvarts!

Defeat the xvarts

APL 2: 120 xp
APL 4: 180 xp
APL 6: 240 xp

9. Silvermane and the Guardians of the Rainbow Cavern (Grimlocks)

Defeat the grimlocks

APL 2: 90 xp
APL 4: 150 xp
APL 6: 210 xp

9. Silvermane and the Guardians of the Rainbow Cavern (Gargoyle)

Defeat the gargoyle servant

APL 2: 150 xp
APL 4: 210 xp
APL 6: 270 xp

Patrols

Per patrol defeated (optional)

APL 2: 60 xp
APL 4: 120 xp
APL 6: 180 xp

Story Award

Comprehended the gargoyle mouths and used the information from them

APL 2: 50 xp
APL 4: 70 xp
APL 6: 90 xp

Story Award

Gave the answer for the plaque and used the boat to get across the water

APL 2: 50 xp
APL 4: 75 xp
APL 6: 100 xp

Story Award

Freed Silvermane and kept her from dying

APL 2: 50 xp
APL 4: 50 xp
APL 6: 50 xp

Total Possible Experience

APL 2: 900 xp
APL 4: 1350 xp
APL 6: 1800 xp

TREASURE SUMMARY

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

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

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

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

Once you have subtracted the value for unclaimed treasure from each encounter add it up and that is the number of gold pieces a characters total and coin value increase at the end of the adventure. Write the total in the GP Gained field of the adventure certificate.

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

1. Fiendish Guardians

APL 2: L: 117 gp; C: 21 gp; M: 0 gp.

APL 4: L: 117 gp; C: 21 gp; M: 0 gp.

APL 6: L: 367 gp; C: 21 gp; M: 0 gp.

2. Swarm

APL 2: L: 10 gp; C: 2 gp; M: 0 gp

APL 4: L: 35 gp; C: 2 gp; M: 0 gp

APL 6: L: 45 gp; C: 3 gp; M: 125 gp – 2 *potions of cure moderate wounds* (25 gp per character per potion), *potion of bull's strength* (25 gp per character), *potion of barkskin* (+3) (50 gp per character).

4. White Eyes

APL 2: L: 41 gp; C: 10 gp; M: 37 gp - *potion of bull's strength* (25 gp per character), *potion of shield of faith* (+2) (4 gp per character), 2 *potions of cure light wounds* (4 gp per character per potion).

APL 4: L: 33 gp; C: 10 gp; M: 183 gp - *potion of bull's strength* (25 gp per character), *potion of shield of faith* (+2) (4 gp per character), 2 *potions of cure moderate wounds* (25 gp per character per potion), +1 *chain shirt* (104 gp per character).

APL 6: L: 115 gp; C: 30 gp; M: 683 gp – *potion of bull's strength* (25 gp per character), *potion of shield of faith* (+2) (4 gp per character), 2 *potions of cure moderate wounds* (25 gp per character per potion), +1 *chain shirt* (104 gp per character), *steadfast boots* (500 gp per character).

5. Old Troll Temple

APL 2: L: 0 gp; C: 50 gp; M: 438 gp - *wand of hawkeye* (63 gp per character), *wand of sonic weapon* (375 gp per character).

APL 4: L: 0 gp; C: 100 gp; M: 838 gp - *wand of hawkeye* (63 gp per character), *wand of sonic weapon*

(375 gp per character), *lesser metamagic rod of substitution (fire)* (225 gp per character), *dust of dispersion* (175 gp per character).

APL 6: L: 0 gp; C: 200 gp; M: 1171 gp - *wand of hawkeye* (63 gp per character), *wand of sonic weapon* (375 gp per character), *lesser metamagic rod of substitution (fire)* (225 gp per character), *dust of dispersion* (175 gp per character), *vest of resistance* +2 (333 per character).

8. Xvarts!

APL 2: L: 448 gp; C: 50 gp; M: 38 gp - *wand of magic missile (1st level)* (63 gp per character)

APL 4: L: 535 gp; C: 75 gp; M: 234 gp - *wand of magic missile (3rd level)*, 10 charges only (38 gp per character), +1 *greatsword* (196 gp per character).

APL 6: L: 785 gp; C: 100 gp; M: 405 gp - *wand of magic missile (5th level)*, 10 charges only (63 gp per character), +1 *greatsword* (196 gp per character), *potion of haste* (63 gp per character), *potion of bull's strength* (25 gp per character), *cloak of resistance* +1 (83 gp per character).

9. Silvermane and the Guardians of the Rainbow Cavern (Grimlocks):

APL 2: L: 4 gp; C: 50 gp; M: 0 gp

APL 4: L: 42 gp; C: 50 gp; M: 0 gp

APL 6: L: 126 gp; C: 50 gp; M: 83 gp – *cloak of resistance* +1 (83 gp per character).

9. Silvermane and the Guardians of the Rainbow Cavern (Gargoyle)

APL 2: L: 1 gp; C: 0 gp; M: 83 gp - *vest of resistance* +1 (83 gp per character).

APL 4: L: 15 gp; C: 0 gp; M: 333 gp - *vest of resistance* +2 (333 gp per character).

APL 6: L: 15 gp; C: 0 gp; M: 623 gp - *vest of resistance* +2 (333 gp per character), *ring of protection* +1 (166 gp per character), 2 *potions of cure serious wounds* (62 gp per character per potion).

Total Possible Treasure

APL 2: L: 621 gp; C: 183 gp; M: 621 gp - Total: 1,421 gp (maximum 900 gp)

APL 4: L: 777 gp; C: 258 gp; M: 1588 gp - Total: 2,623 gp (maximum 1,300 gp)

APL 6: L: 1453 gp; C: 394 gp; M: 3090 gp - Total: 4,937 gp (maximum 1,800 gp)

Special

Touch of the Celestial: After destroying the essence spider, the essence of Silvermane flowed out, spilling forth into the room, affecting lesser creatures and objects. The creature or object must have been present in the room to be affected by this benefit. You may choose one of the following benefits immediately:

[] Your familiar was touched by the essence of Silvermane. If you possess a familiar from the list of normal starting familiars (bat, cat, hawk, lizard, owl, rat,

raven, snake, toad, weasel) it gains the celestial template (see the *Monster Manual*, page 31). This benefit does not apply to a nonstandard familiar, or a familiar gained with the Improved Familiar feat. If you dismiss your familiar, or it dies, this benefit cannot be applied to another creature. Note the name and type of the familiar affected:

[] One weapon of at least masterwork quality was touched by the essence of Silvermane. The celestial energies imbued the weapon with latent power that can only be coaxed out by a spellcaster with the Craft Magic Arms and Armor feat. If the weapon is currently nonmagical, it must be upgraded at normal cost to a +1 enhancement before applying this benefit. For 1,000 gold pieces, the celestial power of the magic weapon can be brought forth. Once this is done, the weapon ever after functions as good-aligned for the purposes of overcoming damage reduction. If this weapon is lost, destroyed, or sold, this benefit cannot be applied to another weapon. Note the weapon affected:

Ire of the Old One: You have touched the unholy texts of the *Invocations of the Old One*, and in so doing, have attracted the attentions of his faithful. Your visage has become known to all that draw divine power from Iuz. In any combat involving divine spellcasters of Iuz, they seek you out in preference to all other targets (and may order other minions to attack you as well), at the discretion of the DM. Inform the DM at the beginning of any adventure that you possess this notice.

Gnome Vale Gemstone: Your gemstone given to you by the gnomes of Gnome Vale has been enchanted to allow you to invoke one spell, once per day. You may treat the gemstone as a use-activated magic item that does not provoke attacks of opportunity. The caster level for the spell is 3rd. Choose one of the following based upon the gemstones you possess; cross off the other two.

Blue gemstone: *silent image* 1/day; green gemstone: *expeditious retreat* 1/day; yellow gemstone: *endure elements* 1/day.

- *Wand of sonic weapon* (Adventure, Complete Adventurer)
- *Wand of magic missile (1st level)* (Adventure, DMG)
- *Vest of resistance+1* (Adventure, Complete Arcane)
- *Circlet of persuasion* (Adventure, DMG)

APL 4 (all of APL 2 plus the following):

- *Lesser metamagic rod of substitution (fire)* (Adventure, Complete Arcane)
- *Dust of dispersion* (Adventure, Complete Arcane)
- *Vest of resistance +2* (Adventure, Complete Arcane)
- *+1 heavy plate* (Adventure, Races of Stone)
- *Wand of magic missile (3rd level)* (Adventure, DMG)

APL 6 (all of APLs 2-4 plus the following):

- Mithral shirt (Adventure, DMG)
- *Wand of magic missile (5th level)* (Adventure, DMG)
- *Steadfast boots* (Adventure, Arms & Equipment Guide)
- *Lesser metamagic rod of sculpting* (Adventure, Complete Arcane)

ITEMS FOR THE ADVENTURE RECORD

Item Access

APL 2:

- *Armband of might* (Adventure, Complete Adventurer)
- *Headband of conscious effort* (Adventure, Complete Adventurer)
- *Wand of hawkeye* (Adventure, Complete Adventurer)

*Denotes new rules item found in Appendix 4.

AREA 1

➤ **Half-Fiend Kobold Guards (3):** Small Outsider (Native, Humanoid (Reptilian)); CR 1; HD 1d8+2; 10 hp; Init +5; Move 30 ft., fly 30 ft (average); AC 21, touch 15, flat-footed 17 (+4 chain shirt, +4 dex, +1 size, +2 natural armor); Base Atk +1; Grp -1; Atk +5 melee (1d6+3, masterwork longspear) or +7 ranged (1d6, light crossbow); Full Atk +5 melee (1d6+3, masterwork longspear) and +0 bite (1d4+1, bite) or +7 ranged (1d6, light crossbow); Space/Reach: 5 ft./ 5 ft.; SA *smite good*; SQ spell-like abilities, darkvision 60', light sensitivity, Immunity poison, resistance acid 10, electricity 10, fire 10, DR 5/magic, SR 11; AL: NE; Fort +4 Ref +5 Will +1; Str 14, Dex 20, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +4, Hide +7, Listen +3, Move Silently +3, Speak Common, Speak Kobold, Spot +3; Alertness.

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

Spell-like abilities (Sp): *Darkness* 3/day. (Caster Level 1.) Save DC is 11 (charisma-based).

Possessions: Chain shirt, masterwork longspear, cold iron longspear, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, 50' rope, grappling hook, waterskin, 7 Iuz coins.

AREA 2

➤ **Druid:** Drd1/War1; Small Humanoid (Reptilian); CR 1; HD 2d8; 13 hp; Init +3; Move 30 ft.; AC 17, touch 14, flat-footed 14 (+3 dex, +2 leather armor, +1 size, +1 natural armor); Base Atk +1; Grp -4; Atk +2 melee (1d6-1, longspear) or +5 ranged (1d6, light crossbow); Full Atk +2 melee (1d6-1, longspear) or +5 ranged (1d6, light crossbow); Space/Reach: 5 ft./ 5 ft.; SQ darkvision 60', light sensitivity, animal companion, wild empathy, nature sense, woodland stride; AL: NE; Fort +4 Ref +3 Will +4; Str 8, Dex 16, Con 10, Int 10, Wis 15, Cha 12.

Skills and Feats: Climb +0, Concentration +4, Handle Animal +6, Listen +6, Speak Kobold, Spot +6; Spell Focus: Conjuraton.

Spells (4/3; DC 12+Spell Level, 13+Spell Level for Conjuraton): 0 – *cure minor wounds*, *detect magic*, *virtue*; 1st – *entangle*, *magic fang*.

Possessions: Longspear, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 8 *goodberries*, 5 silver bolts, backpack, sleeping roll, 50' rope, grappling hook, waterskin.

➤ **Wolf Animal Companion:** Medium Animal; CR 1; HD 2d8+4; 13 hp; Init +2; Move 50 ft.; AC 16, touch 12, flat-footed 14 (+2 leather barding, +2 dex, +2 natural armor); Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite);

APPENDIX 1 – APL 2

Full Atk +3 melee (1d6+1, bite); Space/Reach: 5 ft./ 5 ft.; SA; trip; SQ low-light vision, scent, link, share spells; AL N; Fort +5 Ref +5 Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track, Weapon Focus (bite).

Tricks: Attack, Attack unnatural, Fetch, Guard, Perform, Stay, Track.

**Skills:* Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Possessions: leather armor barding.

AREA 4

➤ **Muckubuck:** Ftr1; Medium Humanoid (Goblinoid); CR 3; HD 3d8+6+1d10+2; 27 hp; Init +3; Move 30 ft.; AC 22, touch 13, flat-footed 19 (+4 chain shirt, +3 natural armor, +3 dexterity, +2 heavy wooden shield); Base Atk +3; Grp +7; Atk +9 melee (1d8+4, masterwork morningstar) or +6 ranged (1d8, light crossbow); Full Atk +9 melee (1d8+4, morningstar) or +6 ranged (1d8, light crossbow); Space/Reach: 5 ft./ 5 ft.; SQ darkvision 60', scent; AL: CN; Fort +6 Ref +6 Will +1; Str 19, Dex 16, Con 16, Int 8 Wis 10, Cha 11.

Skills and Feats: Climb +2, Hide +3, Listen +4, Move Silently +5, Speak Common, Speak Goblin, Spot +4; Alertness, Dodge, Weapon Focus (morningstar).

Possessions: Chain shirt, heavy wooden shield, masterwork morningstar, cold iron morningstar, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, 50' rope, grappling hook, waterskin *potion of bull's strength*, *potion of shield of faith* (+2), *potion of cure light wounds* (2).

AREA 5

➤ **Lesser Troll:** Large Giant; CR 3; HD 4d8+12; 30 hp; Init +1; Move 30 ft.; AC 14, touch 10, flat-footed 13 (-1 size, +4 natural armor, +1 Dex); Base Atk +3; Grp +11; Atk +7 melee (1d6+4, claw); Full Atk +7/+7 melee (1d6+4, 2 claws) and +2 melee (1d6+2, bite); Space/Reach: 10 ft./ 10 ft.; SQ darkvision 90 ft., low-light vision, regeneration 1, scent; AL: CE; Fort +7, Ref +2, Will +2; Str 19, Dex 12, Con 17, Int 6, Wis 9, Cha 6.

Skills and Feats: Listen +4, Speak Giant, Spot +4; Iron Will, Track.

Created using the rules presented in *Savage Species* and updated to the v.3.5 rules.

AREA 8

➤ **Xvart Warriors (8):** Small Humanoid (Xvart); CR 1/4; HD 1d8+1; 5 hp; Init +1; Move 30 ft.; AC 17, touch 12, flat-footed 16 (+2 leather armor, +1 dexterity, +1 size, +1 natural armor, +2 heavy wooden shield); Base Atk +1; Grp -4; Atk +1 melee (1d4+1, shortsword) or +3 ranged (1d6, light crossbow); Full Atk +1 melee (1d4+1, shortsword) or +3 ranged (1d6, light crossbow);

Space/Reach: 5 ft./ 5 ft.; SQ darkvision 60'; AL: LE; Fort +1 Ref +3 Will +0; Str 8, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +6, Listen +4, Move Silently +6, Speak Xvart, Spot +4; Alertness.

Possessions: Leather armor, heavy wooden shield, harem outfit, short sword, cold iron short sword, daggers (2), light crossbow, 20 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, 50' rope, grappling hook.

☛ **Xvart Leader:** Sor1/Ftr1/War1; Small Humanoid (Xvart); CR 2; HD 1d10+2+1d8+2+1d4+2; 23 hp; Init +3; Move 30 ft.; AC 15, touch 14, flat-footed 12 (+3 dex, +1 size, +1 natural armor); Base Atk +2; Grp -1; Atk +5 melee (1d10+1, masterwork greatsword) or +6 ranged (1d6, light crossbow); Full Atk +5 melee (1d10+1, masterwork greatsword) or +6 ranged (1d6, light crossbow); Space/Reach: 5 ft./ 5 ft.; SA na; SQ darkvision 60', light sensitivity, summon familiar (none currently); AL: LE; Fort +6 Ref +3 Will +1; Str 12 Dex 16 Con 14 Int 12 Wis 8 Cha 12.

Skills and Feats: Concentration +7, Hide +8, Move Silently +7, Speak Common, Speak Xvart, Spellcraft +1; Alertness, Combat Reflexes, Draconic Heritage (Black)*.

Sorcerer Spells (5/4; DC 11+Spell Level): 0 – *daze, detect magic, ghost sound, ray of frost*; 1st – *mage armor, shield*.

Possessions: Masterwork greatsword, harem outfit, cold iron greatsword, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, 50' rope, grappling hook, waterskin, *wand of magic missile* (1st level).

AREA 9

☛ **Essence Spider:** Small Construct; CR 1; HD 1d10+10; 5 hp; Init +2; Move 50 ft., climb 30 ft.; AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural); Base Atk +0; Grp -4; Atk +1 melee (1d4, slam); Full Atk +1 melee (1d4, slam); Space/Reach: 5 ft./ 5 ft.; SA essence drain; SQ construct traits, darkvision 60 ft., low-light vision, resistance to fire 10; AL: N; Fort +0, Ref +2, Will +0; Str 10, Dex 15, Con -, Int 3, Wis 10, Cha 3.

Skills and Feats: Listen +2, Spot +7; Alertness.

Essence Drain (Su): The essence spider can, through instructions from a dark ritual known only to minions of Iuz and very few others, begin the process of draining a creature's essence. This is only possible on a living target or an object with an aura (such as a holy or unholy weapon), and the process itself takes a long time – perhaps hours. Most of the time, creatures subjected to the essence spider's essence drain attack are either immobilized or rendered unconscious.

A creature or item with a lawful, chaotic, good, or evil aura (such as a cleric or paladin, a celestial or fiend, or a holy or unholy weapon) is vulnerable to this attack. If a creature is subjected to the attack, it must

make a DC 20 Will saving throw to resist, but the ritual can be re-enacted if necessary, resulting in another save attempt. If the save is unsuccessful, the subject's essence is drawn into the essence spider. It appears as a colored stream of energy, flowing from the creature/object to the essence spider. Each alignment aura has a different color associated with it – gold for good, black for evil, white for lawful, and multicolored for chaotic. All auras possessed are drained.

When the process is complete, the item is destroyed, or the creature is slain. If the process is halted during the ritual, it can be restarted upon an object, but a creature is reduced to -1 hit points and begins dying due to the trauma of the experience.

The essence spider can store only one essence at a time, and a separate ritual can be enacted to remove it from the spider. It is widely believed that Iuz's minions use the stored auras to imbue weapons with anarchic, axiomatic, and holy properties to use against devils and other demons in the Old One's never-ending schemes of conquest and domination.

*Denotes new rules item found in Appendix 4.

AREA 1

➤ **Half-Fiend Kobold Veteran Guards (3):** Ftr1; Small Outsider (Native, Humanoid (Reptilian)); CR 2; HD 1d10+2; 12 hp; Init +5; Move 30 ft., fly 30 ft (average); AC 21, touch 15, flat-footed 17 (+4 chain shirt, +4 dex, +1 size, +2 natural armor); Base Atk +1; Grp +0; Atk +7 melee (1d6+4, masterwork longspear) or +7 ranged (1d6, light crossbow); Full Atk +7 melee (1d6+4, masterwork longspear) and +1 bite (1d4+1, bite) or +7 ranged (1d6, light crossbow); Space/Reach: 5 ft./ 5 ft.; SA *smite good*; SQ spell-like abilities, darkvision 60', light sensitivity, Immunity poison, resistance acid 10, electricity 10, fire 10, DR 5/magic, SR 11; AL: NE; Fort +4 Ref +5 Will +2; Str 16, Dex 20, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Climb +2, Hide +7, Listen +3, Move Silently +3, Speak Common, Speak Kobold, Spot +3; Alertness, Weapon Focus (longspear).

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

Spell-like abilities (Sp): *Darkness* 3/day. (Caster Level 1). Save DC is 11 (charisma-based).

Possessions: Chain shirt, masterwork longspear, cold iron longspear, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, 50' rope, grappling hook, waterskin, 7 Iuz coins.

AREA 2

➤ **Kobold Druid:** Drd2/War1; Small Humanoid (Reptilian); CR 2; HD 3d8; 18 hp; Init +3; Move 30 ft.; AC 17, touch 14, flat-footed 14 (+3 dex, +2 leather armor, +1 size, +1 natural armor); Base Atk +2; Grp -3; Atk +3 melee (1d6-1, longspear) or +7 ranged (1d6, masterwork light crossbow); Full Atk +3 melee (1d6-1, longspear) or +6 ranged (1d6, masterwork light crossbow); Space/Reach: 5 ft./ 5 ft.; SQ darkvision 60', light sensitivity, animal companion, wild empathy, nature sense, woodland stride; AL: NE; Fort +5 Ref +3 Will +5; Str 8, Dex 16, Con 10, Int 10, Wis 15, Cha 12.

Skills and Feats: Climb +0, Concentration +5, Handle Animal +7, Listen +7, Speak Kobold, Spot +7; Augment Summoning, Spell Focus: Conjuration.

Spells (4/3; DC 12+Spell Level, 13+Spell Level for Conjuration): 0 – *cure minor wounds* (2), *detect magic*, *virtue*; 1st – *entangle*, *magic fang*, *obscuring mist*.

Possessions: Longspear, daggers (2), masterwork light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, 8 *goodberries*, 50' rope, grappling hook, waterskin.

➤ **Wolf Animal Companion:** Medium Animal; CR 1; HD 2d8+4; 13 hp; Init +2; Move 50 ft.; AC 16, touch 12, flat-footed 14 (+2 leather barding, +2 dex, +2 natural

APPENDIX 2 – APL 4

armor); Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach: 5 ft./ 5 ft.; SA; trip; SQ low-light vision, scent, link, share spells; AL N; Fort +5 Ref +5 Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track, Weapon Focus (bite).

Tricks: Attack, Attack unnatural, Fetch, Guard, Perform, Stay, Track.

**Skills:* Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Possessions: leather armor barding.

AREA 4

➤ **Muckubuck:** Ftr2/Bbn1; Medium Humanoid (Goblinoid); CR 5; HD 3d8+6+2d10+4+1d12+2; 44 hp; Init +3; Move 30 ft.; AC 23, touch 13, flat-footed 20 (+5 for +1 chain shirt, +3 natural armor, +3 dexterity, +2 heavy wooden shield); Base Atk +5; Grp +9; Atk +11 melee (1d8+4, masterwork morningstar) or +8 ranged (1d8, light crossbow); Full Atk +11 melee (1d8+4, morningstar) or +8 ranged (1d8, light crossbow); Space/Reach: 5 ft./ 5 ft.; SQ darkvision 60', scent; AL: CN; Fort +9 Ref +6 Will +3; Str 19, Dex 16, Con 16, Int 8, Wis 10, Cha 11.

Skills and Feats: Climb +4, Hide +3, Listen +4, Move Silently +5, Speak Common, Speak Goblin, Spot +6; Alertness, Dodge, Iron Will, Mobility, Weapon Focus (morningstar).

Possessions: +1 chain shirt, heavy wooden shield, masterwork morningstar, cold iron morningstar, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, 50' rope, grappling hook, waterskin *potion of bull's strength*, *potion of shield of faith* (+2), *potion of cure moderate wounds* (2).

AREA 8

➤ **Xvart Warriors (8):** Small Humanoid (Xvart); CR 1/4; HD 1d8+1; 9 hp; Init +1; Move 30 ft.; AC 18, touch 12, flat-footed 17 (+3 studded leather armor, +1 dexterity, +1 size, +1 natural armor, +2 heavy wooden shield); Base Atk +1; Grp -4; Atk +1 melee (1d4+1, shortsword) or +3 ranged (1d6, light crossbow); Full Atk +1 melee (1d4+1, shortsword) or +3 ranged (1d6, light crossbow); Space/Reach: 5 ft./ 5 ft.; SQ darkvision 60'; AL: LE; Fort +1 Ref +3 Will +0; Str 8, Dex 13, Con 12, Int 10, Wis 10, Cha 8.

Skills and Feats: Hide +6, Listen +4, Move Silently +6, Speak Xvart, Spot +4; Alertness.

Possessions: Masterwork studded leather armor, heavy wooden shield, harem outfit, short sword, cold iron short sword, daggers (2), light crossbow, 20 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, 50' rope, grappling hook.

✦**Xvart Leader:** Sor1/Ftr4/War1; Small Humanoid (Xvart); CR 5; HD 4d10+8+1d8+2+1d4+2; 47 hp; Init +3; Move 30 ft.; AC 15, touch 14, flat-footed 12 (+3 dex, +1 size, +1 natural armor); Base Atk +5; Grp +2; Atk +8 melee (1d10+4, +1 *greatsword*) or +9 ranged (1d6, light crossbow); Full Atk +8 melee (1d10+4, +1 *greatsword*) or +9 ranged (1d6, light crossbow); Space/Reach: 5 ft./ 5 ft.; SQ darkvision 60', light sensitivity, summon familiar (none currently); AL: LE; Fort +8 Ref +4 Will +2; Str 13, Dex 16, Con 14, Int 12, Wis 8, Cha 12.

Skills and Feats: Concentration +8, Hide +11, Move Silently +11, Speak Common, Speak Xvart, Spellcraft +1; Alertness, Combat Reflexes, Draconic Breath*, Draconic Heritage (Black)*, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Sorcerer Spells (5/4; DC 11+Spell Level): 0 – *daze*, *detect magic*, *ghost sound*, *ray of frost*; 1st – *mage armor*, *shield*.

Possessions: +1 *greatsword*, harem outfit, cold iron greatsword, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, 50' rope, grappling hook, waterskin, *wand of magic missile* (3rd level) (10 charges).

AREA 9

✦**Grimlock Leader:** Bbn2/Ftr1; Medium Monstrous Humanoid; CR 4; HD 2d8+6+2d12+6+1d10+3; 49 hp; Init +3; Move 40 ft.; AC 22, touch 13, flat-footed 19 (+3 masterwork studded leather armor, +3 dexterity, +4 natural armor, +2 heavy wooden shield); Base Atk +5; Grp +10; Atk +11 melee (1d8+5, masterwork battleaxe); Full Atk +11 melee (1d8+5, masterwork battleaxe); Space/Reach: 5 ft./ 5 ft.; SQ blindsight 40', immunities, scent, rage 1/day, fast movement, uncanny dodge; AL: NE; Fort +6 Ref +6 Will +2; Str 20, Dex 16, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +9, Hide +6 (+16 in mountains or underground), Listen +3, Move Silently +6, Speak Undercommon, Spot +1; Cleave, Power Attack, Track.

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions and other attack forms that rely on sight.

Possessions: Masterwork studded leather armor, heavy wooden shield, masterwork obsidian battle axe, cold iron battle axe, daggers (2).

✦**Gargoyle Servant:** War1/Ftr1; Medium Monstrous Humanoid (Earth); CR 6; HD 5d8+30+1d10+6; 64 hp; Init +4; Move 40 ft., fly 60 ft. (average); AC 21, touch 14, flat-footed 17 (+3 masterwork studded leather armor, +4 dexterity, +4 natural armor); Base Atk +6; Grp +11; Atk +11 melee (1d6+5, claw); Full Atk +11 melee (1d6+5, 2 claws) and +9 melee (1d6+2, bite); Space/Reach: 5 ft./ 5 ft.; SQ darkvision 60', damage reduction 10/magic (a gargoyles natural weapons are considered magical for the purposes of overcoming DR), freeze; AL: CE; Fort +13 Ref +10 Will +6; Str 20, Dex 18, Con 22, Int 8, Wis 10, Cha 6.

Skills and Feats: Hide +11 (+18 with a rocky background), Listen +4, Speak Terran, Spot +3; Dodge, Mobility, Improved Natural Attack (claws), Multiattack.

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Possessions: Masterwork studded leather armor, +2 *vest of resistance*.

Essence Spider: Small Construct; CR 1; HD 1d10+10; 10 hp; Init +2; Move 50 ft., climb 30 ft.; AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural); Base Atk +0; Grp -4; Atk +1 melee (1d4, slam); Full Atk +1 melee (1d4, slam); Space/Reach: 5 ft./ 5 ft.; SA essence drain; SQ construct traits, darkvision 60 ft., low-light vision, resistance to fire 10; AL: N; Fort +0, Ref +2, Will +0; Str 10, Dex 15, Con -, Int 3, Wis 10, Cha 3.

Skills and Feats: Listen +2, Spot +7; Alertness.

Essence Drain (Su): The essence spider can, through instructions from a dark ritual known only to minions of Iuz and very few others, begin the process of draining a creature's essence. This is only possible on a living target or an object with an aura (such as a holy or unholy weapon), and the process itself takes a long time – perhaps hours. Most of the time, creatures subjected to the essence spider's essence drain attack are either immobilized or rendered unconscious.

A creature or item with a lawful, chaotic, good, or evil aura (such as a cleric or paladin, a celestial or fiend, or a holy or unholy weapon) is vulnerable to this attack. If a creature is subjected to the attack, it must make a DC 20 Will saving throw to resist, but the ritual can be re-enacted if necessary, resulting in another save attempt. If the save is unsuccessful, the subject's essence is drawn into the essence spider. It appears as a colored stream of energy, flowing from the creature/object to the essence spider. Each alignment aura has a different color associated with it – gold for good, black for evil, white for lawful, and multicolored for chaotic. All auras possessed are drained.

When the process is complete, the item is destroyed, or the creature is slain. If the process is halted during the ritual, it can be restarted upon an object, but a creature is reduced to -1 hit points and begins dying due to the trauma of the experience.

The essence spider can store only one essence at a time, and a separate ritual can be enacted to remove it

from the spider. It is widely believed that Iuz's minions use the stored auras to imbue weapons with anarchic, axiomatic, and holy properties to use against devils and other demons in the Old One's never-ending schemes of conquest and domination.

APPENDIX 3 – APL 6

*Denotes new rules item found in Appendix 4.

AREA 1

➤ **Half-Fiend Kobold Elite Guards (3):** Ftr3; Small Outsider (Native, Humanoid (Reptilian)); CR 4; HD 3d10+6; 28 hp; Init +5; Move 30 ft., fly 30 ft (average); AC 22, touch 16, flat-footed 17 (+4 mithral chain shirt, +5 dex, +1 size, +2 natural armor); Base Atk +3; Grp +2; Atk +9 melee (1d6+4, masterwork longspear) or +9 ranged (1d6, light crossbow); Full Atk +9 melee (1d6+4, masterwork longspear) and +3 bite (1d4+1, bite) or +9 ranged (1d6, light crossbow); Space/Reach: 5 ft./ 5 ft.; SA *smite good*; SQ spell-like abilities, darkvision 60', light sensitivity, Immunity poison, resistance acid 10, electricity 10, fire 10, DR 5/magic, SR 13; AL: NE; Fort +5 Ref +6 Will +3; Str 16, Dex 20, Con 14, Int 12, Wis 14, Cha 10.

Skills and Feats: Climb +6, Hide +8, Listen +4, Move Silently +6, Speak Common, Speak Kobold, Spot +4; Alertness, Cleave, Power Attack, Weapon Focus (longspear).

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

Spell-like abilities (Sp): *Darkness* 3/day, *desecrate*. (Caster Level 3). Save DC is 11, (charisma-based).

Possessions: Mithral chain shirt, masterwork longspear, cold iron longspear, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, 50' rope, grappling hook, waterskin, 7 Iuz coins.

AREA 2

➤ **Kobold Druid:** Drd3/War1; Small Humanoid (Reptilian); CR 3; HD 4d8; 23 hp; Init +3; Move 30 ft.; AC 17, touch 14, flat-footed 14 (+3 dex, +2 leather armor, +1 size, +1 natural armor); Base Atk +3; Grp -2; Atk +4 melee (1d6-1, longspear) or +8 ranged (1d6, masterwork light crossbow); Full Atk +4 melee (1d6-1, longspear) or +8 ranged (1d6, masterwork light crossbow); Space/Reach: 5 ft./ 5 ft.; SQ darkvision 60', light sensitivity, animal companion (wolf), wild empathy, nature sense, woodland stride, trackless step; AL: NE; Fort +5 Ref +4 Will +6; Str 8, Dex 16, Con 10, Int 10, Wis 16, Cha 12.

Skills and Feats: Climb +0, Concentration +6, Handle Animal +8, Listen +8, Speak Kobold, Spot +8; Augment Summoning, Spell Focus: Conjunction.

Spells (4/3/2; DC 13+Spell Level, 14+Spell Level for Conjunction): 0 – *cure minor wounds* (2), *detect magic*, *virtue*; 1st – *entangle*, *magic fang*, *obscuring mist*; 2nd – *barkskin*, *summon swarm*.

Possessions: Longspear, daggers (2), masterwork light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, 8 *goodberries*, 50' rope, grappling hook, waterskin, *potion of cure moderate*

wounds (2), *potion of bull's strength*, *potion of barkskin* (+3).

➤ **Wolf Animal Companion:** Medium Animal (advanced); CR 1; HD 4d8+12; 30 hp; Init +3; Move 50 ft.; AC 19, touch 13, flat-footed 16 (+3 masterwork studded leather barding, +3 dex, +3 natural armor); Base Atk +3; Grp +5; Atk +6 melee (1d8+3, bite); Full Atk +6 melee (1d8+3, bite); Space/Reach: 5 ft./ 5 ft.; SA; trip; SQ low-light vision, scent, link, share spells, evasion; AL N; Fort +7 Ref +7 Will +2; Str 14, Dex 16, Con 16, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +5, Survival +1*; Improved Natural Attack (bite), Track, Weapon Focus (bite).

Tricks: Attack, Attack unnatural, Fetch, Guard, Perform, Stay, Track.

**Skills:* Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Possessions: masterwork studded leather armor barding.

➤ **Trained Wolf:** Medium Animal; CR 1; HD 2d8+4; 13 hp; Init +2; Move 50 ft.; AC 16, touch 12, flat-footed 14 (+2 leather barding, +2 dex, +2 natural armor); Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); Space/Reach: 5 ft./ 5 ft.; SA; trip; SQ low-light vision, scent, link, share spells; AL N; Fort +5 Ref +5 Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1*; Track, Weapon Focus (bite).

Tricks: Attack, Attack unnatural, Fetch, Guard, Perform, Stay, Track.

**Skills:* Wolves have a +4 racial bonus on Survival checks when tracking by scent.

Possessions: leather armor barding.

AREA 4

➤ **Muckubuck:** Ftr4/Bbn1; Medium Humanoid (Goblinoid); CR 5; HD 3d8+6+4d10+8+1d12+2; 60 hp; Init +3; Move 30 ft.; AC 24, touch 13, flat-footed 21 (+6 for +2 *chain shirt*, +3 natural armor, +3 dexterity, +2 heavy wooden shield); Base Atk +7; Grp +12; Atk +14 melee (1d8+7, masterwork morningstar) or +10 ranged (1d8, light crossbow); Full Atk +14/+9 melee (1d8+7, morningstar) or +8 ranged (1d8, light crossbow); Space/Reach: 5 ft./ 5 ft.; SQ darkvision 60', scent; AL: CN; Fort +10 Ref +7 Will +4; Str 20, Dex 16, Con 16, Int 8, Wis 10, Cha 11.

Skills and Feats: Climb +4, Hide +3, Listen +4, Move Silently +5, Speak Common, Speak Goblin, Spot +7; Alertness, Dodge, Iron Will, Mobility, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Possessions: +2 *chain shirt*, *steadfast boots*, heavy wooden shield, masterwork morningstar, cold iron

morningstar, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, 50' rope, grappling hook, waterskin *potion of bull's strength*, *potion of shield of faith* (+2), *potion of cure moderate wounds* (2).

AREA 5

☛ **Troll Guardian:** Ftr2; Large Giant; CR 7; HD 6d8+54+2d10+18; 111 hp; Init +3; Move 30 ft.; AC 17, touch 12, flat-footed 14 (-1 size, +5 natural armor, +3 dexterity); Base Atk +6; Grp +18; Atk +13 melee (1d6+8, claw); Full Atk +13/+13 melee (1d6+8, 2 claws) and +8 melee (1d6+4, bite); Space/Reach: 10 ft./ 10 ft.; SA rend (2d6+12); SQ darkvision 90', low-light vision, regeneration 5, scent; AL: CE; Fort +17 Ref +5 Will +4; Str 27, Dex 16, Con 28, Int 6, Wis 11, Cha 4.

Skills and Feats: Listen +4, Speak Giant, Spot +6; Dodge, Elusive Target*, Iron Will, Mobility, Track.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+12 points of damage.

AREA 8

☛ **Xvart Warriors (8):** Ftr1; Small Humanoid (Xvart); CR 1; HD 1d10+2; 12 hp; Init +3; Move 30 ft.; AC 21, touch 14, flat-footed 18 (+4 chain shirt, +3 dexterity, +1 size, +1 natural armor, +2 heavy wooden shield); Base Atk +1; Grp -2; Atk +4 melee (1d4+1, masterwork shortsword) or +5 ranged (1d6, light crossbow); Full Atk +4 melee (1d4+1, masterwork shortsword) or +5 ranged (1d6, light crossbow); Space/Reach: 5 ft./ 5 ft.; SQ darkvision 60'; AL: LE; Fort +4 Ref +3 Will +1; Str 12, Dex 16, Con 14, Int 13, Wis 12 Cha 6.

Skills and Feats: Hide +5, Listen +5, Move Silently +5, Speak Xvart, Spot +3; Alertness, Weapon Focus (shortsword).

Possessions: Masterwork chain shirt, masterwork heavy wooden shield, harem outfit, masterwork short sword, cold iron short sword, daggers (2), light crossbow, 20 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, 50' rope, grappling hook.

☛ **Xvart Leader:** Sor1/Ftr5/War1; Small Humanoid (Xvart); CR 6; HD 5d10+10+1d8+2+1d4+2; 55 hp; Init +3; Move 30 ft.; AC 15, touch 14, flat-footed 12 (+3 dex, +1 size, +1 natural armor); Base Atk +6; Grp +3; Atk +9 melee (1d10+4, +1 *greatsword*) or +10 ranged (1d6, light crossbow); Full Atk +9/+4 melee (1d10+4, +1 *greatsword*) or +10 ranged (1d6, light crossbow); Space/Reach: 5 ft./ 5 ft.; SQ darkvision 60', light sensitivity, summon familiar (none currently); AL: LE; Fort +9 Ref +5 Will +3; Str 13, Dex 16, Con 14, Int 12, Wis 8, Cha 12.

Skills and Feats: Concentration +8, Hide +12, Move Silently +12, Speak Common, Speak Xvart, Spellcraft +1; Alertness, Combat Reflexes, Draconic

Breath*, Draconic Heritage (Black)*, Weapon Focus (Greatsword), Weapon Specialization (Greatsword).

Sorcerer Spells (5/4; DC 11+Spell Level): 0 – *daze*, *detect magic*, *ghost sound*, *ray of frost*; 1st – *mage armor*, *shield*.

Possessions: +1 *greatsword*, harem outfit, cold iron greatsword, daggers (2), light crossbow, 40 bolts, 5 cold iron bolts, 5 silver bolts, backpack, sleeping roll, 50' rope, grappling hook, waterskin, *wand of magic missile* (5th level) (10 charges), +1 *cloak of resistance*, *potion of bull's strength*, *potion of haste*.

AREA 9

☛ **Grimlock Ragers (2):** Bbn2; Medium Monstrous Humanoid; CR 3; HD 2d8+6+2d12+6; 40 hp; Init +3; Move 40 ft.; AC 22, touch 13, flat-footed 19 (+3 masterwork studded leather armor, +3 dexterity, +4 natural armor, +2 heavy wooden shield); Base Atk +4; Grp +9; Atk +10 melee (1d8+5, masterwork battleaxe); Full Atk +10 melee (1d8+5, masterwork battleaxe); Space/Reach: 5 ft./ 5 ft.; SQ blindsight 40', immunities, scent, rage 1/day, fast movement, uncanny dodge; AL: NE; Fort +6 Ref +6 Will +2; Str 20, Dex 16, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +7, Hide +6 (+16 in mountains or underground), Listen +3, Move Silently +6, Speak Undercommon, Spot +1; Power Attack, Track.

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions and other attack forms that rely on sight.

Possessions: Masterwork studded leather armor, heavy wooden shield, masterwork obsidian battle axe, cold iron battle axe, daggers (2).

☛ **Grimlock Leader:** Bbn4; Medium Monstrous Humanoid; CR 5; HD 2d8+6+4d12+12; 60 hp; Init +3; Move 40 ft.; AC 22, touch 13, flat-footed 19 (+3 masterwork studded leather armor, +3 dexterity, +4 natural armor, +2 heavy wooden shield); Base Atk +6; Grp +11; Atk +12 melee (1d8+6, +1 *battleaxe*); Full Atk +12/+7 melee (1d8+6, +1 *battleaxe*); Space/Reach: 5 ft./ 5 ft.; SQ blindsight 40', immunities, scent, rage 2/day, fast movement, uncanny dodge, trap sense +1; AL: NE; Fort +8 Ref +8 Will +4; Str 20, Dex 16, Con 16, Int 10, Wis 8, Cha 8.

Skills and Feats: Climb +11, Hide +7 (+17 in mountains or underground), Listen +3, Move Silently

+7, Speak Undercommon, Spot +1; Cleave, Power Attack, Track.

Blindsight (Ex): Grimlocks can sense all foes within 40 feet as a sighted creature would. Beyond that range, they treat all targets as having total concealment.

Grimlocks are susceptible to sound- and scent-based attacks, however, and are affected normally by loud noises and sonic spells (such as *ghost sound* or *silence*) and overpowering odors (such as *stinking cloud* or incense-heavy air). Negating a grimlock's sense of smell or hearing reduces this ability to normal Blind-Fight (as the feat). If both these senses are negated, a grimlock is effectively blinded.

Immunities: Grimlocks are immune to gaze attacks, visual effects, illusions and other attack forms that rely on sight.

Possessions: Masterwork studded leather armor, heavy wooden shield, +1 obsidian battle axe, cold iron battle axe, daggers (2), *+1 cloak of protection*.

➤ **Gargoyle Servant:** War1/Ftr4; Medium Monstrous Humanoid (Earth); CR 8; HD 5d8+30+4d10+24; 100 hp; Init +4; Move 40 ft., fly 60 ft. (average); AC 22, touch 15, flat-footed 18 (+3 masterwork studded leather armor, +4 dexterity, +4 natural armor, *+1 ring of protection*); Base Atk +9; Grp +14; Atk +14 melee (1d6+7, claw); Full Atk +14 melee (1d6+7, 2 claws) and +12 melee (1d6+2, bite); Space/Reach: 5 ft./ 5 ft.; SQ darkvision 60', damage reduction 10/magic (a gargoyles natural weapons are considered magical for the purposes of overcoming DR), freeze; AL: CE; Fort +15 Ref +11 Will +7; Str 21, Dex 18, Con 22, Int 8, Wis 10, Cha 6.

Skills and Feats: Hide +13 (+19 with a rocky background), Listen +4, Speak Terran, Spot +3; Dodge, Elusive Target*, Mobility, Improved Natural Attack (claws), Multiattack, Weapon Focus (claws), Weapon Specialization (claws).

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed on a DC 20 Spot check to notice the gargoyle is really alive.

Possessions: Masterwork studded leather armor, +2 vest of resistance, *+1 ring of protection*, *potions of cure serious wounds* (2).

➤ **Essence Spider:** Small Construct; CR 1; HD 1d10+10; 15 hp; Init +2; Move 50 ft., climb 30 ft.; AC 15, touch 13, flat-footed 13 (+1 size, +2 Dex, +2 natural); Base Atk +0; Grp -4; Atk +1 melee (1d4, slam); Full Atk +1 melee (1d4, slam); Space/Reach: 5 ft./ 5 ft.; SA essence drain; SQ construct traits, darkvision 60 ft., low-light vision, resistance to fire 10; AL: N; Fort +0, Ref +2, Will +0; Str 10, Dex 15, Con -, Int 3, Wis 10, Cha 3.

Skills and Feats: Listen +2, Spot +7; Alertness.

Essence Drain (Su): The essence spider can, through instructions from a dark ritual known only to minions of Iuz and very few others, begin the process of draining a creature's essence. This is only possible on a living target or an object with an aura (such as a holy

or unholy weapon), and the process itself takes a long time – perhaps hours. Most of the time, creatures subjected to the essence spider's essence drain attack are either immobilized or rendered unconscious.

A creature or item with a lawful, chaotic, good, or evil aura (such as a cleric or paladin, a celestial or fiend, or a holy or unholy weapon) is vulnerable to this attack. If a creature is subjected to the attack, it must make a DC 20 Will saving throw to resist, but the ritual can be re-enacted if necessary, resulting in another save attempt. If the save is unsuccessful, the subject's essence is drawn into the essence spider. It appears as a colored stream of energy, flowing from the creature/object to the essence spider. Each alignment aura has a different color associated with it – gold for good, black for evil, white for lawful, and multicolored for chaotic. All auras possessed are drained.

When the process is complete, the item is destroyed, or the creature is slain. If the process is halted during the ritual, it can be restarted upon an object, but a creature is reduced to –1 hit points and begins dying due to the trauma of the experience.

The essence spider can store only one essence at a time, and a separate ritual can be enacted to remove it from the spider. It is widely believed that Iuz's minions use the stored auras to imbue weapons with anarchic, axiomatic, and holy properties to use against devils and other demons in the Old One's never-ending schemes of conquest and domination.

APPENDIX 4 – NEW RULES

Diverting Defense: To use this maneuver, you must be flanked and you must designate one of the flanking attackers to be affected by your Dodge feat. The first attack of the round from the designated attacker automatically misses you and may strike the other flanking foe instead; the attacking creature makes an attack roll normally, and its ally is considered flat-footed. If the designated attacker is making a full attack against you, its second and subsequent attacks function normally.

Cause Overreach: To use this maneuver, you must provoke an attack of opportunity from a foe by move out of a threatened square. If the foe misses you, you can make a free trip attempt against this foe, and the foe does not get a chance to trip you if your attempt fails.

Complete Warrior, page 110.

FEATS

DRACONIC BREATH

You can convert arcane spells into a breath weapon.

Prerequisites: Draconic Heritage.

Benefit: As a standard action, you can change arcane spell energy into a breath weapon of your draconic heritage energy type. The breath weapon is a 30-foot cone (fire or cold) or a 60-foot line (acid or electricity) that deals 2d6 points of damage per level of the spell that you expended to create the effect. Any creature in the area can make a Reflex save (DC 10 + level of the spell used + your Cha modifier) for half damage. This is a supernatural ability.

Complete Arcane, page 77.

DRACONIC HERITAGE

You have greater connection with your distant draconic bloodline.

Prerequisites: Sorcerer level 1st.

Benefit: Choose one dragon from the Draconic Heritage list below and gain the indicated skill as a class skill. This is your draconic heritage, which cannot be changed once the feat has been taken. Half-dragons must choose the same dragon kind as their dragon parent.

In addition, you gain a bonus on saving throws against *sleep* and paralysis, as well as spells and abilities with the energy type of your Draconic Heritage. This bonus is equal to the number of draconic feats you have.

Dragon Kind	Energy Type	Skill
Black	Acid	Hide
Blue	Electricity	Listen
Green	Acid	Move Silently
Red	Fire	Intimidate
White	Cold	Balance
Brass	Fire	Gather Information
Bronze	Electricity	Survival
Copper	Acid	Hide
Gold	Fire	Heal
Silver	Cold	Disguise

Complete Arcane, pages 77-78.

ELUSIVE TARGET

Trying to land a blow against you can be a maddening experience.

Prerequisites: Dodge, Mobility, base attack bonus +6.

Benefit: The Elusive Target feat enables the use of three tactical maneuvers.

Negate Power Attack: To use this maneuver, you must designate a specific foe to be affected by your Dodge feat. If that foe uses the Power Attack feat against you, the foe gains no bonus on the damage roll but still takes the corresponding penalty on the attack roll.

XVART

Small Humanoid (Xvart)

Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

Armor Class: 13 (+1 size, +1 Dex, +1 natural)

Base Attack: +1

Grapple: -4

Attacks: Short sword +1 melee

Damage: Short sword 1d4-1

Space/Reach: 5 ft./5 ft.

Special Qualities: Darkvision 60 ft.

Saves: Fort +0, Ref +3, Will +0

Abilities: Str 8, Dex 13, Con 11, Int 10, Wis 10, Cha 8

Skills: Hide +6, Listen +4, Move Silently +6, Spot +4

Feats: Alertness

Climate/Terrain: Temperate and cold land and underground

Organization: Gang (4-9), band (10-100 plus 100% noncombatants plus 1 2nd-level sergeant per 20 adults and 1 leader of 4th—6th level), warband (10-24), or tribe (40-400 plus 1 2nd-level sergeant per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th-8th level, and 1-6 giant rats)

Challenge Rating: 1/4

Treasure: Standard

Alignment: Usually chaotic evil

Advancement: By character class

Xvarts are a cruel, cowardly race of humanoids that live in hilly, cavernous regions. They occupy a place in humanoid society somewhere between goblins and kobolds. Although weak individually, they are extremely prolific, and are almost always encountered in large groups.

The small, bald, blue-skinned creatures often act as intermediaries between kobolds and goblins, usually dominating the latter.

Xvarts speak their own language; those with Intelligence scores of 12 or above speak Common or Goblin.

COMBAT

Xvarts will attack a party of humans only if they have a tremendous numerical advantage. Xvarts fear humans, but hate halflings, and will attack them even if the xvarts do not have a tremendous edge in numbers. Xvarts will also attempt to bully kobolds whenever possible.

Xvarts will almost always try to ambush and overwhelm their opponents, preferring not to fight fairly at any time. Xvarts like to fight sleeping or resting opponents, circling them and brutally attacking before their prey knows what has hit them.

Skills: Xvart gain a +4 racial bonus to Move Silently and Hide checks.

XVART SOCIETY

Xvart society is crude by human standards, but effective in keeping the small creatures alive. Xvarts will lair in a

complex of caves or in the deep forest. Xvarts are mostly resistant to the elements, wearing simple cloth doublets. They prefer blues and greens to dress in, and except for their orange eyes, they blend into their surroundings well.

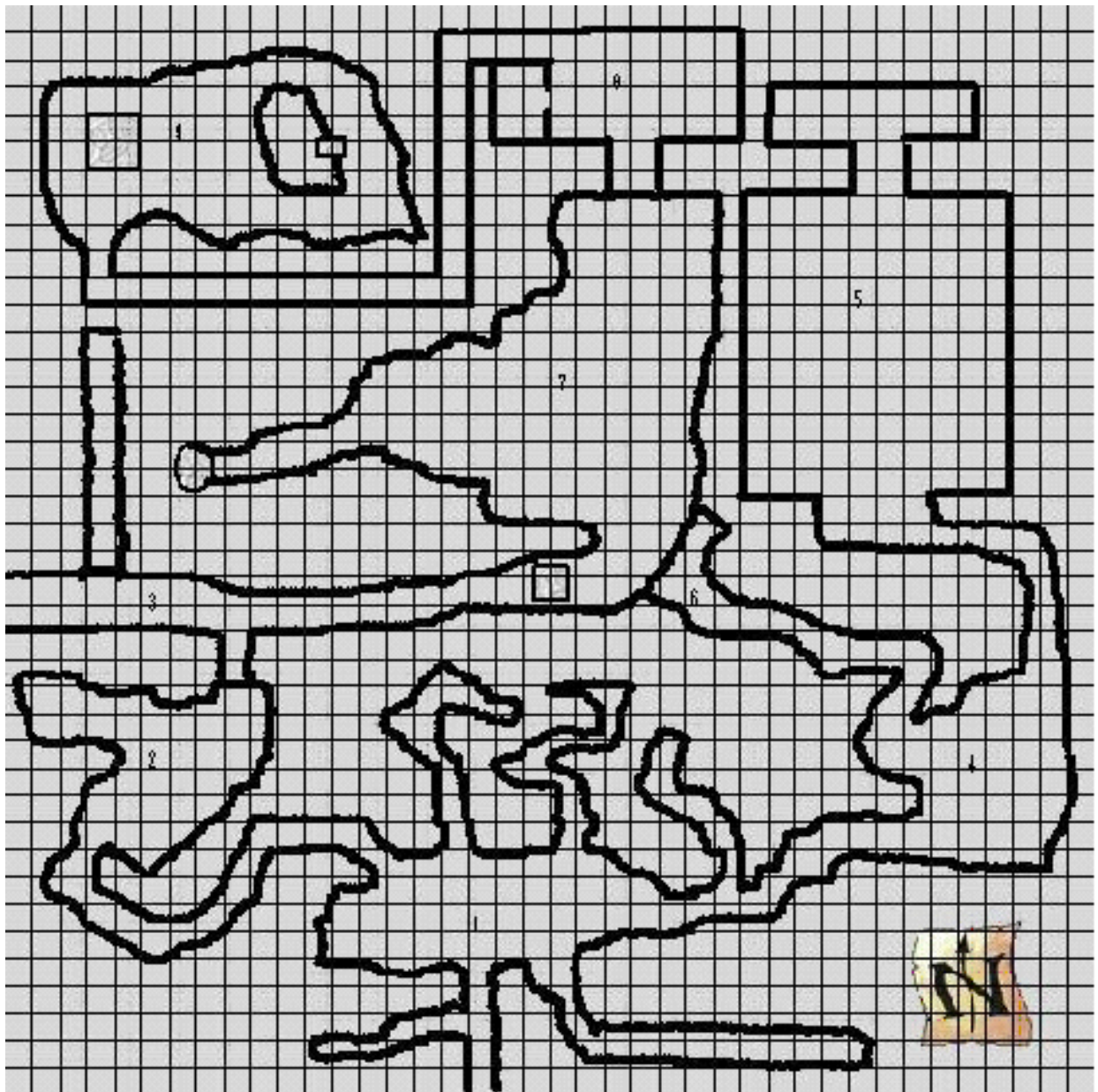
Xvarts live for only 50 years, and it is a tough existence for them. Most creatures are larger and more powerful than they are. Xvarts mate twice a year, in the spring and in the fall. Each mating produces two children, which are cared for communally until age seven when they are old enough to assume their tribal duties of hunting and caring for the camp.

XVART CHARACTERS

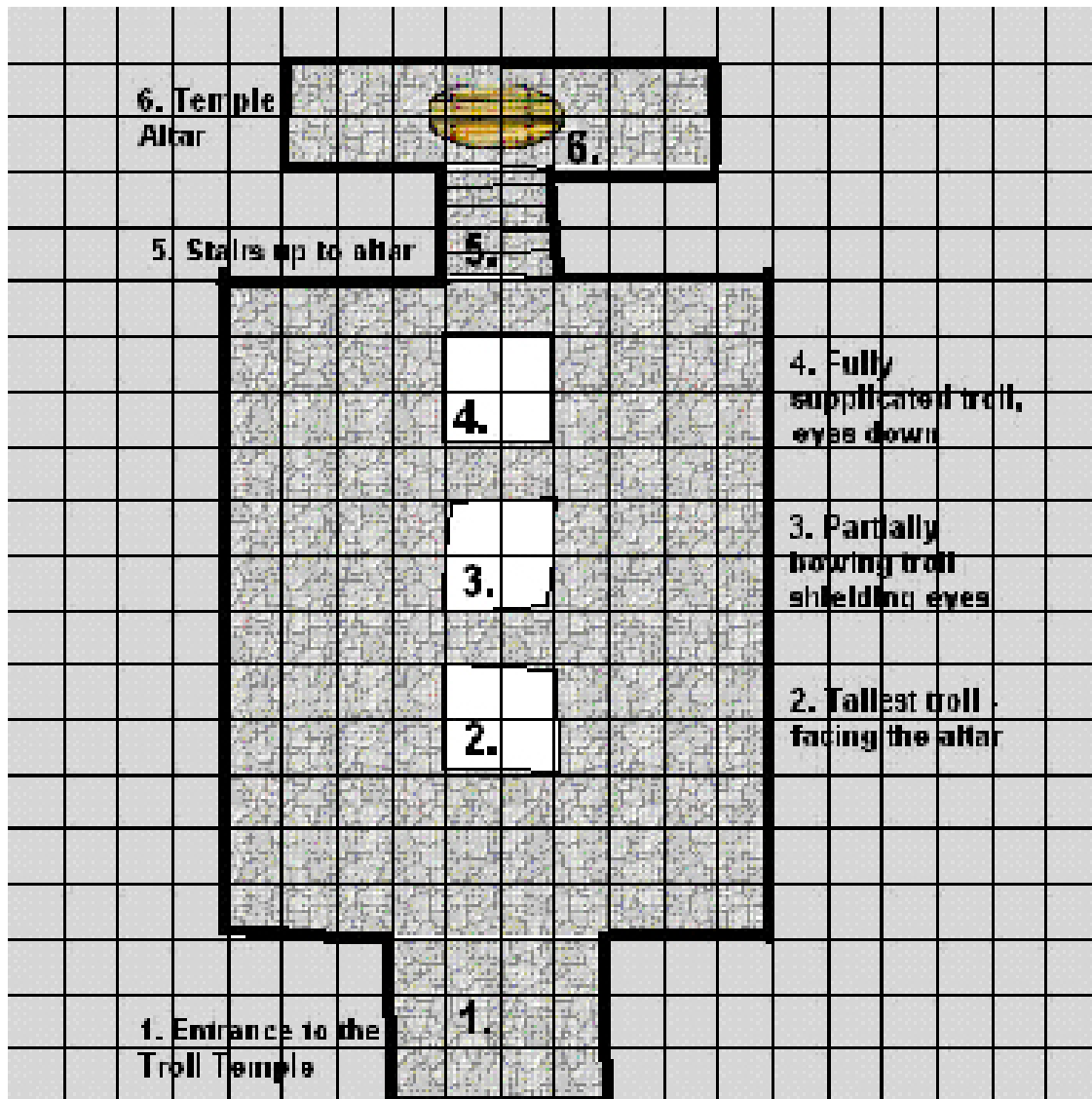
A xvart's favored class is fighter; xvart leaders tend to be fighter/sorcerers. Xvart clerics worship Maglubiyet (the Goblin deity) and can choose two of the following domains: Chaos, Evil, and Trickery.

Living Greyhawk Journal, Volume 1, Number 1.

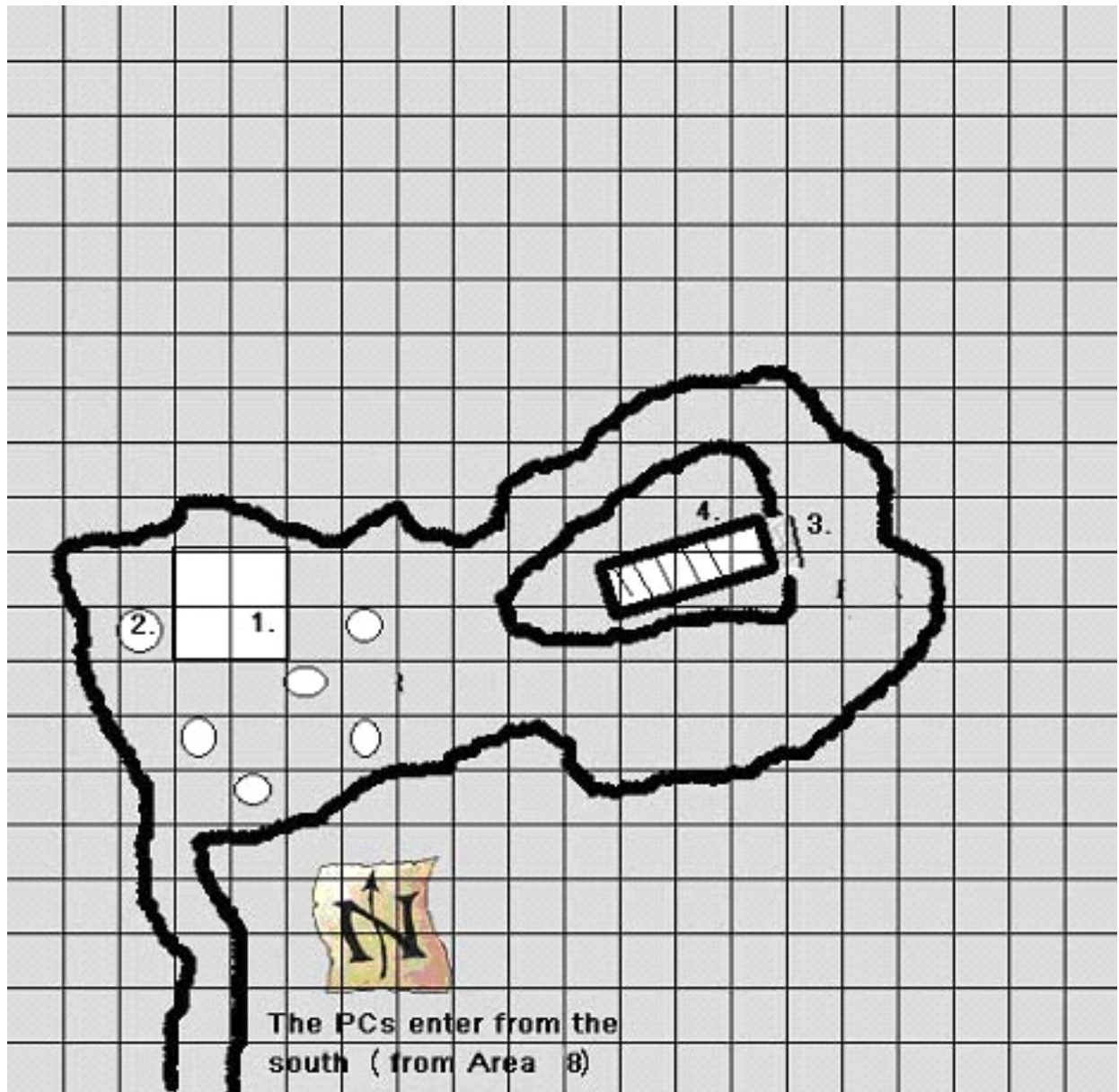
MAP 1 – MAP OF THE LESSER CAVERN



MAP 2 – THE TROLL TEMPLE



MAP 3 – THE RAINBOW CAVERN



PLAYER HANDOUT 1 – THE GRAVEN GLYPHS

This text was found on a piece of parchment in the Lesser Caverns of Tsojcanth. It reads:

In the center lies the gate
But opening it is sure to vex
Many are the guards who wait
As you go to the middle hex

Randomly sent to find a way
Back to a different iron door
A seventh time and you may stay
And seek the glowing prize no more

You have won old Iggwilv's prize
Her hoarded cache of magic
And freed the one with yearning eyes
Whose lot was hunger tragic