

DNH3

OSR
Edition

Part Three of the
Haunting of Hastur Series

The City of Talos—Adventures

by L. Kevin Watson

An Adventure for Characters Levels 8–10



The City of Talos is an adventure for 3–7 characters levels 8–10 and designed for use with most versions of the best known fantasy roleplaying game. This Module can be used with any old school RPG or modern clones, and is optimized for 5 characters at level 9.



Dark Naga Adventures
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DNH3: The City of Talos—Adventures

Dark Naga Adventures

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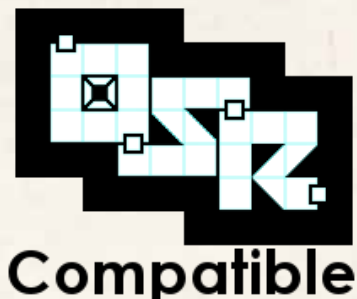
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This module is **OSR Compatible** and can be used with any old school RPG or modern clone . It was designed with the classic version of the game in mind but with minimal changes can be used with **original** or **advanced** rules or their clones. Encounters are listed in the following format:

Orcs (4) – AC 6 (13), HD 1, #AT 1, D 1d6

Armor Class is given both descending and ascending values, with ascending values in parentheses. An unarmored character is AC 9 (10) and chainmail gives AC 5 (14). All encountered creatures use the same saving throws as a fighter of the same level as their hit dice.

City of Talos—Adventures

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1—Alternate Quest to Enter the Formene

Introduction

The party (or one of its members) is approached by a female halfling somewhere, maybe a trading square. She tells the characters their heroism has been noted and that an elf would like to meet with them. The halfling provides directions to a sylvan grove about five miles from town and performs a bird call for the party. Before leaving, she adds "the response to the bird call is striking wood on wood" in a pattern of two strikes, beat, one strike, beat, then three strikes."

The two-hour walk is uneventful. The characters find the grove with little difficulty. There is a 10% chance of becoming lost, halved if a ranger or elf is in the party. When they enter the grove, they hear the bird call. The call will be repeated three more times, at five minute intervals, before the elf gives up and leaves the grove. Until the party responds with the correct response, the elf will remain hidden, found only by an elf (2% chance) or a ranger (5% chance). If the party harms the grove in any manner, the elf will leave as well.

When the proper response is provided, a cloaked figure enters the grove from behind the party, and bids welcome. He removes his hood, revealing a pale elf with large bulbous eyes and close cropped hair; his skin is rough. He is barely recognizable as an elf.

He introduces himself as Sherin Po-thole, an emissary of the Formene city of Talos. He briefly explains that the Formene is a subterranean realm closed off to the surface world since before the fall of the First Age of Man; however, they are ready to resume contact since Hastur has been unable to maintain a foothold in this new civilization. The party has been selected to be the first surface dwellers to see Talos to discuss restoring contact and trade between the Formene and the surface world.

To confirm they are worthy of this honor, they are asked to retrieve and destroy an evil item from a cult temple. This temple is about 100 miles away from the grove and has many perils. There is a book within that could bring Hastur into the world. Sherin wants the party to enter the temple, remove the book, and destroy it. They will recognize the book from its aura of evil, one so strong, any person can sense it.

Sherin provides directions to the temple and arranges to meet them here after allowing two weeks to complete the task. He also provides the materials and the ritual for the book's destruction (if there is no ritual caster in the party, instead he provides a scroll any person literate in common may use to destroy the book). For most parties, 100 miles is a three- to five-day journey. Sherin tells the party that he will be able to feel the book's destruction.

Approaching the Temple

The temple is largely shrouded by tree cover. The path to the temple is travelled enough that the temple is easy to find with the directions provided. It is an octagonal, white stone building with two tall, free-standing columns framing the entrance. Around the temple, the party encounters many people in white robes with orange trim. They are peaceful, genuine, and talk about love, peace, and holiness. If looked into, they are harmless dupes of the cult. This encounter uses the map1: **Cult Temple**.

The Temple

Location 1—Front Entrance/Stage: The entrance is a wide open area. As they approach, two statues (A & B) and two free-standing columns frame stairs that lead up to a wide, almost welcoming entrance to the temple complex. The party can picture the leader ministering to hundreds of people from this front area. The front area has four imposing double doors.

- A—Statue of a man, wearing only a loincloth, carrying stalks of grain on his shoulder
- B—Statue of a man, wearing only a loincloth, carrying a wineskin on his shoulder
- C—Statue of a woman, wearing only a loincloth, holding a jug before her, a successful **WISDOM** check reveals this jug is the type used to hold lamp oil.
- D—Statue of a woman, wearing only a loincloth, holding a basket of fruit, a successful **WISDOM** or **INTELLIGENCE** check reveals the fruits are pomegranates.
- Columns—Both are 25' tall, 10' in diameter, and made of gneiss.

Location 2—Main Sanctuary: This room can hold all of the cultists at once. They all kneel on prayer mats while the leader talks before the double doors to the west. The walls of the octagonal room have one large religious symbol per wall except the west wall, which has a pair of symbols framing the doors. Typically, the leader and four cultists are in this room.

For the GM: The twelve cultists of the inner circle sleep here at night (midnight to sunup).

Location 3, 4—Side Chapels: These rooms are both adorned on the outer wall with beautiful tapestries. There is no furniture, only dozens of rolled up prayer mats.

Location 5—Head Cultist's Chambers: This room is modestly furnished. It has a bed, desk, armoire, and two chests, all containing mundane items. There is a book shelf containing religious texts.

For the GM: The religious texts could be sold for 170 gp. Among these books is the book that Sherin Po-



1. Cultist Temple — Based on a map from Dyson Logos

thole wants destroyed. The head cultist is present only from midnight until sunup. From sunup to sundown, he is talking at the entrance or walking about the area talking to people. From sundown to midnight, he leads the inner circle cultists in demonic ritual sacrifices to Rangda, Queen of the Leyak.

Location 6—Kitchen: This room is used to cook meals for the cultists.

For the GM: A careful inspection of the room, optionally a roll of 1 on a d6, will reveal human bones in the stew. Worshipers of Rangda are cannibalistic.

Location 7 and 9—Storage Rooms: These rooms are nearly identical; they contain cultist robes, one set in red with black hems and another set in white with orange hems. Each room contains 1800 sp in donations.

Location 8—Inner Sanctuary: This room contains an altar against the west wall and storage credenzas along the north and south walls. On the altar rests a jade statue of a demon covered in blood.

For GM: Any good-aligned character will feel the evil emanating from it. Neutral-aligned characters sense nothing. Anyone who succeeds a WISDOM or INTELLIGENCE check will recognize it as a statue of Rangda.

Location 10—Gazebo: This area is empty except for four plain columns and some leaves in the east corners.

Location 11—Shrine: This shrine includes a roof. It contains one statue of a man, wearing only a loincloth, sitting in a meditative position, surrounded by grain, wine, oil, and pomegranates.

For the GM: During the night, the (12) evil inner ring cultists and their leader are either at Location 8 or Location 2. During the day, the leader and cultists are at various places in the temple (specific location left to the GM). The temple echoes sufficiently that if a fight breaks out, 2 cultists will appear every 2 rounds until all of the available cultists have joined the fray. The members of the white and orange religion have no idea of the evil black and red cult within.

Cultists: HD 1; AC 7[12]; Atk 3 fist (1d6 +2); Move 12; Save 9; AL C; CL/XP 9/1100; Special: None.

Upon completion of the quest, Sherin Po-thole meets the party at the grove and awards each member a Ring of Elvenkind, Boots of the Formene, and a Cloak of the Formene. He also provides them with a map to the nearest entrance, and teaches them the symbols that will lead them to Talos. (See **Gazetteer: Getting to Talos** for details.)

XP: In addition to awards for defeating the cultists, each character receives 1100 xp for completing the quest.



Sherin Po-Thole. Artist: Adam Schmidt

2—Tanzanite Cavern

Introduction

While exploring the buried zikurat in adventure DNH2, the party might have discovered references to a cavern of tanzanite, a precious gem unique to the Batun Mountains. As they explore Talos, they will eventually encounter the gem, and hear rumors about its rarity and value. Few know the location of the cavern. However, most know that none who seek the cavern ever return. This encounter uses map 2: **Tanzanite Cave**.

Tanzanite cavern rumors (litter these rumors through various interactions with Formene citizens):

- The cavern was mined regularly for about a year then abandoned two millennia ago. (True)
- The cavern is essentially a large geode full of tanzanite. (False)
- The navigation symbols to the cavern can be found in the Library or the Trade records. (True)
- The cavern is haunted by the ghosts of miners who died in a cave-in. (False)
- Mining is a violation of the party's visa to the Formene. (True)
- When trade resumes, dehava will hatch specifically to mine tanzanite. (True, but speculation)

Researching the location takes four days' effort, with a successful **INTELLIGENCE** check at the end of that time. More than ten days of investigation will draw attention and potentially shut down the efforts.

If the party is caught, it will likely be expelled from the Formene. This would be a trial before the council. A silver-tongued explanation, followed by a successful **CHARISMA** check with a 5-point penalty, can avoid expulsion.

Approaching the Cavern

Once the navigation symbols are found, getting to the cave is a 2-day trek with checks every six hours on the Formene Wandering Encounter Table during the second day. (See Appendix 1 for Formene Wandering Encounter Table.) The symbols will lead the party within a mile of the cavern. From there, they will need to search for it. Within the area of the cavern are a total of 11 caverns. Roll a d12 to determine

which cavern is the Tanzanite Cavern, rerolling a result of 12. The other ten caverns contain something from the Formene Wandering Encounter Table on a roll of 1 on 1d6.

The Cavern

The cavern is a natural void space within the roots of the Batun Mountains. The ceiling is somewhat domed, cresting at 21' with an average ceiling height of 16'. The floor is a bowl shape, but more flat than the ceiling. Most of the flatness comes from sand and rock debris on the floor; the debris reduces character movement. The cavern has a total of six tanzanite veins visible. (There might be more, GM's Option.) Two are exposed in the floor of the cavern in areas not covered. One is visible in the ceiling; erosion has exposed it. Three are visible in the walls. One has been mined. Swimming in the rock debris (which is actually 25' deep other than within 5–10 feet of the veins that bisect the room) are two Formene Bulettes, a mate-pair. They are located at the two lizard symbols on the map, lying perfectly still and waiting for the party to approach. They will attack when they can both lunge out of the debris and hit a party member trudging nearby. They can each lunge 10' at a victim and will normally surprise (roll a 1 on a d12 check to avoid being surprised/ambushed). When prey goes to zero HP, they will toss it aside and attack another victim.

If the characters want to mine the area, they will need to limit their harvest to what they can carry out quietly as tanzanite is controlled. This is about one cubic foot or 1000 gp per character without extra-dimensional space.

Formene Bulette: (10HD): HD 10; AC –2[21]; Atk Bite (4d12) and 2 Claws (3d6); Move 15 (Burrow 3); Save 5; CL/XP 12/2000; Special: Leaping, surprise, burrow.)



2. Tanzanite Cave

3—Negotiate Reopening the Nexus Trade Network

Introduction

If the players adventured through *DNH2—The Buried Zikurat*, they are familiar with a trading nexus. If not, they will discover them at some point during their tour of Talos and various conversations.

The network for the Batun Mountains contained ten nexuses, but the Formene closed them late in the First Age of Man, when the cult of Hastur was taking over the kingdoms of man. These buildings are scattered across the range, and allowed exchange of surface and Formene goods while protecting the Formene from incursion by potential invaders. The existence of exotic metals like mithril and adamantium drove one of the five great tribes of elves to enter the Formene as wardens, protecting it from expectations that man would destroy the Formene to have these exotic metals and the other rare riches and resources of the subterranean realms. This encounter uses no map.

Exploring Interest in Reopening the Nexus Network

As the characters explore Talos and the surrounding regions, they will hear or overhear people who are expecting contact with the surface to result in reopening the Trading Nexus Network.

Negotiation

This negotiation will occur with the full council. The key elements for the Formene Elves include:

- They are looking for assurances that man will resist the influence of Hastur.
- They seek enforceable contract terms, with possible adjustments every 20 years.
- They insist on limits on the volume of rare metals, gems, and minerals leaving the Formene.

- They are looking to include favorite delicacies from the past. (GM to list foods that fit their world.)
- They want to restrict human access to the Formene to rare, special circumstances.
- They will view any attempt to enter or invade the Formene as an act of war.
- They seek to own books (copies or originals) of the works of man since they closed the Formene.

Key elements for Meawold include:

- They feel tight quotas will cause the price to inflate as the supply remains constant, but demand increases.
- They assert that 20 years is too long of an interval between adjusting terms, and 5 years is smarter.
- They want formal diplomatic relations, including a Meawold embassy in Talos, and its mirror in Meawold.
- They seek alliances against the evils that lie within the Formene. (Mistook surface giants for Formene.)
- They want access to the Formene metals, and knowledge of how to work them into arms, armor, and other goods.

This task will require considerable back and forth with the leaders of Meawold and the Council of Talos. XP reward is 1100 xp per player (standard quest/medium encounter) for each point of concern successfully negotiated between Talos and the Kingdom of Meawold. The other Formene regions will negotiate with the other kingdoms in time, based on the success here.

4—Lost Human



Formene Bulettes Attack. Artist: Brian McCranie

Knowledge

Introduction

The Formene, with their love of knowledge, sought to understand the rapid developments by humans during the First Age of Man. They undertook an effort to collect this information and add it to their libraries. One purpose of the Trading Nexus Network was to collect copies of the new books and scrolls that humans wrote during this time.

Talos has a copy of all the books the Formene ingested from the First Age of Man. This special collection represents an opportunity for the Second Age of Man to recover this lost knowledge and flourish much akin to the Earth's Renaissance where Arabs translated and preserved Greco-Roman knowledge in our world. The Formene's goal is for the kingdoms to share in the redistribution of knowledge by using their own resources to duplicate the books and that continued release of books will depend on this. This encounter uses no map.

Discovering the Archive

The party probably did not discover this information while playing DNH2. It was located in the Ecology Appendix, and none of the lore referenced it. If and how the party discovers this archive is up to the GM. Some methods of discovery include:

- A Formene Elf mentions a book when talking about an ancient magic item a character might have. He or she might recognize the emblems on it.
- The party asks the right questions during a history lesson about the Formene, their mission, and the city of Talos, and disclosure comes from those questions.
- Research in the library leads the players to stumble upon the archive. (The archive is a special collection.)
- The party hears a storyteller talking to a gathering of children and a couple of dehava and wonders about the origins of the story. The storyteller mentions the archive.

Negotiation

The negotiation happens between the party and the leaders of the Knowledge Quarter. They will want the release to proceed as follows:

- They will release up to three hundred books year one, to be distributed equally across the five kingdoms.
- At the end of the year an inventory of each kingdom's library, conducted by Formene Elf librarians, will measure the degree of sharing between the kingdoms.

- The total number of books copied to all five kingdoms from the current year's distribution will be used to set the number of new books released the next year.
- The party is welcome to explain this to the leaders of Meawold, and the other kingdoms, if it desires.
- The party may not copy the books; the kingdoms must willingly copy and trade the books betwixt themselves.
- The party is welcome to add any additional conditionals, and the GM is free to accept, counter, or ignore them as fits the story.

Example: Year one, the Archive sends 60 books to each kingdom. At the end of year one, twenty books are common to all kingdom libraries. For year two, the Archive sends twenty new books. At the end of year two, eight of the twenty books sent in year two are common to all kingdom libraries. In year three, the Archive sends eight books. By failing to share all they receive, the surface will eventually get nothing from this deal and will be forced to renegotiate from unfavorable terms. Likely the new terms would be quite costly.

This task will require considerable back and forth with the leaders of Meawold and Talos. XP reward is 1600 xp per player (quest/hard encounter) for their part in negotiating between Talos and the Kingdom of Meawold. The other Formene regions will negotiate with the other kingdoms. After that, Talos begins shipping books to the Five Kingdoms.



Cloak of the Formene, Artist: Fat Goblin Games

5—Negotiate Trading Mithril Weapons with the Surface (or other options)

Reopening the Trade Nexus Network dealt with trading mithril ore to the surface for the creation of armor. This encounter is a negotiation concerning trading finished mithril weapons with the surface. Before the closing of the nexus network at Batun, one hundred weapons were available for trade each year. Mithril is the best platform for holding an enchantment. The largest share of the output was longswords (30%); the balance was a mixture of other weapons.

This encounter uses no map.

For over a millennium, about a hundred mithril weapons were traded with the surface each year. These weapons are the foundation of nearly every magic item found on the continent of Barestir. About a hundred thousand weapons were traded; less than half survive. About a quarter were enchanted during the First Age of Man. The exact distribution is up to the GM's discretion. Below is a sample distribution:

Type of Weapon	% of total production	Estimated number made
Longsword	30%	30,000
Dagger, Greatsword, Mace, Rapier, Shortsword	10% each	10,000 each
Spear	5%	5,000
Battleaxe, Greataxe, Morningstar	2% each	2,000 each
Glaive, Halberd, Handaxe, Lance, Light Hammer, Maul, Pike, Scimitar, Bolts	1% each	1,000 each

This negotiation is between Talos and the Kingdom of Meawold. Other kingdoms and Formene realms are beyond the scope of this adventure. The core concerns are:

- Managing the sale of weapons. In the past, the trademasters maintained a queue. When that failed, they ran auctions. While the Formene Elves are indifferent to which method is used, humans have created conflict in the past, and the Formene want to reduce this source of friction, since they bore the majority of the blame and hostility for the climbing costs as scarcity drove up prices.

- Determining the specific weapons to be produced each year. In the past, when a spot was purchased, the purchaser indicated what product they wanted. When the weapons sales went to auction, the types of weapons made were determined by the elves until conflict moved determination to the auction brokers who adjusted the production to match human demand. In both cases, non-warriors were making a decision that impacted warriors, and it never really worked. As a part of the negotiation, a plan for managing the issue going forward should be developed.
- Establishing a process for surface dwellers to be trained to smith mithril weapons. This became another source of contention. Ingots were traded, but no surface smith knew the methods for forging weapons, only armor. Part of the negotiation involves establishing training schools for surface smiths to be taught to smith mithril weapons. The Formene want no more than four students per year, a fee of 10,000 gp per student, and want the training to be conducted very close to the nexus. The surface dwellers want more students, less cost, and to be closer to Meawold, respectively. This task will require considerable back and forth with the leaders of Meawold and Talos.

XP reward is 1600 xp per player (quest/hard encounter) for their part in negotiating between Talos and the Kingdom of Meawold.



Boots of the Formene. Artist Fat Goblin Games

6—Lost Subterranean City

This adventure will come into play if the party moves from Talos, which lies in the middle Formene, into the deep Formene. There they will encounter an eight person patrol of deep duergar, which are duergar who live so deep they have mutated. After an initial, peaceful encounter, if the party mentions they seek a lost city deep in the Formene, the duergar will reveal they are in possession of a journal that contains references to a Lower Formene city about fifteen miles below the surface, abandoned by the Ryba-Wiek (Fish-People). The duergar will trade the journal for about 50 gp worth of surface goods. Any goods will do. Additionally, if the party has discovered, freed, and learned the story of Elrani (See Encounter 13), she knows the location. The city is difficult to find; Elrani created her own code to it and placed sigils on the ceiling to make them harder to find. This encounter uses map 6: **Lost Subterranean City**.

The village sits on the edge of a very large underground lake, in a protected cavern. It was abandoned thousands of years before the First Age of Man. Selmyn Elrani Queyore discovered this place during the First Age of Man and took artifacts from here to sell in the Trading Nexus Network. The village shown

is one of dozens along the lake. The entire lake was the home of the Ryba-Wiek. Tunnel access was restricted to this village when the population died out. The lake is the only way to access the other villages.

The floor is rock. It might have been clear at one point, but minor debris is now heavy along the exposed floor due to small rocks breaking off over the millennia. The dome floors are bare of stray rocks once ten feet from the entrance. Along the perimeter of the village, there are piles of small rocks and seven-foot-long poles. (They were brooms once.)

The unnumbered buildings are single family homes and can use the following as their description: This building is essentially a permanent yurt/igloo dome made from rocks and a mortar derived from some organic source. It is about 30' in diameter. The yurt held a single family of four to eight residents. Bedrolls, spears, and refuse pails abound. An alcove near the back contains a number of religious and personal figurines, all quite intricate. All the perishables rotted away a long time ago. The area smells a bit stale. While the air should be damp, it's quite dry. The homes are covered in a thin layer of dust.

1—Warrior Quarters—This 40' diameter dome looks like an oversized residence. It contains 24 bedrolls. Four weapon racks line the entrance, carrying 98 spears.

2—Midwives Area—This 50' dome has a shallow pool covering half of the floor.



The Ryba-Wiek. Artist: Brian McCranie

3—Food Storage—This pair of 50' diameter domes are linked by an entrance with a desk. The domes contain crates. Some have soil at the bottom; the balance is salt. Other than the hundred or so crates, these domes are empty.

4—Tool Storage—This 50' room contains rolls of tools for repairing nets, making spearheads, and making mortar.

5—Tool Storage—This 50' room contains rolls of tools for sharpening spears, making spear shafts, and healing.

6—Warrior Quarters—See Area 1.

7—Work Area—This 50' dome contains several hundred hardened bamboo spear shafts and flint spear heads in separate piles. It looks like this was a place to assemble spears.

8—Weavers Area—This 50' dome has a dozen looms, and spindles that might have held threads or yarn. Shelves are along one wall with scraps of cloth on them.

9—Weavers Area—This 50' dome has scraps of fibrous plants on the floor and half dozen tool kits, the type used to make and mend nets.

10—Work Area—See Area 9.

11—Work Area—See Area 7.

12—Warrior Quarters—See Area 1.

13—Hospital Area—This pair of 50' domes has beds, cloth remnants, and some small, empty sealed bottles.

14—Food Storage—See Area 3.

15—Food Storage—See Area 3.

16—Work Area—This 50' dome contains tools for stone work and other carvings. There are several buckets, each with a few dozen pieces of stone about the size of a fist. The stones correspond to spiritual likenesses found in every dome. One of the buckets contains hammered gold roughly in the shape of an ingot. The stones and gold combined are worth about 1200 gp.

17—Warrior Quarters—See Area 1.

18—Midwives Area—See Area 2.

19—Warrior Quarters—See Area 1.

20—Small Hospital—This area is similar to Area 13.

21—Shaman Area—This 50' diameter dome has a large collection of jars and bottles with covers and stoppers. Most of them seal the contents quite tightly. If any are opened, the most noxious odors emerge. (**CONSTITUTION** check to avoid retching until successful check is made on a later round.) In the back of the dome is a book resting on a shelf. The language is long lost. The spell **Comprehend Languages** can access the words. (See History of the Ryba-Wiek.)

22—Net Storage—This 40' diameter dome holds racks containing remnants of fishing nets. Only scraps remain

due to age, but it is clear that this room could hold miles of net.

23—Temple—This structure is over 100' in diameter. In the middle is a large statue of a fish-man hybrid with a pair of legs and three pairs of arms. All of the left arms are holding spears; all of the right arms are holding nets. The statue is about 15' in diameter and 30' tall. Made of bronze, the area near the knees and the lower hafts of the spears are massively worn from millions of hands touching them in passing, shaping the bronze (think Juliet's breast of her statue in Verona). If either knee of the statue is touched, the character will experience the "Fishing" flashback described below; if a weapon haft is touched, the "War" flashback will be experienced instead.

The temple is on an island, about 150' from shore. The water is 2' deep, cold, salty, and free of any life but tiny fish near the temple. As the party moves away from the shore, the lake gets as deep as 200', and teems with life: no monsters, just aquatic species in the circle of life.

History of the Ryba-Wiek

These are the major points from the book:

- Proud nation, villages were semi-independent.
- Total population over 10,000 in 26 villages.
- The lake surface is over 800 acres.
- Hunters supplied fish, gatherers supplied kelp, algae, etc.
- Mating pairs were always between villages. Males moved to their bride's village.
- Magic barrier keeps the moist air out of the village so things could dry.
- Hunter brought back a small statue of an angry god from the bottom of the lake.
- Males got sick, like a flu, but got over it. Seemed to spread to all of the villages.
- Birthrate dropped over next five years.
- Sacrifices to god were ignored.
- Lack of babies led to a sharp decline in civilization.
- As a village died out, its tunnels were collapsed by Ryba-Wiek warriors.
- Survivors consolidated to other villages.
- This was the last village.

For the GM—The cursed tiki statue was infected with a virus. The virus spread across the entire nation. When the flu ended, the villagers' gonads were slowly destroyed. The birthrate dropped due to the damage to their gonads. Eventually the entire population ended

because they couldn't reproduce. The tiki statue resides in a village on the far side of the lake, buried ten feet below the shaman hut. It is wrapped in cloth covered in prayers. If the GM allows the players to successfully recover the statue, the curse ended and the virus died when the Ryba-Wiek went extinct.

Flashbacks

No two flashbacks are identical. Select one or two elements from the list and tell a quick scene to the player who experiences the flashback.

Flashback—Fishing—The hunters pass their hand over the knee of their god's statue as they head out to hunt.

- Feeling excited
- Feeling hungry
- Aching from the long hunt and swim the day before
- Looking forward to seeing their child(ren) after the hunt
- Hoping to meet their quota early to get back to their ailing parent
- Desire to bring in the biggest haul of the pack today
- Worried they won't meet their quota
- Eager to prove self

Flashback—War—Warriors grasp the lower haft of a spear and run their hand to the bottom before a war.

- Fear of being injured
- Longing to see their family
- Excited to fight instead of fish
- Sense of alienation
- Feeling invincible
- Feeling they are doomed
- Blind rage
- Terror
- Urge to vomit or urinate self

There are thousands of artifacts here. Most are made of rare stone, some from semi-precious stone. A few are made from gold. No two are alike. These were very personal likenesses of loved ones: family, close associates, and their god. Their intricacy gives them great value beyond the materials. This is the area that Elrani visited for years to make her fortune as a treasure hunter and supplier to the elves that sold antiquities in the Trading Nexus Network.



Babya-Wiek, God of the Ryba-Wiek. Artist: Brian McCranie



6. Lost Subterranean City

7—Lost Caravan

The players hear about the lost caravans from their time in Batun Nexus Four (the nexus that was explored in the adventure *DNH2—The Buried Zikurat*), or while hearing stories from the Trade Quarter. When they decide to look for lost caravans, whether as a service to Talos, for personal gain, or any other reason, they will logically begin at one of the endpoints of the path from Talos to Batun Nexus Four and start searching side caverns for signs of errant travel. This encounter uses map 7: **Lost Caravan**.

All the encounters in this table are in the Bestiary for this adventure. See their entry for stats, languages, etc. The following are part of Formene civilization and will not attack any party members displaying their Formene Ring, as it is a sign of safe passage: svirfneblin, minotaurs, goblins, and dehava. (See *City of Talos* book for ecology.)

This becomes a subterranean hex crawl exploration, and for every two hours of search at least 10 miles from the trade road, roll on the Formene Exploration Discovery Table below (3d6):

Result (3d6)	Discovery
3–5	Outbound (Talos to Nexus Four) caravan—See Table for Outbound Lost Caravan.
6	Dehava performing path maintenance—Will not attack or block party.
7	8 + 1d6 Svirfneblin encounter the party. They will not attack, follow, or otherwise hassle a party that is not hostile to them. Being highly suspicious, they will attack if provoked.
8	Small Minotaur village (10–20 residents), mostly harmless. The next roll ignores a result of a caravan; the minotaurs would have found it.
9	Signs of a Leng war party making camp. Abandoned 1d6 days.
10	Hunting party of 11–20 (1d10 + 10) Kobolds looking for food. They will defend if attacked, they will seek to disengage and go about their hunt if allowed. Will not pay a toll or ransom.
11	Mushroom patch (1d6: 1–2 harmless but not food, 3–4 food, 5 poisonous, 6 hallucinogenic).
12	Denizen of Leng encounter—5–8 warriors, combat encounter.

13	Goblin village, 40–60 residents, nervous, but harmless unless attacked. No caravan can be found on next roll. The goblins would have found it already.
14	1d6 + 2 Dopplegangers discover and track the party, taking over at least two party members before attacking. The two party members will have been subdued with a poison that makes them sleep for 1d4 hours. The dopplegangers will reveal where the abducted party members were left in exchange for their lives.
15	Dehava performing path maintenance—Will not attack or block party.
16–18	Inbound (Nexus Four to Talos) caravan—See Table for Inbound Lost Caravan.

Consult the table below to help set the scene of a discovered caravan:

Result (1d10)	Why the Caravan Went off Path
1–2	Got lost—no sign of violence, no sign of foul play. The riders just layed down.
3–4	Betrayal—Evidence the caravan members killed each other after the caravan was diverted.
5–6	Raided—The remains suggest an ambush. There are remains of 1d4 members of a non-elf race (GM's discretion) that might have died in the attack.
7–8	Runaway—Evidence that the pack animals went on a stampede, crashed the carts, and died suddenly. No indication what happened to the elves.
9–10	Attack—10 Centipede Swarms attack as the party explores the wreck. Roll again with a d8.

Consult the tables below to determine what is recovered from the caravan remains. There are different tables for outbound and inbound caravans. The value listed assumes the party seeks to sell the goods in secret on the surface and not return them to Talos as a service. If the party returns the contents and provides the location of the wreck as a service to the Trade leaders, they receive a reward. Each successful recovery will gain the party one gold ingot worth 2000 gp. The reward is more for providing closure to the families of the lost members than for the recovery of the goods. The magic preservation placed on the foodstuffs deactivates at the whim of anyone trained in spell casting. If a non-caster attempts, they must pass a **WISDOM** check. If the check fails, the foods spoil immediately.

Outbound Caravan:

Result (1d10)	Recoverable Contents of the Lost Caravan
1–2	Rotten remains of mushroom crates. On a roll of 1 on 1d6, the remains are toxic if eaten. Sickness passes after a daily CONSTITUTION taken at +3.
3–4	Mithril weapons. 5 longswords, 1 greatsword, 1 battleaxe, 1 rapier, 4 daggers. Value 10,000 gp.
5–6	Ruined mushroom wine casks, and 2d20 preserved bottles of high quality mushroom wine. Value 200 gp each.
7–8	A small collection of Formene artifacts, odd religious symbols, small statues of gods, etc. from a race of Fish-Men. Most of the artifacts are made of valuable materials. Total value 3000 gp.
9–10	A small sack of gems, diamonds, emeralds, tanzanite, and rubies, worth about 10,000 gp. Formene minerals and semi-precious stones, worth about 4000 gp.

Inbound Caravan:

Result (1d10)	Recoverable Contents of the Lost Caravan
1–2	Preserved beef and lamb worth about 400 gp. Distilled liquor, 4 of 10 bottles survived, worth about 100 gp. Rotted fruits and vegetables, not identifiable and worthless. Might be listed in manifest.
3–4	Preserved grains (wheat, oats, barley) worth about 500 gp.
5–6	Ruined beer (casks rotted and beer gone but for the aroma), worthless. Ruined wine casks, and 2d20 preserved bottles of wine, value 50 gp each.
7–8	Tools, mostly rotted/rusted. The few preserved tools were in oiled cloth, value 400 gp.
9–10	Spice caravan, all contents spilled, stale, and worthless.

Notifying the Formene about the caravans will earn each player 1100 xp (quest/medium encounter) plus any XP for the monsters they encounter.



7. Lost Caravan

8—Human Encroachment of the Formene

This encounter starts at a random time when the party is in Talos, not while out exploring. One of the council members sends a hunter-warrior to summon the party for a meeting (GM's discretion as to which council member). The hunter is not there to force the characters; he is a runner asked to collect them. If they will not follow, he will reveal a bit of what he overheard to try to convince the party to follow. He will not use force under any circumstance. If he fails his mission, he will return to the council chamber and explain the party's lack of cooperation. This may come up in future interactions. This encounter uses map 8: **Human Encroachment of Formene**.

If the party follows the hunter, the council member quickly explains to the party that humans have breached one of the protected entrances to the Formene after a series of visits, and the current visitors seem equipped to lay siege to the Formene. They have breached the barrier (a combination of illusions, subtle magics that create a feeling that there is nothing worth exploring in the area), a rock wall deposited by dehava, and bypassed the strong magical wards. How they managed to survive the wards is a puzzle on its own. The current plan of action is to send a unit to slay the invaders. After they are dead, the Formene will collapse the cavern and restore the barrier. The lives of 34 men lie in the balance.

Normally, the Formene would kill the invaders. The presence of the party and their interest in restoring contact with the surface has given them pause enough to see if the party can manage a peaceful outcome with the invaders. The council member asks the party to travel to the conflict area and convince the humans to turn back from their efforts by convincing them that breaching the Formene will end in disaster and loss of their lives. The party has the option to attack the invaders if they don't respond to reason. If the party does not attack, the Formene will. The method used is not really important to the Formene Elves, only the result. The Formene are committed to preventing the incursion.

The invaders consist of:

- An adventuring party: Mage, Gladiator, two Knights, and two Priests
- 16 Soldiers
- A Veteran
- Ten Porters (Commoner)

The invaders found the cavern by chance and became suspicious of the subtle feelings of not wanting to explore any deeper. Perhaps they were not subtle enough. Maybe the wards have aged enough to be too blunt. In any case, the invading adventure party became suspicious and mounted a concentrated effort to see what is going on. They are setting up camp in the center of the cavern; the party members may approach from any of the three tunnels or other methods they desire.

The characters can reason with the invaders, or they can destroy them. The Formene Elves contacted the characters to try to attempt a peaceful response. However, they will accept any result that keeps the invaders out of the Formene.

Factors that will help the chances of a peaceful resolution:

- Successful negotiation of the reopening of the Trade Nexus Network
- Successful negotiation of mithril weapons trade
- Successful negotiation to release ancient human knowledge to the kingdoms

Factors that will harm the chances of a peaceful resolution:

- Discussing the wonders of the Formene
- Bragging about visiting Talos
- Attempts to use intimidation against the invaders
- Hostile or violent language directed at the invaders

The players are going to need to use reason, not intimidation or threats, to resolve this issue peacefully. It will be a delicate negotiation, and will most likely end in violence. Use a d12 as a score indicator. Set the die on 9. Every item that helps lowers the number by 1; every item that harms increases the number by one.

If the number reaches one, the invaders will withdraw. If the number reaches twelve, the invaders will attack. The party can take as long as it likes to resolve the conflict. The Formene Elves will only intervene if violence breaks out, at which time they will destroy all of the invaders, collapse the cavern, and restore their defenses.

The party is welcome to lie to the invaders about their negotiations; each lie detected will move the die to a higher number. The party will need to make a **CHARISMA** check to deceive the invaders. Each successive lie sees the check increase by +1 as the story gets more complicated. After a failure, all successive checks are made at +5.

Solving the encounter is worth 5500 xp. Steel or reason, either solution will earn the experience reward. If the Formene intervene, reduce the XP award proportional to the opponents that were fully killed by the Formene.

Mage: HD 7; HP; AC 9[10]; Atk 1 weapon (1d4); Move 12; Save 12; AL Any; CL/XP 6/600; Special: Spells.

Gladiator: HD 7; AC 7[12]; Atk 2 weapon (1d8); Move 12; Save 10; AL N or C; CL/XP 8/800; Special: +2 to hit in berserk state.

2 Knights: HD 7; AC 5[14]; Atk 2 weapon (1d8); Move 12; Save 10; AL Any; CL/XP 7/600; Special: None.

2 Priests: HD 7; HP 46; AC 3[16]; Atk 1 weapon (1d6); Move 12; Save 12; AL Any; CL/XP 6/600; Special: Spells.

16 Soldiers: HD 3; AC 5[14]; Atk 1 weapon (1d8); Move 12; Save 14; AL Any; CL/XP 3/60; Special: None.

Veteran: HD 5; AC 5[14]; Atk 1 weapon (1d8); Move 12; Save 12; AL Any; CL/XP 5/240; Special: None.

10 Porters: HD 1d6hp; AC 9[10]; Atk 1 weapon (1d6); Move 12; Save 18; AL Any; CL/XP B/10; Special: None.



Ring of Elvenkind



8. Human Encroachment of Formene

9—Cornered by a Deranged Dehava

This adventure occurs while the party is exploring the Formene on their own. They are in a section of cavern with several small caves about. The small caves are dead ends. This mini-adventure can be inserted anywhere in the players' exploration of the Formene. It is not dependent on any other events. The caves are typical: natural cavern, no loose rock on the ground, some minor growth on the walls, dim (Rings of Elvenkind allow one to see, but does not light the room to 1000 lumens). This encounter uses map 9: **Cornered by a Dehava**.

An artist, little Peter, is leading the party members to a cavern with a lovely array of colorful minerals. Ahead, they see a dehava heading toward them. Unlike past encounters, this dehava is meandering left and right as it heads toward the party. When it gets within 20 yards, it starts heading directly toward them. Dehava normally step to the side and allow travelers to pass freely. This time, this dehava heads straight toward the party, not charging, not even moving at full speed, but clearly heading straight for it, with an almost aggressive stance.

The dehava ate a rock containing an irradiated mineral, and fell ill. Sadly, for the party, the illness affected its brain, and it thinks all life is a threat. It moves slowly because of the illness, but is actually enraged, and remains so until healed. However, normal healing spells will not benefit the dehava, since it is not a carbon-based life form.

Since the dehava has intelligence and thought, and each party member has a Ring of Elvenkind, the party can attempt to communicate. His thoughts are horribly disorganized. The GM is free to decide if the dehava is willing to communicate or not. (Their rings only work with a creature willing to communicate.) If the dehava is willing to communicate, the thoughts are unfocused, random snippets:

- Where is...
- Can't smell anything
- See thoughts
- (Expression of fear)
- Harm I
- Must save

The dehava is confused, scared, and cannot tell friend from foe. While healing spells will not aid the dehava, other spells could: **Greater Restoration**, **Confusion** performed backwards, **Wish**, **Mind Blank**, **Heal**, or **Regenerate** would remove the toxins from his system and end his derangement. If the dehava becomes injured, **Stone Shape**, **Heal**, **Regenerate**, **Stoneskin**, and **Wall of Stone** can heal him for 1d6 hp per level of the spell used to attempt to heal him.

If a fight breaks out, take note of the considerable immunities and resistances that the dehava benefit from. The deranged dehava will fight to the death. Dehava attacks leave very distinctive acid burns on their opponent. These marks will identify the party as fighting a dehava for many days afterwards. If he is killed, at first, the characters face extreme hostility and are taken into custody when they return to Talos. After four days, the Council summons the characters and they are exonerated. A declaration that this was a horrible accident is declared for all to heed. An examination of the deranged dehava body revealed the toxins. Three dehava enter the chamber and deposit a tablet on the floor. It is inscribed in Common and Elvish. The tablet forgives the party for killing their brother, and apologizes for his attack on them. It details the dehava's name and the party members, and states that none may hold hostile feelings over this tragedy. This stone plaque ends the case, and becomes part of the archive.

If during the fight, the party takes an action that would dispel the deranged state, the dehava will stop fighting. If allowed to leave, he will retreat to an egg crèche and mend his wounds. Eventually he will confess to the Council and the matter dismissed as a misunderstanding. If the party communicates a willingness to heal him, he will return, slowly and meekly, to be healed. He will turn himself into the Council and all will be forgiven like above, except the dehava will respect the party for its act of mercy. There is no game mechanic benefit, just a social one.

If the party is killed, the dehava eventually metabolizes the toxins and comes to his senses. Realizing what he has done in his deranged state, he travels to Talos, requests aid, and has the party resurrected and restored. The dehava is horribly embarrassed over his actions and offers compensation for his offense. The compensation is in the form of two gold ingots per party member worth about 200 gp each. However, a successful **INTELLIGENCE** or **WISDOM** check will reveal that this offer is meant to be refused by the party as a sign of their grace and peaceful nature. If the ingots are accepted, the dehava accept that the matter is closed. However, if the offer is declined in a respectful manner, the characters gain the highest respect and admiration of the dehava, elevating them from the respect shown to a denizen of the Formene to something on par with the Formene Elves themselves. This honor will manifest at random times as a dehava appears randomly to escort the adventurers party on their travels and clear obvious obstructions from time to time. (They appear on a roll of 1 on a d10 when their aid would benefit the party.)

The deranged dehava has no treasure at the place he is encountered. The dehava encounter is worth 5000 xp if successfully resolved.

Dehava

- **Hit Dice:** 12 (60 Hit Points)
- **Armor Class:** 0 [19]
- **Attacks:** Slam (3d8)
- **Saving Throw:** 3
- **Special:** Unaffected by +1 or lesser weapons, immune to most spells
- **Move:** 12
- **Alignment:** Neutrality
- **Number Encountered:** 1-10
- **Challenge Level/XP:** 16/3,200

Dehava are silicon based living beings with ties to the Elemental Plane of Earth. Massive in size, they consume rock, leaving tunnels behind. They are slowed by fire spells, damaged by rock-to-mud spells, and healed by the reverse. Spells that affect rock, and fire spells, are the only ones that affect dehava. They can only be hit by +2 or better weapons.

Dehava: HD 12 (60hp); AC 5[14]; Atk 2 slam (2d8); Move 12; Save 3; CL/XP 16/3200; Special: +2 or better magic weapon to hit, immune to most magic.

“Little” Peter Fineli

Standing well over six feet tall, Peter Fineli is the tallest Formene Elf alive today. His parents named him after a human artist they loved from the First Age of Man. Creative, curious, and enthusiastic. “Little” Peter likes the arts and enjoys the act of making art whether through his music or his paintings. He can be very eager and impulsive; yet, at the same time, he is willing to listen to advice. He prefers to learn from experience but will take the time to digest what other people have to say



9. Cornered by a Dehava

10—Addun— Abandoned Duergar Temple

The temple is dedicated to Laduguer, but was abandoned when its duergar priests moved farther north seeking room for growth. It is infested with undead. Stat blocks per 5esrd.com or other reference materials.

This encounter uses map 10: **Addun—Abandoned Duergar Temple**.

Lower Temple

1—Grand Entrance—Over a hundred stairs lead up to a large door. The doors take an aggregate of sixty points of Strength, working in concert, to open. They are not locked, but each weighs many tons.

2—Outer Chapel—Behind the door is the outer chapel, dedicated to Laduguer, whose statue (with his benevolent face) dominates the room, a glow from his eyes casts the room in light on par with about ten torches. In its heyday, the room was lit by 24 large braziers. A pair of large doors flank Laduguer, and stairs up lead farther into the complex from the middle of the side walls.

3, 4—Preparation Rooms—The doors from the Outer Chapel each lead to a preparation room where inductees were prepared for the next step. A door on the inner wall of each room leads to the baptismal. Three dormant braziers are in the corners of each room.

5—Baptismal—This room has a large shallow (3') pool of water and an ever-burning brazier. The brazier channels fire from the Plane of Fire. The room is uncomfortably warm; however, the water is slightly cool. The inductees endured a ritual bordering on torture as they learned to let go of their fears. If the water is disturbed, four ghosts will attack.

Upper Temple

6, 7—Purification Rooms—Up the stairs from the Outer Chapel, these rooms are lit by ever-burning braziers like Area 5 and contain two large, dormant, incense burners near the door on the far end of the room. These rooms might have been used to inhale heady incense before proceeding deeper into the temple.

8,9—Waiting Rooms—These rooms also contained four large, dormant, incense burners. Worshipers might have met here, or might have waited here until summoned elsewhere in the temple.

10, 11—Crypts—Half a dozen steps down from the main upper temple are crypts for the leaders of the temple. The west crypt contains the tombs of warrior leaders, the east, divine leaders. The statue of Laduguer in the warrior crypt presents his warrior visage. The one in the divine crypt similarly displays his priestly aspect. Each coffin is haunted and six mummies will attack any party that disturbs the crypt, the statue, or any of the ten large dormant braziers. Each coffin contains a portion of the treasure of the temple.

12, 13—Prayer Rooms—These rooms are lit by an ever-burning brazier. Each contains three large, dormant braziers near the door, opposite the ever-burning one. They also contain eight duergar zombies (use stats for ogre zombies).

14—Inner Chapel—This large room contains three different statues of Laduguer, showing his three aspects: Warrior, Priest, and his "true face", the Demon. The Warrior aspect was probably seen in Area 12 and the Priest aspect in Area 13. The back wall is bisected by a curved area. The two pockets each contain three large, dormant braziers. The room is lit by a pair of ever-burning braziers that sit between the Demon aspect and his other two aspects. A 3' deep pool lies before each statue, and if disturbed, releases two wraiths. The wraiths will actively attempt to directly or indirectly disturb the other pools to release their allies.

8 Duergar Zombies: HD 3; AC 8 [11]; Atk 1 strike (1d8); Move: 6; Save 14; AL C; CL/XP 5/240; Special: Absorbs spells.

12 Mummies: HD 5+1; AC 3[16]; Atk 1 fist (1d12); Move 6; Save 12; AL C; CL/XP 7/600; Special: Rot, hit only by magic weapons.)

4 Strangling Ghosts: HD 5; AC 0[19]; Atk 1 strangulation (save or die in 14+1 rounds); Move (Fly 12); Save 12; AL usually C; CL/XP 7/600; Special: Magic Resistance (50%), magic or silver Weapon

6 Wraiths: HD 4; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 8/800; Special: drain 1 level with hit, magic or silver weapon to hit.

Treasure

Warrior Crypt: 700 cp, 7000 sp, 2100 gp, 90 pp, Carved Wooden Dice (pair) (25 gp), Iron Pin (25 gp), Pewter Chain (25 gp), Pewter Statue (25 gp), *Broom of Flying*, *Gauntlets of Ogre Power*, *Pipes of Haunting*, +1 Weapon (warhammer)

Divine Crypt: 500 cp, 10,000 sp, 1700 gp, 110 pp, Coral Dice (pair) set with Onyx (250 gp), Ebony Miniature (of a ship) set with Zircon (250 gp), Fox-Fur Bound Book (blank) (250 gp), Dragonscale Pouch (250 gp), Ebony Mask (250 gp), +1 Armor (chain shirt), *Tentacle Rod*



10. Addun Abandoned Duergar Temple



Mummies Attack. Artist: Brian McCranie

11—Wyrmlair

While searching the Formene for lost treasures and lost cities, the characters encounter a large cavern. Within the cavern, they hear water echoing, and on a successful **WISDOM** check, can hear a faint breathing, but breathing that inhales and exhales three times more slowly than most creatures known to the party. This encounter uses map 11: **Wyrmlair**.

There are several approaches, all of which provide opportunities for stealth. Around the corner they see a young black dragon slumbering away (really, feigning sleep; he smelled them coming about 120 yards out, in special circumstances, some races or classes might have an opportunity to detect this from instinct. All party members can detect on a successful **INTELLIGENCE** Check, at +4, if specifically asking if the dragon actually sleeps). There is a hoard in the room, and a side cavern (Area B) from which the smell of death and decay is nearly overwhelming. If the treasure hoard is approached, the dragon will wait until she can get half of the party or more in a breath attack before attacking, normally with surprise.

The wyrm is hungry to expand its hoard, brash, but not completely reckless. She will listen to attempts at negotiation. A peaceful end for this encounter is not impossible. For treasures worth 100 gp per level of

each party member, she will allow them to exit as long as they never return. If they offer more, they will be allowed to each ask one question per additional 100 gp per level each character donates to her hoard. She can provide the following, if asked specifically about them:

- Location of the Cave of Statues
- Location of Addun, a lost temple of duergar

If attacked by the party or provoked to attack the party, at half hit points, she retreats to the water at the rear of the cavern (Area A), staying deep underwater until her breath weapon recharges, then surfaces to hit the adventurers while they presumably are looking over her hoard. She repeats this tactic until the party is defeated, she is defeated, or the party retreats. If her hoard is looted, she stalks the adventurers and ambushes them when they are weaker.



11. Wyrmlair

Dragon, Black

Hit Dice: 8 (32 Hit Points)

Armor Class: 2 [17]

Attacks: 2 claws (1d4), bite (3d6)

Saving Throw: 8

Special: Spits acid

Move: 9/24 (flying)

Alignment: Chaos

Number Encountered: 1d2

Challenge Level/XP: 10/1400

Black dragons spit a deadly, corrosive acid which covers everything in a line 5 feet wide and 60 feet long.

Inocri can speak, and can cast the following spells, each twice per day (in addition to Claw/Claw/Bite attacks)

- **Burning Hands**
- **Magic Missile**
- **Shocking Grasp**

Adult Black Dragon (8HD): HD 8 (32hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 8; AL C; CL/XP 10/1400; Special: Spits acid, spells.

Treasure

900 cp, 8000 sp, 2000 gp, 60 pp, 2 x Bloodstone (50 gp), 2 x Carnelian (50 gp), Chrysoprase (50 gp), 2 x Moonstone (50 gp), Quartz (50 gp), Sardonyx (50 gp), Zircon (50 gp), 2 x *Potion of Superior Healing*, *Heward's Handy Haversack*



Black Dragon Attack. Artist: Brian McCranie

12—Mushroom Cave

This cave will be randomly found while exploring the Formene while searching for treasures learned through various legends and rumors. Its insertion into the adventure is up to the GM. This encounter might happen more than once, and might be a bit different each time. There is a table of four possible encounters below. This encounter area uses map 12: **Mushroom Cave**.

The party follows a typical cavern to a larger, more or less circular cave. It has a shallow pool toward the middle, perhaps three feet deep. The cavern is faintly lit from phosphorescent mushrooms that are between ten and twenty feet tall. These giant mushrooms typically have caps about as wide as the mushroom is tall. Around and under these treelike giant mushrooms are hundreds of man-sized mushrooms and thousands of smaller mushrooms.

The species found include: indigo milkcap, latticed stinkhorn, bleeding tooth, amethyst deceiver, veiled lady mushroom, giant mycena chlorophos (the treelike shrooms), entoloma hochstetteri, turkey tail, devil's cigar, brain mushroom, morel, and the following poisonous species: death cap, webcap, autumn skullcap, and deadly dappering. Not all of the listed species will be found in each cave.

Encounter (1d4)	Description
1	Peaceful Cave
2	Violet Fungus
3	Psychedelic Spore
4	Kids Playing

1. Peaceful Cave—This cave is gently lit, and comfortable, but a bit cool. The water is clean; there are a number of edible species of mushroom, and some inedible. (**INTELLIGENCE** check at -2 to verify which is which.) The party may rest here undisturbed. There is a 2% chance per eight hours spent here of someone traveling by stopping in this cave. If so, there is only a one in four chance of hostilities. This is a great place to take a long rest if desired. On a **WISDOM** check at +5, d8 mushrooms are found that are the equivalent of a weak Potion of Healing (1d6 healing), but will only be potent for an hour after being picked (and cannot be transported in pots). Any denizen of the layer of the Formene in which the cave is located could be a visitor. No citizen species of the Formene Civilization will be hostile to the characters once they are seen with their gifts of the Formene (cloak, boots, or ring). When they entered this cavern, they saw a navigation symbol they did not recognize. Logic would suggest it is a symbol of a safe place to rest.

2. Psychedelic Spore—This cave seems like a peaceful cave in all major ways. The issue here is that one of the species of mushrooms is edible, but bursts forth a huge cloud of spores when plucked. The spores have psychedelic properties when inhaled. The effect lasts 1d6 + 2 hours. For each hour of the effect, roll on the table below, subtracting one from the die result (1 minimum) for each hour already passed since inhaling the spores to simulate coming down from the peak:

Roll (1d8)	Effect
1	Euphoric—The character feels at peace. Colors, sounds, and tastes are not distorted. Saving throws against fear and mind control are made with advantage due to the euphoria.
2	Mild Trip—Moving objects have an afterglow. Sounds are distorted randomly. Some are not affected while others are. Fast moving objects make the character a bit dizzy.
3	Trip—Still objects have an afterglow; moving objects have a huge afterglow. The character is extremely thirsty, requiring four times the normal amount of water to feel quenched.
4	Bad Trip—Everything is distorted just enough to cause fear or dread. Loud noises require a WISDOM saving throw (DC 10) with disadvantage to avoid running as far away as possible, saving again at the end of each round.
5	Tripping—Character is mellow, weird things only the player can see occur, like a fish leaping from mushroom to mushroom until finally diving in the pool. Everything tastes sweet—not sickly sweet, just sweet.
6	Reality Bent—Character recognizes objects, but they have extra features. All noises seem twice as loud as they really are. Character is noticeably thirsty, drinking about twice the normal amount of water to feel quenched.
7	Reality distorted—All but the most basic shapes are lost to the character. Details are beyond recognition. The character sees garish colors, all sounds are muffled as if hearing them underwater, and everything tastes like salt.
8	Reality disappears—Every object in the room is distorted beyond recognition. The character sees garish colors, the loudest sounds are distorted to a loud whisper, and everything tastes like ash.

3. Kids Playing—The party encounters a peaceful cave, but one that has 2d10 young children playing in the area. Every hour, an adult of the same species comes to check on the kids. The kids are half curious and half intimidated by the party. This manifests as half of the kids asking dozens of questions each per minute and half of the kids peering at the party from behind mushrooms large enough to hide them. The adult will recognize the party is under the protection of

the Formene Elves by its magic items, and will not be alarmed. Until they see these symbols, they might ask some sharp questions. All Formene Civilization citizens speak Elvish. Consult the table below for the children's race:

Roll 1d6	Species
1	Svirfneblin
2	Formene Elves
3	Deep Goblins
4	Duergar
5	Kobolds
6	Minotaurs

4. Violet Fungus—This cave is gently lit, comfortable, and slightly warm. The water is a bit covered in algae. When the party reaches the pool, or if any member climbs one of the large treelike mushrooms, 22 violet fungi attack. They surround the party, roughly dividing their numbers to attack each member with an equal number of fungi until the target is defeated, at which point the fungi all run to the next common target. The violet fungi attack until one side is defeated. Any characters who fall to their attacks will become a new violet fungi in 2d6 days.

Violet Fungus: HD 3; AC 7[12]; Atk 4 tendrils (rot); Move 1; Save 14; AL N; CL/XP 4/120; Special: Tendrils cause rot.



12. Mushroom Cave

13—Cave of Statues

This cave is a false lead from the party's search for an abandoned city that was potentially discovered by the party in Almon's antiques office in DNH2, or while exploring rumors in Talos. They might know of Elrani, an adventure huntress who provided antique goods for Almon to sell, who talked of an ancient city she found. This encounter uses map 13: **Cave of Statues**.

The clues leading here were thought to be useless by the people of Talos, just something for the party to explore, and return empty handed, and perhaps a little less inclined to search for great treasures. The teller of these tales, however, did not know the cave is the lair of a pair of medusas. The twenty-three statues are Formene Elves, caught by the pair, but posed instead of being eaten. Stats for the medusas can be found in the MM or the SRD. The female follows the classic description except for having typical human hair instead of the snakes for hair, and her eyes are striking but not glowing. The male is similar, adjusted for the natural differences between human men and women. Both are dressed in Greco-Romanesque clothing.

The pair prefer to petrify their targets, but are not above softening them up to make the hunt more entertaining. If the entire party is petrified, one of them is eventually found by a dehava and recognized. The dehava will send for help, and a war party of Formene

hunters will clear the cave and free the entire party, 5d20 months after they were petrified.

If the party is successful in defeating the pair, a casting of **Greater Restoration** or similarly powerful magic can reverse the petrification. All of the statues are Formene Elves. The medusas thought they made better art than food. Everyone returned to flesh with five levels of exhaustion, unable to fight, defend themselves, or travel more than a dozen yards at a time. A small number of people (roll 1d12, on a 1) will exit petrification enraged instead of weakened and will attack the party on sight. See Formene Commoner description in Bestiary. The pair have a small treasure hoard from targets they killed and ate.

The pair will hide in Area A if they hear the party approaching (passive Perception: 21 for him, 22 for her) and will ambush the party. Area B contains their treasure and is where the party will find statue 17, **Selmyn Elrani Queyore**, a potentially important NPC. She is the rightmost statue in Area B.

Treasure

300 cp, 5000 sp, 2200 gp, 110 pp, 2 x Bloodstone (50 gp), Carnelian (50 gp), Chalcedony (50 gp), Chrysoprase (50 gp), Moonstone (50 gp), Onyx (50 gp), Quartz (50 gp), Star rose quartz (50 gp), *Broom of Flying*, *Pearl of Power*, *Slippers of Spider Climbing*, +1 Weapon (greataxe)



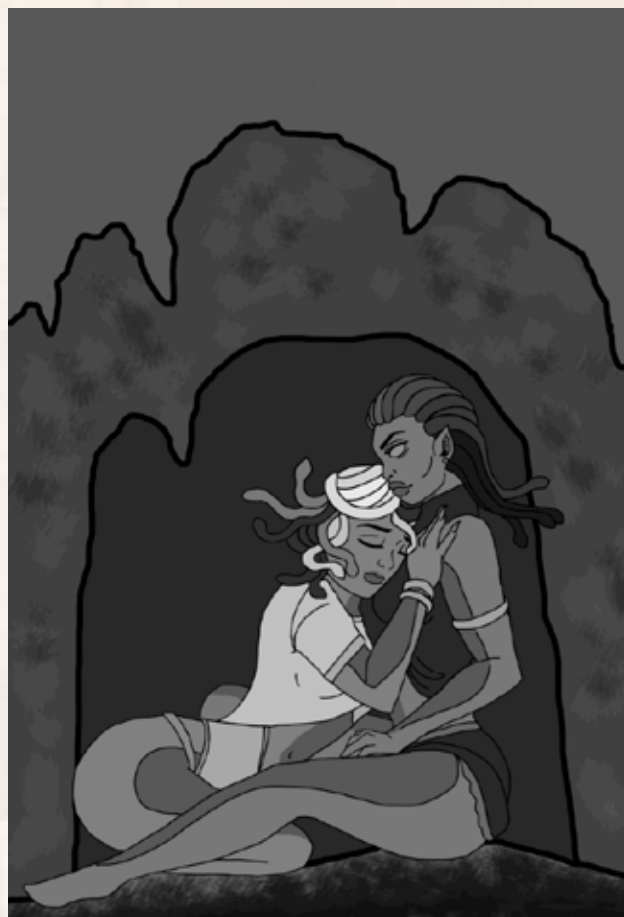
The Twenty-Three Statues

1. Sadon Twoorb: age 356, bounty hunter. He has long, straight, red hair and brown eyes.
2. Susanna Commonbrook: age 429, farmer. She has a bald head and brown eyes.
3. Golineth Taldilindar: age 133, bodyguard. He has cropped, curly, brown hair and grey eyes.
4. Orim Lavashield: age 177, soldier. He has short, straight, brown hair and brown eyes.
5. Diana Stonesworn: age 356, barrister. She has long, braided, auburn hair and brown eyes.
6. Peyton Caskbow: age 543, bandit. He has long, straight, black hair and blue eyes.
7. Destrian Redstream: age 237, fence. He has cropped, straight, auburn hair and cyan eyes.
8. Zane Bladewalker: age 426, bodyguard. He has cropped, wavy, auburn hair and brown eyes.
9. Katrina Cleves: age 237, armorer. She has short, curly, gray hair and brown eyes.
10. Nimlalwe Runelenrin: age 289, bounty hunter. She has very long, curly, black hair and red eyes.
11. Amelia de Mowbray: age 335, shepherd. She has short, wavy, red hair and blue eyes.
12. Gorvenal Ashglade: age 602, bard. He has a short, brown Mohawk and brown eyes.
13. Tarielye Haelond: age 629, trapper. She has very long, straight, gray hair and blue eyes.
14. Francis Woodleaf: age 332, pickpocket. He has cropped, straight, black hair and brown eyes.
15. Henry Cartwright: age 418, merchant. He has short, curly, auburn hair and brown eyes.
16. Rulf Commonbrook: age 209, diplomat. He has cropped, curly, auburn hair and brown eyes.
17. **Selmyn Elrani Queyore: age 232, deep explorer. She has a short, white Mohawk and green eyes.**
18. Xalvador Stonesworn: age 335, storyteller. He has very long, braided, golden hair and blue eyes.
19. Dain Caskbow: age 350, squire. He has short, wavy, gray hair and brown eyes.
20. Diana Cleves: age 323, gravedigger. She has cropped, wavy, gray hair and blue eyes.
21. Harley Bladewalker: age 231, fighter. She has long, wavy, black hair and brown eyes.
22. Janshai Darkdraft: age 576, bodyguard. He has long, wavy, auburn hair and blue eyes.
23. Hily Hornblower: age 381, monk. She has short, straight, silver hair and green eyes.

The highlighted entry, **Selmyn Elrani Queyore**, will not enrage. She is the fortune huntress mentioned by the Formene antiques dealer in DNH2 and is the only person who knows the location of a lost, ancient city. If freed, she will make her way back to Talos, get back on her feet, and eventually resume her adventures. If the party recognizes her name and her story, she might be inclined to help the party find the city.

The elves are grateful for their rescue, and will reward the party. Each elf who makes it home will reward the party with 1000 gp. The party gains experience for defeating the medusas and an additional 1000 xp per elf returned home. There is no penalty (but no XP) for any enraged elves that might be killed. The witnesses confirm the party's story of their deranged state and the threat they represented to the party and the weakened elves.

2 Medusa: HD 6; AC 8[11]; Atk 1 weapon (1d4); Move 9; Save 11; AL C; CL/XP 8/800; Special: Gaze turns to stone, poison.



Medusa Lovers. Artist: Brandice Bos

Appendix 1—Formene Random Encounter Table

Formene Wandering Encounter Table

The difficulties listed here are based on a party of 5 characters of level 9.

Roll d12	Encounter
1	6x Basilisk; 4200 xp
2	Wraith and 6 x Ghoul; 3000 xp
3	3 x Ghost; 3300 xp
4	3 x Aaztar-Ghola; 3300 xp
5	2 x Chimera; 4600 xp
6	3x Troll, 3600 xp
7	1 x Behir; 7200 xp
8	2 x Earth Elemental; 3600 xp
9	2 x Salamander; 3600 xp
10	1 x Cloaker; 3900 xp
11	2 x Xorn; 3600 xp
12	2 x Vampire; 3600 xp

Appendix 2—Bestiary

Aaztar-Ghola

- Hit Dice: 6
- Armor Class: 3 [16]
- Attacks: 2 swords (1d8)
- Saving Throw: 11
- Special: Spells, magic resistance 25%
- Move: 12
- Alignment: Chaos
- Number Encountered: 1d4
- Challenge Level/XP: 9/1,100

These horrid creatures are natural adepts of the necromantic arts, and all of them have spellcasting powers. Once per day, an aaztar-ghola can cast the following spells: cause light wounds x2 (at a range of 50ft), fly, detect invisibility, dispel magic, and finger of death. They can speak with any sort of undead creature, even those such as zombies that have no intellect at all. This ability to communicate with the undead does not imply the ability to control; ghouls are the only undead creatures that automatically follow commands given by an aaztar-ghola.

(Aaztar-Ghola: HD 6; AC 3[16]; Atk 2 swords (1d8); Move 12; Save 11; AL C; CL/XP 9/1100; Special: Spells, magic resistance 25%)

Cultists

- Hit Dice: 9
- Armor Class: 3 [16]
- Attacks: fists (1d6 + 2)x3
- Saving Throw: 9
- Special: None
- Move: 12
- Alignment: Chaos
- Number Encountered: 1d8+1 or 20d10
- Challenge Level/XP: 9/1100

Advanced Cultists are monks who focus on training the body to serve their dark god. When their numbers are small, they often disguise themselves as a benign faith to draw dupes around them to help shield their acts and to buffer them from attack.

(Cultists: HD 1; AC 7[12]; Atk 3 fist (1d6 + 2); Move 12; Save 9; AL C; CL/XP 9/1100; Special: None.)

Basilisk

- Hit Dice: 6
- Armor Class: 4 [15]
- Attacks: 1 bite (2d6)
- Saving Throw: 11
- Special: Petrification gaze
- Move: 6
- Alignment: Neutrality
- Number Encountered: 1 or 1d4
- Challenge Level/XP: 8/800

Basilisks are great multi-legged lizards whose gaze turns to stone anyone meeting its eye (one way of resolving this: fighting without looking incurs a -4 penalty to hit). If the basilisk's own gaze is reflected back at it, it has a 10% chance to force the basilisk into a saving throw against being turned to stone itself.

(Basilisk: HD 6; AC 4[15]; Atk 1 bite (2d6); Move 12; Save 11; AL N; CL/XP 8/800; Special: Petrification gaze.)

Behir

- Hit Dice: 12
- Armor Class: 4 [15]
- Attacks: 1 bite (1d8)
- Saving Throw: 3
- Special: Constrict and claw, lightning breath
- Move: 15
- Alignment: Chaos
- Number Encountered: 1d3 (if 3 are encountered, one is around prey (to hit), and on the first round following this attack they can bring 6 claws into play (6 attacks, 1d6 hit points per attack).
- young with 1d6+2 hit dice and half damage on all attacks)
- Challenge Level/XP: 13/2,300

The behir is a serpentine monster that can slither like a snake or use its dozen legs to move with considerable speed. A behir is about 40 feet long. Most are a deep blue color. Behirs attack by biting, and will swallow prey whole on a natural roll of 20. They also lash their bodies around prey (to hit), and on the first round following this attack they can bring 6 claws into play (6 attacks, 1d6 hit points per attack).

Behirs also have a breath weapon – they can spit a bolt of lightning once per 10 rounds, inflicting 24 points of damage (2 per hit die, for smaller or larger behirs). A successful saving throw indicates half damage.

(Behir: HD 12; AC 4[15]; Atk 1 bite (1d8); Move 15; Save 3; AL C; CL/XP 13/2300; Special: Constrict and claw, lightning breath.)

Centipede Swarm

- Hit Dice: 3
- Armor Class 7 [12]
- Attacks: 1 (1hp + non-lethal poison)
- Saving Throw: 14
- Special: Immune to all but blunt weapons, non-lethal poison
- Move: 3
- Alignment: Neutrality
- Number Encountered: 1d4 swarms in the nest
- Challenge Level/XP: 4/120

A nesting of centipedes is a vast collection of normal centipedes, often combined with a few other sorts of bugs that tend to share the same living space: cockroaches and spiders, generally. Such vermin are not appreciably dangerous individually, but when a great number of them are disturbed at once they can present a serious threat. A party will normally encounter a nest of centipedes by accidentally disturbing the nest itself. Moving large wooden beams and prying into ancient masonry entail the risk of arousing one of these huge colonies. The centipedes of the nest are treated, for the sake of convenience, as a single monster. The nesting's hit dice represent the amount of damage required to scatter and kill enough of the swarming vermin so that, as a group, they no longer pose a threat.

If a nest of centipedes manages to swarm over a character (either by landing on him or by moving around him), that character will sustain 1hp of damage per round automatically from the resulting bites. Moreover, even if the character subsequently moves away from the central mass of the nest, he will continue to sustain 1 hp of damage per round until a total of three rounds have been spent picking away and killing the centipedes which remain on him. Other characters may assist with this task, each lessening the time required by one round.

A centipede nest is immune to any damage other than that caused by a bludgeoning weapon such as a mace (although the mere expedient of kicking and stomping can inflict 1d2 hps damage with a successful hit). Any spell which affects an area rather than a single target (such as burning hands) will inflict double damage. For every five hit points of damage inflicted by a nest of centipedes against a single opponent, there is enough poison injected into the victim's body to cause paralysis for 3-12 turns. Fortunately, the poison is

relatively weak (+2 on saving throw).

— Author: Matt Finch (first appeared in *Monsters of Myth*, published by First Edition Adventure Games)

(Centipede Swarm: HD 3; AC 7 [12]; Atk 1 (1hp + non-lethal poison); Move 3; Save 14; AL N; CL/XP 4/120; Special Immune to all but blunt weapons, non-lethal poison.)

Chimera

- Hit Dice: 9
- Armor Class: 4 [15]
- Attacks: 2 claws (1d3), 2 goat horns (1d4), 1 lion bite (2d4), and 1 dragon bite (3d4)
- Saving Throw: 6
- Special: Breathes fire
- Move: 9/18 (flying)
- Alignment: Chaos (sometimes Neutrality)
- Challenge Level/XP: 11/1,700

The chimera has three heads; one is the head of a goat, one the head of a lion, and one the head of a dragon. Great wings rise from its lion-like body. The dragon head can breathe fire (3 times per day) with a range of 50ft, causing 3d8 damage to anyone caught within the fiery blast (saving throw for half damage).

(Chimera: HD 9; AC 4[15]; Atk 2 claws (1d3), 2 goat horns (1d4), 1 lion bite (2d4), dragon bite (3d4); Move 9 (Fly 18); Save 6; AL C; CL/XP 11/1700; Special: Breathes fire.)

Cloaker

- Hit Dice: 6
- Armor Class: 4[15]
- Attacks: Tail (1d8), bite (1d6), enfurl
- Saving Throw: 11
- Special: Moan, mirror image, darkness, enfurl
- Move: 6/12 (flying)
- Alignment: Chaotic
- Challenge Level/XP: 8/800

Cloakers are manta-like creatures that resemble a large black cloak – the ivory claws are often even mistaken for a clasp of some kind, as they are kept folded when the cloaker is at rest. Unfurled, the cloaker has a span of about eight feet.

Cloakers can attempt to enfurl their opponents during melee combat, while attacking. If the cloaker hits with its attempt to enfold a target, the victim is clasped in the cloaker's manta-like body (a saving throw allows the victim to escape). The victim is allowed no further saving throws to escape, although it is possible to attack the cloaker with a dagger from within its folds. The cloaker can bite an enfolded opponent with a +4 bonus to hit.

Perhaps more dangerous than the cloaker's ability to enfold an opponent is its ability to moan, for the cloaker's moaning is dire indeed, causing a petrifying fear. Anyone hearing the moan of a cloaker must make a saving throw or do one of two things (50% chance of each): either flee at top speed for 1d6 turns, or be immobilized with fear for 1 turn. Finally, cloakers have the ability to manipulate darkness and shadows. They can cause darkness 15ft radius whenever desired, and as long as shadows or darkness are present, they can create shadowy mirror images of themselves (as per the spell) once per day (1d4 images).

(Cloaker: HD 6; AC 4[15]; Atk Tail (1d8), bite (1d6), enfurl; Save 11; Move 9 (fly 12); AL N; CL/XP 8/800; Special: Moan, mirror image, darkness, enfurl.)

Commoner (Porter)

- Hit Dice: 1d6 hit points
- Armor Class: 9 [10]
- Attacks: Weapon (1d6)
- Saving Throw: 18
- Special: None
- Move: 12
- Alignment: Any
- Number Encountered: Varies
- Challenge Level/XP: B/10

Normal humans are untrained peasants or townsfolk.

(Commoner: HD 1d6hp; AC 9[10]; Atk 1 weapon (1d6); Move 12; Save 18; AL Any; CL/XP B/10; Special: None.)

Dehava

- Hit Dice: 12 (60 hit points)
- Armor Class: 5 [14]
- Attacks: Slam (3d8)
- Saving Throw: 3
- Special: Unaffected by +1 or lesser weapons, immune to most spells
- Move: 12
- Alignment: Neutrality
- Number Encountered: 1
- Challenge Level/XP: 16/3,200

Dehava are silicon based living beings with ties to the Elemental Plane of Earth. Massive in size, they consume rock, leaving tunnels behind. They are slowed by fire spells, damaged by rock-to-mud spells, and healed by the reverse. Spells that affect rock, and fire spells, are the only ones that affect dehava. They can only be hit by +2 or better weapons.

(Dehava: HD 12 (60hp); AC 5[14]; Atk 2 slam (2d8); Move 12; Save 3; CL/XP 16/3200; Special: +2 or better magic weapon to hit, immune to most magic.)

Denizen of Leng

- Hit Dice: 8
- Armor Class: 5 [14]
- Attacks: 1 bite (1d3 + lassitude), 2 claws (1d4+1)
- Saving Throw: 8
- Special: regeneration, lassitude, immune to poison, mirror image, constant ESP
- Move: 12
- Alignment: Chaos
- Number Encountered: 1d6
- Challenge Level/XP: 13/2300

The eerie Men of Leng travel the universe from their strange homeland, always disguising themselves as humans in loose-fitting robes, with wrappings about the head and face. They are the same size as humans, but under their disguises they have horned brows, clawed fingers, mouths full of tentacles, and crooked goatish legs with cloven hooves. Many scholars have argued over where the otherworldly realm of Leng lies—some believe it can be found among the Outer Planes, while others are convinced it can only be reached via a dimension of dreams. The denizens of Leng can travel to other planes freely, and often do so in strange, black ships, constantly seeking new breeds of slaves or trading rubies for unusual services or magical treasures. At other times, their visits are much more violent, focusing on abducting victims for use as slaves or worse. On Leng, these denizens have long fought a war against that realm's monstrous spiders, a war that sometimes spills over into other worlds.

A Leng denizen's bite causes lassitude if the victim fails a saving throw (at -2). Any attack rolls, damage rolls, and saving throws are made at -2 thereafter until the victim has slept continuously for 12 hours. If the same victim is bitten (and fails the saving throw) a second time, the victim immediately falls into deep slumber and cannot be awakened for 12 hours.

Additionally, a denizen of Leng is constantly able to read the thoughts of nearby creatures (ESP) and once per day can cast a mirror image of itself.

The denizens of Leng regenerate naturally if they are not on Leng, at a rate of 5hp per round. The process cannot be arrested by fire as it can, for example, with trolls. However, once a denizen reaches 0 hit points, the body dissolves into slime (and re-forms on Leng). On Leng itself, denizens do not regenerate, and die completely. Not having souls, they cannot be raised from the dead.

— Author: Adapted by Matt Finch

(Denizen of Leng: HD 8; AC 5[14]; Atk 1 bite (1d3 + lassitude), 2 claws (1d4+1); Move 12; Save 8; AL C; CL/XP 13/2300; Special: regeneration (5hp), lassitude, immune to poison, mirror image, constant ESP)

Doppelganger

- Hit Dice: 4
- Armor Class: 5 [14]
- Attacks: Claw (1d12)
- Saving Throw: 13 (5 against any magic)
- Special: Mimics shape, immune to sleep and charm spells
- Move: 9
- Alignment: Chaos
- Number Encountered: 1 or 2d6
- Challenge Level/XP: 5/240

A doppelganger can change its form to resemble the physical appearance (including clothing and gear) of any person. These creatures are immune to sleep and charm, and are considered magic resistant for purposes such as breaking through wizard locks and similar spells. They have a very good saving throw (5) against magic of all kinds.

(Doppelganger: HD 4; AC 5[14]; Atk 1 claw (1d12); Move 9; Save 13 (5 vs magic); CL/XP 5/240; Special: Mimics shape, immune to sleep and charm.)

Dragon, Black

- Hit Dice: 8
- Armor Class: 2 [17]
- Attacks: 2 claws (1d4), bite (3d6)
- Saving Throw: 8
- Special: Spits acid
- Move: 9/24 (flying)
- Alignment: Chaos
- Number Encountered: 1d2, or a nest (2 of age category 4 and 1d4 of age category 1d3)
- Challenge Level/XP: 10/1400

Black dragons spit a deadly, corrosive acid which covers everything in a line 5 feet wide and 60 feet long. Black dragons have a 45% chance of being able to talk; talking black dragons have a 5% chance of being able to cast 1d4 first-level Magic-User spells.

(Adult Black Dragon (8HD): HD 8 (32hp); AC 2[17]; Atk 2 claws (1d4), 1 bite (3d6); Move 9 (Fly 24); Save 8; AL C; CL/XP 10/1400; Special: Spits acid.)

Duergar Zombie

- Hit Dice: 3
- Armor Class: 8 [11]
- Attacks: 1 strike (1d8)
- Saving Throw: 14
- Special: Absorbs spells
- Move: 6
- Alignment: Chaos
- Number Encountered: 3d6
- Challenge Level/XP: 5/240

Duergar zombies are a rare variety of zombie, appearing as swollen-headed gnome corpses. These semi-intelligent monsters hunger for the brains of intelligent creatures, especially those with the ability to cast spells. Duergar zombies are capable of absorbing the energy of magical spells cast near them, negating any effect they might have had. A duergar zombie may absorb up to 2d4 spell levels, its head growing ever larger during the process. When its capacity is reached, the duergar zombie's head violently explodes. A duergar zombie regains the ability to absorb an additional spell level with each fresh brain it eats.

(Duergar Zombie: HD 3; AC 8 [11]; Atk 1 strike (1d8); Move: 6; Save 14; AL C; CL/XP 5/240; Special: Absorbs spells.)

Elemental, Earth

- Hit Dice: 8
- Armor Class: 2 [17]
- Attacks: Fist (4d8)
- Saving Throw: 8
- Special: Tear down stone, immune to non-magic weapons
- Move: 6
- Alignment: Neutrality
- Number Encountered: 1
- Challenge Level/XP: 9/1,100

Earth elementals are hulking man-shapes of rock and earth. They batter opponents with their great fists, although damage is reduced by 1d6 if the opponent is not standing upon earth or rock. Earth elementals can tear apart stone structures, able to rip down even a castle wall in a matter of 1d4+4 rounds (minutes).

(Earth Elemental (8HD): HD 8; AC 2[17]; Atk 1 strike (4d8); Move 6; Save 8; AL N; CL/XP 9/1100; Special: Tear down stonework, immune to non-magic weapons.)

Formene Bulette

- Hit Dice: 7 to 10
- Armor Class: -2 [21]
- Attacks: Bite (4d12) and 2 Claws (3d6)
- Saving Throw: 9 (7HD), 8 (8HD), 6 (9HD), 5 (10HD)
- Special: Leaping, surprise Move: 15/3 (burrowing)
- Alignment: Neutrality
- Number Encountered: 1 or (seldom) 1d2
- Challenge Level/XP: 10 HD (12/2,000)

Roughly ten feet in height, a bulette (boo-LAY) is covered in natural armor plating like that of an armadillo, and has a beak-like head that opens to show wicked, serrated teeth. These creatures can leap to the attack; in which case, they cannot bite, but may attack with all four claws. Bulettes dig underground to surprise their prey, leaving a furrow in the ground as they go, caused by a dorsal crest in the creature's armor. These voracious hunters eat horses and halflings with gusto, although they will devour anything from badgers to plowshares if their preferred foods are not readily available. When the dorsal crest of the bulette is raised (during combat this is usually only after the thing has been wounded), the area underneath is AC 6 [13], and this vulnerable point can be attacked if the monster is well enough surrounded for its opponents to attack from behind as well as in front.

(Bulette (10HD): HD 10; AC -2[21]; Atk Bite (4d12) and 2 Claws (3d6); Move 15 (Burrow 3); Save 5; CL/XP 12/2000; Special: Leaping, surprise, burrow.)

Formene Commoner

- Hit Dice: 3
- Armor Class: 7 [12]
- Attacks: Fist (1d4) x2
- Saving Throw: 14
- Special: None
- Move: 12
- Alignment: Any
- Number Encountered: Varies
- Challenge Level/XP: 3/60

When Enraged, +2 to hit, -2 to Armor Class, +2 to damage. Additionally, can cast **Magic Missile** (6 missiles), up to five times per day.

(Formene Commoner: HD 3; AC 5[14]; Atk 2 fist (1d4); Move 12; Save 14; AL Any; CL/XP 3/60; Special: None.)

Fungi, Violet

- Hit Dice: 3
- Armor Class: 7 [12]
- Attacks: 4 tendrils (rot)
- Saving Throw: 14
- Special: Tendrils cause rot
- Move: 1
- Alignment: Neutrality
- Number Encountered: 1d4
- Challenge Level/XP: 4/120

Violet fungi are large mushrooms with tentacle-like growths at the base. The tentacles are not long, averaging about 2-3ft. A hit from a tentacle causes flesh to rot (saving throw applies) unless a cure disease spell is cast upon the afflicted area.

(Violet Fungus: HD 3; AC 7[12]; Atk 4 tendrils (rot); Move 1; Save 14; AL N; CL/XP 4/120; Special: Tendrils cause rot.)

Ghost, Strangling

- Hit Dice: 5
- Armor Class: 0[19]
- Attacks: Insubstantial strangling (see below)
- Saving Throw: 12
- Special: +1 or silver weapon required to hit; magic resistance 50%
- Move: 12 (flying)
- Alignment: Usually Chaotic
- Number Encountered: 1
- Challenge Level/XP: 7/600

These apparitions are similar to banshees, but instead of screeching they can attack only a single opponent at a time, strangling the victim with insubstantial hands. If the attack hits, the victim must make a saving throw or die within 1d4+1 rounds. A remove curse spell will break the creature's hold during this time period. Protection from evil spells will hold these creatures at bay. Anyone strangled by a strangling ghost will rise as a strangling ghost within 1d6 days.

— Author: Matt Finch

(Strangling Ghost: HD 5; AC 0[19]; Atk 1 strangulation (save or die in 1d4+1 rounds); Move (Fly 12); Save 12; AL usually C; CL/XP 7/600; Special: Magic Resistance (50%), magic or silver Weapon)

Ghoul

- Hit Dice: 2
- Armor Class: 6 [13]
- Attacks: 2 claws (1d3), 1 bite (1d4)
- Saving Throw: 16
- Special: Immunities, paralysis
- Move: 9
- Alignment: Chaos
- Challenge Level/XP: 3/60

Ghouls are pack-hunting undead corpse eaters. They are immune, like most undead, to charms and sleep spells. The most dangerous feature of these horrid, cunning creatures is their paralyzing touch: any hit from a ghoul requires a saving throw or the victim becomes paralyzed for 3d6 turns.

(Ghoul: HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; AL C; CL/XP 3/60; Special: Immunities, paralyzing touch.)

Gladiator

- Hit Dice: 7
- Armor Class: 7 [12]
- Attacks: Weapon (1d8)x2
- Saving Throw: 10
- Special: Berserking
- Move: 12
- Alignment: Neutrality or Chaos
- Number Encountered: 1d6+1 or 10d10
- Challenge Level/XP: 2/30

Gladiators are normal humans, but they fight with astounding ferocity. A bonus of +2 is added to their attack rolls. They do not wear armor heavier than leather armor.

(Gladiator: HD 7; AC 7[12]; Atk 2 weapon (1d8); Move 12; Save 10; AL N or C; CL/XP 8/800; Special: +2 to hit in berserk state.)

Goblin

- Hit Dice: 1d6 hit points
- Armor Class: 6 [13]
- Attacks: Weapon (1d6)
- Saving Throw: 18
- Special: -1 to hit in sunlight
- Move: 9
- Alignment: Chaos
- Number Encountered: 4d4 or 4d100
- Challenge Level/XP: B/10

Goblins are small creatures (4 ft tall or so) that inhabit dark woods, underground caverns, and (possibly) the otherworldly realms of the fey. They attack at -1 in the full sunlight.

(Goblin: HD 1d6 hp; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; AL C; CL/XP B/10; Special: -1 to hit in sunlight.)

Knight

- Hit Dice: 7
- Armor Class: 5 [14]
- Attacks: Weapon (1d8)x2
- Saving Throw: 14
- Special: None
- Move: 12
- Alignment: Any
- Number Encountered: Varies
- Challenge Level/XP: 6/600

Knights are adventurers. They can command 2d4 Veterans and their 1d6+5 human soldiers each. These are the commanders of the city guard and middle leadership of other military groups.

(Knight: HD 7; AC 5[14]; Atk 2 weapon (1d8); Move 12; Save 10; AL Any; CL/XP 7/600; Special: None.)

Kobold

- Hit Dice: 1d4 hp
- Armor Class: 7 [12]
- Attacks: Weapon (1d6)
- Saving Throw: 18
- Special: None
- Move: 6
- Alignment: Chaos
- Number Encountered: 1d4+4 or 1d4 x100
- Challenge Level/XP: A/5

Kobolds are subterranean, vaguely dog-like humanoids. They have a -1 penalty when fighting above ground. Many use slings or short bows, and they fight with short swords or spiked clubs in melee combat.

(Kobold: HD 1d4hp; AC 7 [12]; Atk 1 weapon (1d6); Move 6; Save 18; AL C; CL/XP A/15; Special: None.)

Mage (Magic-user, Lvl 7)

- Hit Dice: 7
- Hit Points: 33
- Armor Class 8 (11) (No Armor)
- Race: Human
- Attack 1 Weapon (Dagger or Dart) 1d4
 - Spells
 - Level 1
 - Burning Hands
 - Shield x2
 - Level 2
 - Acid Arrow
 - Web x2
 - Level 3
 - Fireball x2
 - Level 4
 - Ice Storm

(Mage: HD 7; HP; AC 9[10]; Atk 1 weapon (1d4); Move 12; Save 12; AL Any; CL/XP 6/600; Special: Spells.)

Medusa

- Hit Dice: 6
- Armor Class: 8 [11]
- Attacks: Weapon (1d4)
- Saving Throw: 11
- Special: Gaze turns to stone
- Move: 9
- Alignment: Chaos
- Number Encountered: 1d4
- Challenge Level/XP: 8/800

The terrifying medusa has a female face but hair of writhing snakes; it has no legs, but the body of a serpent. The gaze of a medusa turns anyone looking upon it into stone. In addition to the medusa's relatively weak melee-weapon attack, the snake-hair makes one attack per round, causing no damage but inflicting a lethal poison with a successful hit (saving throw applies).

(Medusa: HD 6; AC 8[11]; Atk 1 weapon (1d4); Move 9; Save 11; AL C; CL/XP 8/800; Special: Gaze turns to stone, poison.)

Minotaur

- Hit Dice: 6+4
- Armor Class: 6 [13]
- Attacks: Head butt (2d4), bite (1d3) and weapon (1d8)
- Saving Throw: 11
- Special: Never get lost in labyrinths
- Move: 12
- Alignment: Chaos
- Challenge Level/XP: 6/400

The minotaur is a man-eating predator, with the head of a bull and the body of a massive human, covered in shaggy hair. Most are not particularly intelligent.

(Minotaur: HD 6+4; AC 6[13]; Atk Head butt (2d4), 1 bite (1d3) and 1 weapon (1d8); Move 12; Save 11; AL C; CL/XP 6/400; Special: Never get lost in labyrinths.)

Mummy

- Hit Dice: 5+1
- Armor Class: 3 [16]
- Attacks: Fist (1d12)
- Saving Throw: 12
- Special: Rot, hit only by magic weapons
- Move: 6
- Alignment: Chaos
- Number Encountered: 1d12
- Challenge Level/XP: 7/600

Mummies cannot be hit by normal weapons, and even magical weapons cause only half damage. In addition to normal damage, their touch also inflicts a rotting disease which prevents magical healing and causes wounds to heal at one-tenth of the normal rate. A Cure Disease spell can increase healing rate to one-half normal, but a Remove Curse spell is required to completely lift the mummy's curse.

(Mummy: HD 5+1; AC 3[16]; Atk 1 fist (1d12); Move 6; Save 12; AL C; CL/XP 7/600; Special: Rot, hit only by magic weapons.)

Priest (Cleric, Lvl 7)

- Hit Dice: 7
- Hit Points: 46
- Armor Class: 3 (16) (Leather Armor)
- Race: Human
- Attack: 1 Weapon (Mace or Crossbow) 1d6
- Spells
 - Level 1
 - Cure Wounds x4
 - Level 2
 - Hold Person x2
 - Silence
 - Level 3
 - Dispel Magic x3
 - Level 4
 - Harming Sphere

(Priest: HD 7; HP 46; AC 3[16]; Atk 1 weapon (1d6); Move 12; Save 12; AL Any; CL/XP 6/600; Special: Spells.)

Salamander

- Hit Dice: 7
- Armor Class: 5 [14] (torso); 3 [16] (serpent body)
- Attacks: Touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6 + 1d6 heat)
- Saving Throw: 9
- Special: Heat, constrict
- Move: 9
- Alignment: Chaos
- Number Encountered: 1d4+1
- Challenge Level/XP: 8/800

Salamanders are intelligent creatures of the elemental planes of fire. They have the upper body of a human and the lower body of a snake, and give off tremendous, intense heat. The very touch of a salamander deals 1d6 hit points of fire damage, and they wrap their tails around foes to cause an additional 2d8 points of crushing damage per round as the victim writhes in the deadly heat of the serpentine coils. The salamander's human torso is AC 5 [14], and the armored serpent-tail is AC 3 [16]. Salamanders cannot be enslaved in the same manner djinn and efreet might be.

(Salamander: HD 7; AC 5 [14] (torso); 3[16] (serpent body); Atk Touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6 + 1d6 heat); Move 9; Save 9; AL C; CL/XP 8/800; Special: Heat, constrict.)

Soldier

- Hit Dice: 3
- Armor Class: 5 [14]
- Attacks: Weapon (1d8)
- Saving Throw: 14
- Special: None
- Move: 12
- Alignment: Any
- Number Encountered: Varies
- Challenge Level/XP: 3/60

Soldiers are normally found under the command of a veteran, normally in units of 1d6+5 human soldiers. These men populate city guard units and other small military groups.

(Soldier: HD 3; AC 5[14]; Atk 1 weapon (1d8); Move 12; Save 14; AL Any; CL/XP 3/60; Special: None.)

Svirfneblin

- Hit Dice: 3
- Armor Class: 5 [14]
- Attacks: Weapon (1d8)
- Saving Throw: 14
- Special: None
- Move: 12
- Alignment: Any
- Number Encountered: Varies
- Challenge Level/XP: 3/60

In the dark below earth, svirfneblin protect their enclaves, keeping their small communities safe from the terrors of the lightless depths. Serious creatures with slate-gray skin, these gnomes vary greatly from their surface cousins by choosing to live in the shadowy depths and protect the world above from the foul creatures sharing their chambers, vaults, and tunnels.

(Svirfneblin: HD 3; AC 5[14]; Atk 1 weapon (1d8); Move 12; Save 14; AL Any; CL/XP 3/60; Special: None.)

Troll

- Hit Dice: 6+3
- Armor Class: 4 [15]
- Attacks: 2 claws (1d4), 1 bite (1d8)
- Saving Throw: 11
- Special: Regenerates
- Move: 12
- Alignment: Chaos
- Number Encountered: 2d6
- Challenge Level/XP: 8/800

Trolls are as tall as ogres, and just as strong. Unlike ogres, however, they attack with claws and teeth instead of weapons. Trolls regenerate, which is to say that any damage inflicted upon them heals within minutes (3 hit points per round). The only way to utterly kill a troll is to submerge it in acid or burn it. Trolls can even re-grow lopped-off heads and limbs.

(Troll: HD 6+3; AC 4[15]; Atk 2 claws (1d4), 1 bite (1d8); Move 12; Save 11; AL C; CL/XP 8/800; Special: Regenerate 3hp/round)

Vampire

- Hit Dice: 7
- Armor Class: 2 [17]
- Attacks: Bite (1d10 + level drain)
- Saving Throw: 9
- Special: See below
- Move: 12/18 (flying)
- Alignment: Chaos
- Number Encountered: 1d4
- Challenge Level/XP: 7 HD (9/1,100)

Vampires are some of the most powerful of undead creatures. They can only be hit with magic weapons, and when "killed" in this way they turn into a gaseous form, returning to their coffins. They regenerate at a rate of 3 hit points per round, can turn into a gaseous form or into a giant bat at will, and can summon a horde of bats or 3d6 wolves out from the night. Looking into a vampire's eyes necessitates a saving throw at -2, or the character is charmed (per the Charm Person spell). Most terrifyingly, a vampire's bite drains two levels from the victim. Fortunately, vampires have some weaknesses. They can be killed (though these are the only known methods) by immersing them in running water, exposing them to sunlight, or driving a wooden stake through the heart. They retreat from the smell of garlic, the sight of a mirror, or the sight of "good" holy symbols. Any human killed by a vampire becomes a vampire under the control of its creator.

(Vampire (7HD): HD 7; AC 2[17]; Atk 1 bite (1d10 + level drain); Move 12 (Fly 18); Save 9; AL C; CL/XP 10/1400; Special: Immune to non-magic weapons, only killed in coffin, regenerate (3/round), gaseous form, shapeshift, summon rats or wolves, charm gaze, drain 2 levels with hit.)

Veteran

- Hit Dice: 5
- Armor Class: 5 [14]
- Attacks: Weapon (1d8)
- Saving Throw: 12
- Special: None
- Move: 12
- Alignment: Any
- Number Encountered: Varies
- Challenge Level/XP: 5/240

Veterans are normally found in command of 1d6+5 human soldiers. These are the leaders of city guard units and other small military groups.

(Veteran: HD 5; AC 5[14]; Atk 1 weapon (1d8); Move 12; Save 12; AL Any; CL/XP 5/240; Special: None.)

Wraith

- Hit Dice: 4
- Armor Class: 3 [16]
- Attacks: Touch (1d6 + level drain)
- Saving Throw: 13
- Special: Level drain (1 level) with hit, magic or silver weapon to hit
- Move: 9/24 (flying)
- Alignment: Chaos
- Number Encountered: 2d6
- Challenge Level/XP: 8/800

Wraiths are powerful wights, immune to all non-magical weapons other than silver ones (which inflict only half damage). Arrows are particularly ineffective against them, for even magical and silver arrows inflict only one hit point of damage per hit. Wraiths can be found riding well-trained battle steeds or more unusual mounts that will tolerate their presence. Just as wights do, wraiths drain a level of experience from those they hit.

(Wraith: HD 4; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 8/800; Special: drain 1 level with hit, magic or silver weapon to hit.)

Xorn

- Hit Dice: 7
- Armor Class: -2 [21]
- Attacks: 3 claws (1d3), 1 bite (4d6)
- Saving Throw: 9
- Special: Immune to fire and cold, half damage from electricity, travel through stone
- Move: 9
- Alignment: Neutrality
- Number Encountered: 1d4
- Challenge Level/XP: 9/1,100

Xorn are bizarre creatures, originally from the elemental planes of earth, which eat precious metals and other minerals. They have a rocklike consistency, granting an extremely good armor class, and appear to be made of stone. Xorn have a barrel-shaped body, radially symmetrical with three eyes, three arms, three stubby legs, and a powerful mouth set in the top of the creature's body. The stone-like appearance grants the xorn a tremendously good chance of surprising its enemies.

These creatures are immune to fire and cold damage, and take only half damage from electrical attacks (no damage when saving throws are successful). A xorn can swim through stone, but requires a full melee round to enter solid rock, during which time it cannot attack. Phase Door spells will utterly destroy a xorn that is traveling through rock or readjusting its composition.

Xorn are particularly vulnerable to spells that affect earth and stone. Move Earth spells may be used to hurl a xorn backwards 30ft and stun them for a full round. Stone to flesh and rock to mud spells weaken the xorn's elemental structure, increasing the creature's AC to 8 [11] until the xorn concentrates for a full round to readjust its composition. Passwall spells inflict 1d10+10 points of damage with no saving throw.

(Xorn: HD 7; AC -2[21]; Atk 3 claws (1d3), 1 bite (4d6); Move 9; Save 9; AL N; CL/XP 9/1100; Special: Immune to fire and cold, half damage from electricity, travel through stone.)

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Talos, a city of legend, focus of tales dating back to the First Age of Man—exotic and forbidden. Buried deep in the Formene, this lone gem of the subterranean realms has legends as tall as the mountains under which it lies. Scholars and sages know more: it is the capital of the Elven race of the subterranean realms, sealed off from the surface world, supported by smaller towns, trading nexuses, and the wealth of knowledge accumulated by the Formene Elves who ward it.

In this Land of Night, dozens of nations, formed from the Formene races, join the elves in a powerful confederation of trade, protection, and mining of the most valued metal—mithril.

Recently, a trading nexus was uncovered and explored. The leaders of Meawold want to restore contact with the Formene Elves and access mithril, other rare Formene metals, and minerals for the first time in two millennia.

The explorers of that trading nexus found letters and journals suggesting a vast, untapped wealth of gems, metal, and minerals, as well as forgotten cities full of treasure, some with magical wealth.

What waits in the Formene? Both the city of Talos and the Formene wilds offer incredible opportunities for adventure and wealth.

And also, incredible dangers.