

Jeff Lee • Michael McCarthy • Richard Redman

# INFINITE DUNGEON



## THE HALLS OF THE ETERNAL MOMENT

LEVEL 3: THE CLAIRVOYANT HALLS

**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

**OGL**  
3.5 SYSTEM COMPATIBLE  
LPJ9320

**LOUIS PORTER JR.  
DESIGN**



# THE HALLS OF THE ETERNAL MOMENT

## DESIGN & GAME DEVELOPMENT:

Jeff Lee with Michael McCarthy,  
Rich Redman and Louis Porter Jr.

## EDITING:

Joshua Yearsley

## GRAPHIC DESIGN, LAYOUT & LOGO:

Louis Porter, Jr Design

## COVER & INTERIOR ART:

Anthony Cournoyer, Juan Diego Dianderas, Eric Lofgren,

## CARTOGRAPHY:

Rich Lescouflair

Louis Porter, Jr Design  
5580 SW 97th Terrace  
Cooper City, FL 33328  
LPJDesign.com

*For supplemental material, visit Louis Porter Jr. Design  
website: [www.lpjdesign.com](http://www.lpjdesign.com)*

Louis Porter Jr. Design, Crisis of the World Eater Campaign Serial, Crisis of the World Eater Campaign Setting, Crisis of the World Eater & logos are a trademark owned by Louis Porter Jr. Inc. All rights reserved. All other content is copyright 2015 Louis Porter Jr. Design Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned. This book is compatible with 3rd Edition and Revised 3rd Edition rules. This edition of Crisis of the World Eater Campaign Serial is produced under version 1.0a and/or draft versions of the Open Game License and the System Reference Document by permission of Wizards of the Coast. Subsequent versions of this product will incorporate later versions of the license and document.

**Designation of Product Identity:** The following items are hereby designated as Product Identity in accordance with Section 1(e) of the Open Game License, version 1.0a: Any and all Crisis of the World Eater Campaign Serial & Louis Porter Jr. Design logo and identifying marks and trade dress, such as all Louis Porter Jr. Design product and product line names including but not limited to Crisis of the World Eater Campaign Serial, Crisis of the World Eater Campaign Setting; any specific characters and places; capitalized names and original names of places, artifacts, characters, races, countries, geographic locations, gods, historic events, and organizations; any and all stories, storylines, histories, plots, thematic elements, and dialogue; and all artwork, symbols, designs, depictions, illustrations, maps, and cartography, likenesses, poses, logos, or graphic designs, except such elements that already appear in final or draft versions of the d20 System Reference Document or as Open Game Content below and are already open by virtue of appearing there. The above Product Identity is not Open Game Content.

**Designation of Open Game Content:** Subject to the Product Identity designation above, the following portions of Crisis of the World Eater Campaign Serial are designated as Open Game Content: the racial class tables and the "Racial Traits", the prestige class advancement tables and "Class Features", the feats in their entirety; the magic items, artifacts, the names, spell parameters (*range, duration, etc.*), and game mechanics of the spells and anything else contained herein which is already Open Game Content by virtue of appearing in the System Reference Document or some other Open Game Content, and all other material is not.

Some portions of this book which are Open Game Content originate from the System Reference Document and are ©1999–2008 Wizards of the Coast, Inc. The remainder of these Open Game Content portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE Crisis of the World Eater Campaign Serial copyright 2015 Louis Porter Jr. Design, Inc. This material is protected under the copyright laws of the United States of America. Any reproduction, retransmission, or unauthorized use of the artwork or non-Open Game Content herein is prohibited without express written permission from Louis Porter Jr. Design Inc., except for purposes of review or use of Open Game Content consistent with the Open Game License. The original purchaser may print or photocopy copies for his or her own personal use only. This document is a work of fiction. Any similarity to actual people, organizations, places, or events is purely coincidental.

# LEVEL 3: THE CLAIRVOYANT HALLS

## FLOOR 03 - THE CLAIRVOYANT HALLS

The third level of the Halls of the Eternal Moment are the domain of Illquis of the Thousand Eyes. Illquis is a derro necromancer, and was once a figure of great power and an ally of the wizard that laid claim to the Black Star. She has been trapped deep within the Halls for the last age, finally freed as the unleashed power of the Star that froze time in this place slowly began to unravel.

Illquis is only a shadow of her former self, quite literally. The strange temporal warping of the Halls has displaced her in both mind and body. More than one incarnation of Illquis dwells within the Halls, pulled out of time to coexist here. As for the Illquis that lives on level three, her consciousness has been fractured and sent both forward and backward in time. Her current memories and personality are a fragment of her distant past, enhanced by flashes and glimpses of her future knowledge. Already quite insane, as are all derro, Illquis has noticed things are strange, but hasn't puzzled out yet what has happened. Although she still possesses significant necromantic talent, it is narrowly focused both by the knowledge of this mental incarnation and her lunatic mind.

Whether repurposing undead that wander in from the level above, delvers from the surface that meet their end here, or the occasional intruder from below, Illquis believes in thrift. Nothing should go to waste. She is also delighted by beheadings, and fascinated with eyes. All these things intertwine with her strangely focused undead creations. Why create a single undead minion from a corpse when you can have four? Illquis ritually removes the heads of her victims, then the eyes from the head. The body becomes a zombie; blind, but still dangerous. The head becomes a blind beheaded. The eyes are turned into isitoqs, flying eye monstrosities that are everywhere on this level and serve as extensions of their master's vision, allowing her to see all that goes on in her domain.

### THE STATE OF THE CLAIRVOYANT HALLS

This level was a once a system of natural caverns that were worked into the current set of hallways and rooms. Certain areas are less worked than others, and at least one area retains much of the original cavern formation.

#### WALLS

The walls of this level are, unless indicated otherwise in an individual entry, rough-hewn stone. Some portions contain stress fractures and many of the walls are damp with moisture. Climbing the walls on this level requires a DC 25 Climb skill check.

#### CEILINGS

Ceilings, unless indicated otherwise in an individual entry, are 12 feet high and mostly uniform, the ceilings of the caverns that form this level having been worked and leveled during construction.

#### HALLS

Hallways on this level are uniformly five feet wide, with seven foot high ceilings.

#### DOORS

Unless otherwise indicated, doors on this level are strong wooden doors (2 in. thick, hardness 5, 20 hp, break DC 23 [stuck] or 25 [locked]).

#### LIGHTING

Rooms on this level are considered to be in darkness, unless otherwise noted in an individual entry.

#### OCULAR COLUMNS

These three to four foot high columns are constructed of shattered and partial skulls. Set in the sockets of these skulls are eyes. The columns radiate faint necromantic and divination magic. If observed, the eyes can be seen to twitch and move in their sockets. If Illquis is scrying through a column, its eyes become disturbingly still, moving only to follow a creature within line of sight if it moves. Each ocular column has hardness 5 and 10 hit points. Illquis can, as a standard action, use her ocular link ability to see through the eyes of any ocular column on this level. This acts as clairvoyance, with the column acting as the sensor. Illquis can switch between ocular columns as a standard action.

#### Temporal Fluctuation

As adventurers delve deeper into the Halls of the Eternal Moment, the temporal powers of the Black Star become more prominent. Here on the third level, the effects are sporadic and relatively minor. Each time the PCs move into a new room on the level, roll 1d8. On a roll of 8, roll percentile dice and consult the table below. If the PCs are already under a temporal fluctuation effect, it remains in place unless an 8 is rolled, then roll again on the chart and apply the new effect.

### INHABITANTS OF THE CLAIRVOYANT HALLS

Aside from Illquis, the Clairvoyant Halls are mostly occupied by her undead servants. These include headless zombies, blind beheaded, and isitoq. Unless a room description mentions otherwise, there is a 1 in 8 chance of a random encounter in an unoccupied room or in the hallways connecting rooms. Consult the table below for the number and type of creatures encountered. These wandering undead are in addition to those listed in room encounters.

## Infinite Dungeon: The Halls of the Eternal Moment - Level 3: The Clairvoyant Halls

Temporal Fluctuation Effects	
Dice Roll	Effect
01-20	Fortuitous Insight: Brief glimpses of future events provide a +1 bonus to initiative rolls.
21-40	Temporal Lag: Slowed time flow causes actions to be a fleeting moment behind the current time frame, bestowing a -1 penalty to all attack rolls and Reflex saves.
41-60	Temporal Lag: Slowed time flow causes actions to be a fleeting moment behind the current time frame, bestowing a -1 penalty to all attack rolls and Reflex saves.
61-80	False Visions: Glimpses of alternate futures overwhelm perception. PCs take a -4 penalty to Perception skill checks.
81-00	Feedback Loop: A quick jump back in time facilitates combat advantages. PCs gain a +4 bonus on all rolls to confirm critical hits.

d20 roll	Encounter	Average CR
1-10	3 headless zombies	1
11-15	3 blind beheaded	1
16-20	2 isitoq	1

### HEADLESS ZOMBIES

These function as regular zombies, but are blind. They have some preternatural sense that allows them to zero in on intruders, but they still suffer a miss chance as opponents have complete concealment against them.

#### HEADLESS ZOMBIE CR 1/3—XP 135

**hp** 13 (Pathfinder Roleplaying Game Bestiary)

**Senses** blindsense 60 ft.

**Weakness** blind

Knowledge (religion) DC 11 for facts about headless zombies.

### BLIND BEHEADED

The animated heads are another result of the strange, obsessive research Illquis performs. They appear as the standard undead creature, but their eyes have been removed, leaving empty sockets. As a result of Illquis' machinations, their other senses are preternaturally keen, and they can unerringly locate living prey, despite their sightlessness.

#### BLIND BEHEADED CR 1/3—XP 135

**hp** 4 (Pathfinder Roleplaying Game Bestiary 4)

**Senses** lifesense 60 ft.

**Note:** When facing creatures that are not alive (such as constructs and undead) blind beheaded are considered blind and such opponents have total concealment against their attacks.

Knowledge (religion) DC 11 for facts about blind beheaded

### ISITQ

Illquis removes the eyes of his subjects and turns them into isitoqs, flying eyes whose sight she can borrow to see what they see.

### ISITQ

#### CR 1/2—XP 200

**hp** 9 (Pathfinder Roleplaying Game Bestiary 4)

Knowledge (religion) DC 11 for facts about isitoq

One of the abilities Illquis possesses is to see through the isitoqs she creates, as well as the ocular columns (see below) that are scattered through the level. There is a 25% chance that Illquis happens to scry on a room while the PCs are in it. If she does and notices intruders, she sends four headless zombies off to kill the PCs. The headless zombies take 2d6 rounds to arrive. Mad and prone to forgetfulness, she will not take any further action unless she agains scrys them in another room. In that case, she sends a trio of blind beheaded to attack them. These arrive at the room in 1d4+1 rounds. Once she is aware of PCs in her domain, Illquis will have any defensive measures listed in her tactics enacted when the PCs find her.

### ILLQUIS

Illquis is normally found in her sanctuary (Room 22) but if you wish her to be encountered earlier, she also spends time in her various laboratories (Rooms 10, 16, and 20).

#### ILLQUIS OF THE THOUSAND EYES CR 6—XP 800

**Middle-aged female derro necromancer 6**

CE Small humanoid (derro)

**Init** +6; **Senses** darkvision 60 ft.; Perception +2

#### DEFENSE

**AC** 20, touch 14, flat-footed 17 (+4 armor, +3 Dex, +2 natural, +1 size)

**hp** 82 (6d6+3d8+45)

**Fort** +9, **Ref** +9, **Will** +13

**SR** 17

**Weaknesses** vulnerability to sunlight

#### OFFENSE

**Speed** 20 ft.

**Melee** mwk short sword +9 (1d4/19-20) or mwk aklys +6 (1d6)  
**Ranged** mwk repeating light crossbow +9 (1d6/19-20 plus poison) or mwk aklys +9 (1d6)

**Special Attacks** channel negative energy (DC 17, 6/day), sneak attack +1d6



## Infinite Dungeon: The Halls of the Eternal Moment - Level 3: The Clairvoyant Halls

**Arcane School Spell-Like Abilities (CL 6th, concentration +9)**

**7/day**—*grave touch* (+6 touch, shaken for 3 rounds)

**Derro Spell-Like Abilities (CL 3rd, concentration +7)**

**At will**—*darkness*, *ghost sound* (DC 14)

**1/day**—*daze* (DC 14), *sound burst* (DC 16)

**Wizard Spells Prepared (CL 6th; concentration +9)**

**3rd**—*animate dead*, *dispel magic*, *displacement*, *vampiric touch*

**2nd**—*brow gasher*<sup>UC</sup>, *false life*, *spectral hand*, *web* (DC 16)

**1st**—*chill touch* (DC 17), *mage armor*, *ray of enfeeblement* (DC 17), *repair undead*<sup>ACG</sup>, *restore corpse*<sup>UM</sup>

**0**—*detect magic*, *mending*, *ray of frost*, *touch of fatigue* (DC 16)

**Opposition Schools** enchantment, transmutation

### TACTICS

**Before Combat** Illquis casts *false life* and *mage armor*.

**During Combat** Illquis casts *web* to immobilize or hinder foes, and uses *spectral hand* to deliver her touch spells from a distance. If forced into melee, she casts *brow gasher* on her sword.

**Base Statistics** Without *false life* and *mage armor*, Illquis' statistics are **AC** 16, **touch** 14, **flat-footed** 13; **hp** 71.

### STATISTICS

**Str** 10, **Dex** 16, **Con** 19, **Int** 17, **Wis** 4, **Cha** 19

**Base Atk** +5; **CMB** +4; **CMD** 17

**Feats** Command Undead, Craft Wondrous Item, Greater Spell Focus (necromancy), Improved Initiative, Lightning Reflexes, Spell Focus (necromancy), Weapon Finesse

**Skills** Appraise +11, Craft (alchemy) +12, Craft (traps) +11, Knowledge (arcana) +15, Knowledge (religion) +15, Perception +2, Spellcraft +12, Stealth +11

**Languages** Aklo, Draconic, Dwarven, Goblin, Undercommon

**SQ** arcane bond (masterwork aklys), madness, ocular link, poison use

**Combat Gear** *potion of cure moderate wounds*, *scroll of invisibility*; **Other Gear** masterwork shortsword, masterwork aklys, masterwork repeating light crossbow and 10 poisoned bolts (Medium spider venom), *cloak of resistance* +1, *ring of protection* +1, spellbook (contains all memorized spells plus all 0 level spells excluding those of opposition schools, *alarm*, *detect undead*, *shocking grasp*, *arcane lock*, and *continual flame*), keys to all doors on this level, spell component pouch, surgeon's tools, gold and black onyx necklace worth 160 gp.

### SPECIAL ABILITIES

**Madness (Ex)** Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a miracle or wish can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

**Ocular Link (Su)** As a standard action, Illquis can see through the eyes of any ocular column on this level. This acts as clairvoyance, with the column acting as the sensor. Illquis can switch between ocular columns as a standard action.

**Poison Use (Ex)** Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 pre-poisoned bolts at all times.

**Vulnerability to Sunlight (Ex)** A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

## ROOM 1 - ENTRANCE HALL (EL 2)

*This long chamber has a high, vaulted ceiling. Niches line the walls, some holding urns, others empty. Standing in the corners of the room are rough columns crafted of bone, a wet gleaming coming from holes in their surfaces. Shards of ceramic lie scattered upon the floor and a soft light shines through the archway in the western wall.*

The ceiling here rises to 15 feet along the center of the east-west axis of the room. An ocular column sits in each corner of the hall. The intact urns are empty. The exits here are open doorways.

**Creatures:** Four headless zombies lurk in this room, with orders to attack any creatures that enter.

### HEADLESS ZOMBIES (5)

**CR 1/3—XP 135**

**hp** 13 (see Inhabitants of the Clairvoyant Halls)

**Connections:** The doorway to the east connects to room 2, while the exit to the south connects to room 8.

## ROOM 2 - VISION OF VERTIGO (EL 4)

*This room is awash in soft candlelight, coming from sconces on the walls, as well as candles sitting in bowls upon the floor. A quartet of bone pillars, each set with shining eyes, sit in the four corners of the room. A fifth pillar stands in the center of the room atop a low dais, with a small iron box placed atop it.*

The five ocular columns here function as normal, however they are also part of a magical trap. If the box atop the central pillar is opened, a large eye is revealed, crafted of a sphere of crystal, inlaid with red and black gemstone to form the iris and pupil. A DC 15 Appraise check reveals that the eye is actually glass and paste. A detect magic cast on the eye reveals moderate divination magic. The eye weighs 6 pounds. If a creature touches the eye or removes it from the box, then the trap is triggered.

### VERTIGO TRAP CR 3 — XP 800

The trap activates when touched, granting the target vision through all the eyes in the ocular columns in whatever room it occupies simultaneously. This causes a severe sensation of vertigo.

**Type** magic; **Perception** DC 28; **Disable Device** DC 28

### EFFECTS

**Trigger** touch; **Reset** automatic reset, 1 round

**Effect** Target is nauseated and falls prone, DC 16 Will negates prone condition and target is sickened instead of nauseated.

## Infinite Dungeon: The Halls of the Eternal Moment - Level 3: The Clairvoyant Halls

A new save must be made each round during the effect's duration. While in this room, the affected target gains the all-around vision monster ability. Duration 2d6 rounds

**Creatures:** When the trap is triggered, Illquis is alerted and sends three headless zombies, which arrive in 1d4 rounds.

### HEADLESS ZOMBIE CR 1/3—XP 135

hp 13 (See Inhabitants of the Clairvoyant Halls)

**Connections:** This room connects to room 3 to the west, and room 1 to the east.

### ROOM 3 - CAVERN POOL

*The sound of running water echoing here comes from a flow that exits a hole in the north wall to tumble into a pool that takes up most of this natural cave. A rough wooden fence has been erected around the edge of the pool. A natural tunnel exits to the west, and an iron-banded wooden door sits shut in the southern wall.*

The water in the pool is cold, fresh, and clean. The pool bottom is roughly bowl-shaped, two feet deep at the edges, and reaches a depth of seven feet at its center. The water drains out through a crevice near the bottom, keeping the pool from overflowing the room. The fence was put here by Illquis to keep her headless zombies from falling in. A wooden bucket sits on the cavern floor near the pool. No ocular columns are in this room.

**Treasure:** Eight glass flasks of holy water sit on a ledge in the pool's western half, about four feet down. A DC 20 Perception check is needed to notice them (reduced to DC 15 if the searching PC is submerged in the pool). On the south side of the room, a crevice in the wall holds a wand of cure light wounds with 11 charges and a leather-bound journal (DC 15 Perception check to find). Moisture has destroyed most of the writing, but still legible on a page in the middle of the book is the following passage: "...noticed that the further down we go, the worse it gets. <illegible smear> not sure exactly what is the cause of it, but whatever it is must wield powerful magics to affect time so constantly and in such a large area. Certain spells can help counter some of the effects. However, <illegible smear> keeps happening over and over again, with no way to stop it."

**Connections:** This room connects to room 4 to the west, and a hallway to the south that leads to rooms 5, 6, and 7. A Small-sized natural chimney in the ceiling some 20 feet above the pool leads to room 15 on Level 1. A Small creature can traverse the chimney with a successful DC 10 Climb check. Medium-sized creatures must use the squeezing rules to traverse the chimney.

### ROOM 4 - DEAD HEAD STORAGE (EL 3)

*At the end of the short natural passage sits a room of worked stone. Niches in the walls hold ceramic urns. Beneath the arched ceiling a rectangular dais rises a foot from the floor, upon which sit four plain stone sarcophagi. A single eye-studded bone column stands in the southwest corner.*

The urns contain ashes and bits of charred bone. The sarcophagi have more interesting contents. Illquis stores many of her spare heads here, including many that she has already animated. A sarcophagus lid can be removed with a DC 18 Strength check. Inside three of the sarcophagi are piles of severed heads, in various stages of decay and covered in lime. The fourth is an entrance to a hidden chamber, 15 feet to a side, below the room, and packed with blind beheaded. They rise up and attack as swarms once the lid of the sarcophagus is removed.

### BLIND BEHEADED SWARMS (2) CR 1 — XP 400

hp 8 (2d8; Pathfinder Roleplaying Game Bestiary 4); **Defensive Abilities** swarm traits

**Melee** swarm (1d6); **Special Attacks** distraction (DC 11)

**Treasure:** Metal rungs set inside the false sarcophagus lead down into the room below, where a stash of goods, left and forgotten by Illquis, sits undisturbed in a corner. A leather sack holds assorted black onyx stones worth 500 gp, a false eye crafted of white chalcedony and set with lapis and obsidian worth 50 gp, and a sealed ceramic jar containing unguent of timelessness (an amount equivalent to 3 flasks of the substance).

**Connections:** This room connects to room 3 to the east.

### ROOM 5 - KEEPING AN EYE ON THINGS (EL 3)

*The floor of this room is damp, and a soft, liquid pattering, like rain, echoes through the chamber. Against the west wall of the room, several bodies are stacked like cordwood, with a pile of damp cloth to one side. An iron-bound chest stands in the southeast corner.*

The bodies have nothing on them. Their clothing lies in a pile next to them, while their valuables are locked in the chest in the corner. The room's occupants are responsible for the wet floor and the steady rain of droplets from above.

**Creatures:** A quartet of isitoq are stationed here, flying slow circles about the room. They ignore intruders unless attacked or the intruders disturb the bodies and/or the chest, then they attack until the intruders are dead or leave the area.

### ISITOQ (4) CR 1/2—XP 200

hp 9 (See Inhabitants of the Clairvoyant Halls)

**Treasure:** The chest is locked with a good lock (DC 30). Inside are various goods stripped from the bodies along with others that have already been made into undead by Illquis. The chest contains 257 gp, 298 sp, 200 cp, a leather belt with a gold buckle (worth 50 gp), two vials of antitoxin, a *potion of cure light wounds*, a *potion of cat's grace*, a quiver of 15 +1 arrows, and a hat with a lizard skin band, held in place by a copper medallion set with a tigereye. A rather crumpled feather is tucked in the hat band. Worth 60 gp, this hat was lost by a former delver into the Halls, one Vera the Fortunate. If the hat is returned to Vera at the Fyreside Grill back in Cusp, she will reward the PCs with 100 gp.



## Infinite Dungeon: The Halls of the Eternal Moment - Level 3: The Clairvoyant Halls

**Connections:** This room connects to room 10 to the south, and to rooms 3, 6, and 7 via a hallway to the east.

### ROOM 6 - MIND YOUR HEADS (EL 3)

*A bone column studded with eyes sits in the middle of the otherwise bare floor of this room. An open trap door is visible in the ceiling in the southwest corner. A faint stench of rot pervades the area. Wooden doors sit in arches in the north, east, and south walls.*

The trap door in the ceiling leads to a four foot high crawl space of the same dimensions as the room. The trap door's hinges have been damaged and it cannot close properly. A DC 15 skill check with an appropriate Craft skill can repair the damage. When repaired, the trap door can be shut and bolted from the crawl space side. Creatures taller than a dwarf will have to hunch over in the crawlspace. If taller creatures fight in the crawlspace, they take a -2 penalty to attacks and AC.

**Creatures:** Floating silently within the crawl space are six blind beheaded. They attack any creature that enters the crawl space, or emerge to attack those in the room once the blind beheaded detect them.

#### BLIND BEHEADED (6)

CR 1/3—XP 135

hp 4 (See Inhabitants of the Clairvoyant Halls)

**Treasure:** The skeletal remains of an adventurer lie curled in a fetal position in the northwest corner of the crawlspace. The adventurer's gear is still on the body. A masterwork bastard sword is clutched in one hand, and a masterwork light crossbow with a quiver of 7 bolts is strapped to the body's back. The remains wear a suit of agile half-plate. A large sack next to the body contains three day's worth of rations, a half-full wineskin, a potion of bull's strength, and 108 gp.

### ROOM 7 - COLD STORAGE

The strong wooden door of this room (hardness 5, hp 20) is locked with an average lock (DC 25 break or Disable Device).

*This cold room is lit with a flickering blue light, which casts strange shadows on the walls and floor. A large wooden bin runs the length of the western wall, while shelves line the east and north walls, filled with rows of severed, eyeless heads. In the center of the room, a large glass cylinder is illuminated from below by blue flames. Dozens, perhaps even hundreds of eyes, trailing plumes of ganglia, float in whatever liquid is held within.*

The room's temperature is noticeably lower than the rest of the level, magically kept at a constant 40 degrees F (4.4 degrees C). Illquis keeps prime specimens here, especially after preliminary preparation for animation. The wooden bin contains headless bodies. The heads on the shelves are of various humanoid types. The eyes in the tank (lit with continual flames) are suspended in a gelid brine. While Illquis has not animated them, they have been subjected to a preliminary process and exposed to necromantic energies. When the PCs move about the room, the eyes follow

and stare, like fish waiting to be fed, their ganglia fanning out behind them as they move like the tails of bettas.

**Treasure:** Sitting on a shelf behind one of the heads (Perception DC 12) is a small cloth bag containing valuables stripped from some of the bodies. It contains 12 gp, 22 sp, six gold teeth (worth 1 gp each), a jade earring (worth 25 gp), and a copper and onyx bracelet worth 50 gp).

**Connections:** This room connects to rooms 3, 5, and 6 via a hallway to the west.

### ROOM 8 - THE HEADLESS FOOTMEN (EL 4)

*This large room is cluttered with statuary, mostly humanoid figures in various poses. Many of the statues are damaged, missing heads or limbs. Eye-studded bone columns can be seen standing amidst the gallery. The vaulted ceiling, fifteen feet overhead, shows the peeling remains of a fresco, its contents now unrecognizable.*

For reasons now forgotten, Illquis has collected these statues from various portions of the level and elsewhere, depositing them in this area. None are of great value, especially considering their size, weight, and the damaged state of most of them. Non-flying creatures gain partial cover from the statues against any attacks from opponents more than five feet away. Five ocular columns are scattered throughout the room.

**Creatures:** Mixed in among the statues are nine headless zombies. The zombies attack any creatures that enter the room, and will pursue them until destroyed.

#### HEADLESS ZOMBIE (9)

CR 1/3—XP 135

hp 13 (See Inhabitants of the Clairvoyant Halls)

**Connections:** This room connects to room 1 to the north, rooms 6 and 12 via hallways to the west, room 9 to the east, and room 19 to the south.

### ROOM 9 - ILLUSORY OBSTACLE COURSE (EL 3)

*This long room of roughly carved stone is empty save for a number of wooden rods projecting from the walls, floor and ceiling. A single pillar built of skulls and bone and covered in eyes stands just to the left of the doorway.*

A single ocular column is present here. This room was used by Illquis to test the awareness and maneuverability of her beheaded, before she was inspired to remove their eyes to create the isitoqs. Now she tends to forget its existence. The ceiling is 12 feet high. One round after at least one creature enters the room, a series of illusions begin, creating various threats—attacking creatures, gouts of flame, and other hazards—that conceal the mechanical traps in the room. A creature interacting with the illusions must succeed at a DC 17 Will save or be so distracted by the illusory threats that it is considered flat-footed against the trap, as the rods in the walls, floor, and ceiling thrust out of their holes into the room, withdraw, and come flying forth once more.

## STABBING STAVES CR 2 — XP 600

The staves extend rapidly out of their holes, striking anything in the room, before withdrawing and snapping out again. There are enough of them that they can strike at creatures anywhere in the room. While the trap is in effect any creature that ends its turn inside the room is subject to the effects of the trap.

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

### EFFECTS

**Trigger** location; **Reset** automatic reset, 1 hour

**Effect** Atk +10 melee (1d6+6 bludgeoning); Duration 2 minutes **Bypass** Hidden switch, DC 25 Perception (Pressing a false eye in the ocular column ends the illusions and deactivates the trap.)

**Connections:** This room connects to room 8 to the west.

## ROOM 10 - THE BUTCHERY (EL 2)

*A chanel smell pervades this room, thinly overlaid with the astringent smell of vinegar. Four stone tables sit in a square in the center of the room. On each table lies a decapitated humanoid corpse. A wheeled wooden table sitting against the north wall holds another corpse, with its head still attached. A small wheelbarrow, lined with bloody burlap, sits against the wall near the south door. A table against the west wall holds a number of jars, bottles, bins, and assorted lab equipment, while a pegboard mounted to the wall above holds saws, knives, and other assorted tools and instruments. A single lit torch sits in a sconce to the right of the pegboard.*

All the doors to this room are strong wooden doors with average locks, and are arcane locked as well (DC 35 to break or Disable Device). Illquis uses this room to prepare and animate her headless zombies. The heads are loaded up and carried to room 16.

**Creatures:** The decapitated bodies on the tables are headless zombies. They rise to attack anyone who enters the room, other than Illquis or other undead.

## HEADLESS ZOMBIE (4) CR 1/3—XP 135

**hp** 13 (See Inhabitants of the Clairvoyant Halls)

**Treasure:** The collected equipment on the west table functions as an alchemist's lab, and a wooden box on the same table holds 500 gp worth of black onyx stones. The sconce on the west wall holds an everburning torch.

**Connections:** This room connects to room 5 to the north, room 11 to the east, and room 16 to the south.

## ROOM 11 - VIRULENT GARDEN (EL 3)

*This room is ripe with the smell of decay and the air is hazy. Mounds of fungus fill most of the room. Here and there, piles of body parts and other waste can be seen, as yet untouched by the fungus. Mold and mushroom growths are rampant. A winding*

*path connects the north door to the southeast corner of the room. The path is clear, but wet with the noxious fluids leaking from the fungus-covered piles to either side.*

The path through the room is wet and slippery, adding 5 to the DC of all Acrobatics checks. The rest of the room is considered difficult terrain.

**Creature:** Within the thick fungal growth of the room, just west of the path near the midpoint of the room, sits a violet fungus. It has total concealment from those entering and moving through the room from the west or south, hidden by a mound of mulch and fungus. Those entering from the north can spot it with a successful DC 15 Perception check. The violet fungus attacks any living creatures that come within reach. If creatures remain in the room for more than a few moments (to search through the fungus and refuse, for example) then it moves to attack them as well.

## VIOLET FUNGUS

CR 3—XP 800

**hp** 30 (Pathfinder Roleplaying Game Bestiary)

Knowledge (nature) DC 13 for facts about violet fungus

**Connections:** This room connects to room 10 to the west, room 17 to the south, and room 6 to the north.

## ROOM 12 - THE TESSERACT FOUNTAIN

*Six stone benches sit in two columns facing away from the door, with a walkway open between them. At the end of this path sits a stone font. A forked metal rod extends up out of the center of its bowl. The two prongs of the fork hold a construct of silvery wire, forming a cube within a cube. Water spills down a chute set high in the wall, dividing into four channels before spilling down onto the wire construct, causing it to spin and turn as the water falls musically into the font's bowl.*

No door blocks entry to this room, only an open archway exits the short offshoot of the hallway to allow access to the room. This magical fountain was an early experiment in harnessing the latent temporal powers of the Black Star. Its purpose has been long since forgotten by this incarnation of Illquis, who occasionally studies it in idle curiosity, but usually ignores its existence in favor of her necromantic pursuits.

If a character drinks from the font, the magic of the water will immediately negate any negative effect of temporal fluctuation currently suffered. If the drinker is not suffering a negative temporal fluctuation effect, then the water provides the drinker with minor prescience. The next attack roll or skill check made by that character receives a +2 insight bonus. This latter effect fades over the next 24 hours if not used. A creature can only benefit from the effects of the font once in a 24 hour period.



## Infinite Dungeon: The Halls of the Eternal Moment - Level 3: The Clairvoyant Halls

**Connections:** This room connects to a hallway that runs to room 6 to the west and room 8 to the east.

### ROOM 13 - WATERLOGGED RUIN (EL 4)

*The walls here glisten as water runs from myriad cracks to slowly drain into other fractures on the floor and pool around piles of rubble that have dropped from the partially collapsed ceiling.*

Time, stress, and subterranean water have weakened this room to a point of partial collapse. The room's prior purpose or contents are beyond knowing, as anything that isn't stone has been scoured from the room by its current occupant. In fact, a DC 15 Perception or Survival check can be made to perceive that despite the dampness here, there is nothing organic present, not even fungus.

**Creature:** A gray ooze made its way here through the cracks. It subsists on vermin and any undead that wander its way, and readily attacks anyone that intrudes in the chamber.

#### GRAY OOZE

CR 4—XP 1,200

hp 50 (Pathfinder Roleplaying Game Bestiary)

Knowledge (dungeoneering) DC 14 check for facts about gray oozes

**Connections:** This room connects to intersecting hallways to the west that lead to rooms 8, 15, and 19.

### ROOM 14 - THE CURIOSITY ROOM OF ILLQUIS

This door to this room is locked and arcane locked (break DC 33, Disable Device DC 35).

*Shelves on the walls and tables running the width of the room display a variety of strange and unusual items. There are no shelves on the east wall, only a leather wall hanging which moves despite there being no discernable air current. A constant clattering comes from the shelves somewhere in the northwest corner. A single bone column of eyes stands in the southwest corner.*

This room contains numerous items that Illquis has collected or created over the years. Some appear completely mundane, their appeal obvious only to Illquis herself, while others provide a disturbing insight into the derro and her interests. Among the curiosities in the room can be found the following.

The source of the rattling is a glass jar containing several small bones, including teeth, two sets of ear bones (malleus, incus, and stapes) as well as carpals from hands and phalanges from fingers and toes. The bones jump and move of their own accord, striking one another and the sides of the jar. These "jumping bones" will continue to move of their own accord if removed from the jar.

The animated exoskeleton of a wolf spider, which crawls around under a bell jar, legs sliding along the glass as it constantly roams its little prison. If released, it crawls away. The animated wolf spider "skeleton" is harmless, and is destroyed if it takes 1 hp of damage.

A rosewood music box carved with images of birds that, when opened, plays a haunting elven melody. The music box is worth 300 gp.

The mummified body of humanoid form, green-skinned, less than a foot tall, with dragonfly-like wings (an atomie) is affixed to a wooden board with cold iron pins.

A set of masterwork embalming tools worth 55 gp.

A half dozen canopic jars fashioned of chalcedony and adorned with gold leaf, worth 50 gp each, or 800 gp as a matched set to a collector willing to buy them.

A red, fist-sized stone that looks very much like a humanoid heart. If squeezed, it produces a fluid that resembles (but is not) blood. The stone radiates faint transmutation magic, but otherwise has no discernable function aside from this effect.

Hanging on the east wall of the room is a tapestry made of the tanned skin of humanoid faces. The faces are animate and go through random motions—grimaces, smiles, screams, yawns—causing the whole tapestry to ripple and move.

**Connections:** This room connects to Room 17.

### ROOM 15 - THE EYES HAVE IT (EL 2)

This door to this room is locked and arcane locked (break DC 33, Disable Device DC 35).

*A strange green glow lights the southern portion of this T-shaped room. The light comes from a large gem sitting in an iron fixture atop a pedestal. A trio of bloodshot eyes, flying aloft on bloody wings, weave an aerial dance around the glowing jewel. The tears wept by these unblinking eyes make a soft pattering upon the stone floor as they flap about.*

Illquis created the gaze of final death as a way to pacify groups of undead too large for her to control. She keeps it here, fetching it when heading to room 19 to gather undead minions to do her bidding.

**Creatures:** A trio of isitoq fly around the gem, enjoying the play of light it emits. They attack if the gem is removed from its stand or if attacked themselves.

#### ISITQ (3)

CR 1/2—XP 200

hp 9 (See Inhabitants of the Clairvoyant Halls)

**Treasure:** The gaze of final death is a creation of Illquis, crafted during a period where her temporal displacement had lessened and given her more memory of her necromantic prowess.

#### GAZE OF FINAL DEATH

**Aura** faint evocation and necromancy; **CL** 1st  
**Slot** none; **Price** 1,600 gp

## Infinite Dungeon: The Halls of the Eternal Moment - Level 3: The Clairvoyant Halls

### DESCRIPTION

This blue topaz gives off a shimmering radiance, providing illumination equal to a torch. Once per day, its owner can cause the gem's light to instill a longing for an end of existence in undead. Intelligent undead must succeed at a Will save (DC 13) or be fascinated. The effect prevents mindless undead from attacking the owner unless they first succeed at a Will save, as if she were under the effects of sanctuary. This effect has a duration of 1 minute.

### CONSTRUCTION

**Requirements** Craft Wondrous Item, Command Undead or Turn Undead, *continual flame*; Cost 800 gp

**Connections:** This room connects to the western hallway of a four way intersection that leads to Room 8 to the north, Room 13 to the east, and Room 19 to the south.

### ROOM 16 - MYRIAD HEADACHES (EL 4)

*A dozen, freshly decapitated, eyeless heads sit impaled on the iron spikes of a rack in the room's center. A table of tools stands to the west of the rack. Next to the table is a wheeled cart that holds a large glass jar filled with a clear liquid. Immersed in the jar are a dozen eyes and their attached ganglia. The western wall contains a shelf of books, with another eye-studded bone column on the floor nearby. A portion of the east side of the room is partitioned off by a large curtain hung from sliding hooks on the ceiling.*

In this lab, Illquis removes the eyes from heads taken off the bodies in the Butchery (Room 10), then animates the heads as blind beheaded. The eyes go into cold storage (Room 7) or are taken directly to Room 20 to be animated as isitok.

**Creatures:** While the mounted heads are gruesome, Illquis has not yet animated them. However, nine blind beheaded float silently behind the curtain to the east, and fly out to attack if the curtain is drawn back. One of them is a screaming beheaded, which will start combat with its scream before moving to attack with the others.

#### BLIND BEHEADED (8) CR 1/3—XP 135

**hp** 4 (See Inhabitants of the Clairvoyant Halls, Pathfinder Roleplaying Game Bestiary 4)

#### SCREAMING BLIND BEHEADED (1) CR 1/3—XP 135

**Screaming (Su):** This type of beheaded can scream out once every 1d4 rounds. Every creature within 30 feet must succeed at a Will save (DC 11) or be shaken for 1d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, any creature in the area can't be affected by the beheaded's scream for 24 hours.

**Note:** When facing creatures that are not alive (such as constructs and undead,) blind beheaded are considered blind

and such opponents have total concealment against their attacks.

**Treasure:** A jar on the work table holds 600 gp worth of black onyx stones. One of the blind beheaded's mouths is sewn shut with leather cords. If cut open and searched, a single gold piece can be found in its mouth.

**Connections:** This room connects to Room 10 to the north and Room 20 to the south.

### ROOM 17 - SEGMENTED SENTRIES (EL 2)

*The partially collapsed, rotting remnants of a large table occupy the center of this room. Many chairs, most broken and decaying, are scattered around it. A pair of grisly, eyeless corpses stand at attention to either side of the easternmost door on the northern side of the room.*

The original purpose of this room has long since been lost to time. Aside from the remnants of the furniture, nothing remains to provide any clue as to its former function.

**Creatures:** The two corpses are actually four undead guards. Two blind beheaded sit atop a pair of headless zombies. If anyone enters the room, the blind beheaded fly off to attack, the headless zombies shuffling along behind them.

#### BLIND BEHEADED (2) CR 1/3—XP 135

**hp** 4 (See Inhabitants of the Clairvoyant Halls)

#### HEADLESS ZOMBIES (2) CR 1/3—XP 135

**hp** 13 (See Inhabitants of the Clairvoyant Halls)

**Connections:** This room connects to Rooms 11 and 14 to the north, and Room 18 to the east.

### ROOM 18 - HAIR-RAISING SCREAMERS (EL 4)

*The walls and ceiling of this room are festooned with braids, ropes and nets, all clumsily woven from what appears to be humanoid hair. The room's two doors are decorated with wreaths crafted of the same material.*

The contents of this room are the result of one of Illquis' occasional obsessions. The various weavings and braidings are a recurring compulsion of the derro's, and the end results are displayed here. This includes the room's inhabitants, a trio of blind beheaded whose long hair is woven into thick, bedraggled braids.

**Creatures:** Three grabbing, screaming, blind beheaded drift aimlessly about the room. They attack any living creatures they detect.

#### GRABBING SCREAMING BLIND BEHEADED (3) CR 1—XP 400

**hp** 4 (see Inhabitants of the Clairvoyant Halls, Pathfinder Roleplaying Game Bestiary 4)



**Grabbing (Ex):** This type of beheaded has long tendrils of ragged hair. Its slam attack gains the grab (Medium) special ability.

**Screaming (Su):** This type of beheaded can scream out once every 1d4 rounds. Every creature within 30 feet must succeed at a Will save (DC 11) or be shaken for 1d4 rounds.

This is a sonic mind-affecting fear effect. Whether or not the save is successful, any creature in the area can't be affected by the beheaded's scream for 24 hours.

**Note:** When facing creatures that are not alive (such as constructs and undead,) blind beheaded are considered blind and such opponents have total concealment against their attacks.

## ROOM 19 - NIGHTMARES ON PARADE (EL 4)

*This large hall's vaulted ceiling is supported by two rows of pillars that run down the length of either side of the room. Seven marble sarcophagi sit on a raised dais that runs down the middle of the room between the pillars. The echoes of shuffling feet carry through the chamber.*

This room was once used as a crypt for notable members of the Halls of the Eternal Moment. The sarcophagi hold only crumbling bones, having been looted long ago. Illquis tends to leave undead here for use later, giving them standing orders to travel the perimeter of the room. The undead then shamble or fly in circles until she comes for them again.

**Creatures:** Currently, there are four headless zombies, three blind beheaded, and a pair of isitoqs making laps around the room. They attack if anyone other than Illquis or other undead enter the room, or if attacked from outside the room itself.

### BLIND BEHEADED (3) CR 1/3—XP 135

hp 4 (see Inhabitants of the Clairvoyant Halls)

### HEADLESS ZOMBIES (4) CR 1/3—XP 135

hp 13 (See Inhabitants of the Clairvoyant Halls)

### ISITQ (2) CR 1/2—XP 200

hp 9 (See Inhabitants of the Clairvoyant Halls)

**Connections:** This room connects to Room 18 to the west, and to Rooms 8, 13, and 15 via the corridors outside the north exit.

## ROOM 20 - VISIONS OF MADNESS

*Several long tables take up most of this room. Upon the tables are several large, deep trays, as well as surgical instruments, glassware, jars, and other containers. One table is covered with skulls, both whole and in parts, as well as pots, brushes, and a tall glass jar filled with eyes. A stack of books sits on a shelf on the west wall. A pungent, briny smell, with a faint hint of rot, pervades the area.*

In this laboratory, Illquis creates her isitoq minions as well as the ocular columns that pervade the level. The trays on the table are filled with brine and one has several eyes and their attached ganglia float in it. Many of the containers contain herbs and preservatives. The table for ocular column construction is covered with broken pieces of skull as well as a few intact skulls. The pots contain glue. The jar holds eyes preserved in brine. Under the table is a bin filled with severed ganglia, removed from the eyes that Illquis uses for the ocular columns.

**Treasure:** The books are a collection of anatomical texts and surgical treatises. A healer or student of the necromantic arts would buy these books for 200 gp.

**Connections:** This room connects to Room 16 to the north, and Room 21 to the east.

## ROOM 21 - CHURNING CHARNEL PIT (EL 3)

*The sunken floor of this low-ceilinged room is covered in decomposing body parts. They seem to move from time to time, whether of their own volition, or because of something in or under them, is unclear.*

### CHURNING CHARNEL PIT HAZARD CR 3 — XP 600

Any cast-offs or ruined necromantic experiments are brought here from the laboratories and tossed into the big pit that covers the expanse of the room. What appears to be a floor three feet below the entrance of the room is actually the surface of a pile of slowly decomposing bodies and body parts that fills this 10 foot deep pit to a depth of 7 feet. The lingering necromantic energies have given the contents of the charnel pit limited animation, though nothing here is truly undead. If anything living attempts to cross the room on foot, the contents of the pit writhe, twitch, and clutch. The contents of the pit are considered difficult terrain when moving across their surface.

Any creature within the area of the room and in contact with the charnel pit must succeed at a Reflex save each round or gain the entangled condition and take 4d4 points of damage as the corpses and body parts flail, clutch, and bite. An entangled creature can break free by succeeding at a DC 20 Strength check or Escape Artist skill check. If the check fails by 5 or more, the entangled creature is dragged down and sinks 5 feet into the charnel pit's contents. A sunken character can attempt to crawl back to the surface. A DC 15 Climb check is needed to make any progress (the entangled condition still applies for movement).

If a creature channels positive energy, all movement of the charnel pit's contents cease for 1 minute per damage die of the channeling in every 5 foot square within the channeling area. The surface of the pit remains difficult terrain.

If a creature channels negative energy, the contents of the pit become hyperactive. Damage increases to 6d4 and all DCs increase by 2 for a duration of 1 minute per damage die of the channeling in all squares within range.

**Connections:** This room connects to room 20 to the west, and room 22 to the east.

### ROOM 22 - THE SANCTUARY OF ILLQUIS (EL 6)

The door to this room is a strong wooden door (hardness 5, 20 hp) and locked (DC 25 break or Disable Device). The door on the east wall is also locked and barred from the inside. Illquis holds the keys.

*In the center of this room sits a bed heaped with a mound of blankets and furs. Along the north wall are a number of shelves covered in dusty tomes, stacks of papers, and rolled scrolls. Covering the south wall are a number of sheets of parchment, covered in scrawled equations, diagrams, and sketches of humanoid anatomy. Below these are long tables scattered with quills, inkwells, mounds of parchment, and jars of murky liquid with unidentified things floating in them.*

This is where Illquis resides when not pursuing her experiments in the laboratory. When not sleeping, she is reading journals written by her, or writing them, trying to piece together tantalizing clues of her former existence before the temporal fragmentation of her already cracked mind.

**Creature:** Unless encountered and defeated elsewhere on the level, Illquis (see Inhabitants of the Clairvoyant Halls) can be found here. She will fight any intruders to the death.

#### ILLQUIS OF THE THOUSAND EYES CR 6—XP 800

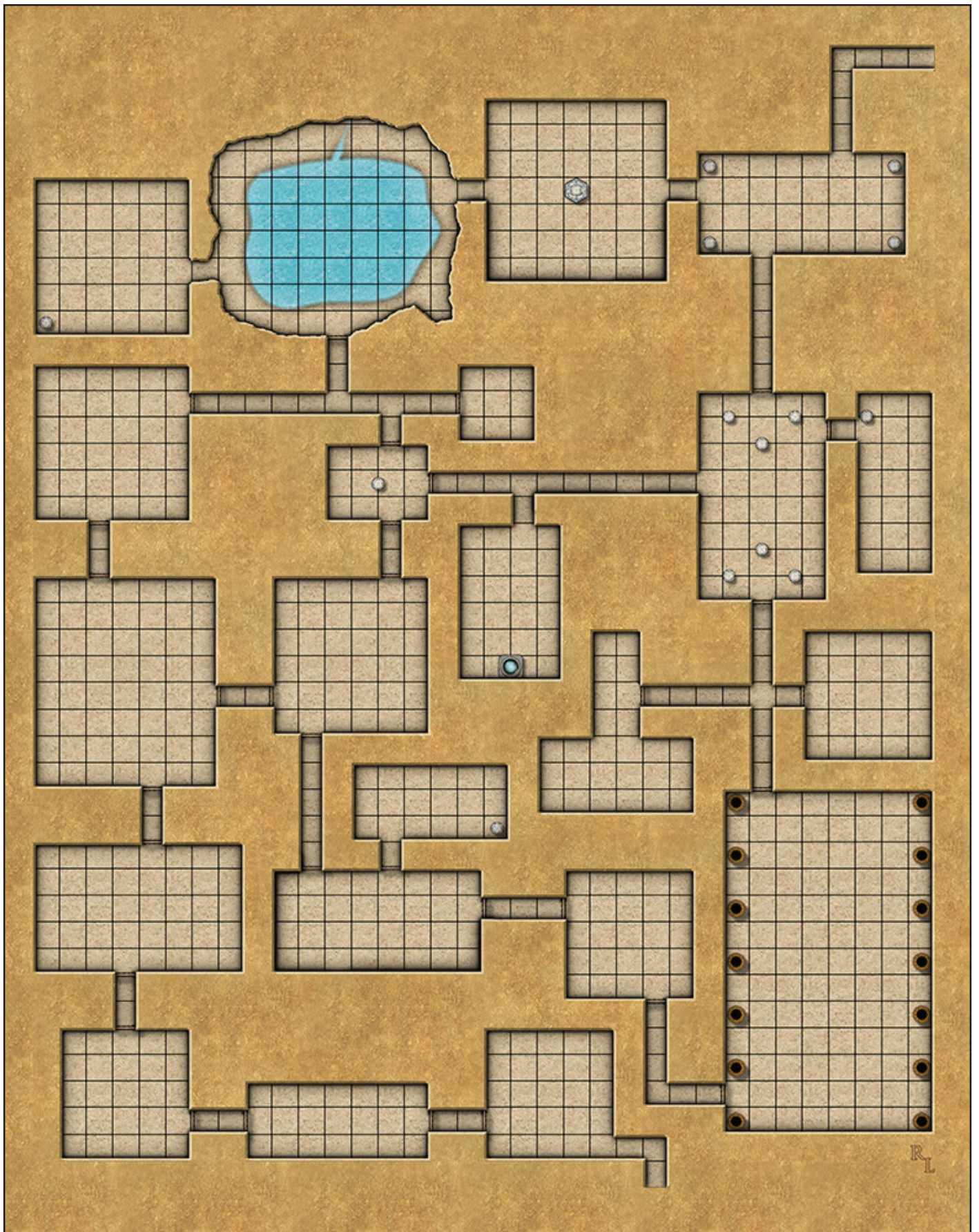
CE female derro necromancer 6  
hp 82

**Treasure:** All of Illquis' writings are in Aklo. Those that can read the language will still find much of the contents nearly indecipherable, however there are repeated references to a personage referred to only as "the Master" as well as references to "the star." This latter mention appears to be an item of great interest and value to both Illquis and the Master, though no concrete details as to what it is or does are present. There is enough cogent material to be found here that, if kept for reference, provide a +2 circumstance bonus on any Knowledge (arcana) checks made in regard to necromancy and any Knowledge (religion) checks made to identify the abilities and weaknesses of corporeal undead. A chest, locked with a good lock (DC 30), sits under the bed. Illquis carries the key. The chest contains 200 silver ingots worth 10 gp each, 16 gold ingots worth 100 gp each, and 1,000 gp worth of black onyx stones.

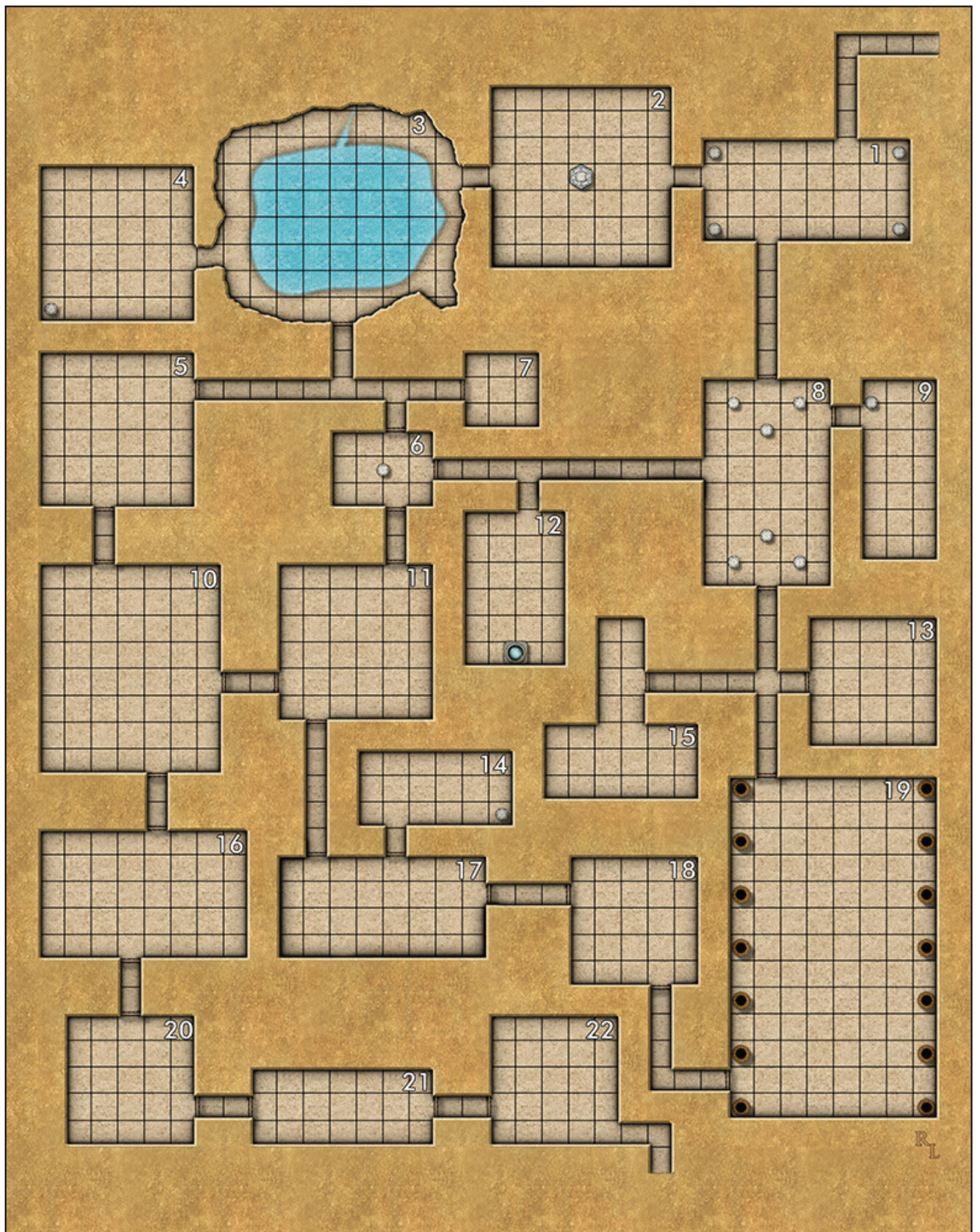
**Connections:** This room connects to room 21 to the west, and to room 1 of the 4th level.









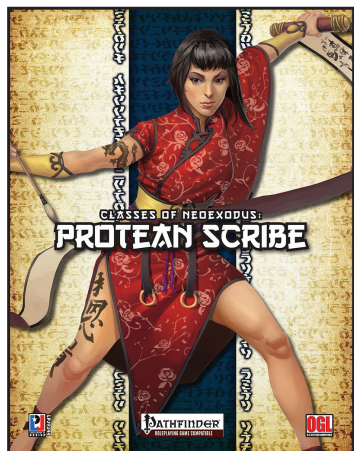
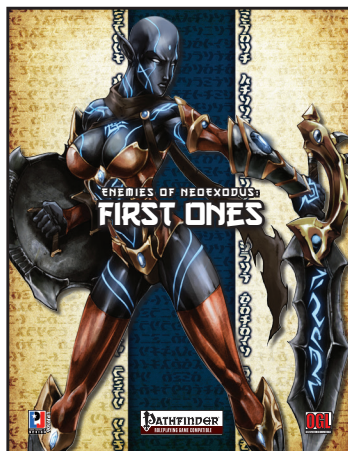
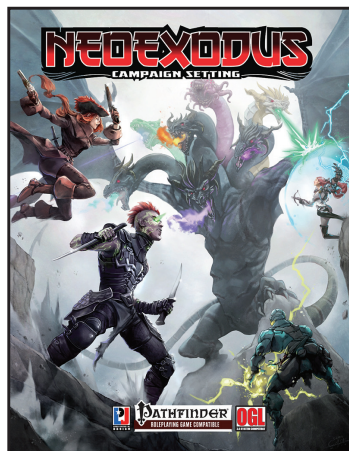




# NEOEXODUS

## CAMPAIGN SETTING

AVAILABLE NOW AT [RPGNOW.COM](http://RPGNOW.COM), [DRIVETHRURPG.COM](http://DRIVETHRURPG.COM) AND [PAIZO.COM](http://PAIZO.COM)



**THE WORLD OF EXODUS NEEDS HEROES...**

**DANGER COMES DAILY FOR PATHFINDER RPG FANS**

# THE HALLS OF THE ETERNAL MOMENT

COMING FEBRUARY 1ST: LEVEL 4 - THE CLOCKWORK CATASTROPHE

[PATREON.COM/LPJDESIGN](http://PATREON.COM/LPJDESIGN)