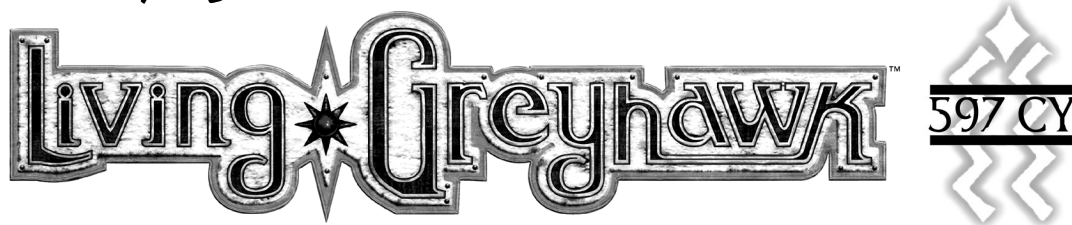


CORS7-03



# Into White Plume

## Low-Level Version

### A One-Round Dungeons & Dragons® Living Greyhawk™ Core Special Adventure

Version 1

**by Creighton Broadhurst**

**Circle Reviewer:** Creighton Broadhurst and Britt Frey

**Reviewer:** Sam Weiss

**Playtesters:** Andy Lewis, Creighton Broadhurst, Jon Dobbie, Pete Sims, Rob Wills,

Long a place of legend, tales of White Plume Mountain are well known. Once the lair of the infamous wizard, Keraptis, the threat from this mountain was thought laid low decades ago. Now, though, tremors shake the ground and thick black smoke rising from the mountain's summit casts a sinister shadow over the surrounding lands. What new evil has arisen under the mountain? A one-round Core Special adventure set in White Plume Mountain for characters level 1-15 (APLs 2-8).

Resources for this adventure [and the authors of those works] include *Complete Arcane* [Richard Baker], *Complete Warrior* [Andy Collins, David Noonan, and Ed Stark], COR1-03 *Rivers of Blood* [Erik Mona], COR7-09 *Sins of the Father* [Jean-Philippe 'JP' Chappelle], *Dungeon Tiles Mapper* [Randal Meyer], *Libris Mortis* [Andy Collins and Bruce R. Cordell], *Return to White Plume Mountain* [Bruce R. Cordell], *Magic Item Compendium* [Andy Collins, Eytan Bernstein, Frank Brunner, Owen K.C. Stephens, John Sneed], *Monster Manual V* [Creighton Broadhurst, Jason Bulmahn, David Chart, B. Matthew Conklin III, Jesse Decker, James "Grim" Desborough, Rob Heinsoo, Sterling Hershey, Tim Hitchcock, Luke Johnson, Nicolas Logue, Mike McArtor, David Noonan, Aaron Rosenberg, Robert J. Schwalb, Rodney Thompson, Wil Upchurch, *Races of Stone* [David Noonan, Jesse Decker, Michelle Lyons], *S2 White Plume Mountain* [Lawrence Schick], and *White Plume Mountain* [Andy Collins, Gwendolyn F.M. Kestrel, and James Wyatt].

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.

This game product contains no Open Game Content. No portion of this work may be reproduced in any form without permission of Wizards of the Coast. To learn more about the Open Gaming License and the d20 SYSTEM license, please visit [www.wizards.com/d20](http://www.wizards.com/d20)

This is an official RPGA® play document. To find out more about the RPGA and to learn more on how you can sanction and run DUNGEONS & DRAGONS game events of all sizes, visit our website at [www.rpga.com](http://www.rpga.com).

DUNGEONS & DRAGONS, D&D, GREYHAWK, Living Greyhawk, D&D Rewards, RPGA, *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual* are trademarks of Wizards of the Coast, Inc. in the US and other countries. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc. This product is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental. © 2007 Wizards of the Coast, Inc.

Visit the LIVING GREYHAWK website at [www.rpga.com](http://www.rpga.com).

## RPGA® SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event 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 session Dungeon Master (or usually just DM). Sometimes (and almost all the time in the cases of home events) the senior gamemaster is also the session 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, players and DMs gain rewards for sanctioned RPGA play if they are members of the DUNGEONS & DRAGONS REWARDS program. Playing this adventure is worth two (2) points.

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

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](http://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 rule books: *Player's Handbook*, *Dungeon Master's Guide*, and the *Monster Manual*.

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

Along with this adventure, you'll find a RPGA session tracking sheet. If you're playing this adventure as

part of an RPGA-sanctioned event, complete and turn in this sheet to your senior GM directly after play. You'll also find a LIVING GREYHAWK adventure record (AR). You need one copy of this for each participating player.

## LIVING GREYHAWK LEVELS OF PLAY

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

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

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

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

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

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

These APL calculation rules reference version 7.0 of the *Living Greyhawk Campaign Sourcebook*. If you are playing

this adventure in 2008, check the current version of the LGCS and follow any updated rules presented within.

## TIME UNITS AND UPKEEP

This is a standard one-round Core Special adventure, set in White Plume Mountain. All characters pay 2 Time Units per round.

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

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

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

## PREPARATION FOR PLAY

This core special adventure complements *Return to White Plume Mountain* [Bruce R. Cordell], *S2 White Plume Mountain* [Lawrence Schick], and *White Plume Mountain* [Andy Collins, Gwendolyn F.M. Kestrel, and James Wyatt] updating this infamous locale to the current timeline. Knowledge of these adventures is not necessary to run this event, although a familiarity with the original material may assist a DM in portraying the encounters herein.

This adventure's design assumes that at least some of the player base is familiar with the original material. (Such knowledge of the dungeon can easily be explained away by bards' stories of successful explorations of the interior).

## CERAPTIS AND KERAPTIS

Throughout this adventure, the crazy whisper gnome that has assumed the title 'Keraptis' will be referred to as 'Ceraptis' to avoid confusion with the real Keraptis. This is purely for the DM's benefit, as the gnome would surely use the same spelling as the archmage.

## NEW RULE ITEMS

Core adventures often utilize new rules items –including new classes, prestige classes, races, feats, spells, and equipment (including magic items) – that do not appear in any of the three core D&D books (*Player's Handbook*, *Dungeon Master's Guide*, or *Monster Manual*). The full write-

up of any featured feats, spells, or equipment appears in Appendix 2. Information on featured classes, prestige classes, and races appears in the relevant creature's stat block. This adventure includes all the information required to run these characters. The DM should double-check that he fully understands any new rule items presented in this adventure before play begins.

## ADVENTURE BACKGROUND

White Plume Mountain has long featured in the affairs of the Flanaess and its peoples.

## ANCIENT HISTORY

Two thousand years ago, Keraptis (a powerful wizard) proclaimed himself the "protector" of Tostenhca - a mountain-city hidden deep within the Griff Mountains. Over four centuries, however, corruption and evil consumed him to such an extent that he demanded the people of Tostenhca gift him one-third of all their newborn infants.

The Flan of Tostenhca rose up against the wizard, outraged by his demands. Eventually, they forced Keraptis to flee to the south, accompanied by his surviving bodyguard of deranged gnomes. For the next three centuries, he wandered the Flanaess; such was his infamy, though, that no city or nation would welcome him. Eventually, Keraptis came upon the myth-shrouded peak of White Plume Mountain and sought sanctuary in the tunnels below that lonely peak.

The tunnels were not empty, however. The sole surviving druid of the Elder Age still dwelt there, guarding the secrets of immortality. Keraptis bested the druid after a titanic struggle and claimed both the mountain and the ancient treasures hidden within it as his own. Using one of the many items of power he found in the Druid's Fane, Keraptis proclaimed a terrible curse upon Tostenhca - thus finally wreaking his revenge upon the people who wronged him so long ago.

Thereafter, Keraptis busied himself below the mountain, trying to extend his life still further using the ancient teachings and treasures hidden there by the Elder Age druids. Around the time that the first overking, Nasran of House Cranden, founded the Kingdom of Aerdy, Keraptis abandoned White Plume Mountain to search the planes for the key to his final immortality.

## KERAPTIS RETURNS?

Masterless, the increasingly deranged descendants of Keraptis's gnome bodyguards continued to dwell in the deeper tunnels of the mountain. They were little troubled for the next 500 years or so. Among the peoples of the Flanaess, White Plume Mountain had a fearsome reputation as the lair of terrible demons. Few sought to explore its fearsome interior and, of those that did, none returned.

In the mid 450's, however, adventurers calling themselves the Brotherhood of the Tome invaded the mountain, slew many of the gnomes, and plundered much of Keraptis's treasure. Chief among their booty were four weapons of incredible power: Wave (a trident dedicated to a powerful sea god), Blackrazor (a fell greatsword of incredible power), Whelm (a warhammer thought to be of dwarven artifice), and Frostrazor (a blade able to channel the powers of ice and cold).

The survivors wielded these weapons in subsequent adventures until they retired, selling the weapons to fund their lavish lifestyles. By fate, three of the four weapons (Wave, Blackrazor, and Whelm) eventually ended up in the Free City of Greyhawk.

In the mid 570s, these weapons were stolen and spirited back to White Plume Mountain. Adventurers answered the frantic calls of the weapons' owners and recovered the items, after defeating all manner of bizarre traps and fell guardian beasts.

## RECENT EVENTS

Since Blackrazor and the other weapons were recovered, White Plume Mountain has hosted a steady stream of adventurers eager to recover other loot undoubtedly hidden in the passages and chambers honeycombing the hill's interior.

The surviving whisper gnomes dwelling in White Plume Mountain have grown tired of these constant assaults. In an effort to save themselves, they have stocked the upper dungeon levels with a series of bizarre traps and deadly monsters, in the hopes of distracting the greedy and foolish interlopers.

This plan has worked well over the last two decades, with the upper caverns distracting most adventurers. A few particularly skilled or persistent bands have discovered the lower levels, however, and have caused great loss of life among the gnomes. Recently, the mountain has also been under constant assault by groups of chromatic dragonspawn in the service of Dragotha. These dragonspawn have been pushing even further into the mountain, seeking some item for their master.

The gnomes were already dangerously unbalanced because of their heritage of service to Keraptis and through inbreeding. These attacks further destabilized their fragile society. Eventually, civil war erupted through the tunnels and burrows of the gnomes.

Finally, after weeks of merciless fighting, one faction, led by a powerful spellcaster calling himself Ceraptis, gained control of the caverns. While powerful, this gnome was, of course, completely mad. His solution to the problems was simple: he would tap the vast reserves of magma lying dormant under the mountain, causing the mountain to erupt. The resultant explosion would seal the upper passageways and allow his kin to live in peace. True, the eruption would also devastate several of the nearby human village but Ceraptis did not care. Any gnomes that mentioned the more localized problems, such as magma flooding the gnome tunnels or

the inability to exit the mountain, were silenced or convinced by Ceraptis, using his powerful enchantments.

As the adventure begins, Ceraptis's plans have advanced nicely. He has managed to tap the magma below White Plume Mountain and is slowly drawing it upwards. The inhabitants of several villages nearby, however, have noticed some of the results of his preparations. The geyser atop the mountain has begun to belch black steam into the sky, giving White Plume Mountain a sinister aspect. From time to time, minor tremors also rock the area, further adding to the terror of those living nearby. So, the call has gone out throughout the Flanaess for heroes to investigate the sinister goings on under White Plume Mountain.

## ADVENTURE SUMMARY

In this adventure, the PCs must explore the passageways within White Plume Mountain to find out what is causing the earth tremors and the black smoke rising above the mountain.

The adventure begins with the PCs in the dismal village of Yellowreach, the nearest settlement to White Plume Mountain. After purchasing supplies and perhaps gathering some information from the populace, they set off for the mountain.

Reaching the mountain, the PCs find a single cave on the mountain's southern flank that provides access to the interior. A terrible steam trap stops interlopers delving further but, once it (and the hidden trap door) are dealt with, the PCs discover an iron spiral staircase leading into the depths.

Exploring further, the PCs come across the bones of a long-dead gynosphinx. Here, a hidden whisper gnome – Fash – uses illusions to convince the PCs that the creature's ghost yet lingers here. He tries to get the PCs to explore either of the side passages leading away from here. Fash hides behind a cave in that partially blocks a third passageway (illusions give the impression that the passageway is blocked).

If the PCs elect to go left, they discover a number of traps – both inactive and active – before they reach a cavern housing White Plume's most infamous resident – Sir Bluto Sans Pite (architect of the River of Blood Murders).

If they elect to go right at Etrusa's request, the PCs instead encounter a cunning trap carved into a chamber floor. The PCs must divine the correct answer to a riddle carved into the far wall before spelling out the answer on lettered tiles. Once they have bypassed the trap, they reach another chamber, lair to a pair of sorcerer earth mephits.

Instead, if they uncover Fash's deception and defeat him, the PCs can discover a third passage leading deeper into the mountain. Following this passage they do battle with a band of mercenary phantom gnolls before battling another whisper gnome aided by a small pack of hell hounds. Perceptive PCs discover a secret door in this chamber that opens onto a stair leading downwards into

the very bowels of White Plume. As they descend, a massive crash echoes up the stairs and the sound of falling rock can be heard. Investigating further, the PCs discover the source of the sound; a small pack of earth and fire elementals has accidentally collapsed a large portion of a chamber in which they were working. (the elementals were preparing to flood the chamber with magma as a final prelude to their master setting White Plume to erupt). Once the PCs defeat the elementals they find a schedule of works on the body of a gnome killed by the cave-in. After this, there is nothing to do but return to the surface (or explore any uncleared areas in the upper tunnels).

## INTRODUCTION: THE VILLAGE OF YELLOWREACH

Play begins with the PCs in the Village of Yellowreach – the nearest human settlement to White Plume Mountain. When the players have asked any initial questions, read the following:

*Located deep in a dismal, windswept moor on the banks of the sluggish Yellow Flow River, the Village of Yellowreach is a dreary place. Almost surrounded by impenetrable thickets of thorns, brambles, and other noisome growths, its several hundred inhabitants scratch a meager living from the surrounding lands.*

*Tales have spread throughout the Flanaess of sinister changes to nearby, legendary White Plume Mountain. Black smoke now belches from its summit and tremors periodically rock the surrounding moor. The people of Yellowreach are scared and have sent for brave adventurers to discover what these changes herald. Thus, you find yourselves in Yellowreach, mere miles from a place of legendary adventure.*

**👑 The Village of Yellowreach:** Conventional; CN; 200 gp limit; Assets 4,260 gp; Population 426; Isolated (96% human, 2% halfling, 1% elf, 1% other).

**Authority Figures:** Nerof, male human expert 3 (village elder); Reydrizzi, male human warrior 3 (sheriff) Sherall Herandrenn, male human cleric (Pelor) 5.

**Important Characters:** Cora Goodbarrel, female halfling expert 4 (proprietor of the Yellow Moon).

The majority of Yellowreach's inhabitants share their squalid cottages with their livestock. Such locations have nothing of interest to brave adventurers. There are several places of note, however, in the village that the PCs may visit before setting off to the mountain.

## COMMON KNOWLEDGE

Although they avoid it, the villagers know a little about the mountain. The adventurers can find out this information from anyone in the village.

White Plume stands at the centre of a vast dismal moor wreathed in tangled thickets of thorns and other noisome growths. Although called a mountain, in truth it is little more than a conical-shaped hill standing only about 800 feet high and 3,000 feet wide at its base. Named for the geyser spouting from its summit, the resultant spray hurtles 300 ft. into the air before the prevailing winds carry it off to the east. White Plume has been belching black smoke for several months, now.

Steam vents pierce the hillside in various spots but all are little more than cracks in the rock.

A couple of decades ago, adventurers descended on the mountain to retrieve several powerful weapons hidden in the mountain. A powerful and ancient wizard, Keraptis, was apparently responsible. The weapons were recovered but there was no sign of the powerful wizard.

Occasionally, adventurers come through the village on their way to the mountain; some return, some do not. Those that do return speak of terrible traps, ferocious monsters, and a band of strange gray-skinned gnomes dwelling deep within the passages under the mountain.

## THE YELLOW MOON

The Yellow Moon is the only tavern in Yellowreach. Its proprietor, Cora Goodbarrel (female halfling expert 6), is a friendly soul keen to get as much coin from travelers as possible. (Travelers here are infrequent and times are hard). Prices are as listed in the PH.

Many of Yellowreach's populace gathers here in the evenings to share a desultory drink and to talk about the "foul goings on" under White Plume. Many wild rumors circulate among the Yellow Moon's patrons. A PC succeeding on a DC 10 Gather Information check reveals one of the following rumors. PCs gain an additional rumor for each five points their check results exceeds DC 10. Determine randomly which rumor(s) the PCs discover:

1. Devils lurk within the mountain and seek to open a gate to the abyss. When they succeed, we are all doomed. (False).
2. The shade of Keraptis has returned seeking revenge for the weapons stolen so long ago. (False).
3. Strange gnomes live under the mountain. In their lust for gems, they have delved too deeply and awoken some ancient evil.
4. Dark shapes have been seen flying over the mountain at night. They have massive wingspans and their roars can be heard on the moor as they call to one another. (False; the sounds are a combination of over-active imaginations and the wind).
5. Ancient magics protect and stabilize the mountain. These are now failing and soon the mountain will erupt killing us all.
6. The servants of some dark god – perhaps Iuz or Erythnul – have taken over the mountain and plan to use it as a base from which to terrorize the local lands.

Many of the people questioned are extremely scared by developments and are planning to flee the area soon with their families.

## THE RADIANT SHRINE

Tended by the effusive, but slightly dim, Sherall Herandrenn (NG male human cleric [Pelor] 5) this small shrine has seen better days. The congregation worshipping here has little spare coin for donations.

***A small shrine emblazoned with the radiant sun of Pelor stands at the center of the village.***

Little more than a single large chamber, this chapel is the spiritual heart of the village. Attached, is a small hut used by Sherall as living quarters.

Sherall normally has the following spells memorized and casts them for the PCs at no cost as long as they are trying to save the village from whatever dooms lurks below White Plume Mountain.

0—*cure minor wounds* (3), *detect magic*, *detect poison*.

1—*bless water*, *comprehend languages*, *cure light wounds*<sup>D</sup> (2), *remove fear*

2—*augury*, *cure moderate wounds*<sup>D</sup>, *delay poison*, *lesser restoration*

3—*cure serious wounds*<sup>D</sup>, *gentle repose*, *remove disease*

Sherall has the Healing and Sun domains; remember he casts healing spells as a 6th-level cleric. If the PCs wait overnight, he can memorize and cast any Open cleric spell of 3rd-level or lower.

He will, of course, gladly accept any donations the PCs chose to make. Additionally, he has six potions of *cure light wounds* (50 gp each), two points of *cure moderate wounds* (150 gp each), and two potions of *remove paralysis* (150 gp each) he is happy to sell the party. Followers of Pelor receive a 10% discount on these prices.

## BERRENVOR

PCs asking about White Plume in Yellowreach get directed to Berrenvor, the local hedge wizard.

Berrenvor (N male half-elf diviner 4) is an elderly man who came to the village several years ago to study White Plume Mountain. A coward at heart, he has not plucked up the courage to actually explore the mountain itself, but has spoken to many adventurers who have.

Initially he is indifferent (PH 72) toward the PCs. If they shift his attitude to friendly (DC 15) or helpful (DC 30) he can impart any of the information about Keraptis or White Plume Mountain presented in Learning More, below, requiring a DC 25 or lower check. Additionally, if the PCs give him a good description of a whisper gnome, he can divulge any information provided by a DC 16 or lower Knowledge (local) check.

## LEARNING MORE

Consult the tables below if the PCs decide to research a little about White Plume Mountain before setting out.

### Keraptis

PCs with Knowledge (history) or bardic knowledge can learn more about Keraptis. When a PC makes a successful skill check, read or paraphrase the following, including the information from lower DCs.

- **DC 15:** The powerful and evil wizard, Keraptis, dwelt below White Plume Mountain. Several decades ago, he stole several powerful weapons from Greyhawk City but adventurers retrieved them all.
- **DC 20:** Keraptis was served by strange gnomes that were fanatically loyal to him.
- **DC 25:** Keraptis is unknowably old. Ancient Flan records, recovered from Tostenhca - a mountain-city hidden deep within the Griff Mountains record a wizard of that name who controlled incredible power.
- **DC 30:** Keraptis is thought to have disappeared some time ago to travel the planes in search of ways to extend his already prodigious lifespan.

### White Plume Mountain

PCs with Knowledge (geography), Knowledge (history), or bardic knowledge can learn more about White Plume Mountain. When a PC makes a successful skill check, read or paraphrase the following, including the information from lower DCs.

- **DC 10:** The mountain stands in the center of a desolate moor. It is the highest point for miles around.
- **DC 15:** White Plume Mountain is not really a mountain but in reality is a high conical hill probably formed by the upwelling of lava from below.
- **DC 20:** A geyser at its summit provides the characteristic white plume for which the mountain is famed.

### Whisper Gnomes

The descendants of Keraptis's mad gnome bodyguards yet dwell in White Plume Mountains.

PCs with ranks in Knowledge (local: any) may know more about whisper gnomes. When a PC makes a successful skill check, read or paraphrase the following, including the information from lower DCs.

**DC 11:** Identifies the creature as a whisper gnome, a rare type of gnome. They are creatures of stealth and suspicion.

**DC 16:** Whisper gnomes have excellent senses. They are able to see in the dark and have exceptional hearing.

**DC 21:** Whisper gnomes have a range of spell-like abilities. They can produce magical sounds, move small objects without touching them, and send silent messages to one another.

**DC 26:** Whisper gnomes can cloak themselves in magical silence.

## GETTING TO WHITE PLUME MOUNTAIN

The PCs are able to reach White Plume Mountain without any major trouble. From Yellowreach, they only

have to follow the Yellow Flow River downstream for five miles. If the PCs ask, the inhabitants of Yellowreach lend them several canoes for the journey (although none of the populace will accompany them).

Modify this text as appropriate if the PCs use magic to speed their journey.

*You travel through a desolate landscape of dreary moor following the Yellow Flow River for five miles or so. Tangled thickets of brambles, thick gorse, and other noisome growths seem endemic to this region and travel is slow.*

*Cresting a low ridge, you come across what can only be White Plume Mountain. A perfectly conical hill rises from the otherwise flat surrounding moorland. In reality, it is little more than a hill. Almost 800 feet high, a plume of thick, black steam or smoke belches over 300 ft. into the air from its peak giving it a sinister aspect.*

When the PCs decide to climb White Plume Mountain, continue to Encounter 1.

## FAST START INTRODUCTION

If the players all agree, play can begin at Encounter 1. In this case, read the introductory text under The Village of Yellowreach and allow them to make any Gathering Information or Knowledge checks they desire. Once they are satisfied, read the text under Getting to White Plume Mountain. PCs using the fast start introduction can still, if they wish, return to Yellowreach during the adventure to rest or to speak with the village's inhabitants.

## 1: WHITE PLUME MOUNTAIN

White Plume Mountain is one of the legendary places of the Flanaess; almost every adventurer knows of it and its fell reputation. Standing at the centre of a vast dismal moor wreathed in tangled thickets of thorns and other noisome growths, White Plume Mountain is avoided by all but the hardest or stupidest travelers.

One thousand yards in diameter at its base, the slow seep of magma over the millennia has slowly pushed the peak skyward. Although called a mountain, in truth it is little more than a conical-shaped hill standing only about 800 feet high. Named for the geyser spouting from its summit, the resultant spray hurtles 300 ft. into the air before the prevailing winds carry it off to the east.

Steam vents pierce the hillside in various spots but all are little more than cracks in the rock. The only means of accessing the passages within White Plume Mountain is a cave on the south slope. (Refer to Encounter 1 for more information.)

## THE WIZARD'S MOUTH

When the PCs climb White Plume Mountain, read the following modifying it as appropriate if the PCs use magic to reach the Wizard's Mouth:

*A thick black powder covers the bare rock of White Plume Mountain making climbing tiresome but not difficult. Here and there, steam vents pierce the mountain's flanks. From them emanate wisps of noxious black smoke.*

If Berrenvor did not tell the PCs about the cavern on the south slope of the mountain – the Wizard's Mouth – they spend several hours searching the area before eventually discovering it. If they know of the cave, they find it almost immediately.

When they find the cave, proceed to Encounter 2.

## WHITE PLUME'S PEAK

If the PCs want to examine the mountain's peak, read the following:

*Atop the mountain, thick, black smoke belches rhythmically from a small crater from which heat also escapes in almost palpable waves. It is impossible to see far into the crater itself.*

If the PCs possess magical protections against heat, they can explore the crater if they wish. Beyond finding the source of the black smoke, there is nothing of interest there. While the geyser is quite wide at the top, it swiftly narrows, prohibiting further exploration.



## 2: THE WIZARD'S MOUTH

Forty feet long and ten feet wide, this natural cavern provides the only mundane access to the hill's interior.

*Ahead a long, narrow cave perhaps 40 ft. long and 5-10 ft. wide pierces the living granite of White Plume Mountain. Sunlight illuminates the first part of the cave while shadows cloak the rest. Every few seconds a pulse of warm steam issues from the cave mouth.*

*Wet, slick slime covers the cavern floor.*

At the rear of the chamber, hidden under the sludge and slime of this place is a trapdoor. Beyond, a rusty spiral staircase leads downwards to Area 3.

At the rear of the cave, a long, horizontal crevice, little more than one-foot wide pierces the wall and ceiling. Every few seconds, air is sucked into this crevice creating a loud whistling sound. (This phenomenon also extinguishes all unprotected flames such as candles and torches). After this, for a few seconds, the chamber is silent before warm steam vents into the chamber from the crevice.

### SCALDING STEAM

The whisper gnomes living in the mountain have utilized the natural characteristics of this cave to create a cunning trap to defend their lair, which has already killed a dwarf three weeks ago and a white dragonspawn one week ago. The corpses are 15 ft. past the trap trigger squares; both are badly decomposed. A DC 15 Heal check gives an estimate of when they died and that both were killed by a combination of crossbow bolts and the steam vent.

When a character enters either of the trigger squares indicated on the map, the trap quickly activates, possibly taking the PCs by surprise. PCs making a Spot or Listen check (DC 15 + CR) can act in the surprise round. Thereafter, until it is exhausted or disabled, a blast of scalding steam fills the entire cavern every round.

The trap can be disarmed by covering or blocking up the crevice from which the steam issues (this simulates a successful Disable Device check). Alternatively, the PCs can destroy the crevice by caving it in (see Destruction in the trap stat block).

APL 2 (EL 1)

☞ Scalding Steam Vent: Appendix 1.

APL 4 (EL 3)

☞ Scalding Steam Vent: Appendix 1.

APL 6 (EL 5)

☞ Scalding Steam Vent: Appendix 1.

APL 8 (EL 7)

☞ Scalding Steam Vent: Appendix 1.

### AREA FEATURES

Refer to Features of White Plume for information on this area's generic features.

**Illumination:** The first 10 ft. of the cave is brightly lit; the remainder has shadowy illumination.

**Cavern Floor:** Sludge and slime cover the floor to a depth of about 1 ft. It costs 2 squares of movement to enter such squares and the DC of Balance and Tumble checks increased by 5. Characters running or charging here must make a DC 15 Balance check. Failure by 4 or less indicates that the character cannot run or charge but otherwise acts as normal.

**Hidden Trapdoor:** Hidden in the floor beneath the piles of sludge and slime is a trapdoor leading to a rusted iron spiral staircases spiraling down into the heart of White Plume Mountain. It requires a DC 15 + APL Search check to discover the trapdoor. (At higher APLs, the sludge is deeper). The PCs must be within 10 ft. of the trapdoor to succeed on this check.

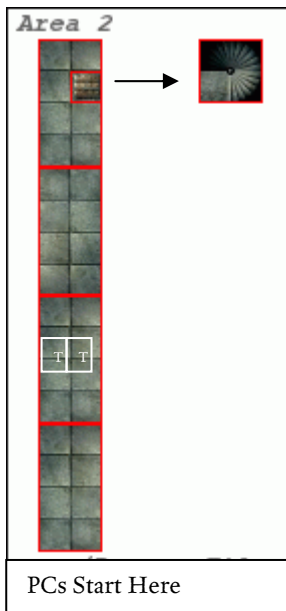
At APL 2, the trapdoor is equivalent to a simple wooden door (AC 3, hp 10, hardness 5, Break DC 15).

At APL 4, the trapdoor is equivalent to a good wooden door (AC 3, hp 15, hardness 5, Break DC 18).

At APL 6, the trapdoor is equivalent to a strong wooden door (AC 3, hp 20, hardness 5, Break DC 25).

At APL 8, the trapdoor is equivalent to a stone door (AC 3, hp 60, hardness 8, Break DC 28).

Once the PCs break through the trapdoor, proceed to Development, make a lot of noise hacking



through the trapdoor have Fash Bermin (Encounter 3) make a DC -5 Listen check (with a -14 penalty for distance). If successful, he knows that interlopers approach and prepares accordingly.

### DEVELOPMENT

When the PCs break or open the trapdoor read the following:

*Below the trapdoor is a rusty iron spiral staircase that leads downwards into White Plume Mountain.*

Although it looks unstable, the spiral staircase is robust and supports the PCs' weight. A DC 15 Knowledge (architecture and engineering) confirms this. Proceed to Encounter 3.



### 3: ECHOES OF RIDDLES PAST

This area was once the prison-home of Etrusca, a gynosphinx (MM 233), bound here by a poorly worded bargain with Keraptis. Slain a decade ago by adventurers frustrated at not being able to decipher her riddles, her bones yet molder here.

**Recommended Miniature:** 1 gnome trickster (Blood War).

When the PCs can see the intersection, read the following:

*Ahead, stands what was once a three-way junction. The passages to the left and right are still open but the tunnel you are in abruptly ends in a rock fall just beyond the junction.*

*A heaped pile of bones fills the intersection. Atop, is draped the body of what was once a large, winged creature.*

A DC 18 Knowledge (arcana) check identifies the large, winged skeleton as that of a gynosphinx. If the PCs catch sight of Fash, a DC 11 Knowledge (local: any) identifies him as a whisper gnome. Refer to Whisper Gnome Lore on page 5 for more information about whisper gnomes.

Fash Bermin, a whisper gnome, guards in this area. His job is to distract any adventurers coming through here and, if possible, send them down either of the passageways not seemingly blocked with rubble. To aid him in this endeavor several illusions have been set in this area. (See Area Features for more information regarding the illusions.)

When any non-gnome comes within 20 ft. of the intersection, a *programmed illusion* activates. Refer to Area Features for more information.

**Set-Up:** Fash's state of readiness depends on whether he is aware of the PCs' approach.

**Aware:** If Fash is aware of intruders, he casts all his protective spells (that have durations measured in minutes or longer) before waiting for the *programmed illusion* to activate.

**Unaware:** If Fash is unaware of the PCs' approach, he is sitting behind the rock pile reading his spellbook and is at a major disadvantage during this encounter. If he manages to send the PCs down one of the other tunnels, he is ready when they return.

#### APL 2 (EL 3)

☛ **Fash Bermin:** male whisper gnome illusionist 3; hp 15; Appendix 1.

#### APL 4 (EL 5)

☛ **Fash Bermin:** male whisper gnome illusionist 5; hp 24; Appendix 1.

#### APL 6 (EL 7)

☛ **Fash Bermin:** male whisper gnome illusionist 7; hp 33; Appendix 1.

#### APL 8 (EL 9)

**Fash Bermin:** male whisper gnome illusionist 9; hp 42; Appendix 1.

**Tactics:** Fash does not want to fight a large group of intruders, as he knows he won't win such a battle.

If the PCs realize the Etrusca deception or if the PCs discover that some of the wall is an illusion, he uses his spells to slow down the intruders so he can escape and warn his comrades. Under no circumstances does he approach the party.

**APL 2:** He starts by firing his *screaming bolt* at the rearmost member of the party (forcing everyone to succeed on a DC 14 Will save or become shaken). After that, he hits the party with an area of affect spell like *color spray* or *glitterdust* (whichever is most appropriate) before casting *invisibility*. In subsequent rounds, he moves quietly away from the party at one-half normal speed.

**APL 4:** Fash starts with *deep slumber* and *glitterdust* after using as many protective spells as possible. If forced to flee he employs *illusionary wall* to hinder pursuit.

**APL 6:** Fash uses *greater invisibility* to provide protection while he uses *deep slumber*, *glitterdust* and *web* to slow down pursuit. He uses *illusionary wall* to hinder pursuit and his other spells as appropriate.

**APL 8:** As APL 6 but Fash also uses his *shadow evocations* to damage or slay his opponents. Normally, he uses this to create *fireballs* or *lightning bolts* depending on whether he is fighting in a corridor or chamber.

### AREA FEATURES

Refer to Features of White Plume for information on this area's generic features.

**Permanent Image:** A *permanent image* creates the illusion that the rock fall completely blocks the third passageway. In reality, the rubble is a little over four feet high. This provides Fash with cover (+4 to AC, +2 on Reflex saves) while he remains behind it.

PCs interacting with the *illusionary rubble* (for example, touching or prodding it) that succeeding on a DC 19 Will save realize that the upper part of the rock slide is an illusion.

**Programmed Image:** A *programmed image* activates when any non-gnome comes within 20 ft. of the intersection. When this happens read the following:

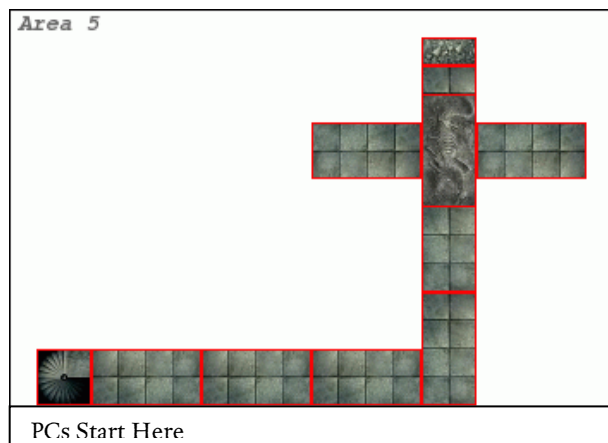
*The faint, translucent ghostly image of a creature larger than a horse with a tawny lion body, the wings of a falcon, and the head of a beautiful human female slowly fades into view above the bone pile. It floats in midair, observing you and begins to speak, "Greetings friends. I am Etrusca; who are you?"*

See *Conversing with Etrusca* for more information. PCs interacting with the *programmed image* can make a DC 18 Will save to realize the image is an illusion. Use your best judgment to determine what counts as interaction bearing in mind that it has taken the form of a ghost. (For example, a character striking the image with a +1 *ghost touch longsword* or trying to turn undead would get a saving throw. Someone striking it with a normal

longsword would not). The *programmed image* lasts for 22 rounds once triggered. After that, it sinks down into the bone pile and disappears.

**Bones:** The bones hamper movement. It costs 2 squares of movement to enter such a square and the bones increase the DC of Balance and Tumble checks by 5 and the DC of Move Silently checks by 2.

**Treasure:** Refer to the Treasure Summary for details of Fash's possessions. PCs taking his spellbook gain the Illusionists Spellbook AR item. There is nothing else of interest here.



## CONVERSING WITH ETRUSCA

In his guise as Etrusca, Fash's goal is to send the PCs down either of the open passageways. (The gnomes have created several nasty traps in these areas and have allowed a number of foul creatures to take up residence there). Fash is arrogant, though, and cannot resist matching wits with intruders. When running this encounter keep in mind the duration of Fash's spells, as a party prone to prolonged conversation will probably be here longer than the *programmed illusion* lasts (which could cause Fash problems).

If the party asks him about whisper gnomes, Fash relies that he has not seen any such creatures for years.

If the party has been particularly gullible up to then, Fash continues talking to them if he thinks he can get away with it. Otherwise, as the image sinks into the bone pile he begs them to search for his special gold medallion (see below).

Fash starts by telling the PCs that he is the restless ghost of the gynosphinx, Etrusca, slain long ago by evil adventurers. Until her special golden medallion is retrieved from the lower passages, she is trapped here. She does not know where it is but feels that it is close. She describes the amulet as being flat with the image on the sun carved into one side. She knows that the amulet is down one of the open passages because the collapse behind her (the rock fall) happened in her final fight.

If Fash is feeling particularly bold, he offers to test the PCs with a riddle:

I run underground but calm in the light.

First I am fast but quickly slow.  
My touch is death.  
What am I?

**Answer:** Magma or lava.

If the PCs answer correctly (and he only accepts their first answer) he grandly states that he is bestowing Etrusca's Blessing upon them (This is worthless but sounds impressive).

If he is feeling particularly secure, he asks one more riddle:

I am there when you are not.  
Sometimes, I am there when you are.  
You can make me but I often flee at your approach  
What am I?

**Answer:** Silence

## FASH BERMIN

*4 ft. tall, this gaunt, skinny gnome's skin is light gray and his eyes are a piercing light blue in hue. He wears sturdy clothes typical of an explorer and carries a light crossbow.*

**Attitude:** Hostile (PH 72).

**Personality:** Quiet and suspicious of surface dwellers, Fash is loyal to his clan.

**What He Knows:** If magically compelled to do so, Fash tells of a vast cavern complex in the bowels of the mountain. Here, the whisper gnomes dwell, safe from interloping surface dwellers. It is his job to guard this area and to trick explorers into taking the left or right corridor (because many deadly traps and monsters lurk therein). The gnomes just want to be left alone. He knows that the clan leaders are responsible for the black smoke belching from White Plume's summit. He also knows that the clan chiefs are working on a plan to permanently seal themselves off from the surface; he speculates that the mountain will soon erupt. Fash doesn't care what suffering this will cause on the surface, after all humans and their allies have been slaughtering the gnomes for decades now.

## DEVELOPMENT

If he flees, Fash moves to Area 13 through Area 12 where he warns the gnoll mercenaries. Once he reaches Roondar he gives him as much information as he can about the intruders before proceeding into the deeper caverns to warn of the PCs' investigations. (Alert PCs might notice his absence and deduce from this that there are secret exits from Area 13).

If he manages to warn the gnoll mercenaries and Roondar they make appropriate preparations; refer to Areas 12 and 13 for more information.

## 4: AN OBVIOUS FALL

This was once a concealed pit trap, but adventurers have long since disarmed it so that it is now little more than an obstacle. However, if the PCs flee from subsequent encounters (particularly Encounter 8) this obstruction could cost them their lives.

*Blocking the corridor ahead is an open pit trap roughly 10 ft. long and roughly 5 ft. deep. A few moldering struts hang down from its side, making it obvious that it was designed to trap the unwary. Four pitons have been hammered into the left-hand wall above the pit.*

*Murky, algae-covered water obscures the pit's bottom making a true assessment of its depth impossible.*

### PIT TRAP

Because of its condition, it is impossible to disarm this trap and PCs do not need to make a Search check to discover it.

✎ **Pit Trap:** CR 1; mechanical; location trigger; does not reset; DC 20 Reflex save avoids; 10 ft. deep (1d6, fall).

Characters choosing to scale the walls around the pit must make a DC 15 Climb check if they use the rusty and slippery (but serviceable) pitons as hand or footholds. PCs eschewing the pitons must succeed on a DC 25 Climb check to traverse the pit.

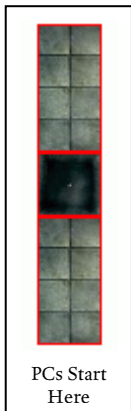
Characters making a running jump with at least a 20 ft. run up require a DC 10 Jump check to safely cross the pit. Characters attempting a standing jump require a DC 20 Jump check. A character failing the check by 5 or less but succeeding on a DC 15 Reflex save grab the far edge of the pit and can pull themselves by taking a move action and succeeding on a DC 15 Climb check. Characters failing the Jump check by more than 5 fall into the pit below.

**Water:** The water in the pit is 5 ft. deep. Sludge and slime covers the bottom of the pit but nothing else is within. Characters swimming in the water or falling into the pit could be infested with blinding sickness (refer to Features of White Plume for more information).

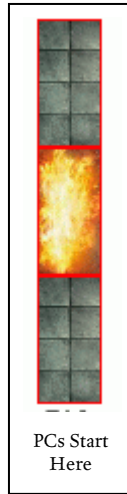
### AREA FEATURES

Refer to Features of White Plume for information on this area's generic features.

**Ceiling:** The ceiling here is 15 ft. high.



## 5: REMNANTS OF DANGER



This area was once an elaborate trap that superheated adventurers' metal equipment but it has long since failed. The remains of the trap, however, may give the PCs pause.

*Six-foot-squares of coppered colored metal plates line the walls of this flooded corridor. Many have obviously been struck with weapons and are dented and broken. One part of the corridor seems to have suffered intense fire damage at some point in the past. A blackened skeleton lies in the center of the scorched area.*

There is no danger here and PCs may traverse this corridor safely. However, if PCs flee from Sir Bluto and his minions, they may end up fighting here.

### AREA FEATURES

Refer to Features of White Plume for information on this area's generic features.

This area is flooded (see Features of White Plume).

**Metal Plates:** These metal plates large 6 ft. by 6 ft. (AC 5; hardness 10; hp 30, each) are bonded to the wall in some arcane fashion, making their removal extremely difficult. It requires a DC 15 Strength check to pull one free. Once a plate is detached, it is obvious that extreme heat has affected it in the past. They have no worth.

**Scorched Area:** The walls, floor, and ceiling of this part of the chamber are badly scorched. Soot coats everything and the stone appears melted in places.

**Skeleton:** The skeleton of a large man wearing the remains of a suit of half-plate lies sprawled in the centre of the scorched area. A DC 15 Heal check reveals he burnt to death. The flames and heat destroyed much of his equipment but a few items survived. If the PCs search the adventurer's remains they find an *elixir of swimming* (aura: faint; [DC 16] illusion), a *scroll of spider climb* (CL 3; aura: faint; [DC 16] transmutation) in an ivory scroll tube, and a silvery sphere covered in small rubies (a *hammersphere*; aura: moderate; [DC 18], transmutation).

Refer to the Treasure Summary for more information.

**Ceiling:** The ceiling here is 15 ft. high.

## 6: WHIRLING DEATH AREA FEATURES

The gnomes of White Plume have repaired and upgraded the trap that was once here, making it far more deadly.

Read aloud the following text, modifying it as appropriate if the PCs can somehow see the door at the far end of the corridor.

*Darkness cloaks the far end of this 20 ft. wide and 20 ft. high hallway. The floor here is relatively smooth and debris free.*

The first pit trap is located roughly one third of the way down the hallway. Once the trap activates all open doors in the area slam shut.

When the PCs first encounter a pit trap, refer to the text below and Appendix 1.

### BLADES OF DEATH

Three camouflaged pit traps pierce the chamber floor. (For the details on the pits' depth and the Climb DC to scale its walls refer to Appendix 1). As soon as a pit opens, the rest of the trap activates. Inactivated pits, however, do not open until someone enters their square.

In subsequent rounds, two or more (APL dependant) shortspears thrust up from the floor attacking anyone in each square of the chamber.

Similarly, anyone unfortunate enough to be caught in a pit is attacked every round by one or more greatswords.

PCs can disable or destroy individual squares of the trap but there is no way to disable the entire trap.

Within the first pit trap is the rotting corpse of a red dragon spawn that was killed by the trap.

APL 2 (EL 3)

🗡️ **Blades of Death:** Appendix 1.

APL 4 (EL 5)

🗡️ **Blades of Death:** Appendix 1.

APL 6 (EL 7)

🗡️ **Blades of Death:** Appendix 1.

APL 8 (EL 9)

🗡️ **Blades of Death:** Appendix 1.



Refer to Features of White Plume for information on this area's generic features.

**Stone Doors:** Two stone doors (hardness 8, hp 60, Break DC 28) prevent access to this area.

**Steep Stairs:** A flight of steep stairs leads upwards to this room. Characters moving up the stairs must spend 2 squares of movement to enter each square.

Characters running or charging down must succeed on a DC 10 Balance check upon entering the first steep stair square. Characters who fail stumble and end their move 1d2x5 feet later. Characters that fail by 5 or more take 1d6 points of damage and fall prone in the square they end their movement. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below them.

**Treasure:** The pit nearest the door through which the PCs enter the room contains the body of a long-slain adventurer. Most of his equipment has moldered away but the skeleton still wears a pair of well-made boots. These are *boots of desperation* (faint magic; [DC 16] transmutation—see Appendix 2).

A PC succeeding on a DC 15 + APL Search check of the pit finds the boots under the remnants of the unfortunate adventurer's equipment. Refer to the Treasure Summary for more information.

### DEVELOPMENT

This trap effectively keeps Sir Bluto and his minions in Areas 7 and 8. If it is destroyed (or a pathway through it is created) the undead are free to roam through the rest of the complex. In this case, Sir Bluto and his surviving minions chase fleeing PCs (although the undead move through this area cautiously at half speed).

Additionally, it is possible that Sir Bluto and his minions hear the PCs fighting here. Every round that the PCs fight the trap here, have Sir Bluto and his henchmen make DC -10 Listen checks (modified by -27 for distance, interposing door, and distraction). Success indicates that they hear the PCs and prepare accordingly (see Encounter 8 for more details).

If Sir Bluto and his minions fights the PCs in this area they try to drag paralyzed opponents out of the chamber. They prefer to pick on lone PCs or stragglers. They ignore PCs in pits until all they have slain or driven off the others. Note that when they first enter this chamber, they do not know where all the pits are as they have not been brave enough to extensively explore the chamber.

## 7: DETRITUS OF ADVENTURE

This chamber is unoccupied but characters making a lot of noise here could alert the occupants of area 8.

*Piles of debris lie heaped along the walls of this otherwise empty chamber. Two tunnels, roughly as high and wide as a man pierce two walls. The chamber is otherwise unremarkable.*

When the infamous Sir Bluto first explored White Plume Mountain, a magical stream suspended in midair flowing through the connecting tunnel linked this chamber with Area 8. Over time, however, the magic maintaining the stream have degenerated. The once powerful stream is now little more than a trickle.

When the PCs enter one of the tunnels, read:

*Water obviously once flowed here. Fish bones and slightly moist fine silt covered the floor. Similarly, the walls exhibit an obvious tidemark about two feet above floor level.*

### AREA FEATURES

Refer to Features of White Plume for information on this area's generic features.

**Debris:** The debris heaped up along the walls includes the remains of several canoes and rafts once used to traverse the magic stream. In several places, these are piled up along the wall to form crude shelters (although nothing lurks within, currently).

**Slippery Passageways:** While water doesn't flow through here anymore, the magic that originally maintained the stream still functions weakly. Thus, water slowly oozes up through the rocks. This increases the DC of Balance and Jump checks in the passageways by 5.

### DEVELOPMENT

Sir Bluto and his minions dwell in Area 8. When the PCs first enter this area, the undead are lurking at the far end of the chamber on a small island. Allow Sir Bluto and his henchmen to make a Listen check (DC activity dependant—see PH 78) to hear the party (modified by –17 for distance and distraction).

Give Sir Bluto and his henchmen another chance to hear the PCs' approach when they enter the connecting tunnel (modified by –14 for distance and distraction).

If they become aware of the PCs' presence, they react as described in Encounter 8.

## 8: RIVERS OF BLOOD

In *White Plume Mountain*, explorers encountered Sir Bluto Sans Pite and his followers in this area and killed them. Death is not the end, however, for Sir Bluto. Such is the depth of Bluto's indefatigable evil that he has risen as a gravetouched ghoul.

**Recommended Miniatures:** 6 gravetouched ghoul (*Unhallowed*), 1 death knight (*Deathknight*).

Much of the water lost when the magic of the stream failed drained into this chamber, turning it into a large, shallow pool.

The chamber's inhabitants have not been idle since their return to unlife. In several places, they have excavated 3 ft. deep pits in the floor to make this area more dangerous to intruders and to provide cover. They used the rubble to form a small island at one end of the room. When the PCs reach this area, read the following:

*Murky, debris-choked water of unknown depth completely obscures the floor of this large chamber.*

If the PCs possess a light source that reaches to the back of the chamber read the following (adjusting it if Sir Bluto and his henchmen have been surprised):

*A low island of jumbled rock perhaps 10 ft. wide and 20 ft. long juts out of the fetid waters. Bones and rotting equipment litter its surface.*

**Set-Up:** Have the ghouls and Sir Bluto make Listen or Spot checks as appropriate to notice the party's approach. Refer to the relevant section below to determine their subsequent actions.

**Unaware:** If they are unaware of the PCs' approach, they are hunkered down on the island gnawing on a collection of old bones and arguing among themselves. As soon as the PCs attack, they leap from the island and move to attack. They know where the areas of deep water are and avoid these as they move into combat.

**Aware:** If they are aware of the PCs, Sir Bluto and his minions each crouch down in a different area of deep water. As soon as a character stands next to a ghoul, it attempts to bite him. At this point, give the PCs an opposed Spot check against the ghoul's Hide check to notice a disturbance in the water as the ghoul prepares to strike. (Success indicates that the PC can act in the surprise round). Once the first ghoul attacks, the others join the battle, leaping from their hiding places, if necessary, to reach their prey.

#### APL 2 (EL 5)

☛ **Sir Bluto Sans Pite:** fighter 1/rogue 1; hp 18; Appendix 1.

☛ **Ghoul Henchmen (2):** hp 13; MM 119.

#### APL 4 (EL 7)

☛ **Sir Bluto Sans Pite:** fighter 2/rogue 2; hp 31; Appendix 1.

☛ **Ghast Henchmen (2):** hp 29; MM 119.



#### APL 6 (EL 9)

☛ **Sir Bluto Sans Pite**: fighter 4/rogue 2; hp 44; Appendix 1.

☛ **Ghast Henchmen** (3): advanced 8 HD ghastr hp 45; Appendix 1.

#### APL 8 (EL 11)

☛ **Sir Bluto Sans Pite**: fighter 5/rogue 3; hp 57; Appendix 1.

☛ **Ghast Henchmen** (6): advanced 8 HD ghastr hp 45; Appendix 1.

**Tactics—Sir Bluto**: Sir Bluto and his minions have dwelt here for over 15 years. As such, they view this area as their domain and fight to the “death” to defend it. If they are turned, however, they flee through the pipe to Area 7 if possible where they hide in the crude shelters until the effect wear off.

In battle, Sir Bluto always attempts to flank or if this is impossible uses Improved Feint to sneak attack his opponent. Once reduced to half hit points or below, Sir Bluto flies into a rage, hurls his longsword away and attacks with his claws and bite.

**Ghouls/Ghasts**—His henchmen use very simple tactics: they charge into melee, attacking the nearest target until they kill or disable it. They ignore paralyzed characters; the ghouls attempt to kill or drive off all the invaders before feasting on those left behind. The ghouls team up on targets, if possible, using flank attacks in conjunction with Sir Bluto or each other.

## AREA FEATURES

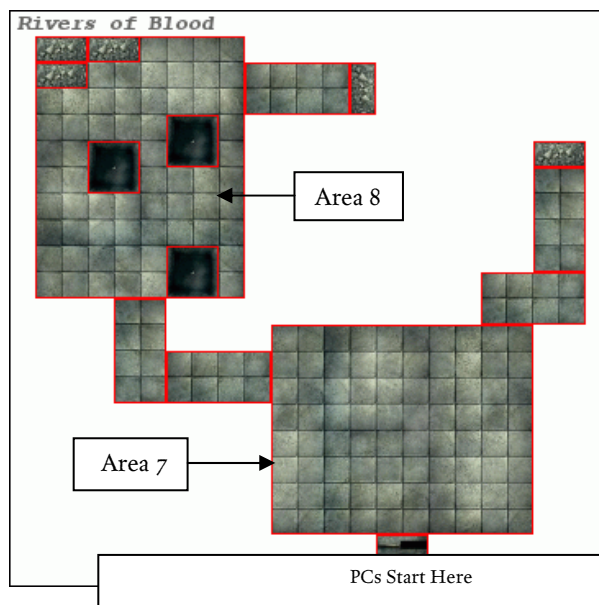
Refer to Features of White Plume for information on this area’s generic features.

**Shallow Water**: Shallow water covers every normal square in the chamber. It costs 2 squares of movement to move into squares covered by shallow water and the DC of Tumble checks in these squares increases by 2. Attempts to Move Silently in these areas suffer a -2 circumstance penalty. Paralyzed, prone, or unconscious characters do not drown in shallow water.

**Deep Water**: Deep water fills each of the pits in the chamber. It costs Medium or larger creatures 4 squares of movement to move into squares covered by deep water. Alternatively, characters may Swim in these areas (Swim DC 10) if they wish. Small or smaller creatures must swim to move through these areas. Tumbling is impossible. Attempts to Move Silently in these areas suffer a -2 circumstance penalty.

The water in these deep pools provides cover for Medium or larger creatures (+4 to AC, +2 on Reflex saves). Small or smaller creatures gain the benefits of improved cover (+8 bonus to AC, +4 on Reflex saves but a -10 penalty on attacks against creatures not underwater). Medium or larger creatures can crouch down to recover the benefits of improved cover. Prone and unconscious characters drown in areas of deep water.

**Island**: This small island is the only dry area in the entire chamber and comprises a dense jumble of rock,



ruddle, and bones. It costs 2 squares of movement to enter each square. In such areas, the DC of Balance and Tumble checks increase by 5 and the DC of Move Silently checks increase by 2.

**Treasure**: Refer to the Treasure Summary to determine what the PCs find here. Sir Bluto and his companions carry most of this treasure but a few bits and pieces are strewn across the island. Additionally, the PCs find a sheaf of water stained and tattered papers on Sir Bluto’s body identifying him. (The PCs gain the Sir Bluto’s Papers AR item). See Learning More for information on Sir Bluto.

## LEARNING MORE

A Knowledge (local: any) check reveals more about the infamous Sir Bluto. When a PC makes a successful skill check, read or paraphrase the following, including the information from lower DCs.

- **DC 15**: Sir Bluto was responsible for the infamous River of Blood murders in 565 CY that so shocked the populace of the Free City of Greyhawk. He kidnapped young children and sacrificed them in a cavern under his estate. Their blood stained the waters of the Millstream and led to his eventual discovery.
- **DC 20**: He fled the free city hiding in White Plume Mountain until slain by adventurers. in the mid 570’s.
- **DC 20**: Several relatives were thought to have survived his fall from grace, living in relative obscurity in the County of Urnst.

## DEVELOPMENT

If the PCs flee this area before destroying Sir Bluto and his minions, any surviving undead give chase. While they move slowly through Area 6 they may trap fleeing PCs in or against the pit in Area 4.

## 9: TO STAND UPON KERAPTIS

This chamber once held a simple trap defeated long ago by some forgotten adventurers. The whisper gnomes have altered this area so that, although their earth mephit mercenaries can move through this area with impunity, land bound explorers have a much harder time.

*A multitude of 1 ft. wide tiles divides up the floor of this chamber. Each tile bears a single letter but there is no discernable pattern to their placement.*

Provide the players with Player Handout 1. If the PCs can see the far end of the chamber, add:

*At the far end of the chamber stands, a single shut door. Above the door, carved into the rock a few words are barely discernable.*

The PCs must be able to read Gnome to decipher the riddle carved into the far wall. (If none of the PCs speak Gnome and the PCs think to copy the inscription, once they return to the village Sherall can cast *comprehend languages* for them). If the PCs decipher the riddle, present the players with Player Handout 2. For the DM's convenience, the relevant text appears below:

*Our master, eternally searching in a place forgotten  
by time.  
Eternally wandering, he seeks perfect knowledge.  
But what does he seek?*

The whisper gnomes have inserted a trick into their riddle, to which the answer is "Keraptis". The carving implies that the PCs must work out for what he searches. However, the gnomes were not clever enough to actually conceal any possible answers within the floor tiles, which may alert perceptive PCs to this trap within a trap.

### SPELLING KERAPTIS

One-foot square tiles each marked with a letter of the alphabet divide the floor of this chamber. Some tiles – the ones spelling "Keraptis" – are solid, while the others collapse under 100 pounds of weight. This makes it safe for the gnomes to move through this chamber but (unfortunately) invalidates the tactic of poking tiles with sticks and so forth.

The PCs do not have to spell out "Keraptis" exactly as they move across the chamber, although only those tiles bearing letters in his name are safe. Jumping from tile to tile requires a Jump check equal to 5+ the distance in feet between the tiles.

At APL 2, the jumper must make a DC 10 Balance check when landing on a safe tile to avoid skidding forward onto the next tile.

At APL 4, the tiles are slightly slippery (Balance check DC 12).

At APL 6, the tiles are slightly slippery and sloped (Balance check DC 14).

At APL 8, the tiles are extremely slippery and sloped (Balance check DC 17).

Once activated, a broken tile belches forth a jet of fire for the number of rounds listed in the trap description (this varies by APL). PCs jumping through this fire take the listed damage unless they succeed on a Reflex save.

APL 2 (EL 3)

↗Spelling Keraptis: Appendix 1.

APL 4 (EL 5)

↗Spelling Keraptis: Appendix 1.

APL 6 (EL 7)

↗Spelling Keraptis: Appendix 1.

APL 8 (EL 9)

↗Spelling Keraptis: Appendix 1.

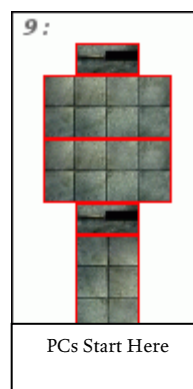
### AREA FEATURES

Refer to Features of White Plume for information on this area's generic features.

**Walls:** PCs can scale the walls of this room. At APLs 2-4 this requires a DC 20 Climb check, while at APLs 6-8 it requires a DC 25 Climb check (the walls are smoother at these APLs).

**Ceiling:** The ceiling is 15 ft. high. Remember, that when characters make long jumps at the mid-point of the jump they reach a height equal to one-quarter of the horizontal distance of the jump.

**Wooden Doors:** These doors (hardness 5; hp 20, Break DC 23) are shut but not locked. Additionally, the doors are flush with the wall – there is no safe space in front of them to which a character can jump without landing on a letter tile.



### DEVELOPMENT

Once the PCs have crossed, or circumvented, the trap, they must deal with the stuck door (AC 3, hp 10, hardness 5, Break DC 17) before continuing their exploration. If the PCs break this door down, give the mephitis in Area 10 a DC 3 Listen check (already modified for distance and distraction) to hear them coming.



## 10: WINGED DEATH

The main features of this area are a bridge (of sorts) of wooden disks suspended above a vast pool of boiling and bubbling mud. Two earth mephitis lurk in this chamber, attacking any who venture here.

**Recommended Miniatures:** 2 earth mephitis (*Night Below*).

When the PCs enter this area, read the following:

*You stand on a small crumbling ledge; beyond, the floor drops precipitously away. Far below – perhaps 10 feet down – the floor of the cavern is covered in mud. Glowing phosphorescent mold grows on the walls of this chamber, dimly illuminating it.*

*It is rather warm here.*

The geysers that were once here have recently fallen inactive. (The gnomes have diverted the power of the geyser to power the trap in Area 9).

### EARTH MEPHIT MERCENARIES

Two earth mephitis – Iraniks and Drastor – dwell in this network of caverns. Servants of the whisper gnomes, they have been set here to draw explorers further away the caverns leading to the gnomes' warren.

The earth mephitis are not fanatically devoted to the whisper gnomes and if seriously wounded retreat or parley with the PCs. Although both are neutral-aligned they are sadistic killers.

#### APL 2 (EL 5)

☛ **Iraniks and Drastor:** male earth mephitis; hp 19; MM 182.

#### APL 4 (EL 7)

☛ **Iraniks and Drastor:** male advanced 5 HD earth mephitis; hp 41; Appendix 1.

#### APL 6 (EL 9)

☛ **Iraniks and Drastor:** male advanced 5 HD earth mephitis; hp 55; Appendix 1.

#### APL 8 (EL 11)

☛ **Iraniks and Drastor:** male advanced 5 HD earth mephitis; hp 63; Appendix 1.

A DC 13 Knowledge (the planes) identifies Iraniks and Drastor as earth mephitis.

**Tactics:** The mephitis attack intruders when they are trying to negotiate the mud. They use their average maneuverability to fly about the chamber attacking isolated PCs (or those in obvious difficulties). If any PC demonstrates the ability to fly, they concentrate on that individual first. They prefer to hang back from melee using their breath weapons and spells (at higher APLs) to harry the PCs from range.

If reduced to below half hit points they retreat to the far end of the chamber from where they try to negotiate with the party. If this is obviously going to fail they retreat to Area 11 where they bury themselves waist deep in Ctenmii's earthen bed (see Encounter 11 for more details). If they are trapped in Area 11 by superior foes, they parley (See Development for more information).

### AREA FEATURES

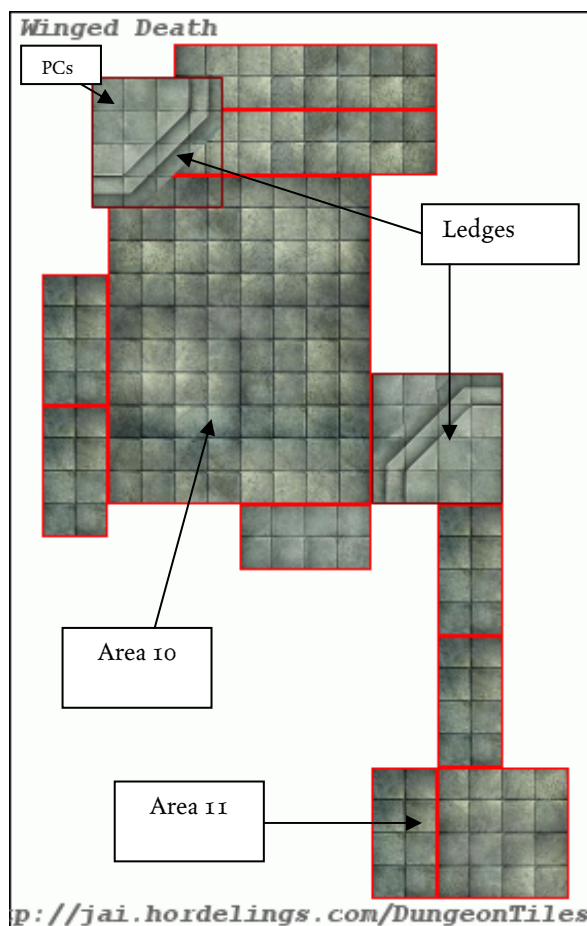
Refer to Features of White Plume for information on this area's generic features.

**Mud:** A thin layer of mud covers the ground here. This does not hinder movement. The mud was once much thicker here and "tide marks" can be seen on the cavern walls at a height on about four feet. Over time, however, the geothermal activity creating and maintaining the mud has been diverted elsewhere.

**Walls:** The PCs can scale the cavern walls with a successful DC 20 Climb check.

**Ledges:** The ledges are 10 above the main part of the chamber. Their walls can be scaled with a DC 20 Climb check. Alternatively, a PC making a DC 15 Jump check can leap down without taking any damage. PCs failing this check take 1d6 points of damage from the fall.

**Ceiling:** Above the ledges, the ceiling is 10 ft. high. Above the mud, however, it is 20 ft. high.



**Illumination:** The phosphorescent mold growing here sheds the equivalent of shadowy illumination (provides concealment—20% miss chance) throughout the cavern.

**Treasure:** The only treasure here is the mephits' possessions. Refer to the Treasure Summary for more information.

## IRANIKS

*This small, winged creature looks like a stony, rugged, and mostly hairless dwarf.*

**Attitude:** Hostile (PH 72).

**What He Knows:** Refer to Development below.

**Personality:** Iraniks is a spendthrift hoarder keen to keep his treasure out of the PCs' hands. He has exceptionally bad breath and a foul temper. A violent individual, Iraniks loves battle and quickly tires of negotiations and parley.

## DRASTOR

*This small, winged creature looks like a stony, rugged, and mostly hairless dwarf. One of its legs is contorted at a strange angle.*

**Attitude:** Hostile (PH 72).

**What He Knows:** Refer to Development below.

**Personality:** Drastor acts very aloof, believing that he is superior to any mere adventurer. Drastor is a cold-blooded killer.

Drastor walks with a limp—legacy of a long ago battle.

## DEVELOPMENT

Although Iraniks and Drastor are mercenaries, they are not particularly loyal to their employers; both would rather live to fight another day. Thus, if given the chance to parley with obviously stronger adventurers they grudgingly relate some of what they know in exchange for freedom.

Determine exactly how much information they divulge by making an opposed Intimidate check (modified by a +2 circumstance bonus for good roleplaying or a -2 circumstance penalty for bad roleplaying).

**DC 5:** "We live here. This cavern is our home. Go away and leave us in peace."

**DC 10:** "The gnomes hired us to guard this chamber and kill all who enter. We are just mercenaries."

**DC 20:** "The gnomes live somewhere in the centre of the dungeon. I heard them saying that surface dwellers must never learn the secret of Etrusca's lair."

**DC 25:** "Those gnomes are pretty mad. We were going to leave soon – once we got our pay. They have been boasting that they are going awaken the spirit beneath the mountain, whatever that means."

If asked, they know nothing about Etrusca's special gold amulet. If the PCs press them, the mephits give them

their treasure in exchange for a promise of safe conduct out of White Plume Mountain.

Finally, if the PCs seem particularly truculent, the mephitis offer their pay (listed in the Treasure Summary for Encounter 11) if the PCs allow them to leave peacefully. If this fails, they try to fly past or over the PCs (accepting attacks of opportunity) to get out.

## 11: MEPHIT LAIR

Iraniks and Drastor use this chamber as their lair. The area's previous occupant, Ctenmiir - a dwarven vampire - had his coffin here (but was destroyed long ago).

*This chamber is strewn with rubbish and debris. In the centre of the room, several flagstones have been removed, revealing a patch of earth about 10 ft. square. Long splinters of wood haphazardly jut out of the earth.*

If Iraniks or Drastor are here, use their statistics as presented in Encounter 10.

## AREA FEATURES

Refer to Features of White Plume for information on this area's generic features.

**Patch of Earth:** The mephitis can use this area to power their fast healing ability. Additionally, see Treasure, below. Additionally, the PCs find shards and splinters of rotten wood buried within the earth.

**Graffiti:** Drastor has scratched some crude graffiti on one of the walls with a claw. It shows the mephitis talking with several small figures roughly the same size as the mephitis. The small figures (their whisper gnome employers) wear robes and carry staffs. A crude map shows Area 3 (and depicts the third passageway that leads deeper into the mountain clear of rubble).

**Treasure:** There is little of interest in this chamber beyond the mephits' possessions. A sack in one corner of the chamber contains the mephit's pay (the coins and gems in the Treasure Summary). Refer to the Treasure Summary for details of what the PCs find here.

## DEVELOPMENT

Once the PCs have looted this area and interacted with the mephitis as described in Area 10, there is nothing else for them to do here.

If the PCs decide to rest here for the night, there is a 50% chance that the gnolls garrisoning Area 12 enter Area 10 to speak with the mephitis. Luckily (for the PCs) this occurs just after they have completed any necessary preparations for the new day (such as spell preparation and so on). Refer to Encounter 12 for more information about the gnolls. In this instance, the gnolls try to keep the PCs boxed in this area, using their incorporeal movement or *incorporeal jaunt* ability to confuse and terrify their enemies.

## 12: DOG SOLDIERS

The PCs reach this area if they uncover Fash's charade in Area 3. It is possible that Fash has fled through this area on the way to Area 13. In this case, the occupants are alert and ready for intruders.

The gnomes have set mercenary gnolls to guard this area. These fierce creatures hail from a nearby village and are loyal to the gnomes.

**Suggested Miniatures:** 3 gnoll barbarians (Blood War).

When the PCs approach this chamber, have the gnolls make Listen checks opposed by the PCs' Move Silently checks. If they become aware of approaching intruders, they use their *ethereal jaunt* or incorporeal movement (APL dependant) to position themselves on either side of the doorway and strike at the first PC they see. If they are unaware of the PCs' approach, they are squatting in one corner of the room gnawing on bones and talking among themselves.

*A 10 ft. crevasse runs through the centre of this chamber. A fallen statue has fallen across the chasm, creating a bridge of sorts. A rudimentary camp with (one, two, or three) bedrolls has been set up in one corner.*

If the gnolls heard the PCs' approach, continue:

*Suddenly from the corner of your eye, (one, two, or three) doglike humanoids appears, a battleaxe raised over its head.*

If the gnolls did not hear the PCs' approach, continue:

(Number) *Medium doglike humanoids squat in the camp, talking. They have not yet noticed you.*

**APL 2 (EL 4)**

☛ **Gnoll Mercenary (1):** phantom gnoll fighter 1/ranger 1; hp 30; Appendix 1.

**APL 4 (EL 6)**

☛ **Gnoll Mercenary (2):** phantom gnoll fighter 1/ranger 1; hp 30; Appendix 1.

**APL 6 (EL 8)**

☛ **Gnoll Mercenary (3):** phantom gnoll fighter 1/ranger 2; hp 37; Appendix 1.

**APL 8 (EL 10)**

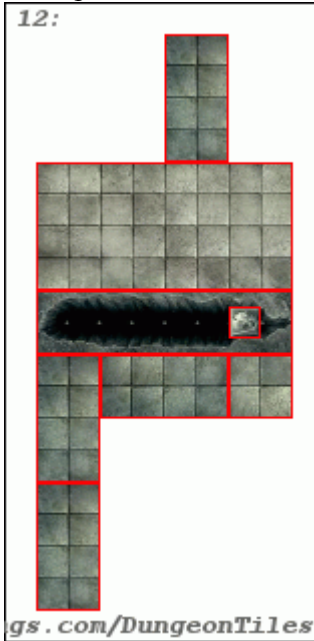
☛ **Gnoll Mercenary (3):** phantom gnoll fighter 2/ranger 2; hp 44; Appendix 1.

**Tactics (APLs 2-6):** The gnolls use incorporeal movement to move about the chamber. They like to vary their target every round if possible to keep their opponent's guessing. They flank where possible, coordinating their tactics.

**Tactics (APL 8):** The gnolls use *incorporeal jaunt* to get about the chamber. They like to vary their target every round if possible to keep their opponent's guessing. They flank where possible, coordinating their tactics.

### AREA FEATURES

Refer to Features of White Plume for information on this area's generic features.



PCs Start Here

**Chasm:** A 10 ft. deep and 40 ft. long chasm runs across this chamber. The walls of the chasm are unworked (DC 15 Climb check to scale). Characters falling into the chasm take 1d6 points of damage. (Characters deliberately leaping into the chasm who succeed on a DC 15 Jump check take no damage).

A character fighting an opponent in the chasm gains a +1 bonus on melee attacks against that individual.

Characters in the chasm have cover (+4 to AC, +2 on Reflex saves) or total cover (blocks

**Fallen Statue:** This statue (AC 3, hardness 8, hp 900) of a gnome warrior wearing scale mail and holding a spear is obviously old. Characters can climb across the chasm on its underside with a DC 20 Climb check or can move across it with a DC 5 Balance check (DC 15 if they are running or charging).

**Ceiling:** The ceiling is 10 ft. high. Remember, that when characters make long jumps at the mid-point of the jump they reach a height equal to one-quarter of the horizontal distance of the jump.

**Treasure:** Refer to the Treasure Summary for details of what the gnoll mercenaries' possessions. Additionally, the gnolls have set up a small camp. Bedrolls, normal camping equipment, some foodstuffs, and so on can all be found here; all are essentially worthless.

### DEVELOPMENT

Combat here could alert Roondar Daergel and his hell hound guards in Area 13 to the presence of intruders. For every round of combat here, allow Roondar and the hell hound(s) a DC 0 Listen check (already modified for distance and distraction). Success indicates he is aware of the situation. He does not move to investigate what is going on; rather he prepares for trouble.

## 13: INFERNAL WATCHERS

This large cavern was once much larger. A cave-in, caused by the slow waking of the mountain, divides this chamber in two, filling much of it with rubble.

A large lake once dominated the chamber but the rock fall hides (or has buried) much of this. The cavern's walls, floor, and ceiling have been smoothed by the constant action of the lake's boiling water. A few smaller pools yet remains; their waters heated by the proximity to the slowly upwelling magma below.

Originally, water flowed into the cavern from the west down a narrow passageway and out through along a similar passageway. The passageway runs for about a hundred feet or so before the waters cascade down a series of narrow lava tubes. Eventually, the water collides with the magma, superheating it instantly. (This process creates the mountain's distinctive plume).

Now, the gnomes use the area as a final guard post. From here, a secret passageway descends into the depths of the mountain. The whisper gnome Roondar Daergel, guards this chamber aided by one or more hell hounds. The hell hounds are feeding on the corpse of a blue dragonspawn when the PCs arrive.

**Recommended Figures:** 1 dwarf sniper (*Blood War*), 4 hunting hyenas (*War of the Dragon Queen*).

When the PCs reach this area, read the following:

*The floor and walls of this chamber are very smooth. Opposite, a large rockfall reaches to the very ceiling of this place. Wisps of steam gently rise from the rubble, as if something were boiling behind it.*

*Near the rubble, the shell of a Huge crab stands upright, supported by stone pillars. The ground around is covered with a multitude of small bones and the like.*

Add, if the PCs can see the ceiling:

*The ceiling here is almost 50 ft. above you heads.*

Add, if the PCs cannot see the ceiling:

*The ceiling is lost in the darkness somewhere above your heads.*

### APL 2 (EL 5)

☛**Roondar Daergel:** male whisper gnome cleric 1/rogue 2; hp 14; Appendix 1.

☛**Hell Hound (1):** hp 22; MM 152.

### APL 4 (EL 7)

☛**Roondar Daergel:** male whisper gnome cleric 2/rogue 3; hp 22; Appendix 1.

☛**Hell Hound (2):** hp 22; MM 152.

### APL 6 (EL 9)

☛**Roondar Daergel:** male whisper gnome cleric 3/rogue 4; hp 37; Appendix 1.

☛**Hell Hound (2):** advanced 8 HD hell hound; hp 52; Appendix 1.

### APL 8 (EL 11)

☛**Roondar Daergel:** male whisper gnome cleric 3/rogue 6; hp 46; Appendix 1.

☛**Hell Hound (4):** advanced 8 HD hell hound; hp 52; Appendix 1.

**Tactics—Roondar:** Before combat, Roondar casts as many protective spells as possible and uses consumable magic items as necessary.

Roondar much prefers to fight from range. When fighting the PCs he shelters under the Huge crab shell, shooting at the PCs from cover. He uses his Hide skill to snipe (PH 76) at the PCs. If injured, he uses his healing spells immediately. If reduced to under half hit points (and he has no curative magics left) he flees.

If forced into melee, he casts *silence* on himself and gets as close as possible to any enemy spellcasters. Roondar does not betray his comrades by trying to flee through the secret door; he fights to the death.

**Tactics—Hell Hounds:** The hell hounds breath as soon as possible, using their breath weapon to catch as many intruders as possible before positioning themselves between intruders and Roondar. They avoid opponents obviously immune to their fiery damage.

## AREA FEATURES

Refer to Features of White Plume for information on this area's generic features.

**Ceiling:** The ceiling is 50 ft. high.

**Crab Shell:** Adventurers seeking the weapons stolen by Keraptis almost two decades ago slew the Huge crab that once dwelt here. While much of its body has long since rotten away, its shell, supported by four large rocks, yet stands upright.

Treat each rock (AC 4, hardness 8, hp 10) as a slender pillar (provides +2 cover bonus to AC and +1 cover bonus to Reflex saves to individuals standing in the same square). If more than two rocks are destroyed the shell collapses, possibly pinning those under it.

Characters under the shell when it collapses must succeed on a DC 15 Reflex save or be stunned for one round and knocked prone. Success indicates the character is prone under the shell (but not stunned).

Once fallen, the shell provides total cover for those under it against attacks without line of effect. Treat Medium or larger creatures under the shell as squeezing (each square counts as 2 squares of movement, -4 penalty on attacks, and -4 penalty to AC—PH 148). Small or smaller creatures can move under the shell as if they were in difficult terrain (each square counts as 2 squares of movement and they cannot run or charge) but are not squeezed.



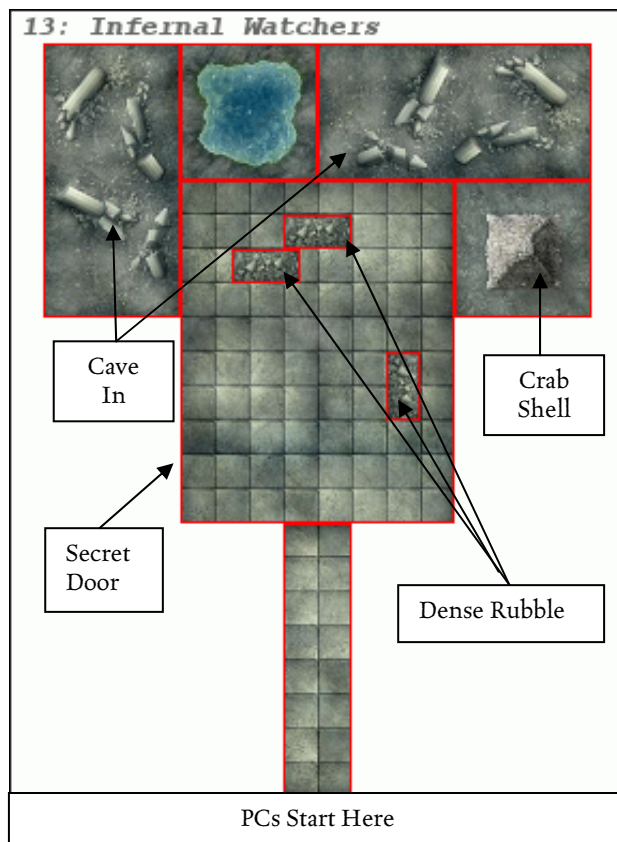
**Shallow Pools:** It costs 2 squares of movement to move into squares covered by shallow water and the DC of Tumble checks in these squares increases by 2). Attempts to Move Silently in these areas suffer a -2 circumstance penalty. The calm is warm but not uncomfortable.

**The Cave-In:** A tumble of rocks divides the chamber in two, making it impossible for the PCs to access the boiling lake beyond. The rubble is stable, however, meaning that characters can climb all the way to the top of it, if they wish. Scaling the rockfall requires a DC 10 Climb check.

Treat the area in front of the landslide as dense rubble (it costs 2 squares of movement to enter such squares, the DC of Balance and Tumble checks increases by 5 and the DC of Move Silently checks increases by 2).

**Secret Door:** A secret door leading to the lower caverns pierces one wall. PCs succeeding on a DC 25 + APL Search check find the door.

**Treasure:** Refer to the Treasure Summary for more information on what the PCs find here.



## ROODNAR DAERGEL

*4 ft. tall and gaunt, this gnome has light gray skin and dull blue eyes. He wears studded leather armor and carries a heavy repeating crossbow.*

**Attitude:** Hostile (PH 72).

**Personality:** Roondar is shifty and untrustworthy.

**What He Knows:** If the PCs manages to subdue Roondar he is extremely hostile to their questioning. He is fully aware of Ceraptis's plan to force White Plume to erupt and threatens the PCs with their imminent destruction. Relate relevant information as detailed in the Adventure Background. He also knows that the "workers below" should complete their excavations in the next few days but tries to imply that they should be done very soon. Once they are complete, all the whisper gnomes are to retreat to their warrens and Ceraptis will set off the eruption.

**Learning More:** PCs succeeding on a DC 20 Knowledge (religion) recognize Roondar's holy symbol - a stone carving of a furred scroll dripping a dark fluid - as that of Roykyn (NE gnome hero-god of cruelty). Gnome PCs receive a +5 circumstance bonus to this check.

## DEVELOPMENT

Moving through the secret door (see Area Features) the PCs discover a winding stair hewn from the very rock of the mountain. Read the following:

*Beyond the secret door lies a steep stair that plunges downwards into the very bowels of the mountain. The air here is hot and borne up from below by a steady breeze.*

The breeze has a 50% chance of extinguishing any exposed light sources such as torches. While the air here is hot it is not uncomfortably so. When the PCs indicate that they will continue down the stairs, read the following:

*The stair continues downwards and as you descend it gets noticeably hotter. From ahead, you hear a loud clatter and crash as a plume of dust rises up the stairs toward you.*

The dust and debris are harmless – the product of the elementals in Area 14 collapsing parts of the cavern they are working in.

If the PCs continue downwards, proceed to Encounter 14.

## 14: RISING TIDE

In this area, the PCs encounter some of the whisper gnomes' elemental servants engaged in digging downwards to the rising magma. In short, the gnomes plan to flood the area with magma. The resultant rising pressure will eventually blow White Plume's top off and cause widespread devastation throughout the surrounding area.

**Suggested Miniatures:** **APL 2**—2 living flaming spheres (*Blood War*); **APL 4**—1 loyal earth elementals (*Underdark*), 2 living flaming spheres (*Blood War*); **APL 6**—2 loyal earth elementals (*Underdark*), 1 huge fire elemental (*War of the Dragon Queen*); **APL 8**—3 loyal earth elementals (*Underdark*), 1 huge fire elemental (*War of the Dragon Queen*).

The PCs are just in time, arriving as the elementals near completion of their task. Unfortunately, the elementals have just accidentally collapsed a large part of the chamber which was meant to remain open (it gave access to the gnomish caverns below). The collapse killed the gnomish overseer and the elementals are busily engaged trying to dig him out when the PCs arrive.

Because the elementals are so busy and distracted, the PCs automatically surprise them unless they do something extremely stupid. Assuming the PCs surprise the elementals, run combat as normal giving the entire party a surprise round action. If the PCs make excessive noise, allow the elementals an opposed Listen check to hear them coming. If they succeed on this opposed check, the earth elementals hide in the stone floor while the fire elementals take up positions in the centre of the chamber.

**APL 2 (EL 5)**

🔥 **Medium Fire Elemental (2):** hp 26; MM 99.

**APL 4 (EL 7)**

🔥 **Large Earth Elemental (1):** hp 68; MM 97.

🔥 **Medium Fire Elemental (2):** hp 26; MM 99.

🔪 **Collapsing Cavern:** Appendix 1.

**APL 6 (EL 9)**

🔥 **Large Earth Elemental (2):** hp 68; MM 97.

🔥 **Huge Fire Elemental (1):** hp 136; MM 98.

🔪 **Collapsing Cavern:** Appendix 1.

**APL 8 (EL 11)**

🔥 **Greater Fire Elemental (1):** hp 178; MM 99.

🔥 **Large Earth Elemental (3):** hp 68; MM 97.

🔪 **Collapsing Cavern:** Appendix 1.

**Earth Elemental Tactics:** The earth elementals use their earth glide ability to come up behind the PCs and then mercilessly pummel the nearest foe to death. If a foe is within 10 ft. of a pit or crevasse, they use their push ability to trap intruders below.

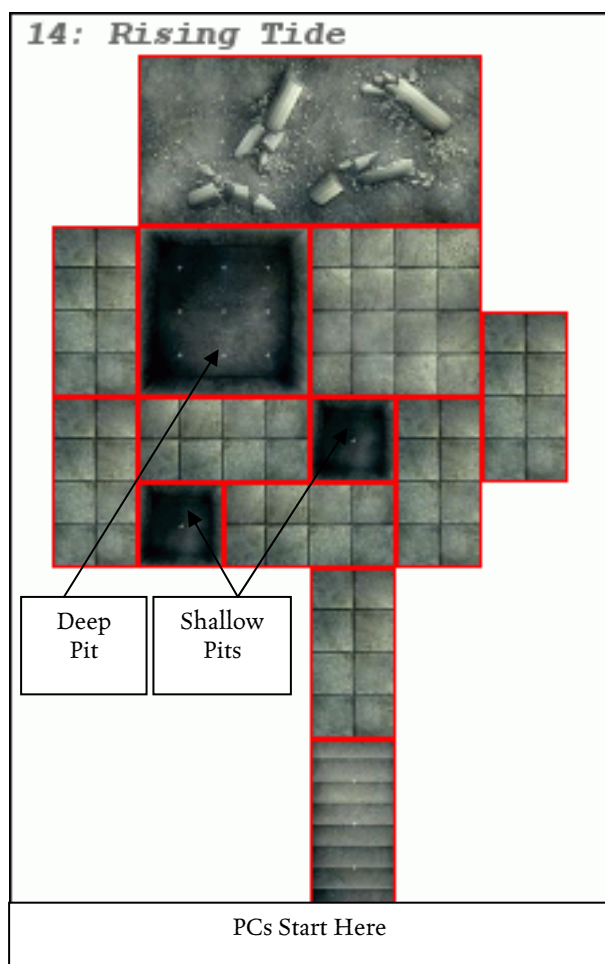
**Fire Elemental Tactics:** The fire elementals simply charge into melee with the PCs using their burning slam attacks to incapacitate intruders. If faced, with a foe immune to fire, they switch to another target leaving the earth elementals to deal with fire immune opponents.

**Collapsing Cavern:** Two rounds after combat begins, rocks start to fall from the cavern ceiling, dislodged by the recent cave in. At APL 2, these rocks are little more than pebbles and cause no damage. At APLs 4+, however, rocks fall on four randomly creatures in the chamber (Rocks fall in many other squares, also). The falling rocks can strike the elementals and a single target can be attacked more than once).

## AREA FEATURES

Refer to Features of White Plume for information on this area's generic features.

**Steep Stairs:** A flight of steep stairs leads into the room. Characters moving up the stairs must spend 2 squares of movement to enter each square. Characters running or charging down must succeed on a DC 10 Balance check upon entering the first steep stair square. Characters who fail, stumble, and end their move 1d2x5 feet later. Characters that fail by 5 or more take 1d6 points of damage, and fall prone in the square in which



they end their movement. While on the stairs, a character gets a +1 bonus on melee attack rolls against creatures below him.

**Rubble:** The rubble is relatively stable and reaches to the ceiling. PCs can scale the rock fall with a DC 10 Climb check.

**Shallow Pit:** Shallow pits are 10 ft. deep. Characters falling into one suffer 1d6 points of falling damage but can scale the pit's wall with a DC 20 Climb check. Characters deliberately leaping into the chasm who succeed on a DC 15 Jump check take no damage

**Deep Pit:** Deep pits are 30 ft. deep. Characters falling into one suffer 3d6 points of falling damage but can scale the pit's wall with a DC 20 Climb check. Characters deliberately leaping into a deep pit who succeed on a DC 15 Jump check only take 2d6 points of damage.

**Treasure:** A successful DC 20 + APL Search check in the rubble reveals the partially buried leg of a gnome. It takes an hour to carefully dig out the rest of the smashed and pulped body. Almost none of the unfortunate gnome's possessions survived his death except for a dusty, ripped scroll (Player's Handout 3) written in Gnome. If the PCs cannot read or decipher the scroll, Sherrall of the Radiant Shrine in Yellowreach can cast *comprehend languages* for them.

## DEVELOPMENT

The elementals fight to the death.

Once the PCs have dispatched the elementals, they can investigate the chamber further. Beyond the buried gnome, there is nothing of interest in the chamber and the collapsed roof impedes any further explorations.

Once the PCs decide to leave the mountain, proceed to the Conclusion.

## CONCLUSION

Run the conclusion when either the PCs exit White Plume and evidence no intention of returning or as the convention slot is finishing.

## SUCCESS

Use this conclusion if the PCs discover the whisper gnomes' plot and destroy their elemental servants.

*Returning to Yellowreach in triumph, your tales of desperate battles deep within the bowels of White Plume garner you much praise from the simple village folk. Although the destruction of the elementals at your hands is unlikely to delay the sinister gnomes' plots for long, their removal has given the folk of Yellowreach hope, but more importantly has also gifted them with time to seek out more powerful adventurers to destroy the threat once and for all.*

The End

## FAILURE

Use this conclusion if the PCs do not discover the whisper gnomes' plot.

*Returning to Yellowreach, your tales of desperate battles deep within the bowels of White Plume garner you much praise from the simple village folk. Although you have failed to unravel the mystery of White Plume's sinister and uncharacteristic mantle of black smoke your heroism has given the folk of Yellowreach hope that other more experienced adventurers may succeed where you failed.*

The End

## CAMPAIGN CONSEQUENCES

The actions of the PCs – and their discovery (or not) of the whisper gnomes' plot could have a profound effect on the surrounding nations. If you played this adventure at either Gen Con Indy 2008 or Gen Con UK 2008, please send an email to [creighton@greyworks.co.uk](mailto:creighton@greyworks.co.uk) stating which conclusion was used.

Help keep the campaign living and dynamic, report your results!



## 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.

### 2: The Wizard's Mouth

Defeat or survive the scalding steam trap

APL 2	30 XP
APL 4	90 XP
APL 6	150 XP
APL 8	210 XP

### 3: Echoes of Riddles Past

Defeat Fash

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

### 4: An Obvious Fall

Traverse the pit

All APLs	30 XP
----------	-------

### 6: Whirling Death

Defeat the blade trap

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

### 8: Rivers of Blood

Defeat Sir Bluto and his minions

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

### 9: To Stand Upon Keraptis

Defeat the blade trap

APL 2	90 XP
APL 4	150 XP
APL 6	210 XP
APL 8	270 XP

### 10: Winged Death

Defeat the earth mephits

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

### 12: Dog Soldiers

Defeat the gnoll mercenaries

APL 2	150 XP
-------	--------

APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

### 13: Still Waters

Defeat the Roondar and his hell hounds

APL 2	150 XP
APL 4	210 XP
APL 6	270 XP
APL 8	330 XP

### Discretionary roleplaying award

APL 2	180 XP
APL 4	270 XP
APL 6	360 XP
APL 8	450 XP

### Total Possible Experience

APL 2	900 XP
APL 4	1,300 XP
APL 6	1,800 XP
APL 8	2,600 XP

## TREASURE SUMMARY

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

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

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

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

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

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

### 3: Echoes of Riddles Past

**APL 2:** Loot 3 gp; Coin 2 gp; Magic 458 gp *pearl of power* (1st-level) (83 gp), *screaming bolt* (22 gp), *potion of cure light wounds* (4 gp), *cloak of resistance +1* (83 gp), *spellbook* (266 gp); Total 463 gp.

**APL 4:** Loot 3 gp; Coin 2 gp; Magic 733 gp *pearl of power* (1st-level) (83 gp), *screaming bolt* (22 gp), *potion of cure light wounds* (4 gp), *cloak of resistance +1* (83 gp), *spellbook* (391 gp), *dust of appearance* (150 gp); Total 738 gp.

**APL 6:** Loot 3 gp; Coin 2 gp; Magic 1,099 gp *pearl of power* (1st-level) (83 gp), *screaming bolt* (22 gp), *potion of cure light wounds* (4 gp), *cloak of resistance +1* (83 gp), *spellbook* (533 gp), *dust of appearance* (150 gp), *scroll of solid fog* (58 gp), *amulet of natural armor +1* (166 gp); Total 1,104 gp.

**APL 8:** Loot 3 gp; Coin 2 gp; Magic 1,751 gp *pearl of power* (1st-level) (83 gp), *screaming bolt* (22 gp), *potion of cure light wounds* (4 gp), *cloak of resistance +1* (83 gp), *spellbook* (650 gp), *dust of appearance* (150 gp), *scroll of solid fog* (58 gp), *amulet of natural armor +1* (166 gp), *headband of intellect +2* (333 gp); Total 1,756 gp.

### 5: Remnants of Danger

**All APLs:** Magic 158 gp *elixir of swimming* (21 gp), a *scroll of spider climb* (12 gp), *hammersphere* (125 gp); Total 158 gp.

### 6: Whirling Death

**All APLs:** Magic 125 gp *boots of desperation* (125 gp); Total 125 gp.

### 8: Rivers of Blood

**APL 2:** Loot 165 gp; Total 165 gp.

**APL 4:** Loot 28 gp; Magic 221 gp +1 *full plate* (221 gp); Total 249 gp.

**APL 6:** Loot 1 gp; Magic 414 gp +1 *full plate* (221 gp), +1 *longsword* (193 gp); Total 415 gp.

**APL 8:** Loot 1 gp; Magic 747 gp +1 *full plate* (221 gp), +1 *longsword* (193 gp), *gauntlets of ogre power* (333 gp); Total 748 gp.

### 10: Winged Death

**APL 2:** Total 0 gp.

**APL 4:** Magic 350 gp 2 *bags of endless caltrops* (66 gp each), 2 *potions of cure moderate wounds* (25 gp each), 2 *cloaks of resistance +1* (83 gp each); 350 gp.

**APL 6:** Magic 725 gp 2 *bags of endless caltrops* (66 gp each), 2 *potions of cure moderate wounds* (25 gp each), 2 *cloaks of resistance +1* (83 gp each), 2 *memento magica* (1st-level) (125 gp each), 2 *potions of greater magic fang* (+1) (62 gp each); 725 gp.

**APL 8:** Magic 1,058 gp 2 *bags of endless caltrops* (66 gp each), 2 *potions of cure moderate wounds* (25 gp each), 2 *cloaks of resistance +1* (83 gp each), 2 *memento magica* (1st-level) (125 gp each), 2 *potions of greater magic fang* (+1) (62 gp each), 2 *rings of protection +1* (166 gp each); 1,058 gp.

### 11: Gargoyle Lair

**All APLs:** Coin 50 gp; Total 50 gp.

### 12: Dog Soldiers

**APL 2:** Loot 46 gp; Magic 108 gp *cloak of resistance +1* (83 gp), *potion of cure moderate wounds* (25 gp); Total 154 gp.

**APL 4:** Loot 92 gp; Magic 216 gp 2 *cloaks of resistance +1* (83 gp each), 2 *potions of cure moderate wounds* (25 gp each); Total 308 gp.

**APL 6:** Loot 214 gp; Magic 387 gp 3 *cloaks of resistance +1* (83 gp each), 3 *potions of cure moderate wounds* (25 gp each), 3 *jumping caltrops*; Total 601 gp.

**APL 8:** Loot 189 gp; Magic 851 gp 3 *cloaks of resistance +1* (83 gp each), 3 *potions of cure moderate wounds* (25 gp each), 3 *jumping caltrops* (20 gp each), 3 *mithral shirts* (92 gp each); Total 1,040 gp.

### 13: Infernal Watchers

**APL 2:** Loot 79 gp; Coin 2 gp; Magic 123 gp *potion of cure moderate wounds* (25 gp), +1 *studded leather armor* (97 gp); Total 206 gp.

**APL 4:** Loot 79 gp; Coin 2 gp; Magic 281 gp *potion of cure moderate wounds* (25 gp), +1 *studded leather armor* (97 gp), *acrobat boots* (75 gp), *cloak of resistance +1* (83 gp); Total 364 gp.

**APL 6:** Loot 65 gp; Coin 2 gp; Magic 524 gp *potion of cure moderate wounds* (25 gp), +1 *studded leather armor* (97 gp), *acrobat boots* (75 gp), *cloak of resistance +1* (83 gp), *potion of displacement* (62 gp), +1 *buckler* (97 gp), *salve of slipperiness* (83 gp); Total 591 gp.

**APL 8:** Loot 65 gp; Coin 2 gp; Magic 949 gp *potion of cure moderate wounds* (25 gp), +1 *studded leather armor* (97 gp), *acrobat boots* (75 gp), *cloak of resistance +1* (83 gp), *potion of displacement* (62 gp), +1 *buckler* (97 gp), *salve of slipperiness* (83 gp), *amulet of tears* (192 gp), *meteoric knife* (233 gp); Total 1,016 gp.

### Treasure Cap

**APL 2:** 900 gp.

**APL 4:** 1,350 gp.

**APL 6:** 1,800 gp.

**APL 8:** 2,250 gp.

### Total Possible Treasure

**APL 2:** 1,321 gp.

**APL 4:** 2,342 gp.

**APL 6:** 3,769 gp.

**APL 8:** 5,951 gp.

## ADVENTURE RECORD ITEMS

**Sir Bluto's Papers:** You recovered these papers from the undead monstrosity that was Sir Bluto from his hiding place beneath White Plume Mountain. In large part they are a diary and religious tract dedicated to his dark beliefs. However, in several places they give clues to the locations of small treasure caches hidden in the Free City of Greyhawk. During any core adventure set in the Domain of Greyhawk you may spend an extra 2 TUs treasure hunting. In return, you gain APL at which you play the adventure x 200 gp in coin. Note these in Play Notes and add them into the GP Gained Field.

You may use these papers a total of two times but only once per adventure.

**Award To:** PCs that slew Sir Bluto and looted his body (Encounter 8).

**Illusionist's Spellbook:** You have wrested a travelling spellbook from a wily whisper gnome illusionist. It contains the following spells:

**APL 2:** 0—ghost sound, mage hand, resistance, ventriloquism; 1st—color spray, disguise self, mage armor, silent image; 2nd—glitterdust, fox's cunning, invisibility, minor image, mirror image; 3rd—major image; Cost 2,100 gp.

**APL 4:** As APL 2 plus: 1st—shield, 3rd—deep slumber, dispel magic, displacement, heroism; 4th—illusionary wall; Cost 3,800 gp.

**APL 6:** As APL 4 plus: 2nd—web; 4th—detect scrying, greater invisibility; 5th—persistent image; Cost 5,300 gp.

**APL 8:** As APL 6 plus: 2nd—see invisibility; 3rd—protection from energy; 4th—stoneskin; 5th—prying eyes, shadow evocation; Cost 7,200 gp.

**Award To:** PCs that defeated and looted Fash (Encounter 3).

## SPECIAL AR

Award this AR to all players, marking off any favors they did not gain.

**Power of the Mephit:** If the PCs defeated the mephits in Encounter 10, award them the Power of the Mephit AR item.

**Power of Undeath:** If the PCs defeated Sir Bluto, awarded them the Power of Undeath AR item.

**Whispers:** If the PCs defeated Roondar Daergel in Encounter 13, award them the Whispers AR item.

☛ **Halls of Legend:** You have walked one of the most legendary and infamous dungeons in the Flanaess and battled the degenerate, mad gnomes and their servants dwelling within. The magic pervading this place has subtly affected you; this has several effects. All effects listed below fade after one year from the date on this AR unless previously expended.

☛ **Power of the Mephit:** As a standard action you can call upon the warped power of an earth mephit. This grants you fast healing 2 for 10 rounds, but only if you are underground or buried up to your waist in earth.

You can use this ability twice before the magic sustaining it fails.

☛ **Power of Undeath:** As a swift action you can call upon the power of undeath to augment your attacks. For the next five rounds, if you hit your target with an unarmed strike, your opponent must make a DC 10 + 1/2 HD + Con bonus Fortitude save or be paralyzed for 1d4+1 rounds.

You can use this ability twice before the magic sustaining it fails.

☛ **Whispers:** As a standard action you can gain the spell-like abilities of a whisper gnome (caster level 1st; save DC 10 + Cha + spell level):

1/day—ghost sound, mage hand, message, silence (must be centred on self).

This ability lasts for 24 hours and you can use it twice before the magic sustaining it fails.

## ITEM ACCESS

**APL 2:**

Fash's Spellbook (Adventure; see above)

Elixir of swimming (Any; DMG)

Hammersphere (Core; Magic Item Compendium; 1,500 gp)

Boots of desperation (Core; Magic Item Compendium; 1,500 gp)

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

Dust of appearance (Core; DMG)

Bag of endless caltrops (Core; Magic Item Compendium; 800 gp)

Acrobat boots (Adventure; Magic Item Compendium; 900 gp)

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

Memento magica (1st-level) (Core; Magic Item Compendium; 1,500 gp)

Jumping caltrops (Adventure; Magic Item Compendium; 250 gp)

Salve of slipperiness (Core; DMG)

**APL 8** (all of APLs 2-6 plus the following):

Amulet of tears (Adventure; Magic Item Compendium; 2,300 gp)

Meteoric knife (Adventure; Magic Item Compendium; 2,802 gp)

## APPENDIX 1: APL 2

### 2: THE WIZARD'S MOUTH

#### SCALDING STEAM VENT CR 1

**Description** see encounter description and Appendix 2.  
**Search** DC 16; **Type** mechanical

**Trigger** location; **Init** +0

**Effect** blast of scalding steam (automatically hit, 1d6 points of fire damage, DC 11 Reflex half)

**Duration** 4 rounds

**Destruction** AC 11; hp 6; hardness 8

**Disarm** Disable Device DC 17 (entire trap)

### 3: ECHOS OF RIDDLES PAST

#### FASH BERMIN CR 3

Male whisper gnome\* gnome illusionist\*\* 3

\* *Races of Stone* 96

\*\* *Races of Stone* 149

NE Small humanoid (gnome)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Listen +5, Spot +5

**Languages** Common, Draconic, Gnome, Goblin

**AC** 14, touch 14, flat-footed 11; +4 against giant-type creatures (+1 size, +3 Dex)

**hp** 15 (3 HD)

**Fort** +4, **Ref** +5, **Will** +5

**Speed** 30 ft. (6 squares)

**Melee** dagger +0 (1d3-2/19-20)

**Ranged** light crossbow +5 (1d6/19-20)

**Base Atk** +1; **Grp** -5

**Atk Options** +1 on attack rolls against goblins and kobolds

**Combat Gear** *pearl of power* (1st-level), *screaming bolt*, *potion of cure light wounds*

**Illusionist Spells Prepared** (CL 3rd):

2nd—*glitterdust* (DC 14), *invisibility*, *major image* (DC 15)

1st—*color spray* (DC 14), *mage armor*, *minor image* (2) (DC 14)

0—*ghost sound* (DC 13), *mage hand*, *resistance ventriloquism* (2) (DC 13)

**Spell-Like Abilities** (CL 3rd):

1/day—*ghost sound* (DC 11), *mage hand*, *message*, *silence* (centered on self only)

**Abilities** Str 6, Dex 16, Con 15, Int 15, Wis 12, Cha 10

**SQ** gnome illusionist spells, whisper gnome traits

**Feats** Alertness, Spell Focus (illusion)

**Skills** Concentration +8, Decipher Script +5, Hide +13, Knowledge (arcana) +7, Listen +5, Move Silently +7, Spellcraft +10, Spot +5

**Possessions** combat gear plus dagger, light crossbow with 10 bolts, *cloak of resistance* +1, spell component pouch, 24 gp

**Spellbook** (barred schools: evocation, necromancy) spells prepared plus 0—all plus *silent image*; 1st—*disguise self*, 2nd—*mirror image*.

### 6: WHIRLING DEATH

#### BLADES OF DEATH CR 3

**Description** see text. The pits in this chamber are 20 ft. deep (2d6 points of damage) and have very rough walls (DC 10 Climb check to scale). The DCs to find and disable a concealed pit trap are as listed below.

**Search** DC 13; **Type** mechanical

**Trigger** location; **Init** +1

**Effect** One greatsword (+5, 2d6 points of slashing damage) per pit square per round

**Effect** Two shortspears (Atk +5, 1d6 points of piercing damage) per target per round

**Duration** 6 rounds

**Destruction** AC 13; hp 5; hardness 5 (each shortspear)

**Destruction** AC 13; hp 10; hardness 10 (each greatsword)

**Disarm** Disable Device DC 13 (each shortspear, greatsword, or concealed pit trap)

### 8: RIVERS OF BLOOD

#### SIR BLUTO SANS PITE CR 3

Male gravetouched ghoul\* fighter 1/rogue 1

\*see *Libris Mortis* 103

CE Medium undead (augmented humanoid)

**Init** +4; **Senses** darkvision 60 ft.; Listen +5, Spot +5

**Languages** Common

**AC** 21, touch 11, flat-footed 20

(+1 Dex, +8 armor, +2 natural)

**hp** 18 (2 HD)

**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion

**Resist** +2 turn resistance

**Fort** +2, **Ref** +4, **Will** +1

**Speed** 20 ft. in full plate (4 squares), base speed 30 ft.

**Melee** mwk longsword +6 (1d8+4/19-20) or

**Melee** bite +4 (1d6+3 plus ghoul fever and paralysis) and

2 claws +2 (1d4+1 plus paralysis)

**Ranged Touch** net +1 (entangled)

**Base Atk** +1; **Grp** +3

**Atk Options** Combat Expertise, Improved Feint, sneak attack +1d6

**Abilities** Str 17, Dex 18, Con --, Int 15, Wis 12, Cha 12  
**SQ** trapfinding, undead traits

**Feats** Combat Expertise, Improved Feint, Multiattack<sup>B</sup>, Weapon Focus (longsword)<sup>B</sup>

**Skills** Balance +3, Bluff +5, Climb +3, Hide +3, Intimidate +6, Jump -3, Listen +5, Move Silently +3, Ride +5, Spot +5, Swim -2, Tumble +5

**Possessions** combat gear plus masterwork longsword, masterwork full plate, net

---

**Ghoul Fever (Su)** Disease—bite, DC 12 Fortitude save, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

**Paralysis (Ex)** DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves are immune.

## 9: TO STAND UPON KERAPTIS

### SPELLING KERAPTIS CR 3

**Description** see text.

**Search** DC 18; **Type** mechanical

**Trigger** touch (false tile); **Init** +1

**Effect** scalding hot jet of fire (automatically hit, 3d6 points of fire damage, DC 13 Reflex half)

**Duration** 6 rounds (per false tile triggered)

**Destruction** AC 13; hp 7 (each false tile)

**Disarm** Disable Device DC 20 (each false tile)

## 12: DOG SOLDIERS

### GNOLL MERCENARY CR 4

Male phantom\* gnoll fighter 1/ranger 1

\**Monster Manual V* 130

CE Medium humanoid (gnoll)

**Init** +3; **Senses** darkvision 60 ft.; Listen +5, Spot +5

**Languages** Common, Gnoll

---

**AC** 21, touch 14, flat-footed 18; phantom defense (+3 Dex, +4 armor, +2 shield, +1 deflection, +1 natural)

**hp** 30 (4 HD)

**Fort** +10, **Ref** +6, **Will** +3

**Weakness** ghost touch

---

**Speed** 30 ft. (6 squares); incorporeal movement

**Melee** mwk battleaxe +9 (1d8+4/x3)

**Ranged** composite shortbow +7 (1d6+4/x3)

**Base Atk** +3; **Grp** +7

**Atk Options** favored enemy human +2

**Combat Gear** *potion of cure moderate wounds*, tanglefoot bag

---

**Abilities** Str 18, Dex 16, Con 15, Int 10, Wis 10, Cha 8

**SQ** wild empathy -1 (-3 magical beasts)

**Feats** Iron Will, Track<sup>B</sup>, Weapon Focus (battleaxe), Weapon Focus (shortbow)

**Skills** Climb +2, Jump +2, Listen +5, Spot +5, Survival +4

**Possessions** combat gear plus chain shirt, heavy steel shield, masterwork battleaxe, composite shortbow (+4 Str bonus) with 20 arrows, *cloak of resistance* +1

---

**Vulnerability to Ghost Touch (Ex)** If damaged by a ghost touch attack, a phantom takes half again (+50%) as much damage from that attack, regardless of whether a saving throw is allowed or whether that save succeeds.

**Incorporeal Movement (Su)** When willingly moving a phantom becomes incorporeal. A phantom can suppress or resume this ability as a move action.

## 13: INFERNAL WATCHERS

### ROONDAR DAERGER CR 3

Male whisper gnome\* cleric 1/rogue 2

\**Races of Stone* 96

NE Small humanoid (gnome)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Listen +9, Spot +9

**Languages** Common, Gnome, Infernal

---

**AC** 19, touch 14, flat-footed 16; +4 against giant-type creatures

(+1 size, +3 Dex, +4 armor, +1 shield)

**hp** 14 (3 HD)

**Fort** +2, **Ref** +6, **Will** +4 **Resist** evasion

---

**Speed** 30 ft. (6 squares)

**Ranged** mwk repeating heavy crossbow +6 (1d8/19-20)

**Melee** short sword +5 (1d4/19-20) or

**Melee** gnome swordcatcher -2 (1d4/19-20)

**Base Atk** +1; **Grp** -3

**Atk Options** +1 on attack rolls against goblins and kobolds, sneak attack +1d6

**Special Actions** rebuke undead 3/day (+0, 2d6+1, 1st), spontaneous casting (*inflict* spells)

**Combat Gear** 2 tanglefoot bags, *potion of cure moderate wounds*

**Cleric Spells Prepared** (CL 1st; 2nd with evil spells):  
1st—*cure light wounds*, *divine favor*, *protection from good*<sup>DE</sup>

0—*cure minor wounds*, *resistance*, *virtue*

**D:** Domain spell. Deity: Roykyn. Domains: Evil, Trickery

**E:** Evil spell

**Spell-Like Abilities** (CL 1st):

1/day—*ghost sound* (DC 10), *mage hand*, *message*, *silence* (centered on self only)

---

**Abilities** Str 11, Dex 16, Con 10, Int 10, Wis 15, Cha 10

**SQ** trapfinding, whisper gnome traits

**Feats** Exotic Weapon Proficiency (repeating heavy crossbow), Weapon Finesse

**Skills** Balance +9, Climb +2, Concentration +1, Hide +17, Jump +5, Listen +9, Move Silently +12, Speak Language (Infernal), Spot +9, Swim +2, Tumble +10

**Possessions** combat gear plus masterwork repeating heavy crossbow with 20 bolts, gnome swordcatcher, masterwork buckler, +1 *studded leather armor*, holy symbol, spell component pouch, 24 gp

**2: THE WIZARD'S MOUTH****SCALDING STEAM VENT****CR 3****Description** see encounter description and Appendix 2.  
**Search** DC 18; **Type** mechanical**Trigger** location; **Init** +1**Effect** blast of scalding steam (automatically hit, 3d6 points of fire damage, DC 13 Reflex half)**Duration** 6 rounds**Destruction** AC 14; hp 13; hardness 8**Disarm** Disable Device DC 21 (entire trap)**3: ECHOS OF RIDDLES PAST****FASH BERMIN****CR 5**

Male whisper gnome\* gnome illusionist\*\* 5

\* *Races of Stone* 96\*\* *Races of Stone* 149

NE Small humanoid (gnome)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Listen +6, Spot +5**Languages** Common, Draconic, Gnome, Goblin**AC** 14, touch 14, flat-footed 11; +4 against giant-type creatures (+1 size, +3 Dex)**hp** 24 (5 HD)**Fort** +4, **Ref** +5, **Will** +6**Speed** 30 ft. (6 squares)**Melee** dagger +1 (1d3-2/19-20)**Ranged** light crossbow +6 (1d6/19-20)**Base Atk** +2; **Grp** -4**Atk Options** +1 on attack rolls against goblins and kobolds**Special Actions** extended illusions**Combat Gear** *dust of appearance*, *pearl of power* (1st-level), *screaming bolt*, *potion of cure light wounds***Illusionist Spells Prepared** (CL 5th):3rd—*deep slumber* (DC 16), *displacement*, *illusionary wall* (DC 17)2nd—*glitterdust* (DC 15), *fox's cunning*, *invisibility*, *major image* (DC 16)1st—*color spray* (DC 15), *mage armor*, *minor image* (2) (DC 15), *shield*0—*ghost sound* (DC 14), *mage hand*, *resistance ventriloquism* (2) (DC 14)**Spell-Like Abilities** (CL 5th):1/day—*ghost sound* (DC 11), *mage hand*, *message*, *silence* (centered on self only)**Abilities** Str 6, Dex 16, Con 15, Int 16, Wis 12, Cha 10**SQ** gnome illusionist spells, whisper gnome traits**Feats** Alertness, Spell Focus (illusion)**Skills** Concentration +10, Decipher Script +6, Hide +13, Knowledge (dungeoneering) +5, Knowledge (arcana) +10, Listen +6, Move Silently +7, Spellcraft +13, Spot +5**Possessions** combat gear plus dagger, light crossbow with 10 bolts, *cloak of resistance* +1, spell component pouch, 24 gp**Spellbook** (barred schools: evocation, necromancy) spells prepared plus 0—all plus *silent image*; 1st—*disguise self*; 2nd—*mirror image*; 3rd—*herosim***Extended Illusions (Su)** Fash doubles the duration of any illusion spell he casts other than those with an instantaneous duration. Illusion spells with a duration of concentration last for the duration of Fash's concentration plus 1d4 rounds. An illusion spell with a duration of concentration plus an additional increment of time has the additional portion of the duration doubled.**6: WHIRLING DEATH****BLADES OF DEATH****CR 5****Description** see text. The pits in this chamber are 40 ft. deep (4d6 points of damage) and have very rough walls (DC 10 Climb check to scale). The DCs to find and disable a concealed pit trap are as listed below.**Search** DC 15; **Type** mechanical**Trigger** location; **Init** +2**Effect** One Large greatsword (+7, 3d6 points of slashing damage) per pit square per round**Effect** Three Large shortspears (Atk +7, 1d8 points of piercing damage) per target per round**Duration** 8 rounds**Destruction** AC 15; hp 10; hardness 5 (each shortspear)**Destruction** AC 15; hp 20; hardness 10 (each greatsword)**Disarm** Disable Device DC 15 (each shortspear, greatsword, or concealed pit trap)**8: RIVERS OF BLOOD****SIR BLUTO SANS PITE****CR 5**

Male gravetouched ghoul\* fighter 2/rogue 2

\*see *Libris Mortis* 103

CE Medium undead (augmented humanoid)

**Init** +8; **Senses** darkvision 60 ft.; Listen +6, Spot +6**Languages** Common**AC** 22, touch 11, flat-footed 21

(+1 Dex, +9 armor, +2 natural)

**hp** 31 (4 HD)**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion**Resist** +2 turn resistance, evasion**Fort** +3, **Ref** +7, **Will** +1**Speed** 20 ft. in full plate (4 squares), base speed 30 ft.**Melee** mwk longsword +9 (1d8+6/19-20) or**Melee** bite +7 (1d6+4 plus ghoul fever and paralysis) and

2 claws +5 (1d4+2 plus paralysis)

**Ranged Touch** net +3 (entangled)**Base Atk** +3; **Grp** +7

**Atk Options** Combat Expertise, Improved Feint, sneak attack +1d6

**Abilities** Str 18, Dex 18, Con --, Int 15, Wis 12, Cha 12  
**SQ** trapfinding, undead traits

**Feats** Combat Expertise, Improved Feint, Improved Initiative, Lightning Reflexes, Multiattack<sup>B</sup>, Weapon Focus (longsword)<sup>B</sup>

**Skills** Balance +4, Bluff +6, Climb +5, Hide +4, Intimidate +7, Jump +1, Listen +6, Move Silently +4, Ride +5, Sense Motive +4, Spot +6, Swim +0, Tumble +6

**Possessions** combat gear plus masterwork longsword, +1 full plate, net

**Ghoul Fever (Su)** Disease—bite, DC 13 Fortitude save, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

**Paralysis (Ex)** DC 13 Fortitude save or be paralyzed for 1d4+1 rounds. Elves are immune.

## 9: TO STAND UPON KERAPTIS

### SPELLING KERAPTIS CR 5

**Description** see text.

**Search** DC 20; **Type** mechanical

**Trigger** touch (false tile); **Init** +2

**Effect** scalding hot jet of fire (automatically hit, 5d6 points of fire damage, DC 15 Reflex half)

**Duration** 8 rounds (per false tile triggered)

**Destruction** AC 15; hp 12 (each false tile)

**Disarm** Disable Device DC 22 (each false tile)

## 10: WINGED DEATH

### IRANIKS AND DRASTOR CR 5

Male earth mephit sorcerer 2

N Small outsider (earth, extraplanar)

**Init** -1; **Senses** darkvision 60 ft.; Listen +8, Spot +8

**Languages** Common, Terran

**AC** 16, touch 10, flat-footed 16

(+1 size, -1 Dex, +6 natural)

**hp** 41 (7 HD); fast healing 2; DR 5/magic

**Fort** +6, **Ref** +4, **Will** +8

**Speed** 30 ft. (6 squares), fly (average)

**Melee** 2 claws each +10 (1d3+3)

**Base Atk** +6; **Grp** +5

**Atk Options** Power Attack

**Special Actions** breath weapon, change size, summon mephit

**Combat Gear** *bag of endless caltrops*, *potion of cure moderate wounds*,

**Sorcerer Spells Known** (CL 6th):

1st (5/day)—*magic missile*, *shield*

0 (6/day)—*detect magic*, *daze* (DC 13), *detect poison*, *flare* (DC 13), *touch of fatigue* (DC 13)

**Spell-Like Abilities** (CL 6th):

1/day—*soften earth to mud*

**Abilities** Str 17, Dex 8, Con 13, Int 6, Wis 11, Cha 16

**SQ** outsider traits

**Feats** Improved Toughness, Power Attack, Practiced Spellcaster (sorcerer)

**Skills** Bluff +11, Concentration +3, Diplomacy +5, Disguise +3 (+5 more to act in character), Escape Artist +7, Hide +11, Intimidate +5, Listen +8, Move Silently +7, Spot +8,

Use Rope -1 (+1 with bindings)

**Possessions** combat gear plus *cloak of resistance* +1

**Breath Weapon (Su)** 15 ft. cone of rock shards and pebbles every 1d4 rounds, 1d8 points of damage, DC 14 Reflex save for half.

**Change Size (Sp)** Once per hour, Iraniks and Drastor can magically change their size. This works just as the enlarge person spell, except that the power works only on the caster. This is the equivalent of a 2nd-level spell.

**Fast Healing (Ex)** An earth mephit heals only if it is underground or buried up to its waist in earth.

## 12: DOG SOLDIERS

### GNOLL MERCENARY CR 4

Male phantom\* gnoll fighter 1/ranger 1

\**Monster Manual* V 130

CE Medium humanoid (gnoll)

**Init** +3; **Senses** darkvision 60 ft.; Listen +5, Spot +5

**Languages** Common, Gnoll

**AC** 21, touch 14, flat-footed 18; phantom defense (+3 Dex, +4 armor, +2 shield, +1 deflection, +1 natural)

**hp** 30 (4 HD)

**Fort** +10, **Ref** +6, **Will** +3

**Weakness** ghost touch

**Speed** 30 ft. (6 squares); incorporeal movement

**Melee** mwk battleaxe +9 (1d8+4/x3)

**Ranged** composite shortbow +7 (1d6+4/x3)

**Base Atk** +3; **Grp** +7

**Atk Options** favored enemy human +2

**Combat Gear** *potion of cure moderate wounds*, tanglefoot bag

**Abilities** Str 18, Dex 16, Con 15, Int 10, Wis 10, Cha 8

**SQ** wild empathy -1 (-3 magical beasts)

**Feats** Iron Will, Track<sup>B</sup>, Weapon Focus (battleaxe), Weapon Focus (shortbow)

**Skills** Climb +2, Jump +2, Listen +5, Spot +5, Survival +4

**Possessions** combat gear plus chain shirt, heavy steel shield, masterwork battleaxe, composite shortbow (+4 Str bonus) with 20 arrows, *cloak of resistance* +1

**Vulnerability to Ghost Touch (Ex)** If damaged by a ghost touch attack, a phantom takes half again (+50%) as much damage from that attack, regardless of whether a saving throw is allowed or whether that save succeeds.

**Incorporeal Movement (Su)** When willingly moving a phantom becomes incorporeal. A phantom can suppress or resume this ability as a move action.



### 13: INFERNAL WATCHERS

#### ROONDAR DAERGER

CR 5

Male whisper gnome\* cleric 2/rogue 3

\* *Races of Stone* 96

NE Small humanoid (gnome)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Listen +11, Spot +11

**Languages** Common, Gnome, Infernal

**AC** 19, touch 14, flat-footed 16; +4 against giant-type creatures, +1 against traps

(+1 size, +3 Dex, +4 armor, +1 shield)

**hp** 22 (5 HD)

**Fort** +5, **Ref** +7 (+8 against traps), **Will** +8

**Resist** evasion

**Speed** 30 ft. (6 squares)

**Ranged** mwk repeating heavy crossbow +8 (1d8/19-20)

**Melee** short sword +7 (1d4/19-20) or

**Melee** gnome swordcatcher +0 (1d4/19-20)

**Base Atk** +3; **Grp** -1

**Atk Options** +1 on attack rolls against goblins and kobolds, sneak attack +2d6

**Special Actions** rebuke undead 3/day (+0, 2d6+2, 2nd), spontaneous casting (*inflict* spells)

**Combat Gear** 2 tanglefoot bags, *potion of cure moderate wounds*

**Cleric Spells Prepared** (CL 2nd; 3rd with evil spells):

1st—*cure light wounds*, *divine favor*, *obscuring mist*, *protection from good*<sup>DE</sup>

0—*cure minor wounds* (2), *resistance*, *virtue*

**D:** Domain spell. Deity: Roykyn. Domains: Evil, Trickery

**E:** Evil spell

**Spell-Like Abilities** (CL 1st):

1/day—*ghost sound* (DC 10), *mage hand*, *message*, *silence* (centered on self only)

**Abilities** Str 11, Dex 16, Con 10, Int 10, Wis 16, Cha 10

**SQ** trapfinding, whisper gnome traits

**Feats** Exotic Weapon Proficiency (repeating heavy crossbow), Weapon Finesse

**Skills** Balance +11, Climb +3, Concentration +2, Hide +18, Jump +6, Listen +11, Move Silently +13, Speak Language (Infernal), Spellcraft +1, Spot +11, Swim +2, Tumble +13

**Possessions** combat gear plus masterwork repeating heavy crossbow with 20 bolts, gnome swordcatcher, masterwork buckler, +1 *studded leather armor*, *acrobat boots*, *cloak of resistance* +1, holy symbol, spell component pouch, 24 gp

### 14 RISING TIDE

#### COLLAPSING CAVERN

CR 1

**Description** see text.

**Search** DC 16; **Type** mechanical

**Trigger** timed (2 rounds); **Init** +0

**Effect** falling rocks (Atk +3, 1d6 points of bludgeoning damage)

**Duration** 4 rounds

**Destruction** AC 11; hp 2; hardness 8 (each ceiling square)

**Disarm** Disable Device DC 16 (each ceiling square)

**2: THE WIZARD'S MOUTH****SCALDING STEAM VENT CR 5****Description** see encounter description and Appendix 2.**Search** DC 20; **Type** mechanical**Trigger** location; **Init** +2**Effect** blast of scalding steam (automatically hit, 5d6 points of fire damage, DC 15 Reflex half)**Duration** 8 rounds**Destruction** AC 17; hp 22; hardness 8**Disarm** Disable Device DC 25 (entire trap)**3: ECHOS OF RIDDLES PAST****FASH BERMIN CR 7**

Male whisper gnome\* gnome illusionist\*\* 7

\* *Races of Stone* 96\*\* *Races of Stone* 149

NE Small humanoid (gnome)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Listen +7, Spot +6**Languages** Common, Draconic, Gnome, Goblin**AC** 15, touch 15, flat-footed 12; +4 against giant-type creatures

(+1 size, +3 Dex, +1 natural)

**hp** 33 (7 HD)**Fort** +5, **Ref** +6, **Will** +7**Speed** 30 ft. (6 squares)**Melee** dagger +2 (1d3-2/19-20)**Ranged** light crossbow +7 (1d6/19-20)**Base Atk** +3; **Grp** -3**Atk Options** +1 on attack rolls against goblins and kobolds**Special Actions** extended illusions**Combat Gear** *dust of appearance*, *pearl of power* (1st-level), *screaming bolt*, *scroll of solid fog*, *potion of cure light wounds***Illusionist Spells Prepared** (CL 7th):4th—*greater invisibility*, *persistent image* (DC 19)3rd—*deep slumber* (DC 16), *dispel magic*,*displacement*, *illusionary wall* (DC 18)2nd—*glitterdust* (DC 15), *fox's cunning*, *invisibility*, *major image* (DC 17), *web* (DC 15)1st—*color spray* (DC 16), *expeditious retreat*, *mage armor*, *minor image* (2) (DC 16), *shield*0—*ghost sound* (DC 15), *mage hand*, *resistance ventriloquism* (2) (DC 15)**Spell-Like Abilities** (CL 7th):1/day—*ghost sound* (DC 12), *mage hand*, *message*, *silence* (centered on self only)**Abilities** Str 6, Dex 16, Con 15, Int 16, Wis 12, Cha 10**SQ** gnome illusionist spells, whisper gnome traits**Feats** Alertness, Greater Spell Focus (illusion), Spell Focus (illusion)**Skills** Concentration +12, Decipher Script +7, Hide +13, Knowledge (dungeoneering) +6, Knowledge (arcana) +13, Listen +7, Move Silently +7, Spellcraft +16, Spot +6**Possessions** combat gear plus dagger, light crossbow with 10 bolts, *cloak of resistance* +1, *amulet of natural armor* +1, spell component pouch, 24 gp**Spellbook** (barred schools: evocation, necromancy) spells prepared plus 0—all plus *silent image*; 1st—*disguise self*; 2nd—*mirror image*; 3rd—*heroism*; 4th—*detect scrying***Extended Illusions (Su)** Fash doubles the duration of any illusion spell he casts other than those with an instantaneous duration. Illusion spells with a duration of concentration last for the duration of Fash's concentration plus 1d4 rounds. An illusion spell with a duration of concentration plus an additional increment of time has the additional portion of the duration doubled.**6: WHIRLING DEATH****BLADES OF DEATH CR 7****Description** see text. The pits in this chamber are 60 ft. deep (6d6 points of damage) and have very rough walls (DC 10 Climb check to scale). The DCs to find and disable a concealed pit trap are as listed below.**Search** DC 17; **Type** mechanical**Trigger** location; **Init** +3**Effect** Two greatsword (+9, 2d6 points of slashing damage) per pit square per round**Effect** Four Large shortspears (Atk +9, 1d8 points of piercing damage) per target per round**Duration** 10 rounds**Destruction** AC 17; hp 10; hardness 5 (each shortspear)**Destruction** AC 17; hp 10; hardness 10 (each greatsword)**Disarm** Disable Device DC 17 (each shortspear, greatsword, or concealed pit trap)**8: RIVERS OF BLOOD****SIR BLUTO SANS PITE CR 7**

Male gravetouched ghoul\* fighter 4/rogue 2

\*see *Libris Mortis* 103

CE Medium undead (augmented humanoid)

**Init** +8; **Senses** darkvision 60 ft.; Listen +7, Spot +6**Languages** Common**AC** 22, touch 11, flat-footed 21

(+1 Dex, +9 armor, +2 natural)

**hp** 44 (6 HD)**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion**Resist** +2 turn resistance, evasion**Fort** +4, **Ref** +8, **Will** +2**Speed** 20 ft. in full plate (4 squares), base speed 30 ft.**Melee** +1 *longsword* +11 (1d8+9/19-20) or**Melee** bite +9 (1d6+4 plus ghoul fever and paralysis) and

2 claws +7 (1d4+2 plus paralysis)  
**Ranged Touch** net +5 (entangled)  
**Base Atk** +5; **Grp** +9  
**Atk Options** Combat Expertise, Improved Feint, sneak attack +1d6

---

**Abilities** Str 18, Dex 18, Con --, Int 15, Wis 12, Cha 12  
**SQ** trapfinding, undead traits  
**Feats** Combat Expertise, Improved Feint, Improved Initiative, Lightning Reflexes, Multiattack<sup>B</sup>, Skill Focus (Bluff), Weapon Focus (longsword)<sup>B</sup>, Weapon Specialization (longsword)  
**Skills** Balance +4, Bluff +10, Climb +7, Hide +4, Intimidate +9, Jump +3, Listen +7, Move Silently +4, Ride +5, Sense Motive +4, Spot +6, Swim +2, Tumble +6  
**Possessions** combat gear plus +1 *longsword*, +1 *full plate*, net

---

**Ghoul Fever (Su)** Disease—bite, DC 14 Fortitude save, incubation period 1 day, damage 1d3 Con and 1d3 Dex.  
**Paralysis (Ex)** DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Elves are immune.

## GHAST HENCHMAN CR 4

Advanced ghost  
CE Medium undead  
**Init** +3; **Senses** darkvision 60 ft.; Listen +2, Spot +12  
**Languages** Common

---

**AC** 18, touch 13, flat-footed 15  
(+3 Dex, +3 armor, +2 natural)  
**hp** 45 (7 HD)  
**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion  
**Resist** +2 turn resistance  
**Fort** +2, **Ref** +7, **Will** +6

---

**Speed** 30 ft. (6 squares)  
**Melee** bite +8 (1d6+4 plus ghoulish fever and paralysis)  
2 claws +5 each (1d3+2 plus paralysis)  
**Base Atk** +3; **Grp** +7  
**Atk Options** ghoulish fever, paralysis  
**Special Actions** stench (DC 16)

---

**Abilities** Str 18, Dex 17, Con --, Int 13, Wis 14, Cha 16  
**SQ** undead traits  
**Feats** Multiattack, Lightning Reflexes, Weapon Focus (bite)  
**Skills** Balance +8, Climb +9, Hide +13, Jump +14, Move Silently +13, Spot +12  
**Possessions** masterwork studded leather

---

**Ghoul Fever (Su)** Fort DC 16, 1 day, 1d3 Con and 1d3 Dex.  
**Paralysis (Ex)** Fort DC 16 negates, paralysis 1d4+1 rounds; elves immune.  
**Stench (Ex)** All living creatures within 10 ft. of a ghoulish must succeed on a DC 16 Fortitude save or be sickened (-2 on attack rolls, saving throws, skill checks, and ability checks) for 1d6+4 minutes.

Creatures that make a successful save cannot be affected by the same ghoulish's stench for 24 hours. A *delay poison* or *neutralize poison* removes the effect. Creatures with resistance to poison receive their normal bonus to their saving throws while creatures immune to poison are unaffected.

## 9: TO STAND UPON KERAPTIS

### SPELLING KERAPTIS CR 7

**Description** see text.  
**Search** DC 22; **Type** mechanical

---

**Trigger** touch (false tile); **Init** +3  
**Effect** scalding hot jet of fire (automatically hit, 7d6 points of fire damage, DC 17 Reflex half)  
**Duration** 10 rounds (per false tile triggered)

---

**Destruction** AC 17; hp 17 (each false tile)  
**Disarm** Disable Device DC 24 (each false tile)

## 10: WINGED DEATH

### IRANIKS AND DRASTOR CR 7

Male earth mephit sorcerer 5  
N Small outsider (earth, extraplanar)  
**Init** -1; **Senses** darkvision 60 ft.; Listen +8, Spot +8  
**Languages** Common, Terran

---

**AC** 16, touch 10, flat-footed 16  
(+1 size, -1 Dex, +6 natural)  
**hp** 55 (10 HD); fast healing 2; DR 5/magic  
**Fort** +7, **Ref** +7, **Will** +9

---

**Speed** 30 ft. (6 squares), fly (average)  
**Melee** 2 claws each +12 (1d3+4)  
**Base Atk** +7; **Grp** +7  
**Atk Options** Power Attack  
**Special Actions** breath weapon, change size, summon mephit  
**Combat Gear** *bag of endless caltrops*, *memento magica* (1st-level), *potion of cure moderate wounds*, *potion of greater magic fang* (+1)  
**Sorcerer Spells Known** (CL 9th):  
2nd (5/day)—*mirror image*, *protection from arrows*  
1st (7/day)—*mage armor*, *magic missile*, *obscuring mist*, *shield*  
0 (6/day)—*detect magic*, *daze* (DC 13), *detect poison*, *flare* (DC 13), *read magic*, *touch of fatigue* (DC 13)  
**Spell-Like Abilities** (CL 6th):  
1/day—*soften earth to mud*

---

**Abilities** Str 18, Dex 8, Con 13, Int 6, Wis 11, Cha 16  
**SQ** outsider traits  
**Feats** Improved Toughness, Lightning Reflexes, Power Attack, Practiced Spellcaster (sorcerer)  
**Skills** Bluff +11, Concentration +6, Diplomacy +5, Disguise +3 (+5 more to act in character), Escape Artist +7, Hide +11, Intimidate +5, Listen +8, Move Silently +7, Spot +8,  
Use Rope -1 (+1 with bindings)  
**Possessions** combat gear plus *cloak of resistance* +1, 50 gp

---

**Breath Weapon (Su)** 15 ft. cone of rock shards and pebbles every 1d4 rounds, 1d8 points of damage, DC 14 Reflex save for half.

**Change Size (Sp)** Once per hour, Iraniks and Drastor can magically change their size. This works just as the enlarge person spell, except that the power works only on the caster. This is the equivalent of a 2nd-level spell.

**Fast Healing (Ex)** An earth mephit heals only if it is underground or buried up to its waist in earth.

## 12: DOG SOLDIERS

### GNOLL MERCENARY

CR 5

Male phantom\* gnoll fighter 1/ranger 2

\**Monster Manual* V 130

CE Medium humanoid (gnoll)

**Init** +3; **Senses** darkvision 60 ft.; Listen +6, Spot +6

**Languages** Common, Gnoll

---

**AC** 21, touch 14, flat-footed 18; phantom defense (+3 Dex, +4 armor, +2 shield, +1 deflection, +1 natural)

**hp** 37 (5 HD)

**Fort** +11, **Ref** +7, **Will** +3

**Weakness** ghost touch

---

**Speed** 30 ft. (6 squares); incorporeal movement

**Melee** mwk battleaxe +10 (1d8+4/x3)

**Ranged** composite shortbow +8 (1d6+4/x3) or

**Ranged** composite shortbow +6/+6 (1d6+4/x3) with Rapid Shot

**Base Atk** +4; **Grp** +7

**Atk Options** favored enemy human +2

**Combat Gear** *jumping caltrops*, *potion of cure moderate wounds*, tanglefoot bag

---

**Abilities** Str 18, Dex 16, Con 15, Int 10, Wis 10, Cha 8

**SQ** wild empathy -1 (-3 magical beasts)

**Feats** Iron Will, Rapid Shot<sup>B</sup>, Track<sup>B</sup>, Weapon Focus (battleaxe), Weapon Focus (shortbow)

**Skills** Climb +4, Jump +3, Listen +6, Spot +6, Survival +5

**Possessions** combat gear plus chain shirt, heavy steel shield, masterwork battleaxe, composite shortbow (+4 Str bonus) with 20 arrows, *cloak of resistance* +1

---

**Vulnerability to Ghost Touch (Ex)** If damaged by a ghost touch attack, a phantom takes half again (+50%) as much damage from that attack, regardless of whether a saving throw is allowed or whether that save succeeds.

**Incorporeal Movement (Su)** When willingly moving, a phantom becomes incorporeal. A phantom can suppress or resume this ability as a move action.

## 13: INFERNAL WATCHERS

### ROONDAR DAERGEL

CR 7

Male whisper gnome\* cleric 3/rogue 4

\**Races of Stone* 96

NE Small humanoid (gnome)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Listen +12, Spot +12

**Languages** Common, Gnome, Infernal

---

---

**AC** 20, touch 14, flat-footed 20; +4 against giant-type creatures, +1 against traps, uncanny dodge (+1 size, +3 Dex, +4 armor, +2 shield)

**hp** 37 (7 HD)

**Fort** +5, **Ref** +9 (+10 against traps), **Will** +8

**Resist** evasion

---

**Speed** 30 ft. (6 squares)

**Ranged** mwk repeating heavy crossbow +10 (1d8/19-20)

**Melee** short sword +9 (1d4/19-20) or

**Melee** gnome swordcatcher +2 (1d4/19-20)

**Base Atk** +5; **Grp** +1

**Atk Options** +1 on attack rolls against goblins and kobolds, sneak attack +2d6

**Special Actions** rebuke undead 3/day (+0, 2d6+3, 3rd), spontaneous casting (*inflict* spells)

**Combat Gear** 2 tanglefoot bags, *potion of cure moderate wounds*, *potion of displacement*,

**Cleric Spells Prepared** (CL 3rd; 4th with evil spells):

2nd—*aid*, *bear's endurance*, *invisibility*<sup>D</sup>

1st—*cure light wounds*, *divine favor*, *obscuring mist*, *protection from good*<sup>DE</sup>

0—*cure minor wounds* (2), *resistance*, *virtue*

**D:** Domain spell. Deity: Roykyn. Domains: Evil, Trickery

**E:** Evil spell

**Spell-Like Abilities** (CL 1st):

1/day—*ghost sound* (DC 10), *mage hand*, *message*, *silence* (centered on self only)

---

**Abilities** Str 11, Dex 16, Con 10, Int 10, Wis 16, Cha 10

**SQ** trapfinding, whisper gnome traits

**Feats** Exotic Weapon Proficiency (repeating heavy crossbow), Improved Toughness, Weapon Finesse

**Skills** Balance +12, Climb +4, Concentration +3, Hide +19, Jump +7, Listen +12, Move Silently +14, Speak Language (Infernal), Spellcraft +2, Spot +12, Swim +2, Tumble +14

**Possessions** combat gear plus masterwork repeating heavy crossbow with 20 bolts, gnome swordcatcher, masterwork buckler, +1 *studded leather armor*, *acrobat boots*, *cloak of resistance* +1, holy symbol, spell component pouch, 24 gp

---

## ADVANCED HELL HOUND CR 5

LE Medium outsider (evil, extraplanar, fire, lawful)

**Init** +5; **Senses** darkvision 60 ft., scent; Listen +11, Spot +11

**Languages** understand but not speak Infernal

---

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +5 natural)

**hp** 52 (8 HD)

**Immune** fire

**Fort** +7, **Ref** +8, **Will** +6

**Weakness** vulnerability to cold

---

**Speed** 40 ft. (8 squares); Run

**Melee** bite +9 (2d6+1 plus 1d6 fire)

**Base Atk** +8; **Grp** +9

**Atk Options** fiery bite

**Special Actions** breath weapon

---

**Abilities** Str 13, Dex 13, Con 14, Int 6, Wis 10, Cha 6

**SQ** outsider traits

**Feats** Improved Initiative, Improved Natural Attack (bite), Run, Track<sup>B</sup>

**Skills** Hide +18, Jump +16 (or +20 with a running jump), Listen +11, Move Silently +18, Spot +11, Survival +11 (+19 more when tracking by scent)

---

**Breath Weapon (Su)** 10 ft. cone, once every 2d4 rounds, 2d6 fire, Reflex DC 16 halves.

**Fiery Bite (Su)** A hell hound's bites deals an extra 1d6 points of fire damage, as if its bite was a flaming weapon.

## 14 RISING TIDE

### COLLAPSING CAVERN CR 3

**Description** see text.

**Search** DC 18; **Type** mechanical

---

**Trigger** timed (2 rounds); **Init** +1

**Effect** falling rocks (Atk +5, 3d6 points of bludgeoning damage)

**Duration** 6 rounds

---

**Destruction** AC 13; hp 7; hardness 8 (each ceiling square)

**Disarm** Disable Device DC 18 (each ceiling square)

## 2: THE WIZARD'S MOUTH

**SCALDING STEAM VENT** CR 7**Description** see encounter description and Appendix 2.**Search** DC 22; **Type** mechanical**Trigger** location; **Init** +3**Effect** blast of scalding steam (automatically hit, 7d6 points of fire damage, DC 17 Reflex half)**Duration** 10 rounds**Destruction** AC 20; hp 31; hardness 8**Disarm** Disable Device DC 29 (entire trap)

## 3: ECHOS OF RIDDLES PAST

**FASH BERMIN** CR 9

Male whisper gnome\* gnome illusionist\*\* 9

\* *Races of Stone* 96\*\* *Races of Stone* 149

NE Small humanoid (gnome)

**Init** +7; **Senses** darkvision 60 ft., low-light vision; Listen +8, Spot +7**Languages** Common, Draconic, Gnome, Goblin**AC** 15, touch 15, flat-footed 12; +4 against giant-type creatures

(+1 size, +3 Dex, +1 natural)

**hp** 42 (9 HD)**Fort** +6, **Ref** +7, **Will** +8**Speed** 30 ft. (6 squares)**Melee** dagger +3 (1d3-2/19-20)**Ranged** light crossbow +8 (1d6/19-20)**Base Atk** +4; **Grp** -3**Atk Options** +1 on attack rolls against goblins and kobolds**Special Actions** extended illusions**Combat Gear** *dust of appearance*, *pearl of power* (1st-level), *screaming bolt*, *scroll of solid fog*, *potion of cure light wounds***Illusionist Spells Prepared** (CL 9th):5th—*shadow evocation* (2) (DC 21)4th—*greater invisibility*, *persistent image* (DC 20), *stoneskin*3rd—*deep slumber* (DC 17), *dispel magic*, *displacement*, *illusionary wall* (DC 19), *protection from energy*2nd—*glitterdust* (DC 16), *fox's cunning*, *invisibility*, *major image* (DC 18), *see invisibility*, *web* (DC 16)1st—*color spray* (DC 17), *expeditious retreat*, *mage armor*, *minor image* (2) (DC 17), *shield*0—*ghost sound* (DC 16), *mage hand*, *resistance ventriloquism* (2) (DC 16)**Spell-Like Abilities** (CL 9th):1/day—*ghost sound* (DC 12), *mage hand*, *message*, *silence* (centered on self only)**Abilities** Str 6, Dex 16, Con 15, Int 19, Wis 12, Cha 10**SQ** gnome illusionist spells, whisper gnome traits**Feats** Alertness, Greater Spell Focus (illusion),

Improved Initiative, Spell Focus (illusion)

**Skills** Concentration +14, Decipher Script +6, Hide +13, Knowledge (dungeoneering) +5, Knowledge (arcana)

+14, Listen +8, Move Silently +7, Spellcraft +17, Spot +7

**Possessions** combat gear plus dagger, light crossbow with 10 bolts, *cloak of resistance* +1, *amulet of natural armor* +1, spell component pouch, *headband of intellect* +2, 24 gp**Spellbook** (barred schools: evocation, necromancy) spells prepared plus 0—all plus *silent image*; 1st—*disguise self*; 2nd—*mirror image*; 3rd—*heroism*; 4th—*detect scrying*; 5th—*prying eyes***Extended Illusions (Su)** Fash doubles the duration of any illusion spell he casts other than those with an instantaneous duration. Illusion spells with a duration of concentration last for the duration of Fash's concentration plus 1d4 rounds. An illusion spell with a duration of concentration plus an additional increment of time has the additional portion of the duration doubled.

## 6: WHIRLING DEATH

**BLADES OF DEATH** CR 9**Description** see text. The pits in this chamber are 80 ft. deep (8d6 points of damage) and have very rough walls (DC 10 Climb check to scale). The DCs to find and disable a concealed pit trap are as listed below.**Search** DC 19; **Type** mechanical**Trigger** location; **Init** +4**Effect** Three greatsword (+11, 2d6 points of slashing damage) per pit square per round**Effect** Four Large longswords (Atk +11, 2d6 points of piercing damage) per target per round**Duration** 12 rounds**Destruction** AC 19; hp 20; hardness 5 (each longsword)**Destruction** AC 19; hp 10; hardness 10 (each greatsword)**Disarm** Disable Device DC 19 (each shortsword, greatsword, or concealed pit trap)

## 8: RIVERS OF BLOOD

**SIR BLUTO SANS PITE** CR 9

Male gravetouched ghoul\* fighter 5/rogue 3

\*see *Libris Mortis* 103

CE Medium undead (augmented humanoid)

**Init** +8; **Senses** darkvision 60 ft.; Listen +8, Spot +7**Languages** Common**AC** 22, touch 11, flat-footed 21; +1 against traps (+1 Dex, +9 armor, +2 natural)**hp** 57 (8 HD)**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion**Resist** +2 turn resistance, evasion**Fort** +5, **Ref** +8 (+9 against traps), **Will** +3**Speed** 20 ft. in full plate (4 squares), base speed 30 ft.**Melee** +1 *longsword* +13/+8 (1d8+10/19-20) or

**Melee** bite +11 (1d6+5 plus ghoulish fever and paralysis)  
and

2 claws +9 (1d4+2 plus paralysis)

**Ranged Touch** net +6 (entangled)

**Base Atk** +6; **Grp** +11

**Atk Options** Combat Expertise, Improved Feint, sneak attack +2d6

---

**Abilities** Str 21, Dex 18, Con --, Int 15, Wis 12, Cha 12  
**SQ** trapfinding, undead traits

**Feats** Combat Expertise, Improved Feint, Improved Initiative, Lightning Reflexes, Multiattack<sup>B</sup>, Skill Focus (Bluff), Weapon Focus (longsword)<sup>B</sup>, Weapon Specialization (longsword)

**Skills** Balance +5, Bluff +11, Climb +9, Hide +5, Intimidate +10, Jump +5, Listen +8, Move Silently +5, Ride +6, Sense Motive +5, Spot +7, Swim +4, Tumble +8, Use Rope +6

**Possessions** combat gear plus +1 longsword, +1 full plate, gauntlets of ogre power

---

**Ghoul Fever (Su)** Disease—bite, DC 15 Fortitude save, incubation period 1 day, damage 1d3 Con and 1d3 Dex.

**Paralysis (Ex)** DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Elves are immune.

## GHAST HENCHMAN

CR 4

Advanced ghaſt

CE Medium undead

**Init** +3; **Senses** darkvision 60 ft.; Listen +2, Spot +12

**Languages** Common

---

**AC** 18, touch 13, flat-footed 15  
(+3 Dex, +3 armor, +2 natural)

**hp** 45 (7 HD)

**Immune** mind-affecting, poison, sleep, paralysis, stunning, disease, death effects, critical hits, nonlethal damage, ability drain, energy drain, damage to physical ability scores, fatigue and exhaustion

**Resist** +2 turn resistance

**Fort** +2, **Ref** +7, **Will** +6

---

**Speed** 30 ft. (6 squares)

**Melee** bite +8 (1d6+4 plus ghoulish fever and paralysis)  
and  
2 claws +5 each (1d3+2 plus paralysis)

**Base Atk** +3; **Grp** +7

**Atk Options** ghoulish fever, paralysis

**Special Actions** stench (DC 16)

---

**Abilities** Str 18, Dex 17, Con --, Int 13, Wis 14, Cha 16  
**SQ** undead traits

**Feats** Multiattack, Lightning Reflexes, Weapon Focus (bite)

**Skills** Balance +8, Climb +9, Hide +13, Jump +14, Move Silently +13, Spot +12

**Possessions** masterwork studded leather

---

**Ghoul Fever (Su)** Fort DC 16, 1 day, 1d3 Con and 1d3 Dex.

**Paralysis (Ex)** Fort DC 16 negates, paralysis 1d4+1 rounds; elves immune.

**Stench (Ex)** All living creatures within 10 ft. of a ghaſt muſt ſucceed on a DC 16 Fortitude ſave or be

sickened (-2 on attack rolls, ſaving throws, ſkill checks, and ability checks) for 1d6+4 minutes.

Creatures that make a ſuſſeſſful ſave cannot be affected by the ſame ghaſt's ſtench for 24 hours. A *delay poiſon* or *neutralize poiſon* removes the effect.

Creatures with reſiſtance to poiſon receive their normal bonus to their ſaving throws while creatures immune to poiſon are unaffected.

## 9: TO STAND UPON KERAPTIS

### SPELLING KERAPTIS

CR 9

**Description** ſee text.

**Search** DC 24; **Type** mechanical

---

**Trigger** touch (false tile); **Init** +4

**Effect** ſcalding hot jet of fire (automatically hit, 9d6 points of fire damage, DC 19 Reflex half)

**Duration** 12 rounds (per false tile triggered)

---

**Destruction** AC 19; hp 22 (each false tile)

**Disarm** Disable Device DC 26 (each false tile)

## 10: WINGED DEATH

### IRANIKS AND DRASTOR

CR 9

Male earth mephitis ſorcerer 7

N Small outſider (earth, extraplanar)

**Init** -1; **Senses** darkvision 60 ft.; Listen +8, Spot +8

**Languages** Common, Terran

---

**AC** 17, touch 11, flat-footed 17

(+1 ſize, -1 Dex, +1 deflection, +6 natural)

**hp** 63 (12 HD); faſt healing 2; DR 5/magic

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

---

**Speed** 30 ft. (6 ſquares), fly (average)

**Melee** 2 claws each +13 (1d3+4)

**Base Atk** +8 **Grp** +8

**Atk Options** Power Attack

**Special Actions** breath weapon, change ſize, ſummon mephitis

**Combat Gear** *bag of endleſſ caltrops*, *memento magica* (1ſt-level), *potion of cure moderate wounds*, *potion of greater magics fang* (+1)

**Sorcerer Spells Known** (CL 11th; +7 ranged touch):

3rd (5/day)—*blink*, *lightning bolt* (DC 17)

2nd (7/day)—*mirror image*, *protection from arrows*, *ſcorching ray*

1ſt (7/day)—*grease* (DC 14), *mage armor*, *magics miſſile*, *obſcuring miſt*, *ſhield*

0 (6/day)—*detect magics*, *daze* (DC 13), *detect poiſon*, *flare* (DC 13), *mage hand*, *read magics*, *touch of fatigue* (DC 13)

**Spell-Like Abilities** (CL 6th):

1/day—*ſoſten earth to mud*

---

**Abilities** Str 18, Dex 8, Con 13, Int 6, Wis 11, Cha 17

**SQ** outſider traits

**Feats** Improved Toughneſſ, Lightning Reflexes, Power Attack, Practiced Spellcaſter (ſorcerer), Spell Focus (evocation)

**Skills** Bluff +11, Concentration +8, Diplomacy +5, Diſguiſe +3 (+5 more to act in character), Escape Artiſt +7, Hide +11, Intimidate +5, Listen +8, Move Silently +7, Spot +8,



Use Rope -1 (+1 with bindings)

**Possessions** combat gear plus *cloak of resistance* +1, *ring of protection* +1, 150 gp

**Breath Weapon (Su)** 15 ft. cone of rock shards and pebbles every 1d4 rounds, 1d8 points of damage, DC 14 Reflex save for half.

**Change Size (Sp)** Once per hour, Iraniks and Drastor can magically change their size. This works just as the enlarge person spell, except that the power works only on the caster. This is the equivalent of a 2nd-level spell.

**Fast Healing (Ex)** An earth mephit heals only if it is underground or buried up to its waist in earth.

## 12: DOG SOLDIERS

### GNOLL MERCENARY

CR 7

Male phantom\* gnoll fighter 2/ranger 2

\**Monster Manual* V 130

CE Medium humanoid (gnoll)

**Init** +3; **Senses** darkvision 60 ft.; Listen +6, Spot +6

**Languages** Common, Gnoll

**AC** 21, touch 14, flat-footed 18; Dodge, Mobility, phantom defense  
(+3 Dex, +4 armor, +2 shield, +1 deflection, +1 natural)

**hp** 44 (6 HD)

**Fort** +11, **Ref** +7, **Will** +3

**Weakness** ghost touch

**Speed** 30 ft. (6 squares)

**Melee** mwk battleaxe +11 (1d8+4/x3)

**Ranged** composite shortbow +9 (1d6+4/x3) or

**Ranged** composite shortbow +7/+7 (1d6+4/x3) with Rapid Shot

**Base Atk** +5; **Grp** +8

**Atk Options** favored enemy human +2, phantom strike

**Special Actions** incorporeal jaunt

**Combat Gear** *jumping caltrops*, *potion of cure moderate wounds*, tanglefoot bag

**Abilities** Str 18, Dex 16, Con 15, Int 10, Wis 10, Cha 8

**SQ** wild empathy -1 (-3 magical beasts)

**Feats** Dodge, Iron Will, Mobility, Rapid Shot<sup>B</sup>, Track<sup>B</sup>, Weapon Focus (battleaxe), Weapon Focus (shortbow)

**Skills** Climb +7, Jump +6, Listen +6, Spot +6, Survival +5

**Possessions** combat gear plus mithral shirt, heavy steel shield, masterwork battleaxe, composite shortbow (+4 Str bonus) with 20 arrows, *cloak of resistance* +1

**Vulnerability to Ghost Touch (Ex)** If damaged by a ghost touch attack, a phantom takes half again (+50%) as much damage from that attack, regardless of whether a saving throw is allowed or whether that save succeeds.

**Phantom Strike (Ex)** For the purpose of resolving melee and ranged attacks and other attacks that only require momentary contact to deal damage or have effect, a phantom gnoll is considered to be both incorporeal and corporeal when it is incorporeal.

**Incorporeal Jaunt (Su)** A gnoll phantom can become incorporeal as a swift action and corporeal as a swift action or a standard action.

## 13: INFERNAL WATCHERS

### ROONDAR DAERGEL

CR 9

Male whisper gnome\* cleric 3/rogue 6

\* *Races of Stone* 96

NE Small humanoid (gnome)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Listen +14, Spot +14

**Languages** Common, Gnome, Infernal

**AC** 20, touch 14, flat-footed 20; Dodge, +4 against giant-type creatures, +2 against traps, uncanny dodge

(+1 size, +3 Dex, +4 armor, +2 shield)

**hp** 46 (9 HD)

**Fort** +6, **Ref** +10 (+12 against traps), **Will** +9

**Resist** evasion

**Speed** 30 ft. (6 squares)

**Ranged** mwk repeating heavy crossbow +11 (1d8/19-20) or

**Ranged** *meteoric knife* +11 (1d3+1/19-20)

**Melee** short sword +10 (1d4+1/19-20) or

**Melee** gnome swordcatcher +4 (1d4+1/19-20)

**Base Atk** +6; **Grp** +3

**Atk Options** +1 on attack rolls against goblins and kobolds, sneak attack +3d6

**Special Actions** rebuke undead 3/day (+0, 2d6+3, 3rd), spontaneous casting (*inflict* spells)

**Combat Gear** 2 tanglefoot bags, *amulet of tears*, *potion of cure moderate wounds*, *potion of displacement*

**Cleric Spells Prepared** (CL 3rd; 4th with evil spells):

2nd—*aid*, *bear's endurance*, *invisibility*<sup>D</sup>

1st—*cure light wounds*, *divine favor*, *obscuring mist*, *protection from good*<sup>DE</sup>

0—*cure minor wounds* (2), *resistance*, *virtue*

**D:** Domain spell. Deity: Roykyn. Domains: Evil, Trickery

**E:** Evil spell

**Spell-Like Abilities** (CL 1st):

1/day—*ghost sound* (DC 10), *mage hand*, *message*, *silence* (centered on self only)

**Abilities** Str 12, Dex 16, Con 10, Int 10, Wis 16, Cha 10

**SQ** trapfinding, whisper gnome traits

**Feats** Dodge, Exotic Weapon Proficiency (repeating heavy crossbow), Improved Toughness, Weapon Finesse

**Skills** Balance +14, Climb +6, Concentration +3, Hide +21, Jump +10, Listen +14, Move Silently +17, Speak Language (Infernal), Spellcraft +2, Spot +14, Swim +3, Tumble +16

**Possessions** combat gear plus masterwork repeating heavy crossbow with 20 bolts, gnome swordcatcher, masterwork buckler, *meteoric knife*, +1 *studded leather armor*, *acrobat boots*, *cloak of resistance* +1, holy symbol, spell component pouch, 24 gp

## ADVANCED HELL HOUND CR 5

LE Medium outsider (evil, extraplanar, fire, lawful)

**Init** +5; **Senses** darkvision 60 ft., scent; Listen +11, Spot +11

**Languages** understand but not speak Infernal

---

**AC** 16, touch 11, flat-footed 15

(+1 Dex, +5 natural)

**hp** 52 (8 HD)

**Immune** fire

**Fort** +7, **Ref** +8, **Will** +6

**Weakness** vulnerability to cold

---

**Speed** 40 ft. (8 squares); Run

**Melee** bite +9 (2d6+1 plus 1d6 fire)

**Base Atk** +8; **Grp** +9

**Atk Options** fiery bite

**Special Actions** breath weapon

---

**Abilities** Str 13, Dex 13, Con 14, Int 6, Wis 10, Cha 6

**SQ** outsider traits

**Feats** Improved Initiative, Improved Natural Attack (bite), Run, Track<sup>B</sup>

**Skills** Hide +18, Jump +16 (or +20 with a running jump), Listen +11, Move Silently +18, Spot +11, Survival +11 (+19 more when tracking by scent)

---

**Breath Weapon (Su)** 10 ft. cone, once every 2d4 rounds, 2d6 fire, Reflex DC 16 halves.

**Fiery Bite (Su)** A hell hound's bites deals an extra 1d6 points of fire damage, as if its bite was a flaming weapon.

## 14 RISING TIDE

### COLLAPSING CAVERN CR 5

**Description** see text.

**Search** DC 20; **Type** mechanical

---

**Trigger** timed (2 rounds); **Init** +2

**Effect** falling rocks (Atk +7, 5d6 points of bludgeoning damage)

**Duration** 8 rounds

---

**Destruction** AC 15; hp 12; hardness 8 (each ceiling square)

**Disarm** Disable Device DC 20 (each ceiling square)

---

## APPENDIX 2: NEW RULES ITEMS

### FEATS

#### Improved Toughness (General)

You are significantly tougher than normal.

**Prerequisites:** Base Fortitude save bonus +2.

**Benefit:** You gain a number of hit points equal to your current Hit Dice. Each time you gain a Hit Die (such as by gaining a level), you gain 1 additional hit point. If you lose a Hit Die (such as by losing a level), you lose 1 hit point permanently.

**Source:** *Complete Warrior* 101.

#### Practiced Spellcaster

Choose a spellcasting class that you possess. Your spells cast from that class are more powerful.

**Prerequisite:** Spellcraft 4 ranks.

**Benefit:** Your caster level for the chosen spellcasting class increases by 4. This benefit can't increase your caster level to higher than your Hit Dice. However, even if you can't benefit from the full bonus immediately, if you later gain Hit Dice in levels of nonspellcasting classes, you might be able to apply the rest of the bonus. For example, a human 5th-level sorcerer/3rd-level fighter who selects this feat would increase his sorcerer caster level from 5th to 8th (since he has 8 Hit Dice). If he later gained a fighter level, he would gain the remainder of the bonus and his sorcerer caster level would become 9th (since he now has 9 Hit Dice). A character with two or more spellcasting classes (such as a bard/sorcerer or a ranger/druid) must choose which class gains the feat's effect. This feat does not affect your spells per day or spells known. It increases your caster level only, which would help you penetrate spell resistance and increase the duration and other effects of your spells.

**Special:** You may select this feat multiple times. Each time you choose it, you must apply it to a different spellcasting class. For instance, a 4th-level cleric/5th-level wizard who had selected this feat twice would cast cleric spells as an 8th-level caster and wizard spells as a 9th-level caster.

**Source:** *Complete Arcane* 82

### MAGIC ITEMS

#### Acrobat Boots

**Price (Item Level):** 900 gp (4th)

**Body Slot:** Feet

**Caster Level:** 3rd

**Aura:** Faint; (DC 16) transmutation

**Activation:** — and swift (command)

**Weight:** 1 lb.

Multiple brass buckles run from the ankle to the top of the calf on these finely crafted, black leather boots.

A pair of acrobat boots grants you a +2 competence bonus on Tumble checks. This is a continuous effect and requires no activation.

In addition, these boots have 3 charges, which are renewed each day at dawn. Spending 1 or more charges

grants you an enhancement bonus to your speed for 1 round.

1 charge: +10-foot enhancement bonus.

2 charges: +15-foot enhancement bonus.

3 charges: +20-foot enhancement bonus.

**Prerequisites:** Craft Wondrous Item, cat's grace, longstrider.

**Cost to Create:** 450 gp, 36 XP, 1 day.

**Source:** *Magic Item Compendium* 67.

#### Amulet of Tears

**Price (Item Level):** 2,300 gp (6th)

**Body Slot:** Throat

**Caster Level:** 4th

**Aura:** Faint; (DC 17) enchantment

**Activation:** Swift (command)

**Weight:** —

*Adorning a glossy silver chain, a spiral of pearl teardrops circles a colorless crystal sphere.*

An amulet of tears has 3 charges, which are renewed each day at dawn. Spending 1 or more charges when you activate the amulet grants you temporary hit points, as described below. These hit points last for up to 10 minutes; they don't stack with any other temporary hit points.

1 charge: 12 temporary hit points.

2 charges: 18 temporary hit points.

3 charges: 24 temporary hit points.

**Prerequisites:** Craft Wondrous Item, aid.

**Cost to Create:** 1,150 gp, 92 XP, 3 days.

**Source:** *Magic Item Compendium* 70.

#### Bag of Endless Caltrops

**Price (Item Level):** 800 gp (3rd)

**Body Slot:** —

**Caster Level:** 9th

**Aura:** Moderate; (DC 19) conjuration

**Activation:** Move (manipulation)

**Weight:** 2 lb.

*This nondescript brown leather pouch is secured with a piece of twisted wire that has several sharp points.*

Five times per day, you can reach into this pouch and pull out a handful of caltrops (enough to cover a 5-foot square). In addition to the activation cost, filling a 5-foot square with caltrops by hand requires a standard action.

The caltrops produced are not magical and follow all the rules for normal caltrops (PH 126).

**Prerequisites:** Craft Wondrous Item, Leomund's secret chest.

**Cost to Create:** 400 gp, 32 XP, 1 day.

**Source:** *Magic Item Compendium* 151.

#### Boots of Desperation

**Price (Item Level):** 2,800 gp (7th)

**Body Slot:** Feet

**Caster Level:** 3rd

**Aura:** Faint; (DC 16) transmutation

**Activation:** Swift (command)

**Weight:** —

*These soft-soled boots look comfortable and quiet.*

You can activate *boots of desperation* only when your current hit point total is equal to or less than half your full normal hit points. When activated, the boots grant a +30-foot enhancement bonus to your base speed and a +5 dodge bonus to AC against attacks of opportunity. These benefits last for 1 round.

This ability functions three times per day.

**Prerequisites:** Craft Wondrous Item, expeditious retreat.

**Cost to Create:** 1,400 gp, 112 XP, 3 days.

**Source:** *Magic Item Compendium* 77.

### Hammersphere

**Price (Item Level):** 1,500 gp (5th)

**Body Slot:** — (held)

**Caster Level:** 7th

**Aura:** Moderate; (DC 18) transmutation

**Activation:** Standard (command)

**Weight:** 1/2 lb.

*This sphere is 4 inches in diameter, made of silver, and covered in small rubies. The hammer-and-anvil symbol of Moradin is etched onto its surface in four places.*

Once per day, when held aloft and activated, this sphere conjures forth a giant hammer. This hammer functions as a spiritual weapon except that it deals 3d6 points of damage on a successful hit. You do not have to concentrate on the hammer or keep the sphere aloft while it attacks.

**Prerequisites:** Craft Wondrous Item, greater magic weapon, spiritual weapon.

**Cost to Create:** 750 gp, 60 XP, 2 days.

**Source:** *Magic Item Compendium* 161.

### Jumping Caltrops

**Price (Item Level):** 250 gp (2nd)

**Body Slot:** — (held)

**Caster Level:** 11th

**Aura:** Moderate; (DC 20) transmutation

**Activation:** Standard (command)

**Weight:** 2 lb.

*This leather bag periodically twitches and jerks, as though it holds something alive.*

*Jumping caltrops* function just like normal ones, except that each round at the start of your turn, if no targets are in their square, they move 5 feet toward the nearest enemy (chosen randomly if more than one is equidistant). Upon entering an occupied square, the *jumping caltrops* “attack” that creature as normal for caltrops. They remain capable of movement for 5 rounds after being activated, then function like normal caltrops until dawn the next day.

**Prerequisites:** Craft Wondrous Item, animate objects.

**Cost to Create:** 125 gp, 10 XP, 1 day.

**Source:** *Magic Item Compendium* 162.

### Memento Magica

**Price (Item Level):** See table

**Body Slot:** —

**Caster Level:** 17th

**Aura:** Strong; (DC 23) transmutation

**Activation:** Standard (command)

**Weight:** —

*Carved into the shape of a dragon's scale, this piece of amethyst swirls with foggy images of runes.*

When activated, a *memento magica* allows you to regain any one spell slot that you have previously used this day. The spell slot is available just as if the spell had not been cast. A *memento magica* recalls a spell slot of the level it was created to hold. Different *mementos magica* exist for each level from 1st through 9th.

A *memento magica* functions once per day. This item has no effect for spellcasters who prepare their spells.

**Prerequisites:** Craft Wondrous item, ability to spontaneously cast spells of the spell level to be regained.

**Cost to Create:** See table.

### Memento Magica

Spell Slot	Price (Item Level)	Cost to Create
Regained		
1st	1,500 gp (5th)	750 gp, 60 XP, 2 days
2nd	6,000 gp (10th)	3,000 gp, 240 XP, 6 days
3rd	13,500 gp (14th)	6,750 gp, 540 XP, 14 days
4th	24,000 gp (15th)	12,000 gp, 960 XP, 24 days
5th	37,500 gp (17th)	18,750 gp, 1,500 XP 38 days
6th	54,000 gp (18th)	27,000 gp, 2,160 XP, 54 days
7th	73,500 gp (19th)	36,750 gp, 2,940 XP, 74 days
8th	96,000 gp (20th)	48,000 gp, 3,840 XP, 96 days
9th	121,500 gp (22nd)	60,750 gp, 4,860 XP, 122 days

**Source:** *Magic Item Compendium* 164.

### Meteoric Knife

**Price (Item Level):** 2,802 gp (7th)

**Body Slot:** — (held)

**Caster Level:** 11th

**Aura:** Moderate; (DC 20) transmutation

**Activation:** Swift (command)

**Weight:** 1/2 lb.

*This throwing knife is made from a seamless piece of shining black metal.*

This knife functions as a +1 dagger. In addition, a meteoric knife has three charges, which are renewed each day at dawn. Spending 1 or more charges enhances the dagger's magical properties as described below. The effects last for 1 round.

1 charge: The dagger gains the returning property.

2 charges: The dagger gains the flaming and returning properties.

3 charges: The dagger gains the flaming and returning properties (DMG 224–225). In addition, if it hits a creature, it deals normal damage and creates an explosion of fire that deals an extra 3d6 points of fire damage to the target and all creatures adjacent to it (Reflex DC 14 half).

**Prerequisites:** Craft Magic Arms and Armor, *fireball*, *telekinesis*.

**Cost to Create:** 1,250 gp (plus 302 gp for masterwork dagger), 100 XP, 3 days.

**Source:** *Magic Item Compendium* 53.

## MUNDANE EQUIPMENT

### Gnome Swordcatcher

This short, heavy sword resembles a broad-bladed short sword with two heavy prongs extending up from the hilt. These prongs are designed to help catch and disarm opponents' weapons. When using a gnome swordcatcher, you gain a +4 bonus on attack rolls made to disarm an opponent (including the roll to avoid being disarmed yourself if such an attempt fails).

**Cost:** 35 gp

**Dmg:** Small 1d4, Medium 1d6, Large 1d8

**Critical:** 19–20/x2

**Weight:** 5 lb.

**Type:** Slashing

**Source:** *Races of Stone* 155.

### Shell Armor

This armor is created from specially treated tortoise or monstrous crab shells. The armormaking process softens the shells, making them far more pliable and likely to bend instead of shatter when struck. Shell armor includes a breastplate, shoulder guards, and even gauntlets created from smaller and smaller shells. The main difference between shell and chitin armor is the degree of coverage. Shell armor usually leaves the legs bare.

**Cost:** 25 gp

**Type:** Medium

**Armor Bonus:** +3

**Maximum Dex Bonus:** +3

**Armor Check Penalty:** -2

**Arcane Spell Failure Chance:** 20%

**Speed:** 30 ft.—20 ft.; 20 ft.—15 ft.

**Weight:** 20 lb

**Source:** *Stormwrack* 106.

## ENCOUNTER TRAPS

This adventure features several encounter traps (*Dungeonscape* 120). The notes below provide a brief overview of encounter traps.

**Initiative:** Use the trap's initiative modifier to determine its place in the initiative order.

**Duration:** This section details how long a trap functions before it must be triggered again.

**Destruction:** This section of the encounter trap stat block gives the trap's physical statistics. An attack source can be attacked from any square in the area it affects or from a square adjacent to that area.

**Disarm:** Each successful Disable Device check disables one attack source. Unlike standard Disable Device checks, trying to disarm a single attack source takes one round. Trying to disable a central disarm location takes 1d4 rounds. Characters injured while making a Disarm Device check must make a DC 10 + damage dealt Concentration check or their action fails.

**Dispel:** Magic encounter traps can be dispelled through the use of *dispel magic* of similar effects. Usually one casting of dispel magic shuts down a single attack source, but some traps have a central dispel location that, if dispelled, shuts down the entire trap. An area dispel magic affects only one attack source, but the spell can be tested against each source until it succeeds.

# DM MAP 1: WHITE PLUME

## FEATURES OF WHITE PLUME

Unless otherwise noted in an area description, all locations within White Plume Mountain have the following characteristics.

**Illumination:** Complete darkness shrouds all passageways and chambers; adventurers must bring their own lights or blunder about in the dark. The inhabitants all have darkvision or other senses that allow them to dwell here without light.

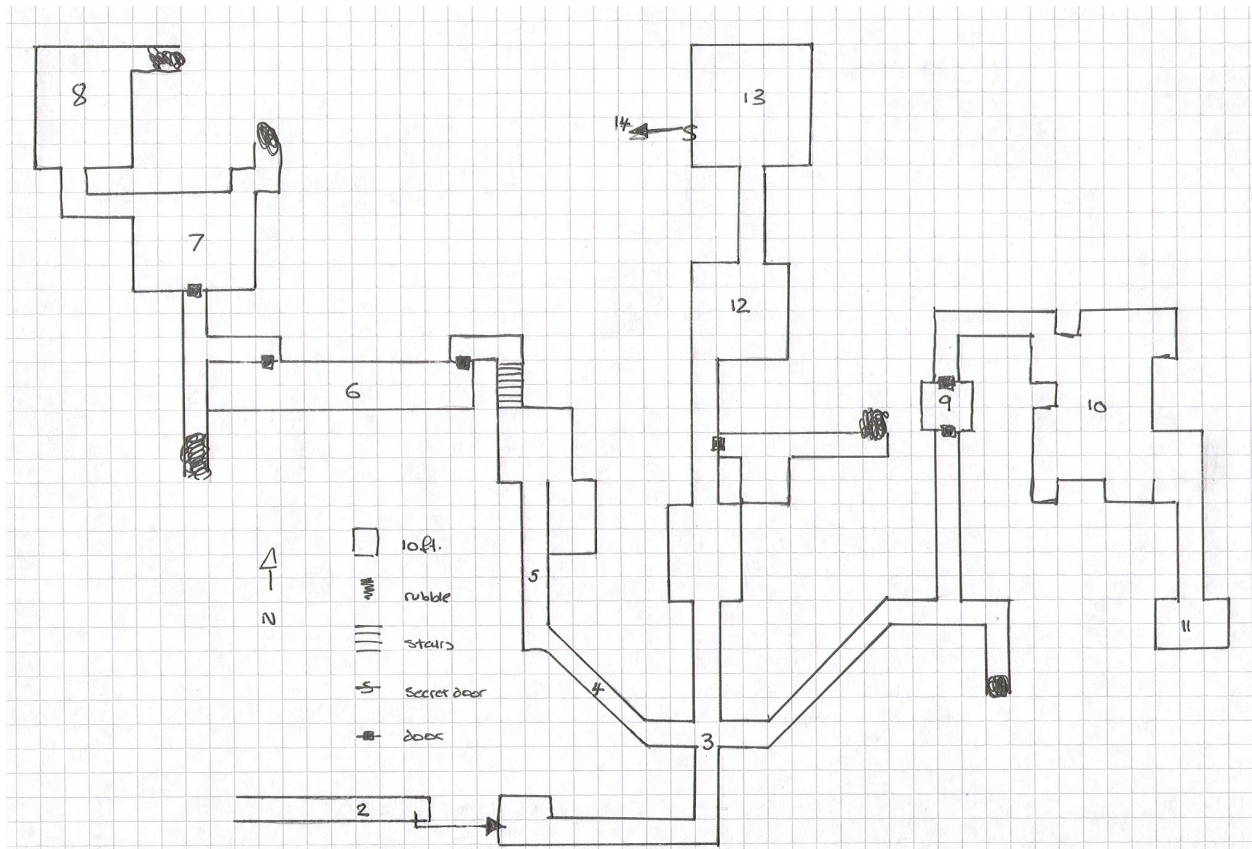
**Temperature:** Passages and chambers are uniformly warm (75 degrees Fahrenheit) and the air is humid. This makes exploration uncomfortable but does not inflict any penalties on adventurers.

**Walls, Floors, and Ceilings:** The walls, floor, and ceilings of this place are all very smooth. Scaling the walls requires a DC 20 Climb check, while moving across ceilings requires a DC 25 Climb check. Increase these DCs by 5 in flooded areas because of the virulent growth of mildew and algae in these areas.

**Flooded Areas:** In several places, the passages ways and chambers of White Plume Mountain are partially flooded. Such areas have about one-foot of standing water. Floating patches of algae abound. It costs 2 squares of movement to move into squares covered by shallow water and the DC of Tumble checks in these squares increases by 2). Attempts to Move Silently in these areas suffer a -2 circumstance penalty.

The water is also tainted with disease. Anyone drinking it, swimming in it, or who is submerged may catch blinding sickness (Fort DC 16; incubation 1d3 days; 1d4 Str; every time a victim takes 2 or more points of Strength damage he must make a DC 16 Fort save or be permanently blinded).

**Unkeyed Areas:** Unkeyed areas are abandoned and empty. Describe the bones of past residents (and the occasional adventurer) along with moldering equipment, and so on. The PCs find nothing of interest in these areas.



The map does not show room features; it simply shows the room's locations in relation to one another.

## PLAYER HANDOUT 1

A patchwork of tiles, each with a letter engraved upon it dominates the floor of this chamber.

									Door										
U	I	O	T	Y	U	I	O	P	S	I	F	H	L	I	U	O	T	I	Y
K	W	B	H	U	K	I	R	T	J	U	S	Q	H	K	L	K	I	O	H
F	H	T	Y	B	F	R	E	I	O	A	C	G	T	H	J	K	L	R	Y
G	J	I	P	W	V	H	G	A	T	Y	B	F	R	E	I	O	Y	U	J
U	I	O	T	Y	U	I	O	P	L	T	G	H	J	R	J	I	O	M	P
Q	R	T	J	K	D	A	G	U	I	O	V	R	J	I	L	S	R	H	M
F	H	T	Y	B	F	R	E	I	O	A	C	G	T	H	J	K	L	R	Y
G	J	I	P	W	V	H	G	A	T	Y	B	F	R	E	I	O	Y	U	J
E	I	O	A	C	G	T	G	H	J	I	P	F	J	J	Q	R	K	O	P
Q	H	U	O	R	G	H	Y	I	P	L	Z	P	H	I	P	C	F	H	K
Q	M	R	H	U	L	J	H	A	D	F	I	O	H	J	A	E	R	K	P
Q	W	E	R	Y	G	R	H	J	K	S	F	H	L	I	U	O	T	I	Y
S	D	F	G	H	H	J	K	L	N	M	T	Y	Y	U	N	I	A	K	H
F	H	T	Y	B	F	R	E	I	O	A	C	D	G	H	Q	J	I	C	F
Y	T	H	J	I	U	E	W	F	G	H	K	E	K	W	B	H	Y	J	L
Q	R	T	J	K	D	A	G	U	I	O	V	R	J	I	L	S	R	H	M
D	G	J	I	P	W	V	H	U	S	Q	H	K	L	K	W	B	H	U	K
F	H	T	Y	B	F	R	E	I	O	A	C	G	T	H	J	K	L	R	Y
W	G	Y	J	I	E	W	H	K	D	M	L	I	O	Z	S	W	G	Y	H
P	G	J	L	E	Q	F	G	K	Q	M	K	F	F	R	L	J	W	B	L
									PCs Start Here										

## PLAYER HANDOUT 2

The deciphered wall carving reads

*Our master, eternally searching in a place forgotten by time.  
Eternally wandering, he seeks perfect knowledge.  
But what does he seek?*

## PLAYER HANDOUT 3

The dusty and ripped scroll recovered from the body of a buried gnome killed by a cave-in. Much of the scroll contains advice and directions on excavation and digging. Additionally, a number of phrases such as “dig”, “stop”, and so on are written in Gnome and are then translated into Ignan and Terran.

### **(Dated Today)**

**Continue the elementals’ toil in the Great Chamber. Remove the western and eastern supporting pillars. Burrow down another 20 ft. Do not tarry, for below, the magma rises and, if all is not in readiness, it could breach our defenses and inundate our home warrens, killing all who shelter there.**

### **(Dated Tomorrow)**

**Remove the final supports. Recall the last watchers above and make your way to the safe area. Once you have secured yourself and our brethren, command those of the earth to return to the Great Chamber and break through into the chamber below. Fear not, our preparations are without error; they are perfect. The magma will not breach our defenses but will instead inexorably move upwards until the mountain can no longer withstand the pressure. Eventually, it will give way. I calculate that the resulting explosion will destroy the entire summit and collapse the remainder, sealing us away forever from the accursed uplander adventurers and the dragons, whatever it is they are seeking.**

**- Keraptis**