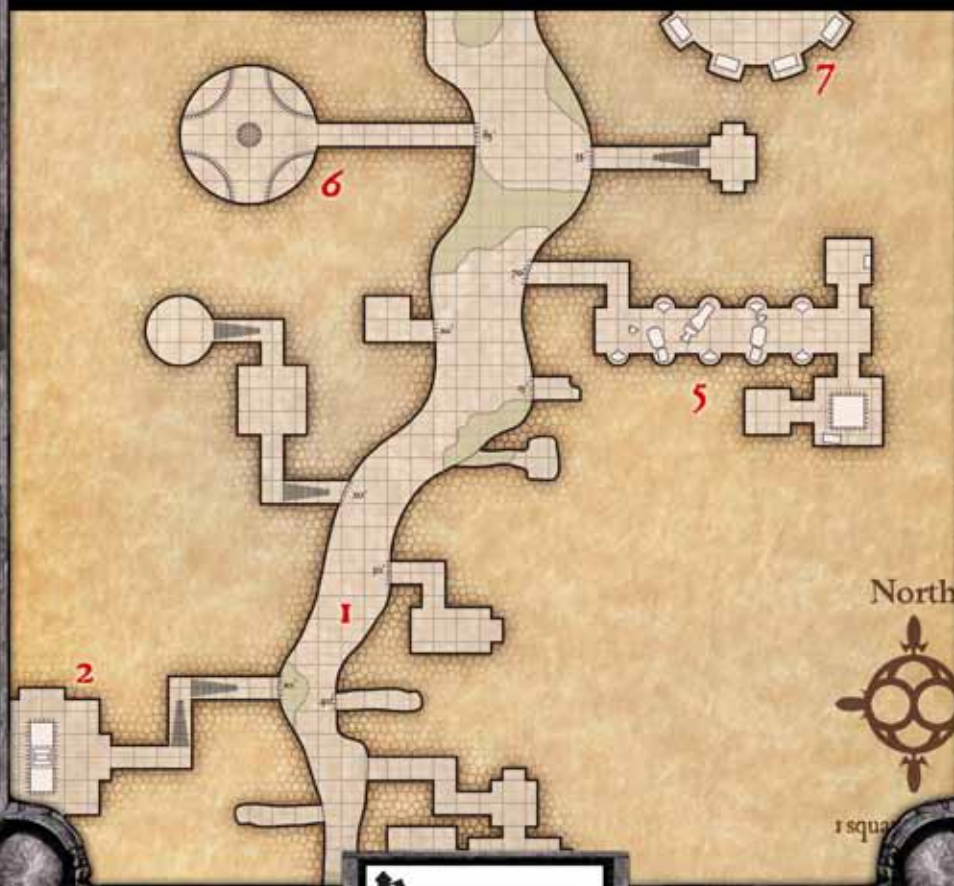


DUNGEON A DAY

THE NECROPOLIS OF PERGIA



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

TABLE OF CONTENTS

Introduction	3	Blind Cabal	
Gorge & Tomb Map . . .	7	Asylum Map	57
Room 01	8	Room 29	58
Room 02	9	Room 30	59
Room 03	11	Room 31	61
Room 04	12	Room 32	62
Room 05	14	Room 33	64
Room 06	16	Room 34	65
Room 07	17	Room 35	68
Sinkhole Map	21	Room 36	70
Room 08	22	Room 37	71
Room 09	23	Room 38	73
Room 10	25	Room 39	76
Inner Tomb Map	27	Carisford Vale Map . .	80
Room 11	28	The Haunted	
Room 12	29	Watchtower Map . .	81
Room 13	30	Dell Farthing Map . .	82
Room 14	31	Room 40	83
Room 15	33	Room 41	85
Room 16	34	Room 42	87
Abomination Pits		Room 43	90
Map	36	Room 44	92
Room 17	37	Room 45	95
Room 18	39	Appendices	
Room 19	41	A: Monsters & NPCs	98
Room 20	42	B: Items & Traps . .	106
Room 21	43	C: Handouts & Extra	
Room 22	44	Maps	107
Room 23	45	Credits & OGL	113
Room 24	47		
Room 25	48		
Room 26	49		
Room 27	51		
Room 28	52		



THE NECROPOLIS OF PERGIA

An Adventure for 5th-7th Level Characters

By Monte Cook

Thousands of years ago the area now known as the Wastes of Torenta was ruled by a powerful kingdom. Almost nothing is now left of that race, save for a few crumbling, blasted ruins. Even its memory is all but lost. Legend--and a few remaining artifacts--tell that the rulers of this kingdom were a race of minotaurs, though if that's true they were almost certainly a breed more intelligent and social than those that remain in this era.

It would seem that the wastes were not always the desolate and barren place they have become, for the ruins of the lost kingdom are scattered far and wide over leagues of desert and arid steppes. And though most of the lost kingdom's ruins contain little beyond a few crumbling walls and toppled columns, some also contain worn fragments of forgotten monuments and great statuary.

Among these desolate and generally ignored ruins, one stands out. It can be found at the edge of the Pergia highlands in a narrow gorge leading to a sinkhole--a wide pit descending deep into the barren stone. Some say that a mystic power can still be sensed at this site and, on occasion, it is still sought out by spellcasters looking for a site of power in which to perform complex or powerful rituals. The denizens of the lost kingdom apparently held the site in some

reverence, for they chose it as a burial place for the greatest among them. The walls of the gorge are pitted with the tombs and crypts of these heroes from a forgotten age.

This necropolis has long been a magnet for adventurers and treasure-seekers, though over the centuries these visitors have picked the complex bare of its valuables. Indeed, it is now attractive mainly to those scholars seeking to glean bits of information about this ancient culture--or those following vain and foolish rumors--for all the great treasures of the site are as gone and forgotten as the ancient kings and priests of the lost kingdom.

Or are they?

There remain pervasive rumors of lost or hidden crypts, of tombs within tombs that have never been discovered. Could such chambers contain the true wealth of the once-mighty lost kingdom? The PCs come to the necropolis following one such rumor, but one that just happens to contain a grain of truth and may allow the group to stumble into more than they ever expect.

ANCIENT HISTORY

The true history of the Necropolis of Pergia begins thousands of years before even the lost kingdom. Beneath the necropolis, beneath the sinkhole, far down in the earth, lies a series of fissures in the veil that separates the natural world from the Realm of Echoes. Ripples in the fabric of reality around these fissures create faint eddies of supernatural power that lend a subtle mystic aura to the area--an aura that has made the site a place of importance for successive civilizations

over the course of aeons. It would certainly continue to be so today if the growth of the Torenta Wastes hadn't made the location so inhospitable and far away from the hubs of modern civilization.

Before the lost kingdom of the minotaurs, another race built its mystic structures upon this site, developing a temple complex within the sinkhole. Realizing the source of the supernatural eddies lay further underground, these precursors dug shafts and mines down toward the fissures, ultimately reaching them--and then disappearing, perhaps having been destroyed by what they found.

These tunnels and passageways were forgotten in the era of the lost kingdom, laying unused beneath the feet--and the tombs--of the minotaurs. For the most part, the minotaurs centered their activity around the lip of the sinkhole, which became the site of a holy oracle. By the end of the minotaur kingdom, even rumors of the passageways had died out, and the world truly forgot them.

MODERN TIMES

In recent years two forces have returned activity to the site.

First, a new oracle has returned to the sinkhole--an insane ogre hermit. This unusual creature now lives in the heart of the necropolis, where she communes with the voice of the sinkhole for reasons known only to her, if indeed even she truly understands them.

But that is not all. A group calling itself the Blind Cabal has been investigating the chambers

deep below the sinkhole, drawing upon the power of the rift and the Realm of Echoes. The Blind Cabal has a plan and, should it come to fruition, it might unleash upon the world the same dark forces that brought an untimely end to the lost kingdom of the minotaurs, the precursors before them, and perhaps an untold number of other civilizations back through the course of antiquity.

GETTING STARTED

What has drawn the PCs to the Necropolis of Pergia? One way or another, it should center around a document (see the handout) that tells them the following:

It is written of Garlenthathir, the greatest of the minotaur kings, that the key to his lost tomb lies in onyx and pearl. Bear such treasures to his crypt and they shall admit you to his great rewards, which have ever been sought but never found!

There are any number of ways that the PCs can gain this document. To make a smooth transition where, hopefully, the PCs decide on their own that they want to explore the necropolis, use one of the following options (or a method of your devising) to insert the document into an earlier adventure.

- * The parchment is mixed in with a treasure hoard.
- * The heroes win the parchment in a game of chance.
- * The parchment is discovered hidden within the binding of a book in which the heroes are doing research.
- * An employer attempts to pass the parchment to the heroes in lieu of a payment owed, claiming it is worth far more than their fee.

* The parchment is the McGuffin in an earlier adventure; a mysterious item that several parties are seeking. Its nature and content is only discovered when the heroes finally win it.

Researching the Necropolis: Characters may wish to learn a bit about the necropolis before deciding to act upon their clue. What they find out depends on the depth of their research and the resources at their disposal.

Basic information can be found through a number of means, including common rumors, the use of Diplomacy to gather information (if it is available), or a Knowledge (history) check (DC 20). Basic information includes the location of the necropolis, along with the following:

- * There was once an ancient kingdom of minotaurs, but it was forgotten after being swallowed up by the Wastes of Torenta a thousand years ago.
- * The necropolis is a deep gorge with tombs in the walls. The tombs used to be filled with fabulous wealth, but they've long ago been completely looted.
- * There are always rumors of "hidden" tombs containing greater wealth, but nothing new has been found in centuries. Only a fool would believe such rumors.
- * The area around the necropolis is some sort of mystical junction--arcanists sometime seek out the strange powers of the region.
- * Like most wilderness areas, the necropolis is home to strange and dangerous creatures.

Greater detail can be found through more thorough research, including Knowledge (history) checks hitting DC 25:

* Garlenthathir was the greatest of the minotaur kings.

* The necropolis was built at the site of a sacred shrine and oracle, revered by the minotaurs.

* One would expect the key to entering Garlenthathir's tomb to be leaving tribute of value commensurate with his stature--an onyx or pearl worth several hundred gold pieces at least would be needed.

Advanced results might be determined via a legend lore spell or similar effect, or a DC 30 Knowledge (history) check:

- * Garlenthathir believed he was descended from the original minotaur, the child of the goddess of day and the god of the night.
- * The oracle site is in a deep sinkhole. It was a sacred site not just to the minotaurs, but to races and civilizations that preceded them as well.

There are 45 encounters in *The Necropolis of Pergia*.

There are no random encounters in *The Necropolis of Pergia*.

THE BLIND CABAL

The Blind Cabal is a small confederation of clerics and magic-users driven by zealotry for their obscure cult and a lust for temporal power. Having spiraled into madness by contact with the Realm of Echoes, the cabal has discovered the ancient temple complex beneath the Necropolis of Pergia and that complex's access to the rifts far below it, and intends to exploit the rifts to unleash an army of monstrosities upon the world in a bid not just to seize power, but also,

ultimately, to reshape reality within this corner of the Material Plane.

The Cabal's Agenda: The Blind Cabal is a cult of madness, and to ascribe any true belief to their dogma is equally mad. They do, however, have an agenda, and a method to their insanity. Obsessed with the swirling, mind-destroying images they have received from the Realm of Echoes, the cabalists have come to see the material world as a corruption, an offense of order against the malevolent primordial chaos. They see the planar border between the worlds as a thin shield just waiting to be brought down, and believe that those who achieve this goal will be masters of the new order once the reality of the Material Plane is forever merged with the Realm of Echoes.

That's a project of many years, in all likelihood, and in the nearer term the Blind Cabal has rightly identified the kingdom of their homeland, and the Church of Pendar, as the key forces that might be able to combat their plans (though, to date, their extreme secrecy has paid off, and neither of these institutions is yet fully aware of the cabal). Therefore, their more immediate goal is to destabilize both the Church and the kingdom, weakening and distracting both as the cabal continues to strengthen its ties to the Realm of Echoes and research their plans to bring down the veil between worlds.

Members: The Blind Cabal is a circle of clerics and magic users of moderate to high level. Their hierarchy is based on personality, devotion to the cause, and an internal logic

not obvious to the more sane--not strictly character level although, of course, the most powerful among them tend to be the more senior members.

The Blind Cabal believe their contact with the Realm of Echoes, and their ability to see what they think is the true nature of the universe, is interfered with by conventional vision, which shows them only the material world (in their view, this is a false and corrupted perspective). In keeping with that belief, all members of the Cabal blind themselves, gouging out their own eyes as part of the process of gaining entry into the Cabal. During those ritual proceedings, however, Blind Cabal members (not acolytes) gain the following simple template:

Blind Cabalist (CR +0)

Touched by the Realm of Echoes and having undergone a ritual blinding, members of the Blind Cabal see beyond the glare of the material world and gain special and terrible insight.

Quick Rules: Blind Cabalists gain the following traits:

- * **Blind:** The Blind Cabalist is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight, but cannot read or make Perception checks based solely on sight.

- * **Blindsight:** The Blind Cabalist gains the blindsight special ability.

- * **The Echoing Eye:** As a full-round action, the Blind Cabalist can scry as per the scrying spell but without the requirement

for components. The cabalist can use this ability a number of times per day equal to his Wisdom bonus (minimum 1).

Rebuild Rules: As above.

Acolytes: Acolytes are provisional members of the Blind Cabal who have not undergone the full ritual process of membership. (As an initial symbol of commitment, upon joining the group each acolyte removes one of his or her own eyes.) Because membership is based on insights gained into the Realm of Echoes (and a certain degree of madness), many potential recruits find their way to the cabal late in their careers. As a result, it is quite possible for an acolyte to be a higher-level character than some full members of the cabal.

Although there are some obvious similarities, The Oracle (in area 9) is not a member of the Blind Cabal, and is unaware of its existence. Her blindness is natural or the result of some ancient accident, and she relies principally on hearing for the messages that reach her from the Realm of Echoes, via the voice of the sinkhole. Nonetheless, it seems that both blindness and insanity help prepare the mind for insights from that terrible realm.

The Cast of Characters: A number of Blind Cabal NPCs appear in this adventure. A few of them are full members of the Cabal, but others are acolytes, retainers, and slaves.

Slaves: Any large facility needs a staff of workers. In the Blind Cabal's case, they also need fodder for their bizarre experimentation and food for their terrible

creatures. The slaves held in the asylum are generally good-aligned humanoids from the region of Carisford. All are low-level characters weakened physically and psychologically by their ordeal at the hands of the cabal. Slaves are encountered in areas 29, 30, and 33.

Retainers: For lack of a better word, these are servants of the cabal who provide specialized service, have aligned themselves willingly with the cabal, and have a higher status in the organization than the slaves. These include Creena (encountered in area 29), Al'Pershiea (area 33), and The Surgeon (area 38).

Acolytes: Acolytes are future cabalists serving the organization as they prove their fealty and develop their ties to the Realm of Echoes. Acolytes are encountered in area 17 and area 30.

Full Members of the Blind Cabal: A handful of full members of the Blind Cabal are encountered in this adventure; whether this constitutes just a fraction of the organization, or nearly all of it, is up to the GM to decide (see below). Among those encountered here are Girrenmoor (area 34), Plambten (area 35), Yesselendra (area 39), and Dor Kirenal (area 41).

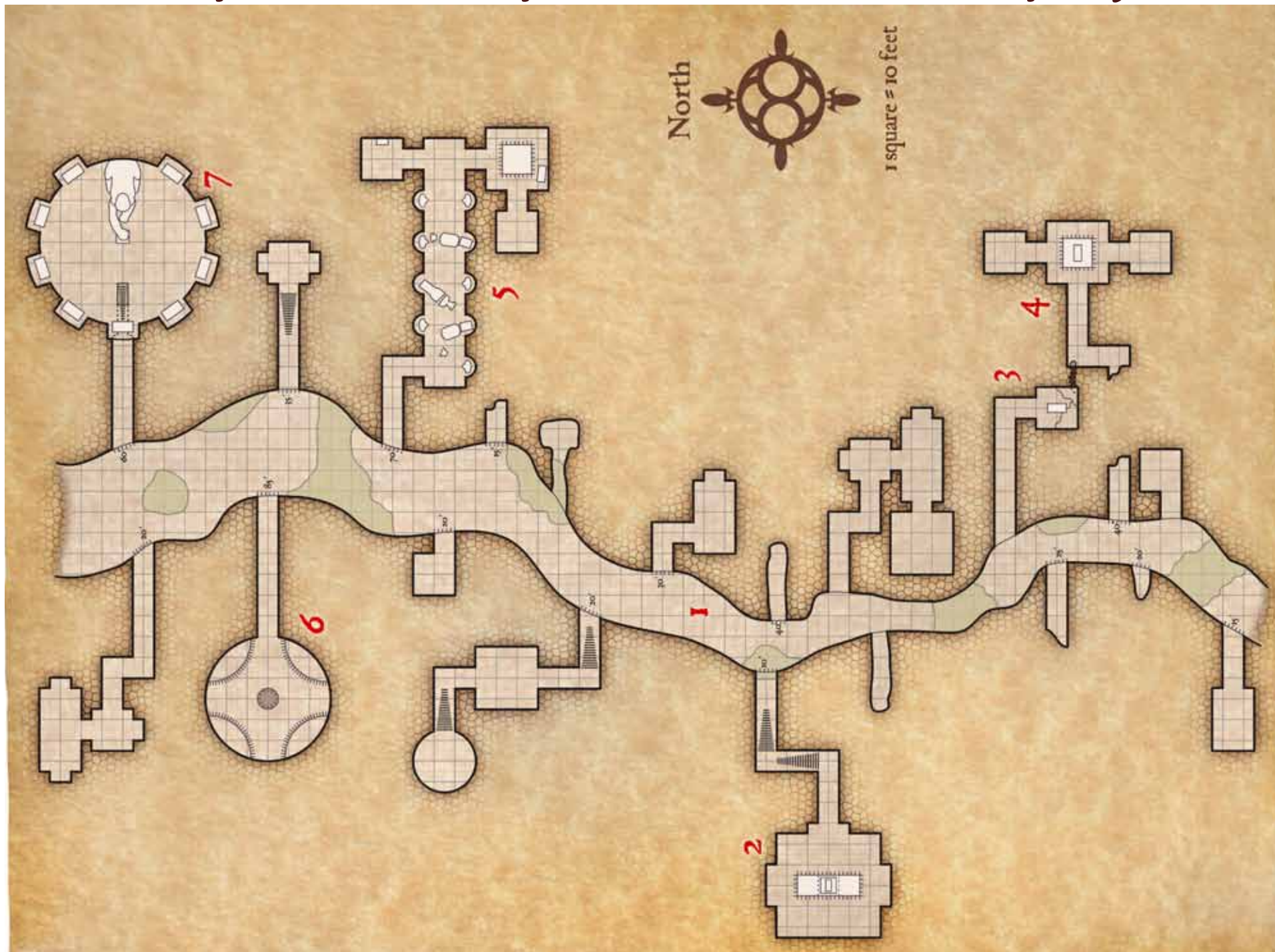
The Blind Cabal in Your Campaign: Not all members of the Blind Cabal make their appearance in this adventure; some are out and about in the world, engaged in the secretive business of their agenda. Is the asylum below the Necropolis of Pergia the cabal's principal abode and project--or do

they have other, equally insidious activities elsewhere? Are there many more members, or just one or two? Does the PCs' defeat of the organization's plans here break the back of the Blind Cabal, or is it just a minor setback? These questions are left for you to decide. (We currently have no plans to bring the Blind Cabal back in future adventures on *Dungeonaday.com*)

The Blind Cabal could be a relatively minor climactic threat to your campaign world--a solid victory for 6th- or 7th-level characters on a path toward facing even greater foes and achieving even greater feats of heroism and fame. Or it could be an ongoing threat, a recurring nemesis with even larger and more dangerous plans. This adventure serves as a fine jumping-off point in either direction.

THE NECROPOLIS OF PERGIA

THE GORGE & TOMBS



01. THE GORGE (EL 7)

Summary: The PCs arrive at an ancient necropolis, built into the walls of a narrow, winding gorge--dozens of ancient tombs were carved into the sheer cliff walls.

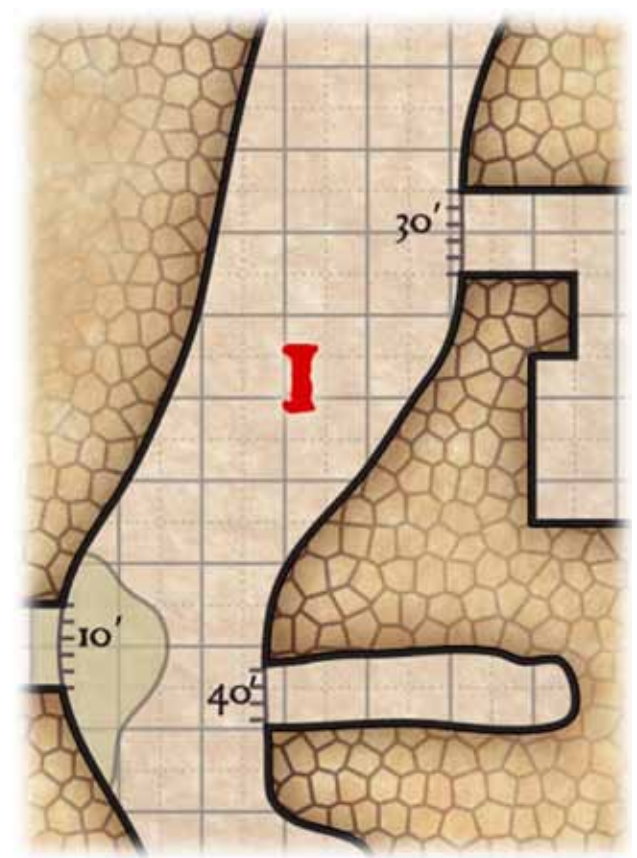
Sights and Sounds: The necropolis section of the gorge is roughly 20 feet wide at the southern end, doubling in width by the northern end. Its also deepens as it goes, from about 60 feet at the southern end to 120 feet at the northern. It is open to the sky at its top.

The walls of this deep, narrow gorge are formed of weathered stone--pale and coarse--and rise almost vertically to the channel's lips.

Scores of openings line the walls on either side, some the size of windows, others doors or even double doors. Many are ornately carved portals surrounded by friezes and bas-relief, while others are simple, roughly cut openings.

The floor of the gorge is stony in most places, but deep drifts of sand pile up in others, which makes the ground in those areas difficult terrain.

Background: This natural chasm was created by erosion over the course of millennia. The walls rise gradually from the gorge's head a mile or so to the south as it winds its way toward the oracle's sinkhole at its northern end. The ancient kingdom of minotaurs revered the sinkhole and the oracle, and



were drawn to the sense of mystic power that permeates the area. They considered it a great honor to be interred along the passageway to this holy site. Dozens of tombs--ranging from grand to simple--were built into the gorge, not just at ground level but further up the wall as well. Although individual examples vary, as a general rule the finest tombs tend to be those furthest north (nearest the oracle), set highest in the walls, and running the deepest into the stone.

Over the centuries since the collapse of the minotaur kingdom, these tombs have been plundered and explored time and



again, so that most of them retain little of their original wealth. Other creatures have sometimes made their homes in these caves, though. Currently, a flight of harpies is the dominant resident of the chasm, with its members nesting in several of the tombs that open high above gorge's floor.

The Gorge: The walls of the gorge are sheer but coarse, striated by millennia of weathering and the erosive forces of waters that dried up thousands of years ago. Climbing the walls, whether to reach a tomb opening or to ascend to (or descend from) the rim of the channel, requires multiple Climb checks. The DC for each check is equal to 15 + 1d6; roll to determine a new DC for each check. (Multiple characters following the same climbing route can use the DCs established for the first climber.)

The floor of the gorge is stony and rough, but interrupted with patches of sand that are sometimes quite deep. The sandy areas shown on the map are difficult terrain.

Tomb openings line the walls throughout this portion of the gorge. Some are at ground level, but most are set high in the walls. The number listed next to the mouth of each opening on the map gives the height of that opening above the floor of the gorge (those openings without numbers are at floor level). Tombs not marked as encounter areas on the map are empty (though the GM may choose to put additional encounters in them if he chooses).

The Harpies: A fairly large flight of harpies dwells in the gorge, with individuals nesting

in several locations. A single harpy is on watch at most times, typically watching from the entrance of area 05. (It takes 10 on its Stealth roll, making it so that spotting it requires a DC 13 Perception check.) If the guard harpy notices intruders, it uses its captivating song and then swoops down to attack those PCs not affected by the song, using Flyby Attack and targeting the character that looks to be the weakest.

A second harpy responds to the captivating song, appearing from area 05 the following round. A third harpy responds to the sound of combat, appearing from area 06 in 1d4 rounds.

Harpy (3): hp 38

REVISIT

The harpies in area 05 venture forth within an hour of any battle between the PCs and the harpies described above, scavenging the fallen bodies (including those of their comrades). They set a new guard. Should this guard spot intruders anew, it uses its captivating song but does not attack unaffected heroes. Two additional harpies emerge from area 06, also using their captivating song. However, the harpies only attack captivated targets who are separated from their non-captivated friends.

Connections: The northern end of the gorge connects with the sinkhole in area 08. The gorge also connects with areas 02, 03, 05, 06, and 07.

See the Map of The Necropolis.

02. THE VICTORY ARCH (EL 4)

Summary: The PCs find a tomb containing a memorial in the form of a massive victory arch. Though the arch's subject is long dead, the cave is still home to other, less praise-worthy creatures.

Sights and Sounds: This tomb is typical of the larger, ornate style tombs, except that its entrance is just a few feet above the floor of the gorge.

Sitting just about at head level, this large entrance is framed by ornate columns carved into the rock of the gorge wall. A heavy stone door sits ajar, sand drifted against the entrance.

A DC 10 Perception check allows the characters to notice, just within the door, half buried in the drifting sand, a bronze and gold crown. Beyond, a passageway ten feet wide and fifteen feet tall continues into the rock.

Background: This is one of the more ornate tombs in the necropolis, the original contents of the crypt having long ago been looted, as is the case with most of the tombs. In recent times it has become home to a pair of cave fishers. They survive mostly on hapless creatures--birds, snakes, pumas, wolves, and so on--that sometimes seek shelter from the day's heat in the ancient tombs, but whenever possible they supplement their diets with a juicy tomb explorer. The close proximity of this tomb to the floor of the gorge makes it attractive to wandering animals and explorers alike, and also keeps the cave fishers out of the harpies' way.



the first corner is a hefty curved dagger of archaic design. Its bronze blade is too corroded to be used as a weapon, and the scabbard all but falls apart when handled, but the gold and silver filigree around the grip is worth 10 gp. Finally, about halfway up the final set of stairs, there lies half of a ceremonial scepter with a gold cap worth 15 gp.

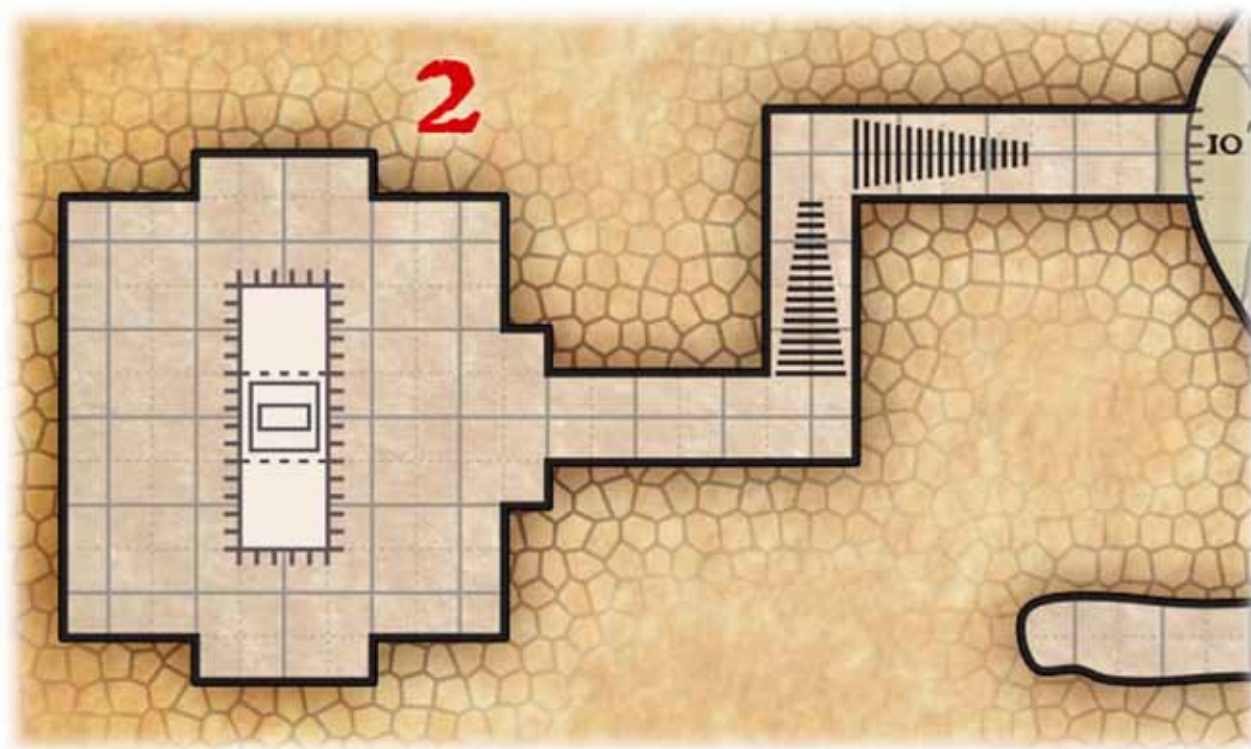
At the top, the stairs open into a large chamber with a very high ceiling (40 feet). The ceremonial arch is much like a small version of the Arc de Triomphe or other real world victory arches.

This voluminous chamber, its walls etched with ornate carvings and bas-relief, is dominated by a large ceremonial arch. The arch, equally decorated with columns and bas-relief, is a blockish, freestanding stone structure roughly thirty feet wide and over twenty feet tall, through which an archway opens. What looks like a sarcophagus on a stone platform rests under this archway. The splendor of the chamber is obvious, but its age is revealed by tendrils of cobweb and drifts of sand and debris scattered around the floor.

Shortly after she arrived in the region, the oracle--at the time concerned about dangerous interlopers--exploited the cave fishers' presence as a means of discouraging or eliminating treasure-hunters before they reached the sinkhole. The crown laying near the entrance of the tomb is one of several items the oracle placed to lure passers-by into the cave fishers' lair.

The Tomb: A long series of staircases, ten feet wide by fifteen feet tall, lead deep into the living rock. A Perception or Survival check (DC 10) can find the occasional tracks of an animal, humanoid, or boot print, but none are recent.

The oracle scattered a handful of valuables along the steps as part of an effort to lure explorers into the tomb. The bronze and gold crown near the entrance is worth 50 gp. At



The sarcophagus is empty, its lid broken and ajar.

The bas-reliefs on the walls and the arch itself depict a variety of scenes of minotaurs--wealthy and perhaps royal--interacting with other minotaurs and humanoids, some of whom appear to be servants or slaves. The largest image, directly behind the arch, shows what appears to be a minotaur king, over whom hangs both a sun and a full moon.

A handful of bones are scattered around the chamber--miscellaneous bits of kobolds, gnolls, humans, and other humanoids. If examined, all of these show clear signs of having been gnawed upon.

The dense carvings on the walls and outer surfaces of the arch monument give them a Climb DC of just 12.

The Cave Fishers: Two cave fishers live in this chamber. One clings to the wall near the ceiling above the door. Depending on the PCs' light source, it may not be visible in the darkness. The second cave fisher lurks atop the arch, where the cover of the arch aids it in hiding from any interlopers. They attempt to snare any creatures, preferring to target stragglers who are separated from their group.

Cave Fisher (2): hp 22

Connections: This area connects to area 01.

See the Map of The Necropolis.

03. THE TUNNEL (EL 3)

Summary: Like many of the tombs, this one seems relatively unremarkable. That is until the PCs discover a rough-hewn tunnel leading deeper into the rock face--not to mention the tunnel's residents.

Sights and Sounds: The entrance to this tomb is at the floor of the gorge. There is no light within.

The tunnel entrance is simple and unadorned, though it cuts cleanly and smoothly into the cliff

face. The passageway is lengthy, disappearing into darkness with no sign of a staircase or corner.

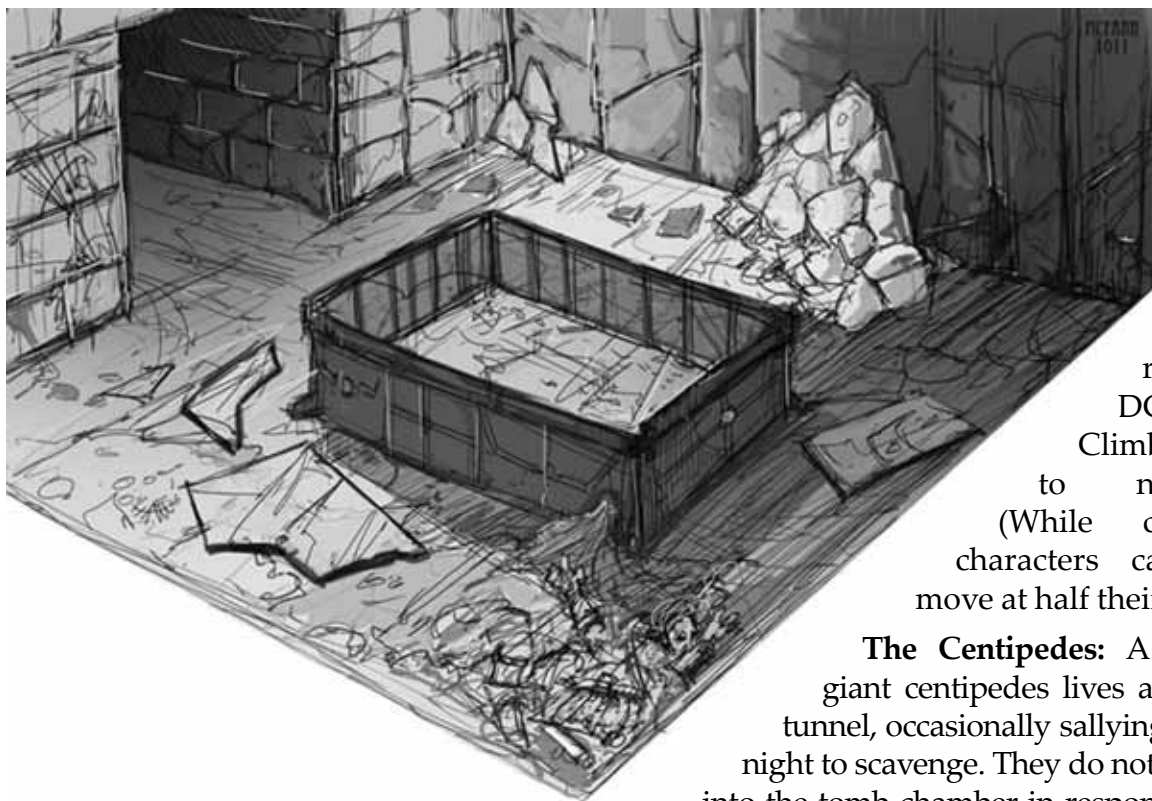
The passageway is simple--ten feet wide and fifteen feet tall. There are no decorations.

Background: This simple tomb was looted centuries ago, though it probably never contained much wealth to begin with. It would be no more interesting than any of dozens of other empty chambers in the necropolis except that a tunnel has been dug from this tomb into another, somewhat higher in the gorge wall. The higher, much richer tomb (at least originally) was sealed by a rock fall, but inventive pillagers from an earlier age dug the tunnel from this tomb to reach it.

The Tomb Chamber: The central chamber of this tomb is a simple 20-foot square. A battered stone sarcophagus, sized for a minotaur, rests in the middle, its lid broken and no signs of the remains of its occupant. Dominating the room, however, are many piles of rubble and stone. At first, the source of these rocks is unclear--locating the excavated tunnel in the south-east corner of the ceiling requires a DC 15 Perception check while the tunnel entrance is in dim light, but under normal illumination the tunnel entrance becomes obvious.

The skeletal corpse of a half-elf lies in the southwestern corner of the room. A layer of dust and drifted sand almost completely covers it, but it can be easily found by any





requiring
DC 10
Climb checks
to negotiate.
(While climbing,
characters can only
move at half their Speed.)

The Centipedes: A nest of giant centipedes lives above the tunnel, occasionally sallying forth at night to scavenge. They do not descend into the tomb chamber in response to the PCs entering it, but they do attack any creature that climbs more than halfway up the tunnel and will pursue opponents from the tunnel into the chamber below and beyond.

Characters fighting in the tunnel are subject to the attack and AC penalties for squeezing through a space (-4 to attacks and AC). The centipedes do not suffer these penalties--even the Medium-sized centipedes move easily through the tunnel and are unimpeded in combat. However, only one of the giant or sewer centipedes can fight in the tunnel at a time.

Additionally, centipedes above the heroes gain the +1 bonus to attacks for higher ground.

character searching the room (or noticed offhand with a DC 7 Perception check). The skeleton wears a set of masterwork studded leather armor; a useable set of saddlebags, containing only long-desiccated provisions, can be found next to it.

A character searching the tomb for tracks might (Survival, DC 15) find a number of small pits in the few pockets and drifts of sand to be found in the tomb. The source of these pits is indeterminate, although a Survival check (DC 20) identifies them as likely created by some sort of large vermin.

The tunnel itself is rough-hewn and only about two feet in diameter. It heads eastward at a near-vertical slope, rising 30 feet and

House Centipede (3): hp 4

Sewer Centipede (3): hp 4

Giant Centipede (2): hp 5

Connections: This area connects to area 01 and area 04.

See the Map of The Necropolis.

04. THE BLOCKED TOMB (EL 3)

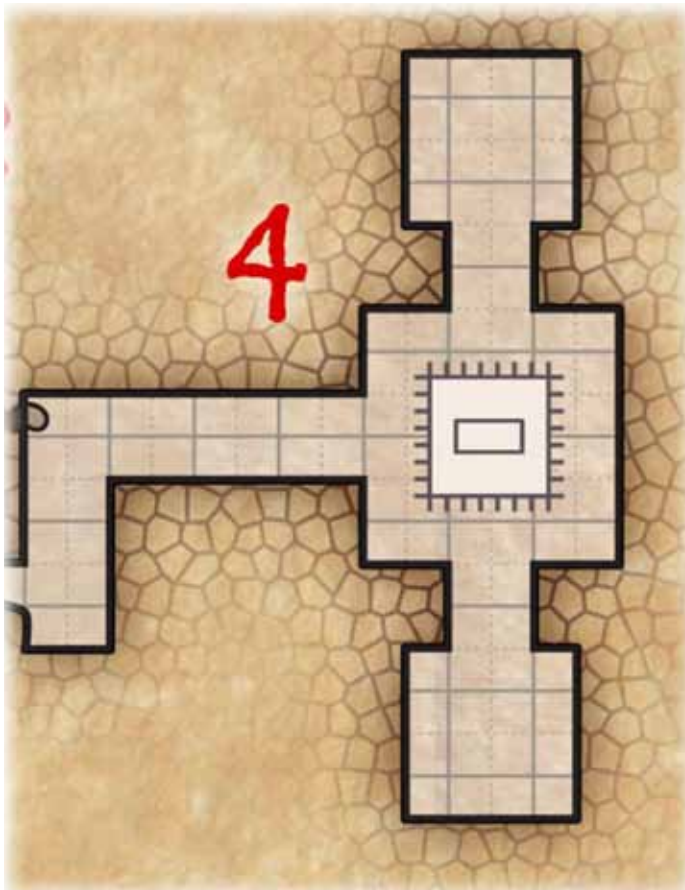
Summary: A narrow tunnel leads from a small, Spartan tomb to a larger, richer one.

Sights and Sounds: This area is lightless. Ceilings in the passageways and openings are 15 feet high, while those in the chambers are 20 feet high. The rooms are silent and smell only of dust. If the PCs have sufficient light, they see the following.

The walls are covered in bas-relief depicting huge minotaurs all gazing down at the center of the chamber, where a raised platform, surrounded by chunks of stone fallen, apparently, from the ceiling, holds a large stone sarcophagus. A skeleton sprawls on the platform, a rusted sword in its hand. The way toward the gorge is choked, just past a dogleg, by an ancient cave-in. In the other direction, a short passageway opens into a square chamber, with further openings to either side.

The chamber is crowded with earthenware pots--broken and intact--tumbled down stone, and other debris.

Background: The entrance to this rich tomb collapsed long before the treasures was plundered. Enterprising adventurers eventually tunneled to it from a tomb



below, hauling away the bulk of its loot. Although there's relatively little of value left, its isolated location has, to some degree, protected it from scavengers (both the two-legged and multi-legged variety), and more of the original funereal contents remain than in other tombs.

The Chambers: This tomb is comprised of three chambers: the central burial chamber, a northern altar chamber, and a southern treasure chamber.

The central chamber is dominated by a platform in the center, 4 feet high and 18

feet on a side. A minotaur-sized stone sarcophagus lies atop it, the lid ajar. Within is the disheveled, crumbling remains of a minotaur mummy, surrounded by broken pottery shards. Most of the wealth has been removed from this coffin, but the minotaur's horns bear two heavy gold caps each worth 50 gp. The lid is only a few inches ajar, so reaching and removing the gold requires shifting it--a Strength check (DC 21).

The skeleton on the platform is that of a human. It bears a rusted longsword. Its other possessions are likewise unusable and without value except for a crumbling purse that contains a scrap of parchment and a large, polished black marble. The scrap has a diagram of what looks like nothing more than a pair of intensely wiggly lines sitting side by side--and the words "two must walk it at once." A DC 8 Knowledge (dungeoneering) or Appraise check will identify the marble as being a finely crafted piece of onyx, if the check beats DC 12 will reveal that the stone is worth several hundred gold pieces at least. A DC 15 Appraise check will reveal that it's actual value is 275 gp.

The area around the platform is surrounded by funereal goods, primarily stored in large, heavily decorated earthenware jars, many of which have been smashed apart. There is nothing of value in them--their contents were primarily foodstuffs and smaller mummified

creatures, most of which have disintegrated into dust and bone fragments. However, a few moments' searching can recover 12 heavily decorated pots that are intact, each several feet tall and weighing roughly 15 pounds. If they can be successfully returned to civilization, they are art objects worth 50 gp each.

The platform and the floor around it are also dotted with chunks of rock--some as large as a foot or two across--that have fallen from the ceiling.

The other chambers are similarly littered with rock and broken pottery. The treasure chamber has been thoroughly looted, but a search of the altar chamber (DC 15 Perception check) turns up a key of lock jamming.

The Grick: In the burial chamber lurks a grick, clinging to the wall in an area where chunks of stone have fallen away. Taking advantage of this uneven background and its dark coloration, it hides, waiting for the perfect opportunity to drop upon the interlopers. Ideally, it hopes to drop upon a character who is isolated from the others--perhaps a character lingering in the room as the others depart. Barring that, it might seek to drop upon a character holding the party's light source, causing that character to drop the light (or possibly even extinguishing it) and giving the grick cover of darkness.

Grick: hp 27

Connections: This area connects to area 03. See the Map of The Necropolis.

05. THE HARPY NEST (EL 5)

Summary: High in the wall of the gorge, within a large tomb is the principal nest of the harpies that plague this canyon. Are the PCs up to the challenge of removing them?

Sights and Sounds: This harpy nest is located in a large, ornate tomb set high off the ground. The interior of the tomb is dimly lit by a handful of candles, except for the altar and treasure chambers, which are dark. Characters approaching the tomb may be attacked by the harpies before reaching the interior, but once they do they see the following.

A grand arcade, its vaulted roof thirty feet overhead, is flanked by a range of rounded alcoves on either side. Larger-than-life statues of minotaur heroes stand in several of the alcoves, or lay broken on the floor before others. Along with the remains of these ancient sculptures, a great many bones are scattered about the floor.

Background: The large tombs at the higher reaches of the gorge, as ornate and grandiose as they are high off the ground, suit the harpies well as lairs. This is one of two tombs they have occupied.

Approaching the Tomb: The entrance to the tomb, set 40 feet above the floor of the gorge, is guarded by a member of the harpy flight at most times--and this is certainly the case if the PCs have already encountered the harpies in area 01. The harpies attack any creatures spotted climbing the gorge walls--especially adventurers approaching the entrance to the nest. The harpies do not, however, stray far from the tomb entrance

and, if faced with attackers using ranged weapons or spells against them, retreat into the tomb to draw their tormentors inside.

The Gallery: The tomb is dominated by a long gallery, twenty feet wide and with a thirty-foot ceiling. Deep, rounded alcoves line the walls on either side. (The passageways and entrances match the alcoves in design and positioning.) Several of these contain large (20-foot tall) statues of minotaurs, often in archaic garb or armor. Several other statues have fallen or been knocked from their alcoves and lie broken on the gallery floor.

This is the location in which the harpies are most likely to be encountered. Several of the harpies lurk near the eastern end, taking cover in the southern passageway if attacked.

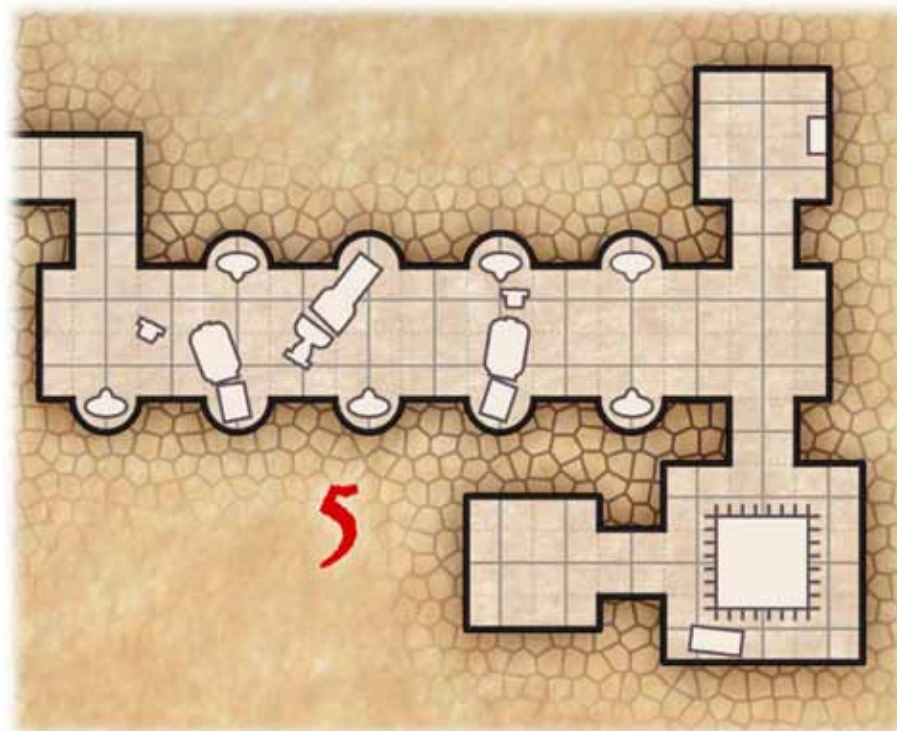
Another hides in the first alcove along the northern wall, clinging to the back of the minotaur statue. The harpies intend to attack when the PCs get between them, using the overhead space to make flyby attacks on the group.

The Nest: Several chambers adjoin the east end of the central gallery. To the north sits an altar chamber dedicated to a forgotten god worshipped by the ancient minotaurs. A small but ornate stone-carved altar table

sits against the eastern wall beneath an enormous bas-relief of a bare-breasted, bovine-headed woman. The opposite wall features a more abstract diagram of a circle surrounded by nine minotaurs. Several wavy tendrils--tentacles, perhaps, or maybe wisps of smoke--arise from the central circle.

To the south sits the larger burial chamber, the site of the harpies' nest proper. Beyond that lies the tomb's original treasure chamber.

The harpy nest, in the burial chamber, is built upon a large dais that once held the tomb's sarcophagus; the stone box, its occupant long gone, has been pushed to the back of the chamber. The nest itself is made of tree branches interwoven with ragged lengths of cloth.



The treasure chamber once held the wealth of the minotaur whose tomb this was, but it has long been emptied. Instead, however, a search of the room (Perception, DC 12) reveals a small stash the rank and file harpies kept hidden from their jealous queen, tucked under the broken lid of a sarcophagus. The stash includes a spyglass, a potion of enlarge person, and 5 gems worth a total of 220 gp.

The Harpies: The harpies prefer to attack interlopers individually when they are most vulnerable (as they ascend toward the tomb), but they won't take significant risks to do so. Instead, they will fall back into the tomb if they are attacked with ranged weapons or magic.

Once in combat, the harpies of course attempt to use their captivating song to remove as many opponents from action as possible. They attack using Flyby Attack,

taking advantage of the high ceiling in the gallery to keep away from the PCs' melee attacks. If possible, they try to launch their attack with the PCs between them, by hiding at least one harpy behind the statue in the alcove nearest the gallery entrance.

There are four harpies at this nesting site, but they do not defend it to the death. Any harpy who is reduced below half her hit points attempts to flee the tomb on her next action, heading for area 06. When the number of remaining harpies reaches two, regardless of their remaining hit points the last pair retreats, cursing the heroes as they go (again for area 06).

Harpy (4): hp 38

Upping the Ante: GMs wishing to make this encounter more difficult might increase the number of harpies, but beware of making the necropolis seem too much like an all-harpy excursion. An alternative is to mix up the encounter's threats by adding a number of minor ground-based creatures. Perhaps the bones and carrion scattered around the gallery have attracted the attention of giant flies, which have laid their eggs in this chamber.

Giant Maggot (4): hp 7

Connections: This area connects to area 01.

See the Map of The Necropolis.



06. THE HARPY QUEEN (EL 5)

Summary: The PCs have reached the highest of the tombs in the gorge which, naturally, is where the harpy leader of has made her nest.

Sights and Sounds: The harpy queen's nest is set in the most ornate tomb in the necropolis, placed nearly two-thirds the way up the wall. A single lantern, hanging below the harpy queen's nest, lights her chamber. Once the PCs are inside the tomb, describe it as follows.

A long passageway, lined with ancient, worn bas-relief leads to a large circular room. Four high, ledge-like platforms surround a deep pit while above, suspended in an ancient, corroded bronze chandelier, sits the harpy queen's nest.

The room stinks of excrement and decaying flesh. The ceiling is 30 feet high.

Background: This tomb, one of the grandest in the necropolis, was built for a long-vanished dynasty of minotaur leaders. The harpy queen chose it due to its location, high above the floor of the gorge, and for the heavy bronze chandelier which allowed her to build her nest above the floor of the room.

The Nest: The harpy queen's nest, built of branches, bones, and torn, dirty cloth, sits upon a heavy bronze chandelier supported by four thick bronze chains. Millennia of corrosion have bent their efforts upon the metal, and the chandelier is no longer sturdy.

The chandelier is 10 feet in diameter and 20 feet off the ground. It and the nest can be walked upon, but both count as difficult

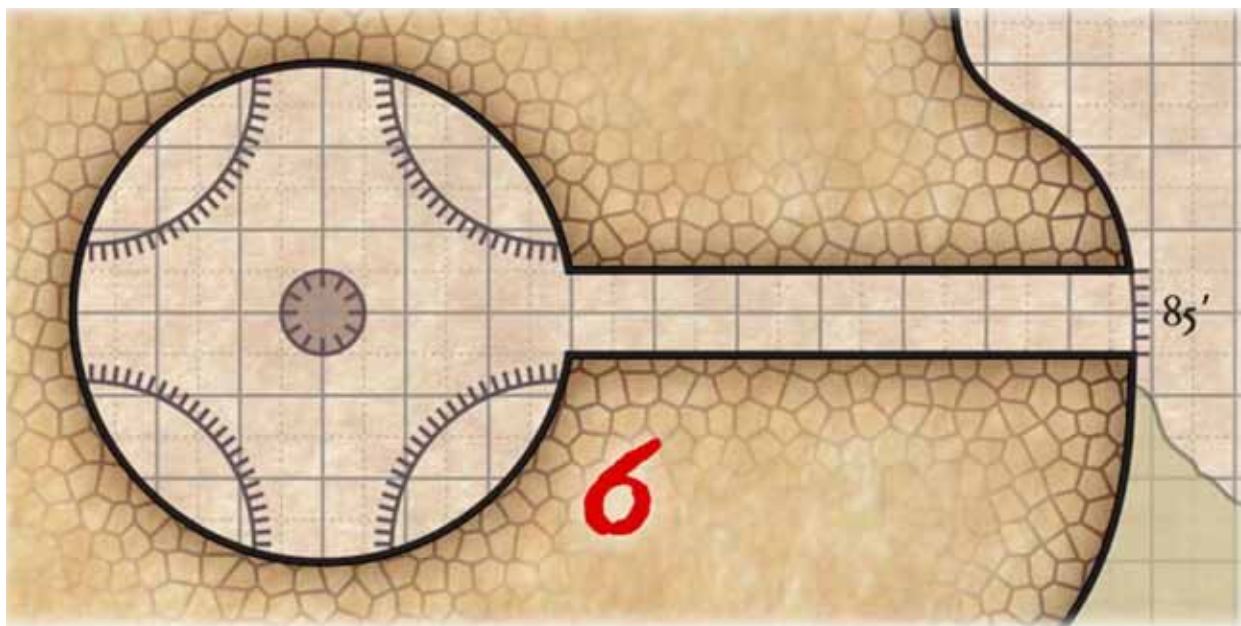
terrain. Furthermore, any substantial activity (such as combat) on the chandelier causes it to rock and sway for 1d4 rounds. Creatures on the swaying chandelier must make Acrobatics checks (DC 10) with failure causing the creature to fall prone, and failure by more than 5 points causing the creature to fall off the chandelier.

Furthermore, every round in which the chandelier sways, roll 1d10. On a result of 1, one of the chandelier's chains breaks. After one chain has already broken, a result of 1-3 indicates that a second chain breaks. When a second chain breaks, the chandelier falls away, dumping the nest and any creatures on it into the pit below. The bottom of the pit is 40 feet below the initial level of the chandelier.

In addition to the harpy queen herself, the nest contains all of her treasure. This consists of a potion of bull's strength, a potion of owl's wisdom, a potion of wood shape, a divine scroll of detect undead, an arcane scroll of darkvision, 9 gems totaling 430 gp in value, 6 pp, 136 gp, 520 sp, and 140 cp.



The Pit: The pit is a circular opening in the floor 10 feet in diameter and 20 feet deep. Although regular and perfectly round in design, it is a symbolic representation of the sinkhole that adjoins the necropolis (and



which is the spiritual center of the complex). The walls of the pit are decorated with wavy lines that might represent vapor or tentacles rising from below. The floor is concave, and littered with the skulls, rib cages, and long bones of the harpy queen's many meals.

The harpy queen recognized the defensive advantage of the pit, should intruders invade her aerie. She has had her minions loosen and undermine the flooring stones along the pit's edge. The loosening can be noticed with a Perception check (DC 10 + the number of feet the character is from the edge of the pit). Any creature standing on the floor in a square adjacent to the pit must make a Reflex save (DC 12) as the stones along the edge give way. If the save fails, the character falls into the pit.

The Harpies: The harpies present include the harpy queen and any wounded harpies

that retreated from area 05. Wounded harpies have the number of hit points they did when they fled from area 05, unless sufficient time has passed for any natural healing to occur.

The queen is a two-headed harpy. Use the standard harpy stats, but she gains the Improved Multiple Attacks special ability (see below), along with Alertness and Combat Reflexes as bonus feats. In addition, she has a necklace of fireballs (type I), which she uses in combat.

The harpy queen prefers to remain on the chandelier, above the heads of ground-based attackers. If other harpies are present, she directs them to attack, contributing to the combat only with her captivating song. If she is alone, if one or more of her cohorts are killed, or if she herself becomes the target of ranged attacks, she uses her necklace of

fireballs. She is stingy, though, and prefers to use the lesser fireballs first.

Other harpies make flyby attacks to hit characters on the ground while taking advantage of the high ceiling to stay out of reach of ground-based reprisals. When possible, they attempt to lure characters to the edge of the pit.

Improved Multiple Attacks (Ex): Because the two-headed creature has two brains, it can easily control multiple attacks without penalty. Two-headed creatures never take penalties to attack or damage from making multiple attacks. As a standard action, the creature can make two attacks. If these two attacks are the same primary attack (two bites, two weapon attacks, two claws) they both add 1 1/2 x the creature's Strength bonus to damage.

The Harpy Queen (Harpy): hp 38

Connections: This area connects to area 01. See the Map of The Necropolis.

07. THE ALTAR OF DARK AND LIGHT (EL 3)

Summary: This forechamber contains a complex of challenges that open the way into a tomb that has never been pillaged.

Sights and Sounds: This extremely ornate chamber boasts a 40-foot ceiling (the entry passageway and antechamber ceilings are 20 feet high). There is no light source. Assuming the PCs have sufficient light, they see the following in the main chamber.



Narrow steps ascend into a huge, round chamber dominated at the far side by a giant statue of a sphinx. The creature sits with its impassive face staring out over the room, one huge foreleg, itself the size of a horse, resting on a large, stone-carved reliquary. Around the circumference of the room, nine niches hold stone sarcophagi.

The floor before the sphinx is patterned in a huge labyrinth marked out in white and black marble, but the image is obscured by centuries of dust.

Background: This tomb belongs to Garlenthathir, the greatest of the minotaur kings from his dynasty, and the only figure whose name has survived into legend. Garlenthathir led a cult among the minotaurs who idolized their gods of daytime and nighttime, and his tomb was built around those beliefs. This chamber is only the antechamber, a room in which his followers and descendants could pay their respects. A number of retainers or key family members were buried here, but Garlenthathir's tomb proper lies beyond.

Garlenthathir's architects designed three challenges to guard the inner tomb. It is likely the solutions were well known--obvious, even--to the minotaur priests and mystics of the era (in case there was some religious reason why they might need to regularly visit the tomb). Garlenthathir's cult faded shortly after his death, however, and the minotaur kingdom died out sometime thereafter. The reasoning that underlay the challenges was lost, and the looters of later years either did not suspect a deeper tomb or were unable to work out the challenges.

The oracle has come to understand, either through some crazed insight or via the whisperings of the voice of the sinkhole, the logic behind the challenges, and is aware of the tomb beyond. She also knows that it is an opening into further reaches--places that pre-date the minotaur necropolis. She knows that many dangers lurk therein, but, being uninterested in the riches of the tomb or the particular secrets of the darker realms, she has never explored beyond this chamber.

The three challenges all revolve around the cult of day and night and the mythical origins of the minotaurs (at least as they were perceived in Garlenthathir's day). The first is a labyrinth, an interlocking design of black and white paths. The second is an offering, to be placed in the reliquary under the paw of the sphinx. The third is a riddle uttered by the sphinx herself. If all three of these are successfully navigated, a secret door to the inner tomb opens.

If the heroes have not gained the cooperation of the oracle, they may not have all the clues necessary to open the inner tomb. They might be able to piece together some idea of how to proceed, though, based on other clues they encountered along the way. The GM may wish to allow a DC 13 (or higher) Intelligence check to realize the significance of these clues if the players are having particular difficulty.

* The scrap of parchment from area 04 appears to be a rough representation of the labyrinth. The parchment further indicates that "two must walk it at once."

* A character who speaks Giant (the language spoken by minotaurs) may note that the words for "day" and "night" are both feminine in form.

* The words "night and day" and "sisters" are among those scrawled on the wall in the oracle's cell in area 09.

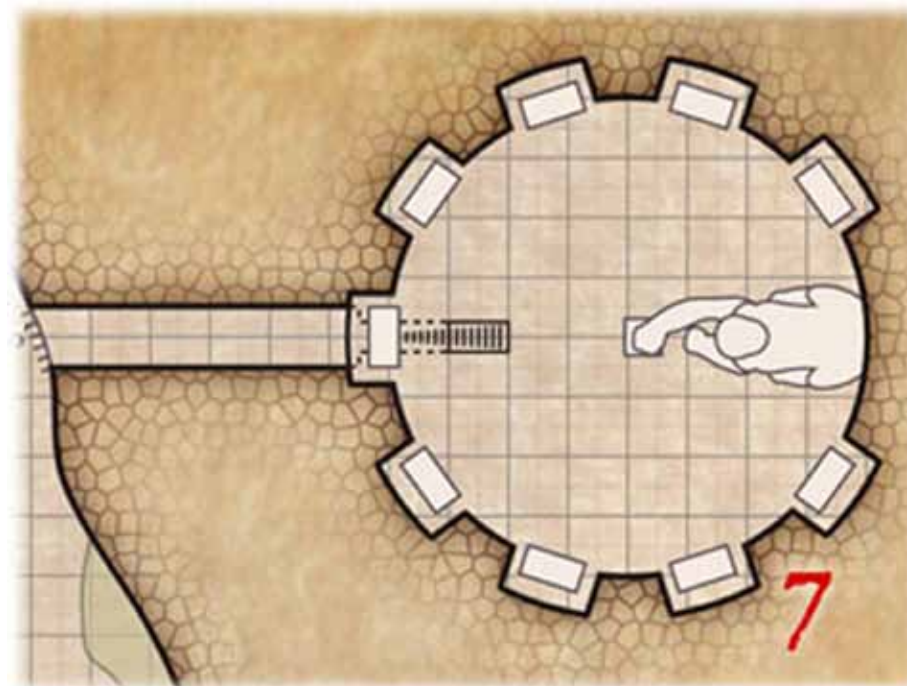
The Chamber: The entrance passage ends in a set of steps that narrow to less than five feet wide. These steps ascend into the main chamber via a rectangular, railing-less opening in the floor.

The chamber is high-ceilinged and ringed by deep niches. Each niche contains a stone sarcophagus; all have been opened and thoroughly looted, with only a few bones and mummy fragments remaining. Although ornate, the sarcophagi are visibly less so than the rest of the chamber.

The walls are covered in large bas-relief images that are interspersed with the niches. They all illustrate a mighty minotaur king blessing retainers, receiving tribute and adulation, going to war, giving alms to the needy, and other typical kingly things. Running above these scenes, the niches, and the sphinx, in one continuous ring about 20 feet off the ground, is a lengthy sort of cartoon.

A humanoid queen, pictured with a glowing sun over her head, admires a black bull over which a moon hangs. The queen approaches a dwarf, and he builds a large contraption that looks like a cow. The queen enters the contraption, and the bull copulates with it. Further on, the queen is seen holding a baby with the head of a bull. The queen and the dwarf cast a young minotaur into a deep maze. In the final scenes, minotaurs build great monuments and fight great conquering wars against other races. The last panel, directly above the sphinx, shows a mighty minotaur king seated on a throne--a sun above one shoulder and a moon above the other.

A statue of a gigantic gynosphinx, her back 10 feet off the ground and her head a full 20 feet, sits supine with her back to the wall opposite the staircase. A Perception



check (DC 20) finds a seam along the line where her back touches the wall; moving the sphinx might reveal a secret door, but there is no discernible way to make that happen.

The Labyrinth: The floor of the chamber is marked out with a giant labyrinth pattern of black and white marble. The pattern forms two paths (one white, one black), each beginning at foot of the staircase and ending at the reliquary. Unlike a maze, the labyrinth, while perhaps confusing when seen from ground level, does not have any branches or dead ends--these are simply two winding paths.

The black and white marble of the labyrinth design is not necessarily obvious right away--a thick layer of grit, sand, and dust coats the floor, giving it a fairly uniform gray appearance. A PC paying attention to the floor, and with a good light source, might notice the presence of a pattern with a Perception check (DC 15). The DC of the check goes down by 1 point for every minute spent in the chamber, as the party's footprints expose more and more of the floor beneath the dust. Seeing the entirety of the pattern, however, will require the heroes to spend some time clearing away the debris.

Successfully completing this challenge requires two characters to walk the two paths simultaneously, beginning at the staircase entry to the chamber and ending at the reliquary. The character walking the black path must be carrying a piece of onyx valued at 250 gp or more; the character walking the white path must be carrying a large white pearl valued at 250 gp or more.

If the oracle is helping the heroes enter the hidden tomb, she shows them the labyrinth under the dust and instructs them on how to overcome this challenge.

The Reliquary: At the end of the labyrinth path stands a stone pedestal several feet on a side and about five feet tall. Pillars at the corners of the pedestal support a roof above it, and on this room rests one massive paw of the sphinx. In the center of the pedestal there are two depressions.

Successfully completing this challenge requires the characters to place a piece of onyx in one depression and a large white pearl in the other. Both must be valued at 250 gp or more.

If the oracle is helping the heroes enter the hidden tomb, she tells them to place the stones within the reliquary.

The Riddle: Once the requisite stones are placed in the reliquary, the sphinx speaks. She poses the following question:

We owe all that there is to the two sisters; one gives birth to the other and she, in turn, gives birth to the first. Speak their names in praise.

The correct response, which must be spoken by one of the characters who placed the stones in the reliquary, is "day and night." This can be said in any language or any form that basically expresses the two ideas. The heroes can take as much time as they like, but if the characters who walked the labyrinth leave their respective paths, or if they offer an incorrect answer, the sphinx returns to its original stance and the entire process must be restarted.

The oracle does not know the answer to the riddle per se, but the voice of the sinkhole has recently been whispering to her that night and day are sisters.

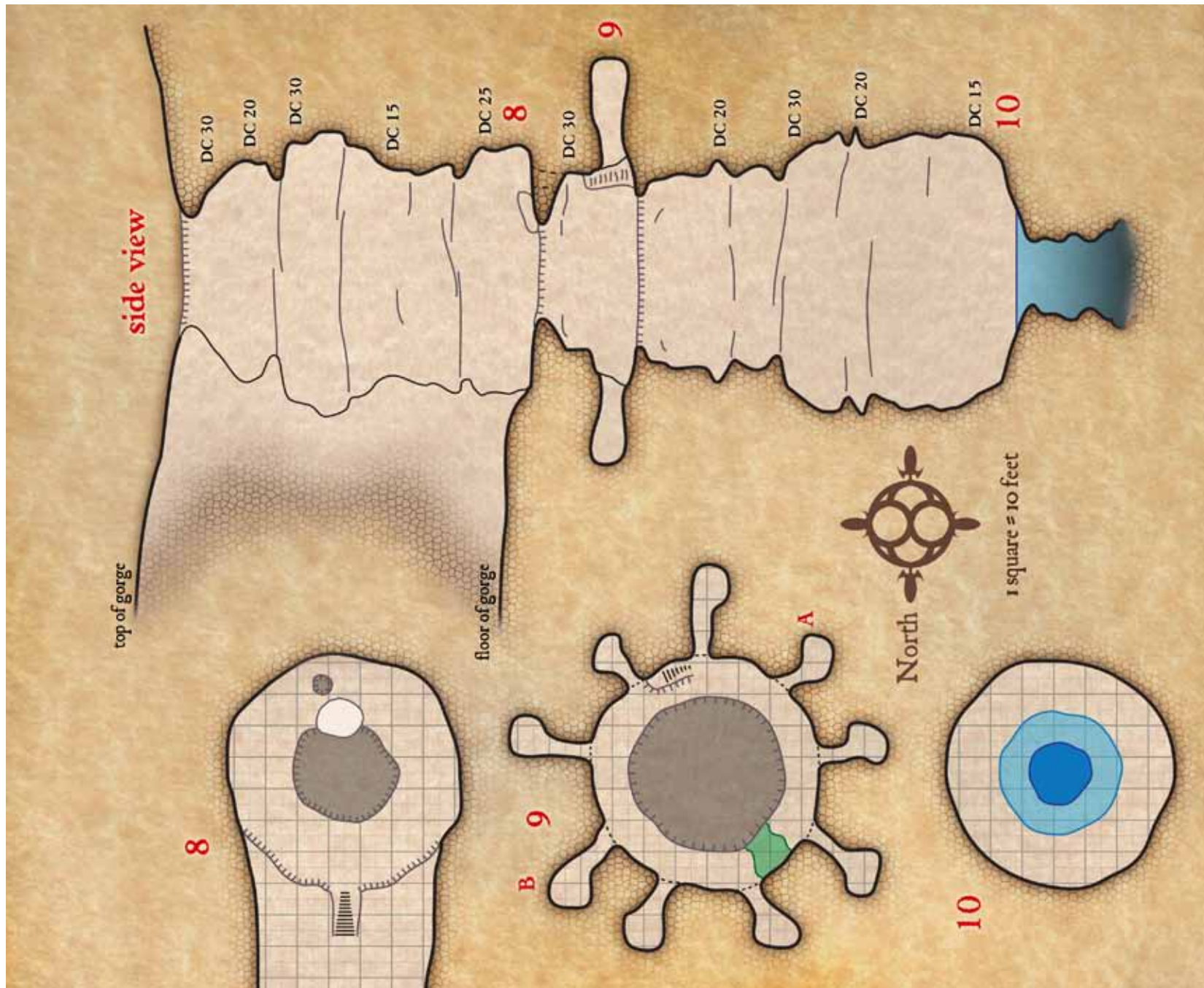
If the correct response is given, the statue of the sphinx begins to slide forward. As it separates from the wall, it exposes a passageway 10 feet wide and 15 feet high leading into area 11.

Connections: This area connects to area 01 and area 11.

See the Map of The Necropolis.

THE NECROPOLIS OF PERGIA

THE SINKHOLE



08. THE SINKHOLE

Summary: The PCs come across a gigantic sink hole at the northern end of the gorge--a site that was sacred to the lost kingdom of the minotaurs.

Sights and Sounds: The sinkhole is a deep circular pit with uneven but generally vertical walls. It is open to the sky above, though wider at the level of the gorge floor. Describe it as follows.

A huge opening descends into the living rock. Its sheer walls are rounded and worn, the deep layers and overhangs providing refuge for scores of noisy birds. Cool air ascends from its depths, and somewhere deep within can be seen a glint of water.

On the side opposite the gorge, a set of steps can be seen leading deeper into the sinkhole, below a large, flat shelf of rock. The various strata of rock create rounded shelves and overhangs; one such shelf circles the sinkhole just below the level of the floor of the gorge, about 130 feet below the top.

The sinkhole is roughly 280 feet deep overall (to the level of the water at its bottom), with several sizeable shelves running around its circumference below the level of the gorge. Characters looking down into the sinkhole can see the shelf and the openings of the cells in area 09, as well as the pool and the floor of the sinkhole, dimly lit, in area 10.

Background: This is the sacred heart of the necropolis. In ancient times it was a point of worship and the home of the minotaurs' most holy oracle. Recently, a new oracle has taken up residence in the ancient cells below the gorge.

The Upper Shelf: A broad shelf runs around the shaft about 10 feet below the level at which the gorge enters the sinkhole. It's a natural artifact of the erosive processes that created the sinkhole, and its surface is smooth, uneven, and sloped slightly toward the sinkhole shaft. A set of worn, uneven steps leads from the gorge down to the shelf.

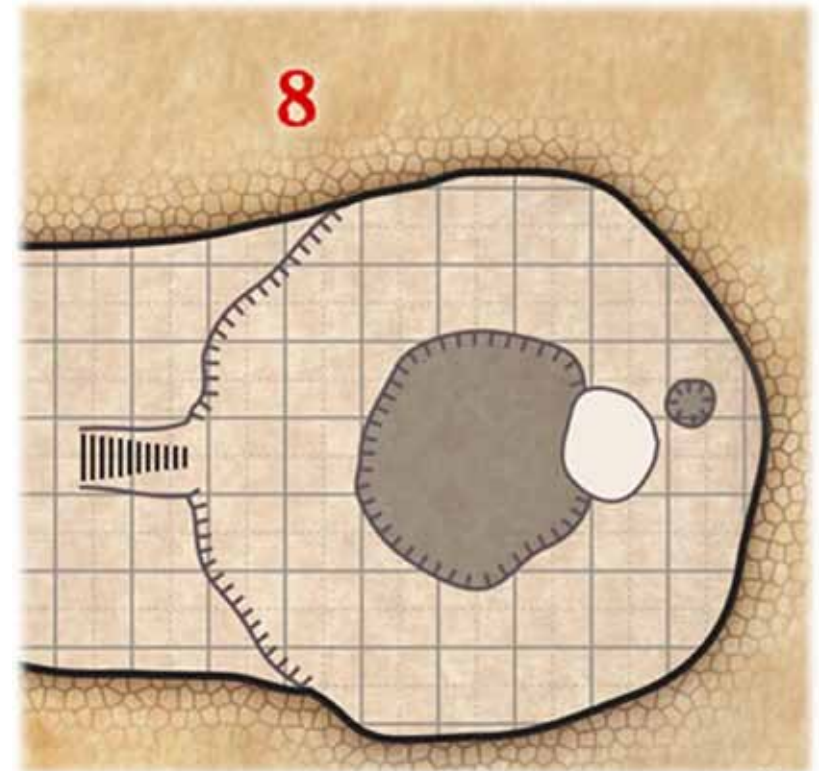
Creatures moving no faster than half their normal speed can negotiate the shelf with no difficulty; those moving faster or engaged in combat must make Acrobatics checks, DC 5 for moving at normal speed; DC 10 for running or engaging in combat or similar activities. (Note that a creature can take two move actions in a single round, but each move action can only cover half the normal ground allotted by the creature's speed.) A creature that fails the Acrobatics check slides 5 feet toward the shaft. If this would move the creature over the edge, the creature may attempt a second Acrobatics check (DC 15) to instead fall prone at the edge of the shelf rather than fall off.

The walls of the sinkhole can be climbed, but the many shelves and overhangs make it a difficult task. See the sinkhole cross-section for the Climb DCs at various levels.

A creature that falls from the shelf plummets 150 feet to land in the water in area 10.

The Sacrificial Stone: A large, flat stone lays on the shelf opposite the gorge entrance. It is a natural slab, long ago fallen from some overhanging shelf, and well worn and eroded. It slopes gently toward the shaft of the sinkhole, its outer edge protruding beyond the lip of the shelf. From close up a number of shallow grooves can be seen in its upper surface. These were carved to ensure that blood and bile from sacrificial victims drained into the sinkhole. It has been used as recently as a few weeks ago.

The wall in the area around the stone is decorated with scores of coarse, ancient pictographs.



Dozens of circles, varying in size from a few inches to a foot or more across, decorate the wall near the stone slab. Some of the circles contain a dot or second circle, while in others the inside perimeter is lined with triangular jags.

These symbols, seem to have been placed at random and are equally distributed between the two types. They represent the eyes and mouths of the creature that lurks within the pool at the bottom of the sinkhole.

Behind the sacrificial stone, a hole in the shelf looks down upon a small outcropping, some 15 feet below.

The Outcropping: The outcropping is small and uneven, and has room for only one Medium-sized creature at a time. Any creature jumping down through the hole must make a DC 15 Acrobatics check or take 1d6 damage from the landing.

A coarse wooden ladder, tall enough to reach from the outcropping, up the hole, to the upper shelf lies on the outcropping. This is the means by which the oracle comes and goes from her home below; she pulls down the ladder after herself to create a minor obstacle to anyone that might attempt to reach her.

From this outcropping, a set of crudely carved steps descends along the face of the sinkhole to area 09.

The Walls Have Ears: The many active birds living in the sinkhole create a fair amount of cover noise, but the oracle has a keen sense of hearing and is highly attuned to the sounds of the sinkhole. If the characters make a significant amount of noise, including shouting because of near-falls or communicating over distances of more than 30 feet (and certainly from any

kind of combat), the oracle makes a DC 17 Perception check to notice. If she hears noises she comes from area 09 to investigate. She goes as far as the stone slab (if the heroes are not already there) or the shelf below it. See area 09 for more information on the oracle and how she reacts to intruders.

Upping the Ante: The sinkhole, with its deep overhangs and cool flow of air, is home to scores of birds. A GM wishing to increase the difficulty of this encounter can add additional flying creatures that harry the heroes as they attempt to negotiate the shelf. Keep in mind that combat along the shelf can be especially dangerous, as a fall will likely result in death. It's probably best to have such creatures make occasional, opportunistic attacks rather than engage the heroes in full combat. A small flight of pterodactyls makes a good choice.

Pterodactyl (4): hp 5

Connections: This area connects to area 01 and area 09.

See the Map of The Necropolis.

09. THE ORACLE

Summary: In the bowels of the sinkhole, in a set of primitive monastic cells, the PCs meet the gorge's new oracle.

Sights and Sounds: The space directly beneath area 08 is almost a dome. Like the area above, the center it is open to the sky, but the further one gets from the shelf's ledge, the gloomier the space becomes. Describe it as follows.

This broadest part of the sinkhole seems almost domed over by the overhanging rim of rock above.

The cries and squabbles of the birds above are somewhat muted at this depth, and the sky's light struggles to reach this far into the earth. A cool, damp updraft lazily stirs the air, occasionally sighing as it passes through gaps in the rock.

Another ledge encircles this area, with numerous tunnels leading into the rock all around.

There are nine openings leading out from the shelf. At this depth, the lip of the top of the gorge is roughly 160 feet above, while the pool at the bottom is roughly 120 feet below.

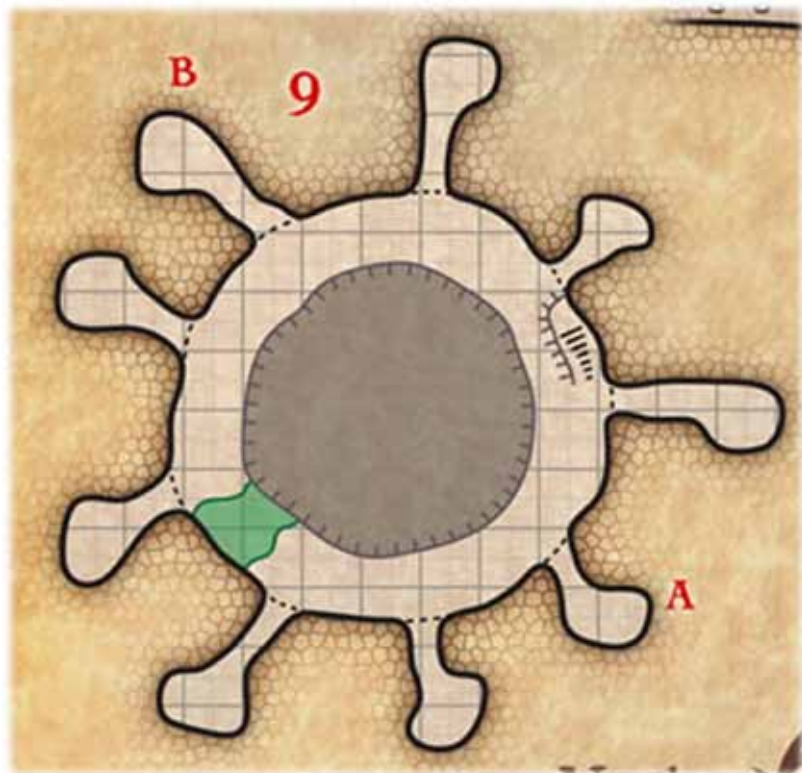
Background: In ancient times these nine simple chambers, bored into the rock around the sinkhole's perimeter, served as monastic cells for oracles and their followers. They have gone unused for hundreds of years--until the arrival of the most recent oracle some time in the past few years. She now occupies the largest of the cells (mainly due to her size, as opposed to any desire for luxury).

The Lower Shelf: A broad shelf runs around the shaft of the sinkhole. It's a natural artifact of the erosive processes that created the sinkhole, and its surface is smooth, uneven, and slopes slightly toward the sinkhole shaft. A set of worn, uneven steps leads down from the outcropping described in area 08.

Creatures moving no faster than half their normal speed can negotiate the shelf with no difficulty; those moving faster or engaged in combat must make Acrobatics checks, DC 5 for moving at normal speed; DC 10 for running or engaging in combat or similar activities. (Note that a creature can take two move actions in a single round, but each move action can only cover half the normal ground allotted by the creature's speed.) A creature that fails the

Acrobatics check slides 5 feet toward the shaft. If this would move the creature over the edge, the creature may attempt a second Acrobatics check (DC 15) to instead fall prone at the edge of the shelf rather than fall off.

There is a natural spring at the area indicated in green on the map. Moisture seeps from the wall a few feet above the shelf, flowing in a thin sheen across the shelf to drip down deeper into the sinkhole. Algae grows on the rock in this damp area, making it exceedingly slick and adding +10 to the DC of Acrobatics checks made to negotiate the area. Even creatures moving at half speed or less must make a DC 10 Acrobatics check to avoid slipping toward the edge of the shelf.



The walls of the sinkhole can be climbed, but the many shelves and overhangs make it a difficult task. See the sinkhole cross-section for the Climb DCs.

A creature that falls from the shelf plummets 120 feet to land in the water in area 10.

The Cells: Nine cells are carved into the sinkhole wall at the level of this shelf. All are small and cramped—so small, in fact, that a minotaur-sized (or ogre-sized) creature would need to crouch to enter, and once inside would have little more than the room necessary to lie down to sleep.

In the cell marked A on the map lies the curled-up skeleton of a minotaur, dressed only in the fungus-eaten remains of rags. These are the centuries-old remains of the last of the minotaur oracles. A character searching the skeleton raises a cloud of fungal spores—disturbing, perhaps, but ultimately harmless. He or she also finds a gold and silver amulet on a chain (worth 75 gp). The amulet has a stylized image of the sun on one side and a similarly stylized moon on the other.

The current oracle's cell (marked B on the map) is slightly, though not dramatically, bigger than the others. Although she is something of an ascetic, the oracle has a small collection of items she has accumulated. These include sealing wax,

a flint and steel, a flask of acid, a flask of universal solvent, an arcane scroll of haste, a potion of remove paralysis, a potion of jump, a pouch containing several dozen tiny gems (all smooth and rounded, like marbles) totaling 125 gp in value, and a second pouch containing a single large, flawless pearl worth 290 gp.

The walls of the oracle's cell are covered in crazed charcoal scrawlings, written in the Giant language. Many words or fragments of words are present, but the most frequent and obvious are "night and day" and "sisters." Also present are dozens, perhaps hundreds of circular pictograms like those seen on the walls near the Sacrificial Stone in area 08.

The Downward Ropes: A knotted rope is tied to the rock near the oracle's cell, sitting in an unruly coil. If lowered over the edge, it allows one to climb down to a thin shelf roughly 40 feet lower down the sinkhole, from which another knotted rope allows further access down the sinkhole and into area 10.

The Oracle: This area is home to the Oracle of the Sinkhole, an otherwise-nameless creature who has taken up residence here to glean wisdom from the voice of the sinkhole. The oracle is an aged female ogre dressed in rags and trinkets. She is blindfolded (and blind), but has a minor artifact that allows her to see her surroundings.

The oracle lives in the largest of the monastic cells (marked B on the map). If she hears the PCs enter the area, she emerges and moves toward them. She is unarmed and calls out to the group, asking their business. If the PCs seem hostile, she retreats to the vicinity of

her cell and attempts to speak to them from there. If attacked by a clearly superior force she fights defensively and begs for mercy until she loses half her hit points, at which point she hurls herself from the ledge and into the pool below (very likely being killed in the process).

The oracle is deeply devoted to the voice of the sinkhole, but she has a problem. The voice speaks to her most clearly and reliably when she offers it a blood sacrifice. (She does this via the sacrificial stone in area 08, though that's merely tradition; any blood or bile introduced into the pool will induce the voice to speak.) Unfortunately, the presence of the harpies in the gorge above limits both the number of visitors reaching the sinkhole and the oracle's excursions out and about. She would happily use the PCs as sacrifices, but is unwilling to fight if she is outnumbered more than two-to-one or faced with an obviously superior force.

She is willing to deal, however, offering to reward the PCs if they can eliminate the harpies (all of them, including those located in area 05 and area 06). She does not have much in the way of material goods, but reckons that most explorers to the sinkhole come looking to loot the necropolis, and she claims to know secrets of the tombs. If the PCs kill the harpies, the oracle promises to reveal a secret passageway into an unlooted tomb. The group must bring the harpies to her, preferably alive, but at the very least "fresh"--she's very firm on that point. (Although she doesn't mention it, she very much hopes to sacrifice the harpies' bodily fluids to the voice of the sinkhole.)

While she is quite insane, the oracle is not stupid. She knows that her knowledge of the tombs is her only leverage over the PCs and

might be the only thing keeping her from their blades, so she is highly resistant to attempts to trick or coerce the information out of her.

Unlike most ogres, the oracle is quite cunning and not prone to pointless violence--but this is just an aspect of the same insanity that drove her to cut out her own eyes in order to avoid distractions while listening the voice of the sinkhole.

The oracle is a standard ogre except for the following differences:

- * She is blind, though she can see using the oracle's eye.
- * She has developed exceptional reliance on her hearing, gaining a +4 bonus on Perception checks that involve hearing.
- * She has an Intelligence of 9.

The Oracle (ogre): hp 30

The Oracle's Eye: The oracle carries a unique item, a "gift" from the voice of the sinkhole that counts as a minor artifact--a living eye roughly the size of her fist. The eye is not an item, per se, and it seems to actually be alive. If allowed to thoroughly dry out, it withers and becomes worthless. (It can be kept moist by storing it in a wide-mouthed, water-filled flask, or wrapping it in a wet cloth.) It has AC 11, hardness 0, and 2 hp; it can be magically healed if it has not been reduced below -10 hp, but it cannot otherwise be repaired.

Any creature holding the eye sees what it sees. However, if the creature also sees with its own eyes (or by any other means), it becomes confused for 1d2 rounds.

Development: If the heroes meet the oracle's demands regarding the harpies, or if they manage to convince or coerce her in some other

way, she leads them to area 07. There she tells them the secret of opening the inner tomb.

Connections: This area connects to area 09 and area 10.

See the Map of The Necropolis.

10. THE ORACLE POOL (EL 5)

Summary: At the bottom of the sinkhole, a dank pool is home to the voice that speaks to the oracle. What will it say to the PCs?

Sights and Sounds: The bottom of the sinkhole is dark and eerie compared to the light, airy spaces above. The natural light here is dim. Describe it as follows.

Nearly three hundred feet below the earth's surface, the circle of sky above is a pale, distant disk. And while further up the sinkhole the air might be cool and even pleasant, at this depth it is dank, dark, and sinister. The pool at the center of the floor is coated in an oily film and bits of debris, its surface unrippled by the chill, musty draft that blows seemingly out of nowhere.

The sinkhole floor slopes sharply toward the pool. Unlike the rock above, the stone here is dark and slimy with algae and mildew. There's a distinct, musty smell to the area.

Characters examining the walls will quickly notice hundreds of the circular pictograms similar to those seen in area 08 and area 09.

Background: Situated above the fissures that connect to the Realm of Echoes, the sinkhole is the closest natural opening between those rifts and the surface world. At various times over the millennia, it may have been home to any number of unnatural creatures, but for the

past few centuries it has been inhabited by a gibbering moulder. This creature is the voice of the sinkhole, to which the oracle is so attentive.

The moulder lives in the depths of the pool, which is actually an extension of the sinkhole continuing an unknown distance down into the earth. It occasionally surfaces of its own accord, its bizarre twitterings echoing up into the reaches above. It can be drawn to the surface when blood and bodily fluids (or entire bodies)--which it craves--are introduced into the water.

Whether the moulder's random vocalizations actually convey deep secrets is a question only those of an intensely mystic bent--and questionable sanity--can answer. Certainly, the PCs will not be able to make out any clear, sensible message, but the oracle will claim to hear the wisdom of the ages.

The Ropes: This area connects to area 09, above, by a series of knotted ropes leading from one ledge to another. There are three of them altogether, each descending roughly 40 feet. The oracle keeps them coiled on their shelves: Creatures descending from above can lower them.

The Floor: The ground surrounding the pool is uneven and slopes markedly toward the pool. Within ten feet of the pool, the surface is well coated with algae and slime. There are numerous smaller rocks around the perimeter of the floor; among them, equally darkened with age and mildew, are quantities of bones from both humanoids and animals.

Creatures moving at half their normal speed or less can negotiate the area with no difficulty; those moving faster or engaged in combat must make Acrobatics checks (DC 5 for moving at normal speed; DC 10 for running or engaging in combat or similar activities). Within the slimy area or the shallow part of the water (marked on the map), the DC of Acrobatics checks made to negotiate the area is increased by +10, and even creatures moving at half speed or less must make a DC 10 Acrobatics check to avoid slipping toward the center of the pool.

A creature that fails the Acrobatics check slides 5 feet toward the pool (or the center of the pool, if it is already in the water).

The walls of the sinkhole can be climbed, but the many shelves and overhangs make

it a difficult task. See the sinkhole cross-section for the Climb DCs.

The Pool: The surface of the pool lays flat and still, coated in a thin film of scum and light debris.

The floor of the pool slopes sharply toward the center before dropping precipitously away. The pool floor is just as treacherous as the slimy areas of the shore (see just above), although creatures in the water can choose to swim rather than stand, which avoids the need to make Acrobatics checks. A creature that enters the deep part of the pool must, of course, swim or sink.

Forty feet down in the depths of the pool, a narrow passageway connects with area 25.

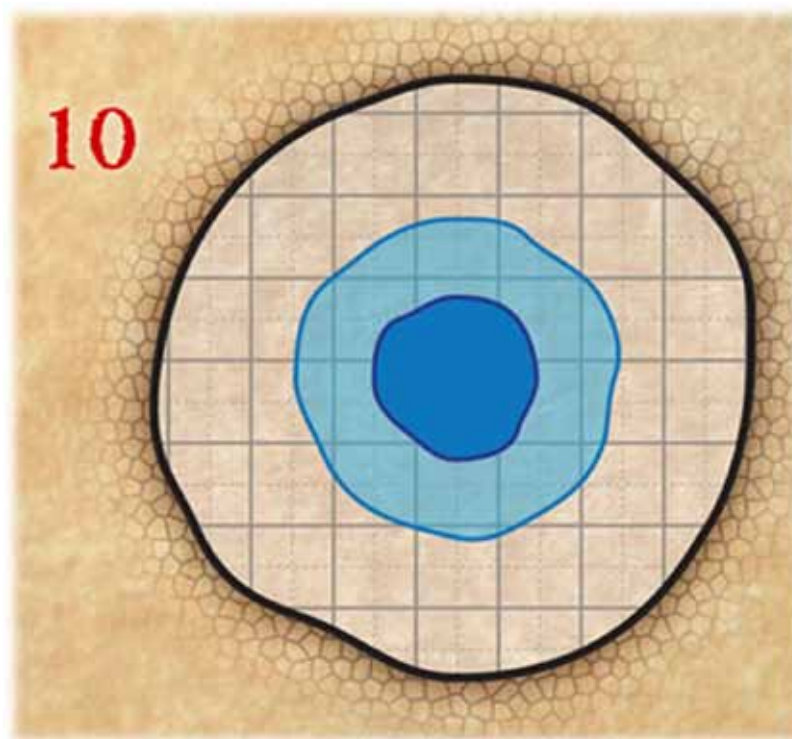
The Voice of the Sinkhole: A gibbering moulder lives in the depths of the pool. It does not immediately respond to intruders in this area, but appears 2d6 rounds after creatures reach the sinkhole floor (or 1d4 rounds after a creature enters the pool). It attacks as soon as it reaches the surface, using its gibbering and spittle attacks and mindlessly attempting to engulf the nearest targets.

It also responds if blood, bile, or other bodily fluids are dripped into the pool, appearing 1d4 rounds later to lap up this savory treat.

The Voice of the Sinkhole (gibbering moulder): hp 30

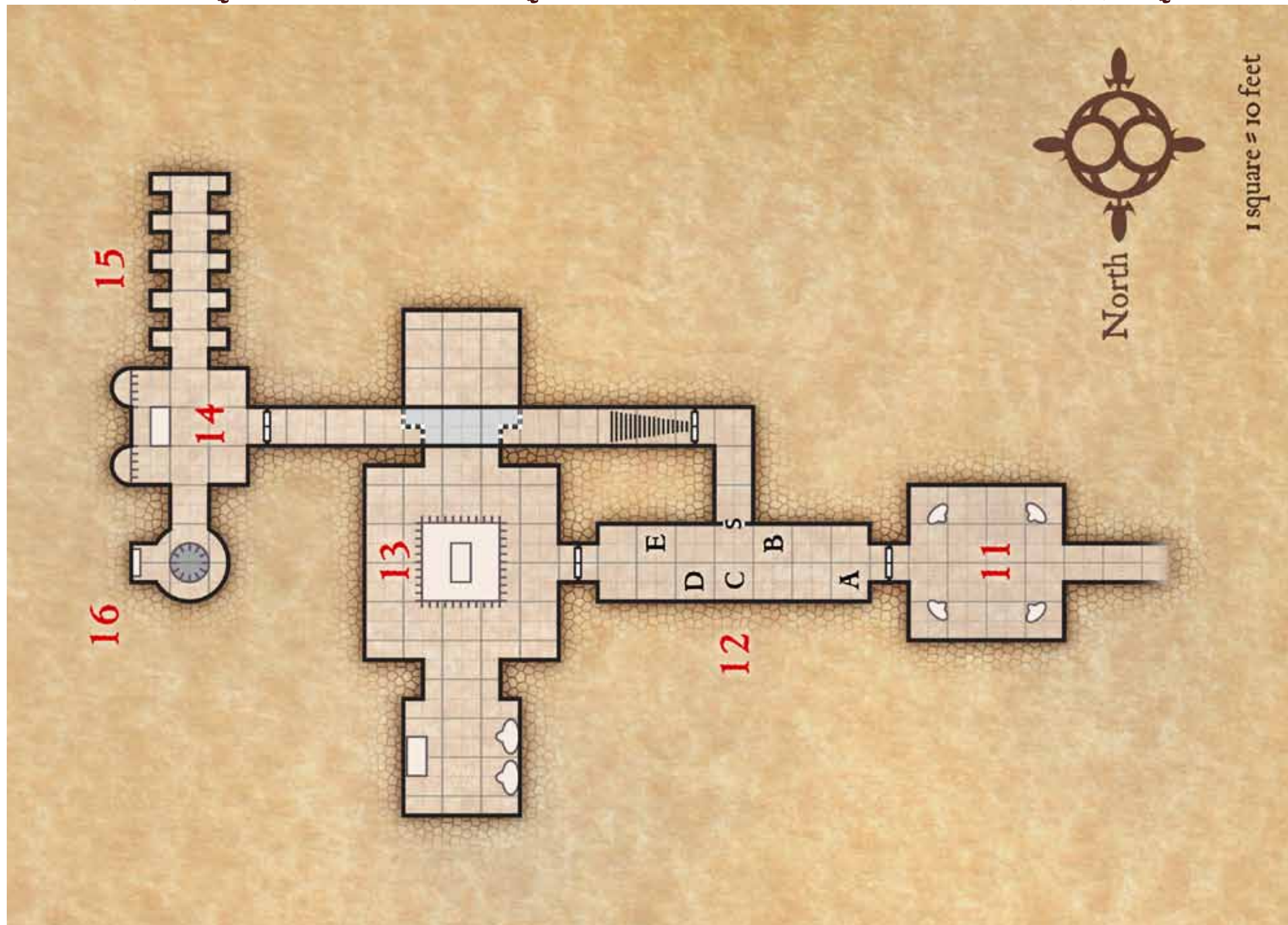
Connections: This area connects to area 09 and area 25.

See the Map of The Necropolis.



THE NECROPOLIS OF PERGIA

THE INNER TOMB



II. THE ANTECHAMBER (EL 6)

Summary: The first chamber of Garlenthathir's inner tomb provides just a taste of the riches--and dangers--that lie deeper within.

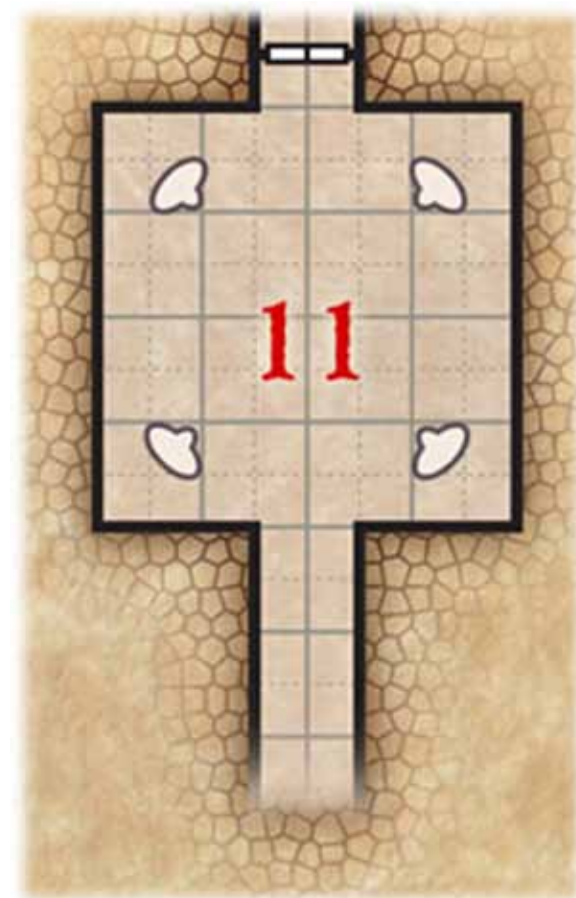
Sights and Sounds: This chamber has gone undisturbed since Garlenthathir was interred in his tomb. It is square, with a twenty-foot high ceiling. It is unlit. If the PCs have sufficient light they see the following.

Four huge statues of mummified minotaurs--each rising to nearly touch the ceiling twenty feet overhead--dominate this room, surrounding its center and staring into it with the sightless eyes

of the dead. The walls behind them are densely covered with ornate frescoes, many of which are trimmed with gold and silver leaf that seems to glow in the embrace of what must be the first light to fall upon it in centuries. Opposite the entrance, a huge stone door hides the mysteries and treasure of the inner tomb beyond.

The smooth floor is coated in a layer of undisturbed dust.

Background: This is the antechamber to Garlenthathir's inner tomb. It has lain undisturbed since the latter days of the minotaur empire. Like the false tomb beyond it, it has remained unlooted, and although it's small potatoes compared to



Garlenthathir's true riches, a taste of that treasure can be found here. Unfortunately, as the first intruders into Garlenthathir's deathly realm, the PCs also get a taste of the undisturbed dangers that wait within--danger in the form of four vargouilles that have been bound into this chamber.

The Statues: The statues are realistically carved representations of minotaur mummies, standing nearly 20 feet tall. The stone from which they have been carved has been painted and, although the paint is faded by the passing ages, it still gives them a very realistic look. This effect is enhanced by actual

jewelry. Each statue wears a pair of heavy gold and silver bracelets worth 100 gp each (8 of them altogether, for a total value of 800 gp) as well as a gemmed necklace worth 200 gp (another 800 gp for the four of them).

Although it may be difficult to notice from ground level (Perception DC 16), the heads of the statues are not carved minotaur heads, but are instead vargouilles with their wings extended. The vargouilles, who are bound to the room as guardians of the tomb beyond, remain motionless until triggered.

The Door: Opposite the entrance, a large, heavy double door leads further into the tomb. Like the walls, it is made of stone and covered in ornate images, but its framing clearly marks it as a door.

A large and ancient brass lock seals the door (Disable Device DC 22). The door has hardness 8, 80 hp, and break DC 28.

The Guardians: As mentioned above, the head of each statue is a vargouille. These guardians remain fixed in place until any creature moves more than halfway across the chamber, at which point they attack.

The vargouilles fight until destroyed or until the intruders flee. They pursue fleeing intruders back as far as the entrance of the inner tomb (the entrance behind the sphinx in area 07), or any place deeper within the inner tomb (but not beyond into area 17).

Vargouille (4): hp 19

Connections: This area connects to area 07 and area 12.

See the map of The Inner Tomb.

12. THE FOURTEEN KINGS (EL 8)

Summary: To enter Galenthathir's tomb, the PCs must go down a passageway lined with detailed likenesses of fourteen rulers of the ancient minotaur kingdom.

Sights and Sounds: This long room has lain undisturbed since the era of the minotaur kingdom. The ceiling is twenty feet high. It is unlit. If the PCs have sufficient light they see the following.

This wide hall is watched over by two lines of lavishly-appointed minotaurs, recreated in large, ornate frescoes along the lengthy walls. The face of each comes to magnificent prominence in a golden bas-relief or mask. There must be over a dozen of them. At the far end of the corridor sits another large stone door.

The smooth floor is coated in a layer of undisturbed dust.

Background: This room leads to the false tomb—but it also contains a concealed door that leads to the Galenthathir's real tomb. Guarding both is a series of dangerous traps, waiting to test (and perhaps kill) the unwary intruder. Like the antechamber, this area has never been disturbed, so the traps await the PCs with their full potency.

The Kings (and Queens): The long walls of this corridor are lined with ornate frescoes depicting fourteen minotaur kings and queens, seven to a side.

Spaced evenly along the walls are fourteen images of regal, ornately adorned minotaurs. Each was painted in great detail, and although

time has reduced the vibrancy of the illustration to sepias and dark tones, their majesty remains obvious. Further enhancing their grandeur, the long, bovine face of each is detailed in bas-relief or with a large gold mask affixed to the wall.

The royals depicted are Galenthathir and the thirteen kings and queens who preceded him in the minotaur kingdom (whose names are lost to history).

The masks are actually made of bronze covered in gold leaf, giving them relatively low value as art items (40 gp each; Appraise DC 20). They are attached firmly to the walls (Strength DC 28 to remove).

Most of the masks depict the minotaur leaders with benign expressions, but five of them (at the positions marked A-E on the map) bear scowling faces. These masks--of ancient minotaur kings who were not well remembered by their subjects or later minotaur historians--have been given the role of defending Galenthathir in that their masks hide dangerous traps.

The Concealed Door: A secret door lies hidden behind the fresco of Galenthathir himself, which is located at the halfway point of the southern wall. (It might be difficult to recognize Galenthathir among the other minotaur kings, but observant characters may, with a DC 20 Perception check, note that his image is a couple feet taller than that of the others.)

The door has been plastered and painted over, originally making it indistinguishable from the rest of the wall. However, over the centuries some fine cracks have appeared where the plaster sits on the door's seams



(Perception DC 24). The plaster covering the door must be chipped away before the door can be opened. Naturally, once that has been done the door is no longer concealed.

The door is made of stone. While still over ten feet tall, it is not as tall as the other doors in this chamber. It is not locked, and opens easily if pushed.

The Traps: Five dangerous traps line this corridor, becoming more deadly the nearer they are to the false tomb. Each trap is hidden behind the mask of a minotaur king or queen, and is set off as creatures approach the area in front of that mask. The traps are all located behind masks bearing stern or scowling expressions, while those masks with benign expressions do not hide traps. Characters making this association gain a +4 bonus to Perception checks to find the traps.

The traps (with the given triggering conditions) are at the following locations on the map:

A. Javelin trap (triggered by a creature stepping on the 10-foot square in front of the trap)

B. Acid arrow trap (triggered by a creature entering the 10-foot square in front of the trap)

C. Sound burst trap (triggered by a creature stepping on the 10-foot square in front of the trap)

D. Electric arc trap (triggered by a creature stepping on the 10-foot square in front of the trap)

E. Flame strike trap (triggered by a creature entering the 10-foot square in front of the trap)

The Door: At the east end of the corridor a large, heavy stone double door leads into area 13. A large and ancient brass lock seals the door (Disable Device DC 22). The door has hardness 8, 80 hp, and break DC 28.

Connections: This area connects to areas 11, 13, and 14.

See the map of The Inner Tomb.

13. THE GOLDEN TOMB (EL 7)

Summary: The PCs enter a grand tomb holding the mummified remains of a powerful minotaur and the riches of an ancient kingdom's greatest leader—or does it?

Sights and Sounds: This long room has lain undisturbed since the era of the minotaur kingdom. The ceiling is twenty feet high. It is unlit. If the PCs have sufficient light they see the following.

Reflections off the walls of this large chamber-coated entirely in gold—blaze the room in light and wrap it in glory, leaving no doubt about the wealth and power of the greatest of the minotaur kings. Its center is dominated by a large stage, on which an ornate sarcophagus rests. To either side, wide openings lead into side chambers where piles of riches yet unplundered await you.

The smooth floor is coated in a layer of undisturbed dust.

Background: This is a false tomb, intended to distract and imperil any would-be tomb raiders (or, as the minotaurs would consider them, grave robbers). The body within the sarcophagus is not Garlenthair, but it is a mummy and a dangerous one at that. The riches visible in the adjacent treasure chamber are decoys, set there distract thieves long enough for the mummy to do its job.

The Tomb Chamber: The walls of the tomb's central room are covered in faint bas-relief, with scores of scenes depicting a great minotaur king doing royal things. The bas-relief—in fact, the entirety of all four

walls--is coated with gold leaf, giving the chamber a rich, warm glow in the presence of almost any light. The gold leaf is relatively low-value, but it can be scraped off: Every square foot of wall yields 1 gp of gold, but takes 10 minutes to remove. (Total: 3200 gp worth of gold, but requiring over 500 hours to scrape off.)

A large platform, roughly four feet tall, sits in the center of the room, with a densely decorated sarcophagus, sized for a large minotaur, upon it. The sarcophagus is closed and does not appear to have been disturbed since it was sealed.

The Altar Chamber: A sizeable altar chamber adjoins the tomb chamber to the north. An ornate altar sits opposite fifteen-foot-tall statues, one depicting a humanoid woman with a sun over her head, the other an upright, bull-like creature, obviously masculine, with a moon over its head.

The Treasure Chamber: The treasure chamber, to the south of the tomb chamber, is crammed with large urns overflowing with gold, silver, gems, and fabulous art objects. Or so it would seem. In fact, the urns are filled principally with sand, with a thin layer of gold and silver coins at the top of each. The gems are all glass, and the art objects made of copper covered with gold leaf. Although it appears to be many hundreds of times as valuable, the total real treasure amounts to 2400 sp and 435 gp.

The Mummy: The sarcophagus contains a minotaur mummy. This creature emerges from the sarcophagus 3 minutes after intruders enter this area (it uses a move action to push aside the sarcophagus lid) or immediately if the sarcophagus is opened or if the intruders enter the Treasure Chamber. The mummy attacks relentlessly until destroyed. It pursues fleeing intruders back

as far as the entrance of the inner tomb (the entrance behind the sphinx in area 07), or any place deeper within the inner tomb (but not beyond into area 17).

Use the stats for the Thassilonian mummy, except make it size Large.

Minotaur Mummy: hp 102

Connections: This area connects to area 12.

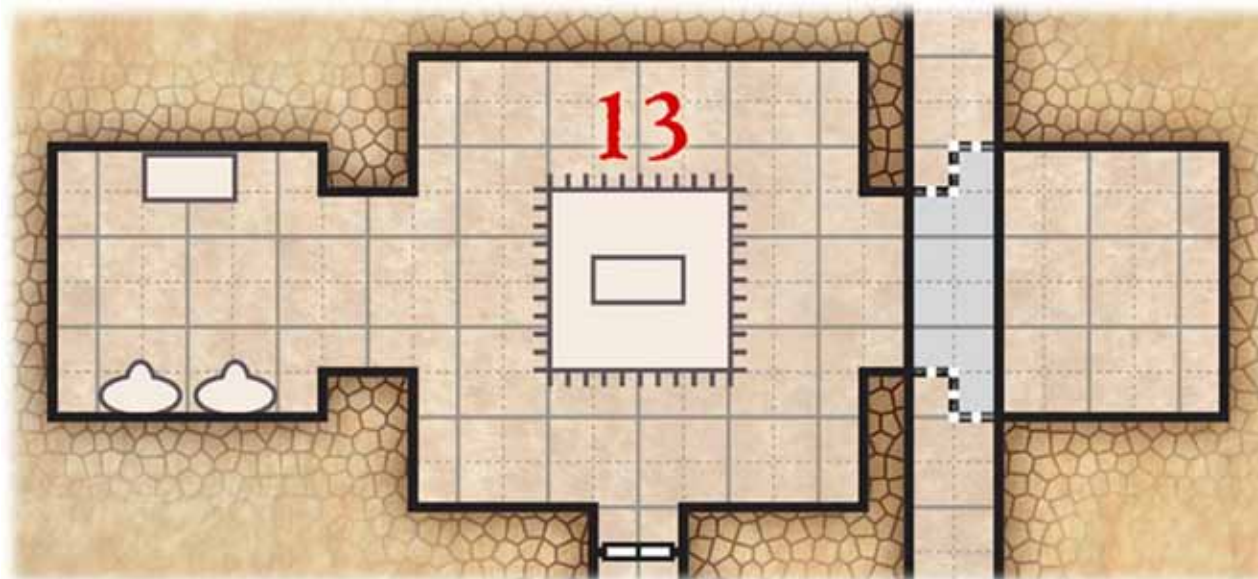
See the map of The Inner Tomb.

14. GARLENTHATIR (EL 5)

Summary: A long-forgotten secret passageway leads the PCs to a simple tomb hidden behind the riches and ostentation of Garlenthathir's crypt.

Sights and Sounds: A long, unadorned passageway leads away from area 12, first ascending a twenty-foot set of stairs and then continuing for nearly 100 feet at a gentle upward slope. At the top of this slope, a set of unlocked bronze doors, adorned but not ostentatious, opens into Garlenthathir's true tomb. The ceilings in the passageway and the tomb are 15 feet high, which, though tall for Medium creatures, is noticeably less palatial than the earlier areas. This area is unlit. If the PCs have sufficient light, once they enter the main chamber they see the following.

A modest chamber in comparison to those the tomb has revealed so far, the walls of this room are covered in low-key bas-relief with sepia-colored trim. Near the far wall sits a minotaur-sized sarcophagus, decorated but simple by the standards of those you have seen so far, its lid smashed. Behind it, two rounded alcoves house serpentine forms.





With any simple observation of the floor, it is obvious the dust of ages has been quite disturbed.

The alcoves at the eastern side of the room are elevated; the alcove floors are five feet above the level of the main floor.

Background: This is Garlenthathir's true tomb. Unfortunately for the PCs, it has recently been sacked. Members of the Blind Cabal found their way into the tomb via the shaft in area 16, made their way within, and looted the tomb's riches. They also took Garlenthathir's mummified body for use in their twisted experimentations (or possibly to harvest for mystical components).

There's even worse news for the group: Though they defeated the guardians within the tomb, they overlooked a special object

within the room--a device that reconstitutes constructs. As a result, the tomb's guardians have been reconstituted and are ready to combat any further intruders--such as the PCs.

In contrast to the floors in area 11 through area 13, the activities of the Blind Cabal have clearly disturbed the dust accumulated by the passage of centuries on the floor and objects of this room. A Survival (DC 15) or Perception (DC 20) check can confirm that this happened in the very recent past (relatively speaking)--probably within a few years, perhaps even just a few months. Many tracks go in and out of area 15 and area 16. There are no tracks leading to the door to area 12.

The Sarcophagus: Garlenthathir's sarcophagus is empty but for a few funerary bits and bobs. The lid is broken into several large pieces, which have been knocked to the floor beside it.

The Disk of Repair: The necrophidia placed within Garlenthathir's tomb were intended to protect it for all eternity, despite the ravages of age or encounters with any would-be despoilers. To ensure this, the tomb was fitted with a disk of repair, a device that creates an aura that repairs constructs. This disk is firmly embedded in the stone wall between the two alcoves.

The Blind Cabal members attempted to remove the disk of repair, but they damaged it while doing so and eventually gave up, presuming the device was destroyed by their efforts (and possibly not worth their effort anyway). They were correct in that is, in fact, damaged and only functions at 20% its normal rate (repairing 1d6 hp per 24 hours), but it is

hardly useless. This reduces its market value by 90%, to 2,000 gp. Removing the disk from the wall without further damaging it requires a Craft (stonemasonry) check, DC 12.

Disk of Repair

Aura faint transmutation; **CL** 5th

Slot: --; **Price** 20,000; **Weight** 2 lbs.

This bronze disk repairs constructs. Any construct creature remaining within 30 feet of the disk of repair for a period of 24 hours regains 5d6 hit points.

Craft Wondrous Item, *make whole*; **Cost** 10,000 gp

The Alcoves: When the PCs arrive, there are a pair of necrophidia positioned within the two alcoves. Although they fought and were defeated by the members of the Blind Cabal who raided the tomb, their corpses were left behind and they were eventually fully repaired by the disk of repair.

The necrophidia attack any creature that enters the room. Each necrophidius uses its dance of death ability in its first round of action. In subsequent rounds the necrophidius closest to any intruders moves forward to attack, while the other continues to use its dance of death attack on any creatures yet unaffected. They fight until destroyed, but remain in areas 14, 15, and 16, and do not pursue intruders down the hallway toward area 12.

Necrophidius (2): hp 36

Connections: This area connects to areas 12, 15, and 16.

See the map of The Inner Tomb.

15. THE TREASURE VAULT

Summary: This is what the PCs have come for--the centuries-old resting place of Garlenthathir's funereal wealth.

Sights and Sounds: The ceiling in this area is 15 feet high. This area is unlit. If the PCs have sufficient light they see the following.

A corridor-like room, lined with deep alcoves, stretches away from the burial chamber. The floor is strewn with debris--broken urns, overturn caskets, and stray coins. The hulking form of a minotaur, dressed in elegant robes, is faintly visible at the far end.

Them inotauris, in fact, the ghost of Garlenthathir. Closer examination quickly reveals that the minotaur's form is insubstantial.

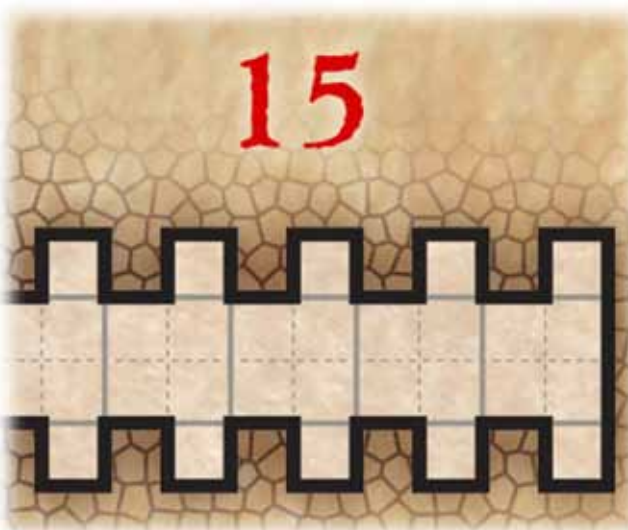
Background: Had the PCs reached this chamber just months earlier, they would have found it stuffed with great riches--and free of ghosts. Unfortunately, by sheer coincidence, it was recently discovered and looted by the Blind Cabal. The Blind Cabal had no interest in the ancient minotaurs or even earthly wealth for its own sake, but they appreciated the opportunity to add to the coffers that support their mysterious pursuits.

In keeping with the traditions of his kingdom, Garlenthathir was buried with a large portion of his personal wealth; the minotaurs believed that the dead could benefit from it in the afterlife. In fact, this is not true, and Garlenthathir's ghost is utterly uninterested in the fate of his treasure. It is, however, infuriated by the desecration of his body and desperate to see it returned to the sarcophagus.

Garlenthathir's ghost had not been loitering about the tomb for centuries, or even manifest at all until the desecration of his tomb. This so disrupted the spirit in the afterlife that he became a ghost in the wake of the Blind Cabal's visit to his tomb.

Assuming the characters are able to do so without incurring Garlenthathir's wrath, a search of the room turns up loose change amounting to 128 sp and 67 gp.

Garlenthathir: The ghost of Garlenthathir appears as the minotaur did in life--tall, regal, and bedecked in fine robes and copious jewelry. He has a commanding aura by virtue of his natural Charisma and station in life. When the PCs arrive, he is sifting through the debris of the treasure chamber in a perpetual, pointless search for the identity of those who desecrated it. He does not react to the party's presence until they approach within 30 feet of the ghost.



Although steeped in the irrational state of that most ghosts suffer, and infuriated by the theft of his body, Garlenthathir is not utterly deprived of reason. He has no interest in combat with the PCs (which is fortunate--he is a formidable foe), desiring only the return of his body to the sarcophagus.

If approached peacefully or with deference, Garlenthathir attempts to convince the group to find and return his body. He is perfectly willing to let the PCs keep his treasure, and can tell them that the looters raided his tomb "within but a few passings of the moon's face." If they swear to return the body, he will show them how the treasure was removed.

If the PCs are unwilling to so swear, or if they attack, Garlenthathir uses his fatal fate attack to compel one of the characters to rescue his body. The fragmentary images implanted by that ability include scenes of robed figures lowering the body into the well in area 16. Once he has successfully cursed one of the PCs with his fatal fate ability, Garlenthathir disappears. He attacks using his corrupting touch only if the group particularly infuriates him, uses weapons or abilities that prevent him from leaving, or deals him significant damage.

The ghost does not leave areas 14, 15, or 16 unless in hot pursuit of the PCs.

GARLENTHATHIR CR 10
Male minotaur ghostly monstrous humanoid
6/cleric 5/aristocrat 1
TN Large undead (monstrous humanoid, incorporeal)
Init +5; Senses darkvision (60 ft.), Perception +14

DEFENSE

AC 15, touch 15, flat-footed 14 (-1 size, +1 Dex, +5 deflection)

hp 114 (12d8+60)

Fort +11, **Ref** +7, **Will** +13

Defensive Abilities channel resistance +4, incorporeal, natural cunning, rejuvenation; Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +10 (10d6)

Special Attacks fatal fate

STATISTICS

Str --, **Dex** 12, **Con** --, **Int** 13, **Wis** 15, **Cha** 20

Base Atk +9; **CMB** +14; **CMD** 25

Feats Endurance, Extra Channel, Improved Initiative, Intimidating Prowess, Leadership, Persuasive

Skills Diplomacy +20, Intimidate +26, Perception +14, Sense Motive +17, Spellcraft +14, Stealth +9

Languages Common, Giant

Special Qualities orisons, spontaneous casting

SPECIAL ABILITIES

Fatal Fate (Su): Once per day, Garlenthathir can lay a compulsive curse upon the living, forcing them to either take up his work or face a terrible end. Garlenthathir makes a touch attack, which forces the target to make a Will save (DC 21) or be stunned for 1 round. During this round, the target receives a flood of images suggesting the return of Garlenthathir's desecrated body to its sarcophagus. The target has 9 days to fulfill this intention. If the target does not do so within this set period, he takes 1d4 points

of Constitution drain per day. This effect can be overcome via the spell remove curse, requiring a DC 21 caster level check.

Natural Cunning (Ex): Garlenthathir possesses an innate cunning and logical ability granting an immunity to maze spells and preventing him from ever becoming lost. He is never caught flat-footed.

Connections: This area connects to area 14.

See the map of The Inner Tomb.

16. ALTAR OF THE ORACLE (EL 4)

Summary: The altar chamber of Garlenthathir's inner tomb has a lot in common with the oracle's sinkhole. Will the PCs notice and, if so, will they think to be on the lookout for similar horrors lurking in the darkness?

Sights and Sounds: The ceiling in this area is 15 feet high. This area is unlit. If the PCs have sufficient light they see the following.

The floor of this circular room is little more than a ledge around a dark shaft extending down into the depths of the earth. To the east, an alcove houses a modest altar to the minotaur gods.

Substantial numbers of footprints and drag marks mar the dust around the shaft's edge, especially on the side leading toward area 14.

Background: The sinkhole had enormous religious and spiritual significance to the minotaurs, and it was replicated more or less abstractly in several tombs. In Garlenthathir's case, a round vertical shaft representing the

sinkhole was sunk far enough into the rock to reach the water table at the same level it sits in the sinkhole itself--some 250 feet below the floor of this room.

Along the shaft, 140 feet below the level of this room, a fissure in the rock created a passageway into the underground areas currently in use by the Blind Cabal. Those areas have gone unused since before the time of the minotaurs, so that method of entering the tomb went unnoticed for many centuries. The Blind Cabal, however, recently discovered it and, exploring, found their way into Garlenthathir's tomb. Because they both entered and exited the tomb via this shaft, they never disturbed the primary tomb entrance.

Despite that, the Cabal recognized the remote possibility that the tomb could represent a point of infiltration into (or escape from) their stronghold below, and left a little surprise for anyone attempting to navigate the shaft.

The Shaft: The round shaft descends 280 feet down, hitting water at the 250 foot mark. The stone walls are smoothly finished, like those of the rest of the tomb, for the first 20 feet down, giving them a Climb DC of 25. Below that the walls are only roughly finished, still bearing the chisel-marks of their original mining, and the Climb DC is 18.

A character shining a light into the shaft sees the following.

The shaft is perfectly round at its opening, ten feet across, and sinks straight down into the earth. About twenty feet down, a thick timber spans the shaft; at about the same



level the smooth, finished stone gives way to a more crudely carved surface. Further down the shaft, it appears that other timbers cross it at seemingly random angles.

An object dropped into the shaft falls a long way, perhaps hitting one or two timbers on the way down, before making a distant splash (Perception DC 25).

Although the Blind Cabal members had magical means of navigating the shaft, for the looting of Garlenthair's treasure they relied on mundane humanoid servants for labor. As part of that process, they wedged a number of stout timbers into the shaft at roughly 20-foot intervals. The lowest of these timbers is at the level of the fissure, 140 feet below the floor of the tomb. Clever characters might use these timbers to climb the shaft, perhaps fixing ropes to them or

using them as resting points if climbing the walls. A character who falls can attempt to grab a timber while falling past it, this requires a Climb check (DC 15).

The Surprise: After they completed the sacking of the tomb, the Blind Cabal planted a gray ooze within the shaft. The ooze lurks some 60 feet down, clinging to the side of the shaft. Characters climbing the shaft under typical conditions (feet downward, and possibly with dubious lighting) take a -4 penalty to Perception checks to notice the ooze. The ooze mindlessly attacks any creature that comes within reach. Use the standard gray ooze stats, but this specimen has a climb speed of 10 feet.

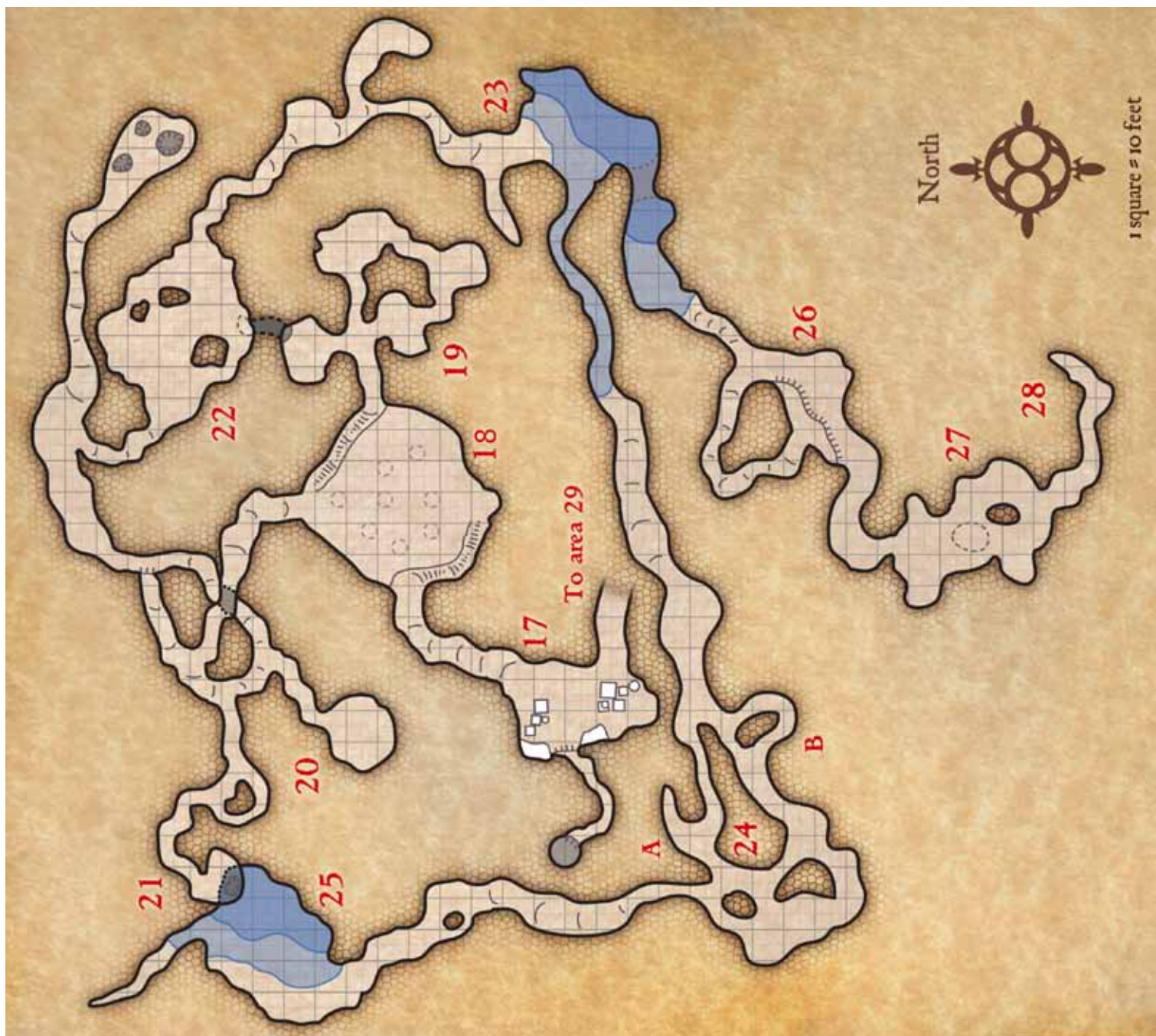
Gray Ooze: hp 50

Connections: This area connects to area 14 and area 17.

See the map of The Inner Tomb.

THE NECROPOLIS OF PERGIA

THE ABOMINATION PITS



17. THE STOREROOM (EL 7)

Summary: A storeroom carved from a natural cavern is the scene of the PCs' first encounter with the Blind Cabal--and their horrid servants.

Sights and Sounds: This chamber is clearly used as a storeroom. The ceiling is uneven, but generally about fifteen feet high. The room is lit by a pair of lanterns hanging from hooks on the eastern wall. The heroes see the following.

This course chamber appears to be a natural cavern roughly rectangular in shape. The floor is uneven and slopes downward to the north. Numerous casks and crates crowd the room, and two lumbering forms--large, fleshy creatures--are moving them around. In the background a humanoid figure, clothed in a robe elaborately embroidered all about with eye-like symbols, directs the larger creatures.

There are several piles of rubble near the passage to the area 16. The floor is uneven and lumpy. The natural walls of the cavern are broken, here and there, with naturally-occurring crevices and fissures--most just a few inches wide--that penetrate deeply into the rock (but lead nowhere).

Background: This cavern, located just within the natural caves adjacent to the Blind Cabal's chambers, is used by the cabal as a storeroom. Recently, the cabal discovered that one of the many natural fissures in the walls leads to area 16. They excavated the crevices in the rock, creating a passage connecting to the well shaft from

Garlenthair's tomb that, while quite narrow, was sufficient to allow them to plunder the tomb and remove the spoils.

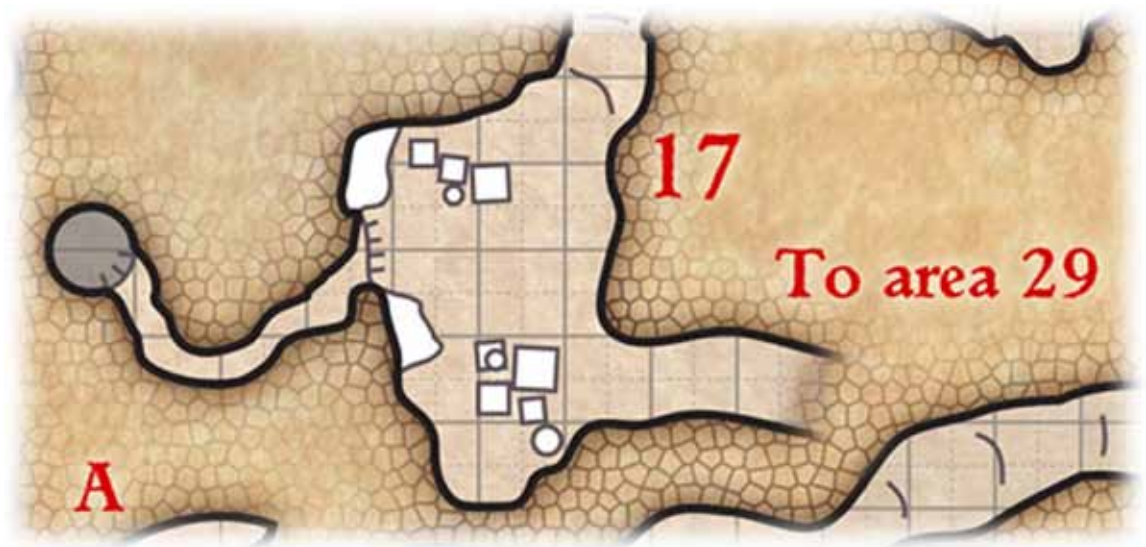
They briefly stored Garlenthair's treasures within this chamber, but deemed it was not sufficiently secure and have since moved them elsewhere. It's function has returned to that of a more mundane storeroom. At the moment of the PCs' arrival, an acolyte of the cabal is in the room, directing two heedrens (see below) as they retrieve supplies from the room.

The Crawl Space: The passageway connecting the shaft from area 16 to the main chamber is a narrow, winding fissure. Partially natural but recently widened, it varies in dimensions but is roughly two or three feet wide and equally tall--big enough for a Medium-sized creature to crawl through without too much discomfort, but not much bigger. Large-sized creatures may move through the fissure at one-quarter

speed if they make DC 10 Acrobatics checks each round. Failure indicates that the PC has become temporarily stuck.

The passage emerges into the main chamber about halfway up the wall. A small ladder is propped against the wall below the opening. Assuming a character crawled through the passageway in the normal manner (head-first), descending from the narrow opening--with or without the use of the ladder--requires a move action, although a character succeeding at an Acrobatics check (DC 15) can land on his or her feet from a head-first jump without the loss of a move action.

The Merchandise: The crates and casks stacked in this room contain low-grade foodstuffs, general household goods, and a sizable stack of heavy timbers. Along with the food, inexpensive wine and ale, straw, and similar goods, characters searching the items can find the following:



2 shovels and a pickaxe
 2 small casks of lamp oil (16 pints each)
 A set of masterwork artisan's tools
 3 common blankets
 200 feet of hemp rope
 A block and tackle
 27 candles
 A cage for a Tiny creature
 30 feet of chain
 A crowbar
 A large bin of firewood
 A smaller bin of charcoal

The Acolyte and His Heedrens: When the PCs arrive, the acolyte stands near the northeastern corner of the room. The heedrens are in the middle of the room, shifting crates about. Each heedren wears a thick leather belt, bucked in the back, and a cloth hood embroidered with a single huge eye where one might expect a face.

The acolyte appears to be a Medium-sized creature of human-like build, but is dressed in a floor-length robe complete with head-covering hood and gloves, so no racial details are visible. The robe is white, but covered densely with embroidered eyes, creating a disconcerting appearance. He holds a whip in one hand.

Upon sighting the heroes, the acolyte commands the heedrens to attack, pointing the palm of one hand at them while giving them a crack of the whip with the other. He then flees into the passageway toward area 18. If he is not immediately followed, he pauses at the bend in the passageway, placing a blast rune between himself and the fight, and watching how things go.

If the PCs seem to be getting the better of his heedren, or if any of them approach his passageway, the acolyte flees into area 18.

As commanded by the acolyte, the heedrens pick up their earthbreakers and fight, moving forward to smash away at the heroes until destroyed.

If the heroes defeat and unmask the acolyte, they find a man missing his right eye. He has a strange rune tattooed onto the palm of his left hand.

BLIND CABAL ACOLYTE CR 5

Male human cleric 5
 CE Medium humanoid (human)
Init +0; Senses Perception +4

DEFENSE

AC 10, touch 10, flat-footed 10
hp 26 (3d8+7)
Fort +5, **Ref** +1, **Will** +7

OFFENSE

Speed 30 ft.
Space 5 ft.; **Reach** 5 ft.
Special Attacks blast rune (7/day), channel negative energy (2d6, DC 15, 5/day), vision of madness (7/day)
Innate Spell-Like Abilities: bleed (DC 14), detect magic, light, read magic, lesser confusion (DC 15), hide from undead, magic stone, obscuring mist, darkness, shatter, touch of idiocy
Deity none; Domains rune, madness

STATISTICS

Str 11, **Dex** 10, **Con** 13, **Int** 12, **Wis** 18, **Cha** 15
Base Atk +2; **CMB** +12; **CMD** 12
Feats Combat Casting, Command Undead, Improved Channel, Scribe Scroll

Skills Diplomacy +8, Knowledge (history) +7, Linguistics (Abyssal, Undercommon) +6, Sense Motive +10, Spellcraft +7

Languages Abyssal, Common, Undercommon

Special Qualities orisons, spontaneous casting

Possessions whip

SPECIAL ABILITIES

Blast Rune (Sp): As a standard action, the acolyte can create a blast rune in any adjacent square. Any creature entering this square takes 1d6+1 points of damage. This rune deals either acid, cold, electricity, or fire damage, decided when the acolyte creates the rune. The rune is invisible and lasts 3 rounds or until discharged. The acolyte cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purposes of dispelling. It can be discovered with a DC 26 Perception check and disarmed with a DC 26 Disable Device check. The acolyte can use this ability 7 times per day.

Channel Negative Energy (Su): The acolyte can unleash a wave of negative energy. The acolyte must choose to deal 2d6 points of positive energy damage to living creatures or to heal undead creatures of 2d6 points of damage. Creatures that take damage from channeled energy receive a DC 15 Will save to halve the damage. The acolyte can use this ability 5 times per day.

Vision of Madness (Sp): The acolyte can give a creature a vision of madness as a melee touch attack. Choose one of the following:

attack rolls, saving throws, or skill checks. The target receives a +1 bonus to the chosen rolls and a -1 penalty to the other two types of rolls. This effect fades after 3 rounds. The acolyte can use this ability 7 times per day.

Heedren

This enormous creature, nearly as broad in the shoulders as it is tall, is characterized by a single huge eyeball where its head should be, one arm that is massively larger than the other, and the meat-red coloration of its huge muscles, which don't seem to be covered in skin.

Heedren are nearly mindless, thuggish creatures from the Realm of Echoes. Extremely powerful and seemingly never needing rest, if properly controlled they make excellent slave labor and terrifying shock troops.

Although essentially humanoid in shape, heedren are characterized by one arm that is disproportionately large and another that is diminutive (like some sort of mammalian fiddler crab); they do the heavy lifting (and attacking) with the large arm and any finer work (at which they do not excel) with the smaller limb. Both their arms and their feet end in "hands" with four long opposed digits.

At the core of every heedren is a "heedren stone," a fist-sized lump of metallic material that has a distinctly organic appearance. Within 2d10 minutes of a heedren's death, its flesh begins to dissolve into a puddle of goo--a process that takes about an hour and leaves only the stone behind. Within

the Realm of Echoes a new heedren will eventually form around the stone; some believe that, under proper conditions, this can be made to happen on the Material Plane as well.

HEEDREN (CR 3)

XP 800

CE Large aberration

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

DEFENSE

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

hp 30 (4d8+12)

Fort +3, **Ref** +1, **Will** +5

OFFENSE

Speed 40 ft.

Melee earthbreaker +8 (3d6+6), slam +8 (1d6+6 plus grab)

Ranged rock +4 (2d6+9)

Special Attacks rock throwing (20 ft.)

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

STATISTICS

Str 23, **Dex** 10, **Con** 15, **Int** 4, **Wis** 8, **Cha** 7

Base Atk +3; **CMB** +10 (+14 grapple); **CMD** 20

Feats Iron Will, Toughness

Skills Climb +7, Perception +1, Swim +7

Languages varies

ECOLOGY

Environment: any

Organization: solitary or troupe (2-6)

Treasure: none

Connections: This area connects to areas 16, 18, and 29.

See the Map of The Abomination Pits.

18. THE OOZE CORRAL (EL VARIES)

Summary: A breeding ground for unearthly creatures--and perhaps a crafty acolyte--create a deadly trap for the PCs.

Sights and Sounds: This ceiling of this chamber is uneven, but generally about thirty feet high. The room is dimly lit by several lanterns along the walls. Assuming the acolyte from area 17 has not cast obscuring mist, the PCs see the following.

A winding passageway leads onto a narrow landing. Uneven stairs run down into a large, natural chamber to the floor some twenty feet below. In the center of the room, numerous spherical basket-like structures hang by slimy ropes from the ceiling. Opposite, a second set of steps climbs to another landing and a passageway leading on.

If the acolyte has cast obscuring mist (see below), the PCs instead see the following.

A winding passageway leads onto a narrow landing. Uneven stairs run down into a sea of pale fog that fills this large, natural chamber. In the center of the room, numerous slimy ropes hang from the ceiling, descending into the dense fog. Opposite, a second set of steps climbs out of the mist to another landing and a passageway leading on.

The floor of this room is uneven but worn smooth. The natural walls are broken, here and there, with naturally-occurring crevices and fissures--most just a few inches wide--that penetrate deeply into the rock (but lead nowhere).



Background: The Blind Cabal use this chamber as a breeding room for a variety of oozes and ooze-like creatures in which they have an interest. The basket-like structures contain the room's denizens.

The Acolyte: If the acolyte from area 17 has fled to this room, he pauses in the middle (if he has time to do so safely) and casts obscuring mist. He then moves to the landing that leads toward area 19. If his heedrens failed to stop the PCs, he hopes to use the oozes in this room to achieve the same goal.

The Baskets: Eight slimy, spherical, basket-like structures, each about five feet in diameter, hang from the ceiling. Their equally slimy ropes are affixed to rings in the ceiling, and extend about fifteen feet down, putting the bottom of the baskets about ten feet above ground level.

The baskets, woven of fibrous material slathered in alchemical compounds that resist the corrosive effects of their contents, are actually nest-like containers for holding and breeding dangerous oozes. Two of the baskets are empty, while the others contain oozes the Blind Cabal have either bred or created.

Each basket has a section about three feet across on the upper side that can be unlatched and opened; if opened, the oozes within immediately begin to slither out. A basket that is cut or dropped from its suspension bursts, releasing the oozes. Should the characters (or the acolyte) open or drop a basket, roll 1d8 to determine its contents. (Once a given result has been obtained, ignore that result on future rolls.)

- | | |
|---|---------------------------|
| 1 | slime mold |
| 2 | 2 giant amoebas |
| 3 | choleric ooze swarm |
| 4 | 2 melancholic ooze swarms |
| 5 | 4 phlegmatic ooze swarms |
| 6 | 4 sanguine ooze swarms |
| 7 | empty |
| 8 | empty |

The Oozes: If freed, the oozes attack nearby creatures. They are utterly unaffected by the obscuring mist spell (if it has been cast).

Slime mold: hp 28

Giant amoebas (2): hp 15

Choleric ooze swarm: hp 25

Melancholic ooze swarm (2): hp 17

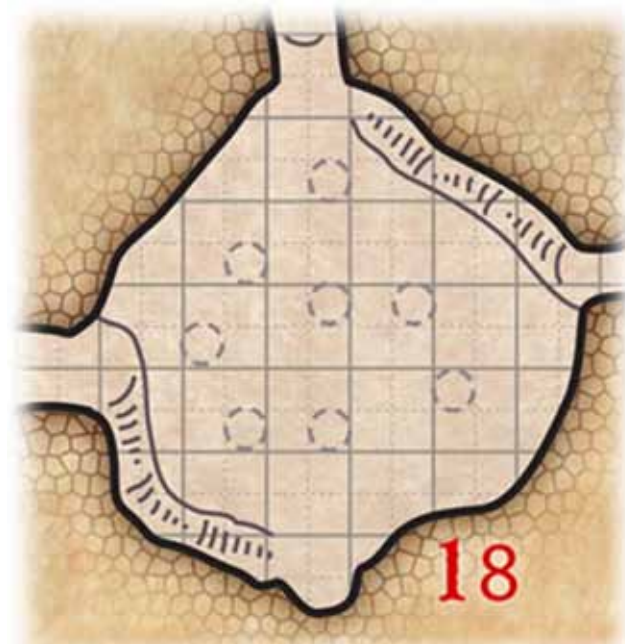
Phlegmatic ooze swarm (4): hp 8

Sanguine ooze swarm (4): hp 7

The Acolyte: The acolyte from area 17 attempts to hold off the PCs using the oozes in this room. If he has sufficient time, he casts magic stone on three pebbles before the group arrives (this is secondary to the casting of obscuring mist). Then, as the PCs enter, he uses shatter and his magic stones to drop the ooze baskets among them as they cross the room.

Connections: This area connects to areas 17, 19, 20, 21 and 22.

See the Map of The Abomination Pits.



19. THE FEEDING CHAMBERS (EL 5)

Summary: A series of chambers stores fodder for the ooze farm.

Sights and Sounds: This is a series of natural chambers. The ceilings vary in height from 8 to 15 feet (generally lower in the tunnels and higher in the centers of the rooms). The area is unlit. Assuming the PCs have sufficient light, they see the following.

The uneven stone walls are dark with wetness and slime, interrupted by pallid patches of soft, sporey fungus. The area has a dank, musty smell.

The floors are uneven, damp, and in some areas slick. As in most of the natural caverns in this part of the dungeon, the natural walls are broken, here and there, with naturally-occurring crevices and fissures--most just a few inches wide--that penetrate deeply into the rock (but lead nowhere).

Background: These natural caverns have been used by the Blind Cabal as a dumping ground for material destined to feed their creations. As oozes and abominations are not generally picky eaters, the items left here are generally food scraps, corpses, and the results of failed experiments. Under the influence of the Realm of Echoes, though, some of these items have been tainted with a horrid semblance of life.

Fungusy Goodness: The walls, ceiling, and floors of this area are spotted with patches of slime and fungus. Although harmless, the mold and mildew can make for treacherous

footing. For every 10 feet a character moves, roll 1d6; on a result of 1 the character slips and must make a Reflex save (DC 15) or fall prone, ending that move action.

The Mold-Covered Corpse: Just south of the intersection at the center of this area the decayed body of a half-elf lies on the floor.

A long, lumpy form lies on (or perhaps rises from) the floor. The shape's features are indistinct, buried under a thick blanket of fuzzy, pale gray fungus, but it gives the distinct impression of a humanoid form. Numerous pulpy white stalks, tipped with fungal nodes, rise from the shape.

The anonymous body is that of one of the cabal's victims, dumped here ignominiously for eventual use as ooze fodder. It has been stripped of valuables, but a character searching the body (Perception DC 14) finds a ring clutched tightly in the corpse's decayed hand (and thus overlooked by the cabal's servants). Of elegant gold trimmed with platinum, its inner surface is inscribed with the words "All my love, Kara." It is worth 200 gp.

The Shaft: At the northern extremity of this area, a narrow shaft in the floor leads down into darkness. Although obvious to anyone who thoroughly searches the room, characters simply glancing around might miss the opening among the many depressions and lumps of the floor (Perception DC 12). The shaft descends 40 feet to area 22. The narrowness of the shaft, and its many handholds, partially offset the difficulty in climbing posed by the slimy sides (Climb DC 11).

The Cythnigots: A horrid form of fungal life, leaked in from the Realm of Echoes, has moved into this area. These fungal creatures have taken root in the large rats that were once attracted to this area (no untainted rats remain), parasitically transforming them into small but potent horrors. The creatures lurk in the southern chamber, at least one or two of them clinging to the ceiling to drop upon approaching adventurers. If the PCs spend a substantial amount of time examining the body or the shaft, the cythnigots attempt to sneak up on them, moving stealthfully along the walls and ceiling.

Use the stats for the Qlippoth, Cythnigot, ignoring the evil subtype, the detect law ability, and the ability to fly, and instead giving them a climb speed of 20 ft. and no language.



Cythnigots (3): hp 16

Connections: This area connects to area 18 and area 22.

See the Map of The Abomination Pits.

20. THE PRISONER

Summary: In a side chamber, an insane prisoner awaits his fate at the hands of the Blind Cabal.

Sights and Sounds: This is a natural chamber. The ceiling tapers from roughly ten feet in the passageways to six feet in the room. The area is unlit; assuming the PCs have sufficient light, they see the following.

The ceiling tapers as the passageway winds toward a larger chamber, so that by the chamber's entrance a man must stoop slightly to avoid striking his head on the uneven ceiling. Within, a human dressed in rags huddles against the far wall. He is missing both legs.

The floors are uneven, damp, and in some areas slick. As in most of the natural caverns in this part of the dungeon, the natural walls are broken, here and there, with naturally occurring crevices and fissures--most just a few inches wide--that penetrate deeply into the rock (but lead nowhere).

Background: This room contains a prisoner, a man by the name of Derk Berringsell. Berringsell was captured by operatives of the Blind Cabal, along with his wife and a servant, and brought to the cabal's caverns for use as fodder in their experiments. He has seen both his wife and servant killed. He himself, among other horrid experiences, has

been fed live to the oozes the cabal is growing in area 18, which accounts for his missing legs. His experiences have driven him out of his mind, but Berringsell can impart some information on the cabal and these caverns they call the "abomination pits."

Berrinsell's capture was not a coincidence. Although a commoner and a layman, he was a devout and active member of the congregation of the Church of Pendar (God of the Rising Sun and Justice) in the town of Carisford--a place many, many leagues from the necropolis. An entrance to the Blind Cabal's underground refuge is situated in Carisford, and their comings and goings have been noticed in that area--and actively opposed by the Church of Pendar. The cabal has been conducting a campaign of low-key intimidation in that region, and Berrinsell's kidnapping was part of that effort.

Derk Berrinsell: The pathetic Derk Berrinsell cringes in the dark of this, his cell.

The man draws back at any approach, blinking in the nearing light and turning his head away as though afraid of what he might see. A thick ring around his neck is attached by a chain to a ring set in the stone nearby. His skin is pale and drawn, and his legs end just above the knee in raw, slimy stumps.

While Berrinsell's legs were still attached to his body, they were fed to one of the oozes in area 18--a trauma that drove what little sanity he still possessed from his mind. He huddles and cringes if approached, seemingly afraid of the light, whimpering at first but raising his voice in incoherent cries as the PCs draw nearer.

The ring around Berrinsell's neck is made of iron (hardness 10, 10 hp, break DC 26) and is locked with a simple lock (Disable Device DC 20).

Berrinsell can be calmed with kind words, a demonstration that the PCs are not members or servants of the cabal, and a Diplomacy check (DC 20). If calmed, the heroes can question him, though his memory is fragmented and he often digresses into mad rantings. He frequently confuses his questioner with someone named Gill (if male) or Enna (if female).

Careful questioning of Berrinsell can reveal the following. Some of these results require Diplomacy checks (in such cases a DC is given). If the check is not successful he won't talk about that subject; if it is missed by 5 or more he becomes distraught, whimpering and crying, and must be calmed again the way he was when first approached.



About himself:

* His name is Derk Berrinsell. He is a merchant. He lives in the town of Carisford. "A happy place spoiled only by the terrors they bring in the night."

* He was taken from the road to Dell Farthing along with his wife and a servant. They were transporting eels and salted fish for sale at the larger town. He does not know how long ago that was. "Two days ago. Or three. In April. It is still April, is it not?"

* (DC 15) His legs were devoured by some terrible, jelly-like creature the cabal kept in a big, round basket. "It burned them with ice, it slurped them down. Oh, Enna!"

About the keepers of these caverns:

* These caverns are the stronghold of a group that calls itself the Blind Cabal--a gang of sorcerous types with a sinister agenda.

* They seem to breed and experiment with all manner of horrifying abominations. "It's the crawling, the crawling that is so terrible. And the squeaking. Nothing should make those noises. Nothing!"

* They've been terrorizing the area around Carisford for nearly a year.

About the caverns themselves:

* He refers to the caverns as the abomination pits. "That's what they call them."

* The caverns connect somehow to some large, man-made chambers, but he doesn't know how to get to them. "Deeper! Deeper! They always say the fissures are deeper!"

Berrinsell is no longer sane enough to be tempted by offers of rescue or release, and, even if freed from his shackles, he cannot

make his way from the caverns. He does not object to being left, but simply resumes his whimpering when the PCs exit the area. If the group manages to get him to Carisford (see area 30), they will be rewarded both materially and with aid from the townsfolk.

Connections: This area connects to area 18, 21 and 22.

See the Map of The Abomination Pits.

21. THE SHAFT (EL 5)

Summary: From a small chamber, a shaft descends into darkness. Is that a glint of light below, or the motion of water? Or maybe just motion?

Sights and Sounds: This natural chamber is reached via a narrow, twisting passageway. The surfaces are uneven, and the ceiling rarely over six feet high. The area is unlit. Assuming they have sufficient light, the PCs see the following.

A cramped, twisting passageway is lined with the same dark, natural rock as the caverns leading to it--but here the stone is striated with lines and seams of lighter material. The passageway widens into a small chamber, at the far side of which it continues--straight down through a hole in the floor.

The floor is uneven and lumpy. The natural walls of the cavern are broken, here and there, with naturally-occurring crevices and fissures--most just a few inches wide--that penetrate deeply into the rock (but lead nowhere).

Background: A number of crystalline seams intersect the passageways in this area, in which

a pair of giant spiders have made their lair. Affected by the Realm of Echoes, the spiders have transformed into crystalline horrors.

Within the chamber, the seams can yield some moderately valuable gemstones. Some time ago, a servant of the Blind Cabal snuck into the chamber in an attempt to harvest some of them. He was caught unawares by the spiders and dragged to his death. Some evidence of his effort remains in the chamber.

The Crystals: The seams in the passageway walls are made of light crystalline material that glitters under the illumination of whatever light the PCs bring into the area with them. An Appraise check (DC 15) determines that the material, which can be easily chipped out in pebble-sized chunks, is quartz or a similar, generally worthless material.

Within the chamber, the seams are a bit more valuable: A hero with appropriate equipment (a hammer and chisel, or something similar) can chip away at the quartz to reveal low-quality or semi-precious



gems. A character doing so for 10 minutes and succeeding in a Perception check (DC 10) finds a gem worth 1d6 x 10 gp.

A servant of the Blind Cabal did just that a few months back, although he was devoured by the spiders before he could escape with his booty. A DC 12 Perception check while searching the room reveals a rusted hammer half-buried in dust and stone chips against the room's eastern wall. Beneath the hammer, among chips of stone and quartz, is a small collection of 6 gem stones worth a total of 120 gp.

The Shaft: An opening in the floor leads straight down into darkness. The shaft, roughly five feet by eight feet at the opening, is coarse and uneven (like all of the passageways in this area), but descends almost perfectly vertically for about 50 feet, down into area 25.

The shaft is partially blocked, about halfway down, by some large crystalline objects (actually the diamond spiders). A light lowered or dropped into the shaft briefly illuminates them (though identifying the shapes as living creatures requires a Perception check opposed by the spiders' Stealth) before landing in the water in area 25. The water under the shaft is roughly 10 feet deep.

The Spiders: Two diamond spiders lurk in the shaft. They do not emerge immediately, but if the PCs linger in the chamber they emerge in 2d6 rounds. They climb from the shaft immediately if a light is lowered to them, and they immediately attack any creature who descends more than a few feet into the shaft.

Diamond Spiders (2): hp 16 + 30 temporary hp

The spiders attack until they lose all temporary hit points, at which point they retreat into the shaft. They only chase fleeing characters back to the T-shaped intersection at the entrance to this area.

Development: Any creatures not killed in this encounter may make an appearance in area 25.

Upping the Ante: If the PCs have breezed through some of the recent encounters and you'd like to give them a real challenge, add a will-o'-wisp to the mix. The will-o'-wisp generally lurks near the bottom of the shaft, ready to contribute to the deaths of any interlopers in both area 21 and area 25. It uses its ghostly light to entice the PCs into investigating the shaft--and then, of course, encountering the diamond spiders.

Will-o'-Wisp: hp 40

Connections: This area connects to areas 20, 22, and 25.

See the Map of The Abomination Pits.

22. TEN SLIMY FINGERS OF DEATH (EL 4)

Summary: A large cavern contains another of the Blind Cabal's horrors--but is all as it seems?

Sights and Sounds: These natural chambers feature coarse, uneven surfaces. The height of the ceiling varies, but is generally fifteen to twenty feet. This area is unlit. Assuming they have sufficient light, the PCs see the following.

A narrow passageway slopes markedly down toward a large, natural chamber with a high ceiling. Deep alcoves, and thick, natural shafts of stone break up the space and make it hard to tell exactly how large it may be. The air has become distinctly dank, and there's a distant sound of dripping water echoing from the east.

Floors in this area are uneven and lumpy. The natural walls of the cavern are broken, here and there, with naturally-occurring crevices and fissures--most just a few inches wide--that penetrate deeply into the rock (but lead nowhere).

Background: This cavern connects to area 19 via a shaft in the ceiling near the southern edge of the room. A decapus has taken up living here, surviving largely by slithering, periodically, up the shaft to raid the foodstuffs and other edibles dumped in that higher area.

The Northern Passage: North of this area, a relatively large passageway runs west (from area 20 and area 21) to east, where it dead-ends. The large chamber that is the focal point of this encounter lies to the south of this passageway, down a narrow, downward-sloping run.

Toward the western end of this passageway there is an opening in the wall some ten feet above the floor. The passageway itself continues to curve around to reach this opening, forming a sort of loop.

At the eastern end of the large passageway, a chamber widens out. Three holes in the floor open into shafts descending 20 to 30 feet down into the rock. At the bottom of the southernmost hole lies the mouldering



skeleton of a humanoid creature (a grimlock). Clutched in the creature's hand is a fist-sized lump of smooth, metallic material, disturbingly organic in appearance. (This is a heedren stone.)

The Decapus: A decapus lives in this area, from which it occasionally forays up into area 19 (and sometimes beyond, relying on its unique camouflage ability to avoid detection) for food. It would much rather enjoy a live meal, however, and it knows that the few humanoid visitors to this area are members or servants of the Blind Cabal. It has established an ambush aimed at Cabal servants, but the ambush might work just as well on the PCs, too.

The decapus lurks near the ceiling at the northern corner of the room, clinging to stalactites and irregularities in the ceiling surface and relying on its camouflage ability to keep it hidden. It uses its minor image ability to create the image of a heedren

shuffling about near the passageway leading toward area 23. (It has seen heedrens being handled by Cabal members and recognizes that the Cabal would want to bring any stray heedrens to heel.) The illusory heedren wears a thick belt and hood identical to those worn by the heedrens in area 17.

The decapus's intention is to lure its victims toward the illusion, and then attack from behind, grabbing and constricting the character that seems most likely to be able to hurt it if left on his or her feet.

The decapus has the ability to alter its coloration and the texture of its skin to match the surrounding terrain, much like an actual octopus. Use the standard decapus stats, but give it the following additional ability:

Camouflage (Ex): The decapus can cause its skin to match its surroundings and attempt to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment. It gains a +8 racial bonus to Stealth checks.

That said, this particular decapus is hampered by the presence of several larval tentamorts attached to its flesh. Because these do not change color, the decapus suffers a -2 penalty to Stealth checks, making its total bonus +13.

Decapus: hp 45

Larval Tentamorts: Several small creatures, looking much like dark-blue, dinner-plate-sized starfish each with a single red eye at its center, are attached to the decapus's body. If the decapus is killed, these creatures slither from its corpse, moving like multi-footed slugs toward the extremities of the chamber. They are harmless to the PCs and can be easily killed. A Knowledge (dungeoneering) check (DC 19) identifies the creatures as larval versions of a tentamort.

Room For Expansion: The passageway to the north of the main encounter area doesn't have to be a dead end. If you wish to expand this adventure, or provide links to other underground regions, the passageway could continue beyond the three shafts--or perhaps one or more of the shafts could lead to additional locations.

Connections: This area connects to areas 19, 20, 21, and 23.

See the Map of The Abomination Pits.

23. A WATERY PASSAGE (EL 5)

Summary: A junction in the narrow, twisting passageways is filled with chest-deep water--still, silent, and black.

Sights and Sounds: This natural chamber features coarse, uneven surfaces. The height of the ceiling varies, but is generally eight or ten feet (but see below). This area is unlit. Assuming they have sufficient light, the PCs see the following.

The narrow passageway slopes down toward a larger, twisting chamber. There, in the darkness, a still black pool of water extends from wall to wall and into the cavern's forlorn night, its only companion the sound of heavy droplets dripping from the uneven ceiling.

The floor is uneven and lumpy and, within the water, slippery. The natural walls of the cavern are broken, here and there, with naturally-occurring crevices and fissures--most just a few inches wide--that penetrate deeply into the rock (but lead nowhere). The entrance to the south tunnel can be difficult to spot (see "The South Tunnel" below).

Background: A large pool of cave water sits at the intersection of three winding passageways. To the north and west, the passageways rise easily from the water, which is relatively shallow. To the south, however, the ceiling dips almost to the level of the water, which is somewhat deeper. In this excellent hiding spot, a slithering tracker waits to ambush any passers-by.

The Water: The water is dark, still, and unwholesome looking, but still relatively clear. The floor slopes into it at a modest angle, and it reaches a depth of roughly four feet (mid-chest on a typical human) about ten feet out from the water's edge.

The water is clear and quite cold. Although the surface is still but for the ripples you create, there seem to be faint tendrils of current brushing against you. The footing is slick and treacherous, and every step stirs billowing clouds of brownish soot that obscure the bottom around you.

Although the water is clear, the bottom is covered by a layer of fine silt, which quickly clouds the water when disturbed. In addition, this silt makes the floor quite slippery. Creatures moving at half normal speed can negotiate the area with no difficulty; those moving faster or engaged



in combat must make Acrobatics checks (DC 10 for moving at normal speed; DC 15 for running, engaging in combat, or similar activities) to avoid falling prone in the water.

The water is deepest--roughly six or seven feet, or just over the head of a typical human--to the south and east (indicated by a darker blue on the map).

The South Tunnel: The ceiling at the southern end of the room slopes down almost to the level

of the water, leaving a gap of half a foot or less between the ceiling and the water's surface at the entrance of the tunnel toward area 26. (This low zone is marked in gray on the map.) In fact, the entrance can be difficult to spot from the northern landing (a DC 12 Perception check).

Creatures attempting to negotiate this low zone can, with some effort, walk and keep their faces above the surface. But they may find it easier to simply swim underwater. Keeping light sources dry and lit through this area should be a challenge.

The Slithering Tracker: A slithering tracker rests along the bottom of the passageway toward area 24, just west of the bend in the passage. It relies on its superior hiding ability to remain unseen, attacking any creature that steps on or passes over it. Although it hopes to ambush creatures in its own passageway, if the PCs instead focus on the passage to area 26, it moves toward them, sneaking up behind and waiting until most of the PCs have moved through the low zone before attacking the last character still within this chamber.

Slithering Tracker: hp 42

Development: If the slithering tracker does not catch the PCs on their first pass through this chamber (for example, if they move quickly through to area 26 before it is able to react to them), it repositions itself to catch them on the way back.

Connections: This area connects to areas 22, 24, and 26.

See the Map of The Abomination Pits.

24. THE DARK WARREN (EL 6)

Summary: The PCs reach a warren of twisting passages from which echoes the soft, wet sounds of flesh being torn and consumed.

Sights and Sounds: The natural tunnels in this area feature coarse, uneven surfaces. The height of the ceiling varies, but is generally eight or ten feet. This area is unlit. Assuming they have sufficient light, the PCs see the following.

The winding passageway suddenly branches, with additional branchings just ahead in either direction.

The floors here are uneven and lumpy. The natural walls of the cavern are broken, here and there, with naturally-occurring crevices and fissures--most just a few inches wide--that penetrate deeply into the rock (but lead nowhere).

Background: The PCs--or even the Blind Cabal--are not the first humanoids to venture into the abomination pits. Over the centuries others have explored these dim and horror-filled passageways, and many of those found only death. Their bodies have lain in the dark, forgotten but, like all the pits' inhabitants, subtly touched by the Realm of Echoes.

This encounter area consists of a small network of intertwining passageways. A pair of humanoid skeletons have been returned to an awful semblance of life in the form of bloody bones, and they lurk in the network.

The Explorers' Leavings: The ancient explorers who became the bloody bones left a small quantity of belongings behind, at the end of the alcove marked "A." These consist of a pile of damp, mouldering material (once clothing, backpacks, and the like, but now decayed beyond recognition) that hides a few items of potential interest to the PCs: 127 gp and 34 sp (all in coins centuries out of date, but not as ancient as the minotaur kingdom), a shriveled and mildewy (but not decayed) elven hand on a golden chain (a hand of the mage), and a book.

The book, Ferinrax's Ponderings on Distant Realms, is damp and deeply decayed, many of its pages crumbling into damp fragments or glued together with rot and mold. It is written in Common, but the style of the script and phrasing is archaic. Although not magical, it is a very useful treatise principally on the Realm of Echoes (a DC 25 Appraise check, or a DC 18 Knowledge (planes) check, recognizes the title as such). An unaltered book would be worth 200 gp and, with a just few moments of reference, grants the user +2 on any Knowledge (planes) check related to the Realm of Echoes. This damaged copy might be worth 50 gp and, due to missing or illegible pages, grants its bonus only 50% of the time.

The Undead: The two bloody bones lurk in these passageways, spending most of their time in

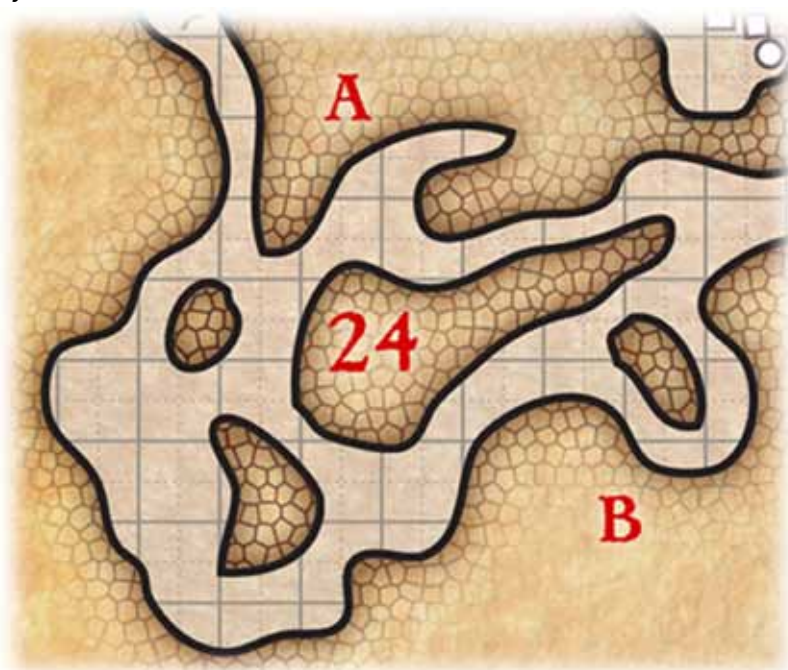
the areas marked "A" and "B" on the map (though the GM may place them elsewhere). Characters approaching from area 23 may hear activity at location "B" before they reach that spot (Perception check, DC 13 from the eastern entrance of the encounter area).

From somewhere ahead a faint sound reaches you--a soft rending, accompanied by a quiet gurgle or slurp.

The bloody bones is devouring a dark blue creature much like a cat-sized starfish with a single red eye at its center (a larval tentamort)--a weak substitute for the human flesh it craves. Its greedy feasting gives it a -2 penalty on Perception checks.

Bloody Bones (2): hp 28

While the bloody bones are not exactly a team, they are crafty enough to take advantage of the tunnel network and any



distractions one or the other may create. As the PCs engage one bloody bones, the other attempts to move stealthily through the tunnel network to strike the PCs from a position of surprise. Both bloody bones prefer to grapple, using their tendrils to strike from a distance if possible, and taking advantage of the narrow passageways to confront only a single character at a time.

Connections: This area connects to area 23 and area 25.

See the Map of The Abomination Pits.

25. THE TROPHY CHAMBER (EL 7)

Summary: An inky underwater pool is surrounded by polished skulls. The question is, who--or what--put them there?

Sights and Sounds: This natural chamber features coarse, uneven surfaces. The height of the ceiling varies, but is generally around fifteen feet. This area is unlit. Assuming they have sufficient light, the PCs see the following.

A large chamber is dominated by a deep pool of dark water, still and stagnant. A faint movement of chill air flows from the southern passageway toward the shaft leading up from the northeast corner of the coarse, dripping ceiling. An additional passageway heads north, but it cannot be reached without passing through or over the water.

The floor is littered with numerous pieces of what might be dirt-covered armor, while a number of skulls--of various creature types--sit on small ledges and in gaps in the eastern wall.

The floor is uneven and lumpy and, within the water, slippery. The natural walls of the cavern are broken, here and there, with naturally-occurring crevices and fissures--most just a few inches wide--that penetrate deeply into the rock (but lead nowhere).

Background: This chamber sits at the bottom of the shaft leading down from area 21. Within the depths of its water it also connects to the Oracle Pool, via a passage that winds nearly 400 feet to the east. Like most of the spaces within the abomination pits, it has attracted (or perhaps, due to the influence of the Realm of Echoes, formed within it) a horrific creature. Several creatures, actually--all chuuls. Fortunately for the PCs, the multiple chuuls that once dwelt here resorted to cannibalism, leaving only the strongest individual still alive to challenge anyone who enters the area.

The Debris: A number of muddied pieces of carapace--most the size of large pieces of plate mail, but others the size of an ogre's breastplate--litter the shore and the shallows of the water. These can be identified as bits of chuul exoskeleton with a successful Knowledge (dungeoneering) check (DC 17); otherwise, a DC 10 Survival check identifies them only as the exoskeleton of a large chitinous creature.



Opposite, in notches and gaps in the eastern wall, sit half a dozen or so skulls, picked clean and polished. These include an elf, two humans, a kobold, and the faceplate of a young chuul. These are trophies of the chamber's inhabitant.

The Water: The water is dark, still, and murky. The floor slopes into it at a modest angle, and it reaches a depth of roughly five feet (neck-level on a typical human) about ten feet out from the water's edge. Further out, in the area marked in darker blue on the map, the water deepens to over ten feet deep.

The water is black, cold, and covered with a faint oily film. Occasionally, bubbles drift to the surface.

Silt on the pool bottom makes the floor in the water quite slippery. Creatures moving at half normal speed can negotiate the area with no difficulty; those moving faster or engaged in combat must make Acrobatics checks (DC 10 for moving at normal speed; DC 15 for running, engaging in combat, or similar activities) to avoid falling prone in the water.

At the eastern extremity of the pool, almost below the shaft leading down from area 21, a wide crevice in the bottom leads to a narrow underwater passageway. This opening passes under the chamber, snaking its way eastward for roughly 400 feet to reach the pool at the bottom of the sinkhole in area 10.

The North Tunnel: The passageway to the north is a dead end.

The Chuul: A chuul conceals itself by remaining submerged in the deep waters. It is hungry, and eagerly attacks creatures entering the pool. For creatures remaining on the shore, it is patient enough to wait until they're well into the room before attacking, hoping to block any prey from escaping to the south. It immediately attacks any creature moving more than five feet into the water.

The Chuul: hp 85

If the chuul succeeds in grappling and paralyzing a character, it quickly retreats into the deeper water with its victim.

Nosy Neighbors: If the diamond spiders from area 21 are still alive, they enter the room via the opening in the ceiling 2d6 rounds after

they are aware that the PCs have entered the chamber. Upon arrival, they immediately attack the two nearest creatures.

The passageway to the north doesn't have to be a dead end. If you wish to expand this adventure, or provide links to other underground regions, the passageway could continue beyond the map. Additionally, the underwater passageway could lead to additional areas, either submerged or, by snaking back above water level briefly, in air-filled spaces.

Connections: This area connects to areas 10, 21, and 24.

See the Map of The Abomination Pits.

26. THE WET GLEAM OF A HUNDRED RED EYES (EL 4)

Summary: In this room, isolated and secure behind a wall of subterranean challenges, something has been spawning ... and spawning ... and spawning.

Sights and Sounds: This natural chamber features coarse, uneven surfaces. The walls taper inward to join in a narrow ceiling roughly twenty feet overhead. This area is unlit. Assuming they have sufficient light, the PCs see the following.

The passageway widens somewhat. Overhead, the walls find no ceiling, but instead taper inward to meet some twenty or thirty feet up, so it's almost more like you're in some sort of crevice than a room or passage. Along the northeastern wall, the room widens above an irregular, sloping ledge.

But it is not the geography that makes this space so noteworthy. It is that every surface--the walls, the floor--is covered with dark, fleshy, starfish-like creatures, each about as wide as the length of a cat's body. And at the center of each, a bright, red eye. Every eye is fixed upon you.

The floor is uneven and lumpy. The natural walls of the cavern are broken, here and there, with naturally-occurring crevices and fissures--most just a few inches wide--that penetrate deeply into the rock (but lead nowhere).

Background: This chamber is filled with larval tentamorts, the issue of the creatures in area 27. They congregate here because the sometimes cannibalistic nature of their parents drives them out of area 27 and the pool and low ceiling in area 23 create a natural barrier through which a relative few of the larvae are able to pass.

Individually, the larvae are harmless. Although, desperate with hunger, some will approach the PCs, they are easily killed and cannot deal real damage individually. They become a threat only when they form into swarms--a real danger, depending on how the PCs approach this encounter.

The Ledge: A narrow, uneven ledge runs along the northeastern wall of the room. At its northern end it's eight or nine feet above floor level, at the southern end it rises to nearly fifteen feet above the floor. A narrow, winding passageway loops from the northern end of the room to give access onto the ledge.

The Larvae: There are hundreds of tentamort larvae in this room; they cling, with their tiny, starfish-like suction cups, to the walls,



such an attack before the swarms form, only a single swarm will be able to form out of the remaining individuals. If more than two-thirds of the room is affected, there will no longer be enough individuals to form any swarms.

In addition to being easy to kill, the individual larvae are relatively harmless, doing little but clinging to their target (in small numbers, their poison isn't strong enough to affect creatures larger than size Tiny). However, each larval tentamort weighs roughly five pounds, so a character with several attached can become weighed down. Removing an attached

larva requires a move action, so an immobile character will likely attract larvae faster than he or she can remove them.

But the real danger occurs when the larvae form a swarm. This happens 1d3 rounds after the first character penetrates deeper than 10 feet into the room. The second swarm forms 1d3 rounds after the first. Like the individuals, the swarms are not fast-moving, but they pursue potential prey with great vigor.

Larval Tentamort Swarm CR 2

A swarm of dark blue, starfish-like creatures, each about the size of a dinner plate and each having a disturbing, bright red eye in the center.

Given their preference, tentamort young prefer to scatter, seeking food sources and distancing themselves from their occasionally cannibalistic parents and siblings. When large concentrations of young are unable to roam, however, they may form swarms in their eagerness to fall upon any potential prey they detect.

XP 600

N Tiny aberration (swarm)

Init +2; Senses blindsight 60 ft., low-light vision; Perception +1

DEFENSE

AC 9, touch 9, flat-footed 9 (-3 Dex, +2 size)

hp 19 (3d8+6)

Fort +5, **Ref** -2, **Will** +2

OFFENSE

Speed 10 ft.

Melee swarm (1 plus poison)

Special Attacks poison, distraction (DC 15), clingy

Space 10 ft.; Reach 0 ft.

STATISTICS

Str 14, **Dex** 4, **Con** 14, **Int** 1, **Wis** 8, **Cha** 1

Base Atk +2; **CMB** -5; **CMD** 8

Feats Improved Initiative

Skills Climb +10, Perception +1; Racial Modifiers +8 Climb

SPECIAL ABILITIES

Poison (Ex): Fort DC 15; frequency 2 rounds; effect 1 Con plus nausea; cure 1 save.

Clingy (Ex): Whenever a larval tentamort swarm makes a swarm attack on a creature of Small size or larger, that creature must make a DC 13 Reflex save or be covered in

ceiling, and floor (although there are only a few in the passage that connects to the ledge). Although the distribution isn't perfectly even, an average 5-foot square of wall or floor contains four or five of the creatures.

The larvae react to creatures coming within 10 feet, slowly inching their way toward the target. A moving character can easily outpace them, but someone crossing the room will stir up a wake of the creatures as more and more of them slither behind.

Individually, the larvae are easy to kill (AC 9, 1 hp). An area-effect attack that deals any damage can destroy large swathes of them--a single fireball could clear the vast majority of individuals the room. If roughly half the area within the room is subject to

multiple larval tentamorts. Those who fail are entangled until the larvae are removed, which requires a full-round action--though this action might be impeded by effects of the swarm. The save DC is Constitution-based.

ECOLOGY

Environment: any

Organization: solitary or group (2-4)

Treasure: none

Connections: This area connects to area 23 and area 27.

See the Map of The Abomination Pits.

27. THE GARBAGE CHUTE (EL 8)

Summary: A large cavern is dominated by the foul, pestilent detritus of the Blind Cabal. The terrible compost writhes and seethes with giant maggots and worms--and perhaps something even more dangerous.

Sights and Sounds: This natural chamber features coarse, uneven surfaces. The walls arch to a naturally vaulted ceiling roughly fifteen feet overhead. This area is unlit. Assuming they have sufficient light, the PCs see the following. (Note that the description assumes that the tentamorts automatically notice the PCs because they are always on the lookout for food. If the PCs take appropriate precautions before entering the room, the GM may want to allow the PCs to make Stealth checks, resisted by the monsters' Perception to prevent being

automatically discovered. If this is the case, modify the text below accordingly.)

A putrid cesspit odor roils from this room like an assault, and no wonder--the irregular natural chamber is dominated by a steaming, squirming heap of offal, carrion, and rubbish. But there, atop the mound, is a glint of gold and turquoise: the gilded, funereal head of a minotaur mummy. Unfortunately it's not alone. Several man-sized blue forms hang from the stony ceiling by thick, suction-cup laden arms. The nearest opens a dozen red eyes, speckled at seeming random over its bloated, conical body, and trains them upon you.

The floor is uneven and lumpy. The natural walls of the cavern are broken, here and there, with naturally-occurring crevices and fissures--most just a few inches wide--that penetrate deeply into the rock (but lead nowhere).

Background: This chamber sits at the bottom of a long, semi-natural chute leading down from area 29 in the Blind Cabal's network of rooms above. They use this chute to dispose of their rubbish. Kitchen waste, the contents of chamber pots, and the unwanted results of their terrible experiments are pitched into the hole to end up on the pile in this room.

This festering heap has formed the basis of an ecosystem of scavenging creatures. Most are simply horrid worms and blind maggots--revolting, but basically harmless. Four

tentamorts, however, have also made a lair of the room, eating both the refuse and those lesser creatures that squirm and dig their way through it.

In the process of looting Garlenthair's tomb, the Blind Cabal took not just the minotaur kings' treasure, but also his mummy. Perhaps it was an act of malice, perhaps they thought it had magical properties or financial value, or perhaps they hoped to harvest it for rare alchemical ingredients. Whatever the case, they eventually decided it had little to offer them, and they discarded it. The mummy was tossed down the chute. It eventually ended up in area 28, but several elements of its funereal garb remain on the garbage pile.



The Rubbish Heap: The chamber is dominated by a large, wet heap of stinking, rotting garbage, sewage, and carrion, nearly 20 feet across and rising over 5 feet tall in the center. The floor around the heap is wet with greasy, putrid runoff. Anyone within 5 feet of the heap must make a DC 12 Fortitude save or become sickened for 1d6 rounds. (A character who succeeds at this save is immune to this effect for 1d4 hours.) The tentamorts are immune to this effect.

PCs can clamber across the heap, but it counts as difficult terrain. They may be put off by the thick worms and maggots that slither through the rubbish--some as large as a man's arm--but these are harmless.

Near the top of the heap lies the ceremonial headdress of Garlenthathir's mummy, a large, heavy, ornate minotaur mask. Although some gold leaf and colorful paint remains, a detailed examination reveals that the gems and trim of gold and silver have been removed. The rest of the mummy is not present.

There is one additional item of interest in the garbage heap: The partially eaten body of a failed Blind Cabal experiment. If the PCs succeed at a DC 12 Perception check while searching the heap find the body not far from Garlenthathir's headdress. An examination of the body finds that it is apparently made up of stitched-together parts of several different humanoids, although the tentamorts' feeding mechanism leaves what is left difficult to interpret.

The Shaft: A shaft above the rubbish heap rises nearly 80 feet to end in a ceiling of

worked stone. The walls are coarse and uneven, but coated in smelly slime (Climb DC 19). A large, round double-door in the ceiling opens downward. The doors are bolted from the other side (hardness 5, 20 hp, break DC 24).

The doors are not the only way through, however. One of the many cracks and crevices in the shaft walls bypasses the man-made ceiling (though it is not certain that "men" actually crafted the Cabal's chambers), emerging in the shaft on the other side of the doors. The narrow channel is not large enough for a typical Medium-sized creature to use, but a Small or smaller creature (or an unarmored, human-sized creature of very slight build) could wriggle through.

Beyond the door, the shaft continues up for another 20 feet to end in an iron grate in the floor of area 29.

The Tentamorts: Four tentamorts dwell in this area. Because they tend to be cannibalistic, the four creatures generally remain well away from one another, each occupying a corner of the room. Only two are within sight from the entrance to the north; the other two are in the southwest alcove and behind the large stone column at the southern end. They prefer to attack from where they cling to the ceiling, but if they have to move they plop to the ground before doing so. Due to their tentacled locomotion, the rubbish heap is not difficult terrain for the tentamorts.

Despite their lack of social interaction, the tentamorts do not hesitate to close in and work together when live food presents

itself. The tentamorts nearest the entrance attack immediately once they are aware of the PCs' presence, while the others react to this excitement and begin attacking 1d3 rounds later.

Tentamorts (4): hp 39

Development: Gillcutter, a goblin living in area 28, creeps to the southern entrance of the room a few rounds after the start of any battle here. His inclination is to assume the PCs are minions of the Blind Cabal, coming at last to get him. He knows area 28 is a dead end, and attempts to sneak into one of the alcoves in this area (assuming the tentamorts are engaged with the PCs), hoping he'll be bypassed and can then escape into area 26 or up the shaft. See area 28 for more information on Gillcutter and how he reacts to the PCs.

Connections: This area connects to areas 26, 28, and 29.

See the Map of The Abomination Pits.

28. GARLENTHATHIR'S MUMMY

Summary: A narrow tunnel is the lair of something small and mischievous--a something that holds the key to returning Garlenthathir's mummy to its tomb.

Sights and Sounds: This natural passageway features coarse, uneven surfaces. The height of the ceiling varies, but is generally five or six feet. This area is unlit. Assuming they have sufficient light, the PCs see the following.

A passageway continues into the rock, quickly narrowing to just a few feet wide. The ceiling lowers, forcing you into a stoop and giving the tunnel a claustrophobic air. Ahead, a sack lies on the floor, and beyond that a blanket. A few bones are scattered about, but they don't seem as slimy and repulsive as the rubbish heap in the preceding room.

The floor is uneven and lumpy. The natural walls of the cavern are broken, here and there, with naturally-occurring crevices and fissures--most just a few inches wide--that penetrate deeply into the rock (but lead nowhere).

Background: The Blind Cabal have made prisoners and experimental fodder out of not just humans such as Derk Berringsell (see area 20), but also other races, intelligent and not. One source of victims was the Broken Tooth goblin tribe, many members of which were captured and subjected to the Cabal's horrors. Not all of these goblins succumbed, however--one, a small warrior named Gillcutter, escaped the Cabal's prisons. Unable to make his way out of the Cabal's lair, he eventually hid in the shaft under area 29, and from there found his way down to area 27.

Gillcutter has lived in this area for nearly a year. He does not generally scavenge the rubbish heap, but instead survives by raiding the Cabal chambers (mainly the kitchen) above, climbing the shaft and squeezing through the crevice that bypasses the trap door. He is adept at skittering past the tentamorts to get to the shaft, but he rarely goes to or beyond area 26, due to the concentration of larvae

there. For their part, the adult tentamorts don't seem to be inclined to squeeze into his narrow tunnel for such meager picking, and when their larvae sometimes do, the goblin kills and eats them.

Gillcutter's Stuff: The last fifteen feet of the tunnel comprise Gillcutter's home. Here he's accumulated a pile of messy blankets and skins for his bed, along with a small assortment of treasures looted from his forays into the Cabal's chambers, and mostly of interest only to him. Among his belongings are:

- * 11 gp, 27 sp, and 42 cp
- * A silver and bronze ring (worth 20 gp)
- * A silver badge on a copper chain, bearing the seal of the town of Carisford
- * Several twists of gold and silver wire (removed from Garlenthahir's headpiece and worth 45 gp)

- * 16 gemstones (worth 320 gp in total)
- * A small silver mirror (worth 40 gp)
- * A set of masterwork artisan's tools
- * An assortment of shells, bones, needles, and other utensils

In addition, laid out along the floor of the passage about fifteen feet from the end, he has Garlenthahir's mummy.

Garlenthahir: Garlenthahir's mummy was discarded by the Blind Cabal, dropped down their garbage chute into area 27. A rather surprised and superstitious Gillcutter recognized the regal nature of the mummy, although he made no connection to the minotaurs of the necropolis (the Broken Tooth tribe lives far from the necropolis; additionally, Gillcutter has never even heard of the ancient minotaur kingdom). He concluded that the spirit of the dead minotaur might look favorably upon him if he rescued the mummy from the rubbish heap, although beyond that he hasn't a clue what to do with it. It has lain in his tunnel for over a month. (His awe of the mummy didn't stop him from looting the headdress, still on the rubbish heap in area 27, for its gems and precious metals.)

Gillcutter: Gillcutter is a caveling goblin of the Broken Tooth tribe, which haunts a set of lonely hills some 200 miles from the necropolis. Along with a dozen members of his tribe, he was captured by the Blind Cabal roughly a year ago. He managed to escape and made his way down here. He survives by raiding the Blind Cabal's rooms above.



If Gillcutter heard and reacted to the PCs' battle with the tentamorts in area 27, he will likely have fled this area (trying to hide in area 27 in an attempt to let the PCs pass him by). If he did not hear a battle or was unable to flee this area, he hides under his pile of blankets in a desperate hope that he'll be overlooked.

If confronted, Gillcutter does not attempt to fight, instead pleading for his freedom, crying out in Goblin "Not the cage! Not the cage!" with his shrill voice. He can be calmed, by a character who speaks Goblin and succeeds at a DC 10 Diplomacy check. His starting attitude is Hostile, but improved to Indifferent if the PCs make clear that they do not work for the Blind Cabal. If the PCs can improve his attitude to Friendly, he can be enticed to provide the following information:

- * The story of his capture and imprisonment, and details of how he has survived in this area. He is from an area called the Gristworn Hills, which is not far from the Cabal's underground lair. A DC 15 Knowledge (geography or local) check reveals that this is roughly 200 miles from the necropolis. (The DC may drop as low as 5 if the PCs come from an area near the Gristworn Hills)
- * Garlenthair's mummy was dropped down the shaft about a month ago. Gillcutter likes the mummy, and believes its spirit looks out for him (this is not true). There was no jewelry on the mummy when it was dumped, and no treasure accompanied it--other than the headdress.

- * The Blind Cabal is a group of horrible magicians who torture helpless creatures such as goblins. They have many servants. Gillcutter

thinks there are at least six of the "important" people, but they all wear masks so it's hard to tell. (Plus, he can only count up to six.)

- * The top of the shaft ends near the kitchen. There are many rooms up there--places where the cabal lives, where they keep prisoners, where they conduct their horrid magicks, and where they grow big creatures with one huge arm.

- * They are growing lots of those creatures. Many more than six.

If Gillcutter's attitude is raised to Helpful, and if the PCs promise to help him escape from the Blind Cabal's lair, he can be talked into serving as a guide in the cabal's chambers. However, the only route he knows for getting into them is via the shaft in area 27. (He does not know about the connection from area 17).

Gillcutter is a caveling goblin warrior 1. Use the standard goblin stats, modified by the caveling mutation. Gillcutter has no Ride skill, but instead has Climb +10 (2 ranks; +8 racial bonus).

Gillcutter: hp 6

Returning the Mummy: If the PCs return to area 15 with Garlenthair's mummy, they find the tomb devoid of ghosts. If they return the mummy to the sarcophagus, however, the minotaur king's curse (if any) is lifted, and his voice echoes through the tomb: "Go with my gratitude and leave my sleep undisturbed. What treasures of mine you have found shall be your reward."

Connections: This area connects to area 27. See the Map of The Abomination Pits.

SLAVES, PRISONERS, AND GILLCUTTER

In area 28 the PCs have the opportunity to treat with Gillcutter, the escaped goblin prisoner of the Blind Cabal. They have several opportunities to interact with--and perhaps free--the cabal's slaves, and there are additional prisoners in area 37. On top of all that, the PCs may even spend some time in conversation with some of the cabal's retainers, such as Al'Pershiea in area 33.

With all these NPCs potentially offering information and even advice, there are many ways in which the PCs might enlist their aid. Here's a bit more information on what they various characters know.

Gillcutter: The goblin knows little about the Blind Cabal beyond what's outlined in area 28. However, he does know considerably more about the asylum in general:

- * He's very familiar with areas 29, 32, 33, and 34, along with the lower passageways in general. He knows that area 32 is the way in and out of the asylum (at least, that's how the Blind Cabal comes and goes, and the portal through which they bring their prisoners), but he has no idea how to make the door work.

- * He knows that area 31 and area 36 are very dangerous, and can describe the "living fire" and "living earth" that haunt those areas. He does not know what, if anything, triggers their appearance. (When he escaped via that room, he climbed down into the pits. Not to avoid triggering the trap, but just to avoid being seen.)

* He can tell the PCs that there are four cages of prisoners in area 37, although he hasn't been there in months so doesn't know who is currently kept in them.

* He can tell the PCs about the strange creatures that are kept in area 30, but he doesn't know that they are called "heedrens." He also knows that they "come from" (as he puts it) area 39, but he knows nothing about their creation process.

* He knows that area 38 is the terrible place where the Blind Cabal's prisoners go to be tortured and die. All of his clanmates disappeared into it, and only their screams emerged.

* He knows there are "six members of the Blind Cabal," though he is unable to tell the acolytes from the full members. He can also warn the PCs that there is "cat lady" who beats (and sometimes eats) the slaves, and a "magic tiger" who is her lover.

Assuming the PCs are not abusive, Gillcutter remains with them throughout the asylum. He tends to hide, rather than fight, during combat encounters or when the PCs parlay with cabal members or retainers. He may be prone to thieving, especially if the PCs took his possessions from area 28.

The Prisoners: The prisoners know virtually nothing about the layout of asylum--most were brought in unconscious and have seen only the prison chamber. They certainly don't know they are hundreds of miles from their homes, beneath the Necropolis of Pergia.

The monstrous prisoners have been captured from far off lands and, as a general rule, they know nothing about the Blind Cabal. The prisoners from the Carisford area

know, generally speaking, the same things that Derk Berrinsell might have told the PCs. In addition, as the cabal's most recent abductees, they have the most recent news about the situation in the Carisford area.

* The Blind Cabal has been raiding the area around Carisford for about two years. At first it was just a few isolated attacks, and nobody really knew the source. But the cabal has been much more brazen in recent months.

* The cabal seems to have it in for the Church of Pendar in particular. The church is the biggest institution in Carisford, and many of attacks have targeted people involved in the church community.

* The lord in Dell Farthing seems to think Carisford's problems are the result of raids by forces loyal to the Margrave of Highheath, a neighboring nobleman with whom he's long had a dispute. As a result, he's focused on protecting the border instead of patrolling the Carisford area. The lord is a bit obsessed with that dispute, but many people also believe he is being given bad counsel.

Additionally, any of the natives of the Carisford area can describe the geography of the place in moderate detail, should the PCs ask. See the Map of Carisford Vale.

The Slaves: The slaves have been badly affected by their experience in the Blind Cabal's asylum. While all would welcome freedom, they don't necessarily trust the PCs--or that the PCs can protect them from the cabal. Many fear harsh retribution if they aid or even obey simple order from the PCs, and others are outright insane.

When the PCs interact with a slave for the first time, roll 1d10 and consult the following table. The result indicates the slave's initial attitude toward the PCs (for purposes of Diplomacy checks) and should provide the GM with some roleplaying guidance.

1d10 Initial Attitude

1 Hostile--The slave is too frightened (or irrational) to willingly interact with the PCs. He or she flees (possibly alerting cabal members to the PCs' presence) or actively attempts to convince others not to interact with the PCs.

2-4 Unfriendly--The slave distrusts or fears the PCs, and is unwilling to aid or provide information to them.

5-7 Indifferent--The slave is not confident the PCs are both willing and able to secure their freedom.

8-9 Friendly--The slave is hopeful that the PCs can help them escape, and will make modest contributions of information but remains cautious and guarded.

10 Helpful--The slave is ready to go! Whatever he or she can do to help the PCs, this slave is on it.

The slaves know the layout of the asylum well, at least through area 36. Some have seen area 37, though none have been in area 38 or area 39. In addition, any slave whose attitude is Friendly or better can (if asked the right questions) tell the PCs the following facts about the Blind Cabal.

* The slaves can name Creena, Al'Pershiea, and The Surgeon as non-Cabalist inhabitants of the asylum. They can describe the general

nature of these NPCs (that Creena is a were-leopard; that Al'Pershiea is some sort of magical cat, etc.).

* The slaves believe there are four acolytes. At the time, two are believed to be in the asylum. Like the proper Blind Cabal members, the acolytes often leave the asylum on Cabal errands.

* The slaves are vague on exactly how many members of the Blind Cabal there are. They can name Girrenmoor, Plambten, Yesselendra, and Kruushk. Others may have come and gone (depending in part on how you intend to use the Blind Cabal in your campaign).

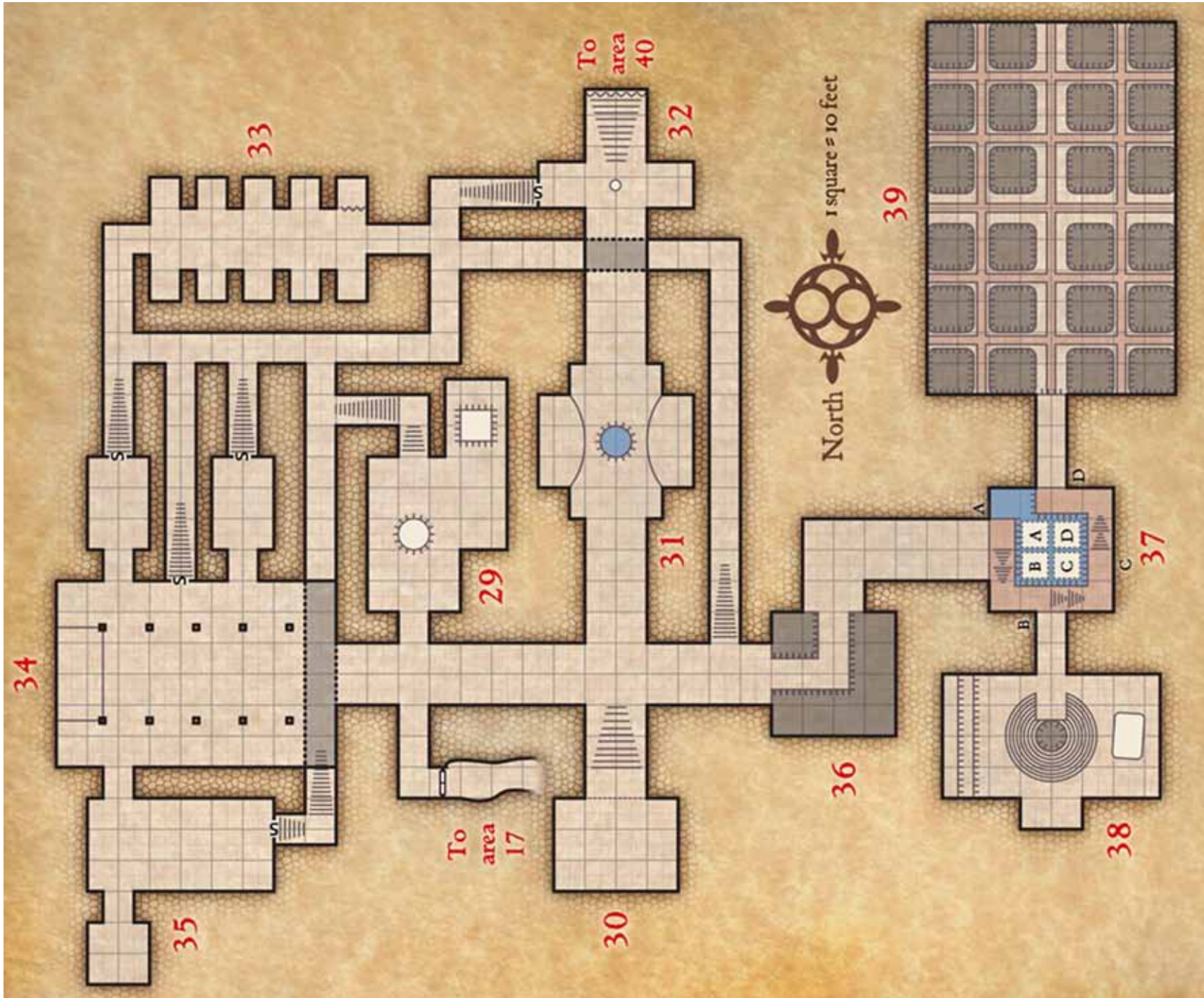
* The denizens of the asylum, in addition to their cruelty, are clearly insane. They cackle and talk to themselves or to people who aren't there, act erratically, and squabble among themselves.

* The Blind Cabal is definitely up to something. They've been increasingly active lately, with more coming and going from the asylum and more prisoners hauled off into area 37 and beyond. They seem to be excited about their plans.

* Plambten has been sick recently. He used to like to go down to the rifts himself, but no one has seen him for some time.

THE NECROPOLIS OF PERGIA

BLIND CABAL ASYLUM

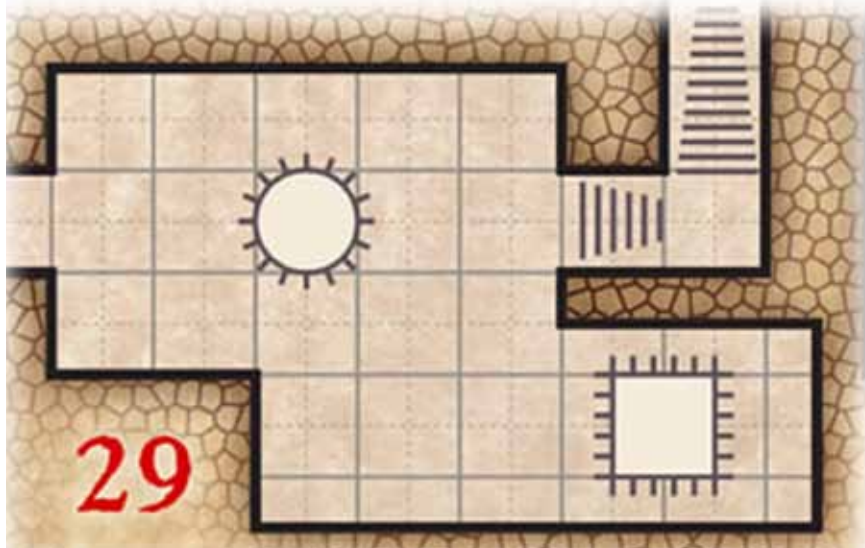


29. THE KITCHEN (EL 5)

Summary: Something's cooking in the kitchen--and that isn't necessarily good news.

Sights and Sounds: This area was built by an unknown race a very long time ago, and is scaled for creatures much larger than humans. Ceilings are 25 feet high. The area is lit by lanterns hanging from wall brackets roughly 20 feet overhead, creating an overall moderate level of lighting with some dimmer areas. Upon entering the area, the PCs see the following.

An archway sized for a giant leads into a large, high-ceilinged room. A number of humanoids toil around a round hearth in the room's center, which radiates heat past the large kettles and racks of pots. The surrounding tables, as heavy as they are, seem like doll furniture against the scale of this space. Opposite the main entrance, however, is a smaller, almost human-scaled archway leading into darkness.



The floors and walls of this area are well-crafted stonework, although they appear quite aged. All furnishings are scaled for typical Medium-sized humanoids.

The adjacent central corridors are 20 feet wide and share the chamber's 25-foot ceiling. They are sparsely lit by lanterns hanging from wall brackets, providing sufficient light to move confidently through them but leaving most of the corridors shadowed. The small, lower corridors have 15-foot ceilings and are even more sparsely lit.

Background: This chamber serves as the kitchen, scullery, pantry, and general service room for the Blind Cabal's headquarters. It was probably built for this purpose by whatever precursors created this underground stronghold, for the hearth and the garbage chute were both in place when the cabal took over these chambers.

A small portion of the household currently toils here under Creena, the cabal's master of slaves.

A staircase leads from the archway to the south, descending into the network of lower passageways. More accurately, two staircases, side-by-side (and with no dividing rail), descend. One has steps roughly two feet tall and two feet deep, while the other has two steps for every one of the first (making it more or less appropriately scaled for Medium-sized creatures).

The Hearth: A large round hearth sits in the center of this room, a large fire--mostly a pile of coals--burning low and hot upon it. Any character entering the hearth takes 1d6 fire damage and risks catching on fire.

The Shaft: In the southern alcove a rectangular opening, ringed by a low wall, overlooks a shaft that descends to area 27. A heavy iron lever protrudes from the floor beside the wall. An iron grate covers the opening, but it is not kept bolted and can be easily opened. The shaft descends 20 feet to a garbage-strewn floor, in which is set a large double trapdoor. This door opens downward and is operated by the lever above. The walls between the grate and the trapdoor are a mix of coarse worked stone and natural rock (Climb DC 18).

The trapdoors (hardness 5, 20 hp, break DC 24) are not the only way through. A crevice in the natural stone bypasses the floor, emerging in the shaft on the other side. The narrow channel is not large enough for a typical human, but a Small or smaller creature, or an unarmored human-sized character of very slight build, could wriggle through.

Beneath the door, a natural shaft descends nearly 80 feet, opening in the ceiling of area 27.

Creena and the Servants: Creena is the Blind Cabal's cruel housekeeper, the individual responsible for keeping their asylum running. A wereleopard, she keeps the Cabal's staff of slaves in line through a reign of terror that includes abuse, cruelty, and occasionally indulging her taste for human flesh.

The four slaves present are engaged in cooking, cleaning, laundry, and repairing household items. None are skilled combatants.

At the sight of the PCs, Creena orders three of the servants to attack the group and the fourth to warn Girrenmoor (currently in area 34) or the guard (referring to the acolyte in area 30). The slave exits via the lower passageway to the south, choosing the main corridor to the north only if the former is blocked. If both exits are blocked, the slave simply cowers until an opportunity to exit presents itself.

The slaves ordered to attack approach the PCs trepidatiously, picking up knives, pokers, and similar household implements. They fight defensively (+2 to AC; -4 to attacks); once any of them are killed the others fight using only total defense (+4 to AC as a full-round action). (Use the stats for a barmaid for the slaves, see link below.)

Creena shifts into hybrid form. She recognizes that the slaves are unlikely to have much effect on the PCs, but she uses them to provide flanking for her own attacks. (Use the stats for "Haidar the Accursed" to represent Creena, see link below.)

Creena, Master of Slaves: hp 45

Blind Cabal Servant (4): hp 7

Creena takes advantage of every dirty trick she can muster in her fight against the PCs, relying on her mobility to focus on and remove the weakest PC from the fight first. If she is reduced to 12 or fewer hit points, she attempts to escape, heading for Al'Pershiea in area 33 if the southern exit is convenient,

or the guard in area 30 if the northern exit is a better choice. If unable to escape, she fights to the death.

Development: If the messenger slave departs, he reaches area 30 in 6 rounds, raising the alarm about the PCs' presence. It then takes 3 rounds for the acolyte from area 30 to arrive, along with two heedrens. The acolyte orders the heedrens to join the battle against the PCs, watching and avoiding the battle himself unless attacked or the heedrens seem to be losing.

Connections: This area connects to areas 30, 31, 33, 34, and 35.

See the Map of The Blind Cabal Asylum.

30. THE HEEDREN BARN (EL 7)

Summary: From here the Blind Cabal keeps watch over its domain--and unleashes the brutal terror of its heedrens.

Sights and Sounds: Like most of the Blind Cabal's asylum, this area is scaled for creatures much larger than humans. Ceilings are 25 feet high. The area is lit by lanterns hanging from wall brackets roughly 20 feet overhead, creating an overall moderate level of lighting with some dimmer areas. Upon entering the area, the PCs see the following.

A staircase rises from the intersection--a staircase sized for giants. Each of the steps is easily two feet tall. At the top, the huge corridor continues into shadow toward an archway, but before that, in the corridor, sit a table and a

couple of chairs. Bathed in the wan yellow light of a lantern hanging overhead, they look like toys left by a giant's child, as do the massive clubs--four or five of them, at least--that lean against the opposite wall.

Sitting in the chairs are a half-elf slave and a Blind Cabal acolyte, unless the pair has been called away by events in other areas.

The floors and walls of this area are well-crafted stonework, although they appear quite aged. All furnishings are scaled for typical Medium-sized humanoids.

The adjacent central corridors are 20 feet wide and share the chamber's 25-foot ceiling. They are sparsely lit by lanterns hanging from wall brackets, providing sufficient light to move confidently through them but leaving most of the corridors shadowed.

Background: The original purpose of this room is long forgotten, but now it serves as a holding pen for the small number of heedrens the Blind Cabal keeps on-hand for heavy labor and security, as well as the security station for the asylum as a whole. Two of the heedrens normally kept here were removed from the barn for duties in area 17 (and have probably been encountered by the PCs already). An additional three are currently here. If the acolyte has already responded to activity in another area (for example, if the messenger from area 29 reached him, and he responded to combat in that area), he will have taken two of the heedrens from this area with him.

The Steps: The steps leading up into this area are each roughly two feet high and two

feet deep. The staircase is difficult terrain. Creatures on or at the top of the steps benefit from the +1 bonus for attacking from higher ground when attacking creatures lower on the staircase.

The Heedren Pen: The heedrens are kept behind a sturdy gate of iron at the entrance to the chamber beyond the table and chairs. Although they are extremely dangerous when active, and a determined heedren could probably burst through the gate without much difficulty, the heedrens do not have a strong will of their own and tend toward lethargy when not aroused. On the occasion when a heedren becomes aggressive, the acolyte on duty uses a rune of heedren control to take control of the heedren and calms it. When use of the heedrens is required, the acolyte takes control of them before opening the gate to let them out.

Rune of Heedren Control

School enchantment; **Level** sorcerer/wizard 5

CASTING

Casting Time 10 minutes

Components V, S, M (a heedren stone)

EFFECT

Range touch

Target one humanoid

Duration permanent

Saving Throw Will negates (harmless)

DESCRIPTION

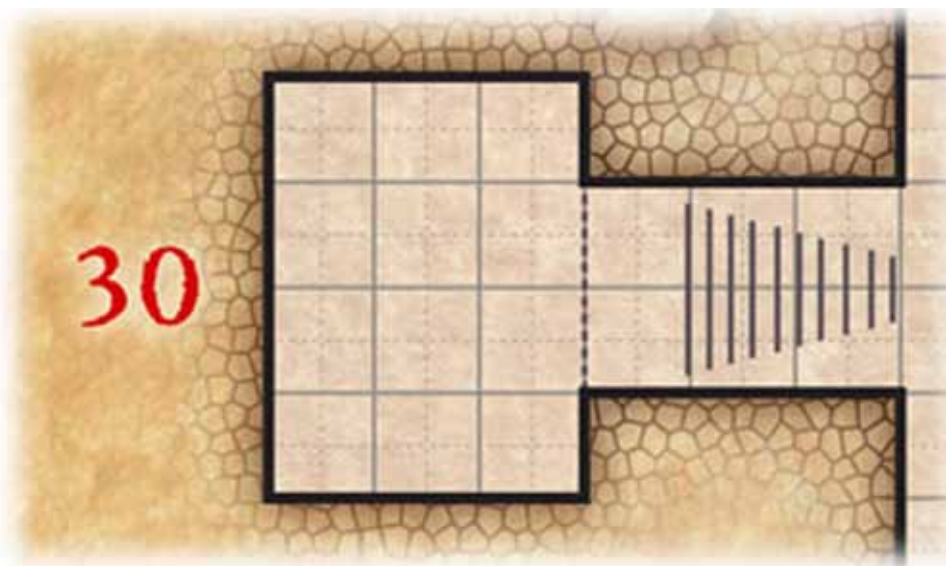
When you cast this spell, a runelike tattoo appears on a part of the target's body you specify. This tattoo gives the target a

power that functions like the dominate person spell, except that it affects only heedrens. To activate this power the target must show the rune to the heedren and concentrate on taking control of it (a move action).

The target controls the heedren just as he would control a person with the dominate person spell. The heedren does not resist this control unless forced to act against its nature.

The target can simultaneously control multiple heedrens; the rune allows him to control 1 heedren, plus 1 heedren per 5 caster levels. This spell can be cast on the same target more than once, allowing additional heedrens to be controlled. Either way, each heedren must be controlled individually, requiring separate actions to change orders or give new commands.

The Acolyte: In the wide corridor between the top of the steps and the archway is a sort of guard post, defined by little more than a table and a couple of chairs, and serving both as a security station for the asylum and a place to keep an eye on the deadly heedrens kept within the adjacent chamber. This area is always watched over by one of the Blind Cabal's acolytes, typically aided by one of their slaves.



Currently (assuming they have not reacted to the PCs' actions elsewhere), the two lounge in chairs beside the table here. The acolyte has dozed off, relying on the slave to alert him to any trouble.

The slave is a human commoner, dressed in ragged peasant clothing. The acolyte appears to be a Medium-sized creature of human-like build, but is dressed in a floor-length robe complete with head-covering hood and gloves, so no racial details are visible. The robe is white, but covered densely with embroidered eyes, creating a disconcerting appearance. He has a whip.

If the slave notices the PCs, he immediately rouses the acolyte, who acts the following round. The acolyte commands the slave to hold back the PCs while the acolyte goes to the gate to fetch two heedrens, which takes him a full round. The acolyte commands the heedrens to attack, pointing the palm of one hand at them while giving them a crack of the

whip with the other. He then loiters behind the heedrens, entering combat only if pressed.

As commanded by the acolyte, the heedrens pick up their earthbreakers (stacked against the wall opposite the table), and fight, moving forward to smash away at the PCs until destroyed.

The Heedrens (2): hp 30

If it appears that one of the heedrens is near death, the acolyte retreats into the chamber to fetch the last heedren. (He is only able to control up to two of them at once.) He fights only when the heedrens are near destruction, and only after ordering the slave into combat. Use the stats for the acolyte in area 17. For the slave, use the stats for a porter (human commoner 1).

Blind Cabal Acolyte: hp 26

Slave: hp 4

If the PCs defeat and unmask the acolyte, they find a man missing his right eye. He has a strange rune tattooed onto the palm of his left hand.

REVISIT

If the PCs leave the Blind Cabal asylum for more than two hours without destroying Girrenmoor, or if they leave the asylum for more than two days regardless, the Blind Cabal replace the heedrens in the barn with new ones from area 39, and post a new acolyte guard. This new guard will not be caught napping.

Connections: This area connects to areas 29, 31, and 36.

See the Map of The Blind Cabal Asylum.

31. THE FORGE (EL 7)

Summary: This fiery chamber guards the entrance to and from the Blind Cabal's underground lair.

Sights and Sounds: This area was built by an unknown race a very long time ago, and is scaled for creatures much larger than humans. The ceiling is vaulted, reaching 30 feet high in the center. The area is lit by two fires--large by human standards, but fitting the scale of this room. Upon entering the area, the PCs see the following.

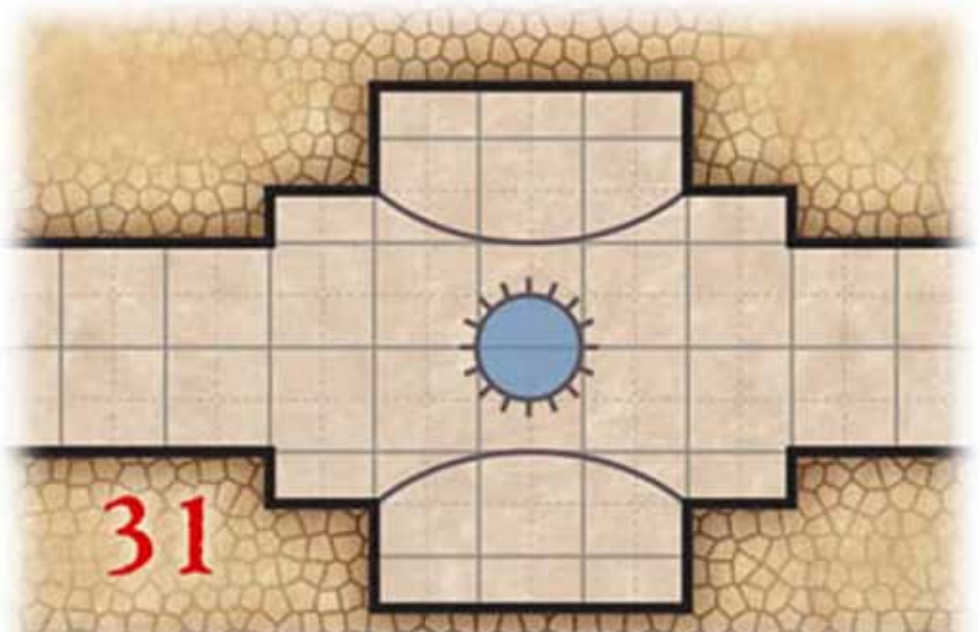
A sizeable, vaulted room straddles the wide hallway, lit luridly by the flames of two large, high hearths. Each sports a hot fire on banked coals, suggesting some sort of forge but there are no tools or workbenches. Other than a round, high-walled pool in the center of the room and a modest quantity of stacked firewood, the area seems bare.

Attentive characters may notice, with a DC 19 Perception check, that the orange flames of the fires seem out of proportion to the amount of fuel they seem to be burning. The fires appear to be resting on grates in the floors of the hearths, suggesting additional fuel below.

The room is hot; for purposes of environmental rules it is severe heat. PCs entering into combat or other strenuous activity within this room make their first Fortitude saving throw after 3 rounds of such activity, and then every 10 rounds thereafter if they remain so engaged (DC 15; -4 penalty for heavy clothes or armor; 1d4 nonlethal damage plus the character becomes fatigued).

The floors and walls of this area are well-crafted stonework, although they appear quite ancient.

The adjacent central corridors are 20 feet wide with 25-foot ceilings. They are sparsely lit by lanterns hanging from wall brackets, providing sufficient light to move through them but leaving most of the corridors shadowed.



Background: This room once served as a forge, some centuries ago. The Blind Cabal doesn't have much use for such a chamber, but the fire elementals they found enslaved within the forge's hearths have proved useful as guards for their lair.

The Hearths and Pool: To the north and south, very two large, semi-circular hearths are raised some four feet above floor level. Each contains a fire elemental, which powers the hearth. Below each hearth, accessed only through a grill in its surface, is a fiery, oven-like space in which its elemental resides. Each elemental is bound to its hearth, able to remain within the oven-like space or move out onto the hearth's surface, but not able to step beyond its edges.

The elementals require no sustenance, but the Blind Cabal find them more pliable if provided with flammable materials on which to gnaw, so they keep the elementals supplied with a modest amount of firewood.

In the center of the room is a round quenching pool. Like the hearths, its edges are roughly four feet high. The pool is filled with slightly stagnant water.

Climbing onto the hearths or into the pool requires a move action.

The Hearth Elementals: A large fire elemental dwells in each hearth. These creatures, understandably ill-tempered after several centuries of imprisonment, are bound within the hearths in much the same way an efreet can be bound within a bottle.

The elementals attack any creature that reaches the midpoint of the room without

uttering a passphrase established by the Blind Cabal: "Only the unseeing can see all." (Within the asylum, only the acolytes, Blind Cabal members, and Al'Pershiea (see room 33) know the passphrase. Other denizens of the asylum do know, however, that the elementals can be bypassed and the exit reached via the lower passageways.)

Although they cannot leave their hearths, the elementals' reach allows them to attack almost anywhere in the room. Additionally, the elementals benefit from the +1 bonus for attacking from higher ground.

Large Fire Elementals (2): hp 60

Each elemental fights until reduced to 10 hp or fewer, at which point it withdraws to the space beneath its hearth, leaving only a flickering orange flame licking up through the grate in the hearth surface.

Development: Sounds of combat from this room (or the shrieks of a character catching fire) draw the attention of the acolyte in area 30 (assuming he is still there). It takes 2 rounds for the acolyte to arrive, along with two heedrens. Once he arrives, however, he watches from the western hallway, taking no action unless one of the elementals is defeated. If that happens, the acolyte orders the heedrens to join the battle against the PCs, watching and avoiding the battle himself unless attacked or the heedrens seem to be losing.

Connections: This area connects to areas 30, 32, and 36.

See the Map of The Blind Cabal Asylum.

32. THE FRONT DOOR (EL 4)

Summary: A staircase leads to a curtain of mist. What's on the other side--and can the PCs survive long enough to find out?

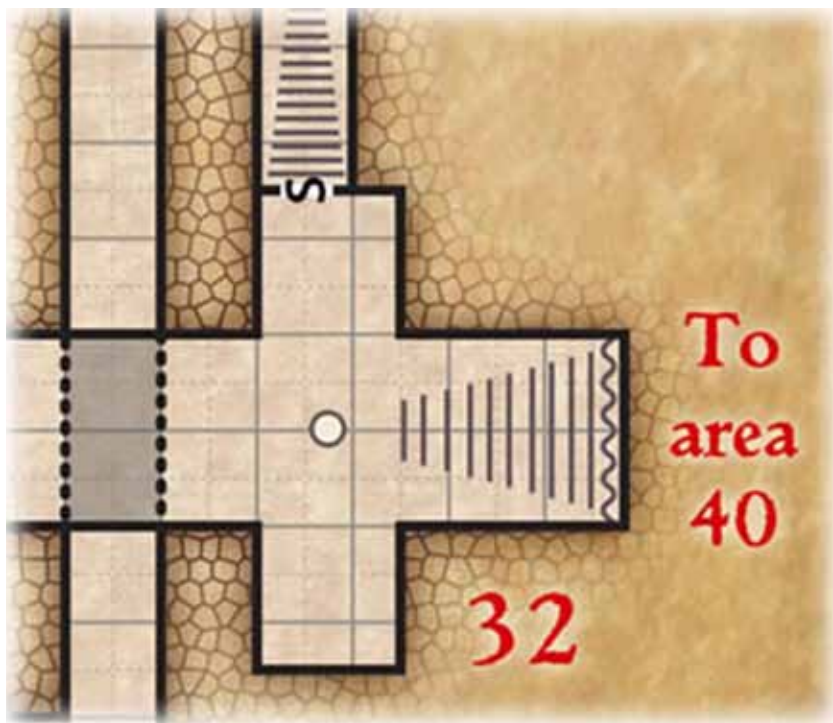
Sights and Sounds: Like most of the Blind Cabal's asylum, this area is scaled for creatures much larger than humans. Ceilings are 25 feet high. The area is unlit, although a very small amount of reddish light from the fires in area 31 spills into this area (unless the PCs have extinguished them). Assuming they have sufficient light, the PCs see the following.

The chthonian passageway leads to a chamber with large alcoves to the east and west and an enormous set of giant-scales stairs ascending to the south, stairs that end some twenty feet above in a curtain of mist. In the center of the chamber, floating motionless at shoulder height, a glistening eyeball nearly the size of a round shield casts its cold, unblinking gaze upon you.

The floors and walls of this area are well-crafted stonework, although they appear quite ancient. The small, lower corridors have 15-foot ceilings and are very sparsely lit by hanging lanterns.

Background: This is the entrance to the Blind Cabal's underground asylum; from here, if one has a key, one can exit these passageways into the world above. Perilously, though--the entrance is rigged with a series of traps to keep the outside world out, and the Cabal's servants (of all descriptions) imprisoned within.

The Floating Eye: Hovering five feet above the center of the intersection is a permanent



accurately, two staircases descend, side-by-side (and with no dividing rail). One has steps roughly two feet tall and two feet deep, while the other has two steps for every one of the first, scaling it more or less appropriately for Medium-sized creatures. The half of the staircase with the large steps counts as difficult terrain.

The Curtain of Mist: The staircase to the south ascends twenty feet to end in a curtain of mist. The steps of this staircase are each roughly two feet high and two feet deep. The staircase counts as difficult terrain. Creatures

on or atop the steps benefit from the +1 bonus for attacking from higher ground when attacking creatures below them.

Just short of the curtain, a bronze plaque is set in the eastern wall. The plaque has an indentation in the shape of an eight-sided star roughly four inches across. This indentation matches the amulet worn by Girrenmoor, Yesselendra, and other Blind Cabal members (but not by the acolytes).

The mist is very dense, blocking all sight through it. It is a magical portal that acts very much like a permanent teleportation circle, except that it is activated by walking through the mist, rather than stepping within a circle. However, it only functions if, prior to use, one of the amulets is pressed into the

indentation within the plaque. This activates the curtain for 1 minute. Creatures passing through the mist when the teleportation effect is active arrive in area 40. Creatures walking or reaching into the mist when it is not active find a stone wall roughly two feet beyond the mist's surface.

The Traps: The chamber is guarded by two traps, both activated by proximity to the floating eye. The first is a web trap (see below). It is activated 1 round after any creature size Tiny or larger moves to within 10 feet of the eye, unless that creature first utters the Cabal's passphrase ("Only the unseeing can see all").

The web trap is followed by a Breath of Despair trap. Use the stats given, except that the trap has an onset delay of 3 rounds, thereby taking effect 2 rounds after the web trap.

WEB TRAP CR 2

XP 600

Type magic; Perception DC 27; Disable Device DC 27

EFFECTS

Trigger proximity (alarm); Onset Delay 1 round; Reset automatic (30 minutes)

Effect spell effect (web; DC 16 Reflex save); multiple targets (all targets in 20-ft. rad. spread)

Development: Loud sounds (shouts and the like) from this area draw the attention of the acolyte in area 30 (assuming he is still there). It takes 3 rounds for the acolyte to arrive, along with two heedrens. Once he arrives the acolyte orders the heedrens to attack the PCs, watching and avoiding the battle himself unless attacked or the heedrens seem to be losing.

image of a large (roughly a foot across) eyeball. The image has the uncanny characteristic that its iris appears to be focused on the viewer, regardless of angle. (Thus, for example, one viewer to the north of the intersection will see the eye looking at him, while another viewer to the east will also perceive herself as the focus of the eye's gaze.)

The Secret Door: The eastern alcove contains a secret door (Perception DC 24). This door is not nearly as large as most of the upper passageways, standing only fifteen feet tall and less than ten feet wide. Although it is difficult to spot, the secret door is not locked, and once discovered may be opened normally.

Behind the secret door, a staircase descends into the network of lower passageways. More

REVISIT

The trap resets in 30 minutes.

Connections: This area connects to area 31 and area 33.

See the Map of The Blind Cabal Asylum.

33. THE SLAVE HOLDS (EL 7)

Summary: Here, in dank tunnels beneath the Blind Cabal's cthonian chambers, their slaves live in squalor--but they are not alone.

Sights and Sounds: This is the heart of the lower passages that serve the Blind Cabal's asylum. Like the rest of the complex, these passages were built centuries ago. However, they were scaled not for the gigantic inhabitants of the upper areas, but rather their Medium-sized slaves and servants.

Ceilings in the lower passages are barrel vaulted, peaking at 15 feet high (tall enough to admit Large creatures, but not comfortably). All staircases are double-scaled, with two sets of steps side-by-side (and with no dividing rail). To one side, the steps are roughly two feet tall and two feet deep, while the other has two steps for every one of the first, scaling it more or less appropriately for Medium-sized creatures. The side with the large steps counts as difficult terrain.

The lower passages are generally sparsely lit, with lanterns casting pools of light at rare intervals. Area 33, however, is more consistently lit, with lanterns providing a dim yellow light throughout. The PCs see the following.

A long chamber is lined with deep alcoves; a smoky fire smolders on a low hearth at its center. Lying in various spot on the floor are a variety

of huddled, downtrodden humanoids dressed in rags. The only colorful garb in the room is bright orange stripes of the pelt of a large tiger that lays calmly near the fire, not unlike a gigantic housecat.

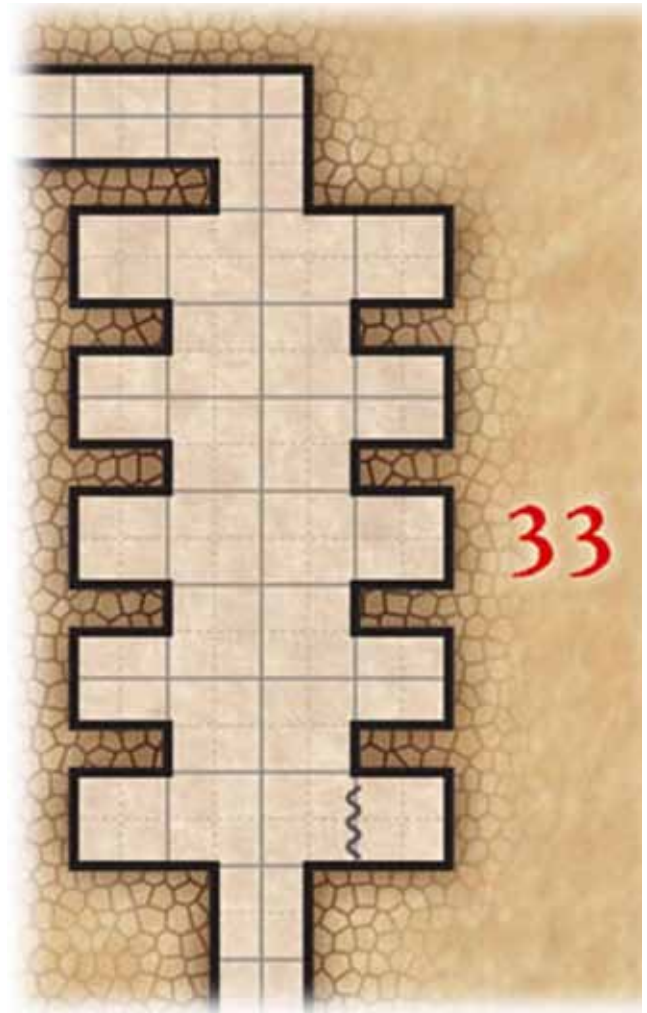
Al'Pershiea, the tiger, is exceptionally attentive (Perception +16) and may very well detect the PCs as they approach. If so, add the following to the PCs' initial impression of the room.

The big cat looks up at you, lazily, and speaks. "Well, hello," it says in Common. "You are new here. Have you come looking for a job--" he pauses, glancing at some of the nearby slaves, "or do you have other business?"

The floors and walls of this area are well-crafted stonework, although they appear quite ancient.

Background: The original use of many of the chambers within the Blind Cabal's asylum has been forgotten, but this is not one of them. Originally built as quarters for the slaves or servants of the stronghold's creators, it is used for exactly the same purpose by the Blind Cabal. A dozen or so wretched slaves live here when not on duty elsewhere, sleeping in damp alcoves and warming themselves around a smoldering fire.

The Alcoves: Ten alcoves line this room, which is otherwise little more than a wide hallway. The southwest alcove is Creena's chamber. That entrance is blocked by an embroidered curtain, and inside is a comfortable bed (strewn with silk sheets and warm, colorfully embroidered blankets), a chest full of expensive clothing, and a large polished mirror.



The remaining alcoves are the sleeping spaces of the cabal's slaves. They contain little other than ragged, moth-eaten blankets and a few worthless personal items tucked into corners.

Al'Pershiea: The large tiger lying in the middle of the room is Al'Pershiea, a dweomercat. Al'Pershiea is a servant, of sorts, of the Blind Cabal--a creature who has aligned himself with the organization due

to an attraction to and interest in the cabal's magic and the rifts below the asylum.

Although he does the group's bidding in exchange for harmoniously sharing the asylum and proximity to their work, Al'Pershiea does not share the Blind Cabal's insanity, lust for power, or ultimate goals. He is ambivalent regarding their cruelty and desire to destroy human institutions; the lives of most mundane mortals are utterly inconsequential to him.

Al'Pershiea's love for and loyalty to the Blind Cabal does not run deep, though he is very interested in their work and is inclined to defend their asylum from those who would interrupt it. He also has a particular fondness for Creena, the Master of the Slaves, and will take a strongly negative stance toward the PCs if he becomes aware they have harmed or killed her. All that said, physical violence is not his first resort and PCs who try diplomacy can reason with him.

If the PCs parlay with Al'Pershiea, a Diplomacy check (DC 18) improves his attitude toward them from Indifferent to Friendly--at which point he's willing to answer questions, so long as he gets some information in return. Al'Pershiea is fully versed in the cabal's activities and ultimate goals, but he knows that the group is secretive about these subjects and that they're likely to create alarm in mortals such as the PCs. He is therefore more forthcoming about minor topics (how heedrens are created, or how long the cabal has been using the asylum) than broader ones (the Blind Cabal's plans to undermine the Church of Pendar).

He also knows the passphrases and methods for exiting the asylum, and can be convinced to share those with the PCs if it seems they intend to leave the asylum--though he does not have a key to the exit in area 32.

For his part, Al'Pershiea is interested in rooting out the PCs' purpose for being in the asylum. He is more forthcoming (especially about helping the PCs leave the asylum) if he believes the PCs are simply treasure hunters who have stumbled into the asylum via the Garlenthathir's tomb than if he has any reason to believe the PCs have come specifically to stymie the Blind Cabal.

If he discovers that the PCs have killed or seriously harmed Creena, Al'Pershiea's attitude immediately shifts to Hostile.

If the situation progresses to combat, Al'Pershiea conjures an antimagic field as he falls back behind a line of slaves, ordering them to defend them. He then uses his dweomer leap to attack the first spellcaster who targets him.

The slaves ordered to defend Al'Pershiea move between him and the PCs trepidatiously, picking up knives, pokers, and similar household implements. They fight defensively (+2 to AC; -4 to attacks); once any of them are killed, the others fight using total defense (+4 to AC as a full-round action). Use the stats for barmaids and porters for the slaves.

Al'Pershiea: hp 85

Slave (4): hp 7

Slave (5): hp 4

Al'Pershiea focuses his attacks on spellcasters first, fighting cannily and taking advantage of opportunities that present themselves to attack other characters. If his hit points drop below 20 he uses dimension door to move to area 29, hoping to enlist Creena's aid. If he finds evidence of her death there, he immediately returns to this area via dimension door, appearing in one of the alcoves in an attempt to surprise the PCs. From that point on, his goal will be to utterly destroy them.

Connections: This area connects to areas 29, 32, and 34.

See the Map of The Blind Cabal Asylum.

34. THE GRAND HALL (EL 8)

Summary: The grand hall, once the hub of a thriving complex, now stands unused and apparently empty. But in the dark, unnatural eyes watch all who come and go.

Sights and Sounds: This area was built by an unknown race a very long time ago and is scaled for creatures much larger than humans. The ceiling in the great hall is 35 feet high, while ceilings in the adjoining chambers are 25 feet high. The area is lit by lanterns hanging from wall brackets roughly 20 feet overhead, creating a generally adequate level of lighting with some dimmer areas. Upon entering the area, the PCs see the following.

A cavernous chamber extends toward a large, flat dais. Thick columns run along both sides, but between them you can make out one or two openings. A faint, foul odor permeates the room.

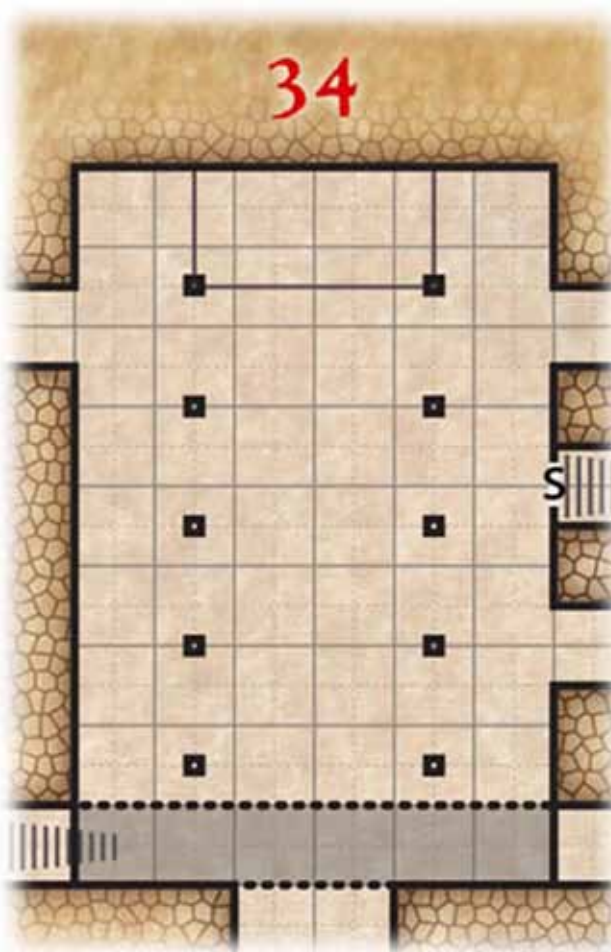
Two rift-grafted horrors (see below) stand against the north and south walls. The columns and dim light block them from casual view, but a character examining the room carefully, or moving more than 10 feet into it, will have a good chance to see them (DC 10 Perception check). If they do, add the following.

An odd creature stands stock-still against the wall, staring blankly out into the room. But what sort of creature? That's difficult to determine: A biped, for certain, and not much bigger than a man. But with fur and chiton, legs and mandibles, it is more an unholy amalgam than any one thing.

The floors and walls of this area are well-crafted stonework, although they appear quite ancient. All furnishings are scaled for typical Medium-sized humanoids.

Background: This hall was the nerve center of this ancient complex, back when it was occupied by its original creators. It now serves as the center of the Blind Cabal's living quarters. The central chamber is a great hall, probably moderate in size for its creators, but almost gymnasium-like for Medium sized humanoids. Three side chambers act as bedrooms for the cabal: Two relatively smaller chambers to the south, and a great chamber (area 35) to the north. All have connections to the lower passageways, the entrances to which are behind concealed doors.

The Bedchambers: Two chambers connect to the great hall from the south. Each serves as a bedroom for the Blind Cabal members currently living in the asylum. Currently,



the eastern chamber is in use by Girrenmoor (see below), while the western chamber is used by Yesselendra.

Girrenmoor's chamber features a rich carpet, a bed, and two storage chests containing personal items. The furnishings are ornate, orderly, and meticulously clean, but the sheer scale of the room still gives it a spartan feel. On the wall hang a small tapestry threaded with platinum (worth 1,000 gp) and a silver mirror set with star

rose quartz (700 gp); the motifs of these art objects clearly mark them as coming from Garlenthathir's hoard.

Yesselendra's chamber also features a bed and a large chest and also seems underfurnished by the scale of the chamber. But it's the polar opposite in upkeep: The bed is unmade, blankets and robes are scattered across the floor, the chest sits opened and is a jumble within, and the walls are even marked with insane scrawlings in chalk and charcoal. Buried in the chest, seemingly forgotten, is a headband of alluring charisma +2; its archaic markings indicate it was taken from Garlenthathir's hoard.

The Lower Passageways: Entrances from the lower passageways serve the great hall and the two bedchambers. Each entrance lies behind a secret door (Perception DC 24). These doors are not nearly as large as most of the ones in the upper passageways, standing only fifteen feet tall and less than ten feet wide.

A staircase leads from each secret door, descending to the network of lower passageways. More accurately, two staircases, side-by-side (and with no dividing rail), descend. One has steps roughly two feet tall and two feet deep, while the other has two steps for every one of the first, scaling it more or less appropriately for Medium-sized creatures. The half of the staircase with the large steps counts as difficult terrain.

The Chamber Guards: Two rift-grafted horrors stand guard in this hall, one against

the middle of the north wall and the other against the middle of the south wall (near the secret door). They attack any creature that enters room although, with their low Perception scores, they may not notice until interlopers are well into the room.

The rift-grafted horrors were created by the Surgeon by sewing together various living creatures and then exposing them to the rifts far below the necropolis. Each is unique in appearance but essentially the same statistically. Use the stats for a carrion golem, except that the “disease” carried is actually an effect of the Realm of Echoes that distorts the body and endangers the mind. Use the stats for Vorel’s Phage to represent this illness.

Rift-Grafted Horrors (2): hp 42 (use Vorel’s Phage for disease)

Girrenmoor: Two members of the Blind Cabal are home in these quarters. One is encountered in the great chamber, but the other, Girrenmoor, currently rests in the southeastern chamber. Plambten (the cabalist in area 35) will not enter the grand hall, but Girrenmoor reacts to any loud activity (particularly combat) in this chamber.

Girrenmoor is one of the more sane Blind Cabal members, in appearance and manner at least. If he detects combat in the grand hall, he acts to prepare himself before entering. He first casts mage armor on himself, then alter self (changing himself just enough to create the appearance that his has eyes). He then enters the hall and shouts for all combatants to stop fighting.

A tall, dark-skinned man in a white robe appears from one of the archways. “Stop!” he shouts. The horrific creatures pause briefly, seemingly in obeisance.

The rift-grafted horrors obey the order unless the PCs continue to attack.

Girrenmoor is a tall, dark-skinned human man with a close-cropped black beard. He wears a floor-length white robe covered densely with embroidered eyes, creating a disconcerting appearance. It is noticeably more ornate than those of the acolytes. Assuming the PCs stop fighting the chamber guards, he makes a pretense of parlaying with them, adopting a stern but conciliatory tone. He seems interested in making peace with the PCs, although justifiably concerned about their attack on his home.

His real interest, however, lies in discovering who the PCs are and why they are here—in particular, whether they are agents of the Church of Pendar or other authorities, sent to disrupt the Blind Cabal’s plans. Once he is satisfied he knows the answer to that question (one way or the other), he resumes the attack on the PCs, preferably in a way that takes them by surprise.

In combat, Girrenmoor uses deep slumber to neutralize one or more of the PCs. His favorite tactic, however, is attacking with excruciating deformation. He takes advantage of his long limbs’ ability to hit opponents with touch attacks while taking cover behind the chamber guards. His love of the spell and its effects, however, are such that he will take foolish risks to get the opportunity to use it.

Girrenmoor fights with determination, shouting for help from the guard in area 30, but not leaving the fight until killed.

GIRRENMOOR

CR 6

Male Human Sorcerer 7

CE Medium humanoid (human)

Init +5; Senses blindsight 60 ft., Perception +11

DEFENSE

AC 11, touch 11, flat-footed 10

hp 41 (7d6+14)

Fort +4, **Ref** +3, **Will** +6

Resist cold 10

OFFENSE

Speed 30 ft.

Space 5 ft.; **Reach** 5 ft. (10 ft. for melee touch attacks)

Special Attacks acidic ray (1d6+3), long limbs

Spell-Like Abilities (CL 7th):

3rd (5/day) - *deep slumber* (DC 18), *excruciating deformation* (DC 19), *tongues* (DC 18)

2nd (7/day) - *acid arrow*, *alter self*, *see invisibility*

1st (8/day) - *alarm*, *burning hands* (DC 16), *charm person* (DC 16), *feather fall*, *mage armor*, *enlarge person* (DC 17)

STATISTICS

Str 11, **Dex** 12, **Con** 14, **Int** 11, **Wis** 12, **Cha** 21

Base Atk +3; **CMB** +3; **CMD** 14

Feats Combat Casting, Craft Wondrous Item, Deceitful, Eschew Materials, Improved Initiative, Silent Spell, Spell Focus (Transmutation)

Skills Bluff +17, Knowledge (arcana) +10, Knowledge (planes) +4, Spellcraft +10, Use Magic Device +11

Languages Common

Special Qualities aberrant bloodline, bloodline arcane, cantrips

Possessions *ring of minor cold resistance*, bronze amulet in the shape of an eight-sided star (key that allows exit from the asylum via area 32)

SPECIAL ABILITIES

Acidic Ray (Su): Girrenmoor can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6+3 points of acid damage. Girrenmoor can use this ability 8 times per day.

Bloodline Arcana: Whenever Girrenmoor casts a spell of the polymorph subschool, increase the duration of the spell by 50% (minimum 1 round).

Long Limbs (Ex): Girrenmoor's reach increases by 5 feet whenever he makes a melee touch attack. This ability does not increase his threatened area.

Development: Girrenmoor's shouts for help draw the attention of the acolyte in area 30 (assuming he is still there). It takes 3 rounds for the acolyte to arrive, along with two heedrens. Once he arrives, the acolyte orders the heedrens to join the battle against the PCs, entering the fight himself if Girrenmoor is in trouble.

Connections: This area connects to areas 29, 30, 33, and 35.

See the Map of The Blind Cabal Asylum.

35. GARLENTHATIR'S LEGACY (EL 7)

Summary: The treasure of the ancient minotaur king is finally in sight. But what is this horror that lies before it?

Sights and Sounds: This area was built by an unknown race a very long time ago, and is scaled for creatures much larger than humans. The ceiling is 25 feet high. The area is lit by lanterns hanging from wall brackets roughly 20 feet overhead, creating a generally moderate level of lighting with some dimmer areas. Upon entering the area, the PCs see the following.

This large room is outfitted as a luxurious living quarters, although the heavy and ornate furnishings are dwarfed by the scale of the space. To the north, an archway leads into another, smaller space, where gold gleams in the dim light. But the shine of jewels and gilded minotaur-shaped statuary cannot hold your eye, for on the bed against the northern wall rests the distended, corpulent form of the largest man you've ever seen--a man whose face is eyeless, but who looks out through dozens of red, alien eyes scattered at random across his body.

The floors and walls of this area are well-crafted stonework, although they appear quite ancient. All furnishings are scaled for typical Medium-sized humanoids.

Background: This room was surely created by its builders as the great chamber of their leader, and the Blind Cabal has used it in the same manner. In recent months it has been occupied by Plambten, one of the Blind

Cabal's founding members. Until recently Plambten has been a vibrant force in the cabal, but long exposure to the Realm of Echoes has caught up with him and he has been suffering from a debilitating process of transformation that has seen his body swell enormously, sprouting dozens of alien eyes (as if he was affected by a permanent countless eyes spell--or perhaps not so permanent, for Plambten's transformation is entering its final phase).

The Lower Passageways: An entrance to the lower passageways lies behind a secret door (Perception DC 24). This door is not nearly as large as most of the ones in the upper passageways, standing only fifteen feet tall and less than ten feet wide.

A staircase leads from the secret door, descending into the network of lower passageways. More accurately, two staircases, side-by-side (and with no dividing rail), descend. One has steps roughly two feet tall and two feet deep, while the other has two steps for every one of the first, scaling it more or less appropriately for Medium-sized creatures. The half of the staircase with the large steps counts as difficult terrain.

Garlenthathir's Treasure: The room to the north of the main chamber has seen use as a secondary bedchamber, for use by cabal members who are not permanently stationed in the asylum. More recently, though, the cabal has turned it into a storeroom for the treasures taken from Garlenthathir's tomb. While some of Garlenthathir's loot has been removed, spent,

or disseminated among the cabal members, a large portion of it remains here.

The treasure value totals 35,350 gp, and it consists of the following:

- * adamantine morningstar (3,008 gp)
- * +1 falchion (2,375 gp)
- * +2 heavy steel shield (4,320 gp)
- * +1 mithral chain shirt (2,100 gp)
- * +2 breastplate (4,350 gp)
- * quartz wand of scorching ray (25 charges; 2,250 gp)
- * pearl-handled steel wand of blink (5 charges; 1,125 gp)
- * dusty rose prism ioun stone (5,000 gp)
- * divine scroll (helping hand; CL 5, 375 gp)
- * arcane scroll (blindness/deafness; CL 3, 150 gp)
- * Gems totaling 3,272 gp: 2 blue sapphires (1,000 gp each), golden yellow topaz (600 gp), tourmaline (90 gp), white pearl (90 gp), sardonyx (80 gp), iolite (70 gp), sardonyx (60 gp), iolite (60 gp), carnelian (60 gp), zircon (50 gp), bloodstone (50 gp), onyx (40 gp), azurite (12 gp), banded agate (10 gp)
- * Art pieces totaling 740 gp: fine steel mask inlaid with brass (600 gp), bronze headpiece inlaid with gold (140 gp)
- * 240 pp, 1,853 gp, 220 sp, 1,000 cp

Plambten: One of the founding members of the Blind Cabal, Plambten was once a cleric of considerable power. He has suffered (although he and his cabal comrades may not see it that way) from excessive psychic and physical exposure to the Realm of Echoes, however, and is now paying the price as he undergoes a hideous transformation.

The naked form propped up on the sagging bed is a mountain of a man--a

fleshy, elephantine form so engorged that his features are almost indistinguishable. His pale flesh is coated with a thin, runny, reddish fluid that seems to ooze from his skin. While the flesh over his empty eye sockets has been crudely sewn shut, he regards you nonetheless through dozens of red, alien eyes that have opened up seemingly at random all over his body. "Behold!" he says, forcing the words through his thick lips. "The fruits of our great labor. Join us and reap the wonders of the new age we bring to this world!"

Plambten is immobile, unable to move under the weight of his transformation. Observant characters (Perception, DC 14) might notice that even small shifts of his body cause tears in his flesh, from which more of the pale, reddish fluid seeps. He is no longer able to cast spells, and is certainly in no shape to engage in combat. Instead, he exhorts the PCs to understand the glories offered by the Realm of Echoes, speaking in a slurred but oddly joyous voice as he describes the future he and the cabal envision for the material world. Most of what he says is incoherent, though, growing increasingly so over just a few rounds.

If Plambten sees characters looting Garlenthatir's treasure or otherwise desecrating the cabal's trappings, or if he is attacked or severely agitated, the final stage of his transformation is triggered. His skin begins to split and his head lolls. The body tears

and begins to slough away, revealing an amorphous, tentacular form that quickly rises up from the bloody remains of Plambten's body. In his new form, Plambten's ability to reason and act rationally have been forever lost, and he has become a ravenous chaos beast with no goal or ideology other than the amorphous dissolution of every living being he can affect.

Chaos Beast: hp 85

The chaos beast attacks until it is destroyed or the PCs are driven away.

Connections: This area connects to area 33 and area 34.

See the Map of The Blind Cabal Asylum.



36. THE WALKWAY (EL 6)

Summary: At the entrance to the Blind Cabal's inner sanctum, the corridor narrows, with deep pits to either side. What's down there?

Sights and Sounds: This area was built by an unknown race a very long time ago, and is scaled for creatures much larger than humans. Ceilings are 25 feet high. This area is unlit, although some dim light spills in from the corridors to the east and south. Assuming they have sufficient light, the PCs see the following.

Where the corridor reaches this large, square room the floor abruptly narrows to just 10 feet wide. To either side, it falls away into deep pits, at the bottoms of which can just be made out as being covered by a scattering of debris.

The floors and walls of this area are well-crafted stonework, although they appear quite ancient. The pits are 30 feet deep. The walkway that runs between them has no railings.

The adjacent central corridors are 20 feet wide and share the chamber's 25-foot high ceiling. They are sparsely lit by lanterns hanging from wall brackets, providing sufficient light to move through them confidently but leaving most of the corridors shadowed.

Background: Like many chambers in the asylum, the purpose that drove the creators to build this one is unknown. Perhaps, like the Blind Cabal use it now, they intended it as a sort of barrier between the more mundane rooms to east and those, to the west with more arcane and sinister purposes. It serves to keep the slaves and servants out of those the area--but perhaps even more importantly, it might help contain the contents of those rooms, as well.

The Walkway: A 10-foot-wide walkway connects this area's eastern entrance to the southern. It is not a bridge; the stone on which it sits extends all the way down to the bottom of the room, forming a wall between the pits on either side.

The Pits: The pits are just what they appear to be: two separate holes, each 30 feet deep. Any creature falling into a pit takes normal falling damage--3d6 damage (2d6 with a DC 15 Acrobatics check)--and lands prone. The smooth walls of the pits are difficult to climb (Climb DC 25), though the earth elementals can easily exit by passing into the base of the walkway and using their earth glide ability to burrow to its surface.

The floors of the pits are scattered with bones, rocks, bits of ancient armor, and, in the larger pit, a dusty pair of bracers of armor +1.

The Elemental Trap: This area is, of course, trapped. The trap is triggered by any creature passing through or over the 10-foot square at the corner of the walkway. The trap summons two medium earth elementals; they appear at the ends of the walkway (presumably with the individual who triggered the trap between them) and attack immediately.

SUMMON MONSTER TRAP CR 6
XP 2,400

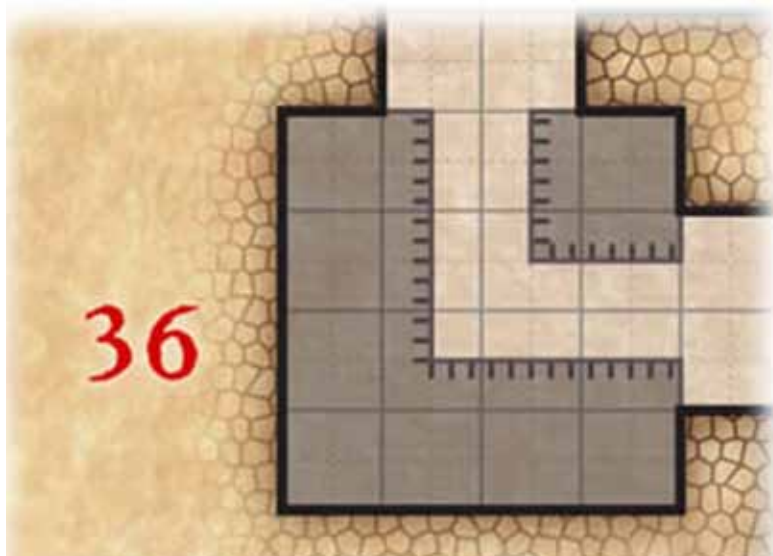
Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (alarm); Reset none
Effect spell effect (summon monster V, summons 2 Medium earth elementals)

The Monsters: The elementals immediately attack, attempting to bull rush opponents down into the pits. They use their earth glide ability to move through the floor, always attempting to keep their opponents on the walkway between them (and thus subject to being bull rushed into the pits). Any opponent knocked into the pits is largely ignored so long as additional opponents remain on the walkway. If all the PCs are knocked down (or otherwise leave the area), the elementals then attack those down in the pit, fighting until killed or all opponents are knocked to below 0 hp.

Medium Earth Elementals (2): hp 34



The earth elementals do not leave the immediate area, pursuing opponents no more than 30 feet down the passageways in either direction.

Development: Loud sounds (shouts and the like) made this area draw the attention of the acolyte in area 30 (assuming he is still there). It takes 3 rounds for the acolyte to arrive, along with two heedrens. Once he arrives, the acolyte orders the heedrens to attack the PCs, watching and avoiding the battle himself unless attacked or the heedrens seem to be losing.

Upping the Ante: This is a tricky encounter. Depending on the PCs' capabilities, what encounters they've had recently, and how they immediately react to this challenge, it could go easily for them or end very, very badly. If your group is well-prepared and you'd like to make it a bit tougher, upgrade the trap to a summon monster VI trap. This increases the trap CR to 7, increases the Perception and Disable Device DCs to 31, and allows you to add one or two additional medium elementals (your choice). Adding air elementals (with their whirlwind ability), rather than more earth elementals, could really spice up the encounter. This upgrade is not recommended if the PCs have not already neutralized the threat from area 30.

Medium Air Elementals (2): hp 34

REVISIT

The trap does not automatically reset, but if the PCs leave the asylum for more than two days one of the Blind Cabal members recreates it.

Connections: This area connects to areas 30, 31, and 37.

See the Map of The Blind Cabal Asylum.

37. THE PRISON (EL VARIES)

Summary: A set of rusty iron cages dangles over a deep, water-filled pit. What do they contain--and what plans do the Blind Cabal have for their contents?

Sights and Sounds: Like most of the Blind Cabal's asylum, this chamber is scaled for creatures much larger than humans. The ceiling matches that of adjacent areas, 25 feet above floor level at the entrance from area 36. The area is lit by lanterns hanging from wall brackets roughly 20 feet over the ledge, creating a generally moderate level of lighting near the top, but leaving the lower reaches of the chamber in shadow. Upon entering the area, the PCs see the following.

The stone floor of the corridor gives way to a wooden platform overlooking a room perhaps forty feet across but three times that deep. Stairs descend from the landing into the dimly lit space, spiraling down as they follow the vault's walls. At various heights in the center of the shaft-like chamber, four iron box-like cages hang from the ceiling overhead on heavy, rusted chains. Far below, the chamber floor is covered by black, filmy water.

The walls of this area are well-crafted stonework, although they appear quite ancient. The platform and stairs are made of sturdy wood. The stairs are scaled for typical Medium-sized humanoids.

Background: The Blind Cabal has made this chamber into the prison in which they keep victims bound for their hideous experiments. The room's original purpose is unknown.

The Landings: A wooden staircase, about eight feet wide, descends in a spiral along the chamber wall. It features four landings, one along each face of the wall: The eastern wall (the entrance from area 36) at the top, the northern wall (entrance to area 38) 20 feet below that, the western wall twenty feet below that, and the southern wall (entrance to area 39) 20 feet further down. That means the stairs lead a total of 60 feet below the top landing, with the lowest level about 40 feet above the level of the water.

The staircase and landing are sturdy and edged with a three-foot railing, but there is a gap in the railing at each landing. A thick iron lever is set into the wall opposite each gap.

The Cages: Four cages are suspended from the ceiling by chains, each cage is a cube about 8 feet on a side. The cages can be raised or lowered the full height of the chamber, from the ceiling all the way down into the water (which is a punishment sometimes imposed upon difficult prisoners). Each cage is controlled by one of the levers set in the walls at the landings (on the map, the location of the lever is indicated by the letter that corresponds with the cage), such that when the cage is brought to level with the landing it aligns with the gap in the railing.

The cages are locked with average padlocks (Disable Device DC 25). The locking bolt can be broken (break DC 24, hardness 10, 20 hp). None of the cage occupants have any possessions except (where appropriate) the ragged clothing they wear.

A. This cage aligns with and is controlled by the lever on the eastern (topmost) landing. It is currently 80 feet down, just 20 feet above water level. The cage contains a griffon. The creature is wet, injured (current hp 12), and miserable, plus its wings are bound. It is initially hostile and suspicious toward the PCs, and attacks whatever character opens the cage (even pecking at characters who grip or climb on the cage's outside, making bite attacks at a -2 penalty for half damage). A DC 15 Handle Animal check calms it and gains its cooperation (the griffon understands Common, so any credible effort to explain that the PCs will free it or are opposed to the Blind Cabal gives the PCs a +4 bonus on the check). If freed, the griffon flees via area 36 (though it cannot leave the asylum). If the PCs heal the griffon and unbind its wings, it will aid the PCs in one combat encounter, or up to three combat encounters if they are all directly pursuant to escaping the asylum.

B. This cage aligns with and is controlled by the lever on the northern landing. It is currently 60 feet down, roughly level with the bottommost landing. The cage contains three humans and a half-elf: Albreck (male), Kale (male), Trilla (female), and Arlen (the half-elf, male). All are farmers and shopkeepers from the area around Carisford, and were captured from there within the past several weeks. They know Derk Berrinsell (area 20), though they haven't seen him in months. Terrified by their ordeal (and the proximity of the other creatures in this room), they beg the PCs to free them and remove them from the asylum. If freed, they are unable

to help in combat but otherwise follow any reasonable instructions the PCs issue. If not, they cry out and call for the PCs, potentially alerting antagonists from nearby areas.

C. This cage aligns with and is controlled by the lever on the western landing. It is currently 40 feet down, roughly level with the northern landing. The cage contains one gnoll (a companion of the fellow on the table in area 38) and the half-eaten carcass of an orc. The gnoll does not speak Common, but communicates to the best of its ability (or in gnoll, if any of the PCs speak it) that it will not attack if released. If freed, like the commoners in cage B, the gnoll follows reasonable instructions until clear of the asylum. Unlike the commoners, if the gnoll sees an easy opportunity to make off with one of the prisoners (or, for that matter, a helpless PC), it is not averse to appeasing its hunger in that manner.

D. This cage aligns with and is controlled by the lever on the southern (bottommost) landing. It is currently 30 feet from the ceiling, roughly 10 feet below the level of the topmost landing. The cage appears to contain a man-sized statue of a crouched demon, but it in fact is

a gargoyle. The gargoyle breaks from its frozen state if it perceives that the PCs are not servants of the Blind Cabal (obvious if the PCs are clamoring over the cages or releasing other prisoners) and attempts to bargain for its freedom. If released, however, it immediately attacks the PCs.

Gargoyle: hp 42

Connections: This area connects to areas 36, 38, and 39.

See the Map of The Blind Cabal Asylum.



38. EXPERIMENTATION CHAMBER (EL 4)

Summary: It is in this huge chamber that the Blind Cabal conducts its mysterious--not to mention gruesome--work.

Sights and Sounds: Like most of the Blind Cabal's asylum, this area is scaled for creatures much larger than humans. Ceilings are 25 feet high. The area is lit by lanterns hanging from wall brackets roughly 20 feet overhead, creating a generally moderate level of lighting with some dimmer areas. Upon entering the area, the PCs see the following.

A charnel stench assaults your senses as you approach this area. The cavernous room is dominated by some sort of contraption that dangles a cage-like pod over a deep dimple in the floor--a broad ring of steps descending to the opening of a shaft. To one side, a hunched, dark-skinned man toils beside a vast stone slab that is densely stained with blood and covered in the gory--dismembered pieces of a variety of creatures. To the other side, on wide stone shelves, stand dozens of horrid beasts, each a clumsy combination of features brutally grafted together.

The floors and walls of this area are well-crafted stonework, although they appear quite ancient. All furnishings are scaled for typical Medium-sized humanoid.

Background: This is the chamber in which the Blind Cabal does its most gruesome experimentation. Here, attempting to create powerful and dangerous servants, the cabal explores the bizarre warping effects of the rifts below by exposing various creatures

directly to their eldritch radiations. Recently, their work has moved beyond altering single mundane creatures and into attempts to meld together various creatures by first piecing together various living parts through crude physical surgery, and then lowering them to the rifts. This is the process that created the rift-grafted servants in area 34.

To date, most of these experiments have been unsuccessful. Hoping to learn from their mistakes, the cabalists have preserved the bulk of their failed efforts here in this room. Other, even less successful, efforts have been fed to the oozes in area 18 or simply cast away via the garbage chute into area 27.

The Display Shelf: Two broad landings, each roughly five feet deep and five feet high, line the eastern wall like a short set of steps too big even for the giants who built these chambers. Placed upon these are the corpses of 27 of the Cabal's experiments in rift-grafting, each preserved by the effects of a gentle repose spell.

A hideous menagerie of beasts looks down upon the room from a set of giant, step-like landings. One seems to be half camel and half some sort of giant leech. Another looks like a giant centipede with the wings of a huge eagle and the head and arms of an elf. Yet another features the hindquarters of a canine with some sort of fungal growth and six thick, hairy arms. All stare lifelessly into the room as if watching the goings on within.

Although these creatures are often ferocious -- and always hideous -- in appearance, they are dead and harmless.

It is clear that each of these creatures is an amalgam of two or more "natural" creatures. A character examining the corpses may notice (Perception DC 14) that while many of the grafts that hold the creatures together appear to be surgical, in other places the grafts seem to have partially or completely melded together.

The Rift Pod: In the center of the room a round shaft descends into the earth. The shaft itself is ten feet across, but it is surrounded by a set of steps that descend ten feet to its lip. A landing on the southern side extends flush with the floor of the chamber.

Above the shaft, level with the landing, hangs a teardrop-shaped basket-like structure (not unlike those in area 18) some ten or so feet across and fifteen feet high. It has a sort of door which faces the landing. A chain passes from the pod, up through a heavy pulley in the ceiling, and down to a large, complicated winch-like contraption set into the northern wall. A character examining the winch might note that there is sufficient chain to lower the basket many hundreds of feet. Operating the winch requires a DC 13 Knowledge (engineering) check and two minutes to properly set the counterweights, after which the pod can be raised or lowered at a rate of 10 feet per round (60 feet per minute).

The shaft descends hundreds of feet into the rock beneath the necropolis, accessing the series of minute rifts between the material world and the Realm of Echoes. A creature or object lowered to the bottom of the shaft is directly exposed to the emanations from the

rifts, which threaten both its physical stability and, if an intelligent creature, its sanity.

The Surgical Table: A large stone table sits in the western portion of the room. It is here that the Surgeon practices his terrible arts, creating new horrors by combining components of existing creatures. The surgical process is just the first step; most of the creatures created surgically are not able to survive in that state, nor are they usually structurally sound enough to hold together for long. The surgically created monsters, which must be kept alive throughout the process (something that can usually only be accomplished through magic), are then lowered into the shaft and exposed to the emanations of the rifts.

In a few cases, the warping effects of the Realm of Echoes works strange magic upon the creatures, melding the disparate parts into a single, often wretched, being. Far more frequently, the creature does not survive the experience or dies shortly thereafter; this accounts for the creatures on the display shelf as well as a great deal of what is fed to the oozes in area 18 or simply dumped onto the rubbish heap.

Currently, the large stone surgical table (big enough to hold a size Large creature) sports a half-completed project which combines the torso and upper body of a gnoll with the trunk of a dire hyena. The hyena's tail has been replaced with that of an enormous scorpion.

Surrounding the stone slab are a number of side tables holding a disorganized array of saws, knives, clamps, and other

unidentifiable surgical tools--many more of which hang from crude iron hooks on the nearby walls. The tables, the tools and the surrounding floor are coated in layers of blood and bile--dried, tacky, and fresh.

The half-created creature on the table appears to be dead (or perhaps just unconscious) but it is actually still alive. It is restrained when the PCs arrive in the room. If unrestrained, it remains unable to move but, in its haze of pain and suffering, strikes out each turn at a random creature within 5 feet of the table. It has an initiative modifier of +0, and can make an unarmed attack as a gnoll or a sting attack as a giant scorpion.

The Surgeon: This chamber is the workshop of the Surgeon, an insane janni oracle who aligned himself with the Blind Cabal due to his unearthly fascination with combining creatures. Unlike most jann, the Surgeon is hunched and misshapen in build, lacking the regal bearing commonly associated with his race. He wears an apron well stained with blood and bile.

The Surgeon is outraged by the appearance of the PCs, but that is more due to his hatred of being disturbed by anyone than the fact that there are intruders in the asylum. He loudly orders them to leave, barely looking up from his blood-spattered work. PCs who do so are not molested. Those who remain might attempt a Diplomacy check to improve the Surgeon's mood (from Unfriendly), otherwise they will be attacked.

If the PCs successfully treat with the Surgeon (showing an academic interest in his work grants a +2 bonus any Diplomacy check), he tolerates their presence and can even be cajoled into describing his activities.

In addition, if asked appropriate questions, he willingly tells the PCs:

* Although the creatures on the shelves represent failed attempts, he has had five or six successes (six or seven if the Upping the Ante option is used, see below).

* The cabal intends to use these creatures to attack their home kingdom and the Church of Pendar. He can't wait to hear how those attacks go.

* If the Blind Cabal succeeds in widening the rifts or tearing down the veil between



worlds, he will be able to create much more interesting creatures.

If the PCs attack, do not successfully attempt to parlay with the Surgeon, or simply remain longer than his patience allows, the Surgeon fights. If he has the opportunity, he undoes the restraints on the surgical table, hoping his creature will get up and fight (it does not, though it does attack creatures close enough for it to hit, as detailed above). He then uses his change size ability on himself, attempting first to Intimidate the PCs into leaving, and then attacking. He uses invisibility and ethereal jaunt to gain advantageous positions, and if he has the opportunity to press one or more PCs into the shaft, he'll do so.

If the Surgeon is reduced to below 20 hit points, he uses plane shift to exit the combat, returning to the scene an hour or so later.

THE SURGEON

CR 4

Male Janni Oracle 1

N Medium outsider (native)

Init +6; Senses darkvision 60 ft., Perception +11

DEFENSE

AC 14, touch 13, flat-footed 11

hp 46 (6d10+1d8+7)

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

Resist fire 10

OFFENSE

Speed 30 ft.; fly 20 ft. (perfect)

Melee scimitar +9/+4 (1d6+4/18-20)

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

Special Attacks change size

Spell-Like Abilities (CL 8th):

3/day - invisibility (self only), plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only), speak with animals

1/day - create food and water, ethereal jaunt (for 1 hour)

Oracle Spells (CL 1st):

1st (4/day) - cure light wounds, divine favor, infernal healing

STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 14, **Wis** 15, **Cha** 13

Base Atk +6; **CMB** +9; **CMD** 21

Feats Combat Reflexes, Dodge, Improved Initiative, Mobility

Skills Appraise +5, Craft (alchemy) +11, Fly +14, Heal +12, Intimidate +8, Perception +11, Ride +6, Sense Motive +11, Spellcraft +11, Stealth +6

Languages Common, Terran, Celestial

Special Qualities elemental endurance, mystery (life), healing hands, curse (misshapen), orisons

Possessions scimitar, keys to cages in area 37

SPECIAL ABILITIES

Change Size (Sp): Twice per day, a janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Elemental Endurance (Ex): Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per

additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Healing Hands (Ex): The Surgeon gains a +4 bonus on Heal checks and may provide first aid to two people or treat two people for poison as a standard action (make a separate Heal check for each creature). When using the Heal skill to treat wounds from caltrops (and so on), treat deadly wounds, treat poison, treat disease, or treat long-term care, double the normal number of people he may treat at the same time. He may provide long term care for himself.

Misshapen (Ex): The surgeon was born with a twisted, uneven body. He has difficulty keeping balance and defending himself from complex maneuvers (-1 to CMD) but can be frightening to those who are aware of his power (+1 to Intimidate).

Upping the Ante: Although the creatures on the shelves are largely failed experiments, the Surgeon might keep one live creature on hand to help with heavy lifting. You can make this encounter tougher by replacing one of the dead creatures with a live one, which the Surgeon commands into combat to help him. Use the stats for the rift-grafted horrors from area 34.

Connections: This area connects to area 37. See the Map of The Blind Cabal Asylum.

39. THE HEEDREN PITs (EL VARIES)

Summary: In a vast chamber the Blind Cabal is growing an army of terrible heedrens.

Sights and Sounds: Like most of the Blind Cabal's asylum, this area was originally scaled for creatures much larger than humans. The ceiling is 25 feet above the catwalks, for a total of 35 feet above the floor. The area is lit by lanterns hanging by chains from the ceiling roughly 10 feet over the level of the catwalks, creating a generally moderate level of lighting at the catwalk level and dim lighting on the chamber's floor. Upon entering the area, the PCs see the following.

A vast vault, dimly lit in pools of watery yellow lamplight cast by lanterns suspended near the ceiling. The floor of the chamber sits some ten feet below a network of hanging catwalks, rickety contraptions made of chain and planks. Below these swaying walkways, the floor is penetrated by a regular pattern of large deep shafts. The wan light of the lanterns doesn't reach far into these openings, but there is just enough to see that something--something large--lurks within each.

Near the far end of the room, more than 80 feet away, observant characters (see "Yesselendra" below) can see and hear three humanoid figures moving about on the catwalk.

The floors and walls of this area are well-crafted stonework, although they appear quite ancient. The catwalks are scaled for typical Medium-sized humanoids.

Background: In these pits the Blind Cabal grows heedrens from heedren stones, a

processes understood only to them and probably only made possible by the relative proximity of the rifts to the Realm of Echoes.

The Catwalks: A grid of catwalks is suspended across this entire room, 10 feet above the floor. The pattern of the catwalks matches the pattern of the floor below, so that the gaps in the catwalk grid directly overlook the pits.

The catwalks are five feet wide and, like a network of suspension bridges, are supported by chains hanging from the ceiling. They tend to sway when walked upon, making rapid movement on them treacherous. Any creature moving faster than half speed on a catwalk causes the catwalk to sway; this occurs at the point where the creature's movement exceeds half speed. (A creature can avoid causing the catwalk to sway while moving faster than half speed by succeeding in a DC 15 Acrobatics check.)

When the catwalk sways, any creature on the catwalks within 15 feet of the cause of the swaying (including the creature who caused it) must make a Reflex save (DC 13) or fall prone on the catwalk. (A creature holding on to the railing with at least one hand gains a +2 bonus on this save.) A creature failing this save by 5 or more falls from the catwalk (but may make a DC 20 Reflex save to grab hold of the side of the catwalk, to end up hanging from it).

A creature on the catwalk can, as a standard action, cause the catwalk to sway.

A creature that falls from the catwalk has a 50% chance of falling onto the floor directly

below the catwalk; otherwise, it falls into the pit adjacent to the point at which it fell. (Determine which side the creature fell from randomly.) A creature jumping from the catwalk deliberately can choose to land on the floor.

The Pits: The chamber contains 24 pits in which the Blind Cabal grow their heedrens. The pits are 25 feet deep (making their bottoms 35 feet below the level of the catwalks). The lips of the pits are rounded, making them difficult to climb out of and their edges treacherous.

The central east-west and north-south corridors between the pits are 10 feet wide, but the rounded edges of the pits really only leave a 6-foot width of sure footing in the center. The narrower corridors have only a 1-foot width with sure footing, requiring a DC 5 Acrobatics check to negotiate safely.

The pits contain heedrens in various states of formation. To determine the content of any given pit, roll 1d10 and consult this table.

1-2	A fully formed heedren
3-6	A partially formed heedren
7-8	An unformed heedren
9-10	Empty

An unformed heedren is a hunched form of damp flesh covered by a webby membrane, about the size of a legless calf. It pulses and is visibly alive, but is harmless.

For a partially formed heedren, apply the young simple template to the heedren stats (giving it -2 to melee attacks and all other rolls except ranged attacks, which gain +2).

The heedrens in the pits are not controlled. They attack any creature that enter their pits.

Heedren (number varies): hp 30

Partially Formed Heedren (number varies): hp 22

Yesselendra: A member of the Blind Cabal, Yesselendra, is in this room with two slaves, feeding the heedrens.

Three figures lurk near the far end of the room. Two carry large baskets or bundles, while the third, dressed in lengthy robes, points and gives orders. One of the figures pulls what looks like a human arm from his basket and tosses it down into a pit.

The object is, in fact, exactly what it appears to be. The slaves carry baskets of meat, feeding the heedrens at Yesselendra's command.

Yesselendra appears to be a Medium-sized creature of human-like build, but is dressed in a floor-length robe complete with head-covering hood and gloves, so no racial details are visible. The robe is white, but covered densely with embroidered eyes, creating a disconcerting appearance. It is noticeably more ornate than the robes the acolytes wear.

Yesselendra's blindsight will not allow her to "see" the PCs as they enter the room but, through vibrations in the catwalks, she becomes aware that something has changed. It takes her 1 round of consulting with the slaves to realize that interlopers have arrived.

Yesselendra believes she can defeat the PCs by separating them, neutralizing some of them, and then combating the others individually (or possibly knocking them into the pits below). She immediately begins

a low chant (her bardic performance) and uses the slaves (who drop their baskets) to block the PCs' approach to her. (The slaves are unarmed and fight on total defense.) Depending on what happens next, she employs the following tactics.

* If she has the chance before combat begins, she attempts to fascinate as many as three of the PCs. If that is successful, she uses her suggestion, telling them jump to the lower level and fetch her baskets for her. (She hopes they will fall into the pits, or at least be removed from combat for a while.)

* She orders the slaves to shake the catwalks as the PCs approach (they ready an action to make the catwalk sway when a PC gets within 15 feet of them).

* Focusing on characters still on the catwalk, she uses overwhelming grief to neutralize a fighter type, or terrible remorse to endanger a spellcaster.

* If the PCs split up to reach her, she casts reckless infatuation on a highly mobile character, forcing him to remain close to a rearward character.

* She bolsters the slaves' ability to block access to her by casting *miserable pity* on one or both of them.

She's not afraid of melee combat, although she recognizes the danger of facing multiple melee

combatants at once. If things go badly for her, she attempts to escape the chamber, possibly using glitterdust to aid her escape and jumping to the floor below the catwalk to bypass the PCs.

If the PCs defeat and unmask Yesselendra, they find an elf woman whose eyes are both missing and have been crudely sewn shut. She has a strange rune tattooed onto the palm of her left hand.

YESSELENDRA

CR 6

Female elf bard 7

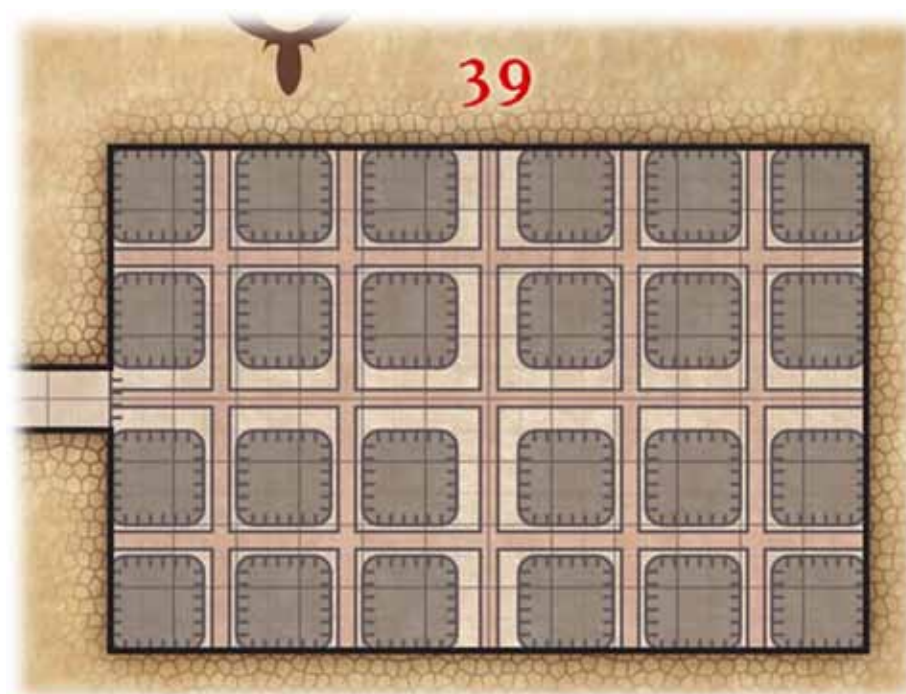
CE Medium humanoid (elf)

Init +6; Senses Perception +3, blindsight 60 ft.

DEFENSE

AC 14, touch 13, flat-footed 11

hp 35 (7d8)



Fort +1, **Ref** +7, **Will** +6, +2 vs. enchantment, +4 vs. bardic performance, sonic, and language-dependent effects

OFFENSE

Speed 30 ft.

Melee +2 rapier +10 (1d6+2/18-20)

Space 5 ft.; Reach 5 ft.

Special Attacks distraction, fascinate, suggestion

Known Bard Spells (CL 7th):

3rd (2/day) - *overwhelming grief* (DC 17), *terrible remorse* (DC 17)

2nd (4/day) - *glitterdust* (DC 16), *miserable pity* (DC 16), *reckless infatuation* (DC 16), *shatter* (DC 16)

1st (5/day) *alarm*, *charm person* (DC 15), *comprehend languages*, *cure light wounds*, *feather fall*

STATISTICS

Str 10, **Dex** 15, **Con** 8, **Int** 13, **Wis** 12, **Cha** 19

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

Feats Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +12, Appraise +8, Climb +8, Knowledge (History) +10, Knowledge (Planes) +12, Knowledge (Religion) +9, Linguistics (Abyssal, Undercommon) +6, Perform (Act) +14, Perform (Sing) +14, Sleight of Hand +12

Languages Abyssal, Common, Undercommon

Special Qualities versatile performance (Act), armored casting, bardic countersong, bardic knowledge, bardic performance, cantrips, countersong, elven immunities, elven magic, inspire competence, inspire courage, keen senses, lore master, versatile performance (Sing), weapon familiarity, well-versed

Possessions *amulet of natural armor* +1, +2 rapier, bronze amulet in the shape of an eight-sided star (key that allows exit from the asylum via area 32)

SPECIAL ABILITIES

Blind (Ex): Yesselendra is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight, but cannot read or make Perception checks based solely on sight.

Echoing Eye (Sp): Once per day, as a full-round action, Yesselendra can scry as per the scrying spell but without the requirement for components.

Versatile Performance (Ex): Yesselendra use her bonus in the Perform (Act) skill in place of her bonus in the Bluff or Disguise skills, and her bonus in the Perform (Sing) skill in place of her bonus in the Bluff or Sense Motive skills.

Bardic Knowledge (Ex): Yesselendra adds +3 to all Knowledge checks any may make all Knowledge skill checks untrained.

Bardic Performance: Yesselendra is trained to use the Perform skill to create magical effects on those around her, including herself if desired. She can use this ability for 20 rounds per day. Each round, she can produce any one of the types of bardic performances she has mastered. Starting a bardic performance is a move action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires Yesselendra to stop the previous performance and

start a new one as a move action. A bardic performance cannot be disrupted, but it ends immediately if she is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. Yesselendra cannot have more than one bardic performance in effect at one time.

Distraction (Su): Yesselendra can use her bardic performance to counter magic effects that depend on sight. Each round of the distraction, she makes a Perform (act) skill check. Any creature within 30 feet (including herself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use her Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use her Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su): Yesselendra can use her bardic performance to cause up to 3 creatures to become fascinated with her. Each creature to be fascinated must be within 90 feet, able to see and hear her, and capable of paying attention to her. She must also be able to see the creatures affected. The distraction of a nearby combat or other

dangers prevents this ability from working. Each creature within range receives a Will save (DC 17) to negate the effect. If a creature's saving throw succeeds, Yesselendra cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes her performance for as long as she continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Suggestion (Sp): Yesselendra can use her bardic performance to make a suggestion (as per the spell) to a creature she has already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). She can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against Yesselendra's daily use of Bardic Performance. A Will saving throw (DC 17) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Countersong (Su): Yesselendra can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong she makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including herself) that is affected by a sonic or language-dependent magical attack may use her Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use her Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

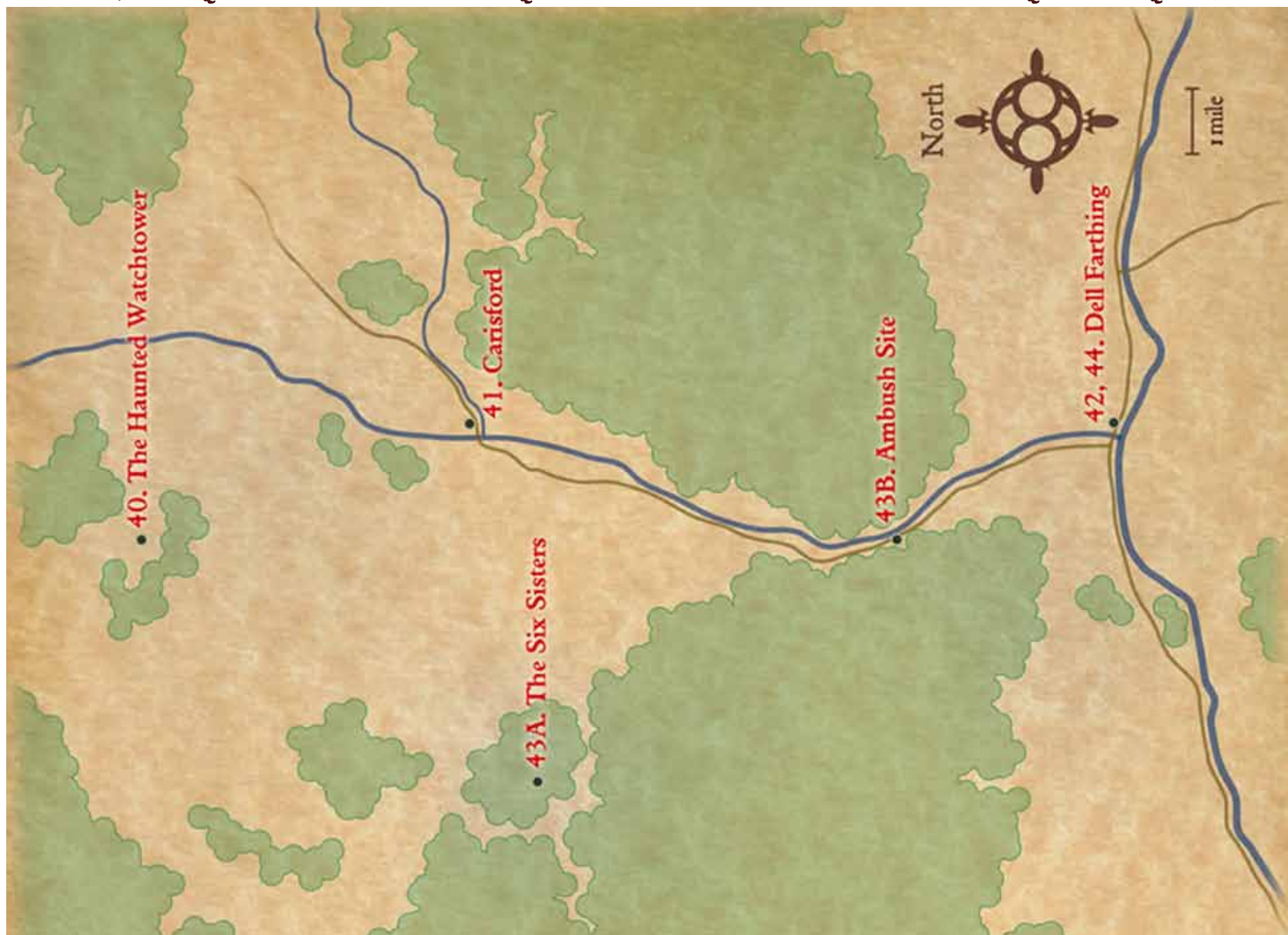
Elven Magic (Ex): Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Lore Master (Ex): Yesselendra has become a master of lore and can take 10 on any Knowledge skill check that she has ranks in. She can choose not to take 10 and can instead roll normally. In addition, 1 time per day, she can take 20 on any Knowledge skill check as a standard action.

Connections: This area connects to area 37. See the Map of The Blind Cabal Asylum.

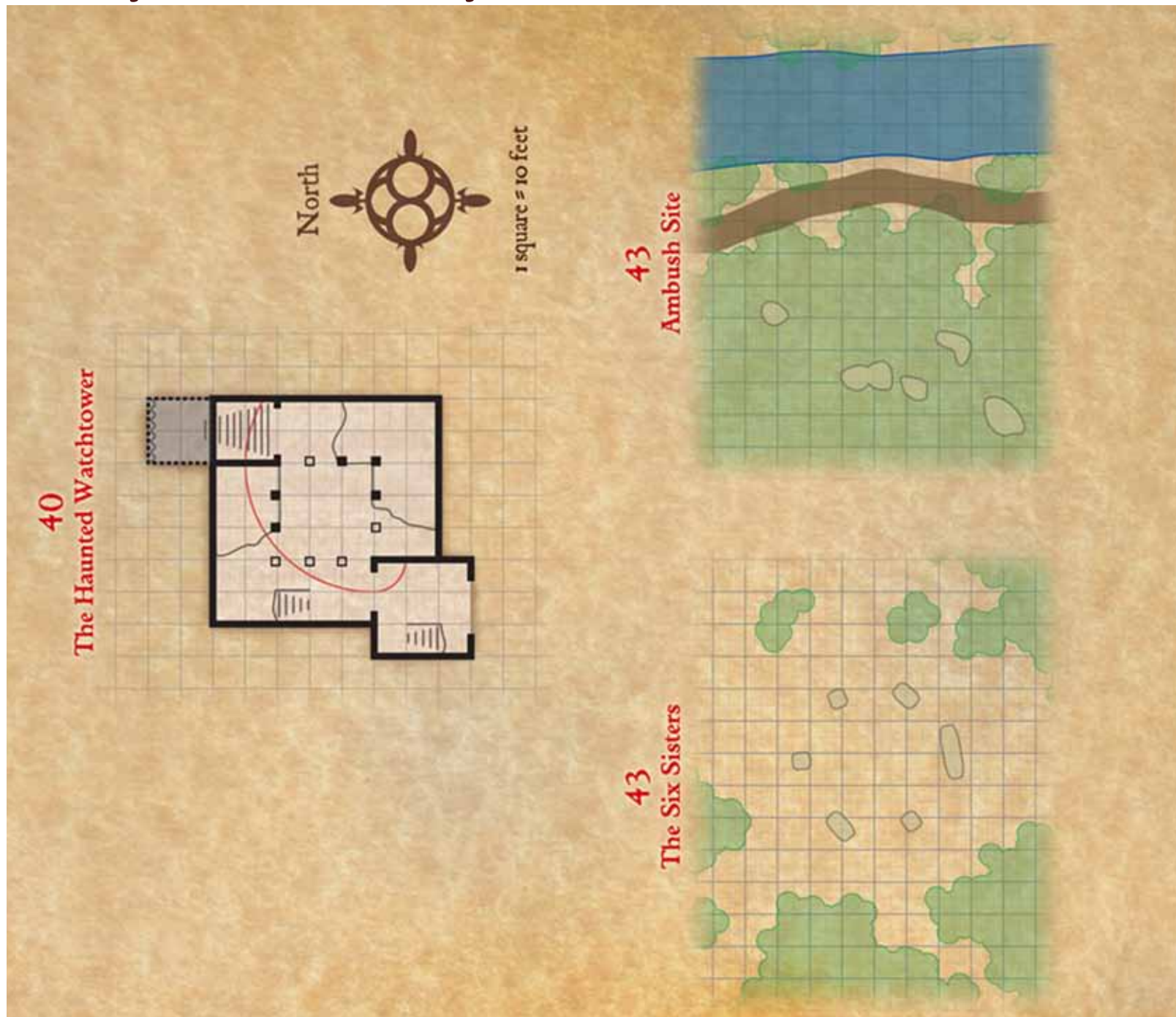
THE NECROPOLIS OF PERGIA

CARISFORD VALE



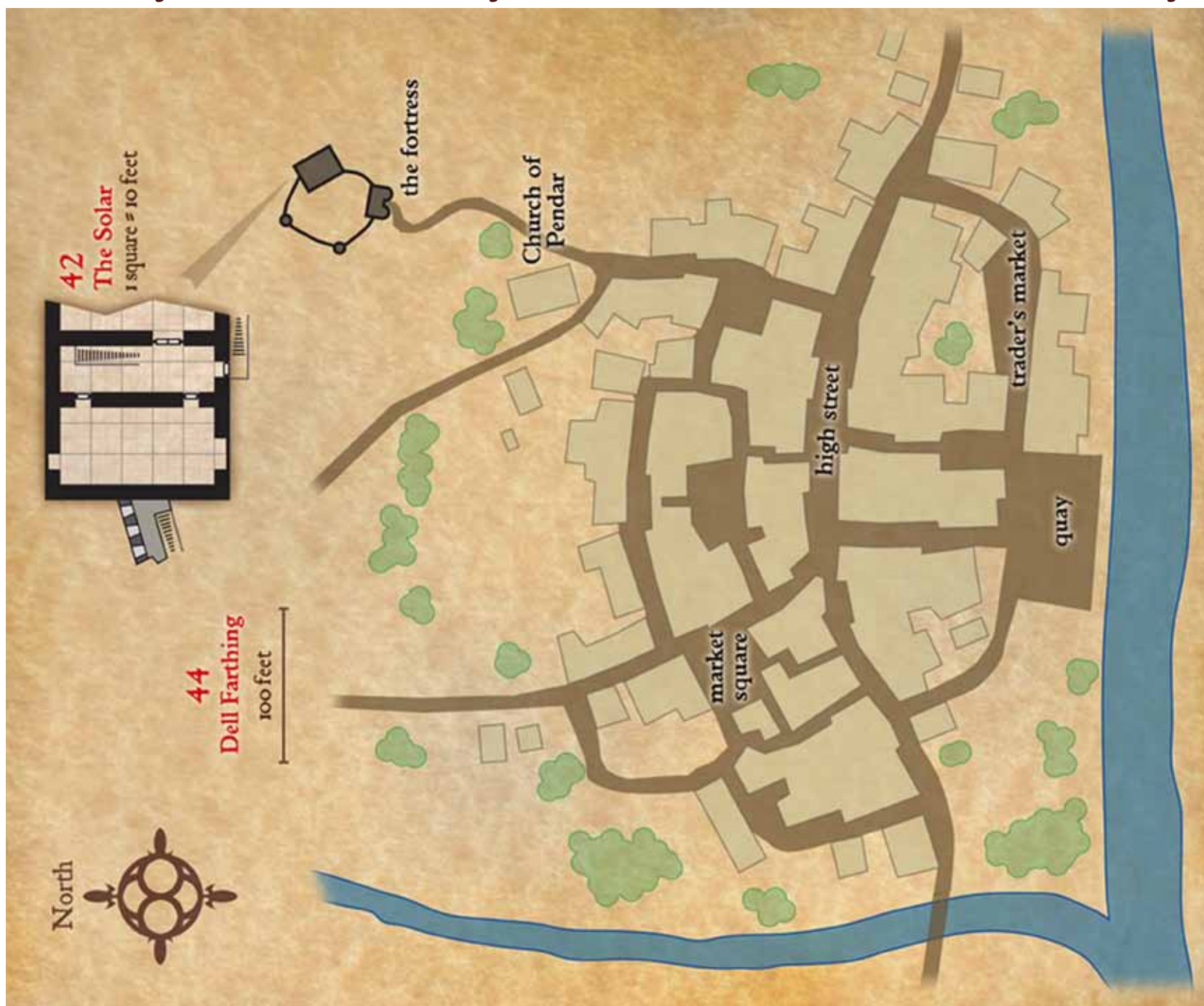
THE NECROPOLIS OF PERGIA

THE HAUNTED WATCHTOWER



THE NECROPOLIS OF PERGIA

DELL FARTHING



40. THE HAUNTED WATCHTOWER (EL 6)

Summary: The entrance to the Blind Cabal's asylum is hidden within an ancient ruin. But, secret as it is, surely they wouldn't leave it unguarded, would they?

Sights and Sounds: These ruins were built by, and are scaled for, creatures much larger than humans. In covered areas, the ceilings are 20 feet high. The area is unlit, but most of it is open to the sky above. (The presumption is that it is night when the PCs arrive.) Upon entering the area, the PCs see the following.

A dark ruin of black stone hunkers beneath an equally dark sky. What roof that might have once stood is now centuries gone, and the cyclopean walls grasp upward toward nothing.

Background: The ancients who built the Blind Cabal's asylum understood the power of the rifts far beneath what became the Necropolis of Pergia—but they didn't live over them. They lived several hundred miles away (whatever distance is convenient to your campaign), in a region that included what is today known as the Vale of Carisford. To facilitate travel to the rifts, they built the entrance to the asylum not at the site itself, but via a magical portal at the top of Carisford Vale. This, in fact, is why, for the centuries-long reign of their kingdom, the minotaurs by and large were unaware of the chambers and passageways beneath their holy site. And it's why the Blind Cabal comes and goes from their asylum without

ever setting foot in the necropolis proper.

The ancients built their entrance in a temple at the top of a lone hill in the Vale of Carisford, some miles from the village of the same name. Over the centuries this temple has become a weathered ruin, its purpose long forgotten. Local tradition mistakenly holds that it was a fortification of some sort—an outpost or watchtower defending against the highlands beyond. It has long been a site that people avoided, but particularly in recent years the locals have shunned it utterly.

When the Blind Cabal discovered and began using the asylum, they posted a guard, not merely to keep others from entering the asylum but to prevent its very discovery. Their intent was to "haunt" the ruins with a creature dangerous and frightening enough to discourage locals and travelers from entering the site. Establishing the site as the lair of a creature unrelated to the cabal also deflected suspicion that the group had any connection to the ruins. The citizens of Carisford have little idea where the Blind Cabal lairs, but they certainly do not suspect the haunted watchtower.

Steps: There are several staircases in the area. In all of them, the steps are each roughly two feet high and two feet deep. The staircases count as difficult terrain. Creatures on or at the top of the steps gain the +1 bonus for attacking from higher ground when attacking creatures below them.

Two of the staircases lead up toward what would have been the second level of the watchtower. However, time and the

elements have turned the top third of the stairs (not to mention most of the second floor) into rubble. Now the stairs are lonely ruins leading up to nowhere.

The final staircase goes down to a short underground passageway that leads to a curtain of mist.

The Curtain of Mist: The short passageway the north ends in a curtain of mist. Just short of the curtain, a bronze plaque is set into the western wall. The plaque has an indentation in the shape of an eight-sided star roughly four inches across. This indentation matches the amulet worn by Girrenmoor, Yesselendra, Kruushk, and other Blind Cabal members (but not acolytes).

The mist is very dense, blocking all sight through it. It is a magical portal that acts very much like a permanent teleportation circle, except that it is activated by walking through the mist rather than stepping within a circle. However, it only functions if, prior to use, one of the amulets is pressed into the indentation within the plaque. This activates the curtain for 1 minute. Creatures passing through the mist when the teleportation effect is active arrive in area 32. Creatures walking or reaching into the mist when it is not active find a stone wall roughly two feet beyond the mist's surface.

The Haunting: Few villagers have dared approach the ruins in recent years. The few who have (and lived to return) report an insubstantial creature that moves stealthily through the stones, accompanied by the rattle of heavy chains. Ghostly images appear, stones and small items left unattended move

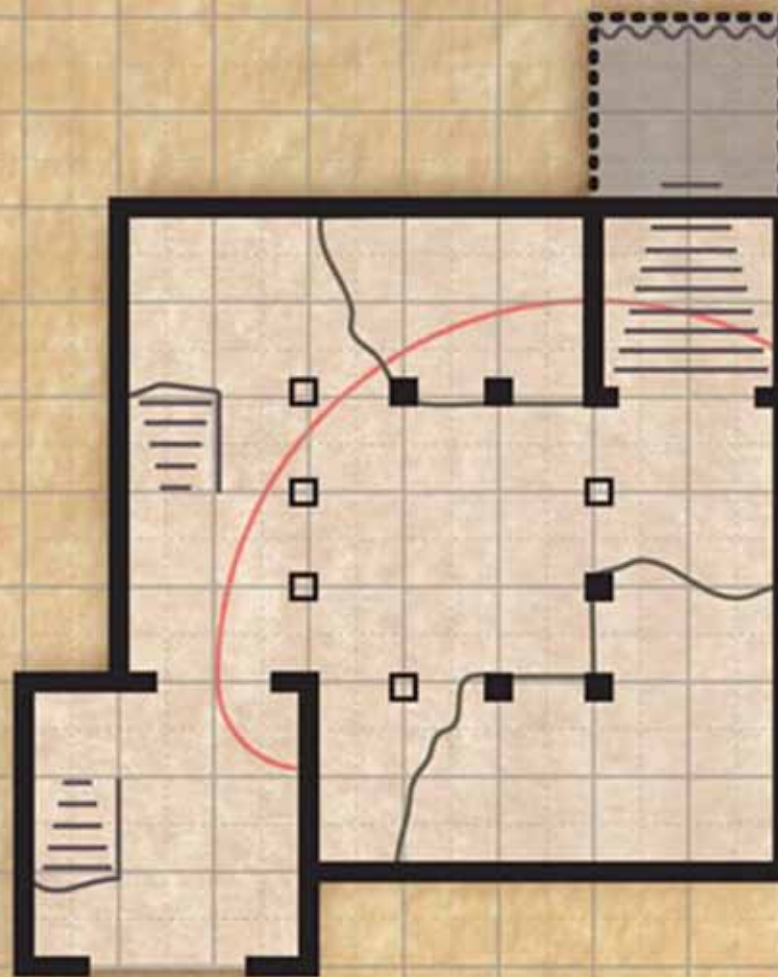
on their own, and anyone fool enough to not run away is suddenly struck by a sudden blast of bright, flickering energy.

The creature is not a ghost. It is, in fact, a dark naga captured by the Blind Cabal, blinded, and chained in the ruins. The creature, half-starved and driven as much by hunger as by fury, attacks any being that enters its area of imprisonment. However, it fears the acolytes and members of the cabal, in part because of what they have done to it and in part because (through its detect thoughts ability) it has touched the minds of several Blind Cabal members and recoiled from what it found there. The Blind Cabal members have little trouble with the dark naga, and rarely even have to command it to stay out of their way--it avoids them whenever it senses their approach.

The dark naga is chained to a broken column in the southeast corner of the watchtower, in the shadow of one of the few remaining bits of ceiling. The chain (break DC 28, hardness 10, 15 hp), attached to a shackle at the naga's neck, is 30 feet long. The radius of the naga's movement is indicated by a red line on the map. If the naga is invisible, the chain within 10 feet of it is also invisible, but the rest can be seen.

The dark naga detects thoughts continuously, scanning to a range of 60 feet; as a result it is very difficult to catch off guard and usually has a chance to prepare itself for dealing with intruders. It does so first by becoming invisible then, usually, casting displacement upon itself. It adds cat's grace if it feels it has plenty

The Haunted Watchtower



of time. The naga's detect thoughts ability tells it when intruders are within 60 feet, and which general direction they are in, but not exactly where they are. It can, however, make a Perception check (DC 20, +1 per 10 feet of distance) to pinpoint the square in which a foe that has just moved or attacked is located. As a free action, it can attempt to locate all the foes within a 60-foot cone into which its detect thoughts ability is currently focused, with one Perception check per foe.

Those foes still have total concealment from the naga, but it relies on lightning bolt as its principal means of attack, aiming its line through the squares occupied by the opponents it has identified.

The blinded dark naga uses standard dark naga stats plus the blinded condition. This gives it an effective AC of 15 along with -4 on opposed Perception checks. All opponents have total concealment to it. Due to extreme familiarity with the area, when within the confines of its imprisonment the naga is able to move at full speed without making Acrobatics checks.

Blinded Dark Naga: hp 85

Development: Unless destroyed or freed, the dark naga remains in this area. If it has more than eight hours to rest, it regains its spells and heals 10 hp (plus 10 per additional 24-hour period).

A Note on the Encounter Level: A dark naga is a CR 8 monster. The EL of this encounter has been adjusted to 6 based on the naga's blinded condition and restricted movement. But these factors are offset somewhat by the

naga's likely ability to ambush the PCs. It still deals the damage of a CR 8 foe, and its excellent Perception might allow it to deal that damage as effectively as if it were still sighted. Be aware that this might be quite a difficult EL 6 encounter, especially if the PCs are emerging tired and worn down from their experience within the asylum.

Connections: This area connects to area 32 and other areas in the Carisford Vale.

See the Haunted Watchtower map.

41. THE BURNED CHURCH

Summary: The village of Carisford has long borne the brunt of the Blind Cabal's wrongdoing. Recently things have taken a turn for the worse.

Sights and Sounds: Carisford is a typical rural village of perhaps 300 souls. Its streets are unpaved and narrow (10 to 15 feet wide)--just wide enough for a large farmcart to pass easily. The approach of strangers draws the barking of dogs and hissing of geese. Like most rural villages, it smells of woodsmoke and the dung collected by the farmers to fertilize their fields.

At the junction of two narrow rivers sits a small, huddled village. Its hedge-bordered streets and thatched cottages sit almost idyllically beneath the broad sky, but that image is disrupted by the thick column of black smoke rising from the ruins of the church in the village's center.

If they approach in the daytime, perceptive characters might notice that there are, unusually, no peasants in the fields.

Background: The only reliable route from the asylum to the broader world is via the Carisford Vale and, on that route, the village of Carisford. Unfortunately, the village has recently been visited by a horde of horrors unleashed by the Blind Cabal. Kruushk, in command of four heedrens and two rift-grafted horrors, descended upon the village the night before, focusing his attack on the center of village life--the Church of Pendar.

But the village was not just the victim of brute force. It also suffered from treachery. The village reeve, an effective but jealous man named Christo, had long been in the pocket of the Blind Cabal, helping them select targets for their raids as well as carrying messages to their confederate in Dell Farthing. He recently bore a message for Kruushk indicating that the deceit of Lord Elingson was complete and that the fortress at Dell Farthing would be ready for assault within two days. What Christo didn't know is that Kruushk, of his own volition, intended to deal a death blow to Carisford and, now that his usefulness was at an end, Christo himself would be killed in that raid.

The Villagers: The villagers, after months of harassment and kidnappings by the Blind Cabal (capped by the assault the night before), are understandably wary of strangers--an unusual sight in Carisford even in the best of times. However, unless the PCs have brought a heedren along with them, it quickly becomes clear that they are not members of the Blind Cabal, and the villagers come to greet them and ask for their aid.

The village's priest and reeve (the highest secular authority) were both killed in the attack the night before, leaving only the peasants and a few tradespeople--all of whom are commoners and experts of 1st through 3rd level. They have an initial attitude of Unfriendly or Indifferent, depending on how suspiciously the PCs behave. A Diplomacy check can be used to improve their attitude. If the PCs bring any freed slaves or prisoners from the asylum, the villagers' attitude is instead Friendly (if only one or two prisoners have been rescued) or Helpful (if three or more have been returned).

Seeing that the PCs are competent adventurers (who have already handed the cabal some defeats), the villagers beg the PCs to help end the scourge of the Blind Cabal. (They haven't had any luck getting help from Lord Elingson, the local ruler.) Any believable promise to do so increases the villagers' attitude by one step.

The principal spokesmen for the villagers are Kyle Ironhand, the village smith, and Goren Delamir, the owner of the village's small pub and trading house. Other villagers are willing to speak to the PCs if questioned, assuming their attitude is Indifferent or better. Indifferent NPCs answer questions with direct, guarded answers--they are not entirely certain they trust the PCs. Friendly or better attitudes result in more complete answers.

Information and Rewards: The villagers can provide the same basic information as the prisoners in the asylum (see *Slaves, Prisoners, and Gillcutter*). Additionally, the

villagers tell the PCs that the Blind Cabal struck the night before in the hour after midnight--a robed humanoid with "flesh-beasts" (what the villagers call heedrens) and other creatures the likes of which the villagers had never seen.

- * The attack was led by a single humanoid in white robes covered in a pattern of eyes. The villagers know the garb as that of a leader in the Blind Cabal. They don't know the identities of any of the robed figures they've seen over recent months, but they know this one used magic. One of the villagers heard its voice, and believes it was an orc or other goblinoid creature.

- * Two flesh-beasts launched the attack with a diversion, assaulting cottages on the edge of town.

- * The leader, along with two more flesh-beasts and two or three of the other creatures, then attacked the church. After killing half-a-dozen of their folk, the attacker burned the church and then retreated with his monsters.

- * It was dark and few people got good looks at the attackers, but the new monsters were very unusual. One of them had a head like a vulture on a long neck. The body was that of a man--but it had four legs where there should have been two!

- * By the time the church was ablaze the villagers had scattered in fright. A few people saw the cabalist and his creatures retreat across the ford to the south.

- * The priest was killed defending the church, struck down by two of the flesh-beasts. So too, apparently, was Christo, the reeve--though no one actually saw him die, his

body was found in the cinders. He had just returned from Dell Farthing the day before, after unsuccessfully begging Lord Elingson for aid.

If the PCs have brought back prisoners from the asylum, the villagers express their gratitude with a reward: a mix of gold and silver coins, minor items of jewelry, and small gemstones that amounts 40 gp per prisoner. If the villagers' attitude is Helpful (automatic if the PCs have returned 3 or more prisoners), they add a potion of cure serious wounds and a bird feather token to the reward.

The Church: The Church of Pendar is a moderately sized building typical of its kind, set at the northwest edge of the village green. It is the principal religious institution for Carisford Vale; virtually all the inhabitants of the village and surrounding area worship Pendar. The attack on the village has left the building a roofless, smoldering ruin.

PCs searching the area may find a vital clue. Within the burned church, not far from where Christo's body was found, are shards of a broken bottle made of fine green glass. None of the villagers recognize it, and a DC 15 Knowledge (religion) check (a cleric of Pendar gets a +5 bonus on the check) confirms that it is not an implement of the Church of Pendar. A DC 18 Spellcraft check identifies it as pieces of a bottle of messages. It had been used by Christo to transport a message from Lerek (area 42) to Kruushk; Kruushk accidentally dropped the pieces as he was killing Christo.

The Ford: The village green sits at the confluence of the Carisbrook river and a smaller creek. The road from Dell Farthing, which follows the southern bank of the Carisbrook, crosses the river at the ford to enter the village before winding, smaller and smaller, toward the farms and steadings further up Carisford Vale.

PCs examining the ford may find evidence leading to Kruushk's location. The banks of the ford include several areas of soft mud, and there are numerous tracks. The ford also serves as the point at which the villagers and local farmers water their animals, though, so the attackers' tracks can be hard to locate (Perception DC 13).

The tracks lead to Kruushk's bivouac, where he has encamped with his horrors prior to the assault on Dell Farthing. Following the tracks requires five Survival checks (over a distance of five miles). DCs for these checks are 7, 12, 12, 17, and 12.

Development: The villagers urge the PCs to take action. Either find and kill the attackers or travel to Dell Farthing (about ten miles) and alert Lord Elingson. After their initial interactions with the villagers, every four hours the PCs remain in Carisford the villagers' attitude drops by one step.

Connections: This area connects to areas 40, 42, and 43.

See the Map of Carisford Vale.

42. DELL FARTHING (EL VARIES)

Summary: Seems like the Lord of Carisford Vale ought to be concerned about the goings-on in Carisford--but he has other things on his mind.

Sights and Sounds: Carisford Vale emerges from the mountains into a rolling flatland. Unlike the vale, this area is more heavily settled, and the hills are patched with fields and crossed by roads.

A modest market town sits where the Carisbrook meets a larger river. Too small to warrant walls, it is overlooked by a dark, squat border fortress that stands between the town and the foothills against which it sits.

Background: Dell Farthing is a market town of moderate size, the center of commerce for this corner of the kingdom. It is ruled by Lord Elingson, who lives in a small, rather aged fortress on the edge of the town. Carisford, though isolated, is only about ten miles away, and the attacks and raids on the village over the past year or two have been reported to Elingson (although he knows nothing about the recent destruction of the church). Elingson remains entirely unaware of the Blind Cabal and the threat they pose, however, due to the influence of his seneschal, Lerek, who is a cabal sympathizer.

Lord Elingson, although reasonable in most matters, has a mildly obsessive rivalry with the Margrave of Highheath, a neighboring principality and ancestral antagonist. Lerek played upon this

animosity, ensuring that all tales about attacks and kidnappings in Carisford were blamed on the Margrave's men or local Highheath sympathizers. (In this, he was aided by Christo, the reeve of Carisford and also a Blind Cabal operative, who was usually the one delivering the village's messages of troubles.)

As a result, following the most recent plea for help, Lord Elingson is responding not by sending help to Carisford itself, but by marching the bulk of his garrison to the Highheath border. This is exactly according to the Cabal's plans, for it is after this departure (which is scheduled within a day) that the Blind Cabal intends to attack the town and fortress.

Dell Farthing: This market town sits alongside a navigable river, the most upstream point river vessels can reliably reach and therefore the point at which they offload and take on goods from the surrounding landward region. Although the market for weapons, armor, and magic items is not extensive, the PCs can find the sorts of items normally expected in a town of this size.

Characters spending any time gathering information in the town can quickly get wind of the rumor that Lord Elingson is mobilizing the garrison for action, and will march soon toward Highheath.

DELL FARTHING

NG small town

Corruption +2; **Crime** -2; **Economy** +1; **Law** +2; **Lore** +1; **Society** -3

Qualities rumormongering citizens, strategic location

Danger +0

DEMOGRAPHICS

Government overlord

Population 1,500 (1,200 humans; 100 dwarves; 100 half-elves; 100 other)

NOTABLE NPCs

Archwizard Talandrel Illarion (NG male elf wizard 14)

Dungsweeper Hrak (CG male half-orc druid 4)

Famous Thief The Crimson Rose (CN female half-elf rogue 7)

MARKETPLACE

Base Value 1,100 gp; **Purchase Limit** 5,500 gp; **Spellcasting** 4th

Minor Items 3d4; **Medium Items** 1d6;

Major Items --

Lerek: PCs inquiring about seeing Lord Elingson are directed (by almost anyone in the town) to the fortress. The fortress is a relatively small complex on a low hill, amounting to little more than a keep with a fortified gatehouse at the entrance to its bailey. Characters seeking admission must succeed in a DC 13 Diplomacy (or perhaps Intimidate) check; the guards have an Indifferent attitude but will admit the PCs if their attitude is increased to Friendly. If the PCs claim to be carrying important information on attacks in Carisford, they gain a +5 on the attempt.

The reason for the guards' indifference to the PCs is obvious within the bailey.

The castle is clearly mobilizing. A hundred men or more--a garrison, it looks

like, perhaps including a levy from the town--scurry about, some receiving polearms and crossbows, others loading supplies onto mules and wagons.

Once admitted, PCs are escorted past all that to the solar in the keep's first floor, where they are watched over by two guards until Lerek arrives. If the PCs have informed the guards about Carisford, Lerek enters within five minutes accompanied by two additional guards. He treats the PCs cordially, introducing himself as Lord Elingson's seneschal, saying that the Lord himself is too busy with other activities to see the PCs. He is careful to conceal the rune of heedren control on his left palm; spotting it requires a DC 24 Perception check, but hitting a DC of 14 is sufficient to notice that he's taking pains to keep the palm covered.

If the PCs have made no mention of Carisford, Lerek enters within twenty minutes. He is not accompanied by additional guards, and makes no special attempt to cover his palm; a DC 14 Perception check allows the PCs to notice the rune. He seems rushed and inattentive, but the first mention of Carisford quickly gets his attention.

In either event, Lerek listens patiently and with interest to whatever the PCs wish tell him. How exactly he responds depends on what the PCs say. Lerek is aware of the Blind Cabal's activities, including the attack on the town and fortress planned for the following night--and he knows the PCs are not part of that plan. Before taking action, however, he hopes to learn as much as possible about the outcome of Kruushk's

raid on Carisford and the status of the Blind Cabal force led by Kruushk.

If Kruushk is still at large, once Lerek is satisfied he has learned what he can, he states that the PCs must be Highheath agitators bent on diverting Lord Elingson's march, and orders the guards to arrest them. PCs that do not resist are disarmed and stripped of other possessions, then locked in dungeon in the keep's cellar. In the more likely event that they do resist, Lerek orders the guards to engage the PCs, calling out for additional aid. He then looks for flanking opportunities created by the guards to make sneak attacks, staying at the edge of the fray as much as possible.

An additional two guards arrive in 1d4 rounds. 1d4 rounds after that, Lord Elingson arrives with four more guards.

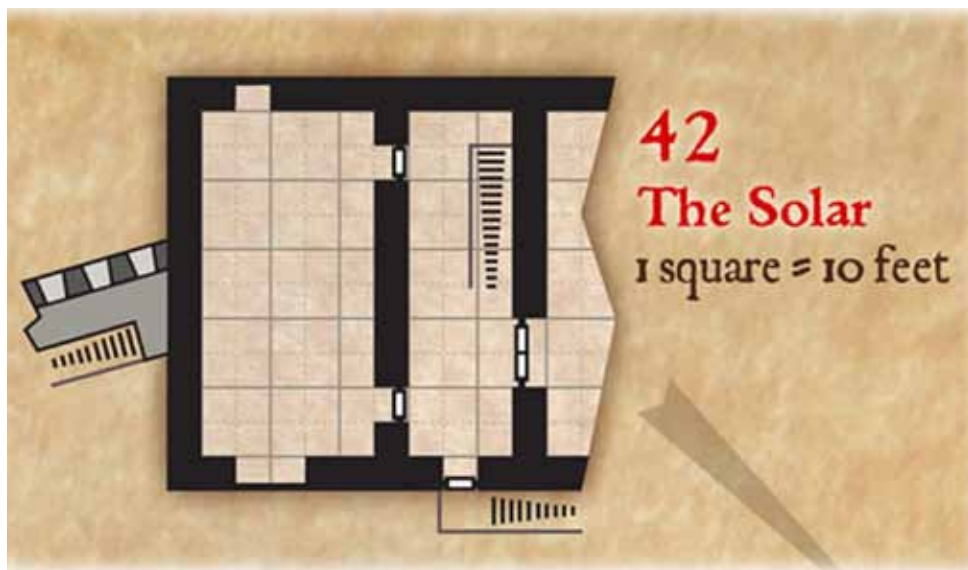
Use the stats for Jaren the Jinx to represent Lerek. Ignore the jinx and rotting curse, as well as the tactics information in that stat block.

If the PCs have already defeated Kruushk, Lerek excuses himself for a moment, then quickly departs the fortress and attempts to flee Dell Farthing altogether. Unless the PCs immediately follow Lerek, this attempt is successful and the traitorous seneschal get away. The PCs are left alone in the solar for half an hour before Lord Elingson storms in searching for his missing advisor.

Lerek: hp 35

Guards (varies): hp 19

Lord Elingson: The Lord of Dell Farthing arrives 2d4 rounds after the start of any combat in his fortress. He can direct up to 100



guards to engage intruders in the fortress, but will not enter combat himself unless absolutely necessary. He has an attitude of Hostile toward the PCs if they have killed any of his personnel (including Lerek), or Unfriendly if that hasn't yet happened. Any credible attempt by the PCs to tell him they have vital information about events in Carisford grants a +4 bonus on Diplomacy checks; attempting to convince him that Lerek is a traitor, at this point at least, does not provide a bonus.

Lord Elingson: hp 18

If the PCs can improve his attitude to Indifferent or better, Lord Elingson will listen to what the group has to say. While he is interested and attentive when told about Carisford and the Blind Cabal, he is not inclined to believe they are behind the past year's worth of harassing attacks on the Vale. Convincing him to take action there instead of the Highheath border

requires another Diplomacy check (DC 10 or opposed by Lerek, if he's still alive). If the Diplomacy check fails, Elingson believes that the cabal is real and that the PCs have been combating them, but is unwilling to abandon his plans to confront Highheath. He releases the PCs, but confiscates their cash and other high-value mundane items as a "war tax." However, he'll return the items under two conditions: 1. That the PCs prevent the Blind Cabal from carrying out their plans, and; 2. That he is wrong about Highheath and his troops are not attacked at the border (which is, of course, turns out to be exactly the case).

If the Diplomacy check succeeds, Elingson believes that the cabal is the main threat. He has Lerek arrested (if the seneschal is still alive and in the keep), and diverts his war preparations toward reinforcing the fortress and the town. He then offers the PCs a significant reward if they will return to Carisford Vale and destroy Kruushk, returning with the key to the asylum as proof of his death. If they agree, he provides them with reasonable mundane provisions and summons his chaplain (a cleric of the Church

of Pendar) to provide any healing they may require (using spells of up to 3rd level).

requires another Diplomacy check (DC 10 or opposed by Lerek, if he's still alive).

Development: If the PCs turn over Kruushk's asylum key to Elingson, either in this encounter or at a later point, Lord Elingson rewards them with 5,000 gp.

Upping the Ante: The assumption in this adventure is that Lord Elingson is interested in ending the threat caused not just by the Blind Cabal, but also the larger threat of the Realm of Echoes having access to his territory. Therefore, his long-term interest is in seeing the access point, at area 41, destroyed. Unfortunately, neither he nor the PCs have the resources to permanently seal the entrance at this point.

You can increase the moral difficulty of this situation by implying that Elingson has set his sights on taking control of the asylum and the rifts, himself. Given the fate of Plambten and the obvious insanity of the cabal members and followers, the PCs are likely to recognize the folly of attempting to exploit the rifts. Implying that Elingson intends to follow the same path (perhaps imagining that an army of heedrens would aid in "resolving grievances" with Highheath) not only adds an element of moral uncertainty to the closing chapter of this adventure, but could also provide a hook to future conflicts or adventures in your campaign—especially if there are more members of the Blind Cabal at large in your campaign world!

Connections: This area connects to areas 41, 43, and 44.

See the Map of Dell Farthing.

43. THE ARMY OF HORRORS (EL VARIES)

Summary: Kruushk prepares to carry out the Blind Cabal's next terrible assault. Do the PCs have what it takes to even slow him down?

Sights and Sounds: The circumstances of this encounter vary according to course of action that brought the PCs to this point.

If the PCs have come across Kruushk's bivouac by following the tracks from area 41 (or otherwise searching for it), they find the Blind Cabal leader and his band of monsters at rest among some ancient standing stones, they see the following.

A circle of weathered, gray-black stones sits in a brambled dell, their age made manifest by their tumbledown stances. Within the circle sit four heedrens; at their center lies a figure covered completely by a white, eye-embroidered robe. Two other creatures, their bodies a terrible amalgam of forms, sit outside the circle—one to the east, the other to the west.

If, instead, they run into an ambush set by Kruushk with the intent of preventing any aid from Dell Farthing from reaching Carisford, use this description instead.

The road, wide and reasonably smooth for a country way, has followed the river for the length of your journey. While the valley has always been close, here a shoulder of stony, forest-covered hill has pressed the highway tightly against the racing flood of the Carrisine River.

Background: Following the raid on the church in Carisford, Kruushk's next target

is the fortress at Dell Farthing. According to the Blind Cabal's original plan, Girrenmoor or Yesselendra was to meet Kruushk at a circle of stones called the Six Sisters. Since defeating at least one of those antagonists is practically necessary to escape the asylum (they held the only keys to the curtain of mist), the presumption is that, unbeknownst to Kruushk, this plan has already been disrupted. (If only one of the two has been killed, the other remains in the asylum in an attempt to shore up the site's defenses.) If the PCs have not defeated either of those cabal members, one of them (GM's preference) has joined Kruushk, along with two additional heedrens and an acolyte (if any remain alive).

Not knowing the reason for the delay (and aware that punctuality and reliability aren't the hallmark of longtime cabal members), Kruushk is keen to press forward with the offensive. He waits for most of the day at the Six Sisters then, concerned that plan might be awry in other ways and that Lord Elingson might somehow be aware of the Carisford raid, he moves his force to the road to ambush any aid that might be sent to the village.

Thus, depending on when and how the PCs move through Carisford Vale, they might meet Kruushk's forces at rest at the Six Sisters, in ambush along the Dell Farthing road, or not at all (though that is the least interesting outcome). If this encounter occurs as an ambush, it might occur as the PCs travel toward Dell Farthing, or on the way back after the PCs have met Lord Elingson.

If Kruushk has been previously injured, he will have used greater infernal healing to return to full hit points before this encounter.

The Six Sisters: Six large stones--each twice the size of a man, once stood here in a circle, the mystical or religious significance of which has long been forgotten. Three still stand, two others seem to be leaning to keep their balance, and the last stone has given up entirely and merely lays on the ground. This is the spot at which Kruushk expected to meet Girrenmoor or Yesselendra.

Kruushk rests here as he waits, surrounded by heedrens and leaving the rift-grafted horrors on watch. The horrors are not particularly attentive, however (Perception +0), and only react to intruders within 60 feet. Furthermore, once they notice the PCs, it takes one round for their cries to rouse Kruushk.

Once alerted, Kruushk has the heedrens engage the PCs to protect him and the rift-grafted horrors (which he particularly wants to save for the assault on Dell Farthing, because of the illness they spread). He supports the heedrens using fire snake, boneshatter, ball lightning, and pain strike. If it appears that defeating the PCs will not be easy, he flees, using black tentacles to slow any pursuers. He keeps the rift-grafted horrors with him along with up to two of the heedrens, if practical, ordering the remaining heedrens to block the PCs' pursuit.

From Ambush: The road between Carisford and Dell Farthing is the only easily-traversed route out of Carisford Vale. It follows the southern bank of the Carisbrook River,

which for most of the Vale is a burbling waterway thirty to forty feet wide and three to five feet deep. The road is unpaved but reasonably broad and in decent condition.

Although Carisford Vale is not particularly narrow, the road is pinched at one point between the river and an outcropping of the surrounding hills. It is here that Kruushk has moved to set his ambush, placing the heedrens and rift-grafted horrors in the trees along the roadside. He is most prepared for troops from Dell Farthing coming westward, but can just as easily engage a force from the vale headed east.

Kruushk is not a master tactician. His plan is simple: His forces are spread along the roadside. He intends to attack when the target reaches the midpoint of his forces, so that the heedrens and rift-grafted horrors hit the target from the front and rear as well as the side. Unfortunately, Kruushk also has no great skill at hiding (himself or his monsters), so there's some chance things will not go as he has planned. PCs approaching the ambush area can spot a lurking heedren before entering the zone with a DC 15 Perception check (they spot it 50 feet before the zone if they hit a DC of 20).

Kruushk has the heedrens engage the PCs, holding the rift-grafted horrors out of the combat. He supports the heedrens using fire snake, boneshatter, ball lightning, and pain strike. If it appears that defeating the PCs will not be easy, he flees, using black tentacles to slow pursuit. He keeps the rift-grafted horrors with him, along with up to two of the heedrens if practical, ordering the other heedrens to block the PCs' pursuit.

The Army of Horrors: Regardless of how the PCs enter into this engagement, they face up to four heedrens, two rift-grafted horrors, and Kruushk himself. If they defeat and unmask Kruushk, they find a male half-orc whose eyes are both missing and have been crudely sewn shut. He has a strange rune tattooed onto the palm of each hand (these are runes of heedren control).

Heedrens (4): hp 30

Rift-Grafted Horrors (2): hp 42 (use Vorel's Phage for disease)

KRUUSHK THE BRINGER

CR 8

Male half-orc evoker 9

CE Medium humanoid (orc, human)

Init -1; Senses blindsight 60 ft., Perception +1

DEFENSE

AC 10, touch 9, flat-footed 10

hp 52 (9d6+18)

Fort +4, **Ref** +2, **Will** +7

OFFENSE

Speed 30 ft.

Melee +1 *falchion* (two handed) +5 (2d4+1/18-20)

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

Special Attacks elemental wall, force missile (1d4+4, 7/day), intense spells

Prepared Spells (CL 9th):

5th - *fire snake* (DC 19), *pain strike* (DC 19)

4th - *ball lightning* (DC 18), *black tentacles*, *boneshatter* (DC 18), *defensive shock* [empower spell] (DC 16)

3rd - *diamond spray* (DC17), *fireball* (x2) (DC17), *fly*, *force punch* (DC17)

2nd - *blur* (2 slots), *bear's endurance*, *cat's grace*, *fox's cunning*, *scorching ray*

1st - *alarm*, *corrosive touch*, *mage armor*, *magic missile* (x2), *shield*

STATISTICS

Str 10, **Dex** 8, **Con** 12, **Int** 19, **Wis** 13, **Cha** 15
Base Atk +4; **CMB** +4; **CMD** 13

Feats Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Empower Spell, Quicken Spell, Scribe Scroll, Toughness
Skills Craft (Alchemy) +12, Craft (Armor) +12, Craft (Weapons) +13, Knowledge (Arcana) +13, Knowledge (Dungeoneering) +10, Knowledge (Engineering) +11, Knowledge (Local) +11, Spellcraft +16

Languages Common, Orc

Special Qualities bonded object (ring), cantrips, opposition school (enchantment, illusion), intimidating, orc blood, orc ferocity, weapon familiarity

Possessions *bracers of armor* +1, +1 *falchion*, ring (bonded object), spellbook containing all of Kruushk's prepared spells plus *rune of heedren control*, *greater infernal healing*, *countless eyes*, *disfiguring touch*, *interrogation*, *mount* and 24 levels worth of additional spells, bronze amulet in the shape of an eight-sided star (key that allows entrance into the asylum via area 40), vial containing 10 drops of demon blood.

SPECIAL ABILITIES

The Echoing Eye (Sp): As a full-round action, Kruushk can scry as per the scrying spell but without the requirement for components. Kruushk can use this ability once per day.

Elemental Wall (Sp): Kruushk can create a wall of energy that lasts for 9 rounds per day. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when Kruushk creates it. The elemental wall otherwise functions like wall of fire.

Force Missile (Sp): As a standard action Kruushk can unleash a force missile that automatically strikes a foe, as magic missile. The force missile deals 1d4+4 points of damage. This is a force effect. Kruushk can use this ability 7 times per day.

Intense Spells (Su): Whenever Kruushk casts an evocation spell that deals damage, add +4 to the damage. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell.

Development: So long as Kruushk remains at large, either because he escapes from this encounter or the PCs bypass it, he may be encountered in the Carisford Vale. If he is engaged by the PCs and escapes this encounter, he shifts his focus from the obliteration of Dell Farthing to the utter defeat of the PCs (especially if he believes his forces have been too denuded to assault Dell Farthing), and he begins planning to track them down and strike when they least expect it. This may culminate in area 45.

In the unlikely event that the PCs defeat Kruushk, they have, for all intents and purposes, ended this adventure. They may

still have business with Lord Elingson, but it is at this stage merely denouement. Although the PCs will have bypassed the last one or two planned encounters of this adventure, they will have earned the break by winning a truly epic battle in this one.

Upping the Ante: Given the foes included in it, this encounter already has a strong chance of being deadly. If, as GM, you'd like to make it so, or if you'd like to further the impression that the Cabal's force is a real "army" about to march on Dell Farthing, add an acolyte and two additional heedrens, both of which came from the asylum with him before the PCs arrived on the scene (though the acolyte and heedrens did not participate in the Carisford raid--they were held in reserve). Kruushk pushes the additional heedrens into combat (possibly even sending the acolyte too, if things go particularly well for the PCs), but otherwise sticks to the tactics described above.

Connections: This can occur in multiple locations, so the connections will depend on what venue is used.

See the Map of Carisford Vale.

44. ASSAULT ON DELL FARTHING (EL VARIES)

Summary: The Blind Cabal's assault of Dell Farthing is a deadly certainty. Do the PCs have what it takes to alter the course of the battle?

Sights and Sounds: This battle occurs in and around the town of Dell Farthing in the wee hours of the night.

A moonless, cloudy night holds the town of Dell Farthing in its blinding grip. The night is windless and still, the streets of the small town silent.

Background: Kruushk planned the Blind Cabal attack on Dell Farthing for the second night after the raid on Carisford. If the PCs have already defeated Kruushk by this point, the assault of course does not go forward. Otherwise, the manner in which it unfolds depends highly on how the PCs contribute to the defense of the town.

The Blind Cabal's goal is to destroy Lord Elingson's ability to effectively resist Cabal activity in the region, reducing his fortress to ruins and significantly incapacitating his garrison. Additionally, the Cabal hopes to denude the population of the town--and to destroy the will of those who remain--through terror and the spread of the illness carried by the rift-grafted horrors.

Kruushk does not intend to occupy or even loot Dell Farthing; once the attack has met its goals, he intends to retreat to the asylum. But the Blind Cabal is already building its next army--a much larger one, consisting of dozens of heedrens and who knows how many rift-grafted horrors--with the plan of marching on greater targets in the coming days or weeks. The elimination of Dell Farthing simply opens the door to the wider world.

The Plan: Kruushk's strategy is a simple one. He intends to unleash the rift-grafted horrors into the unprotected town at two separate points, with orders to simply rampage and destroy. The best outcome is that the horrors spread chaos, injuring dozens before being

destroyed (many injuries will spread the horrors' disease much more effectively than a smaller number of deaths). This is meant also to draw the garrison's attention away from the fortress.

Lerek has orders to reinforce this diversion by ordering the garrison to respond to the attack, and then leaving the fortress gate open for Kruushk's assault. Kruushk plans to attack the fortress with his heedrens, hopefully gaining quick entrance. After the severely depleted garrison is dispatched, the heedrens will tear down the walls and Kruushk will burn what is left.

If all goes to plan, by dawn Kruushk will be able to retreat with any surviving heedrens. The rift-grafted horrors are to remain and rampage until they are destroyed. Lord Elingson (who is supposed to be on the leading his troops in an action against his rival and neighbor, Lord Highheath) would return to find his fortress destroyed and his town damaged, terrified, and in the grips of an insidious plague.

Of course, the PCs may already have put several dents in this plan: They may have destroyed several of Kruushk's monsters, neutralized Lerek, and prevented Elingson from departing with his forces. These possibilities will strongly affect how the encounters below play out.

If Kruushk was previously injured, he will have used greater infernal healing to return to full hit points before this encounter.

The Battle: The PCs can affect the outcome of the assault by participating in the defense of the town. In so doing, their successes

contribute victory points (VP) to the result; each of the encounters below offers a number of VP depending on the PCs' successes.

There are four "mini-encounters" in which the PCs can get involved (these are detailed below). Given the timing of these attacks, it's unlikely the PCs will be able to involve themselves in all of them, at least not without splitting up (which then likely results in fewer VPs per encounter). That's fine--they don't need to win every encounter to do well in the battle, and choosing how they can or should get involved is part of the fun of this scenario.

At the end of the battle, the final result depends on the total VP accumulated:

0 - 19 VP The assault has done massive damage to the town and fort, perhaps even razing the small castle. Kruushk has escaped the possibility of his return haunts the citizenry. What's more, the disease spread by the rift-grafted horrors has reached epidemic proportions among the townsfolk. Any healthy folk are already packing up and leaving with no intention of returning. Dell Farthing will soon be known as a "plague town"--a reputation that will linger for decades, no matter how quickly the illness is conquered. It seems likely that within a generation the town will be abandoned utterly.

20 - 44 VP The damage to the town, its fortress, and its population is substantial. If left unchecked, the disease spread by the rift-grafted horrors will take root, becoming a plague spreading through the town. The townsfolk and garrison are demoralized,

and many people will desert the town in the days to come. Lord Elingson gruffly acknowledges the PCs' contributions to the defense, but has no time or resources to spare on a grand gesture of thanks. He has more important concerns as he begins the difficult task of rebuilding the town and laying in stores against hard times to come.

45 - 64 VP While there is damage to the town, its fortress, and its population, the general feeling among the residents and garrison is one of victory. The horrors' sickness presents a challenge, but one that can be overcome. The townsfolk gird themselves for possible additional attacks but, now that they're prepared, with confidence that they can be victorious them. The PCs are lauded and treated as valued and respected allies by townspeople and Lord Elingson alike.

65+ VP There was no significant infestation of the rift-grafted horrors' illness. The fortress and town are intact. The townsfolk, now alert to the Blind Cabal threat, are wary but in high morale. The PCs are seen as the towns' saviors, and plied with thanks and gifts (amounting to 400 gp value per PC).

Scouting: The PCs may wish to keep an eye out for Kruushk's approach. (This may be an especially appealing option if they've failed to convince Lord Elingson or to defeat Lerek.) If they scout the area surrounding Dell Farthing, a Perception check (DC 20) allows them to notice Kruushk's approach. This has the benefit of reducing by -1 the number of rounds it takes them to react to the rift-grafted horrors' attacks.

Additionally, if the PCs report the approach to the fortress, they gain 5 VP.

Fighting The Horrors: Kruushk sends his two rift-grafted horrors into the town from the north and east. Their orders are to move through the town, attacking anyone they see but not stopping. The first horror approaches the town from the north about two hours after midnight; the second attacks from the east 3d4 rounds after.

The townspeople and guard respond to their presence, moving into the street to confront them with their simple weapons. For each round the horrors rampage through the town unimpeded by the PCs, reduce the creatures' current hp by 2 and tally 1 townspeople as infected. (Thus, if the PCs do not interfere, each horror will be killed 21 rounds after it enters the town—having infected 21 of the townsfolk each.)

PCs responding to the attack can reach a horror's position in 1d4 rounds.

Each round, a rift-grafted horror makes attacks against two separate targets if it can, and moves at least 20 feet. (It may make its attacks before or after movement, depending on which option allows it to more effectively spread its disease.) It prefers to attack fresh opponents rather than those it has already struck. It moves even if doing so draws attacks of opportunity. It continues until destroyed or it reaches the river at the far side of town, at which point it turns around and heads in the direction of new victims.

Rift-Grafted Horrors (2): hp 42 (use Vorel's Phage for disease)

The PCs gain 10 VP for each rift-grafted horror they destroy (but not those destroyed by the townsfolk), but lose 5 VP if more than 20 townspeople are infected.

Heedrens At The Gate: The situation at the fortress will vary dramatically depending on the outcome of events described in area 42. If the PCs have not intervened at all, the bulk of the garrison is off marching toward Highheath, leaving the fortress with a skeleton staff and the gate wide open. On the other hand, the PCs may have killed Lerek and convinced Lord Elingson to keep his forces at home—or something in between.

The fortress's gatehouse is attacked by Kruushk's heedrens 10 rounds after the first rift-grafted horror enters the town. Again, depending on the PCs' previous actions, there may be four or more of the monsters, or just two (or perhaps even fewer). The powerful heedrens enter the gate if it's open, or attempt to batter it down if it's not.

For each round the heedrens conduct their attack without interference from the PCs, each heedren deals 10 points of damage to the gate (the gate's hardness is accounted for in this). Up to two heedrens can attack the gate each round. The gate has 40 hp (thus, one heedren will batter it down in 4 rounds, while two or more will do the job in 2 rounds).

Once the gate is open, the heedrens enter the bailey, each one killing one garrison member per two rounds spent rampaging therein.

Throughout the assault, the garrison deals 6 hp of damage per round if Elingson marched on Highheath (12 hp per round

if the PCs convinced him to remain). This damage is distributed as evenly as possible among the heedrens present. Thus, in the case of a single heedren attacking a fully garrisoned fortress, it will be killed within 3 rounds (not enough time for it, by itself, to batter down a closed gate), whereas it will take 10 rounds to kill a complement of four heedrens—20 rounds if the Lord Elingson is away with most of his soldiers (plenty of time for the creatures to batter down the gates and kill many people within).

If the PCs intervene, any heedren they attack stops what it is doing and fights them. At the same time, it stops taking damage from the garrison.

Heedrens (4): hp 30

The PCs gain 5 VP if the gate was shut at the start of the battle (if Lerek was killed or unmasked in area 42). They gain 20 VP if the heedrens never enter the fortress, or 10 VP if the heedrens make it in but kill no more than 5 members of the garrison.

Defending The Keep: Kruushk attacks the keep, beginning his attack 1d6 rounds after the heedren assault begins. Before the battle, he casts mage armor, blur, and fly on himself. In the first round of his assault, he targets the keep with fireball from a distance of several hundred feet away, effectively clearing any mass of soldiers of the rooftop. It then takes him 2 rounds to close the distance to the keep (flying). On the fourth round (assuming the PCs don't intervene), he casts ball lightning, then spends the next eight rounds using magic missile and

scorching ray while directing his lightning balls to kill garrison members on or around the keep.

Due to the effectiveness of his initial attacks, Kruushk only takes 3 hp per round from the garrison, beginning when he closes distance with the keep (on the third round of his attack). When reduced to 26 hp or fewer, he flees the battle (if all has gone to plan, he will have met his objectives by then anyway). If, at any point, he is engaged by the PCs, he turns his attention to them, and begins using more powerful spells than those he was directing against the garrison.

Kruushk : hp 52

The PCs gain 10 VP if they reduce Kruushk to 26 hp or lower (causing him to flee) before he makes his ball lightning attack. They gain 20 VP if they kill him, plus an additional 10 VP if they killed him before the ball lightning attack.

Development: Regardless of the outcome of the battle, the PCs have been proved right about the threat to the town and the cause of the problems in Dell Farthing. If he has confiscated the PCs' treasure, Lord Elingson returns it; if they have been promised any reward he provides it. He does, however, ask one favor--that the PCs lead a contingent of his guards to area 40 and show them the entrance to the asylum, so he may make plans to destroy it. He does not compel the PCs to do so, but does pressure them.

Connections: This area connects to area 42 and area 45.

See the Map of Dell Farthing.

45. KRUUSHK THE BRINGER (EL VARIES)

Summary: In defeating the Blind Cabal's plans, the PCs have earned the eternal wrath of a powerful wizard who is both cruel and insane.

Sights and Sounds: This encounter can occur in almost any location. Kruushk prefers to make his move under the cover of darkness, but that is not a requirement.

Background: The PCs have likely had one or two opportunities to mix it up with Kruushk--and they've likely put a crimp in his machinations. Now Kruushk is finished with his plans for Dell Farthing, and his attention is fixed firmly on the PCs.

The ways in which this scene might unfold are too many to enumerate. If the PCs accepted Lord Elingson's request to lead a small group of soldiers to the asylum entrance, Kruushk may attack at the haunted watchtower. If they leave the region, Kruushk will follow them, perhaps attacking their campsite many miles down the road and days after the battle. Kruushk is not a brilliant tactician, nor is he particularly patient, but his thirst for revenge is deep and powerful!

Kruushk might encounter the PCs by luck if they return to Carisford Vale, or he may have to spend some time searching for them. In the latter case, he uses his echoing eye ability to gain clues to their whereabouts, as well as the tried-and-true method of following their trail, asking questions about their travels at inns or other public

places they may have visited. He does most of his traveling and questioning at night (sometimes using mount), shunning public exposure to the best of his ability. He is not above using interrogation or even pain strike to pry information out of a potential informant, or to enslave a peasant to serve as a guide and assistant.

If Kruushk has been previously injured, he will have used greater infernal healing to return to full hit points before this encounter.

Kruushk: Kruushk's intent is to hit the PCs with the might of a fully prepared wizard who has taken every possible advantage. If he can catch them off guard--perhaps asleep, with only one or two characters on watch--he will. If they separate, perhaps while in a town, he'll happily take the chance to kill them off one or two at a time. To carry out his plan, he requires the following conditions:

- * He needs just over a minute to buff himself, something he'll do while at least 200 feet away and under cover. If the PCs are on the move or in crowded conditions (say, in a busy market), he can't reliably keep track of them while buffing.

- * All of the targeted PCs need to be together, preferably within a 20-foot radius. PCs sleeping around a campfire are ideal. If he's attacking a subset of the party, only those who are part of the current attack need be close together.

- * The PCs need to be isolated from help. Out in the wilderness is great, but Kruushk is just fine with attacking them in a city, as long as he's certain no credible help will arrive within several minutes.

* He wants lots of overhead to allow him to fly, and few options for the PCs to gain cover from his attacks--although he hopes to pen them in, so the latter isn't critical.

If Kruushk still has heedrens or rift-grafted horrors at the time of this fight, he abandons them and does not use them in this attack. The advantage they might provide is offset by the likelihood that they would spoil the element of surprise.

Once his conditions are met, Kruushk prepares himself. He casts the following spells, in this order: mage armor, fly, shield, blur, fox's cunning, bear's endurance, and cat's grace. Once fully buffed, he has roughly 8 minutes to complete his task, before the buffs (other than mage armor) wear off.

To minimize the number of PCs able to fight back effectively, Kruushk conducts his attack while flying, remaining at least 30 feet up whenever possible.

He launches his attack with black tentacles, cast from maximum range (190 feet if he has a good field of view). He intends to catch the PCs by surprise, and he tries to place the spell to catch all of the PCs if possible. He immediately follows up with his elemental wall ability, shaping it as a ring around the PCs (possibly the boundary of the black tentacles) and projecting acid damage inward, and moves to a range of roughly 100 feet. If all or most of the PCs remain within the affected zone, he follows up the next round with a fireball.

At some point, it is likely that one or more PCs will escape this morass and come after Kruushk. Kruushk targets individual PCs,

favoring those with powerful ranged attacks or the ability to fly. He uses boneshatter against fighters or rogues, favoring pain strike for spellcasters. He also falls back on ball lightning and fire snake when two or more characters are relatively close to one another.

The stat block below gives Kruushk's stats under the effect of his full suite of buff spells. For clarity, those spells have been removed from his list of prepared spells, leaving only those he can call upon in the fight.

In Kruushk's mind, this is an all-or-nothing battle. He fights to the death.

KRUUSHK THE BRINGER

(buffed to attack PCs)

CR 8

Male half-orc evoker 9

CE Medium humanoid (orc, human)

Init +1; Senses blindsight 60 ft., Perception +1

DEFENSE

AC 19, touch 11, flat-footed 18

hp 70 (9d6+36)

Fort +6, **Ref** +4, **Will** +7

OFFENSE

Speed 30 ft.

Melee +1 *falchion* (two handed) +5 (2d4+1/18-20)

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

Special Attacks *elemental wall, force missile* (1d4+4, 7/day), *intense spells*

Prepared Spells (CL 9th):

5th - *fire snake* (DC 19), *pain strike* (DC 19)

4th - *ball lightning* (DC 18), *black tentacles, boneshatter* (DC 18), *defensive shock* [empower spell] (DC 16)

3rd - *diamond spray* (DC17), *fireball* (x2) (DC17), *fly, force punch* (DC17)

2nd - *blur* (2 slots), *bear's endurance, cat's grace, fox's cunning, scorching ray*

1st - *alarm, corrosive touch, mage armor, magic missile* (x2), *shield*

STATISTICS

Str 10, **Dex** 12, **Con** 16, **Int** 23, **Wis** 13, **Cha** 15
Base Atk +4; **CMB** +4; **CMD** 13

Feats Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Empower Spell, Quicken Spell, Scribe Scroll, Toughness

Skills Craft (Alchemy) +14, Craft (Armor) +14, Craft (Weapons) +15, Knowledge (Arcana) +15, Knowledge (Dungeoneering) +12, Knowledge (Engineering) +13, Knowledge (Local) +13, Spellcraft +18

Languages Common, Orc

Special Qualities bonded object (ring), cantrips, opposition school (enchantment, illusion), intimidating, orc blood, orc ferocity, weapon familiarity

Possessions *bracers of armor* +1, +1 *falchion*, ring (bonded object), spellbook containing all of Kruushk's prepared spells plus *rune of heedren control, greater infernal healing, countless eyes, disfiguring touch, interrogation, mount* and 24 levels worth of additional spells, bronze amulet in the shape of an eight-sided star (key that allows entrance into the asylum via area 40), vial containing 10 drops of demon blood

SPECIAL ABILITIES

The Echoing Eye (Sp): As a full-round action, Kruushk can scry as per the scrying spell but without the requirement for components. Kruushk can use this ability once per day.

Elemental Wall (Sp): Kruushk can create a wall of energy that lasts for 9 rounds per day. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when Kruushk creates it. The elemental wall otherwise functions like wall of fire.

Force Missile (Sp): As a standard action Kruushk can unleash a force missile that automatically strikes a foe, as magic missile. The force missile deals 1d4+4 points of damage. This is a force effect. Kruushk can use this ability 7 times per day.

Intense Spells (Su): Whenever Kruushk casts an evocation spell that deals damage, add +4 to the damage. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell.

Connections: This may occur in the Carisford Vale, or some other location.

See the Map of Carisford Vale.

APPENDIX A: MONSTERS & NPCS

Blind Cabalist (CR +0)

Touched by the Realm of Echoes and having undergone a ritual blinding, members of the Blind Cabal see beyond the glare of the material world and gain special and terrible insight.

Quick Rules: Blind Cabalists gain the following traits:

- * **Blind:** The Blind Cabalist is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight, but cannot read or make Perception checks based solely on sight.

- * **Blindsight:** The Blind Cabalist gains the blindsight special ability.

- * **The Echoing Eye:** As a full-round action, the Blind Cabalist can scry as per the scrying spell but without the requirement for components. The cabalist can use this ability a number of times per day equal to his Wisdom bonus (minimum 1).

Rebuild Rules: As above.

Acolytes: Acolytes are provisional members of the Blind Cabal who have not undergone the full ritual process of membership. (As an initial symbol of commitment, upon joining the group each acolyte removes one of his or her own eyes.) Because membership is based on insights gained into the Realm of Echoes (and a certain degree of madness), many potential recruits find their way to the cabal late in their careers. As a result, it is

quite possible for an acolyte to be a higher-level character than some full members of the cabal.

Although there are some obvious similarities, The Oracle (in area 9) is not a member of the Blind Cabal, and is unaware of its existence. Her blindness is natural or the result of some ancient accident, and she relies principally on hearing for the messages that reach her from the Realm of Echoes, via the voice of the sinkhole. Nonetheless, it seems that both blindness and insanity help prepare the mind for insights from that terrible realm.

The Cast of Characters: A number of Blind Cabal NPCs appear in this adventure. A few of them are full members of the Cabal, but others are acolytes, retainers, and slaves.

Slaves: Any large facility needs a staff of workers. In the Blind Cabal's case, they also need fodder for their bizarre experimentation and food for their terrible creatures. The slaves held in the asylum are generally good-aligned humanoids from the region of Carisford. All are low-level characters weakened physically and psychologically by their ordeal at the hands of the cabal. Slaves are encountered in areas 29, 30, and 33.

Retainers: For lack of a better word, these are servants of the cabal who provide specialized service, have aligned themselves willingly with the cabal, and have a higher status in the organization than the slaves. These include Creena (encountered in area 29), Al'Pershiea (area 33), and The Surgeon (area 38).

Acolytes: Acolytes are future cabalists serving the organization as they prove their fealty and develop their ties to the Realm of Echoes. Acolytes are encountered in area 17 and area 30.

Full Members of the Blind Cabal: A handful of full members of the Blind Cabal are encountered in this adventure; whether this constitutes just a fraction of the organization, or nearly all of it, is up to the GM to decide (see below). Among those encountered here are Girrenmoor (area 34), Plambten (area 35), Yesselendra (area 39), and Dor Kirenal (area 41).

BLIND CABAL ACOLYTE CR 5

Male human cleric 5
CE Medium humanoid (human)
Init +0; **Senses** Perception +4

DEFENSE

AC 10, touch 10, flat-footed 10
hp 26 (3d8+7)
Fort +5, **Ref** +1, **Will** +7

OFFENSE

Speed 30 ft.
Space 5 ft.; **Reach** 5 ft.
Special Attacks blast rune (7/day), channel negative energy (2d6, DC 15, 5/day), vision of madness (7/day)
Innate Spell-Like Abilities: bleed (DC 14), detect magic, light, read magic, lesser confusion (DC 15), hide from undead, magic stone, obscuring mist, darkness, shatter, touch of idiocy
Deity none; **Domains** rune, madness

STATISTICS

Str 11, **Dex** 10, **Con** 13, **Int** 12, **Wis** 18, **Cha** 15
Base Atk +2; **CMB** +12; **CMD** 12

Feats Combat Casting, Command Undead, Improved Channel, Scribe Scroll

Skills Diplomacy +8, Knowledge (history) +7, Linguistics (Abyssal, Undercommon) +6, Sense Motive +10, Spellcraft +7

Languages Abyssal, Common, Undercommon

Special Qualities orisons, spontaneous casting

Possessions whip

SPECIAL ABILITIES

Blast Rune (Sp): As a standard action, the acolyte can create a blast rune in any adjacent square. Any creature entering this square takes 1d6+1 points of damage. This rune deals either acid, cold, electricity, or fire damage, decided when the acolyte creates the rune. The rune is invisible and lasts 3 rounds or until discharged. The acolyte cannot create a blast rune in a square occupied by another creature. This rune counts as a 1st-level spell for the purposes of dispelling. It can be discovered with at DC 26 Perception check and disarmed with a DC 26 Disable Device check. The acolyte can use this ability 7 times per day.

Channel Negative Energy (Su): The acolyte can unleash a wave of negative energy. The acolyte must choose to deal 2d6 points of positive energy damage to living creatures or to heal undead creatures of 2d6 points of damage. Creatures that take damage from channeled energy receive a DC 15 Will save to halve the damage. The acolyte can use this ability 5 times per day.

Vision of Madness (Sp): The acolyte can give a creature a vision of madness as a melee touch attack. Choose one of the following: attack rolls, saving throws, or skill checks. The target receives a +1 bonus to the chosen rolls and a -1 penalty to the other two types of rolls. This effect fades after 3 rounds. The acolyte can use this ability 7 times per day.

DELL FARTHING

NG small town

Corruption +2; **Crime** -2; **Economy** +1; **Law** +2; **Lore** +1; **Society** -3

Qualities rumormongering citizens, strategic location

Danger +0

DEMOGRAPHICS

Government overlord

Population 1,500 (1,200 humans; 100 dwarves; 100 half-elves; 100 other)

NOTABLE NPCs

Archwizard Talandrel Illarion (NG male elf wizard 14)

Dungsweeper Hrak (CG male half-orc druid 4)

Famous Thief The Crimson Rose (CN female half-elf rogue 7)

MARKETPLACE

Base Value 1,100 gp; **Purchase Limit** 5,500 gp; **Spellcasting** 4th

Minor Items 3d4; **Medium Items** 1d6;

Major Items --

GARLENTHATIR

CR 10

Male minotaur ghostly monstrous humanoid
6/cleric 5/aristocrat 1

TN Large undead (monstrous humanoid, incorporeal)

Init +5; Senses darkvision (60 ft.), Perception +14

DEFENSE

AC 15, touch 15, flat-footed 14 (-1 size, +1 Dex, +5 deflection)

hp 114 (12d8+60)

Fort +11, **Ref** +7, **Will** +13

Defensive Abilities channel resistance +4, incorporeal, natural cunning, rejuvenation; Immune undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee corrupting touch +10 (10d6)

Special Attacks fatal fate

STATISTICS

Str --, **Dex** 12, **Con** --, **Int** 13, **Wis** 15, **Cha** 20
Base Atk +9; **CMB** +14; **CMD** 25

Feats Endurance, Extra Channel, Improved Initiative, Intimidating Prowess, Leadership, Persuasive

Skills Diplomacy +20, Intimidate +26, Perception +14, Sense Motive +17, Spellcraft +14, Stealth +9

Languages Common, Giant

Special Qualities orisons, spontaneous casting

SPECIAL ABILITIES

Fatal Fate (Su): Once per day, Garlenthatir can lay a compulsive curse upon the living, forcing them to either take up his work or face a terrible end. Garlenthatir makes a touch attack, which forces the target to make a Will save (DC 21) or be stunned for 1 round. During this round, the target receives a flood of images suggesting the return of Garlenthatir's desecrated body to

its sarcophagus. The target has 9 days to fulfill this intention. If the target does not do so within this set period, he takes 1d4 points of Constitution drain per day. This effect can be overcome via the spell remove curse, requiring a DC 21 caster level check.

Natural Cunning (Ex): Garlenthathir possesses an innate cunning and logical ability granting an immunity to maze spells and preventing him from ever becoming lost. He is never caught flat-footed.

GIRRENMOOR

CR 6

Male Human Sorcerer 7

CE Medium humanoid (human)

Init +5; Senses blindsight 60 ft., Perception +11

DEFENSE

AC 11, touch 11, flat-footed 10

hp 41 (7d6+14)

Fort +4, **Ref** +3, **Will** +6

Resist cold 10

OFFENSE

Speed 30 ft.

Space 5 ft.; **Reach** 5 ft. (10 ft. for melee touch attacks)

Special Attacks acidic ray (1d6+3), long limbs

Spell-Like Abilities (CL 7th):

3rd (5/day) - *deep slumber* (DC 18), *excruciating deformation* (DC 19), *tongues* (DC 18)

2nd (7/day) - *acid arrow*, *alter self*, *see invisibility*

1st (8/day) - *alarm*, *burning hands* (DC 16), *charm person* (DC 16), *feather fall*, *mage armor*, *enlarge person* (DC 17)

STATISTICS

Str 11, **Dex** 12, **Con** 14, **Int** 11, **Wis** 12, **Cha** 21

Base Atk +3; **CMB** +3; **CMD** 14

Feats Combat Casting, Craft Wondrous Item, Deceitful, Eschew Materials, Improved Initiative, Silent Spell, Spell Focus (Transmutation)

Skills Bluff +17, Knowledge (arcana) +10, Knowledge (planes) +4, Spellcraft +10, Use Magic Device +11

Languages Common

Special Qualities aberrant bloodline, bloodline arcane, cantrips

Possessions *ring of minor cold resistance*, bronze amulet in the shape of an eight-sided star (key that allows exit from the asylum via area 32)

SPECIAL ABILITIES

Acidic Ray (Su): Girrenmoor can fire an acidic ray as a standard action, targeting any foe within 30 feet as a ranged touch attack. This ray deals 1d6+3 points of acid damage. Girrenmoor can use this ability 8 times per day.

Bloodline Arcana: Whenever Girrenmoor casts a spell of the polymorph subschool, increase the duration of the spell by 50% (minimum 1 round).

Long Limbs (Ex): Girrenmoor's reach increases by 5 feet whenever he makes a melee touch attack. This ability does not increase his threatened area.

Heedren

This enormous creature, nearly as broad in the shoulders as it is tall, is characterized by

a single huge eyeball where its head should be, one arm that is massively larger than the other, and the meat-red coloration of its huge muscles, which don't seem to be covered in skin.

Heedren are nearly mindless, thuggish creatures from the Realm of Echoes. Extremely powerful and seemingly never needing rest, if properly controlled they make excellent slave labor and terrifying shock troops.

Although essentially humanoid in shape, heedren are characterized by one arm that is disproportionately large and another that is diminutive (like some sort of mammalian fiddler crab); they do the heavy lifting (and attacking) with the large arm and any finer work (at which they do not excel) with the smaller limb. Both their arms and their feet end in "hands" with four long opposed digits.

At the core of every heedren is a "heedren stone," a fist-sized lump of metallic material that has a distinctly organic appearance. Within 2d10 minutes of a heedren's death, its flesh begins to dissolve into a puddle of goo—a process that takes about an hour and leaves only the stone behind. Within the Realm of Echoes a new heedren will eventually form around the stone; some believe that, under proper conditions, this can be made to happen on the Material Plane as well.

HEEDREN (CR 3)

XP 800

CE Large aberration

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

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)
hp 30 (4d8+12)

Fort +3, Ref +1, Will +5

OFFENSE

Speed 40 ft.

Melee earthbreaker +8 (3d6+6), slam +8 (1d6+6 plus grab)

Ranged rock +4 (2d6+9)

Special Attacks rock throwing (20 ft.)

Space 10 ft.; Reach 10 ft.

STATISTICS

Str 23, Dex 10, Con 15, Int 4, Wis 8, Cha 7

Base Atk +3; CMB +10 (+14 grapple); CMD 20

Feats Iron Will, Toughness

Skills Climb +7, Perception +1, Swim +7

Languages varies

ECOLOGY

Environment: any

Organization: solitary or troupe (2-6)

Treasure: none

KRUUSHK THE BRINGER

CR 8

Male half-orc evoker 9

CE Medium humanoid (orc, human)

Init -1; Senses blindsight 60 ft., Perception +1

DEFENSE

AC 10, touch 9, flat-footed 10

hp 52 (9d6+18)

Fort +4, Ref +2, Will +7

OFFENSE

Speed 30 ft.

Melee +1 falchion (two handed) +5 (2d4+1/18-20)

Space 5 ft.; Reach 5 ft.

Special Attacks elemental wall, force missile (1d4+4, 7/day), intense spells

Prepared Spells (CL 9th):

5th - fire snake (DC 19), pain strike (DC 19)

4th - ball lightning (DC 18), black tentacles, boneshatter (DC 18), defensive shock [empower spell] (DC 16)

3rd - diamond spray (DC17), fireball (x2) (DC17), fly, force punch (DC17)

2nd - blur (2 slots), bear's endurance, cat's grace, fox's cunning, scorching ray

1st - alarm, corrosive touch, mage armor, magic missile (x2), shield

STATISTICS

Str 10, Dex 8, Con 12, Int 19, Wis 13, Cha 15

Base Atk +4; CMB +4; CMD 13

Feats Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Empower Spell, Quicken Spell, Scribe Scroll, Toughness

Skills Craft (Alchemy) +12, Craft (Armor) +12, Craft (Weapons) +13, Knowledge (Arcana) +13, Knowledge (Dungeoneering) +10, Knowledge (Engineering) +11, Knowledge (Local) +11, Spellcraft +16

Languages Common, Orc

Special Qualities bonded object (ring), cantrips, opposition school (enchantment, illusion), intimidating, orc blood, orc ferocity, weapon familiarity

Possessions bracers of armor +1, +1 falchion, ring (bonded object), spellbook containing all of Kruushk's prepared spells plus *rune of heedren control*, *greater infernal healing*, *countless eyes*, *disfiguring touch*, *interrogation*, *mount* and 24 levels worth of additional spells, bronze amulet in the shape of an eight-sided star (key

that allows entrance into the asylum via area 40), vial containing 10 drops of demon blood.

SPECIAL ABILITIES

The Echoing Eye (Sp): As a full-round action, Kruushk can scry as per the scrying spell but without the requirement for components. Kruushk can use this ability once per day.

Elemental Wall (Sp): Kruushk can create a wall of energy that lasts for 9 rounds per day. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when Kruushk creates it. The elemental wall otherwise functions like wall of fire.

Force Missile (Sp): As a standard action Kruushk can unleash a force missile that automatically strikes a foe, as magic missile. The force missile deals 1d4+4 points of damage. This is a force effect. Kruushk can use this ability 7 times per day.

Intense Spells (Su): Whenever Kruushk casts an evocation spell that deals damage, add +4 to the damage. This bonus only applies once to a spell, not once per missile or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell.

KRUUSHK THE BRINGER

(buffed to attack PCs)

CR 8

Male half-orc evoker 9

CE Medium humanoid (orc, human)

Init +1; Senses blindsight 60 ft., Perception +1

DEFENSE

AC 19, touch 11, flat-footed 18

hp 70 (9d6+36)

Fort +6, **Ref** +4, **Will** +7

OFFENSE

Speed 30 ft.

Melee +1 *falchion* (two handed) +5 (2d4+1/18-20)

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

Special Attacks *elemental wall*, *force missile* (1d4+4, 7/day), *intense spells*

Prepared Spells (CL 9th):

5th - *fire snake* (DC 19), *pain strike* (DC 19)

4th - *ball lightning* (DC 18), *black tentacles*, *boneshatter* (DC 18), *defensive shock* [empower spell] (DC 16)

3rd - *diamond spray* (DC17), *fireball* (x2) (DC17), *fly*, *force punch* (DC17)

2nd - *blur* (2 slots), *bear's endurance*, *cat's grace*, *fox's cunning*, *scorching ray*

1st - *alarm*, *corrosive touch*, *mage armor*, *magic missile* (x2), *shield*

STATISTICS

Str 10, **Dex** 12, **Con** 16, **Int** 23, **Wis** 13, **Cha** 15

Base Atk +4; **CMB** +4; **CMD** 13

Feats Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Empower Spell, Quicken Spell, Scribe Scroll, Toughness

Skills Craft (Alchemy) +14, Craft (Armor) +14, Craft (Weapons) +15, Knowledge (Arcana) +15, Knowledge (Dungeoneering) +12, Knowledge (Engineering) +13, Knowledge (Local) +13, Spellcraft +18

Languages Common, Orc

Special Qualities bonded object (ring), cantrips, opposition school (enchantment,

illusion), intimidating, orc blood, orc ferocity, weapon familiarity

Possessions *bracers of armor* +1, +1 *falchion*, ring (bonded object), spellbook containing all of Kruushk's prepared spells plus *rune of heedren control*, *greater infernal healing*, *countless eyes*, *disfiguring touch*, *interrogation*, *mount* and 24 levels worth of additional spells, bronze amulet in the shape of an eight-sided star (key that allows entrance into the asylum via area 40), vial containing 10 drops of demon blood

SPECIAL ABILITIES

The Echoing Eye (Sp): As a full-round action, Kruushk can scry as per the scrying spell but without the requirement for components. Kruushk can use this ability once per day.

Elemental Wall (Sp): Kruushk can create a wall of energy that lasts for 9 rounds per day. These rounds do not need to be consecutive. This wall deals acid, cold, electricity, or fire damage, determined when Kruushk creates it. The elemental wall otherwise functions like wall of fire.

Force Missile (Sp): As a standard action Kruushk can unleash a force missile that automatically strikes a foe, as magic missile. The force missile deals 1d4+4 points of damage. This is a force effect. Kruushk can use this ability 7 times per day.

Intense Spells (Su): Whenever Kruushk casts an evocation spell that deals damage, add +4 to the damage. This bonus only applies once to a spell, not once per missile

or ray, and cannot be split between multiple missiles or rays. This bonus damage is not increased by Empower Spell or similar effects. This damage is of the same type as the spell.

Larval Tentamort Swarm CR 2

A swarm of dark blue, starfish-like creatures, each about the size of a dinner plate and each having a disturbing, bright red eye in the center.

Given their preference, tentamort young prefer to scatter, seeking food sources and distancing themselves from their occasionally cannibalistic parents and siblings. When large concentrations of young are unable to roam, however, they may form swarms in their eagerness to fall upon any potential prey they detect.

XP 600

N Tiny aberration (swarm)

Init +2; Senses blindsight 60 ft., low-light vision; Perception +1

DEFENSE

AC 9, touch 9, flat-footed 9 (-3 Dex, +2 size)

hp 19 (3d8+6)

Fort +5, **Ref** -2, **Will** +2

OFFENSE

Speed 10 ft.

Melee swarm (1 plus poison)

Special Attacks poison, distraction (DC 15), clingy

Space 10 ft.; **Reach** 0 ft.

STATISTICS

Str 14, **Dex** 4, **Con** 14, **Int** 1, **Wis** 8, **Cha** 1

Base Atk +2; **CMB** -5; **CMD** 8

Feats Improved Initiative

Skills Climb +10, Perception +1; Racial Modifiers +8 Climb

SPECIAL ABILITIES

Poison (Ex): Fort DC 15; frequency 2 rounds; effect 1 Con plus nausea; cure 1 save.

Clingy (Ex): Whenever a larval tentamort swarm makes a swarm attack on a creature of Small size or larger, that creature must make a DC 13 Reflex save or be covered in multiple larval tentamorts. Those who fail are entangled until the larvae are removed, which requires a full-round action--though this action might be impeded by effects of the swarm. The save DC is Constitution-based.

ECOLOGY

Environment: any

Organization: solitary or group (2-4)

Treasure: none

THE SURGEON

CR 4

Male Janni Oracle 1

N Medium outsider (native)

Init +6; Senses darkvision 60 ft., Perception +11

DEFENSE

AC 14, touch 13, flat-footed 11

hp 46 (6d10+1d8+7)

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

Resist fire 10

OFFENSE

Speed 30 ft.; fly 20 ft. (perfect)

Melee scimitar +9/+4 (1d6+4/18-20)

Space 5 ft.; Reach 5 ft.

Special Attacks change size

Spell-Like Abilities (CL 8th):

3/day - *invisibility (self only)*, *plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only)*, *speak with animals*

1/day - *create food and water, ethereal jaunt (for 1 hour)*

Oracle Spells (CL 1st):

1st (4/day) - *cure light wounds, divine favor, infernal healing*

STATISTICS

Str 16, **Dex** 15, **Con** 12, **Int** 14, **Wis** 15, **Cha** 13

Base Atk +6; **CMB** +9; **CMD** 21

Feats Combat Reflexes, Dodge, Improved Initiative, Mobility

Skills Appraise +5, Craft (alchemy) +11, Fly +14, Heal +12, Intimidate +8, Perception +11, Ride +6, Sense Motive +11, Spellcraft +11, Stealth +6

Languages Common, Terran, Celestial

Special Qualities elemental endurance, mystery (life), healing hands, curse (misshapen), orisons

Possessions scimitar, keys to cages in area 37

SPECIAL ABILITIES

Change Size (Sp): Twice per day, a janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the janni chooses when using the ability), except that the ability can work on the janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

Elemental Endurance (Ex): Jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to

the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Healing Hands (Ex): The Surgeon gains a +4 bonus on Heal checks and may provide first aid to two people or treat two people for poison as a standard action (make a separate Heal check for each creature). When using the Heal skill to treat wounds from caltrops (and so on), treat deadly wounds, treat poison, treat disease, or treat long-term care, double the normal number of people he may treat at the same time. He may provide long term care for himself.

Misshapen (Ex): The surgeon was born with a twisted, uneven body. He has difficulty keeping balance and defending himself from complex maneuvers (-1 to CMD) but can be frightening to those who are aware of his power (+1 to Intimidate).

YESSELENDRA

CR 6

Female elf bard 7

CE Medium humanoid (elf)

Init +6; Senses Perception +3, blindsight 60 ft.

DEFENSE

AC 14, touch 13, flat-footed 11

hp 35 (7d8)

Fort +1, **Ref** +7, **Will** +6, +2 vs. enchantment, +4 vs. bardic performance, sonic, and language-dependent effects

OFFENSE

Speed 30 ft.

Melee +2 rapier +10 (1d6+2/18-20)

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

Special Attacks distraction, fascinate, suggestion

Known Bard Spells (CL 7th):

3rd (2/day) - *overwhelming grief* (DC 17), *terrible remorse* (DC 17)

2nd (4/day) - *glitterdust* (DC 16), *miserable pity* (DC 16), *reckless infatuation* (DC 16), *shatter* (DC 16)

1st (5/day) *alarm*, *charm person* (DC 15), *comprehend languages*, *cure light wounds*, *feather fall*

STATISTICS

Str 10, **Dex** 15, **Con** 8, **Int** 13, **Wis** 12, **Cha** 19

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

Feats Dodge, Improved Initiative, Weapon Finesse, Weapon Focus (rapier)

Skills Acrobatics +12, Appraise +8, Climb +8, Knowledge (History) +10, Knowledge (Planes) +12, Knowledge (Religion) +9, Linguistics (Abyssal, Undercommon) +6, Perform (Act) +14, Perform (Sing) +14, Sleight of Hand +12

Languages Abyssal, Common, Undercommon

Special Qualities versatile performance (Act), armored casting, bardic countersong, bardic knowledge, bardic performance, cantrips, countersong, elven immunities, elven magic, inspire competence, inspire courage, keen senses, lore master, versatile performance (Sing), weapon familiarity, well-versed

Possessions *amulet of natural armor* +1, +2 rapier, bronze amulet in the shape of an eight-sided star (key that allows exit from the asylum via area 32)

SPECIAL ABILITIES

Blind (Ex): Yesselendra is immune to gaze attacks, visual effects, illusions, and other attack forms that rely on sight, but cannot read or make Perception checks based solely on sight.

Echoing Eye (Sp): Once per day, as a full-round action, Yesselendra can scry as per the scrying spell but without the requirement for components.

Versatile Performance (Ex): Yesselendra use her bonus in the Perform (Act) skill in place of her bonus in the Bluff or Disguise skills, and her bonus in the Perform (Sing) skill in place of her bonus in the Bluff or Sense Motive skills.

Bardic Knowledge (Ex): Yesselendra adds +3 to all Knowledge checks any may make all Knowledge skill checks untrained.

Bardic Performance: Yesselendra is trained to use the Perform skill to create magical effects on those around her, including herself if desired. She can use this ability for 20 rounds per day. Each round, she can produce any one of the types of bardic performances she has mastered. Starting a bardic performance is a move action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires Yesselendra to stop the previous performance and start a new one as a move action. A bardic performance cannot be disrupted, but it ends immediately if she is killed, paralyzed, stunned, knocked unconscious, or otherwise

prevented from taking a free action to maintain it each round. Yesselendra cannot have more than one bardic performance in effect at one time.

Distraction (Su): Yesselendra can use her bardic performance to counter magic effects that depend on sight. Each round of the distraction, she makes a Perform (act) skill check. Any creature within 30 feet (including herself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use her Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use her Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su): Yesselendra can use her bardic performance to cause up to 3 creatures to become fascinated with her. Each creature to be fascinated must be within 90 feet, able to see and hear her, and capable of paying attention to her. She must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. Each creature within range receives a Will save (DC 17) to negate the effect. If a creature's saving throw succeeds, Yesselendra cannot attempt

to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes her performance for as long as she continues to maintain it. While fascinated, a target takes a -4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Suggestion (Sp): Yesselendra can use her bardic performance to make a suggestion (as per the spell) to a creature she has already fascinated. Using this ability does not disrupt the Fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the Fascinate effect). She can use this ability more than once against an individual creature during an individual performance. Making a Suggestion does not count against Yesselendra's daily use of Bardic Performance. A Will saving throw (DC 17) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Countersong (Su): Yesselendra can counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong she makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet (including herself) that is affected by a sonic or language-dependent magical attack may use her Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use her Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Elven Magic (Ex): Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Lore Master (Ex): Yesselendra has become a master of lore and can take 10 on any Knowledge skill check that she has ranks in. She can choose not to take 10 and can instead roll normally. In addition, 1 time per day, she can take 20 on any Knowledge skill check as a standard action.

APPENDIX B: ITEMS & TRAPS TRAPS

ITEMS

Rune of Heedren Control

School enchantment; **Level** sorcerer/wizard 5

CASTING

Casting Time 10 minutes

Components V, S, M (a heedren stone)

EFFECT

Range touch

Target one humanoid

Duration permanent

Saving Throw Will negates (harmless)

DESCRIPTION

When you cast this spell, a runelike tattoo appears on a part of the target's body you specify. This tattoo gives the target a power that functions like the dominate person spell, except that it affects only heedrens. To activate this power the target must show the rune to the heedren and concentrate on taking control of it (a move action).

The target controls the heedren just as he would control a person with the dominate person spell. The heedren does not resist this control unless forced to act against its nature.

The target can simultaneously control multiple heedrens; the rune allows him to control 1 heedren, plus 1 heedren per 5 caster levels. This spell can be cast on the same target more than once, allowing additional heedrens to be controlled. Either way, each heedren must be controlled individually, requiring separate actions to change orders or give new commands.

SUMMON MONSTER TRAP CR 6

XP 2,400

Type magic; Perception DC 30; Disable Device DC 30

EFFECTS

Trigger proximity (alarm); Reset none

Effect spell effect (summon monster V, summons 2 Medium earth elementals)

The Monsters: The elementals immediately attack, attempting to bull rush opponents down into the pits. They use their earth glide ability to move through the floor, always attempting to keep their opponents on the walkway between them (and thus subject to being bull rushed into the pits). Any opponent knocked into the pits is largely ignored so long as additional opponents remain on the walkway. If all the PCs are knocked down (or otherwise leave the area), the elementals then attack those down in the pit, fighting until killed or all opponents are knocked to below 0 hp.

WEB TRAP CR 2

XP 600

Type magic; Perception DC 27; Disable Device DC 27

EFFECTS

Trigger proximity (alarm); Onset Delay 1 round; Reset automatic (30 minutes)

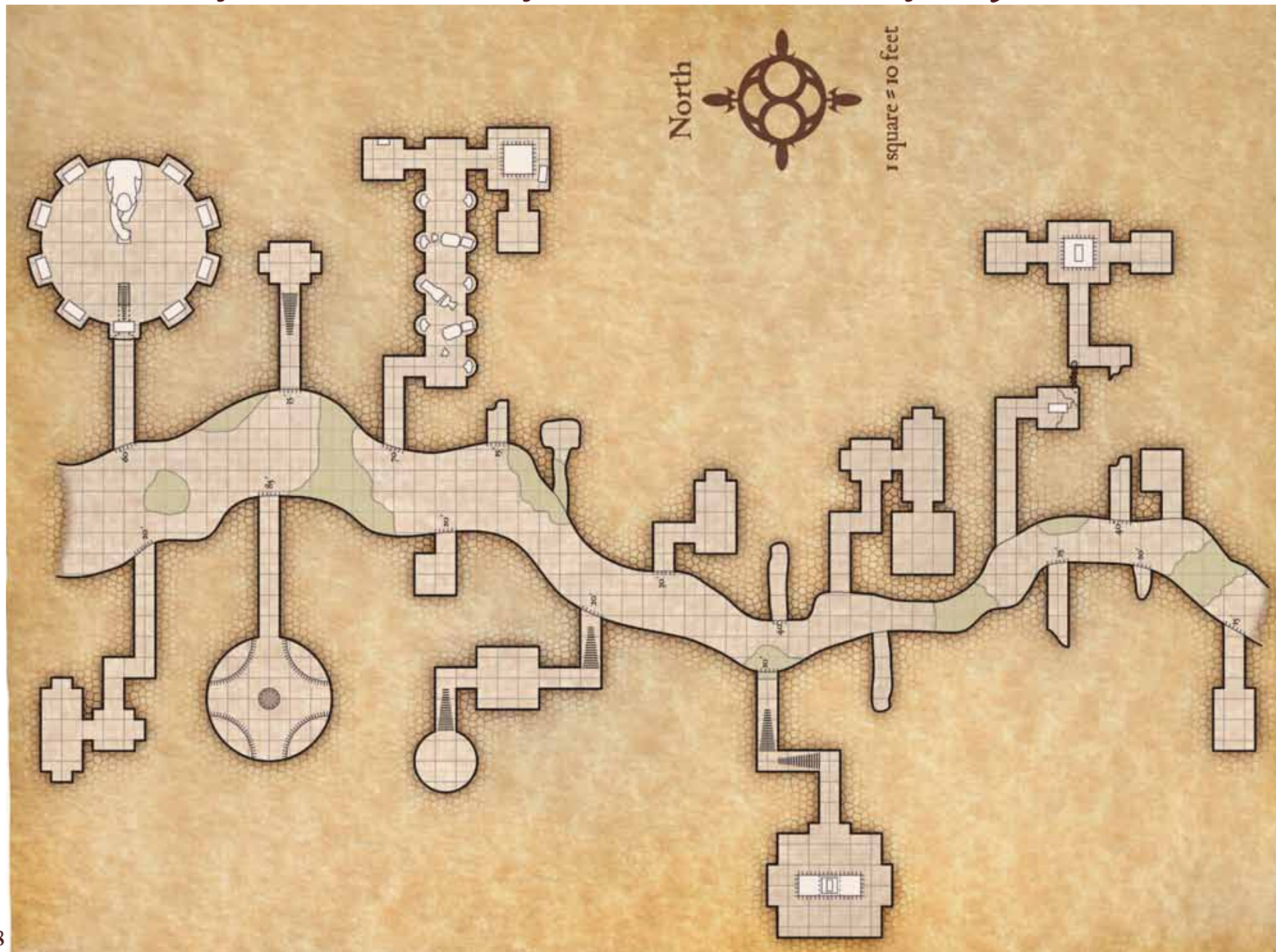
Effect spell effect (web; DC 16 Reflex save); multiple targets (all targets in 20-ft. rad. spread)

APPENDIX C: HANDOUTS AND EXTRA MAPS

It is written of Garlenthair, the
greatest of the minotaur kings, that
the key to his lost tomb lies in only
and pearl. Bear such treasures to the
crypt and they shall admit you to his
great rewards, which have ever been
sought but never found.

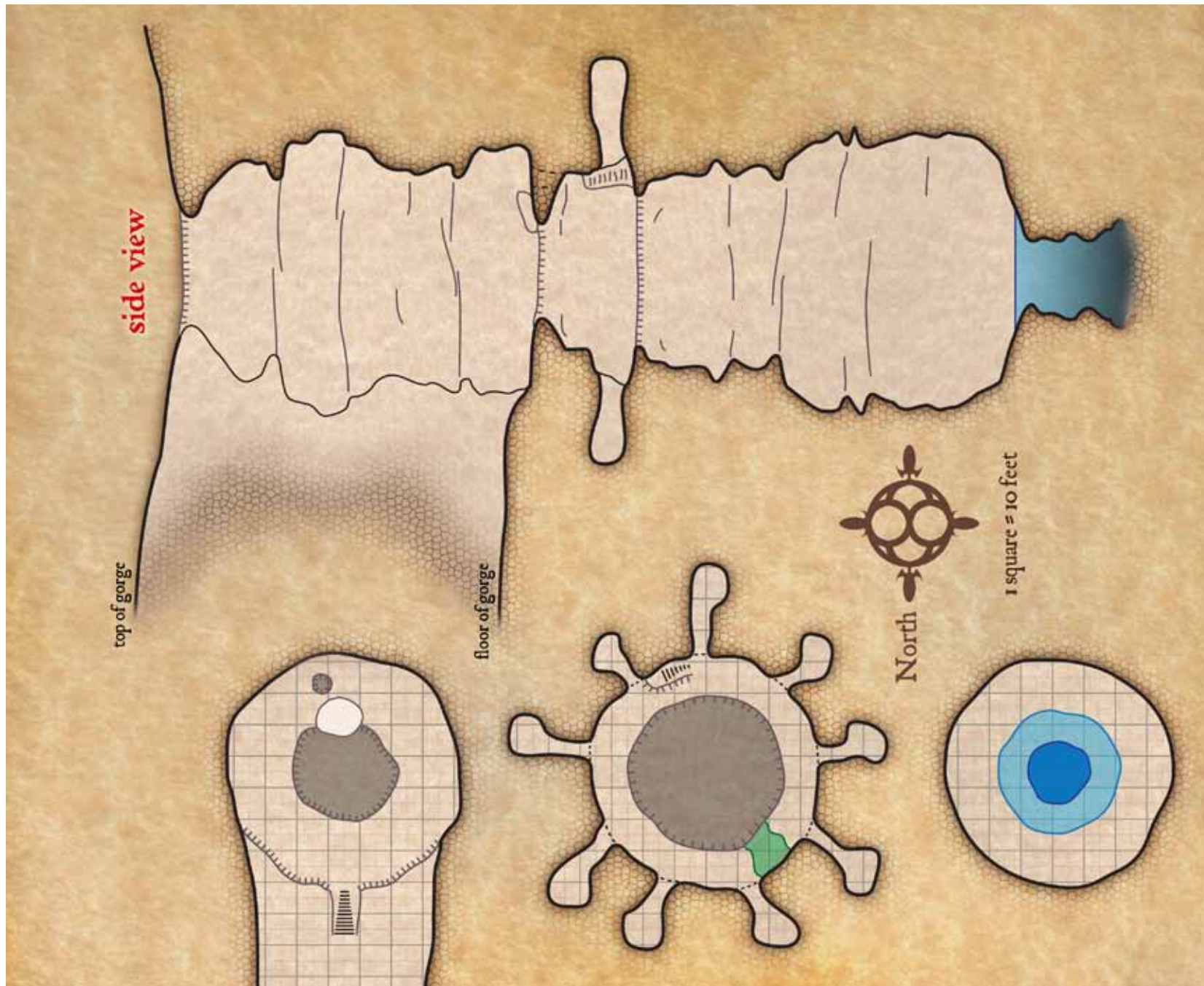
THE NECROPOLIS OF PERGIA

THE GORGE & TOMBS NSNL



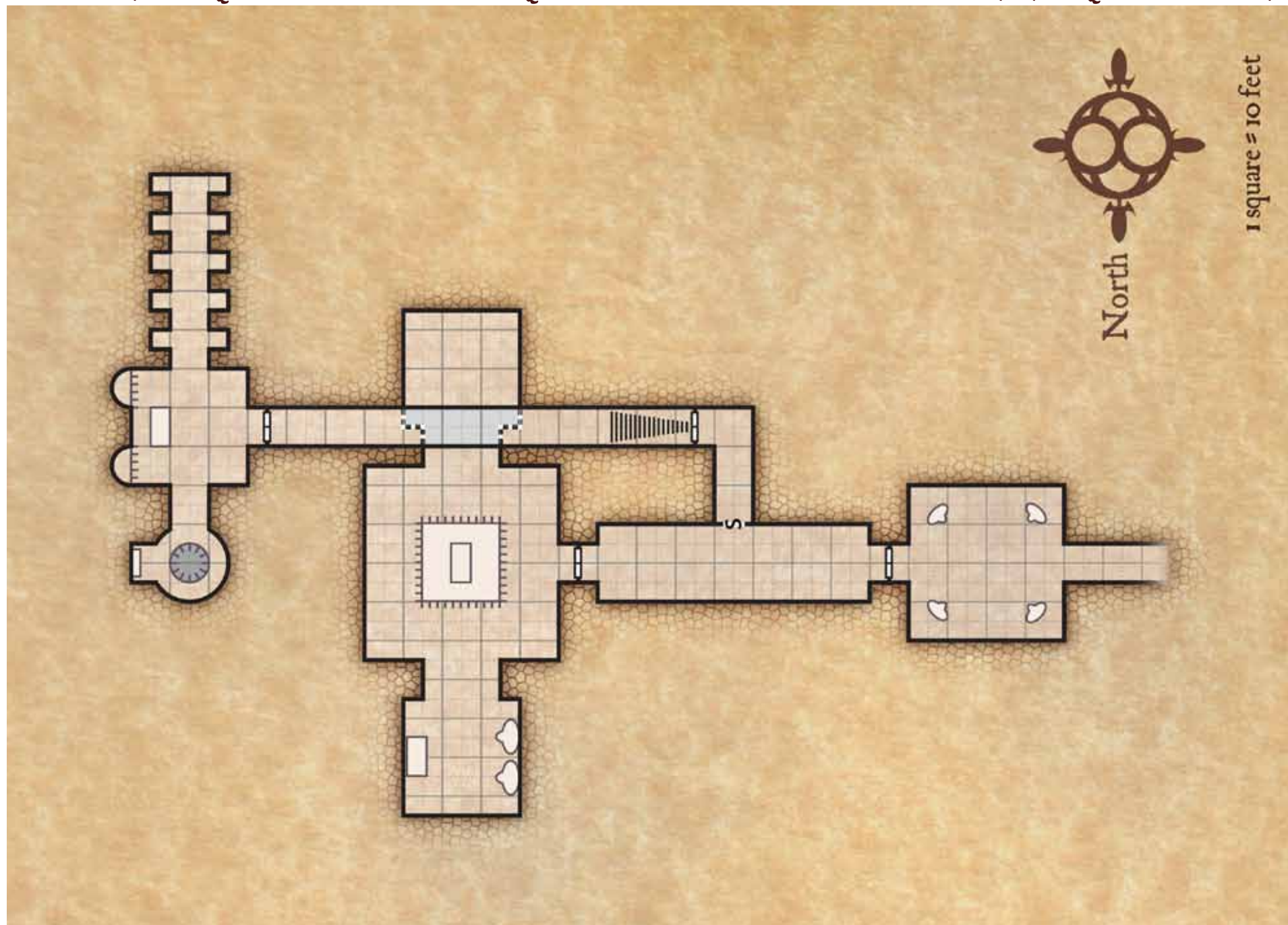
THE NECROPOLIS OF PERGIA

THE SINKHOLE NSNL



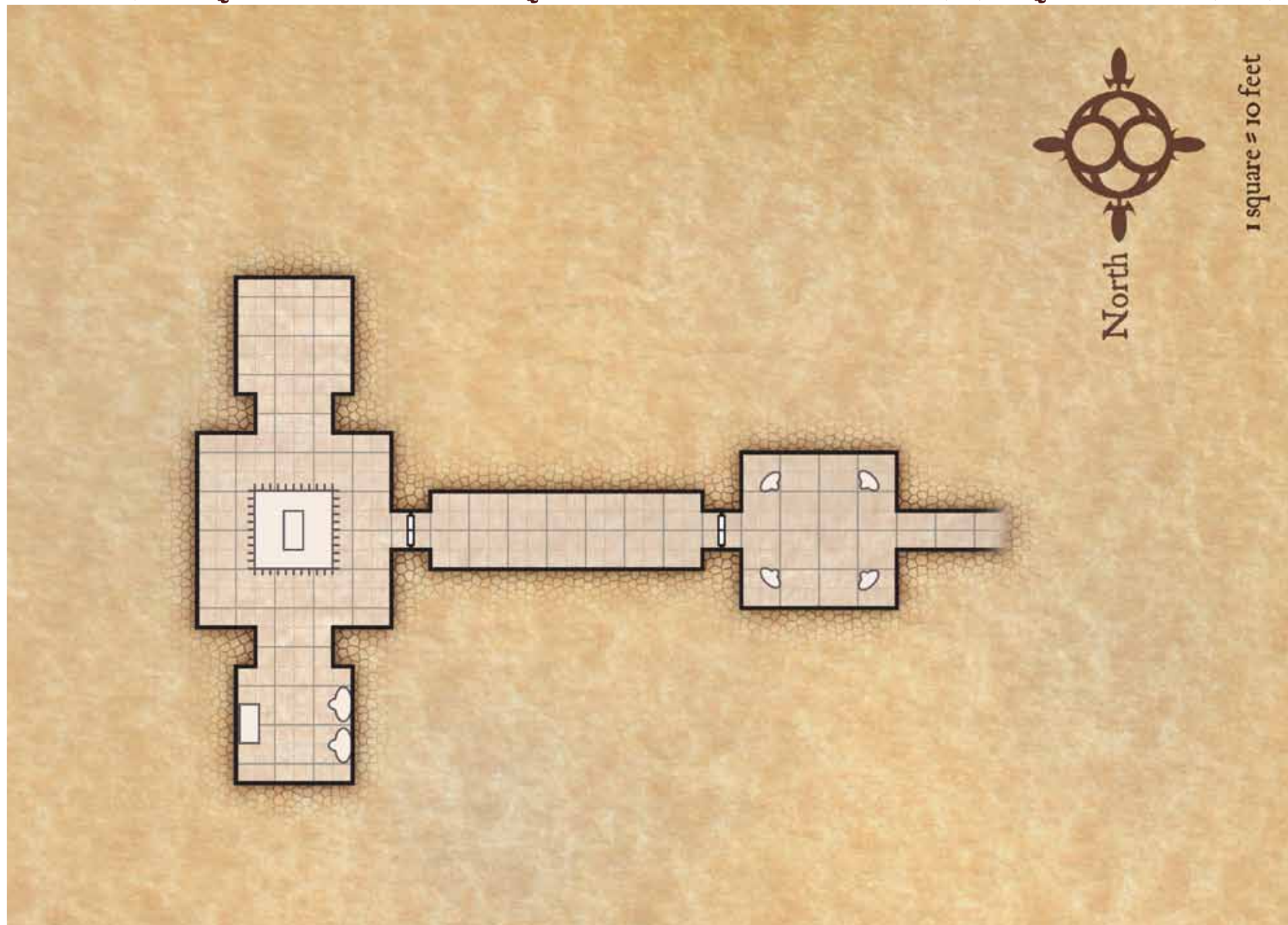
THE NECROPOLIS OF PERGIA

THE INNER TOMB NL

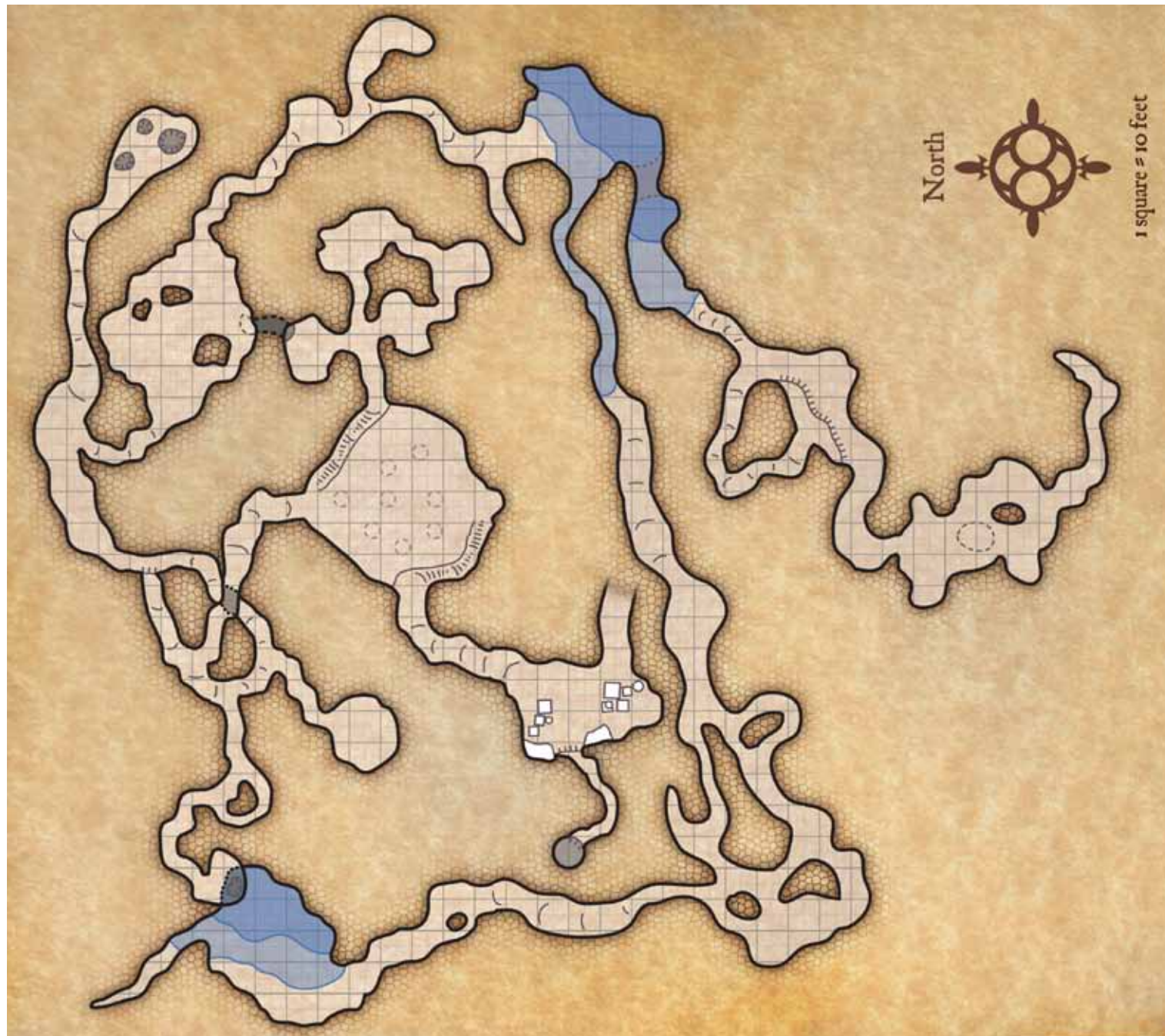


THE NECROPOLIS OF PERGIA

THE INNER TOMB NSNL



THE NECROPOLIS OF PERGIA THE ABOMINATION PITS NSNL



BRING A GENIUS TO THE TABLE!

CREDITS

Author:

Monte Cook

Cartography:

Ed Bourelle

Graphic Design and Typesetting:

Hyrum Savage and Lj Stephens

Producer:

Hyrum Savage

Developer:

Owen K.C. Stephens

Creative Director:

Stan!

Produced By:

Super Genius Games

www.supergeniusgames.com

Copyright ©2012 Super Genius Games

All logos are the trademark of Super Genius Games All rights reserved.

Published Under the SRD, OGL, and d20 (v 3) License ©2000, Wizards of the Coast, Inc.

DESIGNATION OF PRODUCT IDENTITY

DESIGNATION OF PRODUCT IDENTITY

The Super Genius Games (SGG) and OtherWorld Creations (OWC) company, names and logos; the "The Necropolis of Pergia" name and logo; all artwork, backgrounds, and logos; all trade dress, and graphic design elements.

DECLARATION OF OPEN CONTENT:

All game mechanics, proper names of classes, prestige classes, archetypes, feats, skills, spells, magic items, monsters, rituals, artifacts AND/OR the names of abilities presented within this book are open game content as described in Section 1(d) of the License.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

Dungeonaday.com. Copyright 2012, Super Genius Games. All rights reserved.

Designation of Product Identity: All material and references to all material found in the Glossary are Product Identity. All artwork, photos, logos, and maps are Product Identity. All other material is considered Open Content.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Reference Document. Copyright 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Necropolis of Pergia. Copyright 2012, Super Genius Games, LLC; Author: Monte Cook.

All Content is Copyright Super Genius Games, 2012.