



The Tower of Bells by Bill Webb







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Sword of Air Area SM-14: The Tower of Bells

This mini-dungeon is the product of a seminar I taught at PaizoCon in 2013. The idea here was to assist a number of participants in developing an old-school style adventure. We had more than 20 participants in the seminar, and I believe the results were excellent. The general premise is an old gnome mining complex taken over by kobolds. The kobolds, in turn, serve another mistress. The tower itself sits on a small hill rising a few dozen feet above the wooded hillsides. No entrances are visible on the tower itself, and the lack of windows and doors seems rather strange.

The entrance to the hillside and tower is an old mineshaft hidden inside an old, ruined mansion. The mansion itself is obscured by the trees and brush of the forest. The whole is composed of a 20,000 sq. ft. structure, all on one layer (see the **Map**). It can be discovered by careful searching (A DC 22 Perception check should do it), and anyone making a successful DC 15 Survival check notes the presence of dozens of small, reptilian tracks and a few larger bear-like tracks leading into the old, broken-down gatehouse.

The gatehouse itself consists of stone blocks, a corroded and rusted portcullis, and two shattered oak doors, each fully 3 in. thick and double-planked. The splintered oak shows signs of being battered down some time long in the past.

Inside the gatehouse is a sundry of broken and smashed mining carts, seemingly used as a last ditch barricade by long-dead defenders. Careful searching through the rubble reveals the bones of no fewer than 20 gnomes. Of note is that every one of the skulls is splintered and smashed into bits. On the top wall of the gatehouse are four perfectly formed gnome statues — almost too perfect — with surprised looks on their faces and crossbows in their hands, pointing down at the courtyard below.

Should *stone to flesh* be cast on these gnomes, they animate. They are normal gnome miners (Exp 1; hp 4). They recall being attacked by a large number of kobolds. The last thing they remember is a beautiful woman appearing next to them — then everything went black. They gladly accompany the PCs into the dungeon. However, their knowledge of the whole is limited to the upper level; the lower caverns were excavated by the kobolds, not them. They do have a perfect knowledge of the map of the upper mine and mansion, though.

Beyond the gatehouse is the great hall. This area is currently inhabited by a *charmed* (by the kobold grand shaman) and very aggressive **brown bear**. This bear attacks anyone but a kobold who enters the great hall. It fights until slain. A druid immediately notices that the bear is under a magical influence, and any PC with 5 or more ranks of Handle Animal notices something is amiss with the bear. If the *charm* is broken (by another *charm* spell, or by *dispel magic* or similar means), the bear backs off and fights only if attacked. Otherwise, it leaves the area as soon as the *charm* is broken.

BROWN BEAR CR 5 XP 1,200

hp 60 (Pathfinder Roleplaying Game Bestiary "Bear, Brown")

In the center of the great hall is a large, rather weathered (and bearscratched) rug. The rug measures 20 ft. by 20 ft. and depicts (or used to) scenes of caves and caverns, with large waterfalls and crystalline structures. Once beautiful, the whole is worth 200 gp if cleaned up, and more than 2,000 gp if thoroughly mended.

Under the rug is a large trapdoor that leads to a sloping ramp delving 40 ft. over the course of its 240 ft. span. The slope drops 1 ft. for every 6 ft. traveled. This leads to the mine entrance.

The rest of the old gnome mansion is nondescript, its rooms looted and defaced, doors taken and burned for firewood, and contains nothing of value. If the gnome statues are revived, they express great sadness at this and fight with great resolve while here. Should any survive, they gladly join their rescuers as hirelings as long as the PCs get revenge on the kobolds and medusa.

A few notes on the dungeon bear discussion:

• First, the hallways are rarely taller than 5 ft., presenting some difficulty for anyone over that height. This translates into squeezing (-4 to attack, -4 to AC) for anyone of Medium or greater size.

• Second, the kobolds have a series of small tunnels and hidey holes and rarely face an armed group of adventurers if they can avoid doing so.

• Third, the kobolds retrieve their dead when possible. Since their primary tactics include hit and run (really shoot and run) or dropping grenade-like missiles from above and then fleeing, it is possible that the party fails to understand what they are facing for some time. This is desirable.

It is imperative that the GM not reveal that the PCs are in fact facing kobolds. These little buggers frequently coat themselves with a redstained mud, leaving them an untraditional color. They are best described as "three-foot-tall, red-colored, fanged dog men, with scaly hides and a short, pointed tail." Only a gnome PC, or someone with a racial hatred of kobolds (such as a ranger) would immediately recognize them for what they are.

As stated earlier, this complex is older and predates the kobolds. They fear several areas and leave them alone. The main portion of the complex itself is obviously mined by creatures not only with skill, but with an artistic talent that belies its current occupants. Numerous headless and defaced bas-relief carvings of short, humanoid creatures (gnomes) are present in the hallways and rooms of this place. Since gnomes are the kobolds' most hated race, they have taken special care to deface and destroy these carvings. Readily apparent, however, to anyone who can read or write Gnomish or Dwarvish is that this place was once occupied by the former race. While no texts of scribing remain of any significant meaning, fragmented sentences and partial names adorn several areas, as well as the base of each statue carving.

The reason the kobolds are here in the first place is that **Cash**, the quasit familiar of the grand shaman, **Nesbitt**, was commanded by a demonic force to excavate the area beneath the mines. **Helena**, a medusa, serves the same force, a nalfeshnee demon. This demon (named **Trifiska**) was *imprisoned* deep within the earth by an archmage many hundreds of years ago. The gnomes did not break it free. Their delvings, however, cut deep enough that the demon was able to communicate outward, summoning the closest demon (the quasit) to do its bidding. Nesbitt is unaware of his pet quasit's purpose and thinks the kobolds are digging for gold and silver. Cash successfully stole a *scroll of freedom* from another wizard (he was guided by Trifiska, of course) and gave the scroll to Helena. Of

course, none of these creatures understands what an *imprisonment* spell is and are being very careful not to waste their master's scroll until they are convinced it will free him. Once freed, the demon likely just slays all the kobolds (and everything else except Cash and Helena).

The entire purpose of the kobolds attacking the gnome stronghold, as well as their continued mining within the lower caverns, is to free this creature. Trifiska cannot act, or even communicate, with anything other than another demon. Through the quasit, the kobold leader was convinced that great wealth awaits anyone who digs and mines this area. The kobold shaman, intent on great power, and with more than a small amount of delusions of grandeur, was convinced by his familiar that he could become the greatest kobold mage of all time should he uncover the "artifact" buried here. If uncovered and freed, Trifiska will, of course, just brush the kobolds aside. The only "winner" would be the quasit, who has been promised promotion to vrock level if he succeeds.

Several of the lower rooms are flooded, and most of the larger halls and pathways through the place are trapped. The random encounter chart below should be used to demonstrate the randomness of these traps.

Random encounters have a 1-in-6 chance of occurring every 10 minutes. The result is as follows:

01–15	Covered pit trap , save or fall 10 ft., taking 1d6 points of damage.	
16–25	Crossbow trap, three random targets.	
26–29	Falling block trap, all creatures in a 10 ft. by 10 ft. area.	
30–34	Deep pit trap, save or fall 60 ft. into caverns below	
35–45	Pit trap with feces covered spikes , save or fall 10 ft.	
46–50	Gelatinous cube	
51–70	3d6 kobolds armed with light crossbows; two have oil and one has a lit torch.	
71–80	2d6 kobolds armed with light crossbows and 1d2 kobold shamans , and 1d3 trained attack stirges per shaman.	
81–90	2d6 kobolds with 1d6 giant weasels.	
91–95	Loud bells ringing (from the tower).	
96–97	A trail of silver nuggets, 2d6 x 5 ft. long, spaced 5 ft. apart. At a random interval is a trap (GM's choice).	
98–99	Cash, the quasit familiar	
00	Helena the medusa	

COVERED PIT TRAP XP 400

Type mechanical; Perception DC 24; Disable Device DC 20

Trigger location; Reset automatic (lid) Effect 10 ft. deep pit (1d6 falling damage); DC 20 Reflex avoids

Crossbow Traps: These traps fire at a height of 5 ft. Anyone not wearing a helm is attacked as if unarmored (use touch AC).

CROSSBOW TRAP XP 600

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; Reset manual

Effect Atk +15 ranged (crossbow bolt; 1d8/x3 damage); multiple targets (3 random targets)

Falling Block Traps: These traps typically are triggered by tripwires (75%) or pressure plates (25%).

E TOWER OF BELL FALLING BLOCK TRAP XP 1,600

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect Atk +15 melee (10 ft. stone block; 6d6); multiple targets (all targets in a 10 ft. square)

Deep Pit Traps: These traps consist of a shaft dug completely through the floor so that they drop anyone falling into the flooded caverns below the main mine area. The water in the receiving area is typically 10 ft. to 30 ft. deep. The reduced damage reflects falling into the water. Drowning is still a possibility, however.

PIT TRAP XP 600

Type mechanical; Perception DC 24; Disable Device DC 20

Trigger location; Reset manual

Effect 60 ft. deep pit (6d6–12 falling damage); DC 20 Reflex avoids

Pit Trap with Spikes: Similar to the standard pit traps, except that they are filled with a nasty set of wooden and iron spikes. Anyone "spiked" has a 25% chance of contracting a septic-related disease.

SPIKED PIT TRAP CR 2 XP 600 Type mechanical; Perception DC 24; Disable Device DC 20

Trigger location; Reset manual

Effect 10 ft. deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage plus disease each); disease (Type—injury; save Fort DC 15; onset 1 day; frequency 1/day for 3 days; initial effect 1 Con drain; secondary effect 1d2 Con drain; cure 1 save); DC 20 Reflex avoids; multiple targets (all targets in a 10 ft. square area)

Gelatinous Cube: Two of these creatures roam the mines. Once both are slain, no more is encountered.

GELATINOUS CUBE XP 800

hp 50 (Pathfinder Roleplaying Game Bestiary "Gelatinous Cube")

Kobolds (all): Kobolds are universally armed with light crossbows and 2d4 bolts. Each also has a long, thin-bladed dagger (1d6–1 points of damage). Each has a 10% chance of carrying some weird item:

01–20	Poison animal (scorpion, snake)
21–55	Oil flask
56-70	Lasso and net
71–80	Magic potion (randomly determined)
81–95	Caltrops (cover a 10 ft. by 10 ft. area)
96–99	Jug of vile feces (if hit, save or sickened for 1d3 rounds)
00	Jug of green slime (just bad, bad news).

Kobold Shaman: The shamans have trained pet **stirges**, typically 1d3 per shaman. They have similar toys as do regular kobolds 20% of the time, however each also has a 20% chance per level of having a scroll of a spell of Level 1d3 (50%) or a magic potion (50%).

TOWER OF BELL'S KOBOLD XP 135

CR 1/3

CR 3

Kobold warrior 2 (Pathfinder Roleplaying Game Bestiary "Kobold")

CR 2

2

CR1





LE Small humanoid (reptilian) Init +1; Senses darkvision 60 ft.; Perception +4

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size) hp 12 (2d10–2 plus 3) Fort +2; Ref +1; Will +1 Weakness light sensitivity

Speed 30 ft. **Melee** short sword +2 (1d4–1/19–20) **Ranged** light crossbow +4 (1d6/19–20)

Str 8, Dex 12, Con 9, Int 10, Wis 12, Cha 9 Base Atk +2; CMB +0; CMD 11 Feats Toughness Skills Acrobatics +2, Climb +3, Escape Artist +2, Perception +4, Stealth +10; Racial Modifiers +2 Perception Languages Draconic Gear leather armor, short sword, light crossbow, 10 bolts.

Kobold Shaman: The shamans have trained pet **stirges**, typically 1d3 per shaman. They have similar toys as do regular kobolds 20% of the time, however each also has a 20% chance per level of having a scroll of a spell of Level 1d3 (50%) or a potion (50%).

TOWER OF BELLS KOBOLD SHAMAN XP 200

CR 1/2

Male or Female kobold adept 3 (Pathfinder Roleplaying Game Bestiary "Kobold") LE Small humanoid (reptilian) Init +5; Senses darkvision 60 ft.; Perception +5

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) hp 9 (3d6–3) Fort +0; Ref +2; Will +3 Weakness light sensitivity

Speed 30 ft. Melee dagger +0 (1d3–2/19–20) Spells Prepared (CL 3rd; melee touch +0): 1st—cause fear (DC 11), cure light wounds 0 (at will)—ghost sound (DC 10), guidance, touch of fatigue (DC 10)

Str 6, Dex 12, Con 8, Int 14, Wis 11, Cha 12 Base Atk +1; CMB -2; CMD 9

Feats Improved Initiative, Stealthy **Skills** Acrobatics +4, Escape Artist +5, Perception +5, Sense Motive +3, Stealth +13, Survival +4; **Racial Modifiers** +2 Perception

Languages Draconic

Combat Gear potion of barkskin +2, potion of cure light wounds, potion of invisibility; **Other Gear** dagger, 14 gp.

Giant Weasels: These beast are pets of the kobolds. They typically attack lightly armored opponents, draining blood once they latch on until an opponent stops moving (playing possum causes them to move on).

DIRE WEASEL

XP 800

hp 32 (Pathfinder Roleplaying Game Bestiary 4 "Dire Weasel")

Loud Bells Ringing: This sound is from the clock in the bell tower striking 12, 3, 6 or 9 o'clock. The sound is loud, but only deafening if it occurs within the top floor of the bell tower.

Trail of Silver Nuggets: This is a "how dumb can you be?" trail of breadcrumbs left by the kobolds. The GM should select whichever style

of trap (or a new one) that he desires if anyone is so foolish as to follow it. The nuggets are worth 1d4 sp each, and the trap is not necessarily triggered at the last one (the end nugget is too obvious).

Cash, the Quasit: Cash wanders the halls of this place occasionally, usually in the form of a bat. He does not engage anyone in combat. He immediately alerts Nesbitt to the intruders' presence, however.

Helena: Helena seldom wanders from her clock tower. Should she be encountered elsewhere, she typically retreats slowly back to the tower, keeping her eyes facing intruders.

The Mines

The entrance to the mines leads down from above (see description of the mansion). The mines themselves are unlit at all times since kobolds and zombies can see in the dark. Strange echoes occasionally are heard, including the sounds of picks hitting rock, the wind blowing through the tunnels, or even a screeching metal-on-metal sound like mining carts being moved. The mine tunnels run for hundreds of yards and are not detailed here. In general terms, the tunnels are 5 ft. by 5 ft. by 5 ft. in dimension, with rough rails running through all of the straight sections. Every 200 yards or so, there is a 50% chance of finding a mining cart. These carts carry up to 500 lbs. of material (or two PCs), and have a pump lever to propel them along the tracks at speeds of 10 ft. per round, plus 10 ft. per additional round until a maximum speed of 40 ft. per round is reached. Slowing a cart down by use of the brake requires the same amount of time as speeding up (10 ft. per round decelerating). Specific encounter areas are described below.

The Grand Mining Hall

The grand hall is where one arrives when coming down the ramp from the mansion above. The hall itself is 200 ft. by 400 ft. long, with a central pillar filling a 40 ft. by 60 ft. area. The walls and floor are perfectly squared off, obviously cut with great skill. Piles of waste rock are lined up against the south wall, and mining cart tracks lead from this pile to the east and west of the hall. Buried under 10 ft. of waste rock is a trapdoor leading to **Cave K** below.

The mining carts have steering mechanisms (although they turn poorly at high speeds: 50% chance of derailing if moving 30 ft./round; 75% chance if moving 40 ft./round). Of course, instead of carts, PCs could choose to walk the tunnels. A favorite tactic of the kobolds is to send a loaded cart at anyone on foot in the tunnels. Being hit by a loaded cart deals 1d6 points of damage per 10 feet a cart travels (DC 20 Reflex save avoids).

The Central Pillar (CR 6)

This pillar rises 80 ft. into the air and is constructed of the granite bedrock that makes up the walls of this place. Its top connects into the ceiling of the room. Carved statues of gnomes (with their heads removed and otherwise defaced) line the sides of the central pillar. Stone protrusions dot the walls of each side of this structure in its center (ladders that have since been destroyed). About 60 ft. up are platforms overhanging each side of the structure. Eight intact mining carts are lined up near the rubble pile. Ten intact pickaxes and 4 rock bars lie within the carts.

What is not readily apparent is that the pillar itself is partially hollow, as well as occupied. Stationed inside the pillar are **12 kobolds** with access to the area below using sets of rope ladders they constructed (the ladders are currently rolled up next to the platforms).

CR 1/4

KOBOLD (12)

XP 100

hp 5 (Pathfinder Roleplaying Game Bestiary "Kobold") **Ranged** rock +3 (1d4-1)

The kobolds, in addition to their crossbows, are armed with a total of 40 large rocks (range 40 feet). The western platform also has a gong suspended by two chains about 10 ft. back from the platform's edge. If anyone tries to climb up the central pillar, or if anyone flies around the chamber, the kobolds immediately target all missile fire (or rocks) at that individual. Otherwise, they sit quietly and let the party pass through the room.

The kobolds have no treasure. However, six large water barrels, as well as a hanging rack containing numerous small dead animals (food), are present on the southern platform.

In the center of the hollow area is a staircase leading up to the tower interior. The staircase is 5 ft. wide and rises 80 ft. at a steep, winding slope. Should the gong be rung, the bells in the tower begin ringing in a loud, deafening cacophony of sound. This noise causes the equivalent of a *deafness* spell on all within the tower and staircase. Under no circumstances do the kobold guards go up the stairs, even jumping off the pillar to their deaths instead.

The Tower of Bells

The top of the tower is an 80 ft. diameter circular room containing a dramatic series of chains, bells and a huge granite clock face, as well as a stone menagerie of kobolds, gnomes and adventurers, all expertly carved and lifelike. When the bells and chimes go off in this room, no verbal communication is allowed, and any glass items (yes, including mirrors) shatter 50% of the time (each round). A total of 6 kobolds (5 normal and a level 3 shaman), 4 gnomes (all Exp 2; hp 7; Knowledge [engineering] +10) and 3 humans have been turned to stone here. The humans are as follows:

- Hoffa, 6th-level fighter
- Cricket, 6th-level wizard
- Zeebo, 6th-level cleric

HOFFA

XP 1.600 Male human fighter 6 LG Medium humanoid (human) Init +0; Perception +5

AC 17, touch 10, flat-footed 17 (+7 armor) hp 49 (6d10+6 plus 6) Fort +6; Ref +2; Will +2; +2 vs. fear **Defensive Abilities** bravery +2

Speed 30 ft.

Melee +1 longsword +12/+7 (1d8+7/19-20) **Ranged** +1 light crossbow +7/+2 (1d8+1/19-20) **Special Attacks** weapon trainings (heavy blades +1)

Str 16, Dex 11, Con 13, Int 11, Wis 10, Cha 11 Base Atk +6; CMB +9; CMD 19

Feats Alertness, Blind-Fight, Lunge, Point-Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +6, Handle Animal +5, Intimidate +6, Perception +5, Ride +2, Sense Motive +2, Survival +6, Swim +5

Languages Common

SQ armor training 1

Gear +1 chainmail, +1 longsword, +1 light crossbow, 20 bolts, 3 bolts of splashing (Appendix).

CRICKET

XP 2,400

CR 5

hp 45 (Pathfinder Roleplaying Game Game Mastery Guide "Conjurist", with the following changes: add a wand of lightning bolt (CL 8th; 6 charges)



ZEEBO

SWORD OF AIR: THE TOWER OF BELLS CR 5

XP 1,600 Male human cleric 6 LG Medium humanoid (human) Init -1; Perception +6 Aura Good

AC 16, touch 9, flat-footed 16 (+7 armor, -1 Dex) **hp** 36 (6d8+6) Fort +6; Ref +1; Will +8

Speed 20 ft.

Melee mwk heavy mace +7 (1d8+2) Special Attacks channel positive energy 6/day (DC 14, 3d6) Domain Spell-Like Abilities (CL 6th; melee touch +6): 6/day—battle rage (+3 damage), rebuke death (1d4+3) **Spells Prepared** (CL 6th; melee touch +6):

3rd—create food and water, cure serious wounds^D, locate object, stone shape

2nd—augury, cure moderate wounds^D, delay poison, find traps, silence (DC 15)

1st—bless, cure light wounds^D, protection from evil (x2), shield of faith

0 (at will)—detect magic, guidance, light, resistance D Domain spell Domains Healing, War

Str 14, Dex 9, Con 12, Int 10, Wis 17, Cha 13 Base Atk +4; CMB +6; CMD 15

Feats Brew Potion, Extra Channel, Selective Channeling, Turn Undead

Skills Diplomacy +5, Heal +9, Knowledge (arcana) +4, Knowledge (dungeoneering) +1, Knowledge (history) +5, Knowledge (religion) +8, Perception +6, Sense Motive +8, Spellcraft +8, Survival +4

Languages Common

SQ healer's blessing

Combat Gear scroll of cure serious wounds, neutralize poison, remove disease, 2 vials of holy water; Other Gear +1 breastplate, masterwork heavy mace, silver holy symbol of Muir.

The kobolds are just, well, kobolds. The gnomes react at first with surprise, and then with gratitude. While normal gnomes, all three are skilled engineers, and gladly take service with any who rescue them at half normal rates (basically human engineer price for gone engineers!). The humans are grateful for being rescued as well, and are potential henchmen or allies. Cricket lacks her spellbook and would need to create a new one to be effective, however. (It's long lost - the innkeeper she left it with sold it years ago.)

A set of stairs leads up to the huge clockwork mechanism and clock face. When gnomes lived there, this was a clock tower. Each hour it struck and played different songs. While the clock is still working, the musical sounds only sound now once every three hours. Helena the medusa lives here in the clock. Like a proverbial cuckoo when the clock strikes 12, 3, 6 or 9, the medusa pops out on a platform 8 ft. above the floor, uses her gaze attack for 2 rounds, and then retreats back inside the structure. Helena can manipulate the clock hands from the inside, dictating when she pops out by changing the time. Clever adventurers will note the time change and see the pattern of what she is doing.

HELENA XP 3.200

Female medusa (Pathfinder Roleplaying Game Bestiary

"Medusa")

LE Medium monstrous humanoid

Init +6; Senses all-around vision, darkvision 60 ft.; Perception +16

CR7

AC 17, touch 14, flat-footed 15 (+2 deflection, +2 Dex, +3 natural) hp 76 (8d10+32)



Fort +6; Ref +8; Will +7

Speed 30 ft. Melee +1 returning dagger +11/+6 (1d4+1/19–20) Special Attacks poison

Str 10, Dex 15, Con 18, Int 12, Wis 13, Cha 15 Base Atk +8; CMB +8; CMD 22 Feats Improved Initiative, Point-Blank Shot, Precise Shot, Weapon Finesse Skills Bluff +10, Disguise +10, Intimidate +13, Perception +16, Stealth +13; Racial Modifiers +4 Perception Languages Common SQ petrifying gaze Combat Gear potion of cure serious wounds, scroll of freedom; Other Gear +1 returning dagger, ring of protection +2

All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based. **Poison (Ex)** Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d3 Str; cure 2 consecutive saves. The save DC is Constitution-based.

Until she changes the clock's hands and emerges, she is well protected by 3 ft. of solid stone and cannot be attacked. The platform can be extended by physically forcing the hands of the clock into the proper position from the outside; however, attempts to do this have a 30% change of breaking the mechanism permanently. Again, the clever adventurer simply spikes the mechanism shut (e.g. not at the hour position), lets the medusa starve, and comes back in a few weeks to open it again.

The medusa's lair is inside the clock. Besides Helena, there is a cushy bed made of straw and feathers from some brightly colored creature (feathers worth 200 gp), a wooden chest (locked, but the key is on Helena's neck), and a series of silk blankets (worth 60 gp) and feather pillows (the pillows are covered in a black goo — the snake poison from the medusa).

The chest contains a fine set of stoneworker's tools (worth 120 gp), a *scroll of stone to flesh, feeblemind,* and *disintegrate,* and a set of engineering drawings depicting the workings of the clock (worth 1,200 gp, but priceless to the stone gnomes).

The East Tunnel

This tunnel has four major forks that can be taken by rail or by foot off the main stem. The first spur dead ends after 200 ft. in a mining area (**Cave A**). The second runs straight for 800 yards, ending at **Cave B** after a watery splash. The third leads 200 yards to a small maze entrance created by the kobolds as a hive (**Cave C**). The final fork leads 180 yards to a 60 ft. deadfall into the water below (**Cave D**). The sides of the tunnel (anything off the rail track) are often trapped (roll on wandering monster table at -45% for each 50 yards traveled, with any result less than 0 being no trap). This roll is in addition to normal wandering monster rolls. Remember, slowing a cart down takes 1 round per 10 ft. of movement.

Cave A

This dead-end tunnel ends in a 60 ft. diameter cave. The cave is occupied by **6 gnome zombie miners** that ignore PCs unless molested (they attack only if attacked). The miners continuously cut into the rock face and load ore carts (several of which are currently overflowing with worthless rock). If told to "*stop work*," they stand motionless. If told to "*start work*," they resume mining. The zombies themselves have dry, shrunken features and are eyeless. Creepy, but harmless. The zombies do not even defend themselves if attacks, and are with no XP if defeated.

Cave B (CR 3)

This cave exit from the mining tracks dead-ends in Cave B. The last 100 yards slopes slightly downhill (adding 10 ft. to cart movement rate



per 50 yards), and ends in a pool of water. The pool itself is 40 ft. in diameter but only 6 ft. deep, and it leads nowhere. Of much more concern is the **gelatinous cube** living in the pool. Anything crashing into the pool has a 30% chance of striking the cube. If no one hits it on the way in, the cube moves to engulf anyone in the water starting 1 round after the crash occurs. The pool has a small, 6 ft. diameter tunnel at the bottom. This tunnel leads to **Cave F** in the depths below. The tunnel itself has a large, rich vein of silver (200,000 sp of silver in nearly 2 million gp weight of rock). The vein can be seen if magical light is introduced into the tunnel. Good luck mining it underwater, though.

GELATINOUS CUBE

XP 800

CR 3

hp 50 (Pathfinder Roleplaying Game Bestiary "Gelatinous Cube")

Cave C (CR II)

This rail line ends in a 40 ft. diameter cave with three 5 ft. diameter tunnels leading out of it. The left and center tunnels are false entrances; each leads a few dozen yards back and ends in a **trap**.

The left tunnel ends in a small, 20 ft. diameter cave filled with **11 gas spores**. Further, a pressure plate 20 ft. from the end triggers **6 crossbows** to fire in 1d3 rounds after it is stepped on, assuming that the person steps off it. Stepping onto the plate cocks the crossbows; stepping off releases the bolts. The person treading on the plate immediately knows he has done so, but no effects occur until the gas spores are hit by bolts. Each crossbow has a 33% chance of targeting a gas spore (AC 9). Should any gas spores

be hit, all explode, effectively killing anyone (66d6 points of damage) within 10 ft., with an 11d6 reduction in damage per 10 ft. of distance between the end of the tunnel and the location of the poor bastards who get blown up. Sorry kids, this is one of my dungeons. The GM should note a loud series of "*clicks*" can be heard when the plate is first depressed.

The center tunnel ends in a seemingly dead-end corridor with an obvious secret door (DC 5 Perception check to notice). The door mechanism "opens" by spinning a round plug in the center of the wall to the left. This causes a seam in the floor (detectable by spilling water or other liquid on the floor) to open in the last 40 ft. of the tunnel and drop all into **Cave G** below. Anyone in this section of corridor falls 50 ft. into water (5d6–10 points of damage).

CROSSBOW TRAP CR 2 XP 600 Type mechanical; Perception DC 20; Disable Device DC 20

Trigger touch; Reset manual Effect Atk +15 ranged x6 (crossbow bolt; 1d8/x3 damage)

GAS SPORES (11) CR 4 XP 1,200 (The Tome of Horrors Complete 265)

The right-side tunnel leads into the kobolds' lair. The lair consists of a small cave complex of 6 individual areas. In the entry cave are **4 large shrieker fungi**. No traps are present in these caves. Remember, each adult kobold has a 10% chance of having a "toy." Each cave entrance has a shifting wall panel (treat as a concealed door) and can be barred from the inside. The kobolds frequently like to make it appear as if this is just another dead-end tunnel complex.

SHRIEKER

XP — (Pathfinder Roleplaying Game Bestiary "Hazards")

In these small caves are the following:

Cave C-1

10 kobolds and 6 kobold young (non-combative). The kobolds are armed as described above and have no treasure. The kobolds nest in piles of old grass and plants brought in from the surface. Ten kobold eggs are in one nest. The kobolds all have mining tools in addition to their weapons. Thirty-six large bags of rice and a large cage full of rats (treat as a rat swarm if released) are stacked in the room.

TOWER OF BELL'S KOBOLD CR 1/3 XP 135

hp 12 (Tower of Bells Random Encounters)

RAT SWARM XP 600

hp 16 (Pathfinder Roleplaying Game Bestiary "Rat, Swarm")

Cave C-2

6 kobold elite guards. Each wears a bone necklace to symbolize his rank (weird, but still worth 1 sp). These kobolds have a crate of sharp stakes and mining tools. In the corner of the cave is a wheel-less mining cart containing silver ore worth 12,000 sp (weighs 4 times as much). Each has **2 pet giant weasels** that are bonded to the guards. On a table in this room is a *helm of gills* (see the **Appendix**).

KOBOLD ELITE (6) CR 1/3 XP 135

hp 21 (Tower of Bells Random Encounters)

GIANT WEASELS (12)

XP 400 hp 11 (Pathfinder Roleplaying Game Bestiary 4 "Giant Weasel")

Cave C-3

3 kobold under-shamans. They wear extensive arrays of weird bone

and rock jewelry, with shiny crystals. One has a 4-ounce chunk of quartz with a *continual light* spell cast on it. If encountered, this gentleman raises it above his head and threatens any who "don't run away" with "lightning bolts from his god!" One of the other shamans has a box of poisonous scorpions (treat as a **scorpion swarm**) that he throws into combat the first round (the swarm moves and attacks randomly — kobolds and players can both be targeted). A large box of (normal) rats in the back of the room (treat as **rat swarm** if released) is used to feed the scorpions. The shamans also have a small cask of *mushroom ale* (creates the effect of *hallucinatory terrain* on drinkers for 8 hours, as well as a *legend lore* spell). There are 5 uses of the draught in the cask.

TOWER OF BELLS KOBOLD UNDERSHAMAN CR 1/3 XP 135

Male or female kobold adept 2 LE Small humanoid (reptilian) Init +1; Senses darkvision 60 ft.; Perception +3

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) hp 6 (2d6–2) Fort –1; Ref +1; Will +3 Weakness light sensitivity

Speed 30 ft.

Melee dagger +0 (1d3–2/19–20) Spells Prepared (CL 2nd): 1st—cause fear (DC 11) 0 (at will)—ghost sound (DC 10), guidance, touch of fatigue (DC 10)

Str 6, Dex 12, Con 8, Int 14, Wis 11, Cha 12 Base Atk +1: CMB -2: CMD 9

Feats Stealthy

CR —

CR2

Skills Acrobatics +3, Escape Artist +5, Perception +3, Sense Motive +2, Stealth +12, Survival +4; Racial Modifiers +2 Perception

Languages Draconic

Combat Gear potion of cure light wounds; **Other Gear** dagger, 8 gp.

SCORPION SWARM

XP 400

CR 1

CR2

CR1

hp 9 (Pathfinder Roleplaying Game Bestiary "Spider Swarm")

RAT SWARM

XP 600

hp 16 (Pathfinder Roleplaying Game Bestiary "Rat Swarm")

Cave C-4

Main kobold lair, containing **64 adult kobolds** and the kobold leader, **Charlie**. The kobolds are armed as described above, and have no treasure. The kobolds all have mining tools in addition to their weapons. Edible fungus grows in well-tended gardens, and 100 sacks of rice are stacked against the back wall. The kobolds typically dine on cold rice and a little rat meat. Charlie does not surf.

KOBOLDS XP 400

hp 12 (Tower of Bells Random Encounters)

Cave C-5

The lair of the grand shaman **Nesbitt**. In this chamber, Nesbitt, his familiar **Cash**, the quasit and his pet **giant scorpion** sleep. Nesbitt is a 7th-level druid and 3rd-level wizard, quite an accomplishment for a kobold. Nesbitt has no intentions of directly confronting a well-armed party of humans. His initial reaction to any intrusion into the lair itself is to become *invisible* and flee to warn/fetch Helena. He knows how to summon her from the clock tower without using his eyes, and frequently does so. In a pinch, he sends Cash to get her, using his *projected images* to frighten and hopefully chase off the PCs.

NESBITT XP 4,800

Male kobold druid 7, sorcerer 3 (Pathfinder Roleplaying Game Bestiary "Kobold") NE Small humanoid (reptilian) Init +5; Senses darkvision 120 ft.; Perception +17

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size) hp 35 (7d8–7 plus 3d6–3) Fort +5; Ref +4; Will +13; +4 vs. fey and plant-targeted effects Weakness light sensitivity

Speed 30 ft.

Melee unarmed strike +5/+0 (1d2-2 nonlethal)

Special Attacks tremor, wild shape 2/day

Domain Spell-Like Abilities (CL 7th; ranged touch +7):

6/day—acid dart (1d6+1 acid) **Spells Known** (CL 3rd; melee touch +4, ranged touch +7):

1st (6/day)—expeditious excavation*, expeditious retreat, mage armor, magic weapon

0 (at will)—bleed (DC 13), detect magic, mage hand, ray of frost, resistance

Bloodline Deep Earth

Spells Prepared (CL 7th; melee touch +4, ranged touch +7): 4th—rusting grasp, spike stones^D (DC 17)

3rd—cure moderate wounds, meld into stone, spike growth (DC 16), spiked pit^{D*} (DC 16)

2nd—accelerate poison* (DC 15), barkskin, create pit^{D*} (DC 15), heat metal (DC 15), spider climb

1st—cure light wounds, longstrider, magic stone^D, obscuring mist, ray of sickening** (DC 14), stone fist*

0 (at will)—create water, detect magic, know direction, virtue

D Domain spell Domains Caves, Earth

Str 6, Dex 12, Con 8, Int 10, Wis 17, Cha 16 Base Atk +6; CMB +3; CMD 14

Feats Alertness, Combat Casting, Deep Sight*, Eschew Materials, Improved Initiative, Iron Will Skills Bluff +9, Handle Animal +11, Intimidate +8, Knowledge (arcana) +4, Knowledge (dungeoneering) +8, Knowledge (nature) +8, Perception +17 (+19 to notice unusual stonework), Sense Motive +5, Spellcraft +8, Survival +13, Use Magic Device +11; Racial Modifiers +2 Perception Languages Draconic, Druidic

SQ trackless step, wild empathy +10, woodland stride Combat Gear potion of cure moderate wounds, potion of invisibility, wand of animate dead (6 charges), staff of projection (Appendix), locket of soul keeping (Appendix). *Pathfinder Roleplaying Game Advanced Player's Guide **Pathfinder Roleplaying Game Ultimate Magic

CASH

XP 600

hp 16 (Pathfinder Roleplaying Game Bestiary "Demon, Quasit")

CAVE SCORPION

XP 400

hp 16 (Pathfinder Roleplaying Game Bestiary 2 "Cave Scorpion")

Cave C-6

6 kobold elite guards each wears a bone necklace to symbolize his rank (weird, but still worth 1 sp). These kobolds have a crate of sharp stakes and mining tools. In the corner of the cave is a wheel-less mining cart containing silver ore worth 12,000 sp (weighs 4 times as much). Each has **2 giant weasel pets** that are bonded to the guards.

KOBOLD ELITE (6)	CR 1
XP 400	
hp 21 (Tower of Bells Random Encounters)	

Staff of Projection

Aura moderate illusion; CL 7th Slot none; Price 71,000 gp; Weight 5 lb.

DESCRIPTION

The staff of projection has several powers that a wizard can use. The staff is made of bamboo with a core of willow wood. On the top of the staff is a large pearl (2,000 gp). The staff is only 4 feet long and is virtually worthless as a weapon. Its powers include:invisibility (1 charge)

- light (1 charge)
- lesser project image (1 charge)
- greater invisibility (3 charges)

CONSTRUCTION

Requirements Craft Staff, greater invisibility, invisibility, lesser project image, light; **Cost** 35,500 gp

LESSER PROJECT IMAGE

School illusion (shadow); **Level** sorcerer/wizard 3 Lesser project image is similar to the 6th level wizard spell project image, however no spells or powers may be cast through the projected image.

Locket of Soul Keeping

Aura faint necromancy; CL 15th Slot neck; Price 141,500 gp; Weight —.

DESCRIPTION

This red coral locket contains a small black pearl that glows with an eerie greenish light when it is opened. The locket takes the soul (no raise dead is possible) of one creature killed and is activated by placing the open locket to the mouth of the creature as it draws its last breath. The locket allows the user to speak with dead with the creature thus possessed. Once per creature, the user can re-animate the creature killed for 24 hours by restoring the soul to the body. The creature can now be raised (assuming the body is still intact, and not too much time has expired). The creature raised serves the user of the amulet and does his bidding (stats as in life, with -2 on all rolls, and immune to mind-influencing spells). After 24 hours, the body crumbles into dust (unless raised) and the soul is freed to go to whatever god he serves (PCs should roll 3d6 six times at this point).

CONSTRUCTION

Requirements Craft Wondrous Item, animate dead, speak with dead, trap the soul; **Cost** 70,750 gp

Cave D

This is "the end of the line" for this railroad. Anyone riding is a cart must make a DC 25 Perception check at the 60 ft. mark to notice that the rail line ends. An additional DC 20 check can be made at the 40 ft. mark. After that, the twisted metal of the rail ends becomes obvious. At some point, anyone within a cart needs to either bail out (taking 1d6 points of damage per 10 ft. of cart movement greater than 10 ft./round) or ride it to the end, falling 60 ft. into the water below. Damage from the fall is 6d6–6 points of damage.

The water below is deep (12 ft. or so), and no dry land can be seen.

CR 2

Watery tunnels lead to Caves H and I. Great evil can be detected down the tunnel to Cave I.

West Tunnel

This tunnel leads deep into the mines, as well as to the lower mine level, and has three major forks that can be taken by rail or by foot off the main stem. The first spur dead-ends after 800 ft. in a mining area (Cave E). The second runs straight for 400 yards, ending in a large cave (Cave F) with an exit leading down to the lower level. The final fork leads 80 yards to a 60 ft. deadfall into the water below (Cave G).

The sides of the tunnel (anything off the rail track) are often trapped (roll on wandering monster table at -45% for each 50 yards traveled, with any result less than 0 being no trap. This roll is in addition to normal wandering monster rolls. Remember, slowing a cart down takes 1 round per 10 ft. of movement. If kobold miners notice anyone in the tunnels, there is a 50%chance that they run at them with a mining cart, attempting to squash those on the tracks, or force any jumping out of the way into the traps.

Cave E (CR 4)

This cave contains the broken and wiggling remains of 6 gnome zombies, all smashed to bits, with their mining picks lying next to them on the ground. The bodies are battered and ripped to shreds. None is still functional in any way, yet their unlife continues. A very nice-looking mining cart lies at the end of the track here, with fine grade ore lying next to it in a pile. It is by far in the best shape of any of the mining carts seen so far. That is because the mining cart is a **mimic**. Its best tactic is to allow victims to get inside and start "riding," giving it complete surprise and a nearly automatic engulf attack. The mimic has no treasure, but the spilled ore on the ground is worth 300 gp (but weighs as much as 1,200 gp). Ore in the walls contains a vein of silver worth 30,000 sp (mixed with 600,000 sp weight of rock).

MIMIC CR4 XP 1.200

hp 52 (see the Pathfinder Roleplaying Game Bestiary "Mimic")

Cave F (CR 8)

The mine tunnel to this area slopes gently down, ending on a low beach. Currently mining the far west wall are 6 gnome zombies and 22 kobolds that have exposed some weird black stone (an imprisonment capsule) that they are not even denting with their picks. Nothing mundane can free a creature from this capsule. It requires a *freedom* spell to open it. Once Helena the medusa realizes that this is the "magic area" that Cash the quasit has been looking for, everyone is in for a nasty surprise. The quasit figures this out 3 weeks after the PCs first enter the mines. Cave I is directly below this cave and contains the entrance portal to the *imprisonment* vault. Cave I cannot be accessed from here, however, without extensive digging. In order to successfully free the demon Trifeska, this entrance portal must be cleared.

ZOMBIES (6)

XP 200

hp 12 (Pathfinder Roleplaying Game Bestiary "Zombie")

KOBOLD (22) XP 100

hp 5 (Pathfinder Roleplaying Game Bestiary "Zombie")

Cave G

Very similar to Cave D, the rail ends here. Anyone riding is a cart must make a DC 25 Perception check at the 60 ft. mark to notice that the rail line ends. An additional DC 20 check can be made at the 40 ft. mark. After that, the twisted metal of the rail ends becomes obvious. At some point, anyone within a cart needs to either bail out (taking 1d6 points of damage per 10 ft. of cart movement greater than 10 ft./round) or ride it to the end, falling 60 ft. into the water below. Damage from the fall is 6d6-6 points of damage.

The water below is deep (12 ft. or so), and no dry land can be seen. A watery tunnel leads to Cave H.



CR 1/2

CR 1/4

The Lower Mines

Kobolds excavated the lower mines at the direction of the grand shaman, Nesbitt, with the carefully guided urging of Cash, his familiar. The lower mines radiate a slight taint of evil universally, so *detect evil* spells are relatively worthless here, as the whole place radiates it. The area is flooded, with main rooms filled with 2 to 8 ft. of water. Even the tunnels contain 1 to 3 ft. This creates noisy movement, and any water over 2 ft. deep is considered difficult terrain and decreases movement by half. Any water deeper than 80% of a creature's height forces them to use a DC 10 Swim check to proceed normally. Assume anyone dropped in from a deep pit trap lands in a tunnel section. Caves from above drop into the area noted.

Cave H (CR 7)

This cave is the end point of the left tunnel from the water-filled room in **Cave D**, and is a direct drop from **Cave G**. The room is filled with approximately 12 ft. of water. Wooden debris floats in the water, and a large wooden raft (10 ft. by 10 ft.) is tied to one wall. The walls are ringed with piled up rubble and debris, with obvious signs of mining and small holes and dead-end tunnels branching off in a dozen areas. Warnings and signs in primitive kobold script are scribbled all over the walls to the northern side of the cave.

Living under the water on the north side of the cave is a **black pudding**. This creature moves toward anyone swimming or crashing into the water as soon as it notices them. Its main tactic is to move toward the shallow water near the exit to **Cave K**, as it is not buoyant (it cannot swim, and must crawl along the bottom), and has found that the best way to get a meal is to head to the shallow water at the cave's exit — it knows that the "food" usually heads that way. The pudding cannot attack anything it is separated from by more than 5 ft. of water.

BLACK PUDDINGCR 7XP 3,200hp 105 (see the Pathfinder Roleplaying Game Bestiary
"Black Pudding")

The exit tunnel to **Cave K** is filled with 2 ft. of water. If the raft is used to traverse the pool of water, there is a 50% chance the pudding ignores intruders (no vibrations to sense). If the party makes noise (splashing, falling, etc.), it is here waiting for them. The pudding moves slowly, so time to reach the tunnel is also a factor in whether it attacks. It moves to the mouth of the tunnel, but does not pursue more than 50 ft. down the tunnel (it fears what lives in **Cave K**).

Cave I (CR 14)

This cave is accessed from either **Cave D** through an underwater tunnel (see below), or from **Cave K** through a dry tunnel. This is the "endgame" cave, so to speak.

The tunnel from **Cave D** runs 200 ft., gradually sloping down until no air space is left, and requires an underwater swim of 40 ft. after the air space runs out. It then slopes back up and after 30 ft. reaches this cave. Creepy.

The tunnel from **Cave K** is relatively dry (water is 1 ft. deep) and leads directly here after a 200 ft. twisting walk.

This cave is composed of the same granite as the rest of the complex. It is only 30 ft. in diameter, and has a wet floor, but is not water-filled. The ceiling looms 20 ft. above and contains what looks like a black, stone cylinder, roughly 40 ft. long (it passes into both side walls) and 10 ft. in diameter. Roughly half the cylinder is exposed in the roof of the cave. In the center of the cylinder is a strange, black, round 3 ft. hatch-like protrusion with a series of arcane symbols inscribed on it. A *read magic* spell is required to decipher the script, and reveals the following:

Curse be on you to be bound to the earth for all time. Suffer in solitude and may no man release you, lest he be damned as you are.

This is the entrance portal that can be used to release **Trifeska the demon** from his prison. The portal can be opened by two means. First, a *freedom* spell can be cast upon it. Lacking that, the portal can be opened by a Lawful Good priest or paladin by simply breaking the wax-and-silver gasket seal and turning (unscrewing, basically) the plug from the prison.



In any case, once released, the fully operational battle nalfeshnee hops out and attacks any not in cahoots with Cash the quasit. Trifeska always begins combat with a gate spell, summoning a glabrezu to assist it. This is typically followed by a symbol. Trifeska is not keen on engaging in hand-to-hand combat unless he has a clear advantage, teleporting around and using his spell abilities instead. If outmatched, he leaves, coming back again and again to torment his rescuers.

NALFESHNEE

CR 14

XP 38,400

hp 203 (Pathfinder Roleplaying Game Bestiary "Demon, Nalfeshnee")

Cave K (CR II)

This cave has two tunnels leading into (out) of it. One tunnel leads to Cave I and one to Cave H. This room is elevated, dry and even a bit warm. Both exits from it lead to watery tunnels. A ladder on the wall leads to the hidden trapdoor in the ceiling (obvious form this side) to the grand mining hall above. This door cannot be opened from this side unless the blocking debris above is cleared.

This cave was the foundry used by the gnomes to refine ore. The cave (room, really) is octagonal shaped and shows fine workmanship. It is 40 ft. per octagon side, and in its center is a large, magical forge. Well, it used to be magical. That was before the kobolds stole the six rubies from the front of it.

Two kobold skeletons lie in front of the forge, charred beyond all recognition. Six large gems (rubies, 1,000 gp each) sit on the floor next to the bones. Anyone approaching within 10 ft. of the forge draws forth its guardian (formerly its bound magic) in the form of a fire elemental.

HUGE FIRE ELEMENTAL CR 11 XP 12,800

hp 172 (Pathfinder Roleplaying Game Bestiary "Elemental, Fire, Elder")

The elemental was bound to the forge, but the binding magic was destroyed by removing the gems. Now it is free and angry at its long captivity. It attacks anyone in the room until slain, but does not enter any of the water-filled areas. The black pudding in Cave H knows of it and fears it, and hence does not come near this room. The elemental has no treasure. The capture traps on the smelter, however, contain 50 large silver ingots (worth 1,000 sp each) of refined ore.

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