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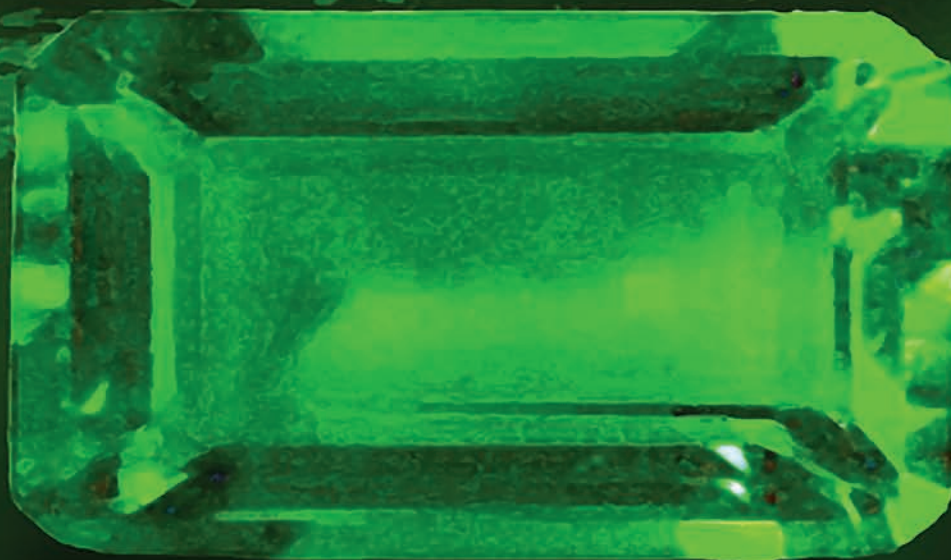


# **Alagoran's Gem**

**by Jonathan G. Nelson**

**4-6 PCs**

**LEVELS 3-5**





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# Adventure Background

**Many years ago**, a merchant named Alagoran lived in the local village of Irie. Thanks to his shrewd mind, he became filthy rich through many business deals with distant races; some were simply good deals, others more questionable. As time went on, he began to grow increasingly suspicious of others, worried they would steal his wealth. After a break-in whilst away resulted in the loss of thousands of gold worth of treasure, Alagoran decided it was best for him to keep his wealth upon his person, where he could always keep an eye on it. He searched far and wide for an investment which could be safely carried with him, wherever he may go, and one day, at the entrance to an old cave system not far from his home, he met with a strange dwarf. The dwarf brought forth a gemstone to trade for the man's silver, gold, and platinum. After having the huge gemstone carefully inspected and appraised, Alagoran agreed to the trade, naming the gem "Alagoran's Gem".

Rumors quickly spread of Alagoran and his rare gem, bringing scoundrels and treasure-hunters from all corners of the realm to watch the merchant and his stone, and worse. Alagoran quickly realized he had to do something about it, and sold his mansion in town, intent on getting away for good. Using the money to hire the best masons and trapsmiths in the land, Alagoran located the small cave entrance where he had met the dwarf years before and began work building a vast dungeon. The structure would be an impenetrable vault and every nook and cranny would be filled with traps to protect his wealth. After years of living amid the construction, the dungeon was complete. Finally Alagoran would be left alone.

Here it was that Alagoran lived for many more decades, continuing to amass his riches from his existing trading agreements. A single local merchant made the journey to the dungeon once per month to drop off food and packages, meeting Alagoran outside. No one knows exactly how Alagoran died, but one day he stopped

showing up for his monthly meetings, never to be seen or heard from again. Within the year, there were rumors of the vast treasure within Alagoran's Dungeon and the rare gem which must be hidden somewhere deep within.

## Adventure Hooks

The following are a variety of hooks which you may use to pull your players into the adventure. It is suggested that you read through these in advance and choose one which works well for your players and the status quo of your campaign.

1. A dwarvish gem collector named Skaran arrives in town, brought to the area by the rumor of an extremely large and rare gem. He believes this item may have historical significance, and might be a gem once used by the kings of old to buy the assistance of an army of dwarves from deep below the earth during a dire war. If this "Alagoran's Gem" was one and the same, the value to some collectors could be beyond comprehension. Obviously Skaran will not willingly mention these details to the PCs, instead stating that he is "a collector of fine gems and jewelry". Skaran will offer the PCs 1,000 gp for the retrieval of the gem, and another 2,000 should the gem prove to be what he is looking for.
2. While the party has overheard many tavern rumors of a dungeon filled with boundless treasure, most of them turn out to be nothing more than exaggerations. Treasures guarded by monsters so vague and fearsome that none have ever returned, or have never existed at all. However, one rumor catches your ears, "The dungeon which holds Alagoran's Gem, the rarest stone in all the land," is as interesting as it is specific.
3. Whilst traveling the countryside, the party happens upon a small stone door in the side of a cliff face. Upon further investigation they find it to be the entrance to a vast dungeon. What great treasures might be found inside?





4. A local merchant hires the party to retrieve Alagoran's Gem, the rarest gem in all the land. The merchant knows of the location of the dungeon after delivering supplies to Alagoran for many years. She asks that you keep her secret; for if others knew what she was doing, they'd want to cut in on the deal and everyone would lose out!

### Recommended Reading

Before you begin this adventure, it is recommended that you and your players read the following article. This will help you to better understand the old school style of gaming and what Gary Gygax (creator of Dungeons & Dragons) intended for the game.

[The Rot Grub: Gary Gygax Himself, On the Old-School Style of Gaming](#)



## Adventure Synopsis

The adventurers brave a dungeon filled with monsters and traps in an attempt to retrieve Alagoran's Gem, a fabled gem of great size and incredible value. Will they retrieve the rare gem or meet their end?

## Alagoran's Dungeon

Alagoran constructed his dungeon using the best architects, trap builders, and monster hunters in the land. Together they built an impenetrable vault within which Alagoran could protect his rare treasures and acquisitions. Not only was it guarded by traps, walls and beasts, but Alagoran had the builders include mind-bending puzzles of his own designs, and many secret passages so he could come and go as he pleased. Alagoran named himself lord of his dungeon and hoarded his wealth with a paranoia bordering on insanity, until the day of his death.

After Lord Alagoran passed away, the dungeon began to change. Tectonic activity opened new passages, some leading to caves where monster tribes made their homes. Burrowing creatures from

### C1: Alagoran's Dungeon -



#### Informational Key

**Walls:** All walls are standard masonry walls. Typical thickness 1ft.; break DC 35; hardness 8; hp 90; climb DC 20.

**Floors:** All floors in the dungeon are Flagstone. Like masonry walls, flagstone floors are made of fitted stones, they are cracked and only somewhat level.

**Ceiling:** The average height of the ceiling in the dungeon is 15 ft. although some rooms (such as 12) are much taller and described accordingly.

**Doors:** Unless noted in a door's entry, doors in the dungeon have the following statistics: Wooden Door: 1in. thick; hardness 5; hp 10; AC5; break DC 18.

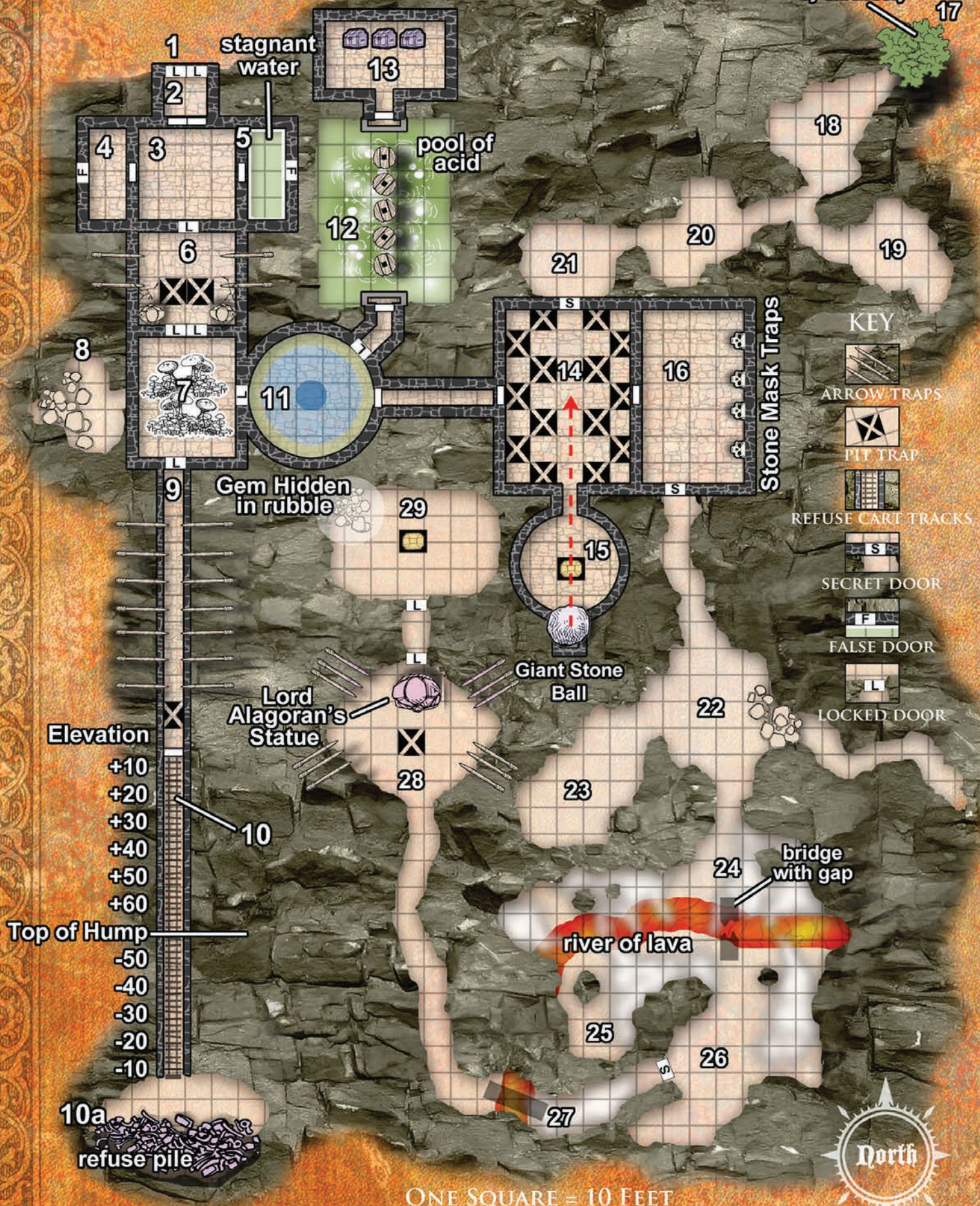
**Light:** A light source is required for characters to see without darkvision. Low-light vision is possible in areas containing lava.

**Ventilation:** All rooms contain an adequate air supply. The air is renewed from small vents leading to the exterior of the dungeon. These vents are individually too small for any but Fine creatures to navigate.





Alternate entry hidden  
by shrubbery





the Underworld found their ways into the tunnels, granting access to the upper chambers, and many adventurers attempted to brave the gauntlet of traps only to meet their demise.

Today, many of the monsters and Underworld creatures which once lived here have come and gone, whilst others have stayed (some no longer living). The dungeon, although aging, is still dangerous, and most of the traps and puzzles still function as well as they did the day they were built.

## 1. Main Doors to Alagoran's Dungeon

The entrance to Alagoran's Dungeon is protected by two huge double doors emblazoned with the symbol of ivy wrapped around a staff. The doors were unlocked by thieves long ago, but they are still trapped which prevents many unwanted trespassers from gaining entry. Not only does a magical spell normally resets this trap within 1d4 hours of being sprung, but it triggers on both sides of the door so those seeking to exit the dungeon may also encounter a terrible surprise.

**Bypassing the trap:** If the **gold key** found in **area 3** is carried this trap will remain dormant whilst the PC carrying the key is within the trigger area, after which point it will then instantly rearm itself. The PC carrying the **gold key** must use it to 'unlock' the door in order to temporarily disarm the trap for 1d4 hours.

### Door Spikes

CR 3

XP 800

**Type** magical with mechanical components; **Perception** DC 20; **Disable Device** DC 25

#### EFFECTS

Trigger touch; Reset automatic (1d4 hours; after keyholder leaves the trigger area)

**Effect** Atk +10 melee (4 bone spikes; 1d6 each)

Spikes magically hidden within the door suddenly extend out, potentially impaling anyone standing within 5'. This trap functions on both the exterior and interior of the door.



## 2. Entrance

The doors to the dungeon open inward, pushing years of dust and cobwebs into the air. The strong smell of rot and mildew assaults your senses. It is quite dark inside, but enough light trickles in to reveal an old suit of armor positioned squarely in the center of the room. This alcove is 10' x 10', the walls of the dungeon are constructed of large, fairly uniform stones. The floor

is flagstone which is loosely fitted, the stones are cracked and only slightly level. A set of double doors are located on the south wall behind the suit of armor.

Upon entering this small alcove, the suit of armor (actually a Skeletal Champion wearing full plate) will ask the party a simple question. "What is your full name?"

If the PCs are native to this region they may attempt a **Knowledge (history)** check to glean the name of the lord whose dungeon this once was. The correct answer to appease the magic sentry is "Lord Tanis Raltolu Alagoran".

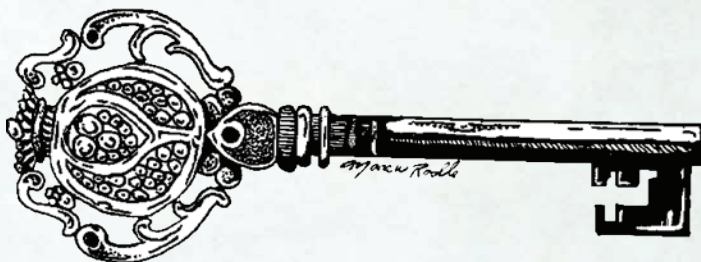
If one of the PCs answers correctly the skeletal knight will pass his blade to the PC. The blade is a Longsword +1. The knight will then open the door to room 3 for the party.

If one of the PCs answers incorrectly (they only get one guess), the skeletal knight will attack.

### Combat

**Skeletal Champion** (3.5) pg 21

**Skeletal Champion** (Pathfinder) pg 21



## 3. Entry Hall

This room is decorated with a once-fine red rug, now threadbare and rotten. Much of the rug is now covered in a thick layer of black mold and mildew. Any creature that walks on the rug must make a Fort Save DC 12 or become nauseated for 1d4 hours.

*Nauseated: Creatures with the nauseated condition*





experience stomach distress. Nauseated creatures are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move actions per turn.

A tapestry hanging on the wall depicts a man in fine clothing holding a staff around which is wrapped a dark green ivy. The man in the portrait smiles as if keeping a secret. Indeed he does, for if a search of the wall directly behind the tapestry (**Search/Perception DC 15**), or a standard search of the room (**Search/Perception DC 20**) is successfully performed, a small groove in the flagstone wall can be found. When pulled upon, a small niche opens up revealing a **gold plated key**. The key itself is worth only 5 gp, but **opens two treasure chests in room 13** as well as **all locked doors** within the dungeon and protects the bearer from the effects of the **Door Spike Trap in area 1**, the **Alagoran Statue Trap in room 6**, and the **Magical Doors in room 6**.

If the door to the south is touched a **Magic Mouth** appears upon the surface. The Magic Mouth states the following:

*"If you are a member of the my family, you are welcome within. Make sure that you hath brought along my personal journal so that you may avoid perils and pitfalls. If you do not heed this advice, I am not responsible for your injury or death. This dungeon was built by the best masons and trapsmiths in the land. All that enter this dungeon do so at their own risk. If you are not a member of my family, the Alagoran Family, and do not possess my journal then your fate is sealed and your death is certain. You shall never steal my riches nor the Alagoran Gem. But, this is a game of wits, and I challenge you to succeed - for if you do, I stand corrected and the gem is yours, for you hath bested me."*

The door to **room 6** is locked.

## 4. Green Slime

A **Spot/Perception DC 25** can spot the green slime on the ceiling before it starts dripping.



This room has a false door on the west wall designed to lure nosy adventurers and treasure hunters to their doom, for immediately above and coating the entirety of the ceiling is a thick layer of Green Slime which drips down upon any intruder once they have passed the center of the room.

## Green Slime



CR 4

XP 1,200

This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a remove disease spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

## 5. Electrified Water

This room contains a 3 inch deep pool of stagnant water. Three small stone steps lead down into the pool and three similar steps ascend to a false door located opposite.

A magical orb attached to the ceiling gathers static electricity and local natural energy output over long periods of time, then releases it whenever anyone steps into the pool of water. Since water is a perfect conductor of electric energy the current is intensified and creates an arc which cycles the energy through the individual until completely dissipated or absorbed by the individual's body.

## Electricity Trap



CR 4

XP 1,200

**Type** magical; **Perception DC 20**; **Disable Device DC 25**

### EFFECTS

**Trigger** location; **Reset** automatic

**Effect** 3d6+1d6 per round until removed from water or 1d4+4 rounds have passed, **Reflex DC 15** for ½ damage (first round only); multiple targets, anyone in water



The electricity trap is a magical room trap that absorbs all naturally occurring static electricity within the dungeon. The electrical energy itself is contained within a glass orb built specifically for this purpose. It utilizes a shallow pool of water as a conductive agent which also acts as the trigger mechanism.

The orb stores electricity which is cycles and magically builds until someone steps into the pool of water, thereby discharging the orb. The orb discharges directly into the pool, electrocuting those standing in the water. In order to avoid the ongoing effects of the trap one must succeed on a Reflex save DC 15 to leap clear of the water. Since the electricity transfers so quickly, those that succeed still take ½ damage (even those with Improved Evasion), but are spared the continued onslaught of electrical energy cycling through the arc.

The door on the opposing wall is false and does not open. A DC 20 Strength check can rip the false door off the wall to which it is attached.

## 6. Guardian Statues

The entrance to this room is locked: **Open Locks/Disable Device DC 15.** It can be opened with the gold key from 3.

Upon entering this room, the first thing you notice are the massive statues looming above. One is fashioned after the supposed lord of this dungeon, Lord Alagoran, who again holds the staff wrapped tightly with ivy. The other figure is a beauty of a woman wearing elegant yet revealing clothing. She appears to be staring at the lord with a look of awe and respect, maybe a little lust as well, although it is hard to tell what the artist or his employer were thinking when they designed this.

The ceiling here is much higher than the previous rooms, some 60 feet up to make room for the two giant statues which seemingly guard the doors to the south. There is nothing else within this room.

There are **two pit traps** and **four poison arrow traps** in this room which are clearly marked on the dungeon map. There is also **one magical trap** located on the statue of Lord Alagoran.

### Spot/Perception DC 12 = Read Aloud:



You notice that the floor tiles directly before each statue are heavily cracked.

**GM Note:** The “cracked” tiles are simply a ruse to encourage trespassers to avoid them thus stepping directly on the tiles marked as pit traps on the map.

### Spiked Pit Trap



CR 2

XP 600

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

### Poison Arrow Trap



CR 2

The bricks on the walls here are poorly set and uneven.

**Type** mechanical; **Perception** DC 21; **Disable Device** DC 18

**Trigger** location; **Reset** Repair

The arrow slit is located 3 feet above the floor on the wall, hidden in the uneven bricks. When a character passes by the slit without crawling under or over it, a small poison arrow fires.

**Poison Arrow Attack** (1d6 damage plus poison, +8 ranged attack); **Arrow Poison** (1d2 Con Damage, DC 11 Fortitude Save, 1/round for 6 rounds, cure 1 save)

Two poison arrow traps are located on the west wall and two on the east. If anyone passes by them without crawling they will be triggered and fire into the trespasser.



## Alagoran Statue Trap

CR 5

A larger than life statue of Lord Alagoran stands before you. He is dressed in elaborate clothing and his eyes seem to sparkle.

**Type** magical; **Perception** DC 27; **Disable Device** DC 27  
**Trigger** sight; **Reset** (10 charges)

Any character approaching within a 20-ft. cone of the north side of the statue will be attacked by an Acid Arrow +10 (CL 4; 2d4 acid damage for 2 rounds). The trap will continue to make a single attack per round against any one target in range every round until fully expended.

The statue of Lord Alagoran has a magical trap which is triggered whenever anyone approaches within 20 feet of the statues **without the golden key from room 3**. The trap fires an acid arrow from Alagoran's right eye with uncanny accuracy (originally all four statue eyes were enchanted thusly, but the other three eyes have expended all their charges). The trap is triggered whenever anyone comes within 20 feet and is within visual range of the statue (90 degree arc centered on the head of the statue and facing north.)



## 7. Mushroom Forest

The entrance to this room is locked: **Open Locks/Disable Device** DC 15. It can be opened with the gold key from 3.



Walking into this room is like walking into a lucid dream. It is quite warm and a thick mist drifts towards you, drawn to the open door through which you came. The floor is covered in dirt and decaying organic matter. Huge mushrooms rise up all around you like a forest; Slightly translucent white and black puffballs fill the floor, bulging with spores ready to burst free.

Small insects buzz about as the PCs enter, swarming and landing on any person with exposed flesh. They don't bite and are simply drinking sweat and eating salt, but the PCs don't know this and their fears should be encouraged. The swarm has AC 10, 12 hp, is immune to weapon damage, and its only attack is distraction causing PCs to receive a -1 penalty on all saves and attack rolls. As they deal with the insects read the following:

Suddenly dozens of centipedes begin to swarm up out of the earth all around you!

If a player does not mention that his or her character is specifically avoiding the puffball fungi in the room (this requires them to decrease speed to 1/4 movement), there is a 15% cumulative chance per 5' square they will step on a puffball, launching Puffball Spores into the air in a 5' radius around the PC. There is an equal chance of stepping on either a White or Black Puffball.

## Magical Double Doors

After bypassing the two pit traps, four poison arrows, and the magical acid arrow trap, the PCs will approach double doors leading to the south. The doors, luckily, are unlocked and are not trapped, or so they think. There is a keyhole in the west-most door and if the **golden key is inserted** in this prior to opening, the doors will open as normal.

If the key is not inserted, an powerfully masked magical trap, one masked with additional powerful magic, will be triggered, blasting the party with a surge of arcane energy and knocking everyone backwards 10' into the two pit traps, unless they succeed on a DC 22 Reflex Save. Even if the save is passed, the magical energy also triggers all magical items which utilize charges carried by the PCs (except items kept in an extra-dimensional pocket such as a bag of holding). Every magical device with a charge, be it weapon, armor, wand, or wondrous item will immediately discharge a single charge. A magical device which has multiple functions will perform one of its listed effects at random.

*Example: If a weapon such as a sword normally bursts into flames when activated it would do so, perhaps burning its own sheath and maybe the owner as well. All potions, scrolls, or other single use items will also be effected and become useless.*





## White Puffball Spores

**Type** disease, inhaled; **Save** Fortitude DC 14

**Onset** immediate; **Frequency** 1/round for 6 rounds

**Effect** 1d4 Con damage; **Cure** 1 save



## Black Puffball Spores

**Type** disease, inhaled; **Save** Fortitude DC 14

**Onset** immediate; **Frequency** 1/round for 6 rounds

**Effect** sleep (1d10+10 rounds); **Cure** 1 save



## Combat



**Centipede Swarm** (3.5) pg 21

**Centipede Swarm** (Pathfinder) pg 22

**Special Note:** If the PCs speak in loud voices, engage in combat or are otherwise noticeably audible, they draw the attention of the ogres which live in **area 8**, who will arrive in 1d4+1 rounds to investigate. The ogres use the mushrooms and centipedes as a food source, and if the PCs are discovered upsetting their food supply they will be quite displeased. Soon the PCs will have both the centipede swarm and a group of angry ogres to contend with. After years of exposure to the puffballs, the ogres are immune to their effects and will deliberately step on them in an attempt to inflict the spores on the PCs.



## 8. Sealed Cave

This small cave was once connected to the surface by a large cave system populated during parts of the year by a tribe of nomadic ogres. One day, a few of the ogres decided to explore and, after digging, found the exterior walls of this dungeon. Curious as to what awaited on the other side, they began to smash and bash their way through. Although it took many days to break through, the ogres eventually succeeded and entered the dungeon. Along with the ogres came their filth, dirt, and mushroom spores which began to grow relentlessly on the trash and refuse left in this room after Lord Alagoran passed away. The ogres visited the dungeon each time they stayed in the area, but one day there was an earthquake and the ogres were trapped within the dungeon as the original entrance had caved in, blocked by many, many feet of rocky debris



and boulders. Luckily for the ogres, they were able to feed off the mushrooms and centipedes, who in turn fed off the ogre feces, causing the formation of a symbiotic relationship.

If the ogres have the chance to eat real meat again after all these years, they will jump at it. If the ogres hear any noise while the PCs are in area 7 they will investigate and attack the intruders. Otherwise the PCs will first encounter the ogres when entering this cave.

A few disgustingly filthy furs line the floors, infested with lice and ticks. The smell of rot is strong in this room and the skulls of rats decorate one small natural shelf in the cave (a trophy to better times prior to the elimination of all rodents in this section of the dungeon). The ogres have little of value and are carriers of parasites and disease.



## Dysentery



A broad family of intestinal afflictions caused by everything from bacteria to viruses to parasitic worms and dysentery, leading to dehydration and occasionally death.

**Type** disease (parasite), contact or injury; **Save** Fortitude DC 16

**Onset** 1d3 days; Frequency 1/day

**Effect** 1d6 nonlethal damage plus 1 Con damage and target is fatigued and staggered; **Cure** 2 consecutive saves

## Combat



2 Ogres (3.5) pg 22

2 Ogres (Pathfinder) pg 23

## 9. Long Hallway

The entrance to this room is locked: **Open Locks/Disable Device DC 15.** It can be opened with the gold key from 3.



This long hallway was created to move garbage and other refuse as far away from the livable areas of the dungeon as possible, so as to minimize the stench and keep the place sanitary. Lord Alagoran chose to install traps throughout this corridor and have them activated upon his death so as to give the false impression that treasure or other valuables lie ahead. Unfortunately for the PCs, the only thing that lies ahead are a slew of magic arrow traps followed by a trolley system which originally was used to dispose of refuse, but will now be used to dispose of the PCs! First things first, they must deal with this hallway.

## Magical Arrow Traps



CR 2; mechanical; proximity trigger; automatic reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20.

Every 10 feet there is one arrow trap on both sides of the corridor. Each arrow is imbued with a different spell to make progression through this area a major pain and tax on party resources.

### Each arrow requires three steps:

1. Roll attack vs. PC
2. Roll damage (if hit)
3. Apply spell effect (if applicable save failed)

**Arrows 1 and 2** Color Spray

**Arrows 3 and 4** Sleep

**Arrows 5 and 6** Magic Missile

**Arrows 7 and 8** Cause Fear

**Arrows 9 and 10** Reduce Person

**Arrows 11 and 12** Acid Arrow

**Arrows 13 and 14** Touch of Idiocy

If the PCs are able to disassemble the arrow traps and extract the arrows, they may utilize them and their spell-like effects as long as used within the confines of the dungeon. As soon as they exit the dungeon (even if just briefly), the magical energy is immediately dispelled.

\*Once per week, on the day of the Moon, at the strike of midnight, the arrow traps automatically disarm and subsequently rearm 1 hour later.

At the end of the hallway is an unlocked door which opens into the trolley track in area 10.

## 10. Trash Trolley

Upon opening this door you see a tight track made for mining carts. A single cart sits upon the track, which is positioned in such a way that the cart leans back toward you, prepared to somehow make its way up a very steep incline. The tracks disappear into the darkness beyond your range of vision. Climbing into the corridor seems nearly impossible as footing is dangerous with holes in between every slat of the elevated track and a steep incline with nothing to grab save a smooth, slick metal mining cart track.

The small cart has a lever and pulley system that moves the cart up the track. You have a couple choices; either climb up by hand and risk falling backwards down the entire track or ride in the cart.

**Climb DC 14** to climb the track. Failure results in falling for anywhere between 2d6 damage.



When the cart's pump arm is used, the cart moves 4 feet per round whilst traveling upwards. When leveling out, the speed doubles to 8 feet per round, and finally once going downhill on the other side increases to 60 feet per round before slamming into a stop at the end of the track and dumping the entire crew overboard into the 40 foot deep refuse pit below.



## 10a. Refuse Pit

This pit of vile refuse is a culmination of years of dumped refuse brought here by Lord Alagoran's servants. Lord Alagoran placed a young otyugh here which has now grown into a full adult. He figured it would deal with any adventurer's or thieves foolish or foolhardy enough to wander this far in search of his treasure.

### Combat

Otyugh (3.5) pg 23

Otyugh (Pathfinder) pg 24



There are a few copper pieces buried deep in the filth and turning green with exposure to years of decomposing trash juice. There is also a diamond engagement ring which was lost by visiting friends and ended up in the trash. In fact those same friends had a daughter Olivia which through a strange twist of fate ended up with the very family journal mentioned within this adventure. The diamond engagement ring is worth 100 gp to a local merchant, or 500 gp to a dealer in fine jewelry or gems due to the particularly rare variation of diamond.

**Search/Perception 10** to find copper pieces

**Search/Perception 20** to find diamond engagement ring



## 11. Circular Room

This room contains three separate sections. Each section is circular and is able to move freely and independent of the others.

These circles are flush with the floor tiles and very difficult to spot (**Spot/Perception DC 20**). **The way this room works is as follows:**

1. Once all the PCs have entered the room and converged on the middle circle the trap will engage. The trap also has a fail-safe activation mechanism should the PCs attempt to divide themselves and span the entirety of the room. Should this happen, as soon as a PC stands on the outermost circle near any two exits, the trap automatically engages.
2. Once engaged, the outermost circle lowers into a pool of acid. A PC falling into this acid will fall 40 ft (2d6 falling damage into acid) and take 8d6 acid damage the 1st round, 10d6 the 2nd, 12d6 the 3rd, and so on, as the burning effect reaches the softer tissues and organs under the skin.
3. At the same time this outer circle lowers, the innermost circle rises revealing a doorway through which a mass of starving ghouls is unleashed upon the party.
4. As soon as the ghouls leave the safety of the small room and doorway they trip a trigger which activates a nozzle built

into the ceiling. This nozzle sprays a fine mist of rotten boar's blood over everything in the room. (Fort save DC 15 or be *sickened* for 1d6+2 rounds).

Those who are sickened miss their initiative the first round and receive a -2 penalty to initiative, attacks, skill checks, and saves until the vomiting has subsided.

The smell of blood drives the ghouls into a frenzy and will attack the party with unbridled ferocity. (Frenzied Ghouls: -2 to AC and +2 to hit/+2 to damage for 1d6+2 rounds)

5. The only way to continue through the room is to reset the trap. A **Search/Perception DC 18** locates a small button on the ceiling of the room inside the central platform. The PC that presses the button will be trapped inside the small structure, which descends rapidly into the floor. The PC immediately begins to suffocate and will die if not rescued. (See rules for suffocation).
6. When the trap is reactivated, the PCs is freed, but the party is again left with a situation in which they cannot exit the room. Crafty PCs will attempt to use a stick or worthless sword (maybe a ghoul limb?) to press the button from afar. The doors will slam shut on the apparatus and return the floor to normal. The PCs may exit the room and the trap will cease functioning from this point forward. (*Unless a vindictive GM has other plans. Mwa ha ha!*)



### Combat

6 Ghouls (3.5) pg 24

6 Ghouls (Pathfinder) pg 25



The door on the Northeast wall is locked: **Open Locks/Disable Device DC 15**. It can be opened with the gold key from 3.





## 12. Platforms over Acid

This door opens onto a stone platform in a large natural cave which has been hollowed out by an enslaved subterranean burrowing creature. This creature used its powerful digging ability to excavate this room for Alagoran. Once it was done the cave was filled with acid using a *decanter of endless acid* (the acid flowed through a small passage into area 11 as well), killing the creature, followed by the wizard controlling it. Alagoran got his money's worth with this one.

The ceiling is about 50 feet above the platform and the acid 50 feet below. Opposite the entrance is another stone platform, about 80-90 feet across. Between the two stone platforms are a series of wooden disks suspended from the ceiling by thick steel chains. The disks are about three feet in diameter and about four feet apart. The chains are attached to the disks at the center and the disks are able to swing freely and independent of one another. When weight is placed upon any part of the disk the disk will tilt dumping the unfortunate occupant into the acid below effectively ending their life. (Unless they can escape bubbling acid which causes 8d6, 10d6, 12d6 and increases by 2d6 a round until the adventurer's bones are nothing but vapor.)

To leap from disk to disk is very dangerous. Rogues will be the best at crossing this room whilst wizards decorated in fine robes and dragging massive staffs through the corridors of Alagoran's Dungeon will likely be fed to the acid gods.

To cross these disks one must roll a successful Acrobatics check vs DC 15, the DC increases by 1 point for every 10 lbs. a character carries regardless of strength because the disk tilts that much more. For characters over 150 lbs. prior to adding gear deal out a +2-+5 increase on the DC at your discretion.

The PCs must also roll a Strength-based Jump check (yes, even if playing Pathfinder) vs DC 14 to leap from disk to disk. A great amount of strength is required to pull oneself onto a tilting wooden disk and then leap through the air four feet to the next. Acrobatics are required to leap in the proper direction and also to hold one's balance upon arriving on the next disk.

Failure on either of the two checks causes the PC in question to slip and fall toward the acid. They will receive one final check in order to recover based on an appropriate skill of their choice with DC at GM's discretion. If they fail this they fall straight into the acid and will surely die unless their comrades have some magic at their disposal to lift them out. Even with this the PC will still suffer the initial 8d6 damage and perhaps another 10d6 damage the following round, doubtful anyone will survive this.

This room is warm and a small stream trickles down one wall causing a horrible hissing sound and noxious vapors to arise from the middle part of the room (Fort save DC 14 whilst passing overhead or cough violently reducing all skill checks by -4 until clear of the vapor (2 disks away from middle of room).

**After crossing the dangerous path** in room 12, the PCs arrive just outside the door to room 13. As soon as a PC steps up to the door they will trigger a spring-loaded panel which will toss that PC into the acid below.

### Spring-Loaded Panel



CR 2  
XP 600

**Type** mechanical; **Perception** DC 22; **Disable Device** DC 22

#### EFFECTS

**Trigger** touch; **Reset** manual

**Effect** panel flips up and knocks one victim off the platform into the pit of acid (Reflex DC 15 avoids; 50 foot fall, 2d6 fall damage, acid causes 8d6, 10d6, 12d6 and continues to increase by 2d6 every round.)

### Developers Notes: Death of a PC



This is a classic-style adventure. In classic AD&D games, characters which blindly or witlessly ventured into exotic locations frequently met their end. Whilst newer versions of the D&D game, as well as the Pathfinder RPG tend to look down upon slaying PCs outright, in the end it will give your players a better understanding of the true dangers involved in adventuring. The array of abilities and spells which your player's PCs have at their fingertips should be more than enough to overcome the difficulties encountered within this dungeon should the players simply expend the time and energy to think things through.

You may begin to see your players behave differently upon conclusion of this adventure. They will think things through and work as a team in order to survive, which ultimately is at the core ideals which Gary Gygax and Dave Arneson introduced with the Dungeons & Dragons game.

If a PC dies, hand your player a blank character sheet or have them use a random character generator online to create a character one level lower than their "lost PC". This character may show up in 1d4x10 minutes of game time, perhaps as a brave solo adventurer within the dungeon.



**Special mention:** This room was inspired by an adventure from my childhood called **White Plume Mountain** by Lawrence Schick.



#### Description from the front of the module:

*This module contains background information, referee's notes, player aids, a complete map level, a cutaway view of the mountain complex, and more than 15 pieces of art for both DM and player. WHITE PLUME MOUNTAIN is from the special ("S") series; like others in the series, it is meant to stand on its own and is a complete ADVANCED DUNGEONS & DRAGONS adventure. The recommended number of players is four to ten, with levels ranging from fifth to tenth.*

For those who have not played it, I highly recommend picking up the new AD&D 1st edition reprint books from WotC and giving it a run-through.

*Remember to have extra character sheets on hand!*

## 13. False Treasure

The door to this room is locked: **Open Locks/Disable Device DC 18**. It can be opened with the gold key from 3.



A room filled with gold pieces awaits the PCs; 3,426 gold pieces to be exact. These are actually worthless pieces of scrap metal shaped into featureless coins and dipped into a gold paint (**Spot/Perception DC 15** or **Craft: Metalworking** to notice.)

In addition, there are three large treasure chests line the back wall.

Upon entering the room a *magic mouth* spell is activated. It appears on the back wall above the chests. The voice is again that of Lord Alagoran who says:

"Congratulations! You hath found my treasure and are obviously a member of my family. Should you not be a member of my fine family and noble bloodline, you can only be true adventurers, as brigands and thieves would never make it this far."

"If you have come for my gem, you may only possess it should you open the right chest."

Quick players will probably decide that by "right chest" Alagoran means the one on the far RIGHT of the room (the eastwardly most chest). After the snake is freed from stasis and the PC badly injured or killed, the PCs will realize their mistake. The PCs find that none of these chests contain the gem and this is not Alagoran's Treasure room at all.

Alagoran is actually speaking in riddles. The "chest" Alagoran speaks of is in fact the chest of his own statue in area 28 which must be depressed in order to open the secret door to area 29 where Alagoran's Gem actually awaits.



### Three chests



These three chests are outwardly identical and are equally spaced apart from one another, lined up symmetrically with the floor tiles and room.

Each chest is locked. Chests 1 and 2 may be opened using the gold key from area 3 or with a **Open Locks/Disable Device DC 22**. Chest 3 has no key and may only be opened with a **Open Locks/Disable Device DC 15**.

Chest 1 (Left): Magical orb of permanent **Poison Resistance** (only when held) and a small pouch with 2 gold.

Chest 2 (Middle): 50gp and Fire Dagger +2 (the +2 bonus listed is considered fire damage)

Chest 3 (Right): Poisonous Snake (in stasis until opened) automatically hits anyone opening the chest before turning to dust. (**Fortitude Save DC 12**, 1d4 CON drain/Instant Death)

## 14. Falling Floor Tiles

A rectangular room with stone floor tiles each of which are exactly 10'x10'. Tiles marked with an X on the map indicate those which (when stepped upon) instantly fall through the floor and drop 50' into acid which covers the entirety of the space below this room. This is the same acid found in areas 11 and 12.

Any PC falling into the acid takes 2d6 damage from the fall (fall damage is reduced due to liquid impact as opposed to solid ground). The acid immediately begins to dissolve the PCs clothes, items, and flesh causing 8d6 damage the first round, 10d6 the second, 12d6 the third, and so on. Any items which touch the acid immediately begin to sink and dissolve. There is no way out of the acid pit other than climbing back up through the hole through which the PC fell.



The tiles in the direct center of the room on the path traveling north-south are completely safe to walk upon and do not collapse. This is to provide a path for the giant stone boulder in room 15 to follow.

### Pit Trap

**Type** mechanical; **Perception** DC 20; **Disable Device** N/A



#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 50-ft. fall (Reflex DC 15 avoids; 50 foot fall, 2d6 fall damage into acid lake, acid causes 8d6, 10d6, 12d6 and continues to increase by 2d6 every round.); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

## 15. False Gem

A circular room hosting a stone pedestal upon which rests a stone pedestal upon which rests a finely carved gem. If one looks up (**Spot/Perception** DC 20) they will spot a huge smooth stone boulder being held in place by braking mechanisms, the stone is poised to drop. If someone takes the gem without replacing it with something weighing an equal amount (1-2 lbs.) in the same round, the stone pedestal drops into the floor and the huge boulder is released (a la Raiders of the Lost Ark) and rolling forward at a rate of 40 ft/round, following the north-south path in area 14. If any PC fails to outrun the boulder, they are crushed for 4d10+10 damage. If a PC steps off the path onto a stone tile pit trap in area 14 they will fall. Do not give the PCs time to decide what tile they jump onto as this will be a frantic moment. Instead roll 1d20 and add the total of their intelligence and dexterity modifiers to the roll to beat the DC below. Success allows the PCs to jump to any square they decide. Failure indicates a leap to a random square.

**Quick decision** DC 25 (operating under time limitations, stress, and fear).

The boulder will finish its path by slamming into the center of the north wall, obliterating the **secret door to room 21** and startling the Carrion Beast which emerges and attacks the PCs 2 rounds later.

## 16. Room of Masks

Four large masks adorn the east wall of this room. Each mask is 3' wide x 8' tall, and carved from solid stone weighing approximately 250 lbs. Each mask has numerous holes designed to blend in with the carving so as not to appear suspicious (eye, nose, and mouth carvings). The holes contain pre-loaded poison darts

which launch once a PC approaches within a 20' proximity. Thus, any PC carefully crossing the west, north, or south walls should be safe so long as they remain at least 20 feet away from the masks. Anyone straying from this path will be subject to triggering the masks.

Once triggered, a mask will fire all darts at once, targeting anyone in a direct path between the mask and the west wall. The darts are propelled with enough force to strike even those crossing the wall should another PC accidentally trigger them.

### Poisoned Dart Trap (12 per mask)

**CR** 1

**XP** 400

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 25

#### EFFECTS

**Trigger** touch; **Reset** none

**Effect** Atk +10 ranged (poison dart; 1d3 plus purple worm poison)

### Purple Worm Poison

**Type** poison (injury); **Save** Fortitude DC 24

**Frequency** 1/round for 6 rounds

**Effect** 1d3 Str damage; **Cure** 2 consecutive saves

A secret door on the south wall may be found with a **Spot** DC 22 or a **Search/Perception** DC 18, the door leads to **room 22**.







## 17. Hidden Alternate Entrance

PCs that decide to search for an alternate entrance to Alagoran's Dungeon won't be disappointed. With a successful **Spot/Perception DC 16** this entrance will be discovered a short jaunt to the east. A cave entrance here is concealed by overgrown stinging shrubs. By cautiously pushing the shrubs aside, one can easily enter the cave system beyond. Those which do not take care to move the shrubs using a staff or other object may come into contact with the stinging leaves of the plant. These plants can be identified with a **DC 15 Knowledge (nature) check**.

### Stinging Shrubs

Fort Save DC 18, failure causes irritation and itchiness lasting 1d2 hours imparting a -1 penalty on all Reflex saves and attack rolls.



These caves are called the "Old Dwarf Caves" by local tribesmen, and were once caves frequented by the dwarves of the Underworld. They were abandoned long ago as the dwarves delved deeper to escape the rising tide of humanoids which populate the surface.

There is a very small chance (10% in each room/**Search Perception DC 15**) that an old dwarven artifact may be found worth 1d6x100 gp to an archaeologist or collector of dwarven historical artifacts.

## 18. Old Dwarf Caves: Monster Sentry

One of the orcs from **area 19** befriended this owlbear in the wild some years ago. After the two built a trusting respect for one another the orc warrior brought his new animal companion here to the old dwarf caves. The owlbear will attack any non-orcs on sight. If there is any activity within this room, the orcs in area 19 will be alerted to the PC's presence but they will not attack.

If the PCs sneak into this cave and the owlbear has not yet spotted them, allow a **Knowledge (arcana)** check to learn more about their adversary.



Characters with ranks in **Knowledge (arcana)** can learn more about an owlbear. When a character makes a successful skill check, the following lore is revealed, including the information from lower DCs.

### Knowledge (Arcana)

#### DC Result

**DC 14** This bear like creature with a head like an owl and feathers covering its entire body is in fact the vicious owlbear. This check reveals all magical beast traits.

**DC 19** The owlbear attacks its prey with its deadly claws, latching onto an opponent. They then bite and claw until the victim falls dead and is devoured. Owlbears attack any prey on sight, and consider anything larger than a mouse prey.

**DC 24** Owlbears are said to be the result of a mad wizard's attempts to crossbreed a giant owl with a bear, they are deadly hunters and their young are incredibly valuable. When captured they are often trained as wandering guards by the wealthy.

### Combat

**Owlbear (3.5)** pg 26

**Owlbear (Pathfinder)** pg 26



If the owlbear is slain, the orc which trained it will charge in to attack the PC which dealt the final blow, whilst the rest of the tribe waits and watches from afar. If this orc is slain his mate runs to his side crying and drags his body away through the dirt and cave bones but the tribe still stands their ground and attempts to negotiate with the PCs (proceed to text in area 19).





## 19. Old Dwarf Caves: Orc Lair

The *Cire-Nesdam* tribe of orcs moved into these caves many years ago. These orcs are much wiser than most and have carefully cultivated a working relationship with the surrounding countryside to provide just enough food for their tribe without alerting the nearby village of Irie of their presence here. The tribal elder named "Cire" has almost a pacifist viewpoint, which is quite contrary to the standard orcish system of beliefs. He does, however, train both the men and women in combat, focusing more on technique and discipline than outright barbarism. He teaches that these techniques are to be used in subtle hunting trips conducted at night or in the protection of the orcs' home, the very caves which the PCs now enter.

Whilst many of the orcs would outright attack the PCs on sight, Cire will attempt to calm his forces and attempt to parlay with the party. If the party appears overtly aggressive, Cire will go ahead with the attack; if the party seems honestly willing to parlay, then an agreement may be worked out between the two groups.

**Diplomacy DC 15-20** (increases if party appears more aggressive)



**Success** = Cire will grant the PCs passage into the dungeon if they agree to leave the carrion beast in area 21 alive. To seal the agreement, the party must also never tell Irie of the orc presence here and the chieftain requires a token of their commitment such as a holy symbol, signet ring, or other material possession with seemingly intrinsic value to the party to cement this agreement. The item won't be returned upon the party's exit of the dungeon (if they survive), but a similar token of similar value belonging to Cire WILL be given to them. The orc chieftain warns them of the many traps which await within and explains that his tribe seeks only to live peacefully within the caves and does not require physical wealth as it will only draw undue attention to their families. Cire will also guide the PCs safely through area 21.

## Combat

12 Orcs - *Cire-Nesdam* (3.5) pg 27

12 Orcs - *Cire-Nesdam* (Pathfinder) pg 27



## 20. Old Dwarf Caves: Food Storage

These caves have the strong smell of curing meat, which assaults the noses of the PCs before they enter.

Pieces of salted and curing venison are impaled upon large wooden stakes driven into the ground to keep rodents away. There are beans, nuts, and roots sitting here upon a makeshift wooden table. If one was so inclined, 30 days of decent rations could be compiled from the food contained within this cave.

There are no stolen crates or barrels like one would typically find within an orc dwelling or encampment. Apparently these orcs are not raiders and simply prefer to hunt and gather in the wilderness.

## 21. Old Dwarf Caves: Refuse

This room smells strongly of rotting animals.

Before you is one large pile of refuse, kept far too close to the food for any human's liking. Despite their civil nature, these are orcs after all.

A large carrion beast lurks within the refuse, a normally vile creature which now shares a symbiotic relationship with the orc tribe. They give it food, and it protects the cave from any explorers from the dungeon which may wander in through the secret door. If the orc chieftain Cire guides the PCs through this area, the beast will remain calm. If they however progress alone, the creature will hide in the trash heap, wait until the last PC turns his or her back, and then strike from the shadows.

## Combat

Carrion Beast (3.5) pg 28

Carrion Beast (Pathfinder) pg 28



## Cholera

**Type** disease (injury); **Save** Fortitude DC 13

**Onset** 1d3 days; **Frequency** 1/day

**Effect** 1d2 Con damage; as long as a character suffers Con damage from Cholera, he is fatigued.



A secret door hidden on the south wall of this cave opens into room 14.



## 22. Cavern: Warm Welcome

Many years ago, a group of adventurers were exploring the dungeon, searching for the fabled Alagoran's Gem. Luck brought them this far, until whilst crossing the bridge over the lava in area 24, their luck ran out. The bridge collapsed dropping all eight of them into the lava. Despite being suppressed, one of the powerful magical items the party's wizard carried caused a strange effect as it melted in the lava; 24 hours later eight burning skeletons crawled out from the lava, which began to harden, turning white bones black and coating them with mottled lava-rock. The skeletons now wander the caves, their original purpose and objective lost.

**As the PCs enter** this cave system from area 16 roll 1d4+2 and reference the volatile gas originating in room 23 and detailed below.

### Blazing Bones Trap (CR 5)

4 skeletons stand in the middle of the cavern. Flames dance on the bones, casting dynamic shadows on the cavern's walls.

**Type** mechanical; **Perception** DC 24; **Disable Device** DC 29  
**Trigger** sight; **Reset** 6 rounds

#### Effect

A flammable gas leaks into this cavern through the natural fissures in the rock and vents out through a small hole in the ceiling in **area 23**. If the room is entered from **16**, one of the skeletons blocks the hole in **23** and then joins the other skeletons in **22**. The built-up gas will ignite **1d4+2 rounds later**, as long as there is at least one skeleton standing, as their flames are doused when they are defeated. The explosion affects all creatures in room 22 and 23, causing **2d8+8 fire damage** and a further **1d6 fire damage** per round until extinguished with a move action. The skeletons have **fire resistance 20** against the explosion, and do not take the ongoing damage.

The four skeletons found in this room are easily spotted with eyes and mouths spouting flames in the darkness. As the PCs arrive the skeletons move to attack with another 4 skeletons from **area 23** joining them 2 rounds later.

### Combat

8 Burning Skeletons (3.5) pg 28

8 Burning Skeletons (Pathfinder) pg 29

**Cave from below:** A meandering cave passageway from the Underworld breaks into this room on the east wall. If a GM wishes to introduce wandering monsters such as drow or duergar this is an ideal opportunity. The cave passage may also be used as path to a new adventure or additional rooms of this cave perhaps built by Alagoran himself before leading into the depths of the earth. If you do not wish for the PCs to go this way simply explain that the cave continues to descend for miles and miles.

## 23. Cavern: Volatile Gas

A natural vent nearby spews a volatile gas into this room which typically dissipates through a hole near the ceiling. Four burning skeletons stand in this room, remaining immobile until someone enters area 22 or 23. The skeletons know that blocking this vent increases the chance of a large explosion, triggered by the burning skeleton's flames and filling both areas 22 and 23. The skeletons have learned that they are immune to this particular gas (and the fire produced). As soon as the PCs enter the cave system from area 16, one of the skeletons blocks up this vent and the skeletons in this room move to join the rest group in area 22. Within **1d4+2 rounds** (unless all of the skeletons have been defeated) the gas will reach the skeletons in area 22 and an explosion will ripple through the area setting everything ablaze.

Nothing can be found in this room other than a few burnt rat bones.

## 24. Lava Cave: Collapsed Bridge

**LAVA RIVER:** Anyone approaching within 5' of the lava river will take **1d4 damage** from intense heat (unless otherwise stated). Falling into the lava river causes **20d6 per round**. If a PC falls into the river in areas 24, 25, or 26 they will emerge 24 hours later as a **burning skeleton** identical to the others listed above and with no memory of their former life.

**Dead Magic Zone:** A rare metal in the rocks surrounding the river of lava prevents the use of magic within this area, as well as areas 25, 26, and 27. The area affected includes the entire river of lava, the area directly above the river up to the ceiling, and 5' around the river's edge.

This bridge fell into the lava river many years ago, leaving only a small portion remains which is extremely unstable. Should any PCs attempt to stand on the lip of this bridge it will collapse, dropping them into the lava river. PCs wishing to cross will have to devise their own method.



## 25. Lava Cave: Lava-tainted Undead

**Dead Magic Zone:** A rare metal in the rocks surrounding the river of lava prevents the use of magic within this vicinity, as detailed in area 24.

**Lava Undead:** A powerful necromancy magical item, lost long ago in the river of lava, causes a strange effect on any creatures falling into the lava, converting them into undead within 24 hours and imbuing a *burning effect* into their bones.

A group of humanoids from the Underworld ventured into these caves a few months ago and with the kind assistance of the undead in areas 22 and 23 were slain and tossed into the river of lava. The creatures rose the next day and kept close to the river, infatuated with the slow twisting and bubbling currents. A few prefer to spend most of their time within the lava and will grab the ankles of those wandering too close, attempting to pull them into the lava.

### Combat

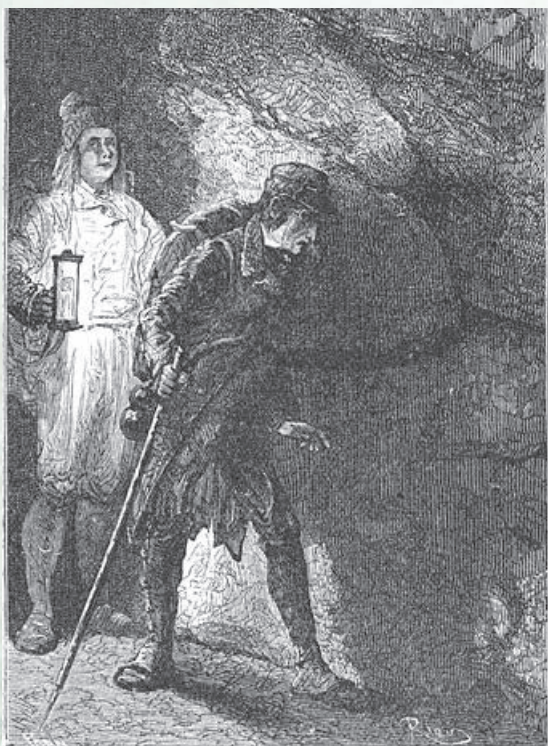
8 Burning Skeletons (3.5) pg 28

8 Burning Skeletons (Pathfinder) pg 29



## 26. Lava Cave: Secret Passage

Finding the secret door to this passage will not be easy (**Search/Perception DC 22**) as it was designed to blend into the surrounding rock and painted by one of the best artists in the land. The secret door, disguised as a chunk of the cave wall, is actually made of a lightweight material on hinges and swivels open revealing the meandering cave described below.



This cave is an old lava tube through which the lava river once flowed and is now trapped. Alagoran hired a skilled illusionist to fill this cave with images of bubbling lava flowing through, thus blocking any further passage, using *persistent image*. If one begins to trek down this cave, illusions of the walls cracking and spilling lava out are triggered. Once the first PC reaches the trigger 20 ft. down the hallway, two *flaming spheres* appear at the far end of the corridor, and begin to move slowly down the corridor. They are formed to look like a flow of lava rather than an exact sphere. This is repeated every round for 9 rounds, so that it looks like two lines of lava are flowing towards the PCs, each 45 feet long by 5 feet high by 5 feet wide.

The trap trigger plate is 20 feet along the tube.

### Persistent Image and Flaming Spheres Trap



CR 5

**Magic device;** touch trigger; automatic reset

**Spell effect** (*persistent image*, *flaming sphere*, 9th level wizard, each sphere does 2d6 damage, reflex DC 14 negates each sphere)

**Search** DC 28, **Disable Device** DC 28

## 27. Lava Secret Cave: Damaged Bridge

**Dead Magic Zone:** A rare metal in the rocks surrounding the river of lava prevents the use of magic within this vicinity as detailed in area 24.

The subtle red glow of a lava river paints an ever-changing pattern of yellows and reds upon the walls and ceiling of this cave. An old stone bridge crosses the lava river with the cave passageway continuing to the north on the other side.

If the old bridge is inspected further, the PCs determine it is damaged but still stable being supported by four solid columns carved to resemble female warriors.

Due to the enclosed space, the air within this cave is superheated, especially around the lava itself. Approaching within **20' of the lava causes 1d4 damage per round**.

Due to the enclosed cave system the **air above the bridge is sulfurous and suitably poisonous**, though this is only apparent once reaching the halfway point of the bridge which is 15' higher than ground level.



## Super-Heated Sulfurous Air

**Type** poison (inhaled); **Save** Fortitude DC 18

**Frequency** 1/rounds for 6 rounds

**Effect** 1d3 Con damage; **Cure** 1 save



### Damaged Bridge

**Planks:** This bridge has been damaged from years of exposure to extreme temperatures. The center of the bridge cracked and fell into the lava river some years ago and was replaced with planks of wood which have now become brittle sheets of charcoal (appears to be blackened metal at first glance).

These planks support up to 100 lbs, but snap in half if anything heavier crosses them, dropping a PC into the lava river below (**Reflex Save 15** to catch oneself, still obtaining **2d4+4 damage** from exposure to extreme heat). If a PC does not fall, the animated ropes spring into action as described below.

**Ropes:** A line of partially animated ropes designed to spread beneath the old wooden planks for extra support have long since unraveled and twist wildly beneath the bridge. Once a hole has been formed (by a PC falling or intentionally breaking through) the ropes react by emerging and extending from beneath the bridge, grappling with the PCs in an attempt to pull them into the lava.

**Lava River:** The lava here is identical to the lava in area 24.

## Combat

### Animated Rope (20)

These ropes act as if under an animate rope spell with the following changes:

**hp** 10

Fire resistance 10

Reflex Save 15 to avoid becoming entangled

Requires a DC 25 Strength check to break free

DC 25 concentration check to cast spells

Actively seeks anyone falling through or creating a hole in the bridge

**Posts:** The four posts which support this bridge are Caryatid Columns which if PCs make it through the first two bridge defenses dump their section of the bridge (2 on each side, bridge divided by missing stone) into the lava river the move to attack anyone who has made it to the other side.

## Combat

**Caryatid Columns - 2 per side** (3.5) pg 29

**Caryatid Columns - 2 per side** (Pathfinder) pg 30



## 28. Lord's Chamber

Within this chamber stands the statue of a man dressed in fine clothing. He has a burly chest and rippled muscles cover his athletic body. His face is very handsome and he sports a pageboy haircut and goatee. At his side is a massive greatsword upon which he rests one of his magnificent hands. The entire spectacle seems a bit over the top, you can clearly see the words *Lord Tanis Raltolu Alagoran* etched into the base of the statue. Apparently Alagoran thought very highly of himself.

**The Statue of Alagoran** is actually both the trigger for a poisoned arrow trap and pit trap as well as the switch which opens the passage beyond.

**If any part of the statue** (other than the right chest) is touched it will trigger all 12 of the poison arrow traps listed below. All arrows target the area directly in front of the statue so any PCs which declared they were standing back will be safe. Roll randomly to see which target within the area is attacked. Make the trap's attack rolls as normal.

Also, a delayed pit trap is triggered exactly 3 seconds after the arrows are fired which drops anyone standing on this 5' x 5' section of floor into a spiked pit below.

**If the right chest** of the statue is depressed a stone door to the north will slide open whilst simultaneously the door just beyond it slams shut. Only one of these two doors can be open at a time and the statue's chest is the switch which triggers both. Thus, one PC must remain outside in order to allow the rest of the party to enter, then press the button again to close this door and open the door beyond into the treasure room. Allow the PCs to come up with ways to do this without one person remaining behind, it may make for an interesting role-playing scenario.

### Sliding Stone Doors (2)

**Note:** These doors cannot be opened using the gold key.

1 ft. thick; Hardness 8; 180 hp; Break DC 45

May be forced open with a combined\* strength check of DC 30.

\*Only 1 PC may attempt with 2 assisting.



### Poisoned Arrow Trap (12 total)

CR 2

XP 800

**Type** mechanical; **Perception** DC 22; **Disable Device** DC 27

#### EFFECTS

**Trigger** touch; **Reset** automatic (1d4 hours)

**Effect** Atk +10 ranged (poison arrow; 1d3 plus wyvern poison)

#### Wyvern Poison

**Type** poison (injury); **Save** Fortitude DC 17

**Frequency** 1/round for 6 rounds

**Effect** 1d4 Con damage; **Cure** 2 consecutive saves



## 29. Alagoran's Treasure Hoard

The door slides open to reveal a room filled to the brim with riches beyond your wildest dreams. Piles of silver, gold, and platinum speckled with precious gemstones and jewels fill the floors to overflowing. Finely carved lifelike statues rise out of the treasure hoard, most of them blocking your way.

If the PCs proceed around the statues read this:

Beyond the statues you see a large stone pedestal rising out of the treasure upon which a bright glowing ruby rests. This must be the fabled Alagoran's Gem!

This is not Alagoran's Gem, but in fact a Medusa Gem, a magical item which when looked upon turns the viewer to stone. The statues filling this room and blocking the way are in fact other adventurers which made it this far but were petrified. Any PCs which move ahead in an attempt to see the gem will need to roll a DC 16 Fortitude Save the instant their eyes fall upon the Medusa Gem. A failed save instantly turns that PC to stone.

### Spiked Pit Trap

CR 2

XP 600

**Type** mechanical; **Perception** DC 20; **Disable Device** DC 20

#### EFFECTS

**Trigger** location; **Reset** manual

**Effect** 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 5-ft.-square area)



### Medusa Gem

**Aura** evocation; CL 12th

**Slot** none; **Weight** 5 lbs; **Price** 15,000 gp

#### Description

A Medusa Gem appears to be a normal valuable gemstone, however anyone who looks at the gem is instantly turned to stone, as though affected by the *flesh to stone* spell. The effect is permanent but can be reversed by a *stone to flesh* spell.

#### Construction

**Requirements** Craft Wondrous Item, gem (2,000+ gp), medusa snake **Cost** 6,500 gp





## Flesh to Stone



**School** transmutation; **Level** sorcerer/wizard 6

**Casting Time** 1 standard action

**Components** V, S, M (lime, water, and earth)

**Range** medium (100 ft. + 10 ft./level)

**Target** one creature

**Duration** instantaneous

**Saving Throw** Fortitude negates; **Spell Resistance** yes

The subject, along with all its carried gear, turns into a mindless, inert statue. If the statue resulting from this spell is broken or damaged, the subject (if ever returned to its original state) has similar damage or deformities. The creature is not dead, but it does not seem to be alive either when viewed with spells such as deathwatch.

Only creatures made of flesh are affected by this spell.

## Alagoran's Treasure



### Coins

46 pp

3,452 gp

2,745 sp

11,888 cp

### Magical Items

Potion of Water breathing

Potion of Magic fang, greater

Potion of Remove disease

**Scrolls:** Divine Scroll, Breath of life, Dominate animal, Spell immunity

Shortsword+1 known to locals as "Grelmor's Blade"

Dagger+1 known to locals as "Fang"

### Gems and Jewels

Peridot 37gp, Hematite 1gp, Sard 17gp, Agate 10gp, Obsidian 10gp, Agate 4gp, Blue quartz 2gp, Malachite 2gp

## Combat



**Rock Reptile** (3.5) pg 30

**Rock Reptile** (Pathfinder) pg 31

After the Rock Reptile is dealt with the PCs find an old saddle wrapped in a rotting sack. A **Search/Perception DC 15** reveals something large sewn into the underside of the saddle. Once freed from the old stitching the PCs will finally be able to claim Alagoran's Gem. When the gem is touched by anyone other than Alagoran, a bright flash fills the room. All of the adventurers previously turned to stone (including any PCs) are returned to normal (as *stone to flesh*) and the Medusa Gem is shattered, permanently destroying it. The adventurers move in on the PCs demanding the gem and fighting amongst themselves over who is to be the rightful owner of Alagoran's Gem.

**Note:** The Stone to Flesh spell placed on Alagoran's Gem is a one-time effect placed there to stall the theft of the gem by reanimating all of the potential thieves turned to stone or captured and brought here by Alagoran.

## Combat



**Adventurers** (3.5) pg 31-33

**Adventurers** (Pathfinder) pg 34-36

## ALAGORAN'S GEM



Market Value: 100,000 gp

Collector's Value: 250,000 gp

A flawless diamond, hand carved by the greatest dwarven gemcutter in all the realms of the Underworld. Originally called Fafnir's Gem, the diamond was owned by the human kings of old and was used to buy the assistance of dwarves from deep below the earth in dire times of war.

An artifact so rare is coveted by historical researchers, gem cutters, dwarves, and human descendants of the old kings. Although not magical, the owner of this gem tends to feel a great deal of paranoia due to the extreme focus from humanoidkind on this particular object. There are many who would gladly kill for it, and the caretaker of this gem must live a life of secrecy in order to keep it from the hands of thieves and brigands.

## 30. Alagoran's Gem

Lord Alagoran, in his extreme paranoia, hid his fabled gem by sewing it into the underside of an old worn horse saddle. He then stuffed it into a sack and partially buried in dirt and rocks at the back of the cave. One of the rocks covering the sack is actually a Rock Reptile which has been stuck in a polymorphed stasis for all these years. If the rock is touched by anyone other than Alagoran the rock instantly transforms and attacks the intruders.



## SKELETAL CHAMPION (3.5)



Skeletal Human, Warrior 2 CR 2

Neutral Evil Medium Undead

**Init** +7 (+3 dex, +4 Improved Initiative)

**AC** 23 **FF** 22 **Touch** 11

(+2 natural, +8 Full plate, +2 Shield, heavy steel, +1 Dex)

**HD**: 3

**HP**: 15 (1d12, 2d8)

**Fort** +1 **Ref** +4 **Will** +1

**Speed** 20ft

**Base Atk** +2 **Grp** +4

**Attack**: Claw +4 1d4+2

**Attack**: Longsword+1 (+4) 1d8+2 (19-20/x2)

**Attack**: Short bow +5 1d4

**Full Attack**: Longsword +4 1d8+2 (19-20/x2)

**Full Attack**: Short bow +5 1d6

**Space** 5 ft. (1 squares) **Reach** 5 ft. (1 squares)

**Abilities** Str 15 (+2) Dex 17 (+3) Con -- Int 12 (+1) Wis 6 (-2) Cha 8 (-1)

**Feats**: Improved Initiative

### Gear

Full plate - worn

Shield, heavy steel - worn

Longsword+1

Shortbow

**Immunity to Cold(Ex)**: Skeletons are not affected by cold.

**Damage Reduction(Ex)**: 5/Bludgeoning - Skeletons lack flesh or internal organs.

## SKELETAL CHAMPION (Pathfinder)



*This armored skeleton stands in a battle-ready pose, its weapon held high as cold blue light shines in its eye sockets.*

CR 2

XP 600

Human skeletal champion warrior 1

NE Medium undead

**Init** +5; Senses darkvision 60 ft.; Perception +6

### DEFENSE

**AC** 24, touch 12, flat-footed 22 (+9 armor, +1 Dex, +2 natural, +2 shield)

**hp** 17 (3 HD; 2d8+1d10+3)

**Fort** +3 **Ref** +1 **Will** +3; channel resistance +4

**DR** 5/bludgeoning; Immune cold, undead traits

### OFFENSE

**Speed** 30 ft.

**Melee** +1 *longsword* +8 (1d8+4/19-20)

### STATISTICS

**Str** 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

**Base Atk** +2; **CMB** +5; **CMD** 16

**Feats** Cleave, Improved Initiative, Power Attack, Weapon Focus (longsword)

**Skills** Intimidate +7, Perception +6, Stealth -1

### GEAR

Full plate armor, heavy steel shield, *longsword* +1, amulet embedded with a small ruby (300 gp value)

## CENTIPEDE SWARM (3.5)



**Size/Type**: Diminutive Vermin (Swarm)

**Hit Dice**: 9d8-9 (31 hp)

**Initiative**: +4

**Speed**: 20 ft. (4 squares), climb 20 ft.

**Armor Class**: 18 (+4 size, +4 Dex), touch 18, flat-footed 14

**Base Attack/Grapple**: +6/—

**Attack**: Swarm (2d6 plus poison)

**Full Attack**: Swarm (2d6 plus poison)

**Space/Reach**: 10 ft./0 ft.

**Special Attacks**: Distraction, poison

**Special Qualities**: Darkvision 60 ft., immune to weapon damage, swarm traits, tremorsense 30 ft., vermin traits

**Saves**: Fort +5, Ref +7, Will +3

**Abilities**: Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2

**Skills**: Climb +12, Spot +4

**Feats**: Weapon Finesse

### COMBAT

A centipede swarm seeks to surround and attack any living prey it encounters. A swarm deals 2d6 points of damage to any creature whose space it occupies at the end of its move.



**Distraction (Ex):** Any living creature that begins its turn with a centipede swarm in its space must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

**Poison (Ex):** Injury, Fortitude DC 13, initial and secondary damage 1d4 Dex. The save DC is Constitution-based.

**Skills:** A centipede swarm has a +4 racial bonus on Spot checks and a +8 racial bonus on Climb checks, and uses its Dexterity modifier instead of its Strength modifier for Climb checks. A centipede swarm has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

### CENTIPEDE SWARM (Pathfinder)



*A writhing mass of legs and poisonous pincers swarms across the ground in a deadly, undulating wave.*

#### Centipede Swarm CR 4

XP 1,200

#### N Diminutive vermin (swarm)

Init +4; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +4

#### DEFENSE

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 size)  
hp 31 (9d8–9)

Fort +5, Ref +7, Will +3

Defensive Abilities swarm traits, Immune weapon damage

#### OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (2d6 plus poison)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 13), poison

#### STATISTICS

Str 1, Dex 19, Con 8, Int —, Wis 10, Cha 2

Base Atk +6; CMB —; CMD —

Feats Weapon Finesse

Skills Climb +12, Perception +4; Racial Modifiers +4  
Perception

#### SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d4 Dex damage; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

### OGRES (3.5)

**Size/Type:** Large Giant

**Hit Dice:** 4d8+11 (29 hp)

**Initiative:** –1

**Speed:** 30 ft. in hide armor (6 squares); base speed 40 ft.

**Armor Class:** 16 (–1 size, –1 Dex, +5 natural, +3 hide armor), touch 8, flat-footed 16

**Base Attack/Grapple:** +3/+12

**Attack:** greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5)

**Full Attack:** greatclub +8 melee (2d8+7) or javelin +1 ranged (1d8+5)

**Space/Reach:** 10 ft./10 ft.

**Special Attacks:** —

**Special Qualities:** Darkvision 60 ft., low-light vision

**Saves:** Fort +6, Ref +0, Will +1

**Abilities:** Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

**Skills:** Climb +5, Listen +2, Spot +2

**Feats:** Toughness, Weapon Focus (greatclub)

#### Challenge Rating: 3

Adult ogres stand 9 to 10 feet tall and weigh 600 to 650 pounds. Their skin color ranges from dull yellow to dull brown. Their clothing consists of poorly cured furs and hides, which add to their naturally repellent odor.

Ogres speak Giant, and those specimens who boast Intelligence scores of at least 10 also speak Common.

#### COMBAT

Ogres favor overwhelming odds, sneak attacks, and ambushes over a fair fight. They are intelligent enough to fire ranged weapons first to soften up their foes before closing, but ogre gangs and bands fight as unorganized individuals.

### OGRES (Pathfinder)



*This creature's python-thick apish arms and stumpy legs conspire to drag its dirty knuckles through the wet grass and mud. The stooped giant blinks its dim eyes and an excess of soupy drool spills over its bulbous lips. Its misshapen features resemble a man's face rendered in watercolor, then distorted by a careless splash. It snarls as it charges, a sound the offspring of bear and man might make, showing flat black teeth well suited for grinding bones to paste.*

Ogre

CR 3

XP 800



CE Large humanoid (giant)

Init -1; Senses darkvision 60 ft., low-light vision; Perception +5

## DEFENSE

AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +5 natural, -1 size)

hp 30 (4d8+12)

Fort +6, Ref +0, Will +3

## OFFENSE

**Speed** 30 ft. (40 ft. base)

**Melee** greatclub +7 (2d8+7)

**Ranged** javelin +1 (1d8+5)

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

## TACTICS

**Before Combat** Ogres rarely lay ambushes, and when they do, it's not so much because they are crafty as because they are lazy. If they can kill a man with a well-thrown javelin, they don't have to fight or chase him down.

**During Combat** Once battle is joined, ogres wade into the thick of melee, swinging their clubs at any target that presents itself.

**Morale** When their prey turns out to be more dangerous than they thought, the rare moment of good sense seizes ogres; they flee if reduced to less than 5 hp.

## STATISTICS

Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7

**Base Atk** +3; **CMB** +9; **CMD** 18

**Feats** Iron Will, Toughness

**Skills** Climb +7, Perception +5

**Languages** Giant

Stories are told of ogres—horrendous stories of brutality and savagery, cannibalism and torture. Of rape and dismemberment, necrophilia, incest, mutilation, and all manners of hideous murder. Those who have not encountered ogres know the stories as warnings. Those who have survived such encounters know these tales to be tame compared to the truth.

An ogre revels in the misery of others. When smaller races aren't available to crush between meaty fists or defile in blood-red lusts of violence, they turn to each other for entertainment. Nothing is taboo in ogre society. One would think that, left to themselves, an ogre tribe would quickly tear itself apart, with only the strongest surviving in the end—yet if there is one thing ogres respect, it is family.

Ogre tribes are known as families, and many of their deformities and hideous features arise from the common practice of incest. The leader of a tribe is most often the father of the tribe, although in some cases a particularly violent or domineering ogress claims the title of mother. Ogre tribes bicker among themselves, a trait that thankfully keeps them busy and turned against each other rather than neighboring races. Yet time and again, a particularly violent and feared patriarch rises among the ogres, one capable of gathering multiple families under his command.

Regions inhabited by ogres are dreary, ugly places, for these giants dwell in squalor and see little need to live in harmony with their environment. The borderland between civilization and ogre territory is a desperate realm of outcasts and despair, for here dwell the ogrekin, the deformed offspring and results of frequent ogre raids against the lands of the smaller folk.

Ogre games are violent and cruel, and victims they use for entertainment are lucky if they die the first day. Ogres' cruel senses of humor are the only way their crude minds show any spark of creativity, and the tools and methods of torture ogres devise are always nightmarish.

An ogre's great strength and lack of imagination makes it particularly suited for heavy labor, such as mining, forging, and clearing land, and more powerful giants (particularly hill giants and stone giants) often subjugate ogre families to serve them in such regards.

A typical adult ogre stands 10 feet tall and weighs roughly 650 pounds.

## OTYUGH (3.5)

**Size/Type:** Large Aberration

**Hit Dice:** 6d8+9 (36 hp)

**Initiative:** +0

**Speed:** 20 ft. (4 squares)

**Armor Class:** 17 (-1 size, +8 natural), touch 9, flat-footed 17

**Base Attack/Grapple:** +4/+8

**Attack:** Tentacle +4 melee (1d6)

**Full Attack:** 2 tentacles +4 melee (1d6) and bite -2 melee (1d4)

**Space/Reach:** 10 ft./10 ft. (15 ft. with tentacle)

**Special Attacks:** Constrict 1d6, disease, improved grab

**Special Qualities:** Darkvision 60 ft., scent

**Saves:** Fort +3, Ref +2, Will +6

**Abilities:** Str 11, Dex 10, Con 13, Int 5, Wis 12, Cha 6





**Skills:** Hide -1\*, Listen +6, Spot +6

**Feats:** Alertness, Toughness, Weapon Focus (tentacle)

**Challenge Rating:** 4

A typical otyugh has a body 8 feet in diameter and weighs about 500 pounds.

Otyughs speak Common.

### COMBAT

An otyugh attacks living creatures if it feels threatened or if it is hungry; otherwise it is content to remain hidden. Otyughs slash and squeeze opponents with their tentacles, which they also use to drag prey into their mouths.

**Constrict (Ex):** An otyugh deals automatic tentacle damage with a successful grapple check.

**Disease (Ex):** Filth fever—bite, Fortitude DC 14, incubation period 1d3 days; damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.

**Improved Grab (Ex):** To use this ability, an otyugh must hit with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

**Skills:** \*An otyugh has a +8 racial bonus on Hide checks when in its lair, due to its natural coloration.

## OTYUGH (Pathfinder)

*This three-legged freak is mostly mouth. Three tentacles, two tipped with barbs and one with eyes, extend from its sides.*



**Otyugh CR 4**

**XP 1,200**

**N Large aberration**

**Init** +0; Senses darkvision 60 ft., scent; Perception +9

### DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 39 (6d8+12)

Fort +3, Ref +2, Will +6

Immune disease

### OFFENSE

Speed 20 ft.

Melee bite +7 (1d8+4 plus disease), 2 tentacles +3 (1d6+2 plus grab)

Space 10 ft.; Reach 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+2)

### STATISTICS

Str 18, Dex 10, Con 13, Int 5, Wis 13, Cha 6

Base Atk +4; CMB +9 (+13 grapple); CMD 19 (21 vs. trip)

Feats Alertness, Toughness, Weapon Focus (tentacle)

Skills Perception +9, Stealth +2 (+10 in lair); Racial Modifiers +8 Stealth in lair

Languages Common

### SPECIAL ABILITIES

**Disease (Ex)** Filth fever: Bite—injury; save Fortitude DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

Otyughs are particularly vile and horrid creatures that lurk in places most sane creatures avoid. Their lairs are middens, cesspools, offal pits, toxic swamps, and sewers—the greater a lair's filth, the greater the draw to the refuse-eating otyugh. They glory in the role of scavenger, wandering through vast underground caverns in search of the choicest cuts of garbage and waste. Upon finding such refuse, they gorge upon it, gathering what cannot be consumed in one debauch to bring back to their foul-smelling lairs. Otyughs spend most of their time in these filthy dens, which they keep constantly filled with carrion, dung, and worse sorts of stinking effluvia.

Intelligent creatures dwelling in subterranean areas near an otyugh often form a partnership of convenience with the disgusting beast. These creatures gladly provide their refuse and piles of raw meat to the otyugh, transforming the creature into an effective form of trash disposal. In return, the otyugh leaves its benefactors alone, and does not attack them, possibly even acting as a guardian.

The most horrifying thing to most races about the notorious otyugh is not the nature of its diet or its choice of lairs, but rather that a creature with an otyugh's tastes can be anything other than a mindless scavenger. In fact, otyughs are surprisingly intelligent, and often quite eager to form alliances with those who offer them a steady supply of delicious diversions in the form of offal and waste. Most otyughs understand the fact that other creatures find them unpleasant and hideous, but few really care.

## GHOULS (3.5)



**Size/Type:** Medium Undead

**Hit Dice:** 2d12 (13 hp)

**Initiative:** +2

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



**Armor Class:** 14 (+2 Dex, +2 natural), touch 12, flat-footed 12

**Base Attack/Grapple:** +1/+2

**Attack:** Bite +2 melee (1d6+1 plus paralysis)

**Full Attack:** Bite +2 melee (1d6+1 plus paralysis) and 2 claws +0 melee (1d3 plus paralysis)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** —

**Special Qualities:** Darkvision 60 ft., undead traits, +2 turn resistance

**Saves:** Fort +0, Ref +2, Will +5

**Abilities:** Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 12

**Skills:** Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7

**Feats:** Multiattack

**Challenge Rating:** 1

**Alignment:** Always chaotic evil

Ghouls speak the languages they spoke in life (usually Common).

## COMBAT

Ghouls try to attack with surprise whenever possible. They strike from behind tombstones and burst from shallow graves.

**Ghoul Fever (Su):** Disease—bite, Fortitude DC 12, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based. An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast, not a ghoul.

**Paralysis (Ex):** Those hit by a ghoul's bite or claw attack must succeed on a DC 12 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have immunity to this paralysis. The save DC is Charisma-based.

## Ghouls (Pathfinder)

This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.

Ghoul CR 1

XP 400

CE Medium undead

Init +2; Senses darkvision 60 ft.; Perception +7

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 13 (2d8+4)

Fort +2, Ref +2, Will +5

**Defensive Abilities** channel resistance +2

## OFFENSE

**Speed** 30 ft.

**Melee** bite +3 (1d6+1 plus disease and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

**Special Attacks** paralysis (1d4+1 rounds, DC 13, elves are immune to this effect)

## STATISTICS

Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14

**Base Atk** +1; **CMB** +2; **CMD** 14

**Feats** Weapon Finesse

**Skills** Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

**Languages** Common

## SPECIAL ABILITIES

**Disease (Su) Ghoul Fever:** Bite—injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Ghouls are undead that haunt graveyards and eat corpses. Legends hold that the first ghouls were either cannibalistic humans whose unnatural hunger dragged them back from death or humans who in life fed on the rotting remains of their kin and died (and were reborn) from the foul disease—the true source of these undead scavengers is unclear.

Ghouls lurk on the edges of civilization (in or near cemeteries or in city sewers) where they can find ample supplies of their favorite food. Though they prefer rotting bodies and often bury their victims for a while to improve their taste, they eat fresh kills if they are hungry enough. Though most surface ghouls live primitively, rumors speak of ghoul cities deep underground led by priests who worship ancient cruel gods or strange demon lords of hunger. These “civilized” ghouls are no less horrific in their eating habits, and in fact the concept of a well-laid ghoul banquet table is perhaps even more horrifying than the concept of taking a meal fresh from the coffin.





## OWLBEAR (3.5)



**Size/Type:** Large Magical Beast

**Hit Dice:** 5d10+25 (52 hp)

**Initiative:** +1

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

**Armor Class:** 15 (–1 size, +1 Dex, +5 natural), touch 10, flat-footed 14

**Base Attack/Grapple:** +5/+14

**Attack:** Claw +9 melee (1d6+5)

**Full Attack:** 2 claws +9 melee (1d6+5) and bite +4 melee (1d8+2)

**Space/Reach:** 10 ft./5 ft.

**Special Attacks:** Improved grab

**Special Qualities:** Scent

**Saves:** Fort +9, Ref +5, Will +2

**Abilities:** Str 21, Dex 12, Con 21, Int 2, Wis 12, Cha 10

**Skills:** Listen +8, Spot +8

**Feats:** Alertness, Track

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

An owlbear's coat ranges in color from brown-black to yellowish brown; its beak is a dull ivory color. A full-grown male can stand as tall as 8 feet and weigh up to 1,500 pounds. Adventurers who have survived encounters with the creature often speak of the bestial madness they glimpsed in its red-rimmed eyes.

### COMBAT

Owlbears attack prey—any creature bigger than a mouse—on sight, always fighting to the death. They slash with claws and beak, trying to grab their prey and rip it apart.

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

## Owlbear (Pathfinder)



*An amalgam of fur and feathers, this bizarre half-bear, half-owl monstrosity raises its huge, ursine claws in anger.*

**Owlbear CR 4**

**XP 1,200**

**N Large magical beast**

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +12

### DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, –1 size)  
hp 47 (5d10+20)

Fort +10, Ref +5, Will +2

### OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d6+4 plus grab), bite +8 (1d6+4)

Space 10 ft.; Reach 5 ft.

### STATISTICS

Str 19, Dex 12, Con 18, Int 2, Wis 12, Cha 10

Base Atk +5; CMB +10 (+14 grapple); CMD 21 (25 vs. trip)

Feats Improved Initiative, Great Fortitude, Skill Focus (Perception)

Skills Perception +12

The origin of the owlbear is a subject of great debate among scholars of the monstrous creatures of the world. However, most concur that at some point in the distant past, a deranged wizard created the original specimens by crossing an owl with a bear—perhaps as proof of some insane concept about the nature of life, but possibly out of sheer lunacy. Whatever the original purpose of such a freakish creation as the owlbear, the creature bred true and has become quite well-established in woodlands across the world, where it plays a key role in a region's ecosystem as an apex predator.

Owlbears are notoriously bloodthirsty killers, well known for their short tempers, aggression, and savage nature. They tend to attack without provocation, slaughtering any living creatures that cross their paths. Many scholars that have encountered these creatures in the wild have noted that they all have red-rimmed eyes that roll about wildly when they close in for an attack. This is sometimes presented as a sign of madness, suggesting that all owlbears are born with a pathological need to fight and kill, but more level-headed researchers believe that it's simply part of the way the massive bird-beast's keen eyes are constructed.

Owlbears generally inhabit desolate areas of the wilderness, making their messy lairs within wild forests or inside dark, shallow caverns. They are equally adept at hunting during the day and at night, depending upon the prey available near their lairs.

Adult owlbears live in mated pairs, and hunt in small groups, leaving their young behind in their lairs while they search for prey. A typical owlbear lair contains 1d6 juveniles, which can fetch a price of up to 3,000 gp apiece in many city markets.

While it is considered impossible to truly domesticate owlbears due to their feral natures, they can still be used as guardians if contained within an area but allowed to roam and hunt freely there. Professional animal trainers charge up to 2,000 gp to rear or train an owlbear into a serviceable



guardian that can obey simple commands (DC 23 for a juvenile creature; DC 30 for a fully grown adult).

A full-grown male can stand as tall as 8 feet and weighs up to 1,500 pounds.

## ORCS - CIRE-NESDAM (3.5)



Orc 1st-Level Warrior

**Size/Type:** Medium Humanoid (Orc)

**Hit Dice:** 1d8+1 (5 hp)

**Initiative:** +0

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

**Armor Class:** 13 (+3 studded leather armor), touch 10, flat-footed 13

**Base Attack/Grapple:** +1/+4

**Attack:** Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3)

**Full Attack:** Falchion +4 melee (2d4+4/18–20) or javelin +1 ranged (1d6+3)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** —

**Special Qualities:** Darkvision 60 ft., light sensitivity

**Saves:** Fort +3, Ref +0, Will –2

**Abilities:** Str 17, Dex 11, Con 12, Int 9, Wis 14, Cha 6

**Skills:** Listen +2, Spot +2, Diplomacy +4

**Feats:** Alertness

**Challenge Rating:** 1/2

**Alignment:** TN

Cire-Nesdam have black hair, lupine ears and reddish eyes. They prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male is a little over 6 feet tall and weighs about 210 pounds.

Females are slightly smaller.

Orcs from the Cire-Nesdam tribe speak orc, common, goblin, and a wee bit of halfling (due to a strange halfling fellow named Dweedletoes living with their tribe for a time).

### COMBAT

Cire-Nesdam Orcs are proficient with all simple and martial weapons, preferring those that subdue or injure their enemies, preferring a direct kill only whilst hunting. They prefer diplomacy to preserve the continued existence of their tribe, and also obey the rules of war (such as honoring a truce).

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

## Orcs -Cire-Nesdam (Pathfinder)



*This creature looks like a bestial version of a human, with green-gray skin and long greasy black hair. He moves thoughtfully and nods as you approach.*

Orc CR 1/3

XP 135

Orc warrior 1

TN Medium humanoid

Init +0; Senses darkvision 60 ft.; Perception +2

### DEFENSE

AC 13, touch 10, flat-footed 13 (+3 armor)

hp 6 (1d10+1)

Fort +3, Ref +0, Will –1

**Defensive Abilities** ferocity

**Weaknesses** light sensitivity

### OFFENSE

**Speed** 30 ft.

**Melee** falchion +5 (2d4+4/18–20)

**Ranged** javelin +1 (1d6+3)

### STATISTICS

Str 17, Dex 11, Con 12, Int 9, Wis 14, Cha 6

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Weapon Focus (falchion)

**Skills** Diplomacy +5, Stealth +3

**Languages** Common, Orc

**SQ** weapon familiarity

An orc's hair usually is black. It has lupine ears and reddish eyes. Orcs prefer wearing vivid colors that many humans would consider unpleasant, such as blood red, mustard yellow, yellow-green, and deep purple. Their equipment is dirty and unkempt. An adult male orc is a little over 6 feet tall and weighs about 210 pounds.

Females are slightly smaller.

Orcs from the Cire-Nesdam tribe speak orc, common, goblin, and a wee bit of halfling (due to a strange halfling fellow named Dweedletoes living with their tribe for a time).

### COMBAT

Cire-Nesdam Orcs are proficient with all simple and martial weapons, preferring those that subdue or injure their enemies, preferring a direct kill only whilst hunting. They prefer diplomacy to preserve the continued existence of their tribe, and also obey the rules of war (such as honoring a truce).



### Carrion Beast (3.5)



Large Aberration

**Hit Dice:** 3d8+8 (21 hp)

**Initiative:** +3

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

**Armour Class:** 18 (-1 size, +3 Dex, +6 natural), touch 11, flat-footed 15

**Base Attack/Grapple:** +2/+8

**Attack:** Tentacle +3 melee Paralysis

**Full Attack:** 4 Tentacles +3 melee Paralysis and Bite +2 melee (1d4+1)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Paralysis fort save vs DC 12 1d4 rounds

**Special Qualities:** Darkvision 60ft, Scent

**Saves:** Fort +3, Ref +3, Will +5

**Alignment:** N

**Abilities:** Str 14, Dex 16, Con 14, Int 2, Wis 15, Cha 6

**Skills:** Listen +6, Spot +6

**Feats:** Track, Alertness

**CR:** 3

Carrion Beasts are aggressive subterranean scavengers greatly feared for their paralyzing attacks. They scour their underground territory for dead and decaying flesh but won't hesitate to attack and kill living creatures. Each of a Carrion Beast's tentacles is about two feet long and secretes a sticky, paralyzing substance. Like so many hybrid monsters the Carrion Beast may well be the result of arcane experimentation. A Carrion Beast weighs about 500 pounds.

**Combat:** Carrion Beasts use their senses of sight and smell to detect carcasses and potential prey. When attacking, a Carrion Beast lashes out with its tentacles and tries to paralyze its victim. The tentacles deal no other damage. The creature then kills the paralyzed victim with its bite and devours the flesh. Multiple beasts do not fight in concert, but each paralyzes as many opponents as possible. The unintelligent creature continues to attack as long as it faces any moving opponents.

**Paralysis (Ex):** Those hit by a Carrion Beast tentacle attack must succeed on a DC 12 fortitude save or be paralyzed for 1d4 rounds. The save DC is constitution based.

### Carrion Beast (Pathfinder)



CR 3

XP 800

N Large Aberration

**Init** +3; Senses darkvision 60 ft. Perception +6, scent

#### DEFENSE

**AC** 19, touch 11, flat-footed 16 (-1 size, +3 Dex, +7 natural)

**hp** 21 (3d8+8)

**Fort** +3, **Ref** +3, **Will** +5

#### OFFENSE

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

**Melee** Tentacle +3 (paralysis; Fort DC 12)

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

**Special Attacks** Paralysis fort save vs DC 12 1d4 rounds

#### STATISTICS

**Str** 14, **Dex** 16, **Con** 14, **Int** 2, **Wis** 15, **Cha** 6

**Base Atk** +2; **CMB** +5; **CMD** 18

**Feats** Ability focus (paralysis), Improved Natural Armor

**Skills** Perception +6

Carrion Beasts are aggressive subterranean scavengers greatly feared for their paralyzing attacks. They scour their underground territory for dead and decaying flesh but won't hesitate to attack and kill living creatures. Each of a Carrion Beast's tentacles is about two feet long and secretes a sticky, paralyzing substance. Like so many hybrid monsters the Carrion Beast may well be the result of arcane experimentation. A Carrion Beast weighs about 500 pounds.

**Combat** Carrion Beasts use their senses of sight and smell to detect carcasses and potential prey. When attacking, a Carrion Beast lashes out with its tentacles and tries to paralyze its victim. The tentacles deal no other damage. The creature then kills the paralyzed victim with its bite and devours the flesh. Multiple beasts do not fight in concert, but each paralyzes as many opponents as possible. The unintelligent creature continues to attack as long as it faces any moving opponents.

**Paralysis (Ex):** Those hit by a Carrion Beast tentacle attack must succeed on a DC 12 fortitude save or be paralyzed for 1d4 rounds. The save DC is constitution based.

### Burning Skeletons (3.5)



*The pile of bones suddenly stirs, rising up to take on a human shape and bursts into red-orange flame. Its long, bony fingers reach out to claw at the living, burning with an unending fire.*

**Size/Type** Medium undead

**Hit Dice** 1d8+1 (5 hp)

**Initiative** +6

**Speed** 30 ft.

**Armor Class** 16 (+2 armor, +2 Dex, +2 natural), touch 12, flat-footed 14

**Base Attack/Grapple** +0/+2

**Attack** Broken scimitar melee +0 (1d6 plus 1d6 fire), claw -3 melee (1d4+1 plus 1d6 fire) or 2 claws melee+2 (1d4+2 plus



1d6 fire)

**Full Attack** Broken scimitar melee +0 (1d6 plus 1d6 fire), claw -3 melee (1d4+1 plus 1d6 fire) or 2 claws melee+2 (1d4+2 plus 1d6 fire)

**Space/Reach** 5 ft./5 ft.

**Special Attacks** burning aura

**Special Qualities** Damage reduction 5/bludgeoning, darkvision 600 ft., fiery death (Ref DC 11), immune to fire, undead traits, vulnerable to cold

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

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

**Skills** —

**Feats** Improved Initiative

**CR** 1/2

**Alignment** NE

**Gear** broken chain shirt, broken scimitar

### SPECIAL ABILITIES

**Fiery Aura (Ex)** Creatures adjacent to a burning skeleton take 1d6 points of fire damage at the start of their turn. Anyone striking a burning skeleton with an unarmed strike or natural attack takes 1d6 points of fire damage.

**Fiery Death (Su)** A burning skeleton explodes into a burst of flame when it dies. Anyone adjacent to the skeleton when it is destroyed takes 1d6 points of fire damage. A Reflex save (DC 11) halves this damage.

Skeletons are the animated bones of the dead, brought to unlife through foul magic. While most skeletons are mindless automatons, they still possess an evil cunning imparted to them by their animating force—a cunning that allows them to wield weapons and wear armor.

## Burning Skeletons (Pathfinder)

*The pile of bones suddenly stirs, rising up to take on a human shape and bursts into red-orange flame. Its long, bony fingers reach out to claw at the living, burning with an unending fire.*

**CR** 1/2

**XP** 200

**NE** Medium undead

**Init** +6; Senses darkvision 60 ft.; Perception +0

**Aura** fiery aura (1d6)

### DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 armor, +2 Dex, +2 natural)

**hp** 5 (1d8+1)

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

**DR** 5/bludgeoning; Immune fire, undead traits

**Vulnerability** cold

### OFFENSE

**Speed** 30 ft.

**Melee** broken scimitar +0 (1d6 plus 1d6 fire), claw -3 (1d4+1 plus 1d6 fire) or 2 claws +2 (1d4+2 plus 1d6 fire)

### STATISTICS

**Str** 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 12

**Base Atk** +0; **CMB** +2; **CMD** 14

**Feats** Improved InitiativeB

**Gear** broken chain shirt, broken scimitar

**SQ** fiery death (DC 11)

### SPECIAL ABILITIES

**Fiery Aura (Ex)** Creatures adjacent to a burning skeleton take 1d6 points of fire damage at the start of their turn. Anyone striking a burning skeleton with an unarmed strike or natural attack takes 1d6 points of fire damage.

**Fiery Death (Su)** A burning skeleton explodes into a burst of flame when it dies. Anyone adjacent to the skeleton when it is destroyed takes 1d6 points of fire damage. A Reflex save (DC 11) halves this damage.

## Caryatid Columns (3.5)

**Size/Type:** Medium Construct

**Hit Dice:** 3d10+20 (36 hp)

**Initiative:** +3

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

**Armor Class:** 21 (+2 Dex, +9 natural), touch 12, flat-footed 19

**Base Attack/Grapple:** +2/+7

**Attack:** *masterwork bastard sword* +9 melee (1d10+9/19-20) OR slam +7 melee (1d4+7)

**Full Attack:** *masterwork bastard sword* +9 melee (1d10+9/19-20) OR *masterwork bastard sword* +9 melee (1d10+7/19-20) and slam +2 melee (1d4+2) OR 2 slams +7 melee (1d4+7)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Immunity to magic, shatter weapons, statue

**Special Qualities:** Construct traits, damage reduction 5/adamantine, darkvision 60 ft., immunity to magic, low-light vision

**Saves:** Fort +2, Ref +5, Will -3

**Abilities:** Str 20, Dex 15, Con -, Int 6, Wis 1, Cha 1

**Skills:** Diplomacy -3, Sense Motive +1

**Feats:** Improved Sunder, Power Attack, Weapon Focus (bastard sword)



## Caryatid Columns - 2 per side (Pathfinder)



*With its feet planted firmly together, this marble statue of a female warrior holding a stone sword rises up to support the ceiling.*

### Caryatid Column CR 3

XP 800

N Medium construct

**Init** -1; Senses darkvision 60 ft., low-light vision; Perception +0

#### DEFENSE

**AC** 14, touch 9, flat-footed 14 (-1 Dex, +5 natural)

**hp** 36 (3d10+20)

**Fort** +1, **Ref** +0, **Will** +1

**DR** 5/—; Immune construct traits, magic

**Defensive Abilities** shatter weapons

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk longsword +8 (1d8+4/19–20)

#### STATISTICS

**Str** 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +3; **CMB** +7; **CMD** 16 (cannot be disarmed)

**SQ** statue

#### SPECIAL ABILITIES

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

- A transmute rock to mud spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw.
- Transmute mud to rock immediately heals any and all damage currently suffered by a caryatid column.
- A stone to flesh spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 round.

**Shatter Weapons (Ex)** Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

**Statue (Ex)** A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a

caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check.

Caryatid columns are the lesser cousins of true golems, constructs created by spellcasters to guard objects or areas. Unlike true golems, caryatid columns cannot be made into shield guardians, but they are often used in greater numbers because of their relatively inexpensive creation cost. Each caryatid column is programmed to guard an object or area when created, and once set, this command cannot be changed. Caryatid columns are often given specific parameters concerning whom to ignore and whom to attack, but since they have no special form of detection, such restrictions can be overcome with disguises if the parameters are known.

A caryatid column stands 7 feet tall and weighs 1,500 pounds. Caryatid columns are always equipped with a masterwork weapon that appears to be made out of stone as long as the construct remains in statue form. The weapon can be recovered after a caryatid column has been defeated. Arming a caryatid column with magical weapons is expensive but feasible—even the most powerful of magic weapons appear as nothing more than stone when held by a caryatid column. Since a weapon held in this manner does not radiate magic, many use this trait as a method to hide potent or powerful weapons from both casual observation and study via detect magic. True seeing reveals such disguised weapons for what they really are. Often, only particularly powerful caryatid columns (typically those with advanced Hit Dice, but rarely those made much larger than Medium size) are entrusted with the care and protection of such weapons. Of course, the constructs themselves make full use of any magic weapons they are given to guard.

#### Construction

A caryatid column's body is carved from a single 2,000-pound block of stone, such as granite or marble. The stone must be of exceptional quality, and costs 2,000 gp.

#### Caryatid Column

CL 9th; Price 12,000 gp

#### CONSTRUCTION

**Requirements** Craft Construct, lesser geas, polymorph, shatter, caster must be at least 9th level; **Skill** Craft (sculpting) or Craft (stonemasonry) DC 15; **Cost** 7,000 gp

## Rock Reptile (3.5)



*A long, warty lizard about the size of a small horse shoots from the darkness, snapping with its powerful jaws.*



**Size/Type** Medium magical beast

**Hit Dice** 5d10+20 (45 hp)

**Initiative** +6

**Speed** 20 ft.

**Armor Class** 17 (+2 Dex, +5 natural), touch 12, flat-footed 15

**Base Attack/Grapple** +5/+9

**Attack** bite melee +9 (1d6+6)

**Full Attack** bite melee +9 (1d6+6)

**Space/Reach** 5 ft./5 ft.

**Special Attacks** ambush, lightning charge

**Special Qualities** darkvision 60 ft., low-light vision, scent

**Saves** Fort +8, Ref +6, Will +1

**Abilities** Str 18, Dex 14, Con 18, Int 2, Wis 10, Cha 6

**Skills** Hide +13 (+21 in rocky environs), Listen +4, Move Silently +13 (+21 in rocky environs), Spot +7, Stealth +13 (+21 in rocky environs); Racial Modifiers +4 Hide, Move Silently (+12 Stealth in rocky environs), Skill Focus: Survival Feats Improved Initiative, Skill Focus (Spot), Track Challenge Rating 4

**Alignment** Neutral

**Treasure** 25% coins, 25% goods, no items

A rock reptile is a 5-foot long chameleon-like lizard that lairs in rocky areas such as caves and outcroppings. It is fond of darkness and only leaves its seclusion when it is ravaged by hunger. Its chameleon-like hide allows it to blend with its surroundings where it is often mistaken for a pile of rocks.

#### TACTICS

Rock reptiles are ambush predators and lie quietly in wait for prey to come within range. Once prey is within range, the creature springs from its hiding place with blinding speed and bites at its prey.

#### SPECIAL ABILITIES

**Ambush (Ex)** When a rock reptile first attack, if it manages to surprise its opponent it gains a +4 circumstance bonus to its attack.

**Lightning Charge (Ex)** A rock reptile can move up to four times its speed, rather than twice its speed, when charging.

### Rock Reptile (Pathfinder)

*A long, warty lizard about the size of a small horse shoots from the darkness, snapping with its powerful jaws.*

**CR** 4

**XP** 1,200



**N** Medium magical beast

**Init** +6; Senses darkvision 60 ft., low-light vision, scent; Perception +7

#### DEFENSE

**AC** 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

**hp** 45 (5d10+20)

**Fort** +8, **Ref** +6, **Will** +1

#### OFFENSE

**Speed** 20 ft.

**Melee** bite +9 (1d6+6)

**Special Attacks** ambush, lightning charge

#### TACTICS

Rock reptiles are ambush predators and lie quietly in wait for prey to come within range. Once prey is within range, the creature springs from its hiding place with blinding speed and bites at its prey.

#### STATISTICS

**Str** 18, **Dex** 14, **Con** 18, **Int** 2, **Wis** 10, **Cha** 6

**Base Atk** +5; **CMB** +9; **CMD** 21 (25 vs. trip)

**Feats** Improved Initiative, Skill Focus (Perception), Track\*

**Skills** Perception +7, Stealth +13 (+21 in rocky environs); Racial Modifiers +4 Stealth (+12 Stealth in rocky environs), Skill Focus: Survival

#### SPECIAL ABILITIES

**Ambush (Ex)** When a rock reptile first attack, if it manages to surprise its opponent it gains a +4 circumstance bonus to its attack.

**Lightning Charge (Ex)** A rock reptile can move up to four times its speed, rather than twice its speed, when charging.

A rock reptile is a 5-foot long chameleon-like lizard that lairs in rocky areas such as caves and outcroppings. It is fond of darkness and only leaves its seclusion when it is ravaged by hunger. Its chameleon-like hide allows it to blend with its surroundings where it is often mistaken for a pile of rocks.

### Human Fighters (3.5)

**Size/Type** Medium Humanoid (human) Fighter 3

**Hit Dice** 2d10+4 (15 hp)

**Initiative** +1

**Speed** 30

**Armor Class** 13, **Touch** 11, **flat-footed** 12 (+2 Leather armor, +1 Dex)





**Base Attack/Grapple** +3/+5

**Attack** Heavy Mace +6 melee (1d8+3)

**Full Attack** Heavy Mace +6 melee (1d8+3)

**Space/Reach** 5 ft./5 ft.

**Special Attacks** –

**Special Qualities** –

**Saves** Fort +5, Ref +2, Will +1

**Abilities** Str 15, Dex 13, Con 14, Int 13, Wis 11, Cha 8

**Skills** Climb 8, Intimidate 5, Ride 7, Spot +1, Survival 4, Swim 6

#### FEATS

**Combat Expertise:** You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your AC. Every +4 base attack penalty increase by -1 and dodge by +1

**Power Attack:** You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls. Every +4 base attack penalty increases by -1 and damage by +2

**Armor Prof Heavy,**

**Armor Prof Light,**

**Armor Prof Medium,**

**Cleave:** Get extra attack if hit monster to adjacent foe, -2 AC until your next turn

**Great Cleave:** Can make extra attacks to adjacent foes if you hit opponents can continue until you miss or no more within reach, -2 AC until you next turn

**Martial Weap Prof**

**Shield Proficiency:** Can use shields

**Simple Weapon Proficiency**

**Tower Shield Proficiency:** Can use the tower shield and suffer only normal shield skill penalties

**Weapon Focus:** +1 to attack rolls

**Languages** Common

**Challenge Rating** 3

**Alignment** Chaotic Good

### Human Rogues (3.5)



**Size/Type** Medium Humanoid (human) Rogue 3

**Hit Dice** 3d6 (11 hp)

**Initiative** +2

**Speed** 30 ft.

**Armor Class** 14 (+2 Leather armor, +2 Dex), Touch 12, flat footed 12

**Base Attack/Grapple** +2/+3

**Attack** shortsword +4 melee (1d6+1)

**Full Attack** shortsword +4 melee (1d6+1)

**Space/Reach** 5 ft./5 ft.

**Special Attacks** Sneak Attack (+2d6)

**Special Qualities** evasion, trap sense, trapfinding

**Saves** Fort +1, Ref +5, Will +1

**Abilities** Str 13, Dex 15, Con 11, Int 16, Wis 11, Cha 8

**Skills** Appraise 8, Balance 8, Bluff 4, Climb 7, Diplomacy -1, Disable Device 9, Disguise 5, Escape Artist 2, Hide +9, Intimidate 4, Knowledge (local) 8, Linguistics 9, Listen +6, Move Silently +12, Sense Motive 6, Sleight of Hand 8, Spot +6, Swim 1, Tumble 8, Use Magic Device 3

#### FEATS

**Bleeding Attack:** 1 point / d6 sneak damage per round bleeding

**Armor Prof Light**

**Evasion:** No damage on reflex save

**Simple Weapon Proficiency**

**Skill Focus** (Move Silently): +3

**Weapon Focus:** +1 to attack rolls

**Weapon Focus(Ranged):** +1 attack rolls

**Languages** Common

**Challenge Rating** 2

**Alignment** Chaotic Neutral

#### SPECIAL ABILITIES

**Evasion** (Ex) Reflex save no damage instead of 1/2

**Trap Sense** (Ex) Reflex save and AC when dealing with traps bonus 1

**Trapfinding** Can find magical traps

### Human Wizards (3.5)



**Size/Type** Medium Humanoid (human) Wizard 3

**Hit Dice** 3d4+6 (14 hp)

**Initiative** +1

**Speed** 30 ft.

**Armor Class** 11 (+1 Dex), Touch 11, flat-footed 10

**Base Attack/Grapple** +1/+0

**Attack** Dagger +0 (1d4-1/19-20)



**Full Attack** Dagger +0 (1d4-1/19-20)

**Space/Reach** 5 ft./5 ft.

**Special Attacks** spells

**Special Qualities** –

**Saves** Fort +3, Ref +2, Will +3

**Abilities** Str 8, Dex 13, Con 14, Int 17, Wis 11, Cha 11

**Skills** Appraise +7, Fly +7, Knowledge (Arcana) +9, Knowledge (Architecture & Engineering) +8, Knowledge (History) +7, Knowledge (Nobility) +7, Knowledge (the Planes) +7, Spellcraft +9, Spot +3

#### FEATS

**Brew Potion**

**Combat Casting:** +4 Concentration checks for Defensive casting

**Simple Weapon Proficiency**

**Spell Focus:** +1 to DC for save against 1 school of magic

**Spell Penetration:** +2 caster level checks to defeat spell resistance

**Challenge Rating** 2

**Alignment** True Neutral

**Languages** Common, Draconic, Elven, Giant

#### Spells Known:

##### Wizard Spells

**Level 0 (4) DC 13**

*acid splash, arcane Mark*

**Level 1 (3) DC 14**

*Expeditious Retreat* X 3

**Level 2 (2) DC 15**

*Melf's acid arrow* X 2

**Space/Reach** 5 ft./5 ft.

**Special Attacks** spells, turn undead

**Special Qualities** aura, elf traits

**Saves** Fort +2, Ref +1, Will +5

**Abilities** Str 13, Dex 10, Con 9, Int 13, Wis 15, Cha 14

**Skills** Appraise 1, Heal 8, Knowledge (Religion) 6, Linguistics 5, Listen +5, Sense Motive 7, Spot +5

**Feats**

**Armor Prof Light**

**Armor Prof Medium**

**Combat Casting:** +4 Concentration checks for Defensive casting

**Extra Turning**

**Shield Proficiency:** Can use shields

**Simple Weapon Proficiency**

**Challenge Rating** 2

**Alignment** Chaotic Good

**Languages** Common, Elven, Sylvan

**Domain**

**Luck**

You gain the power of good fortune, which is usable once per day. This extraordinary ability allows you to reroll one roll that you have just made before the DM declares whether the roll results in a success or failure. You must take the result of the reroll, even if it's worse than the original roll.

**Travel**

For a total time per day of 1 round per cleric level you possess, you can act normally regardless of magical effects that impede movement as if you were affected by the spell freedom of movement. This effect occurs automatically as soon as it applies, lasts until it runs out or is no longer needed, and can operate multiple times per day (up to the total daily limit of rounds. This granted power is a supernatural ability.

Add Survival to your list of cleric class skills.

#### Spells Known

##### Cleric Spells

**Level 0 (4) DC 12**

*resistance* x4

**Level 1 (4) DC 13**

*bless* x2, *entropic shield, magic weapon*

**Level 2 (3) DC 14**

*Aid* X 3

## Elf Cleric (3.5)

**Size/Type** Medium Humanoid (elf) Cleric 3

**Hit Dice** 3d8-3 (11 hp)

**Initiative** +0

**Speed** 30 ft.

**Armor Class** 12 (+2 leather armor), Touch 10, flat-footed 12

**Base Attack/Grapple** +2/+3

**Attack** Longsword +3 melee (1d8+1/19-20) or Longbow +2 ranged (1d8/X3)

**Full Attack** Longsword +3 melee (1d8+1/19-20) or Longbow +2 ranged (1d8 X3)





## Human Fighters (Pathfinder)



CR 2

XP 600

CG Medium Humanoid

**Fighter level 3**

**Init** +1; Senses ; Perception +1

### DEFENSE

**AC** 13, Touch 11, flat footed 12 ( Leather, Shield, none)  
(+1 Dex, +2 armor)

**hp** 25;

Fort +5, Ref +2, Will +1

### OFFENSE

**Speed** 30

#### Melee

**Single Attack** Mace, Heavy +6 (1d8+3)

**Full Attack** Mace, Heavy +6 (1d8+3)

**Space** 5ft.; Reach 5

#### Special Attacks

### STATISTICS

Str 15, Dex 13, Con 14, Int 13, Wis 11, Chr 8

**Base Attack** 3 CMB 5; CMD 16

### FEATS

**Combat Expertise:** You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks to gain a +1 dodge bonus to your AC. Every +4 base attack penalty increase by -1 and dodge by +1 ,

**Power Attack:** You can choose to take a -1 penalty on all melee attacks and combat maneuver checks to gain a +2 bonus on all melee damage rolls. Every +4 base attack penalty increases by -1 and damage by +2,

**Armor Prof Heavy,**

**Armor Prof Light,**

**Armor Prof Medium,**

**Cleave:** Get extra attack if hit monster to adjacent foe, -2 AC until your next turn ,

**Great Cleave:** Can make extra attacks to adjacent foes if you hit opponents can continue until you miss or no more within reach, -2 AC until you next turn ,

**Martial Weap Prof,**

**Shield Proficiency:** Can use shields,

**Simple Weapon Proficiency,**

**Tower Shield Proficiency:** Can use the tower shield and suffer only normal shield skill penalties,

**Weapon Focus:** +1 to attack rolls

**Skills** Climb 8, Intimidate 5, Perception 1, Ride 7, Survival 4, Swim 6

**Languages** Common

### SPECIAL ABILITIES

**Armour Training** Reduced armour check penalty and increases dex bonus by 1

**Bravery** Save vs fear + 1

## Human Rogues (Pathfinder)



CR 2

XP 600

CN Medium Humanoid

**Rogue level 3**

**Init** +2; Senses ; Perception +6

### DEFENSE

**AC** 14, Touch 12, flat footed 12 ( Leather, Shield, none)  
(+2 Dex, +2 armor)

**hp** 16;

Fort +1, Ref +5, Will +1

### OFFENSE

**Speed** 30

**Melee** Single Attack Sword, short +4 (1d6+1)

**Full Attack** Sword, short +4 (1d6+1)

**Space** 5ft.; Reach 5

#### Special Attacks

**Sneak Attack** Sneak attack at an extra (2d6)

### STATISTICS

Str 13, Dex 15, Con 11, Int 16, Wis 11, Chr 8

**Base Attack** 2 CMB 3; CMD 15

### FEATS

**Bleeding Attack:** 1 point / d6 sneak damage per round bleeding ,

**Armor Prof Light,**

**Evasion:** No damage on reflex save,

**Simple Weapon Proficiency,**

**Skill Focus (Stealth):** +3 Stealth,

**Weapon Focus:** +1 to attack rolls,

**Weapon Focus(Ranged):** +1 attack rolls

**Skills** Acrobatics 8, Appraise 8, Bluff 4, Climb 7, Diplomacy -1, Disable Device 9, Disguise 5, Escape Artist 2, Intimidate 4, Know Local 8, Linguistics 9, Perception 6, Sense Motive 6, Sleight of Hand 8, Stealth 11, Swim 1, Use Magic Device 3  
Languages Common

### SPECIAL ABILITIES

**Evasion** Reflex save no damage instead of 1/2

**Trap Sense** Reflex save and AC when dealing with traps  
bonus 1

**Trapfinding** Can find magical traps



## Human Wizards (Pathfinder)



CR 2

XP 600

TN Medium Humanoid

Wizard level 3

Init +1; Senses ; Perception +3

DEFENSE

AC 11, Touch 11, flat footed 10 ( No Armor, Shield, none)  
(+1 Dex)

hp 19;

Fort +3, Ref +2, Will +3

OFFENSE

Speed 30

Melee Single Attack Dagger +0 (1d4-1)

Full Attack Dagger +0 (1d4-1)

Space 5ft.; Reach 5

Special Attacks

**Hand of the Apprentice (Su)** 30ft Ranged attack with melee weapon bonus to hit INT mod. Weapon returns, per day 3+INT mod

### Spells Known:

Wizard Spells

Level 0 (4) DC 13

*Acid Splash*(Conjuration)[*Creation Acid* ] X 4

V,S rng: Close 25ft + 5ft/2 levels Dur: Instantaneous

SV None Area: One missile of acid

Description: Orb deals 1d3 acid damage.

*Arcane Mark*(Universal)[ ] X 1

V,S rng: 0ft Dur: Permanent

SV None Area: One personal rune or mark, all of which must fit within 1 sq.ft.

Level 1 (3) DC 14

*Adjuring Step*(Abjuration)[*Force* ] X 3

V, S, M (a rabbit's foot) rng: Personal Dur: 1 round/level or until discharged

SV - Area: you

Description: While you are subject to this spell, you can take two 5-foot steps each round and still cast spells and use spell-like abilities without provoke attacks of opportunity.

Level 2 (2) DC 15

*Accelerate Poison*(Transmutation)[ ] X 2

V,S,M rng: Touch Dur: instantaneous

SV Fortitude negates Area: creature touched

Description: You hasten the onset of poison in the target.

STATISTICS

Str 8, Dex 13, Con 14, Int 17, Wis 11, Chr 11

Base Attack 1 CMB 0; CMD 11

FEATS

Brew Potion,

Combat Casting: +4 Concentration checks for Defensive casting,

Simple Weapon Proficiency,

Spell Focus: +1 to DC for save against 1 school of magic,

Spell Penetration: +2 caster level checks to defeat spell resistance

Skills Appraise 7, Fly 7, Know Arcana 9, Know Arch & Eng 8, Know History 7, Know Nobility 7, Know the Planes 7, Perception 3, Spellcraft 9

Languages Common

## Elf Cleric (Pathfinder)



CR 2

XP 600

Chaotic Good Medium Humanoid

Cleric level 3

(Domains Luck and Travel)

Init 0; Senses Low-light Vision; Perception +5

DEFENSE

AC 12, Touch 10, flat footed 12 ( Leather, Shield, none)  
( +2 armour)

hp 13 (0d8+3d8+-3+3);

Fort +2, Ref +1, Will +5

Immunity to Sleep, Resistance to Enchantments +2

OFFENSE

Speed 40

Melee Single Attack Longsword +3 (1d8+1/19-20)  
or Longbow +2 (1d8 X3)

Full Attack Longsword +3 (1d8+1/19-20)  
or Longbow +2 (1d8 X3) range 100

Space 5ft.; Reach 5

Special Attacks

Channel Energy 3+ CHA mod / day in 30ft burst. DC 10 + 1/2 level + CHA mod, number of d6 = 2

### Spells Known

Cleric Spells

Level 0 (4) DC 12

*Bleed*(Necromancy)[ ] X 4

V,S rng: Close 25ft + 5ft/2 levels Dur: instantaneous

SV Will negates Area: one living creature

Description: You cause a living creature that is below 0 hit points but stabilized to resume dying

Level 1 (4) DC 13

*Ant Haul*(Transmutation)[ ] X 3



V, S, M/DF rng: Touch Dur: 2 hours/level

SV Fortitude negates (harmless)

Area: creature touched

Description: The targets carrying capacity triples. This does not affect the creatures actual Strength in any way, merely the amount of material it can carry

*Entropic Shield*(Abjuration)[ ] X 1

V,S rng: Personal Dur: 1 min./level (D)

SV N/A Area: You

### Level 2 (3) DC 14

*Aid*(Enchantment)[*Compulsion Mind-Affecting*] X 3

V,S DF rng: Touch Dur: 1 min./level

SV None Area: Living creature touched

Description: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

### STATISTICS

Str 13, Dex 10, Con 9, Int 13, Wis 15, Chr 14

**Base Attack** 2 **CMB** 3; **CMD** 13

### Feats

**Armor Prof Light,**

**Armor Prof Medium,**

**Combat Casting:** +4 Concentration checks for Defensive casting,

**Selective Channelling:** Can choose number of targets = CHA mod who are not effected,

**Shield Proficiency:** Can use shields,

**Simple Weapon Proficiency**

**Skills** Appraise 1, Heal 8, Know Religion 6, Linguistics 5, Perception 5, Sense Motive 7

**Languages** Common, Elven, Sylvan

### SPECIAL ABILITIES

**Agile Feet (Su)** Free action for 1 round ignore terrain penalties. Per day = 3 + WIS mod

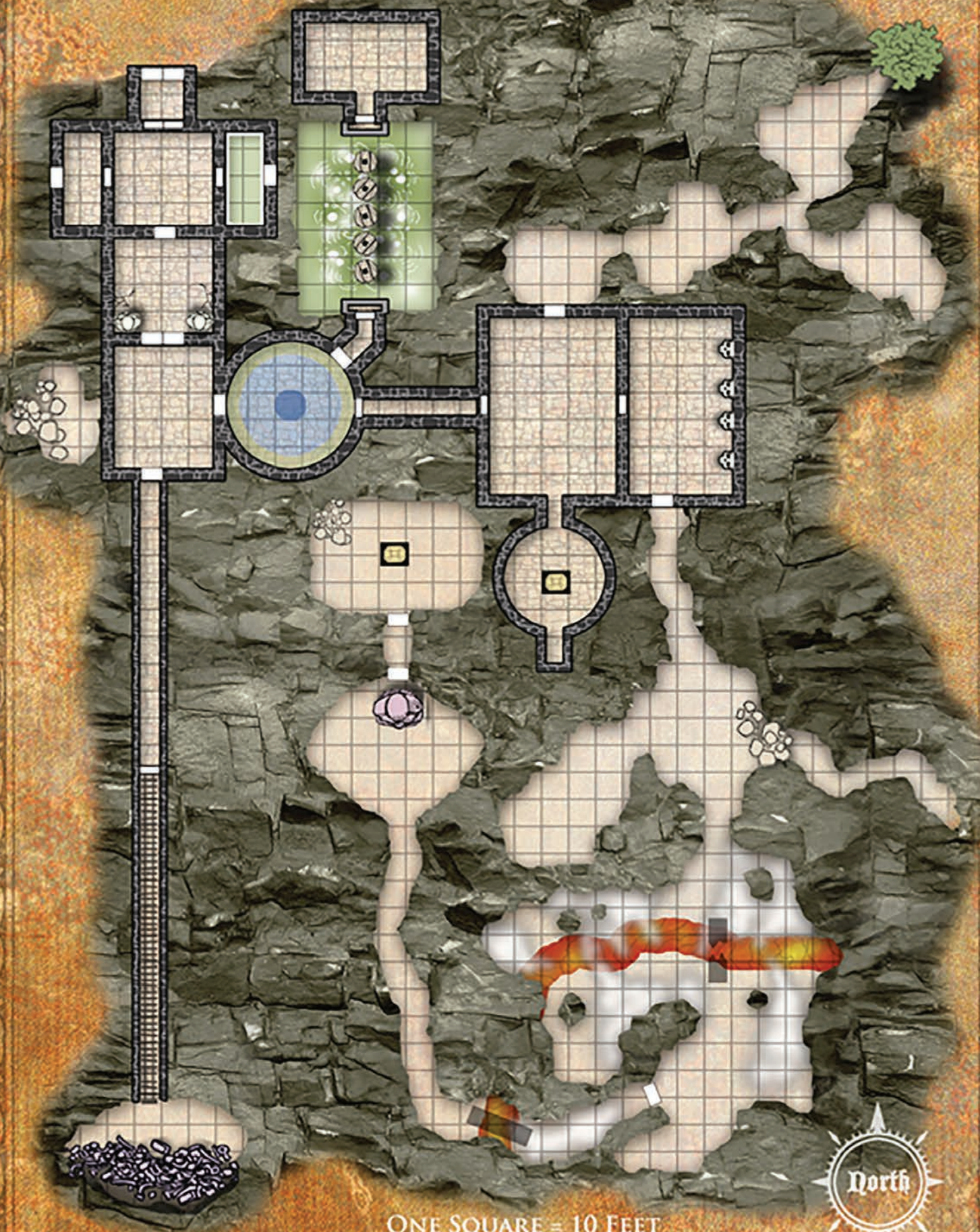
**Aura of deity**

**Bit of Luck (Sp)** Stand action touch creature all d20 rolls made rolled twice take best for 1 rnd per day = 3+WIS mod

**Fast movement** Land Movement raised by 10







ONE SQUARE = 10 FEET



# ALAGORAN'S GEM



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