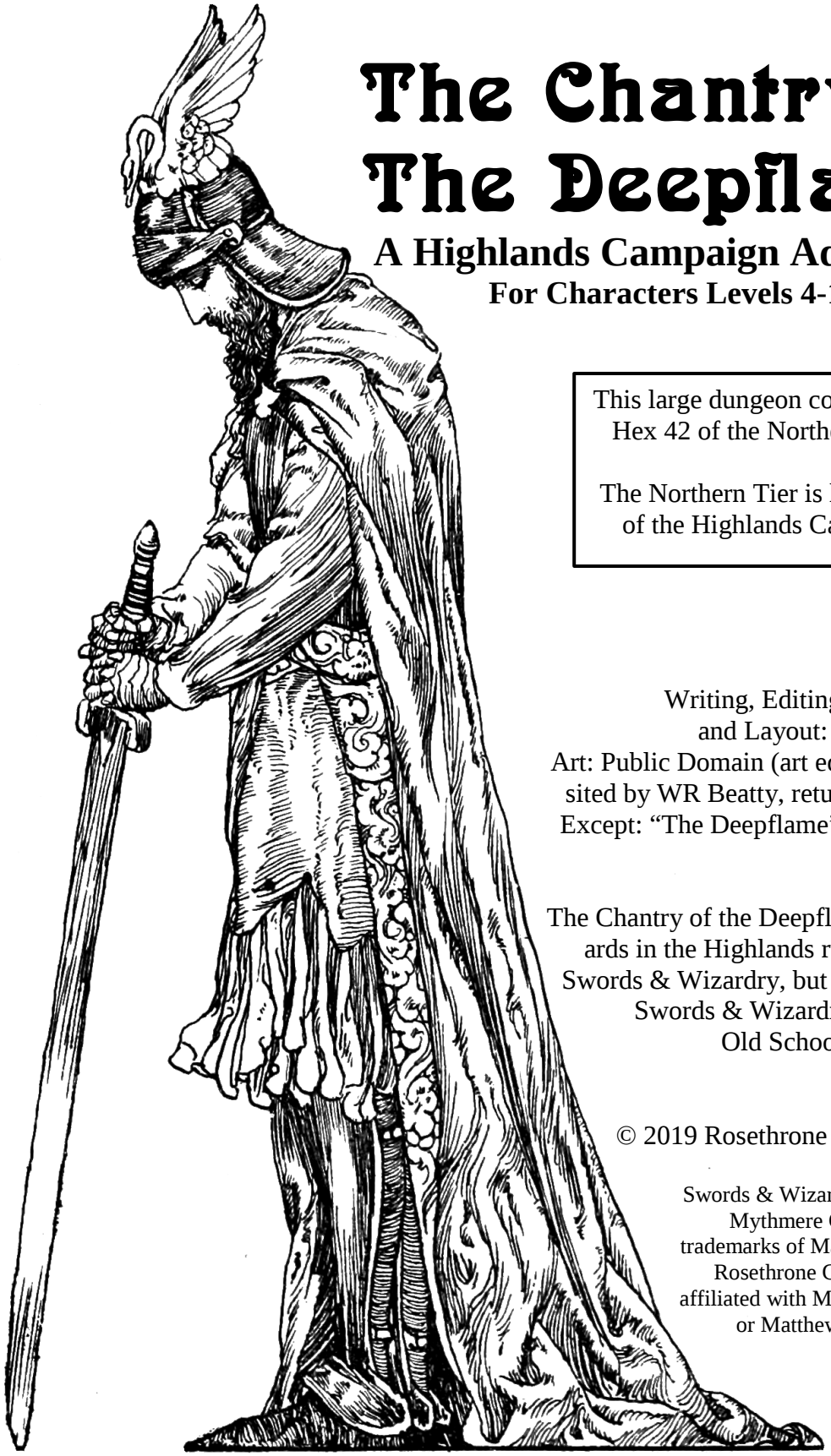
The Chantry of the Deepflame

High on a mountainside in the Northern Tier, the Chantry of the Deepflame was once a Dwarf temple and the source of a great deal of the wealth of the region. Rumors suggest that the Dwarves dug too deeply, they got too greedy, they, if the locals are to be believed, scratched the roof of the Outer Darkness and unleashed the very Spirit of the Darkness.

Plague struck, the Chantry was sealed, the temple forgotten for generations. Then the Goblins came. Immune to whatever plague had struck the Dwarves, the Goblins have reclaimed and rebuilt large sections of the ruins.



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The Chantry Of The Deepflame

A Highlands Campaign Adventure

For Characters Levels 4-10

This large dungeon complex is located in Hex 42 of the Norther Tier Hexcrawl.

The Northern Tier is located in Hex E-4 of the Highlands Campaign Setting.

Writing, Editing, Cartography and Layout: WR Beatty
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The Chantry of the Deepflame uses Swords & Wizards in the Highlands rules, a rules variant of Swords & Wizardry, but is fully compatible with Swords & Wizardry and most other Old School Games.

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The World of Daen Ral

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A Note From the Author

Ten years. Wow. It has taken a long time to get here, but it's finally done.

Back in the 2009 One Page Dungeon Contest Chigowiz's entry was called "The Chantry of the Earthflame." I found the name very evocative and the whole little dungeon had a great theme and feeling, especially considering the limitations of the OPD format (which are a feature and not a bug, I understand). I dropped The Chantry of the Earthflame into my own campaign (though no one has discovered it… yet).

Two years later I started working on what I thought would be a fairly small, focused project. I had read an article (blog post almost certainly) that talked about reading through the descriptions of monsters and finding that one detail that you had missed over the years: write an adventure around that. I had just re-read the description of the Barguist and immediately thought, "What if a Barguist is caught in the physical world and wants to get back to the Abyss? It looks like a Goblin. So… how would it leverage that?" And that set my "smallish" dungeon idea into motion.

The first draft I can find that I saved of "My Goblin Lair" is from June of 2011, but it's pretty fully formed already, and the map is a semi-complete version of Hall of the Militant Brethren so clearly work began a bit earlier. As I laid out the ideas for the rooms, I came to the large circular room with the winding staircase and decided that this would be a focal point for the dungeon. As I worked through the "history" of this place, I knew I wanted a kind of "fixed" artifact that could be a macguffin for an adventure or even a focal point for a whole campaign.

And I remembered that OPD from 2009 - the Earthflame - that's what the Dwarves would have created: something that draws on the power of the earth and maybe fire… But… not the Earthflame (at least not as described by Chigowiz). So, this became the Chantry of the Deepflame: a dwarven holy site that was abandoned because of a plague and taken over by, of course, Goblin-kin.

And so, over the past 8 years this project has grown in size and scope, spawning a regional hexcrawl, another handful of "Highlands Locations" and a whole host of NPCs, creatures and magical mysteries.



W.H. Auden paraphrased Paul Valéry, "Poetry is never finished, it is only abandoned."

I believe that is true of nearly all creative endeavors. There's always a temptation to make one more pass, to add one more thing, to edit out this or that, to clarify or obfuscate or… well, there's always the opportunity to "make it better."

But at some point, you draw a line (Valéry says, "weariness, satisfaction, the need to deliver, or death…") and that is the end. Enough. No more "inner transformations." Call it complete and move on to the next endeavor.

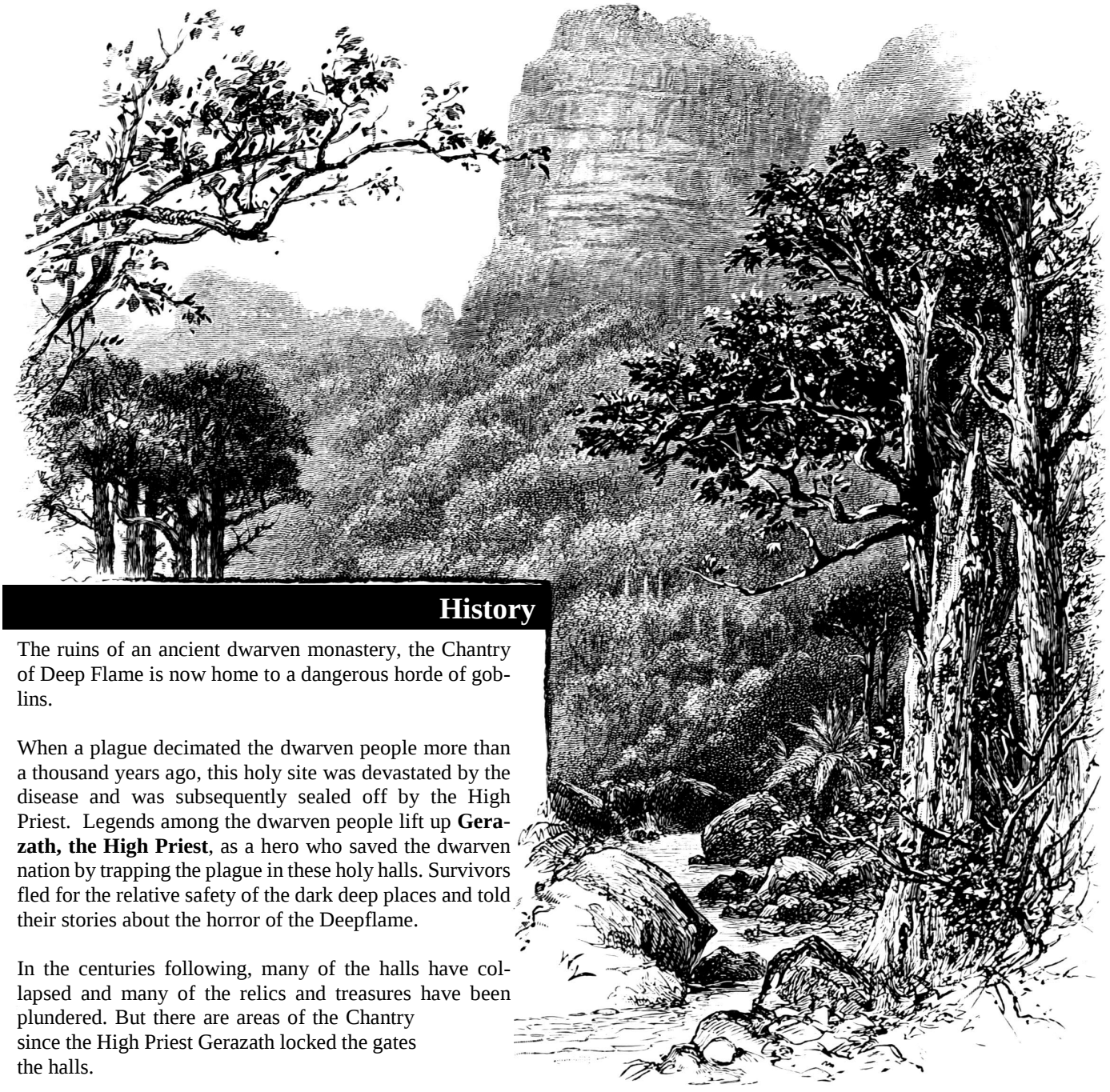
So it is with the Chantry of the Deepflame.

Some combination of satisfaction and the need to deliver has brought us to this point. The Chantry is ready for release… or, at least as ready as it will ever be.

I hope you enjoy using this.

WR Beatty

THE CHANTRY BACKGROUND



History

The ruins of an ancient dwarven monastery, the Chantry of Deep Flame is now home to a dangerous horde of goblins.

When a plague decimated the dwarven people more than a thousand years ago, this holy site was devastated by the disease and was subsequently sealed off by the High Priest. Legends among the dwarven people lift up **Gerazath, the High Priest**, as a hero who saved the dwarven nation by trapping the plague in these holy halls. Survivors fled for the relative safety of the dark deep places and told their stories about the horror of the Deepflame.

In the centuries following, many of the halls have collapsed and many of the relics and treasures have been plundered. But there are areas of the Chantry
since the High Priest Gerazath locked the gates
the halls.

Generations ago when a horde of **Goblins** moved into the region, they discovered the Chantry and immediately moved in. While exploring the rubble, the goblins discovered a path to the necropolis and the great temple. There the goblin king established his small kingdom and the goblins thrived preying on the occasional caravan and battling other goblin tribes and Fey creatures in the area.

The former Goblin King was wise enough to generally give the humans of the Rosewood Highlands area a wide berth, knowing that calling too much attention to his little kingdom could bring the wrath of the human leaders.

The Current Situation

Five weeks ago, a powerful goblin stranger (a **Barguist**) broke open the gates of the Chantry and single-handedly carved his way all the way to the Goblin King's throne room. The Barquist shrugged off attacks from the **guards**, the **War Wolves** and **Bugbears** who swarmed to protect their king and it marched into the throne room, murdered and devoured the goblin king. Sitting himself on the throne, the Barquist then demanded the fealty of the survivors, establishing himself as the **Goblin Godking**.

The goblin kingdom that was nearly 600 strong now stands at less than 200. Most of the **Bugbears** and **War Wolves** were killed in the barguist's assault, though some remain (out of fear, not out of loyalty).

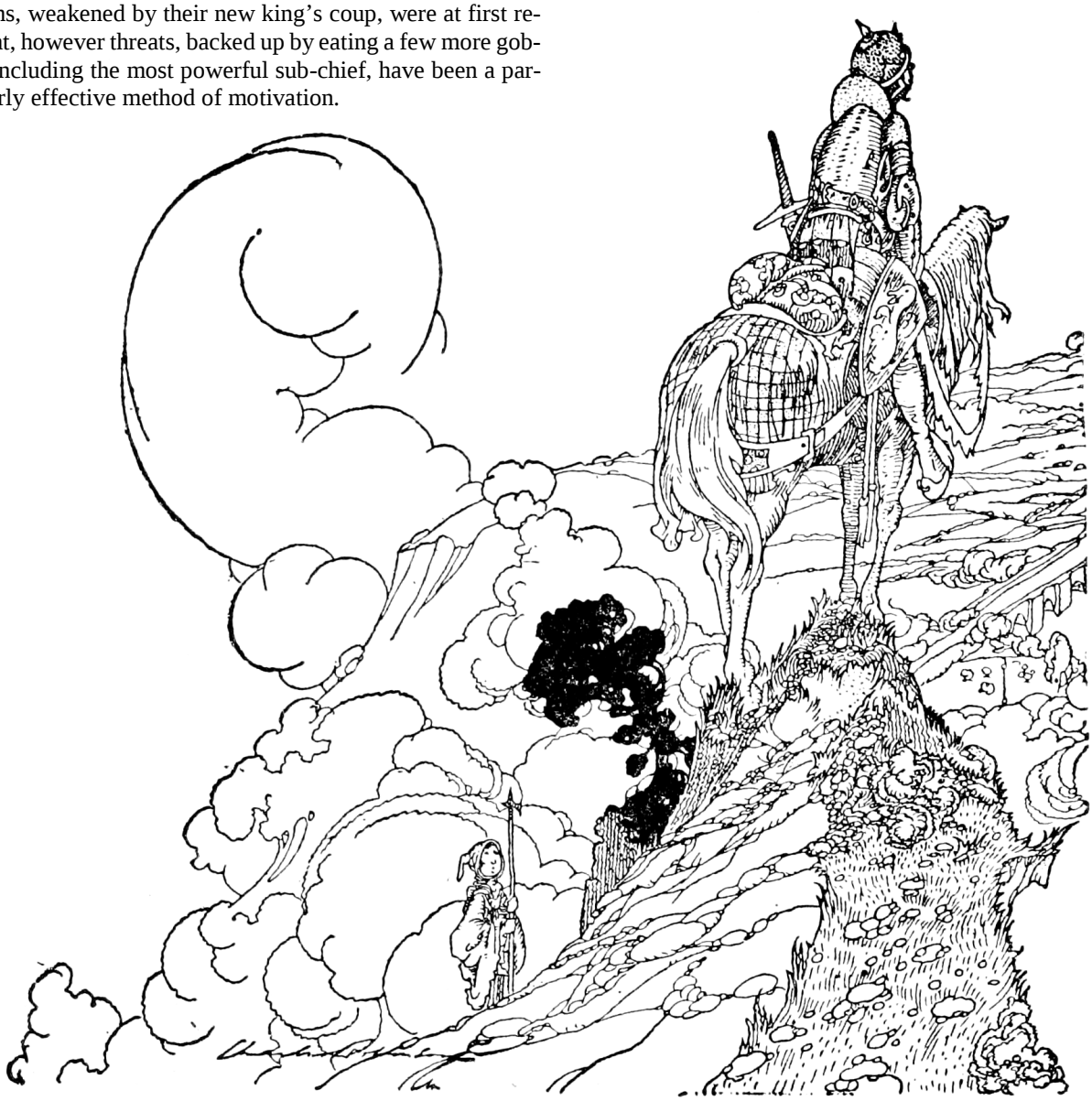
One of the new king's first decrees was that his subjects capture some powerful humans and sacrifice them to him. The goblins, weakened by their new king's coup, were at first reluctant, however threats, backed up by eating a few more goblins, including the most powerful sub-chief, have been a particularly effective method of motivation.

The goblins managed to capture a particularly confused wandering wizard named Parilar. The Barquist quickly devoured the mage and grew more powerful. He spit out a ring the mage had been wearing and, sensing it was magic, put it on one of his fingers.

Since, the new king has been acting more erratic. The **Ring of Parilar** was a **ring of suggestion (spell turning)**.

The tribal **shaman** has discovered that the new Godking is very susceptible to suggestion, which the shaman has been exploiting to his own benefit.

Several of the **sub-chiefs** have become discontent with the power that the Shaman has attained. The goblin lair is a powder keg of bitterness and resignation waiting for a spark to ignite it.



Getting the Party Involved

- **Rumors:**
  - "The Goblins got a jump on the baron's men a couple o' weeks ago. Took one of 'em up to that Dwarf Temple north o' the falls. He's a goner for sure."
  - "I hear tell that them Dwarfs dug too deep for their gold and they scraped the roof of hell and all manner of evil flooded out and killed 'em all. Serves 'em right, I say, for pokin' around places ain't fit for folk to be pokin' around. Still… the gold's probably still there…"
  - "Got a cousin who chased an elk up the river past Wisdom Falls. Said he came on this place where all the animals stood still as statues. About scared the life outta him. He turned tail and ran so fast he lost his shoes and just kept a-runnin'!"
  - "Look'ee, it's a Dwarf Pile, ain't it? There's gonna be gold all over the place. It's just Goblins. How bad can it be?"
  - "I hear tell that the King Under the Water is paying 100 gold a head for the Dwarf Ruin Goblins. 'Course not sure you can trust that Goblin lover, either, right?"
  - "Somewhere, deep under the ruins of the Dwarf Temple, is a giant wheel made of pure gold. It's enough to buy a kingdom I tell you."

Bestiary of the Rosewood Highlands:
Whether traditional or mythological creatures well-described elsewhere in numerous monstrous compiliations, or new creatures found only in the highlands, all creatures found herein (and in all the Highlands products) are fully described in the Living Document ***The Bestiary of the Rosewood Highlands***. When adventures and sourcebooks are completed, the creatures found in the adventure are added to the Bestiary – thus the Living Document.

A Note About Goblin-kin:
Goblins are a somewhat complicated race. They begin life as a growth – a tumor in the flesh of their parent-host goblin, dropping off after a time and crawling away to a dark place to grow. The stages of (potential) growth are: Whelp (Kobold), Goblin, Hobgoblin, Bugbear, Troll or Formorian Giant. The Bestiary will have more information about Goblin-kin but suffice it to say that all of these beings are closely related.

A Note About Undead:
All undead in the Rosewood Highlands drain ability scores, though most only temporarily. Skeletons, for example, drain 1 Strength point per successful hit while Zombies drain 1 Constitution point. The attribute loss lasts for 10 minutes per HD of the undead unless the creature's description says otherwise (for example, attributes drained by wights, wraiths and spectres are permanent unless magically healed).

- **Caravan Guards**
  A time-honored profession for those who seek adventure! The caravan is attacked by Goblins from the Chantry.

  The party might be tasked to:

  1. Retrieve the Gula Spice, a rare ground leaf from the Oasis of the Seven Nights (worth at least 6000 gp). Place in the Shaman's treasure trove in a wax sealed porcelain jar decorated with palm trees.
  2. Avenge the murder of the Caravan Master's son who was killed in the raid (reward: a small caravan way-house on a major trade route)
  3. Retrieve **Strings of Athan**, allegedly magical harp strings. They are in a crate filled with silk robes. Place the crate, smashed, in the chamber of the Offal Dweller.
  4. Free the slaves: some of the caravan drivers, guards and merchants were dragged off in chains – enslaved! Who could let such an injustice go unavenged?

- **A Plea for Help**
  The party is approached peacefully by:

  1. Birdmen who want to hire some "wingless valiant ones" to rid the mountain of their arch-nemesis, the Glitterwings who "live in the Crack in the World near the Stone Giant."

  2. A small group of distraught nobles. They introduce themselves as a retinue from the Duke of Newtown. A Goblin raiding party has kidnapped the Princess and they are unable to rescue her. If a few of the caravan's strong and able looking guards would be willing to recover her majesty, the reward would be... well, more than you can imagine...

     They are not truly nobles, but peasants who have mocked up some finery to try to convince a willing party to rescue a local girl (who is daughter, niece, cousin, etc. to these "nobles"). They have no money to actually pay for her rescue. The girl can be identified by three small beauty marks on her right cheek. The girl, who should be with the Slavemaster, will have no idea why her rescuers are calling her, "Your Majesty"...

  3. Solitary Goblin. He is very deferential and speaks in simple one- or two-word phrases. He will try to communicate a need for his Godking to be freed from a curse that the Shaman has placed on him. He knows where the best treasures are and will even offer to lead the party in one of the back doors and right to the Shaman, if they will only promise to help him...

- **A Good Offer:**
  Beodan*, the one-eyed, one-legged Dwarven Artificer, has been asking around for help in locating some ancient Dwarven artifacts. Namely, something called The Deepflame.

  He has very little information about the artifact but will pay handsomely (in the 20,000 gp range) for someone to bring it to him. He will pay considerably less, but still handsomely (say in the 6,000 gp range) for detailed information about the artifact. He even offers to supply some minor magical items, either for the party to keep or on loan.

  What Beodan knows:
  - The Dwarven artifact is in the Dwarf Temple Ruins (he will call it The Chantry)
  - The Deepflame is shaped like flames, somehow, and is made of stone (probably white stone, he believes)
  - The Deepflame is a powerful ward against evil, particularly undead
  - He believes it has powers against other types of evil like demons and fey creatures
  - He believes that the artifact can be used to heal, cure disease and even raise the dead
  - He knows that Goblins have overtaken the Chantry ruins and that there are many of the wicked creatures there
  - He knows the Chantry was abandoned centuries ago because of a plague that decimated the Dwarven people (he does not believe that it is currently dangerous for Dwarves)
  - He believes there are many paths into the Chantry but that all of them are dangerous
  - He believes the High King might pay for information about the Goblins, their defenses and their intentions
  - He believes that there is a 1 gp bounty per Goblin ear (right ear only, please), paid by either the local trade guild or the High King or the Clan leaders or the monks at St. Alboran's

- **Scouting (For Any Level Party):**
  NOTE: this is a way to introduce even a low-level party to the Chantry without forcing them to go inside and potentially face a mob of Goblins and their allies.

  Duke Aidaen Aftan* with four Kingsguards (all in disguise as merchants, though they aren't very good at pretending) approach the party surreptitiously with an offer: scout the old Dwarven Temple Ruins and bring back information about the defenses, entrances, etc.

  Rumor has it that the goblins who have taken over the mines and dungeons are becoming bold and attacking caravans and disrupting trade in the Northern Tier. The party is discouraged from engaging with the Goblins on a large scale.

  Aidaen's Offer:
  - Up to 100 gp each party member per entrance scouted, mapped and general defenses noted
  - Up to 100 gp each party member for the various approaches scouted mapped and general defenses noted
  - Up to 500 gp for the party if they bring back a leader alive for questioning (subject to getting useful information from said leader)
  - Up to 500 gp for the party if contacts with potential allies are made

  Negotiations:
  Aidaen is the High King's nephew and is working under his uncle's authority. He is arrogant and entitled, he looks down on those "beneath him" (including the warriors in his retinue). He will begin negotiations much lower than the maximums listed above and try to negotiate as much information for as little money as possible.

  (For higher level parties, the maximums could be raised perhaps ten-fold.)

  Despite his flaws, Aidaen is a brave and honorable man at heart and any slights toward his character will be met with an angry reaction.

  The Kingsguard will defend Aidaen to the death but speak sarcastically to and about him.



Random Encounters: Approaching the Chantry

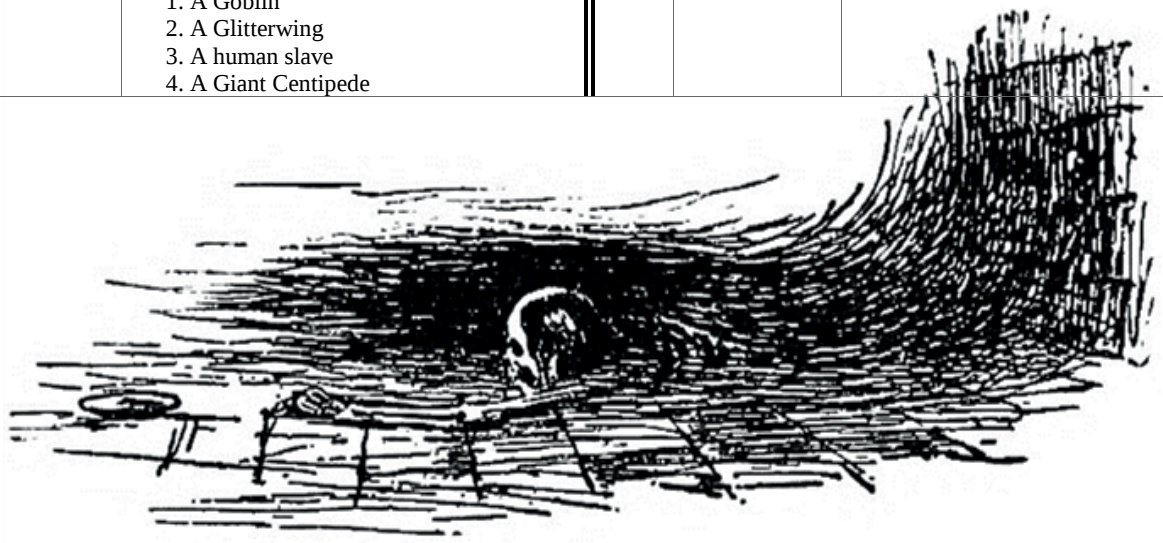
The Under Mountain Trail

Winding through a spur of the mountains, the Under Mountain trail is dark and dangerous. The Under Mountain Trail was an integral part of the defenses of the Chantry, being a disorienting place for non-Dwarves.

The Goblins have adapted the defenses for their own purposes and the Under Mountain Trail has, perhaps, become even more dangerous.

Under Mountain Trail (Area 1)

1d6	Encounter	Doing…
1	**1d6+6 Goblins**	1. Going out on patrol, careless, noisy 2. Coming back from patrol, wounded (1d2 hp each) 3. Searching for a lost: 1. Bag full of ears 2. Diamond (600 gp) 3. Friend 4. Prisoner 1. Runaway slave (1d4) 2. Renegade Troll 3. Dwarf Scout 4. Glitterwing 4. Escorting: 1. Longarm envoy of the Gnome King 2. Hobgoblin, envoy of another Goblin tribe 3. Four Ogres who want to hire on as mercenaries 4. An envoy from the Silver Queen
2	**6 Goblins and 1 Hobgoblin**	1. Going out on patrol, cautious, disciplined 2. Coming back from patrol, victorious (50 gp each) 3. Searching for: 1. Intruders 2. Hidden passages 3. Spies 4. Allies to fight against the Godking 4. Escorting: 1. A small dragon carcass (borne by slaves) 2. Cart full of supplies 3. Cart of slaves 4. Cart full of weapons
3	**Giant Greyback Spider (from 1.8)**	1. Hunting 2. Searching for a mate 3. Running from something 4. Chasing something 1. A Goblin 2. A Glitterwing 3. A human slave 4. A Giant Centipede
4	**1 Glitterwing (from 1.15)**	1. Scouting, trying to stay hidden 2. Looking for allies 3. Fleeing from something 4. Asleep in a dark crevice
5	**1d6 Giant Centipedes**	1. Nothing, they just fed and are lethargic 2. Starving, will attack anything alive 3. Swarming an unfortunate Goblin 4. Prepared to ambush (drop from ceiling)
6	**1d6 Rats (from 1. 11)**	1. Scouting for the Broker 2. Following a Hobgoblin's trail 3. Eating the flesh from a human arm 4. Watching intently



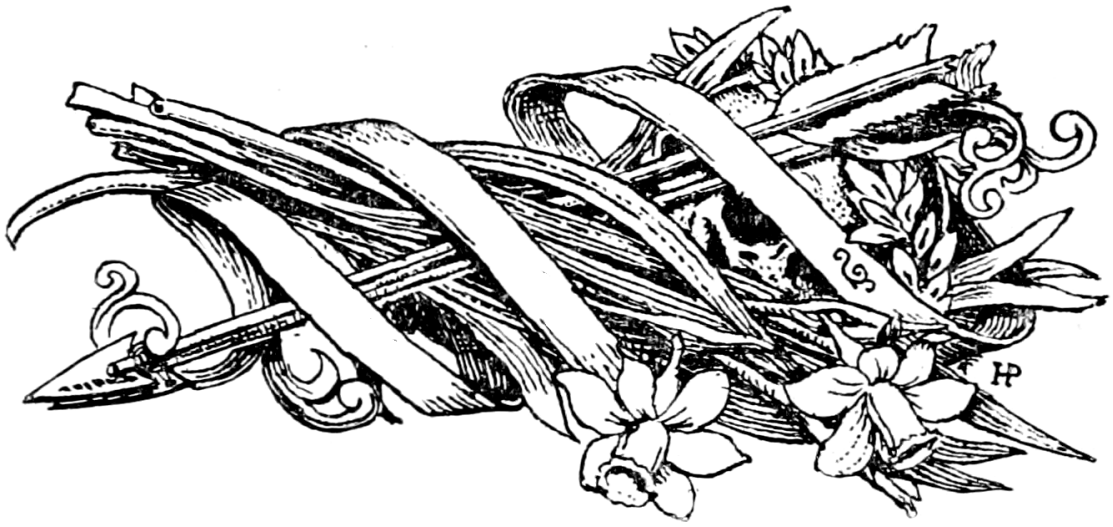
The Over Mountain Trail

The mountains here are wild and untamed, rough and broken ground, sometimes rising sheer for hundreds of feet, sometimes sloping gently.

Most of the slopes are tree and brush covered, providing almost complete cover when not on a trail or beside the river. No birds sing from the trees and few animals move through the brush, though insects buzz constantly.

Over Mountain Trail (Area 11)

1d6	Encounter	Doing…	1d6	Encounter	Doing…
1	**1d6 Goblins, faces painted with a blue handprint (Kuce's Raiders from 11e)**	1. Going out on patrol, careful, silent 2. Coming back from patrol, wounded (1d2 hp each) 3. Searching for a lost: 1. Bag full of knucklebones 2. Bejewelled dagger (500 gp) 3. Friend 4. Prisoner 1. Runaway slave (1d4) 2. Renegade Troll 3. Dwarf Scout 4. Glitterwing 4. Escorting: 1. Longarm envoy of the Gnome King 2. Hobgoblin, envoy of another Goblin tribe 3. Four Ogres who want to hire on as mercenaries 4. An envoy from the Silver Queen	**4**	**1 Birdman**	1. Scouting, trying to stay hidden 2. Looking for allies 3. Fleeing from something 4. Hunting
2	**1d6+6 Goblins, faces painted with a blue handprint (Kuce's Raiders from 11e)**	1. Going out on patrol, cautious, disciplined 2. Coming back from patrol, victorious (50 gp each) 3. Searching for: 1. Intruders 2. Secret Messages 3. Spies 4. Allies to fight against the Godking 4. Escorting: 1. A griffin carcass (borne by slaves) 2. Cart full of supplies 3. Cart of slaves 4. Cart full of weapons	**5**	**1 Dwarf (from 11g)**	1. Wounded by Goblins (dead bodies lay all around) 2. Scouting for the Elder Divine 3. Hunting and gathering 4. Tracking a Bugbear
3	**Griffin** (NOTE: there are 17 Griffins in the mountains apart from those nesting in the Beautiful Gate)	1. Hunting 2. Searching for a mate 3. Running from something 4. Chasing something 1. A Goblin 2. A Birdman 3. A human slave 4. Faerie Dragon	**6**	**1d6 Wolves**	1. Hunting 2. Resting (if more than 3, remainder are cubs) 3. Wounded, driven mad 4. Feasting on an elk carcass



Random Encounters: Approaching the Chantry

The River Trail

This path winds up the mountainside hugging close to the Blackwater River. It is clearly marked and easy to follow.

Grasses and small brush grow near the water's edge, but few trees grow here, and little cover would be provided for one trying to sneak into the Chantry via this approach.

River Trail (Area 12)

1d6	Encounter	Doing…
1	**1d6+6 Goblins**	1. Going out on patrol, watchful, hungry 2. Coming back from patrol, wounded (1d2 hp each) 3. Searching for a lost: 1. Bag full of ears 2. Diamond (600 gp) 3. Friend 4. Prisoner 1. Runaway slave (1d4) 2. Renegade Troll 3. Dwarf Scout 4. Glitterwing 4. Escorting: 1. Longarm envoy of the Gnome King 2. Hobgoblin, envoy of another Goblin tribe 3. Four Ogres who want to hire on as mercenaries 4. An envoy from the Silver Queen
2	**6 Goblins and 1 Hobgoblin**	1. Going out on patrol, cautious, disciplined 2. Coming back from patrol, victorious (50 gp each) 3. Searching for: 1. Intruders 2. Hidden passages 3. Spies 4. Allies to fight against the Godking 4. Escorting: 1. A small dragon carcass (borne by slaves) 2. Cart full of supplies 3. Cart of slaves 4. Cart full of weapons
3	**Giant Grey-back Spider (from 1.8)**	1. Hunting 2. Searching for a mate 3. Running from something 4. Chasing something 1. A Goblin 2. A Glitterwing 3. A human slave 4. A Giant Centipede
4	**1d6+6 Goblins**	1. Going out on patrol, watchful, hungry 2. Coming back from patrol, wounded (1d2 hp each) 3. Searching for a lost: 1. Bag full of ears 2. Diamond (600 gp) 3. Friend 4. Prisoner 1. Runaway slave (1d4) 2. Renegade Troll 3. Dwarf Scout 4. Glitterwing 4. Escorting: 1. Longarm envoy of the Gnome King 2. Hobgoblin, envoy of another Goblin tribe 3. Four Ogres who want to hire on as mercenaries 4. An envoy from the Silver Queen
5	**6 Goblins and 1 Hobgoblin**	1. Going out on patrol, cautious, disciplined 2. Coming back from patrol, victorious (50 gp each) 3. Searching for: 1. Intruders 2. Hidden passages 3. Spies 4. Allies to fight against the Godking 4. Escorting: 1. A small dragon carcass (borne by slaves) 2. Cart full of supplies 3. Cart of slaves 4. Cart full of weapons
6	**Giant Grey-back Spider (from 1.8)**	1. Hunting 2. Searching for a mate 3. Running from something 4. Chasing something 1. A Goblin 2. A Glitterwing 3. A human slave 4. A Giant Centipede



Mountain Encounters in the Northern Tier

The mountains of the Northern Tier are wild and dangerous.

General Mountain Encounters

1d12	Encounter	Doing…	1d12	Encounter	Doing…
1	**Goblin Raiding Party (1d8+6 goblin warriors)**	Scouting for the King Under the Water 1. They surrender immediately 2. They run away 3. They turn on each other 4. They fight to the death gaining +1 to hit (no morale checks needed)	**7**	**1d3 Firbolg**	1. Scouting the area for the Firbolg King 2. Searching for the Witch of the West Wind 3. Hunting Giant Beetles 4. Preparing to assault the Chantry
2	**3-30 Stirges**	1. Feeding on elk herd, ignore intruders 2. Hungry and hunting 3. Flapping helplessly on the ground 4. Tied together with heavy twine	**8**	**1-2 Behir**	5 hungry behir wander the mountains. If more than one is encountered, the behir will be encountered fighting each other. If uninterrupted, one will eventually kill the other and then turn on the party. This behir will have only 20-50% of hit points remaining (10%*1d4+1).
3	**1d10+10 Wolves**	1. Starving, very dangerous 2. Hungry, cautious but aggressive 3. On the move, generally ignore others 4. Chasing a herd of mountain goats	**9**	**1-3 Slicer Beetles**	12 of these fearsome giant insects roam the forest while a seemingly endless number live in the mountains. When encountered, there is a 30% chance the beetles will flee on sight, 40% chance they will stand their ground, 30% chance they will attack on sight. Inside each beetle are 1d10-6 gp from a previous meal.
4	**Goblin Raiding Party (1d6+5 goblin warriors)**	Deserters from the Chantry 1. They surrender and tell all they know 2. They try to run away 3. They turn on each other 4. They wait silently, standing stone still	**10**	**1-2 Cave Bears**	These aggressive creatures are seeking meat. Weak opponents will be attacked from multiple sides at once if two bears are encountered while an attack against a larger or obviously powerful opponent will be a frontal assault.
5	**3 Hill Giants**	They are wandering in the area, exploring, not conquering, they are rather cowardly and will not willingly fight to the death	**11**	**1 Spectre** – only one Spectre haunts the mountains, after defeating this creature, treat as no encounter	A single Spectre haunts this region. Always encountered at night, the Spectre wanders looking for his daughter. Children (or halflings) will cause the Spectre to flee. Any red-haired woman will be approached by the Spectre for an embrace (which is, in effect, an attack). If the embrace is not returned, the Spectre will fly into a rage and attack everyone accompanying the red head. If the party contains no red-haired women, use standard encounter reactions.
6	**2-8 Griffins** (there are 17 Griffins in the mountains aside from those nesting in the Beautiful Gate)	1. Hunting – they will try to swoop down and grab horses but nothing else 2. Hunting a Goblin patrol 3. Curious but not aggressive 4. Searching for a lost young Griffin	**12**	**2-4 Wights** (nighttime only, if during day treat as no encounter)	These wicked undead spirits haunt the region seeking to slay the living. If one or more are killed, the survivors will flee, then stalk the opponents (the next encounters will always be with the Wights until all are destroyed).



Special Rules

Cascade Effect

When making a roll where the outcome could be a cascading chain of events, make the roll. If it succeeds, the number rolled on the first roll is added to the second roll to see if it succeeds. If it does, the number rolled on the second roll is added to the third roll, and so on, until the roll fails.

Basically, when something happens, the number rolled on the die is added to the next roll to see if the effect happens again… and again… and again…

In the case of a saving throw, the cascade effect is that the number rolled is SUBTRACTED from the next roll…

Diminishing Dice

Occasionally the adventure will call for "diminishing dice." This means that for each prescribed length of time (round, turn, day, etc.) roll the indicated die.

If a 1 or 2 is rolled, the next time the die is rolled use the next smaller die. Continue until a 1 or 2 is rolled on a d4, ending the diminishing dice chain for that effect.

For example, a fire breaks out that does 1d8 points of damage per round, diminishing dice.

If the damage done is 3-8, the next round the GM again rolls a 1d8 for damage. In any round that the damage rolled is a 1 or a 2, the subsequent round's die becomes a 1d6. This continues until the GM rolls a 1 or a 2 on 1d4 for the last round of damage in the chain.

Person Hours of Work

Occasionally, the text will call out the fact that it takes x-person hours (or rounds, or turns) to accomplish a task. If four characters work four hours each, the total is 16-person hours of work.

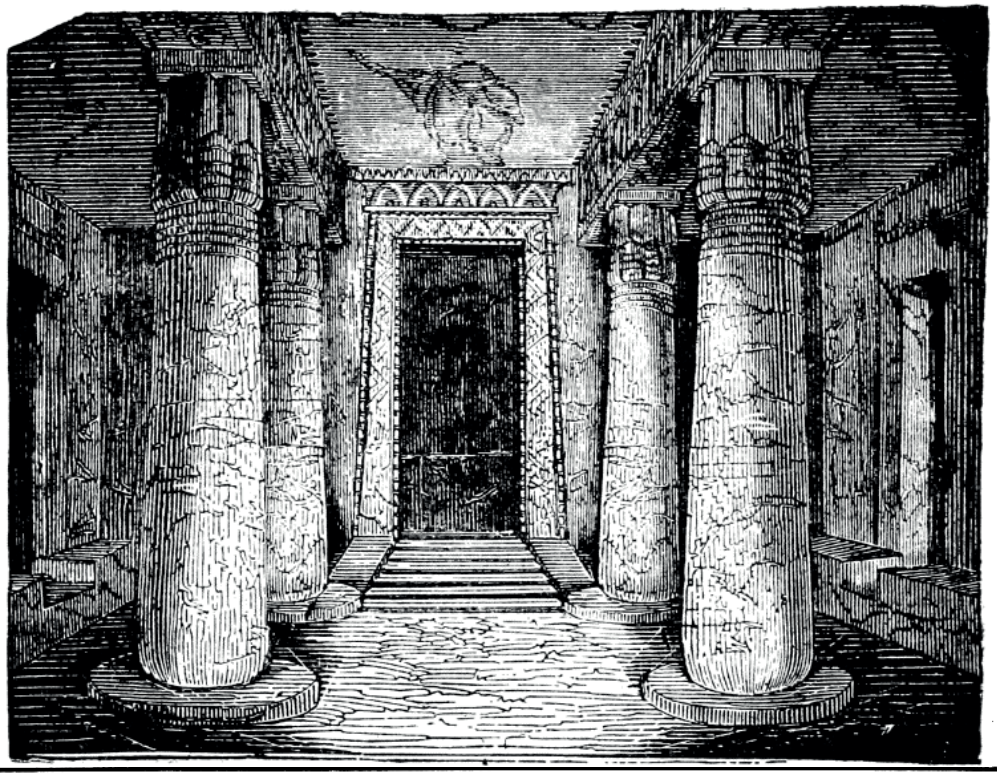
Random Tables

Perhaps not a "special rule" so much, but occasionally locations will include a random table for contents, effects, or other special circumstances and random tables are included for all manner of additional material from Goblin names to weird things going on.

- Most tables are pretty straightforward (roll d8 or d6 and consult next column). Some tables have multiple columns of contents. Either roll multiple dice (one for each column) or read the single rolled die across, as the GM prefers.
- Some tables are "nested" tables. That is, the rolled entry might require an addition die roll to determine what the exact nature of the item or event is.
- Finally, some tables use a random roll for both the column and the row. Such tables would have numbers across the side and the top. Roll one of each type of die and consult the grid.

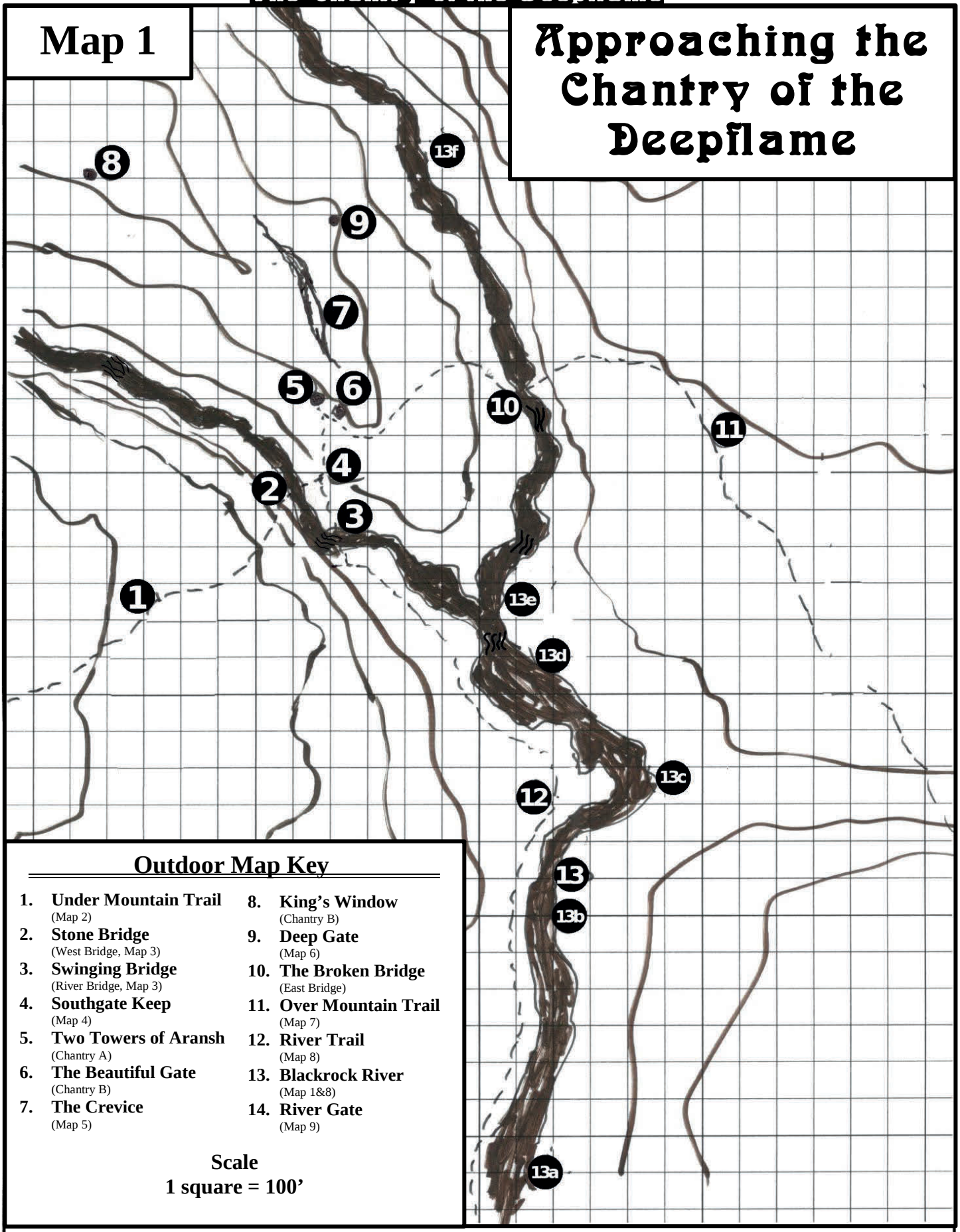
And, of course, the GM is free to just use the tables for inspiration – or even use all the entries on the table at once!

NOTE: Names marked with an Asterix (*) are more fully described in the Appendix: NPCs of the Chantry (page 195) and most magic items are fully described in the Appendix: New Items (page 179).



Map 1

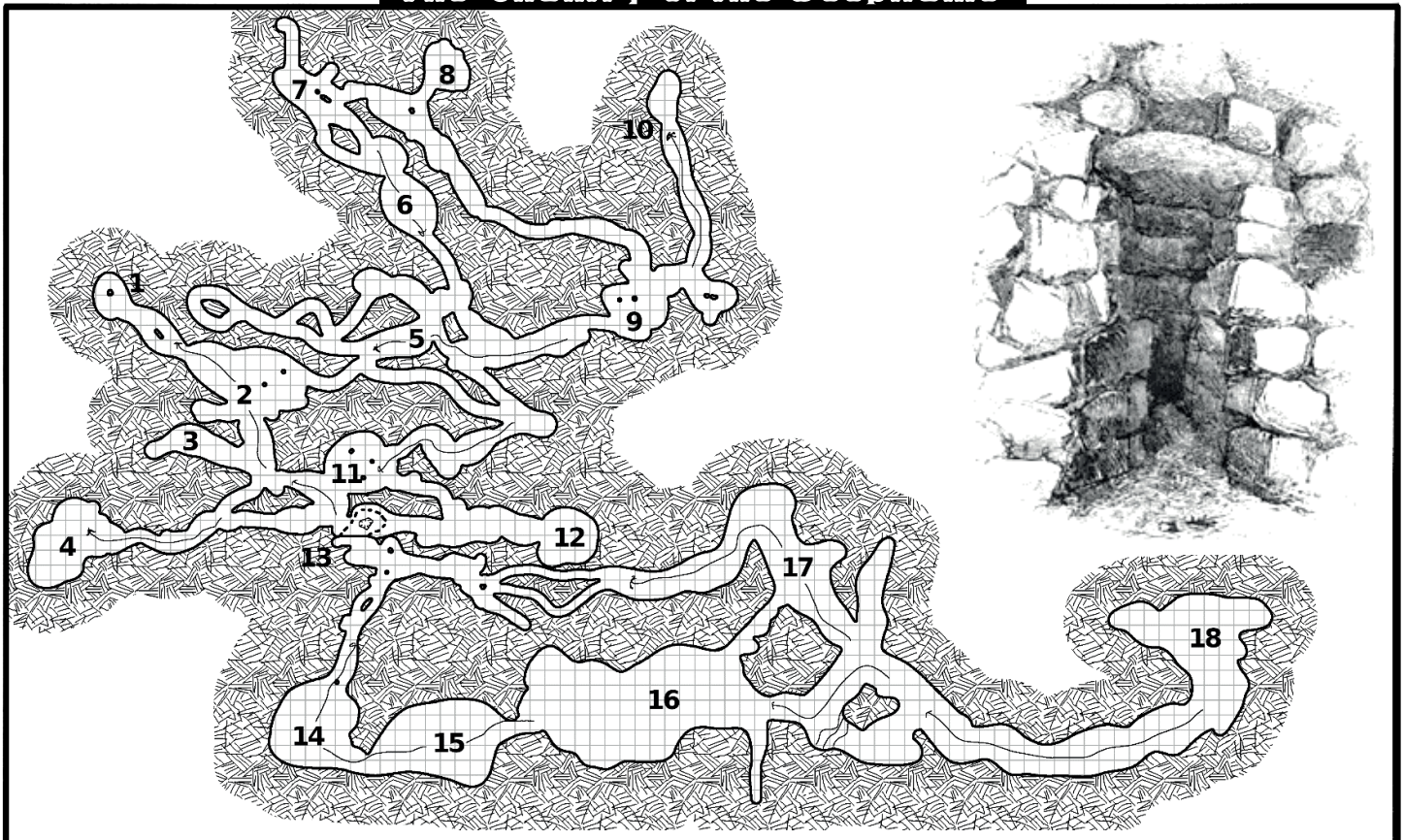
Approaching the Chantry of the Deepflame



Outdoor Map Key

1. **Under Mountain Trail** (Map 2)
2. **Stone Bridge** (West Bridge, Map 3)
3. **Swinging Bridge** (River Bridge, Map 3)
4. **Southgate Keep** (Map 4)
5. **Two Towers of Aransh** (Chantry A)
6. **The Beautiful Gate** (Chantry B)
7. **The Crevice** (Map 5)
8. **King's Window** (Chantry B)
9. **Deep Gate** (Map 6)
10. **The Broken Bridge** (East Bridge)
11. **Over Mountain Trail** (Map 7)
12. **River Trail** (Map 8)
13. **Blackrock River** (Map 1&8)
14. **River Gate** (Map 9)

Scale
1 square = 100'



Undermountain Trail

Area 1 (Map 2)

1.1. The Undermountain Road Entrance

- The cave entrance is well hidden behind brush and a false-stone door (wood poorly painted to appear as stone). Not locked.
- **4 Goblins** nominally guard the entrance – they sleep, drink, eat, argue, gamble, fight, boast, etc. (Shortbows, daggers). Easy to surprise (5-6 chance).
- A firepit, always burning in the center of the chamber – 50% chance something (or someone) roasting over the fire.
- The ceiling is 14' here.
- The walls are covered in untanned animal hides, most rotting (2d12 are salvageable, if one has the skill).
- If not surprised or if hard pressed in melee, the goblins will try to set the hides on fire and flee down the corridor (smoke will fill the chamber in 1 round and down the corridor (to areas 2, 3 & 5) at the rate of one "square" per round. Visibility limited to 10'. Save vs. poison every other round in the smoke or begin coughing and choking, temporarily losing 1 Constitution point for each lost save. If Constitution reaches 2, character falls unconscious. If Constitution reaches 0, character dies.
- Barring magical restoration, Constitution points lost in this manner are restored at the rate of 1/hour. A PC knocked unconscious by the smoke will not awaken until Constitution is fully restored.

1.2. Trolls

- 8 **Trolls** are chained to a center post here, freely able to move throughout area 2. They have a white flame acid branded on their chests. The trolls cannot reach above 12'.
- Walls are rubbed perfectly smooth.
- The irregular ceiling domes from about 12' at the edges of this chamber to 26' at the center.
- The trolls do not attack automatically – they wait expectantly for 1d4 rounds. If fresh meat is given to them (at least the size of a deer or a human or a goblin), they will descend on the offering and ignore any living creatures in the room. The trolls throw the meat/ blood/ bones throughout the chamber, splattering the floor and the walls. Then they proceed to lick the flesh and blood from the stone surfaces.

1.3. The Dark

- Magical darkness obscures this whole corridor (dispel as 10th level magic).
- The obsidian walls are chipped to leave razor sharp protrusions throughout.
- Groping the walls will cause 1d4 damage per hand per round – gloves must save or be destroyed (leather gains +1 bonus to save, metal gains +3 bonus to save).
- Many goblin tracks traverse the center of the corridor, both ways.

The Corridor ends in a pit trap

- trap door collapses when more than 100 pounds is on it
- dropping 20' on to 3' long obsidian pylons (as stakes)
- 2d6 falling damage, 1d4 pylons hit for 1d4 hp damage each

1.4. Fungus Garden

- Giant mushrooms grow amid pools of red, yellow and green slime.
- Goblins generally avoid this chamber because their skin reacts to the slimes (changes their skin color via painful rashes)
- Humans are immune to the slimes here, but the mushrooms will release spores if a fire is lit in this chamber. Save vs. poison or a white, rock-hard fungal growth begins sprouting from:
-

1. Head
2. Back
3. Stomach
4. Arm
5. Leg
6. Buttocks

-1d4 to Charisma. Removed with Cure Disease in addition to any magical healing, cast at the same time.

- The giant mushrooms and the slime are edible and nutritious… but taste awful. Also, if fire is applied to the mushrooms (directly or indirectly, say…in stew), eating the mushrooms causes the skin to change color to greenish-white (save vs. poison to negate). Cure Disease restores natural skin color.

1.5. False Path

- Chalk markings on the wall with arrows pointing toward areas 6 and 9 (glyphs for "safe path" "dwarf home" and "goblins beware"). Goblin footprints crisscross the cavern floor.

1.6. Bones of the Past

- The floor here is littered with thousands of bones.
- Any magic that is cast in this area will cause **1d4 Skeletal Horrors** to arise and attack.
- Hanging from the ceiling, hidden among the stalactites is a leather bag containing 32 gp, 17 sp and 4 diamonds (worth 350 gp each).
- Intermixed with the bones is a carved red dragon bone wand (3' long, carved with effigies of many fire-breathing dragons) the **Wand of Conflagration**.

1.7. Spirits of the Stone

- Three 30'-50' tall stalagmites reach up from the floor here toward the ceiling.
- When any living being comes within 30' of them, a **Stone Spirit** will step out of one and indicate with its hands for the living beings to stop. It will articulate in a dozen ancient languages (beginning with Ancient Dwarven, then the Northmen language, then an ancient Highlands dialect, then Goblinoid, etc.) saying the same thing each time, "Return to the realm of the mortals or thou wilt suffer the fate of the Lost."
- If invading living beings heed the warning (that is, they turn back), the Stone Spirit will fade away after 1d6 rounds.
- If the Stone Spirit is ignored or attacked, it will attack with its Life Binding attack.
- Once the Stone Spirit is engaged in combat, each round a **Stone Spirit Slave** will emerge from a Stalagmite and join in the attack. There are 13 Stone Spirit Slaves here: 3 dwarven, 3 human, 4 goblin, 1 bugbear, 1 formorian giant, 1 gnole.
- The Spirits will pursue intruders to the bones in area 6 or the webs in area 8.
- Any beings slain by the Stone Spirit become Stone Spirit Slaves.

1.8. Spiders

- Webs choke the corridor outside this cave.
- Husks of goblins, humans, animals, giant centipedes, giant insects, etc. dangle among the webs.
- Living in the cave are four **Giant Greyback Spiders** who will defend their cave and their webs to the death.
- Webs burn fast and hot, doing 1d6 hp damage per round, burning for 1d6 rounds in any given area.
- Hidden among the webs can be found: A pint flask stamped with an Ostaven seal containing olive oil, a threadbare, faded and age-worn banner bearing the old symbol of the High King of the Highlands Clans, an ashwood tambourine, 312 gp in a rotting leather sack, 1213 sp in a rotted and fragile wooden box, a potion of invisibility in a glass flask and a scroll containing a map of the safe route through the Undermountain Road.
- Any fire among the webs will destroy all the treasure in the cave except the gold and silver which will be fused into several large lumps of metal by the extreme heat.

1.9. False Path

- Chalk markings on the wall with arrows pointing toward area 10 (glyphs for "safe path" "dwarf home" and "goblins beware").

1.10. Fallen Hero

- The floor in this descending corridor is dirt covered and has been brushed with some type of broom to obscure tracks.
- On the wall is a red handprint, about 3' above the floor, about every 10' or so on both sides of the corridor.
- As the corridor descends, the air becomes more and more poisonous (an undetectable gas like carbon monoxide).

  Once halfway down the corridor, save every 1d4 rounds or lose 1d4 Constitution points. Points lost in this manner are regained at the rate of one per hour once removed from the poison air.

  When Constitution reaches 2, the PC falls unconscious. When Constitution reaches 0, PC dies. Unconscious PCs must fully regain their Constitution score before they will awaken.
- The corridor dead-ends in a massive pile of rubble. Poking out from the rubble is a **skeletal hand** holding a rotting bag (in which is 13 cp and 4 sp). Also sticking out of the stone is **a gleaming sword**.
- The goblins buried a bunch of bones under tons of rubble hoping to lure travelers into investigating the debris, thus delaying them so they will succumb to the poison gas.
  - The coins are real and among the bones are a 2d6 additional silver coins which can be recovered at the rate of one per person turn of digging.
  - The sword is an otherwise normal sword on which an enchantment was laid to cause it to always appear freshly cleaned and polished (**Gavin's Bluff**).

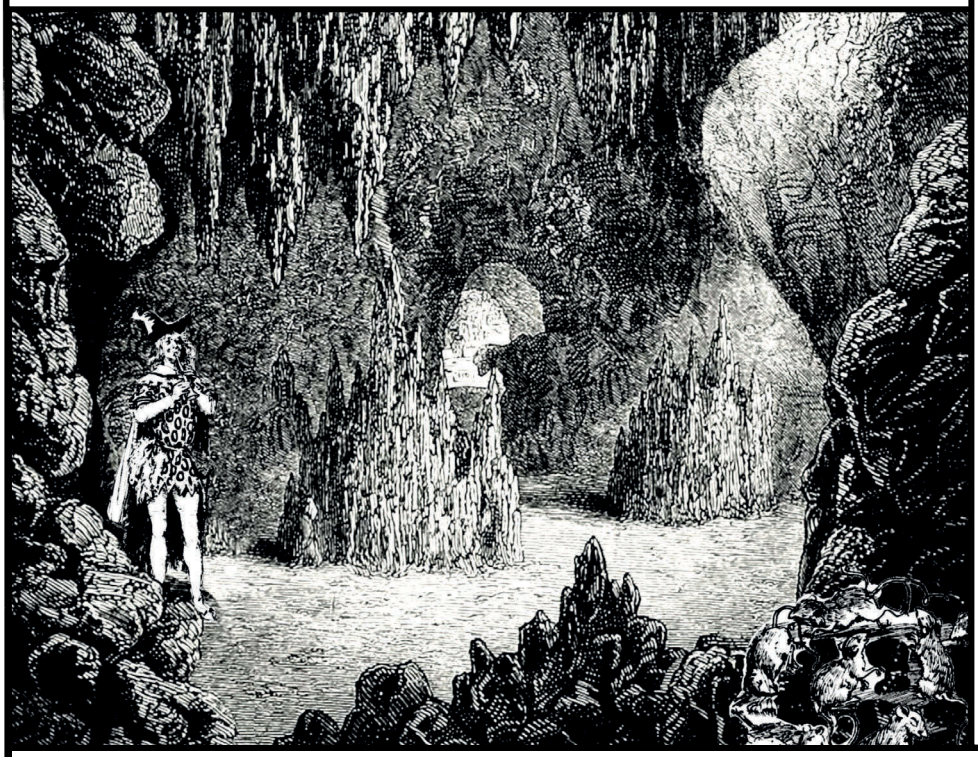
1.11. The Broker

- Two stalactites reach from ceiling to floor (as indicated on the map). They are scratched (as per claws) in a clockwise spiral pattern from floor to ceiling.
- There are many foot and boot prints in the dusty floor.
- Polished, bright white goblin skulls are set in dozens of niches in the irregular stone walls. Occasionally a small rat will poke its nose out of an eye socket.
- Living in a cave above the ceiling (see side view) is **The Broker: a Ratpiper*** who will play a tune which varies depending on the nature of the intruders who enter the cave below.
- There is, effectively, an unlimited number of normal rats who will respond to the Ratpiper's song (practically speaking, it is in the thousands…)

- The Broker's Cave is piled high with his treasure:
  - 6084 sp
  - **Sword +1, Cursed (Gablan's Folly**)
  - **Ring of the Night Stars**
  - **Grandal's Sphere of Conflagration**

- The Broker will negotiate with non-goblinoid parties to offer safe passage through the Undermountain Road – for a price – beginning at 1000 gp per average level/HD of the intruders. The Broker only speaks in Poetry.

Intruder	Tune	Rat Response	Broker Motive
Goblin-kin	Lullaby	Drop from ceiling	Lull intruders to sleep for rats to eat (sleep spell)
Ogre, Giant-kin, etc.	Discordant	Attack en masse	Drive intruder away (fear spell)
Humans	March	Line up in formation around the walls	Watch for a response (charm person)
Demi-Humans	Dirge	Hide	Make intruders leave (suggestion spell)



1.12. Impossible Falls

- Water trickles up the Eastern wall in this cave, running from a 1" wide x 4' long crack in the floor to a 2" wide x 6' long crack in the ceiling.
- Goblins are freaked out by this (natural?) phenomenon and refuse to enter this cave even under penalty of death (except Trolls, who are completely insane). Thus, this could be a safe haven for an exploring party.
- The water is not magical, but it is refreshing. Anyone who drinks this water at least once an hour for 24 hours gains double hit points on their next rest.

1.13. Column of Passage

- Hundreds of vines dangle from the ceiling in these caves (13 above and 13 below).
- An enormous (and hollow) stone column/statue dominates each of these caves: a Dwarven warrior wearing full plate, with a sword to his right, tip on the cave floor, and a shield resting on the floor of the cave to his left.
- The shield is a secret door activated by pulling the well-worn and dirty sphere at the center of the shield's design. Spiral stairs connect 13 Top and 13 Bottom inside the statue(s).
- Hiding in the shadows at the 24'ceiling of each cave are **8 Goblins** (short swords and daggers) and **2 Bugbears** (longswords and shortbows with 12 arrows each) who guard the Column of Passage. They will try to hide effectively enough to get the drop (literally) on intruders. The Bugbears will fire arrows until they run out, then both will try to flee to warn any nearby guardians of the intrusion.
- To the East of the lower cave, the tunnel descends sharply (toward 17) until the tunnel splits into two narrow crevices which begin to rise irregularly. To the South of the lower cave, the tunnel ascends gradually (toward 14).

1.14. – 1.16. The Way that Leads to Destruction

A slow and steady incline from area 13 to area 16 with a well-worn path meandering through the tunnels. Naturally glowing crystals in the ceiling provide nominal light (equal to about pale moonlight).

1.14. A Welcome Rest

- A pool of fresh water in the Southwestern part of the cave
- A firepit stocked with firewood (in a small shack built against the cavern wall) next to the pool with a natural chimney in the 12' ceiling.
- 8 niches in the Western wall, each about 2'x3'x5' with fresh straw pallets. One of the niches has a canteen and a cup. Another has a lamp (with a fresh wick but no oil). A third has a half a loaf of moldy bread (a couple weeks old perhaps).
- Fire in this area attracts the Glitterwings in area 15.

1.15. Glitterwings

- Holes pock the walls and ceiling here.
- Any smoke (a fire in area 13 or 16, torches, etc.) or the sound of falling stalactites (area 16) will (100%) attract the notice of the 43 **Glitterwings** who live in the walls and ceiling. 1d4+4 will investigate.
- "Normal" noise in this cave (talking, footsteps, clanking of equipment, etc.) is 50% likely to attract the notice of the Gitterwings. Shouting or combat is 80% likely to attract them.
- The Glitterwings hate goblins and will attack on sight. They might otherwise be negotiated with. They know the layout of the caves and tunnels of the Undermountain Road and where the significant dangers lurk (like the unstable ceiling of cave 16). If a favorable reaction is rolled (or if they are gifted enough gems), they might even lead an expedition as far as either of the gates.
- **Glitterwing Clan: (1) Queen; (4) Royal Attendants; (8) Guards;(12) Drones; (4) Nurses; (27) Eggs.**



Undermountain Trail

Map 2 page 4

1.16. Falling Death

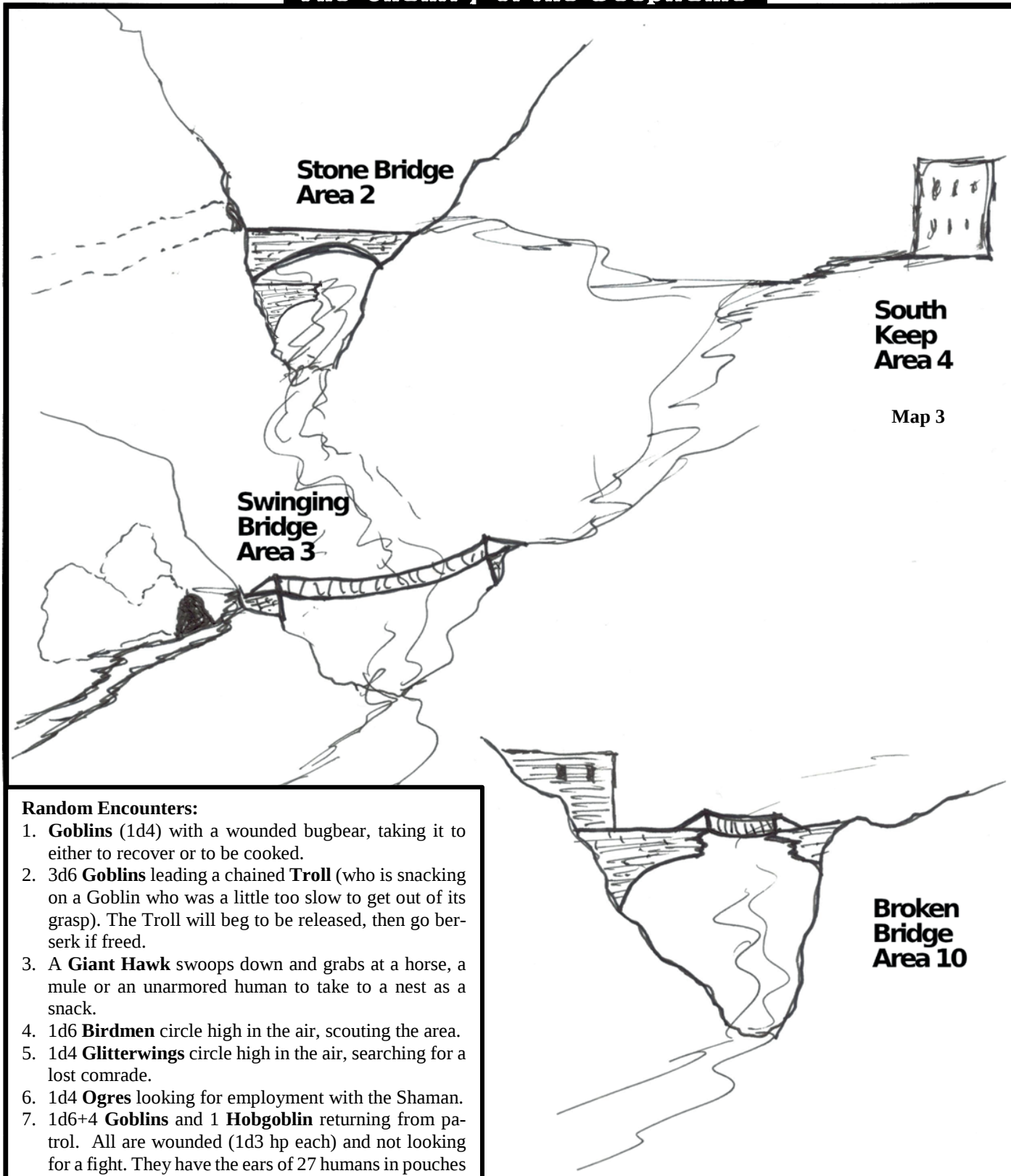
- The (32') ceiling here is covered with thousands of stalactites while the floor is generally smooth, but a lot of stone detritus is scattered all about (stalactite fragments).
- "Normal" activities (walking, talking, etc.) have a 10% chance of dislodging 1d20 stalactites, cascade effect.
- Noisy activities (running, shouting, etc.) have a 20% chance of dislodging 3d10 stalactites, cascade effect.
- Combat or other very noisy activities have a 40% chance of dislodging 2d20 stalactites, cascade effect.
- Falling stalactites "attack" as a 2 HD monster. Victims receive NO benefit for armor but do apply dexterity bonus if appropriate and a helmet offers a +1 bonus to AC while a shield offers a +3 bonus to AC (vs. falling stalactites only!).
- Falling stalactites are heard by the Glitterwings in area 15 and the Goblins in area 18.

1.17. The Narrow Road

- The tunnel from area 13 to the west descends sharply (moving toward Cave 17) until the tunnel splits into two narrow crevices which begin to rise irregularly. From the split these caves and tunnels rise steadily, if unevenly, to area 18.
- Traveling this path is slow going (move at ¼ movement rate) because of the broken nature of the floors here.
- Chance of random encounter is 2-6 every turn.

1.18. Stone Bridge Entrance

- **18 Goblins** (short swords, shields, daggers) are stationed in this cave. They are vigilant, watching both the long tunnel to the west and the cave exit to the east, with 2 watching each exit at all times.
- Noise to the west (falling stalactites or combat) will cause them to be on alert, 16 of them armed and ready to ambush any creature that comes from the west, with the remaining two ready to flee to the Chantry to warn of invasion.
- Intrusion from the east will confuse the Goblins momentarily (lose initiative), but they will rally and defend the Undermountain Road.
- If more than half are taken out of combat, the rest of the goblins will attempt to flee the nearest exit.



Random Encounters:

1. **Goblins** (1d4) with a wounded bugbear, taking it to either to recover or to be cooked.
2. 3d6 **Goblins** leading a chained **Troll** (who is snacking on a Goblin who was a little too slow to get out of its grasp). The Troll will beg to be released, then go berserk if freed.
3. A **Giant Hawk** swoops down and grabs at a horse, a mule or an unarmored human to take to a nest as a snack.
4. 1d6 **Birdmen** circle high in the air, scouting the area.
5. 1d4 **Glitterwings** circle high in the air, searching for a lost comrade.
6. 1d4 **Ogres** looking for employment with the Shaman.
7. 1d6+4 **Goblins** and 1 **Hobgoblin** returning from patrol. All are wounded (1d3 hp each) and not looking for a fight. They have the ears of 27 humans in pouches with 1d6 sp each.
8. A **Bugbear (Grimmoth*)** in chains led by 2 **Hobgoblins** and 8 **Goblins**. Grimmoth is a renegade from the tribe who tried unsuccessfully to lead a slave uprising. He got away with a dozen slaves (who he subsequently ate) but was captured and is being returned for execution (eaten by the godking).

The Bridges

Areas 2, 3, 4, 10 Map 3

Stone Bridge/West Bridge (Area 2)

- An ancient granite arched bridge high over the fast-moving Blackrock River. The Stone Bridge is guarded by a slow-witted **Hill Giant** named **Balagan*** (a mercenary paid by the Shaman) and **4 Trolls** (exiles from the Chantry under the nominal command the giant).
- The trolls live under the bridge, swinging from hammock-like nests (with their treasure, see chart below) while the giant sits (awake or asleep) on a dung-carved throne on the northeast side of the bridge.
- In a pouch on the giant's belt is 134 sp and buried beneath his "throne" is an unlocked iron chest with 1643 sp and 120 gp in it. The gold is in a leather pouch with a white crow stamped on the side. The giant likes to shake down small groups of goblins for a "toll." If not paid, he tosses the goblins into the river. The trolls try to catch the flying creatures. The giant is not very intelligent, but he will oppose any non-goblin-kin or anyone not accompanied by goblin-kin. He can easily be confused by a fast-talking foe.

1d8	Troll Treasure
1	1d10 gp each
2	10d20 gp each
3	10 gp Banded Agate, 500 gp Jet, 90 gp Star Rose Quartz
4	6104 cp, **Scroll of Protection from Undead, Sword +2, Dragon Slayer, Potion of Healing**
5	5715 gp, 1000 gp Jade, 1200 gp Jacinth, 1400 gp Black Sapphire, 2000 gp Diamond, 500 gp Jet, 500 gp Spinel, 500 gp Tourmaline, 5000 gp Jacinth
6	**Trident of the Sea Gods, War Hammer +2, Potion of Clairaudience**
7	1980 gp Crown (silver with jade and diamond patterns), 700 gp Seal (gold edged brass, seal of the High King of the Highlands), 10000 gp Platinum Chain
8	3419 gp, **Potion of Heroism, Potion of Invisibility**



Swinging Bridge/River Bridge (Area 3)

- "The Swinging Bridge," a rope and plank suspension bridge, hangs precariously over the river (80').
- Four **Ogres** (mercenaries, paid by the Shaman) are posted in a cave here on the southwest side of the river.
- The bridge cannot support the weight of the ogres.
- The Ogres will confront any non-goblin-kin who approaches. They are afraid of the Shaman (who pays them) but if offered at least 50 gp per person, they will "look the other way" while intruders cross the bridge.

- In the cave, among the bones and offal, are:
  - 343 gp
  - 668 sp
  - In a hidden niche above the cave entrance is a magical dagger (the ogres don't know it is there): **Black Silence** - a black-bladed long, curved dagger.

Broken Bridge/East Bridge (Area 10)

- High flying stone bridge has been shattered, the center 40' destroyed. Across the gap is a rope and plank suspension bridge.
- On the western side is the ruins of a small keep built into the side of the mountain that is garrisoned by 14 **Goblins** (daggers, shortswords and shileds), 4 **Ogre Mercenaries** (Leather armor, longbows, longswords), 12 **Bandits** (Chain armor, shortbows, broadswords), and 1 **Hobgoblin, Garaban*,** (Chain armor, longbow, **longsword +1**) who is completely loyal to the Shaman.
- If warned about invaders, the Bandits will fire arrows from the roof of the keep, the Goblins will be shut out of the keep to defend the bridge while the Ogres and the Hobgoblin remain inside the keep, firing arrows through arrow loops in the front of the keep.
- If hard pressed, the Hobgoblin will attempt to flee, taking any remaining Ogres with him, to warn the Chantry of invasion (and save himself).

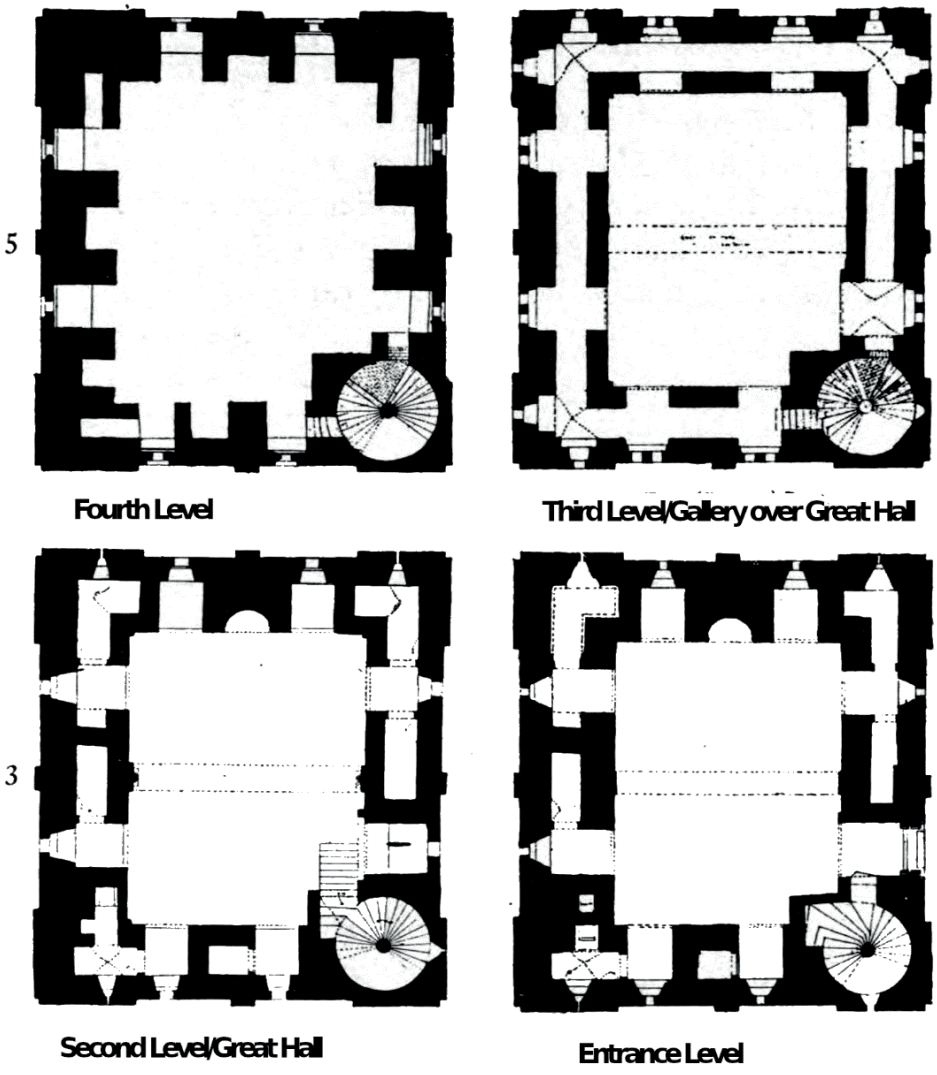
1d6	Treasure
1	11,159 cp, (10) Rhodochrosite (10 gp each)
2	**Magic Wings** (allow wearer to Feather Fall for 1d4 rounds, once per day)
3	Silver Goblet (decorated with dragons and dwarves) worth 250 gp
4	984 sp, 3011 ep, **Sword +3** (**Frostfire**): flames etched on the blade, silver filigree on the grip
5	Dwarf Priestly Vestments with gold filigree (800 gp)
6	**Magic User Spell Scroll (3rd level) -Bestow Curse, Potion of Healing**

The Bridges

Map 3 page 2

South Keep

Area 4 Map 4



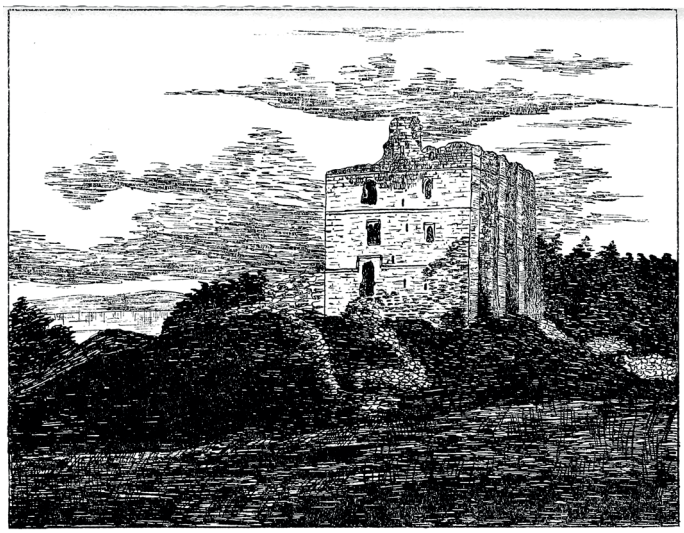
Ground Level/Basement

- Southeast room: door to basement locked (key hanging on a hook beside the door)
- Muddy Floor, wet stone walls, smells of excrement and rotting flesh
- Sluices (5'w x 1'h) in western wall:
  Southwest: water flows in through iron grate
  Northwest: water, mud and waste flow out through iron grate
- Buried in the mud are **6 Trolls** who will slowly sit up, mud dripping off their deformed bodies, if the door in the south east is opened. They do not immediately attack as they are accustomed to being forced by the giant or the humans of the keep to act at their command.
- If the door is not closed immediately, the trolls will try to escape, pushing aside or attacking anyone in their way.
- If the door is closed, they will wait for 1d4 rounds, expecting to be shackled. If not chained, they attack – roll d6 for the number of trolls that attack the first opportune round. The remainder join in the next round.
- Northern L shaped rooms are midden pits.

2d4	Treasure in the Keep
2	3000 gp diamond 2000 gp ruby
3	10d100 gp
4	8d8 gp 12d20 sp
5	6d6 gp 12d12 sp
6	10d10 pp
7	1d8x1000 gp
8	**Magic Item** 1. **Dagger +1** 2. **Gem of Seeing** 3. **Chain +2** 4. **Throwing Axe +2**

Entrance Level

- Main door (iron bound oak, guard shutter at eye-level) locked (keys: MU, F, Giant, guards)
- **2 Bandits** (F1, leather, shortsword) lounge at the door, more interested in what is going on in the main room than their duties. Challenge anyone who knocks with, "What's your business?" Correct answer is, "Whatever the Lord requires" or something similar. They are fairly easy to bluff.
- Main Hall has **10 Bandits** (F1, leather, shortsword) gambling with **34 Goblins** (daggers). The humans are cheating, the goblins are suspicious, everyone is on edge.
- Sitting between the arrow slits on a chair made of Griffin bones is **Solashan, the Formorian Giant***, watching the spectacle before him, eating a roasted human leg.
- The smaller chambers around the hall have bows (2 at each station) and hundreds of arrows neatly stored for easy access.
- The L shaped chambers to the north are middens, dropping to the pits below.



South Keep

Map 4 page 2

Second Level/Great Hall

- At the stairs are **4 Bandits** standing vigilant guard. They challenge anyone on the stairs.
- Set up as an audience chamber with a number of chairs scattered about. Two mis-matched but well-carved chairs sit against the northern wall, between the window wells.
- Usually here are **Askara Dengotias, the Yellow Mage*** (MU8) and **Ballan the Bandit Prince*** (F7) along with **1d4+4 Bandits**, **1d4 Hobgoblins**, and **1d10+5 Goblins**.
- L shaped rooms to the north are the living chambers of Askara (NE) and Ballan (NW).
- Remaining chambers (W, SW, S, E) are the spartan living chambers of the 4 Hobgoblins (who will be here, if not in the Great Hall) though they will be moved out if guests need lodging or captives need imprisoned.

Third Level/Gallery

- Generally unoccupied. Corridors around the central open area are lined with dozens of bows and thousands of arrows.

Fourth Level

- A large, filthy curtain divides the main room north and south.
- **45 Goblins** (minus those elsewhere) live in the southern half of the room: the floor is covered in offal and excrement; the walls are scrawled with obscenities. A semi-cleared path leads along the eastern wall toward the curtain. Extra weapons (short swords, daggers, shields, goblin-sized leather armor) are scattered about. **Goblins** will be sleeping, fighting, nose-picking, gambling, etc. They ignore anyone who comes into the room unless their "stuff" is touched…
- **30 Bandits** (minus those elsewhere) live here in the northern half of the room in almost military order: 15 double bunks with chests on either side (mundane belongings). Notable: the central area of the floor is covered in an expensive rug on which sits two tables and 12 chairs. Half the **Bandits** will be sleeping, half will be sitting at the table playing cards or dice, regardless of the noises (even melee) that come from south of the curtain.

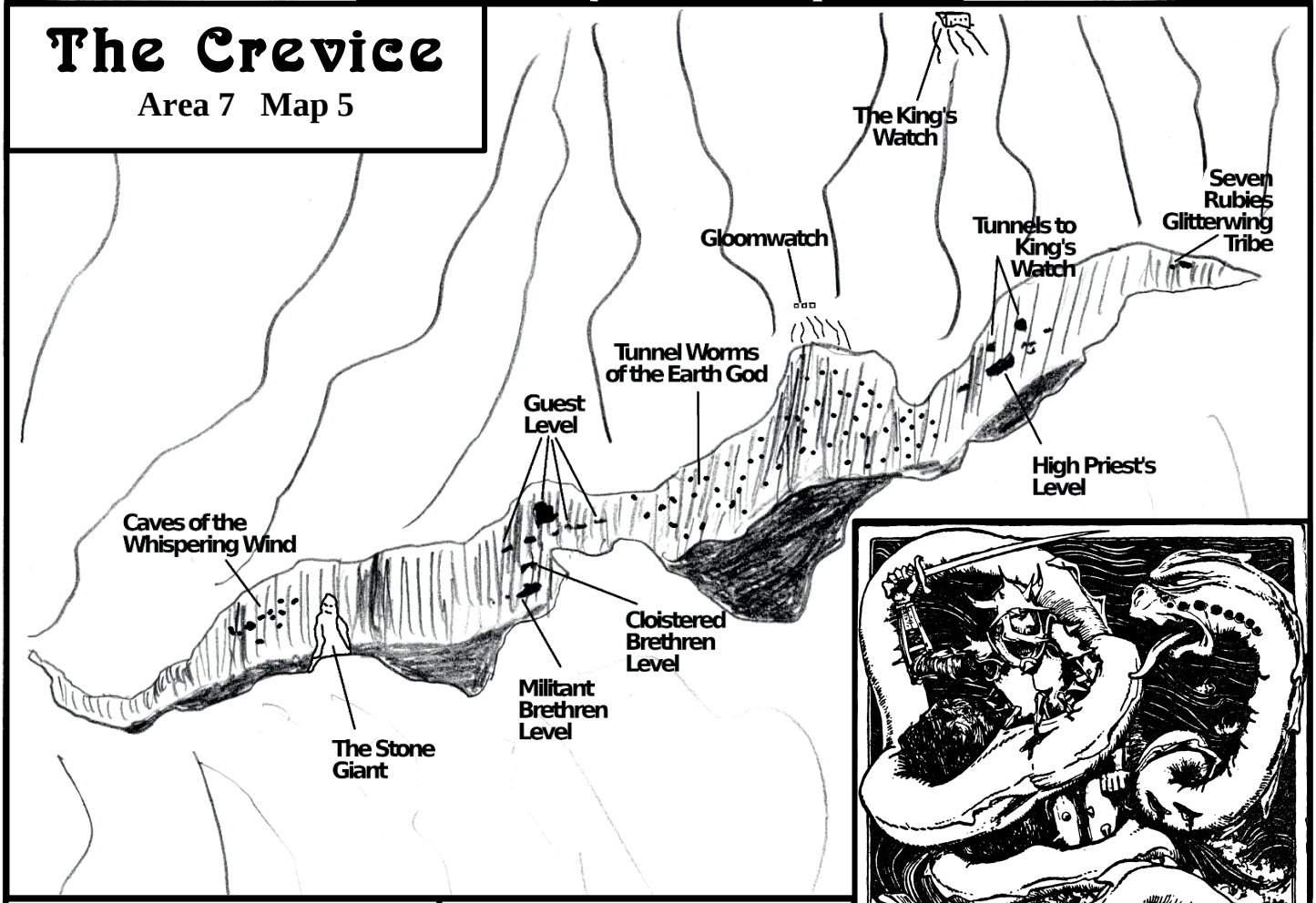
Conflicts in the South Keep

- Soloshan the Formorian Giant hates the human mercenary interlopers and would unite the goblin-kin in a revolt against them.
- The bandits are bitter about being bunked with goblins and would readily slaughter every one of them, if they could blame it on someone else…
- The goblins hate their new masters but are too cowardly to openly defy them. They would follow anyone who promised to liberate them… until they chose not to, of course.
- Ballan and Askara are lovers, but also frequently conspire against one another, trying to gain an advantage over the other and increase their standing with the bandits. They will defend one another to the death against outsiders, but also will not hesitate to use circumstances to their own benefit.
- Askara suspects that the Shaman has been exerting some kind of magical influence on the godking.
- Balagan the Hill Giant (see Stone Bridge) is a close ally with Soloshan the Formorian Giant here in the keep and would join him in an uprising against the human mercenaries.
- NOTE: If Grimmoth (see Random Encounters, page 16) is present with a party, Soloshan will immediately send a goblin to rally Balagan and the mutiny of the South Keep will begin whether or not the party agrees to take part.



The Crevice

Area 7 Map 5





Climbing Around The Crevice

Since the walls of the Crevice are mostly vertical, unless intruders have specialized gear and training or magic at their disposal, navigating the Crevice will be a serious challenge, but not impossible.

Handholds and ledges abound, so it is possible even for untrained to make their way down the cliff sides.

- Thieves gain a bonus 20% to their climb ability (check once per turn – vertical climb 50' per turn)
- Non-Thieves make a Dexterity check (Dex or less on 4d6) one per turn (50' vertical climb per turn)
- Any non-Thief with a background or proficiency in climbing, acrobatics, or similar physical training make Dexterity checks on 3d6.

The Gloomwatch

- Watchtower carved into the mountainside.
- Still manned by 32 **Plague Zombies** and one **Unholy Priest.**
- Lining the walls are thousands of skulls of a variety of races: goblinkin, dwarf, elf, human, giant; as well as many creatures: manticore, dragon, chimera, glitterwing. (3,218 skulls)
- Hidden inside the skulls are coins. Most contain 4d6 cp. Each skull has a 5% chance of having something more:

1d6	Additional Treasure
1	5d10 gp
2	3d12 sp
3	10d10 sp
4	3d10 gp
5	2d12 rubies (100 gp each)
6	1d6 diamonds (500 gp each)

Tunnel Worms of the Earth God

These tunnels crisscross throughout both sides of Crevice. The **Tunnel Worms** are mammoth creatures, burrowing through stone, eating bits of igneous rock (like marble and granite) and random organic matter, and excreting tiny precious stones (10-30 gp value each). There are thousands of tiny gems in these tunnels, but also hundreds of worms.

Tunnel Worms venerate the **Earth God**, a massive (200' long, 40' diameter) **Grey Tunnel Worm**. Any creatures captured by the Tunnel Worms will be sacrificed to their God, who consumes igneous rock and living matter and excretes large precious gems (100-300 gp each). There are 2d10 diamonds, 3d8 emeralds and 4d6 rubies scattered about the Earth God's chamber.

The Caves of the Whispering Wind

Filled with stalactites and stalagmites, the wind sings as it blows through these caves.

Save vs. Magic every 1d4 rounds or fall under the effect of a Charm Person spell (under the control of the nearest sentient creature).

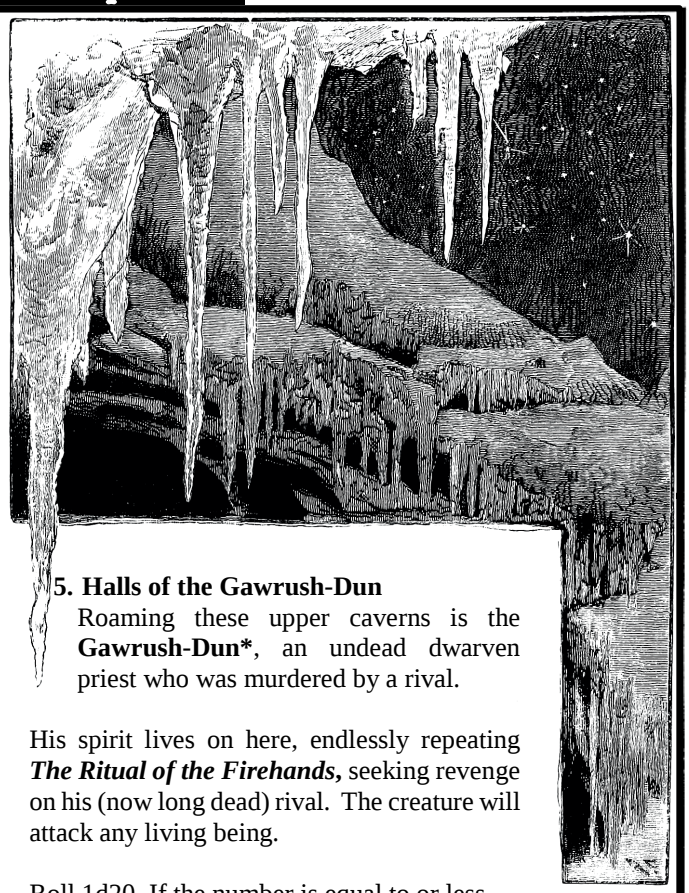
1. Seven Corpses of the Dwarven Lords
Dwarf Mummies (7) with 112 **Dwarf Skeleton** attendants (each with a sword) The mummies gain +1 to hit while in this cave. 7434 gp divided among the mummies (about 1000gp per mummy), sewn into their guts. Any single hit of 10 or more damage causes a rupture, spilling out damage die times 10 gp.

2. Sinkhole to The Hall of Judgment
A near vertical shaft has rough steps carved into the side leading down to a hole in the ceiling of the Hall of Judgment in the Sanctum of the High Priest (E14)

3. Caves of the Winged Ravagers
Eleven **Winged Ravagers** flit in and out of these caves, singing the haunting song of the caves. 3452 sp. 12 Rubies (300gp each)

4. Gallery of Three Thousand Deaths
Three thousand (non-animated) dwarven skeletons are scattered about here. If the bones are disturbed, 1d4 **Skeletal Horrors** will rise and attack. The Horrors will not leave this stepped cavern. Buried among the bones are many treasures:

8427 gp, 19 rubies (200 gp each), Magic Sword (**Swordsong**), **Dagger +2** (black obsidian blade).



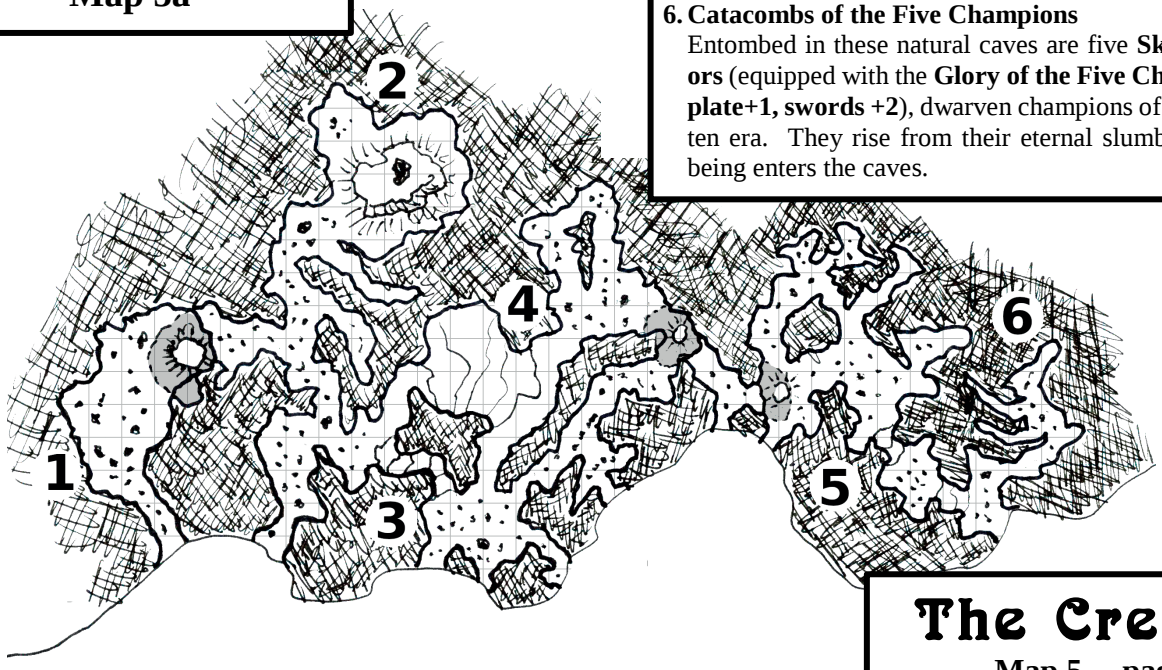
5. Halls of the Gawrush-Dun
Roaming these upper caverns is the **Gawrush-Dun***, an undead dwarven priest who was murdered by a rival.

His spirit lives on here, endlessly repeating ***The Ritual of the Firehands,*** seeking revenge on his (now long dead) rival. The creature will attack any living being.

Roll 1d20. If the number is equal to or less than the Gawrush-Dun's HD (9), the ritual was completed that many rounds ago and if the number is greater than 9, that is how many rounds the creature will attempt to ignore invaders to complete the ritual. If the Ritual is completed, add to the creature's attack the effect of Burning Hands spell each round for 22 rounds. Then he attempts to begin the ritual again, regardless of the presence of opponents.

6. Catacombs of the Five Champions
Entombed in these natural caves are five **Skeletal Warriors** (equipped with the **Glory of the Five Champions: full plate+1, swords +2**), dwarven champions of a long-forgotten era. They rise from their eternal slumber if a mortal being enters the caves.

Caves of the Whispering Wind
Map 5a

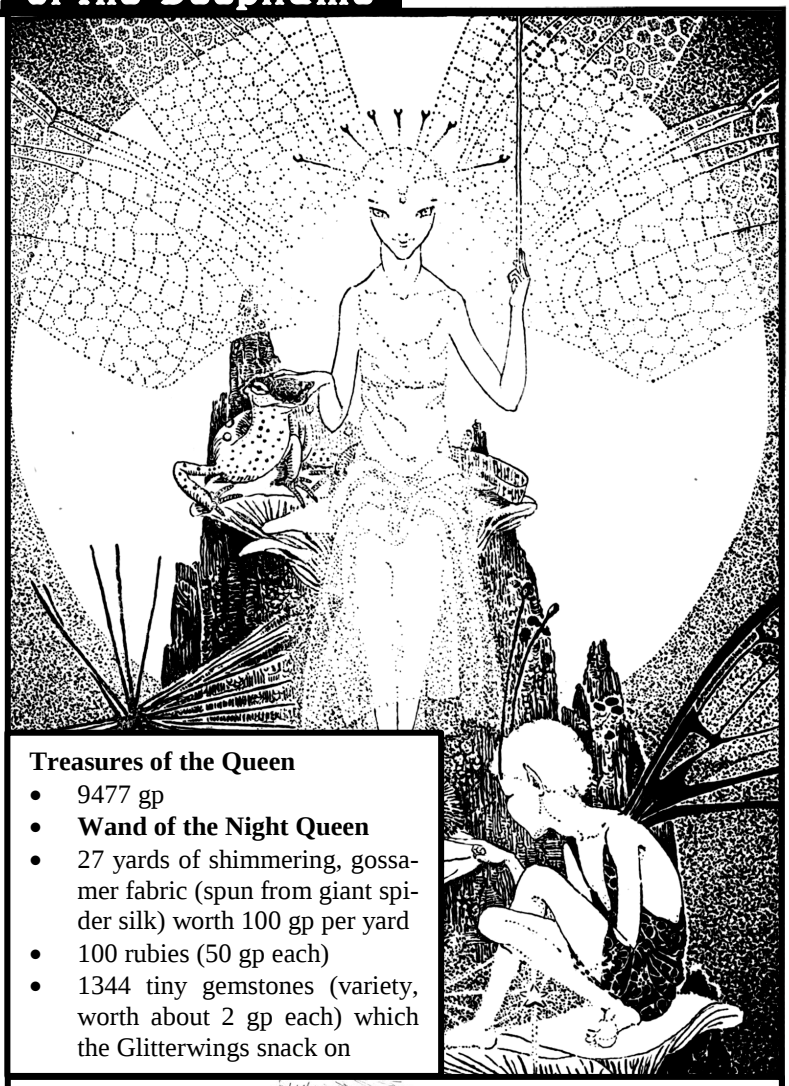


The Crevice
Map 5 page 2

The Seven Rubies Glitterwing Clan

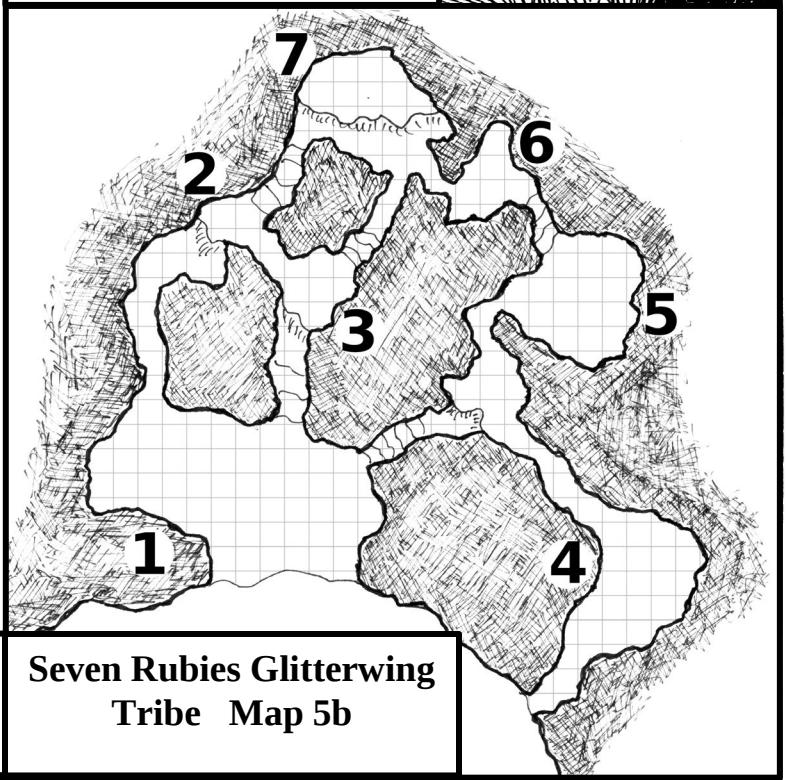
This clan of Glitterwings predates even the coming of the dwarves to this area, though few remain today. Every Glitterwing in this tribe wears a brass diadem with seven points, each set with a ruby (50 gp) on the end. They have lost many of their clan to the depredations of the goblins in the Stone Giant and patrols around the Chantry, so they are reluctant to aid outsiders unless given some assurance of success against their enemies. The queen who is timid and uncertain, will offer every ruby remaining in the tribe to either be escorted to a safe place far from here or for clearing out the Goblins from the Chantry. She will not allow non-Glitterwings to stay in the caves unless given a significant offering: magical protection of some sort or at least 1000 gp worth of rubies.

1. **The Outer Court**
   Four **Drones** work at constructing traps here. They will flee rather than fight. Two **Guards** hover near the high ceiling here. They will try to stop any intruders.
2. **Guards**
   Three **Guards** watch from the upper (rear) area of this chamber which is 30' higher than the approaching corridor.
3. **Guards**
   Two **Guards** are throwing dice. The chamber is15' higher than the top "stair" leading up to it (the same level as area 2). They have a mixture of coins between them (83 cp, 41 sp, 18 gp, 5 pp)
4. **Upper Balcony**
   Six **Guards** are very attentive here, patrolling this whole area from the Outer Court (1) stairs to the entrance to the Domed Chamber (5). If intruders are detected they move to protect the Nursery and the Queen, waking any of their kin sleeping in the Domed Chamber.
5. **The Domed Chamber**
   1d4+6 **Drones**, 1d4 **Nurses**, and 1d6+4 **Guards** rest here. Some are sleeping, all are surprised if no alarm has been raised.
6. **Egg Chamber**
   Five slivery-white spheres (Glitterwing eggs) are partially buried in mud in this chamber. None of them will hatch (so are worthless even to alchemists) though the tribe will protect them to the last (moving them to the Royal Chamber if possible). 3 **Nurses** attend the eggs and four **Drones** tend the mud.
7. **Her Majesty's Royal Chamber**
   The **Glitterwing Queen (Marassia*)** sits on a stone throne here, on a shelf 20' above (rear of chamber), surrounded by four **Royal Guards** and attended by three **Drones**. If an alarm has been raised, all remaining Glitterwings will try to come to this chamber (along with the eggs from area 6). Marassia will negotiate (as above), but she is willing to die for her clan.



Treasures of the Queen

- 9477 gp
- **Wand of the Night Queen**
- 27 yards of shimmering, gossamer fabric (spun from giant spider silk) worth 100 gp per yard
- 100 rubies (50 gp each)
- 1344 tiny gemstones (variety, worth about 2 gp each) which the Glitterwings snack on



Seven Rubies Glitterwing Tribe Map 5b

The Crevice

Map 5 page 3

The Stone Giant

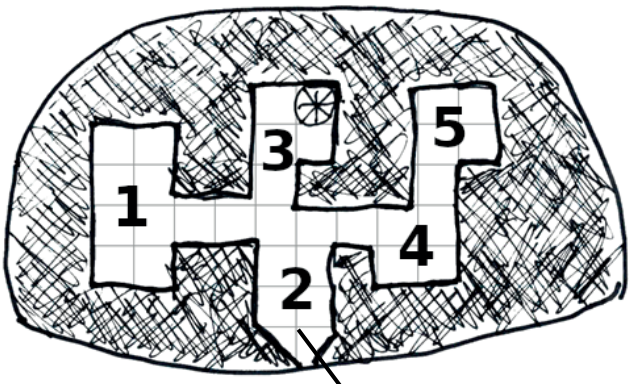
A 300' rock spire, the top 100' of which was long ago carved to resemble a dwarven warrior. Used for generations as a watchtower, now the Stone Giant fallen to the ravages of time.

The Goblins cleared the rubble from the long spiral stairs from the Execution Chamber on the Militant Brethren level (B23) and use the ruins to keep track of the other inhabitants of the Crevice.

At night, the crevice in the chest of the Stone Giant glows, a beacon for those who know what to look for (see The Heart, 2 below).



Stone Giant Map 5c



The Head

Caved in from an attack from a dragon, all that remains usable in the head of the Stone Giant is the chambers behind the eyes, each with **4 Goblins** (leather, shortbows, shortswords and daggers – nets, see below) and **1 Hobgoblin** (chainmail, longbow, longsword, dagger) serving as watchmen. The view out of the "eyes" (well, eye and…gaping hole) reveals the entire valley below: basically 29, 30, 34, 35, 36, 39, 40, 41 on the Northern Tier hex map.

The Goblins have an ingenious net launching device that they use to capture flying creatures which they will try to use against invaders as well (attacks as a bow but if a hit is scored, no damage, entangled as web spell and pulled toward shooter via rope tether).



The Heart

The chest area of the Stone Giant is occupied by the rest of the Goblin Host of this watchtower.

1. **Barracks, Kitchen and Latrine**
   24 Goblins (leather, shortsword, dagger) and **4 Hobgoblins** (chain, longsword, dagger) live, fight, gamble, sleep and eat amid piles of refuse and filth. Each has 4d4 sp.
2. **Eternal Flame**
   A bound **Fire Elemental** (12 HD) is magically chained to the south wall here. The goblins occasionally torment it (without much effect). If released, it will serve its liberators for 1 week (maximum – if asked too much or put in too much danger, it will gate away).
3. **The Watchmen**
   4 Goblins watch the stairs intently. They will not respond to noises (even combat) in other areas of the Stone Giant unless a Hobgoblin or the captain commands them.
4. **The Spoils**
   1243 sp, 83 gp, 98 rubies (50 gp each)
5. **The Captain of the Host**
   A **Formorian Giant (Rogar*)** is chained by the neck to the Northeast corner. The chain is long enough to reach area 2, the Eternal Flame. He wields a massive sword and gains +4 to hit and damage.

The Crevice

Map 5 page 4

The Deepgate

Area 9 Map 6

First Story

1. The Gate

These iron-bound oak gates hang precariously on rusty hinges, broken and rotted. The portculli within have fallen and the mechanisms that once raised them have long since fallen to ruin. Just beyond the innermost (third) portcullis is a 20' long, 20' deep pit covering the width of the tunnel.

2. The Killing Floor

Long, narrow murder holes in the floor allow for arrows, boiling oil, etc to be dropped on those below. This massive room is a mess with bones, excrement, broken furniture, rubble and all other manner of trash heaped about.

4d6 **Goblins** will be present at any given time.

If the the trash is searched, for every 10 person-turns of searching, one or more of the following might be found:

- Boots with fashionable button-back cuffs.
- A broadsword and scabbard.
- A battle-scarred shield painted black.
- A two-handed axe with a leather sling-strap.
- A few sheets of brittle parchment.
- An age-dulled leaden pot engraved with a line of scripture to stave off hunger.
- A battle-scarred sword etched with a sacred oath to serve St. Alboran always (weilder who is a faithful follower of St. Alboran gains +1 to hit and damage).

3. The South Tower

Housing 12 **Goblins**, 1d12 of whom will be here at any given time.

4. The North Tower

Housing 22 **Goblins**, 2d10 of whom will be here at any given time.

5. Watch Barracks

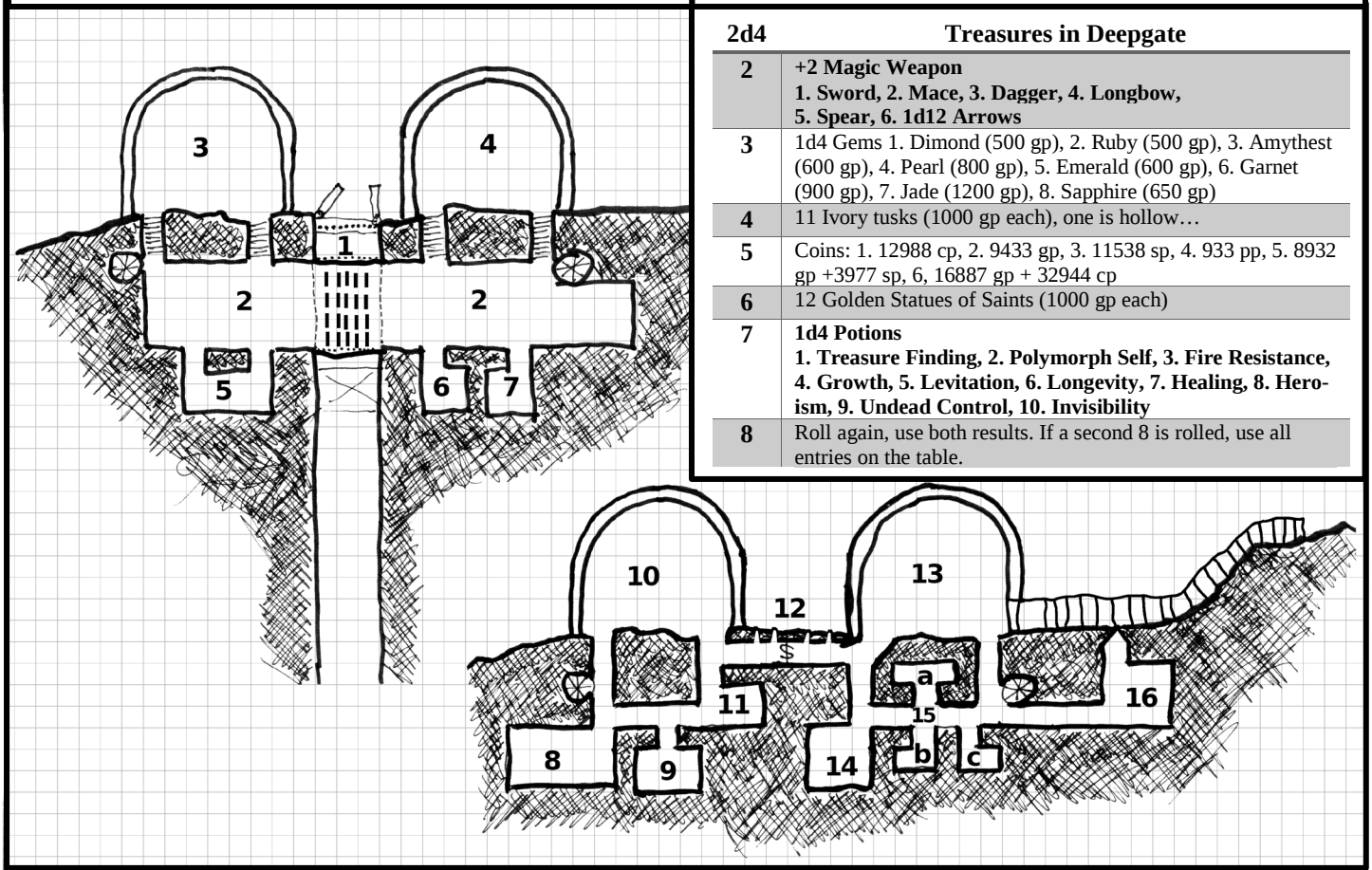
Filled with broken furniture, blood and offal; used by the Goblins as a butchery.

6. Watch Commander

A broken-down old cart is filled with filthy rags and moldy straw, the **Hobgoblin Oorgus***, Commander of the Watch's bed. Buried among the refuse is 328 gp, a very sharp dagger, and three glass vials (each containing a greenish-yellow liquid: **Distilled Demon Ichor**

7. Armory

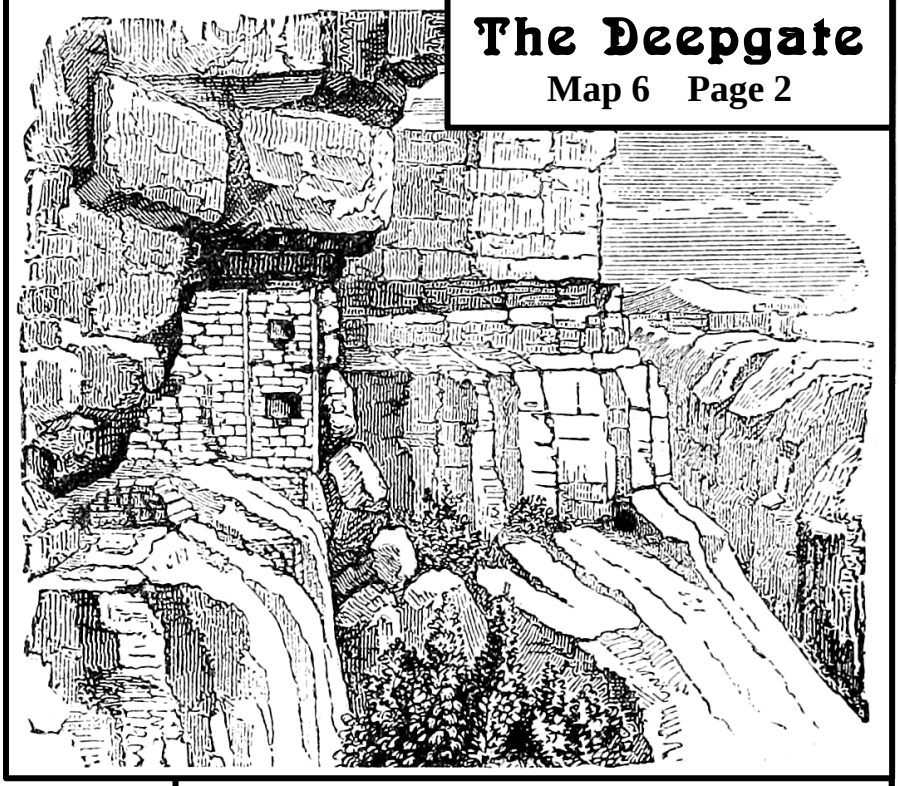
Well organized, racks of bows and hundreds of bundles of arrows, a rack with a dozen short swords, 14 leather cuirasses, six whetstones, nine helmets.



2d4	Treasures in Deepgate
2	**+2 Magic Weapon** **1. Sword, 2. Mace, 3. Dagger, 4. Longbow, 5. Spear, 6. 1d12 Arrows**
3	1d4 Gems 1. Dimond (500 gp), 2. Ruby (500 gp), 3. Amythest (600 gp), 4. Pearl (800 gp), 5. Emerald (600 gp), 6. Garnet (900 gp), 7. Jade (1200 gp), 8. Sapphire (650 gp)
4	11 Ivory tusks (1000 gp each), one is hollow…
5	Coins: 1. 12988 cp, 2. 9433 gp, 3. 11538 sp, 4. 933 pp, 5. 8932 gp +3977 sp, 6, 16887 gp + 32944 cp
6	12 Golden Statues of Saints (1000 gp each)
7	**1d4 Potions** **1. Treasure Finding, 2. Polymorph Self, 3. Fire Resistance, 4. Growth, 5. Levitation, 6. Longevity, 7. Healing, 8. Heroism, 9. Undead Control, 10. Invisibility**
8	Roll again, use both results. If a second 8 is rolled, use all entries on the table.

The Deepgate

Map 6 Page 2



Second Story

8. Old Watch Barracks

Piled high with boxes, crates, barrels and sacks, this is where the Goblins keep their supplies. Mostly foodstuffs and other trade goods, some interesting items might be found (one for every 8 person turns of searching):

- A hallowed tome of presumably great value (200 gp), bearing a prayer ribbon wax-sealed to the cover.
- A scroll case containing riverboat captain's navigational charts cluttered with hand-written notes.
- A razor-sharp dagger engraved with a sacred oath (in old Dwarfish), with a leather sheath.
- ornately crafted shield emblazoned with the image of a twin-tailed comet (**St. Didamus' Shield**)
- A pitted shortsword with a cracked pigskin scabbard festooned with blessed prayer ribbons. Though worn and rusting, both are expertly inscribed with a motif of suns, moons and stars.

9. South Tower Commander

A bitter and ancient **Formorian Giant** (**Shangart**) **sulks** in this room. He hates the Watch Commander (Room 6), twice having tried to unseat his rival. None of the Goblins respect him, though they still obey his commands out of fear.

He is wrapped in fine ermine fur (1200 gp worth) and has a bag containing 349 gp, a Goblin skull, a dozen human knucklebones and a braid of yellow hair.

10. South Tower Second Floor

The floor here has shifted and tilted, unstable. No Goblin-kin will willingly enter this room. Every step any being weighing more than 60 pounds takes has a cumulative 1-in-20 chance of crashing through the floor 25' to the floor of the South Tower (second step is 2-in-20, third step is 3-in-20, etc.)

11. Armory

Well organized, racks of bows and hundreds of bundles of arrows, a rack with 17 short swords, 18 leather cuirasses, four whetstones, eleven helmets.

12. Widow's Watch

Windows which give a sweeping view from the east face of the mountain.

13. North Tower Second Floor

24 **Goblins** are housed here. At any given time 2d12 will be here.

14. Kitchen and Mess

A fire burns in the large fireplace/oven. Battered and worn, but serviceable, kitchen items. Sulferous smelling stew bubbling (if stirred, a few knucklebones and an eyeball or two float to the surface).

2d12 **Goblins** are usually here.

15. Storage

a. Locked door: 3 **Human Slaves**, maltreated and emaciated, hopeless and weak.

b. Locked door: Spoils of War
588 gp, 2319 sp, ten longswords bearing the High King's personal guards' seal, a small walnut box (unlocked) containing 7 diamonds worth 60 gp each

c. Broken door: the remains of a dozen humanoids (Human, Goblin, Shadow Creeper, Dwarf) piled among shards of broken pottery

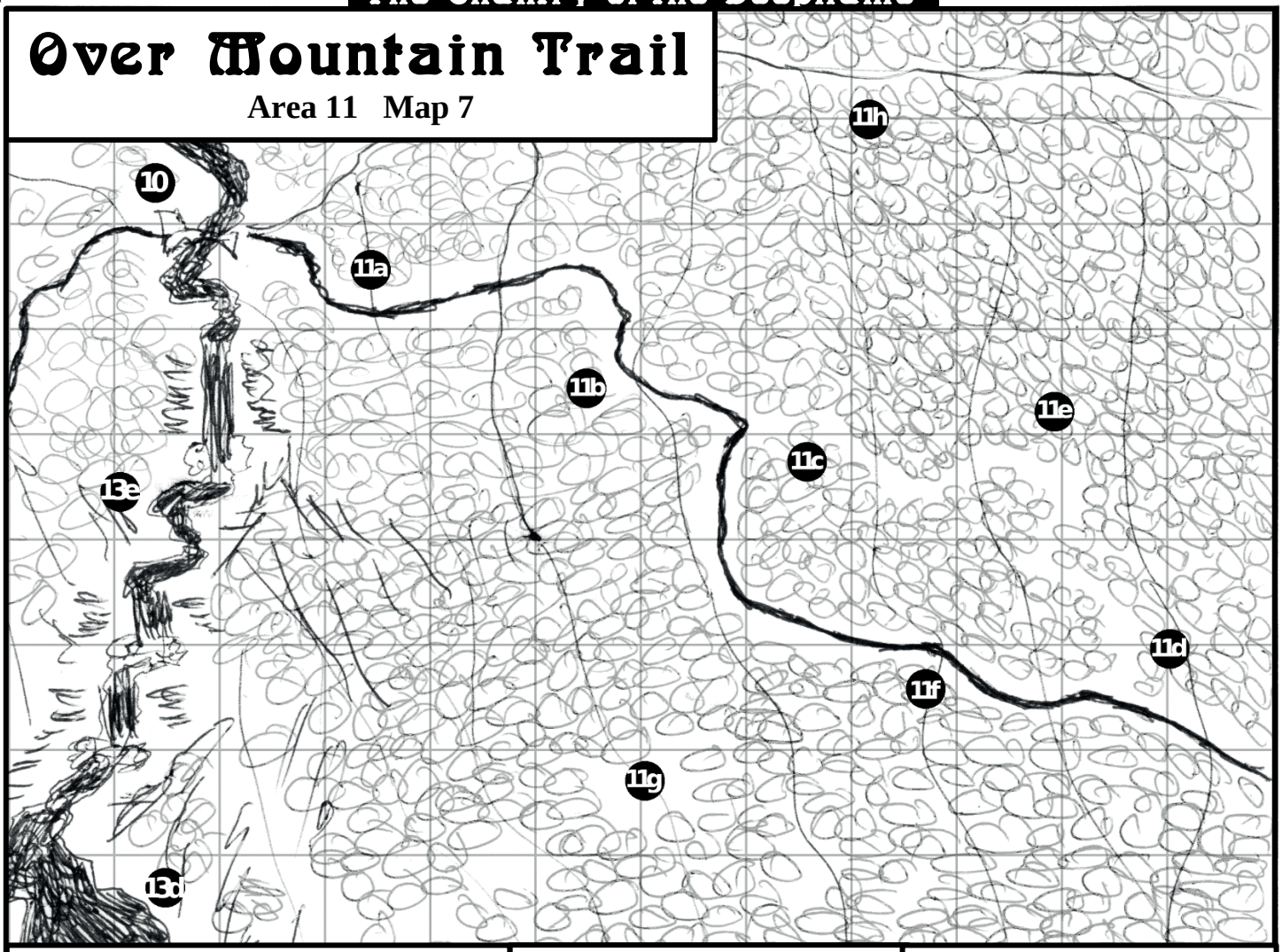
16. Stair Guard

4 **Goblins** stand vigilant guard here, watching the staircase that winds up the side of the cliff.

1d6	What the Goblins of Deepgate are doing:
1	Eating, sleeping, gambling, complaining
2	Recovering from a patrol
3	Preparing for a patrol
4	Getting yelled at
5	Gambling: dangerous games like "catch the dagger"
6	Getting drunk, already drunk, and/or unconscious

Over Mountain Trail

Area 11 Map 7



11a. The Four Brothers

This stone pillar is topped by four vaguely humanoid shaped spires (each is 40' tall, the whole pillar is about 100' tall).

The spires are magically bound **Stone Guardians**, cursed by the dwarves thousands of years ago to stand eternal guard.

All of Kuce's Raiders know the secret to reanimating the Guardians: the stone must be chipped by silver, giving control of the Guardian to the one who wakes it. Control lasts for 12 hours and then the Guardian is freed from servitude.

If Kuce's compound is overrun, any surviving raiders will fling their silver plated slingstones at the Brothers.

A hidden cave (treat as secret door) 30' above the west face of the pillar contains the bones of a dozen dwarves. The grave was long ago looted, but the Goblins of the region do not know the cave exists.



11b. Goblin Ambush

The path here goes through a 12' deep cut in the rock. 10 **Goblins**, faces painted with a blue hand print, **(Kuce's Raiders)** have placed deadfall traps on each end of the cut (boulders and trees fall to block exit) while they hide in blinds, shooting arrows down from above.

If hard pressed or faced with an overwhelming force, one or more of the Goblins will attempt to flee toward 11a, the Four Brothers, and free the stone creatures in defense of the Chantry.

Each raider has a shortbow, 30 arrows, shortsword, leather armor and a bag containing 1d8 goblin knucklebones, a sling and 5 silver plated slingstones.

11c. General Kuce's Raiders

Five bored **Goblins**, faces painted with a blue handprint symbol, **(Kuce's Raiders)** stand bickering with each other about the worth of a turtle shell. They are armed with spears at the ready, bows and shortswords at their sides (leather armor).

Each has a pouch with 2d4 sp and a sling with 1d4+1 silver plated slingstones.

11d. General Kuce's Raiders

Seven arrogant **Goblins**, faces painted with a blue handprint symbol, **(Kuce's Raiders)** stand with spears ready, bows and shortswords at their sides (leather armor). They demand to know what business any travelers have and expect to be paid a toll for safe passage (the right-hand path toward the Keep, 11e).

If engaged in combat, one will run toward the keep while the remainder beat a fighting retreat toward the Fallen Tower (11f) where they will try to stir up the Stone Wights against the intruders.

Each has a pouch with 2d4 sp and a sling with 1d4+1 silver plated slingstones.

11e. The Shattered Keep of General Kuce

A renegade commander of the godking's forces, **General Kuce (Formorian Giant)** is regarded by this force of Goblin Raiders as a god-like figure. Kuce hates the godking and would eagerly entertain the idea of a coup d'état, provided that he would be installed as the new godking.

Entry Level
Much of the keep has fallen into ruin, but 48 **Goblins (Kuce's Raiders)** wearing leather armor and armed with shortswords and daggers, bearing the blue handprint symbol on their faces, live here. Each has a pouch with 1d6 sp and a sling with 1d6 silver plated slingstones.

Ground Level
This is **General Kuce's*** apartment. He is usually here with 1d4 human slave women, and 4 **Troll** bodyguards. He occasionally lops off a troll hand or foot and eats it.

Upper Levels
These levels are unstable, but Kuce keeps his treasure hidden in the ruined hallway across the gap from the stairwell on the Third Level/Gallery (see below for treasures).

11f. Fallen Tower of the Stone Wights

A crumbling circular tower, about 40' in diameter with a make-shift roof where the second story floor once was. Firewood is stacked neatly against the outside wall and an oiled canvas sheet covers the doorway.

Inside is dry and reasonably comfortable. The tower is haunted by **Stone Wights** who will attack any living creature who comes within 10' of the tower, with a preference for attacking and killing mortal beings (such as humans…).

Goblins from 11d will likely try to lure invaders here for the Stone Wights to attack. There are 13 of the undead creatures here and they attack 1d6 at a time (roll every third round for number attacking). When they are not attacking, they try to merge back into the stone of the tower.

Buried under the firewood is a rotting leather sack containing 35 rubies (50 gp each) and a vial of powdered Glitterwing wings (dust of levitation, 10 pinches)

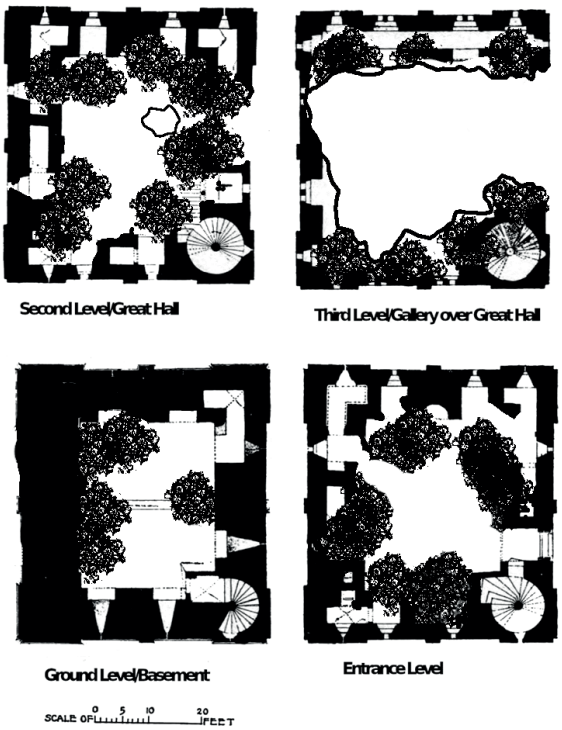
11g. Camp of the Elder Divine and Company

Ten Dwarves led by a gnarled and ancient Dwarven Priest (**the Elder Divine***) are on a mission to retake the Chantry for the Dwarven people. They are somewhat hesitant around outsiders.

They will readily ally themselves with a party who has invasion in mind but will be insistent that all treasures and artifacts of a dwarven origin be left alone. Unstated, but important to the Dwarves, is that all gold, silver and gems found within the walls are considered Dwarven artifacts…

Each dwarf has Full Plate, a Warhammer, a shield, a sword and a helmet. The Elder Divine is a 12th level Cleric and two of the dwarves are 4th level clerics. The others are stout warriors (level 1d4+6).

Shattered Keep
Map 7a



Treasures in the Keep

- 8422 gp
- 12987 sp
- **Sword +2 (Gamber's Blade** Silver edged blade)
- **Ring of Spell Turning**
- **Mace +1, +3 vs. regenerating creatures**
- **Spell Scroll (Magic User: Polymorph Self)**
- **Scroll of Protection from Demons**

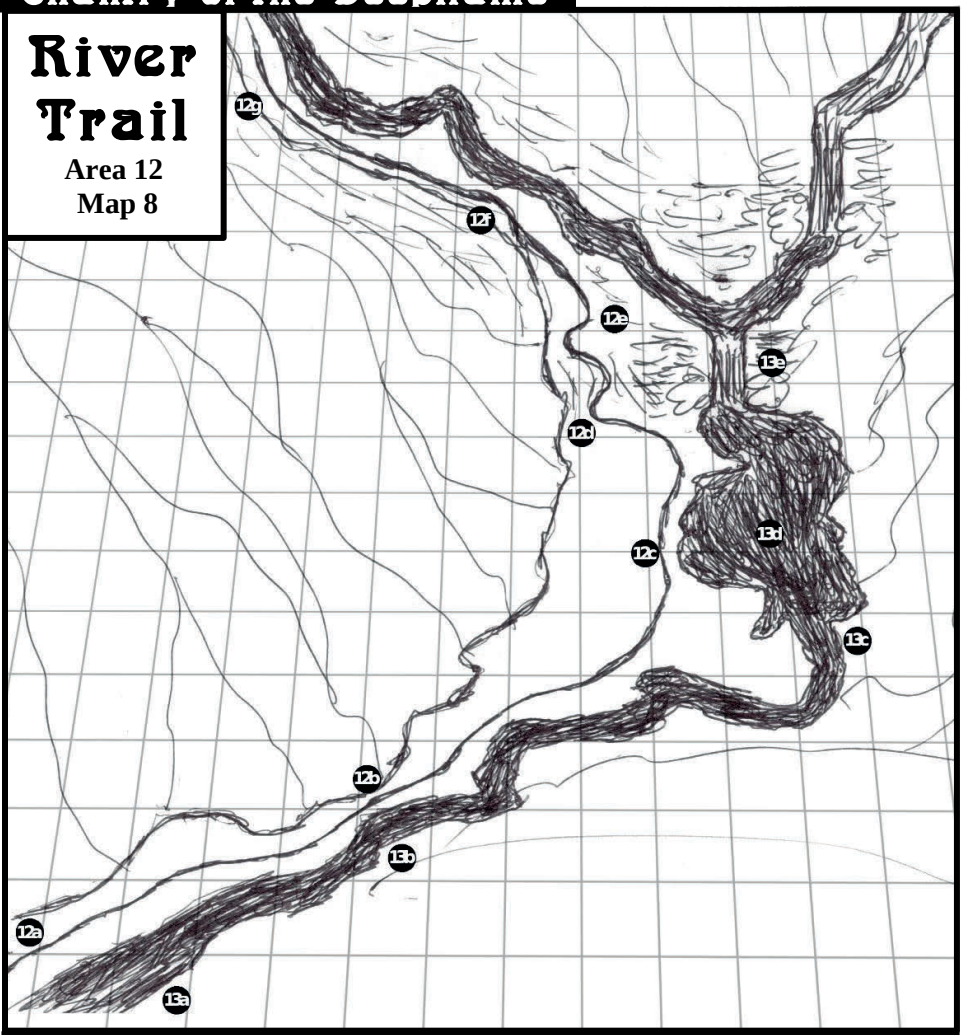
General Kuce keeps tabs on these treasures and will use them if possible.

Mountain Trail

Map 7 Page 2

River Trail

Area 12
Map 8



12a. The Languid Path

The plants sway unnaturally slowly in the slight breeze. Any animals noticed here also move very slowly or are standing statue-still. This is an effect of the water (see 13a). Any creature who spends more than 2 hours in this 100' stretch of the river is affected by the water (as Slow Spell). If anyone drinks the water, they stand statue-still for 2d12 hours minus level/hit dice.

12b. Coins for Free

The river bends close to the mountainside here, so the path narrows and becomes a muddy track.

Just at the edge of the river is a **verdigrised bronze-bound oak chest** with a slot in the top. The chest is locked (and, if inspected, the keyhole hasn't been accessed in a long time as the bronze mechanism is as corroded as the bindings of the chest). The back panel (facing the river) is removable (as secret door). Inside is 3d20+11 cp, 2d8+4 sp and 1d8 gp.

Embedded in the mud are 3d12 cp, 2d8 sp, and 1d6 gp. Coins that should have been tossed at the **Guardians (Water Sprites, 13b**) but the Goblins who were passing by were rude to the Guardians and were attacked and dragged under, eaten by the **Water Sprites**.

The Water Sprites will challenge any creature who approaches – if an appropriate "toll" is paid, they will warn travelers about the Blackwater Horror (area 13d) and the Stillwater area (13a).

12c. Brushed Clear

The entire floodplain here has been swept clear, no footprints, no trees or bushes, only some large rocks and very little grass remains. The path skirts the edge of a deep and wide pool in the river in which lives the **Blackwater Horror** (see 13d for more information).

Any Goblin-kin encountered near here will be carrying something as a sacrifice:

1. Deer carcass
2. Half of an elk carcass
3. Two ogre legs
4. Two dead Goblins
5. A human torso
6. Four sacks full of dead ravens.

12d. The Switchback

The trail winds up the mountainside here, quite a distance from the river. At each of the three turnbacks, is a small fortified position which the Goblin-kin would use in case of an invasion.

At each position is a small cave manned by a single **Goblin** who tends the supplies: firewood, shuttered lantern and oil, bundles of arrows (200+ at each), 1d6 shortswords, 1d10 daggers. In times of high alert, these posts will all be manned by 2d10+10 Goblins armed with shortbows, shortswords and daggers.

NOTE: Patrols and travelers to and from the Chantry rarely check on these lone sentries unless invaders have been spotted so sacking one or all of these positions isn't likely to draw any attention.

12e. Crumbling Path

The path hugs the cliff here about 60' above the river, the edge is broken, and the path narrows noticeably.

Creatures weighing more than 100 pounds must save (vs. petrification or DEXTERITY Check) every 1d6+9 feet (10-15') of the 90' long path here or the path crumbles and the creature must make a second save/check or tumble into the ravine below.

12f. The Bone Gate

A locked gate and wall fabricated from human, griffin, goblin-kin, giant and dragon bones blocks the path.

On the north side are four **Ogres** (mercenaries hired by the Shaman) and 12 **Goblins**. One of the Goblins has the key to the gate and will be the "spokesman" for the guards. They can be easily bluffed or bribed.

12g. To the Bridge

The path continues upward to Area 3, the Swinging Bridge.

13a. Stillwater

While the river tumbles and rushes down the mountainside north and south of this area, for about 100' stretch of the river the water is completely still.

There is a 30% chance that a large animal stands unmoving next to the water here, head down, drinking from the water, and a 90% chance that 1d10 small animals are unmoving in the brush and weeds around the water here.

This water is enchanted and any who drink of it are caught in a kind of stasis that lasts 2d12 hours minus level/hit die of victim.



13b. Guardians

In the river here are **a dozen Water Sprites** who will challenge any trespasser and demand a toll for safe passage (coins in the chest, see 12b).

They hate goblin-kin and are 50% likely to attack kobolds, goblins, hobgoblins or bugbears on sight even if the toll is paid, though stronger creatures are carefully assessed before engaging in combat.

(They drag creatures down to their lair and then eat their corpses).

If they are hard pressed by an opponent, they will almost certainly back down and swim down to their river bottom lair, in which can be found 8724 cp, 239 sp, 118 gp, separated by type and stacked neatly.

13c. The Net

Stone and iron grating restrains the Blackwater Horror (see below).

13d. Blackwater Horror

The shore here is swept completely clean. Deep in the river is a massive **Tentacaled Horror** with twelve tentacles which can reach from the center of the bottom of the river here to the western cliff-face. The Horror senses vibrations of beings who pass by and the tentacles will lash out if a sacrifice (the size of a deer, goblin, human, or larger) is not tossed into the water. (see area 12c).

13e. The Sluices

The Blackwater River drops down a series of falls here, effectively trapping the Blackrock Horror in its pool (13d).

This eastern branch of the river is completely unguarded - except by the treacherous terrain on either side of the falls.



Blackrock River

Area 13 (See Maps 1&8 for details)

Rivergate

Area 13f Map 9

Encounters in Rivergate

Roll 1d8 every turn.
Encounter on 8
Secondary Encounter on 1

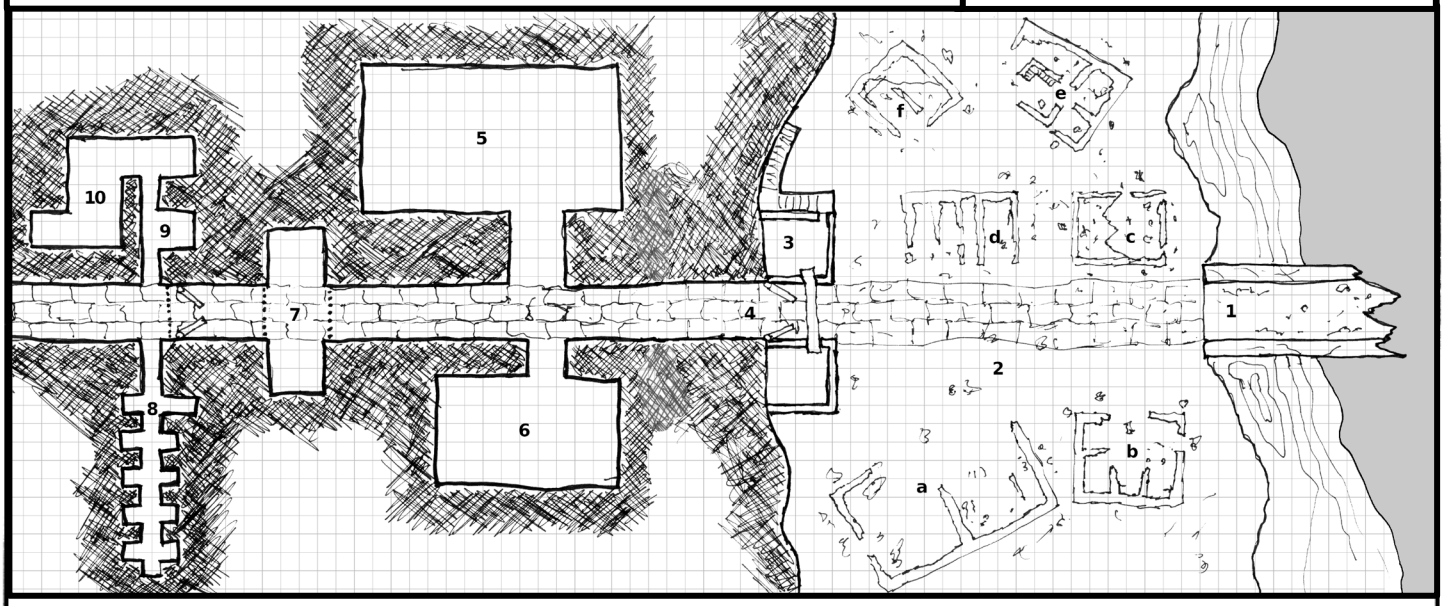
1d8	Encounter	Doing…	Secondary Encounter
1	1d6 Dwarven Spectral Haunts	Searching for: 1. a lost child 2. gold 3. a solution to a mystery 4. a lost artifact	Stones fall from an upper story (outside) or ceiling (inside). An invisible Sprite is responsible, simply playing a prank
2	1d8 Human Spectral Haunts	1. Haggling 2. Hauling goods 3. Staring at the sun (moon) 4. Dancing	A Spectral Haunt rushes at a random PC, passes through him or her, turning skin blue
3	2d8 Dwarven Spectral Haunts and 2 Shadow Hounds	1. Hunting 2. Searching for a criminal 3. Battling each other 4. Running off to battle	A hawk swoops down, grabs a dove nearby, abandoned nest has 4 baby birds
4	1d4 Dwarven and 1d4 Elven Spectral Haunts	1. Fighting each other 2. Bartering 3. Arguing 4. Embracing	Unstable Rubble: DEX check or twist ankle (move half for 1d4 days)
5	Ankheg (see 1)	1. Hunting 2. Returning from a hunt 3. Seeking a mate 4. Running away	Water begins bubbling up out of the ground: it is mildly poisonous
6	Ghost (see 2f)	1. Chasing a Spectral Haunt 2 seeking vengeance 3. Seeking release 4. Murderous	A small breeze becomes hurricane force wind for 1d8 turns (DEX check or fall)
7	Giant Spider (see 3)	1. 1d4, hunting 2. 1, scouting 3. 1d4, chasing Ankheg (area 1) 4. 1d6 hunting	Unstable Ground: sinkhole opens, save or fall 1d10+10 feet for damage and possible ankle twist
8	1d6 Glitterwings	Scouting for their tribe. If only one is encountered, a lone survivor from a patrol	A rat funs past…. Then a swarm of 6d8 rats runs past.

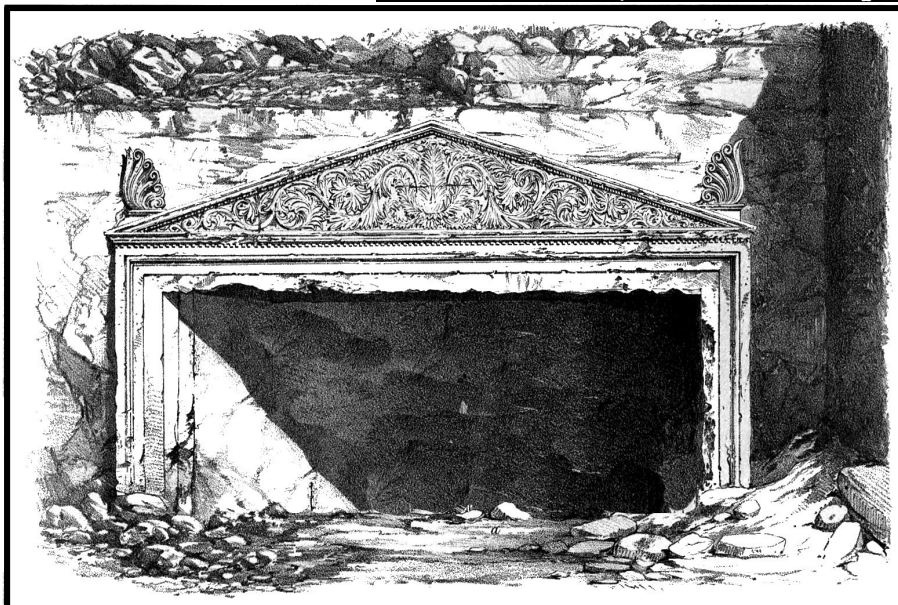
1. The Broken Bridge

A solid stone bridge now in ruins. Beneath the bridge at the water's edge lairs a 5HD **Ankheg**. Its lair tunnels under the road: two chambers filled with bones and husks of victims.

The Ankheg and the Giant Spiders (see are 3) compete for control of this area (and for prey). The Ankheg is afraid of the Spiders and will flee to its lair if more than one Spider is present.

Roll 1d6	What's in the Ankheg's Lair? (roll or use all of these)
1	1d4+2 eggs (worth 100gp each), the acid melted arms and legs of dozens of Goblins,
2	A huge mass of masticated organic material creating a kind of cocoon in which the Ankheg sleeps. Inside are 23 goblin skulls and 1219 gp.
3	Scattered about are bones and bits of cloth, armor, broken weapons, etc. Among the debris: 244 gp, a human leg bone carved with magical sigils (**wand of frost**), and a full mountain goat skeleton which will animate if touched.
4	132 gp, 449 sp, human leg-bone etched with devotions to St. Ashar, a 4-gallon barrel with an 'X' painted in burgundy on the side, full of watered down ale, leather boots with button-back cuffs, and a scroll case holding a piece of mildewed parchment on which is written the death warrant for a murder suspect.
5	A full goblin skeleton, partially digested. The **skeleton** will animate if released, though it will not necessarily attack. Skeleton has gained Acidic touch (1d6 additional damage)
6	The mostly digested remains of a Hobgoblin with a magic short sword (**Bitterman's Spike** Shortswordblack leather wrapped hilt with silver wire underneath, blade has seventeen nicks near the hilt)





Rivergate

Map 9 Page 2

2. Rivergate Village Building Ruins

a. Stable
Ghostly mules stamp and fret amid the rubble of shattered stalls.

b. Green Gables Inn
The inn's sign hangs precariously on a rusty chain, twisting in the breeze. Nightly, ghostly patrons (**Spectral Haunts**) sing ancient travelers' songs and hoist ethereal tankards of ale, toasting the gods of gold. If a mortal being accepts the offer of a ghostly ale, when the mortal being dies, he or she raises as a Spectral Haunt.

c. Bridgemaster's Office
Half the upper floor still remains intact. Behind the ruins of the counter, hidden under the floorboards, is a very rusty iron bound locked chest containing 3371 gp, 8447 sp, 6 rubies (80 gp each).

d. Grainary
Tall silos fallen to ruin. Beneath the rubble is a trap door leading down to a small cave: 9 sealed clay pots filled with ancient, poisoned wheat. At the bottom of one of the pots is a **Dagger +1**.

e. Teamster's Hall
Angry ghostly dwarves (**Spectral Haunts**) taunt and "attack" any mortal being who comes near.

f. Captain's House
The **Ghost** of the Captain of the watch haunts this ruin, attacking any mortal who comes within the ruined walls.

3. Rivergate Tower
These two-story towers are infested with 24 **Giant Spiders**.

4. Broken Gate
Massive oak gates have been torn from their hinges and lay in ruins…

Fallen stones here are vaguely humanoid shaped, six of them are under the control of the **Stone Mistress** in area 6 and will move to block the entrance. Animated stones are non-combative, can take 30+2d12 hp damage each (move 12).

5. Warehouse
Piled high with broken boxes, moldering sacks and opened crates and barrels.

Searching the rubble is arduous (1 item per 10 person turns of searching, table below). 2d4+4 items may be discovered.

Make a random encounter check for every turn of searching: Roll 1d8, encounter on 8, Stone Mistress animated stone (area 4) on 1.

Random Items in the Warehouse

	1	2	3	4
1	1000 gp ruby	A weather-stained piece of parchment on which is inscribed a deed of ownership for a plot of land near Newtown	A strong box (locked) containing 4812 cp and 19 sp.	**1. Gem of Seeing** **2. Boach of Shielding** **3. Pearl of Wisdom** **4. Crystal Ball (Clairaudience)**
2	500 gp chrysoberyl	A well-worn battleaxe with dwarves and demons etched onto the head, the haft is some kind of stone. Axe s not magical but gains +1 agaist	A leather sack with a tear in the bottom containing 3199 gp.	**Potion** **1. pale blue liquid, Healing** **2. transluscent red liquid, Fire Resistance** **3. thick red syrup, Super Heroism** **4. ever shifting colors, random effect potion**
3	70 gp eye agate	An traveller's age-worn leather jerkin sized for a halfling and bearing the embossed image of the crescent moons.	A gold scarab, inlaid with silver, pearls and emeralds (1200 gp)	**Wand** **1. Size Alteration** **2. Negation** **3. Fireballs** **4. Wand of Wonder**
4	1000 gp star sapphire	A soldier's padded coif, chainmail mantle and dented steel helm stamped with the symbol of a bear's head (wearer can transform into a bear 1/day **Helm of the Bear**)	A platinum disk inscribed with an ancient Dwarf calendar and set with 9 rubies (one for each age of the world) worth 2400 gp.	**Ring:** **1. Plain gold band (Spell Storing)** **2. Silver, etched with vines (Plant Control).** **3. Plain brass, (Feather Falling)** **4. Silver wire wound gold band (Polymorph self)**
5	250 gp coral	An ermine fur-trimmed cloak of green velvet (250 gp).	A silver backed mirror (120 gp)	**A spell book (Magic User: Invisibility, Feeblemind, Simulacrum)**
6	50 gp hematite	A leather sack containing a shortbow, a flask of linseed oil and bowstrings, and a quiver of 30 arrows	A leather sack containing 10 vials of spider poison antidote	**1. Cloak of Displacement** **2. Charm of Protection** **3. Cloak of Protection** **4. Bracers of Defense**
7	100 gp Moonstone	A 10-gallon barrel with a twin-tailed comet painted in red on the side. It is full of good ale.	Porcelain tea set (3 cups, 4 saucers, chipped teapot without a lid, sugar pot) worth 400 gp	**1. Horn of the Calling Sea** **2. Sandals of Spider Climbing** **3. Gloves of the Thieves** **4. Amulet of the Elemental Planes**
8	100 gp sardonyx	A wrought iron key, a small brass key stamped with a raven, and a treasure map that shows an X just north of village of Arwadar in the Ghost Downs (hex 40 of the Northern Tier hexcrawl)	A gold wire bracelet with seven gold medallions, one for each of the seven major saints of the Church. Praying for an hour wearing it, gain benefit of bless spell for 1 hr. (2500 gp)	**Spell Scrolls:** **1. MU: Feather Fall, Ice Storm, Polymorph Self** **2. MU: Flame Arrow, Dimension Door, Project Image** **3. Cl: Glyph of Warding, Locate Object, Divination, Exorcise, Flame Strike, Quest, Wind Walk**

6. Warehouse

A **Stone Mistress*** lives here among a **dozen animated stone statues** (see area 4 for details).

She wants to be left alone and will command the stones of the area to block and push away intruders, instructing them to attack only as a last resort.

The bones of dozens of Goblins are strewn about.

She keeps her treasures in a small stone box that she can make "walk" away.

1d6	Stone Mistress' Treasure
1	600 cp, 6000 sp, 2400 gp, 100 pp
2	**Potions: Extra Healing, Gaseous Form, Invulnerability, Invisibility**
3	Brass Seal of the High King (1400 gp), Gold armband – snakes and spiders (3000 gp)
4	**Ring of Spell Turning, Ring of Spell Storing**
5	4000 sp, 6000 gp
6	Ancient gold crown set with rubies (24000 gp)

7. Fallen Portcullises

Tilted slightly, pavement beneath them cracked from impact. Combined 42 Strength to lift.

8. Cells

These ten small rooms each have two fragile beds and other small everyday items.

1d12	Items	Coins
1	A rusted crowbar	1d8 gp
2	A golden key marked with the Hamlish Emperor's Seal (100-1000 gp)	2d20 sp +1d6 gp
3	A Dwarf hammer covered with geometric engravings	1d6x100 gp
4	A pair of embroidered black trousers	8d8 pp
5	A belt pouch with Goblin toe bones sewn into it	4d6 gp + 1d8 sp
6	An annotated leather-bound edition of *Prayers of the Seven Saints* (30 gp)	10d10 gp
7	4 bottles of wine	4d8 sp
8	An ivory flute etched with the image of an eye (10gp)	6d10 gp
9	A rough map of the Highlands, showing its rivers, forests, mountains, and only its largest towns and cities. Notes have been written all over it, but the language isn't anything known in the region	10d20 cp + 9d8 sp + 10d6 gp +1d8 rubies (30 gp each)
10	A 15-pound bag of nuts and dried meats	2d20 gp
11	The hide of a black wolf	3d12 sp
12	A laced jerkin trimmed with sheepskin	4d4 gp

9. The Traveler's Inn

Kitchen, pantry, servant rooms.

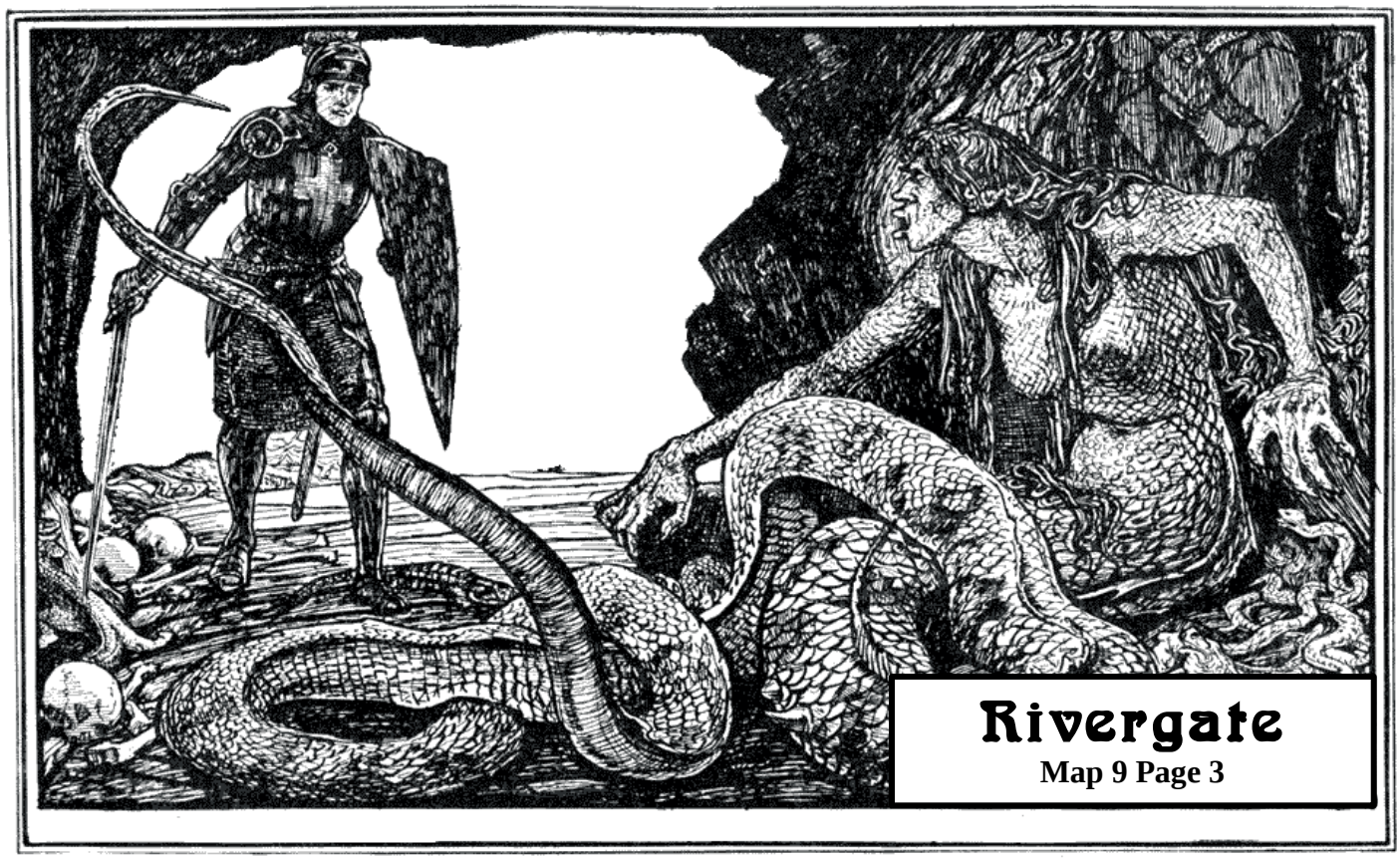
1d8+4 **Spectral Haunts** roam about cooking, serving, cleaning.

10. The Traveler's Inn

Taproom, guest rooms, common room.

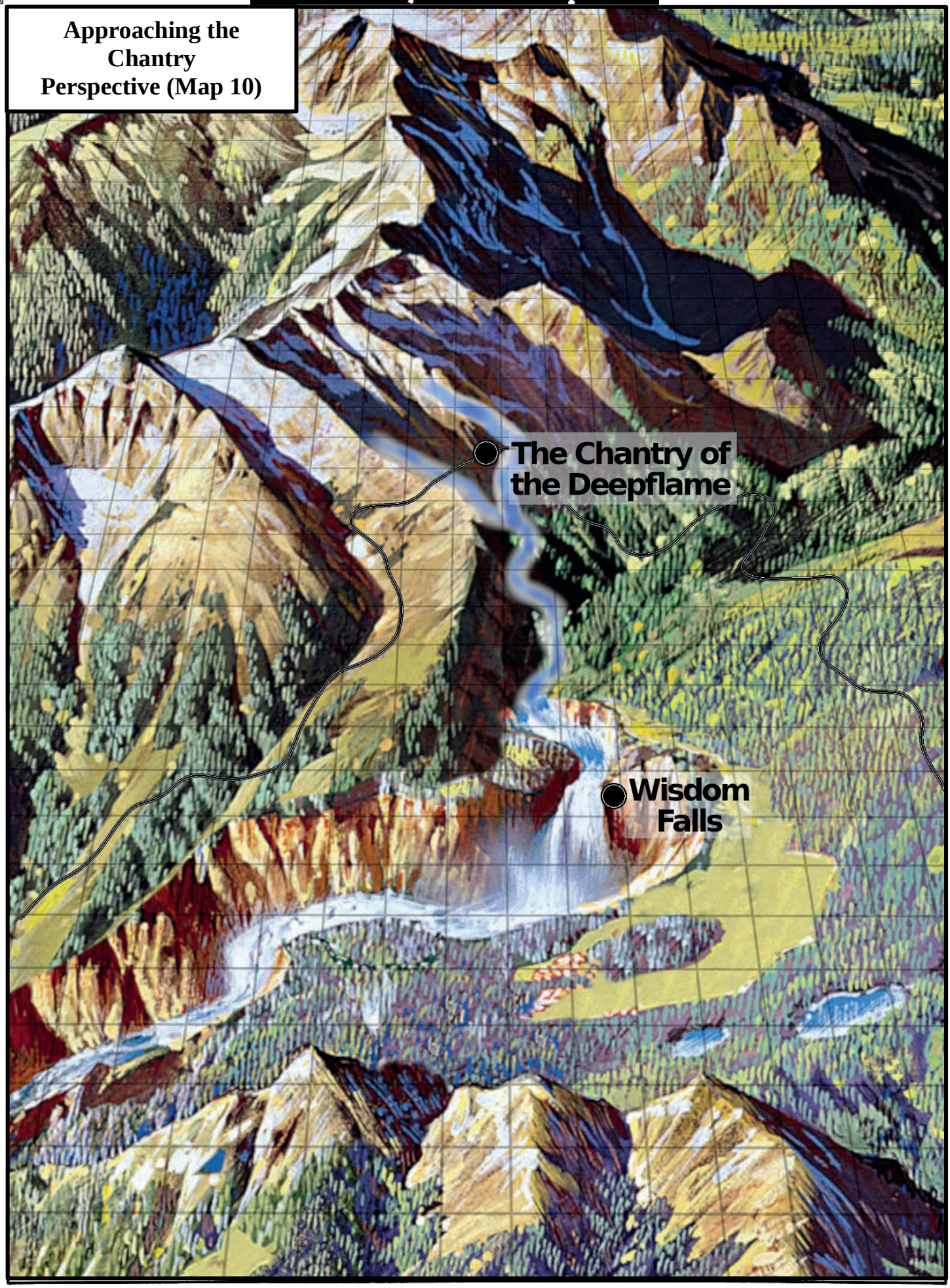
1d8+8 **Spectral Haunts** celebrating, fighting, carousing.

1d10	Items in the Traveler's Inn
1	A small engraved pewter case containing several paintbrushes and pots of prepared oil paints, a few sponges and sheets of thick linen canvas
2	A cloak made of black bear's hide
3	An oiled leather jack with the embossed image of a crossed spears
4	A pewter flask filled with brandy engraved with a crossed hammer and chisel
5	9 bottles of wine
6	Cask of good ale
7	Cask of spoiled ale
8	A primitive shield engraved with an oath of allegiance to St. Ashar
9	A pewter pendant of a demon face on a fine chain
10	A tambourine carved from a whale bone engraved with stars and crescent moons



Rivergate
Map 9 Page 3

Approaching the Chantry Perspective (Map 10)



ENTRANCES TO THE CHANTRY

The Crevice:

Outdoor Map 5, Page 26

Chantry Rift through the Sanctum of the High Priest, The Halls of the Honored Guests, The Cloistered Brethren Dormitories and the Halls of the Militant Brethren.

The Deep Gate:

Outdoor Map 8, Page 30
Deepgate Keep, the Deeps (G5.9), Page 180

Occupied by Goblins who are largely cut off from the rest of the Chantry. Tunnel leads to the mines of the Deeps and the kingdom of the Shadow Crepers.

The River Gate

Map 9, Page 36
The Deeps Trading Post (G1.13 and 14), Page 169

Haunted by a Ghost and the lair of the Stone Mistress.

The Sinkhole – The Caves of the Whispering Wind

Outdoor Map 5, Page 27
Sanctum of the High Priest, Hall of Judgment (E14), Page 143

Caves of the Winged Ravagers.

The Spiral Stair – The Stone Giant

Outdoor Map 5, Page 29
Halls of the Militant Brethren (B23), Page 69

Watchtower for the Goblins. Largely cut off from the rest of the Chantry.

The Two Towers of Aransh:

Chantry Area A, Page 43

This was the Militant Brethren's entrance to the Chantry. The goblins of the Ruined Tower watch the Silent Tower as closely as they do the horizon.

The King's Watch:

Chantry Area B 57, Page 85

This was a fortified, secret exit disguised as a Moonwatch tower. The High Priest used this exit for clandestine meetings and as an escape route.

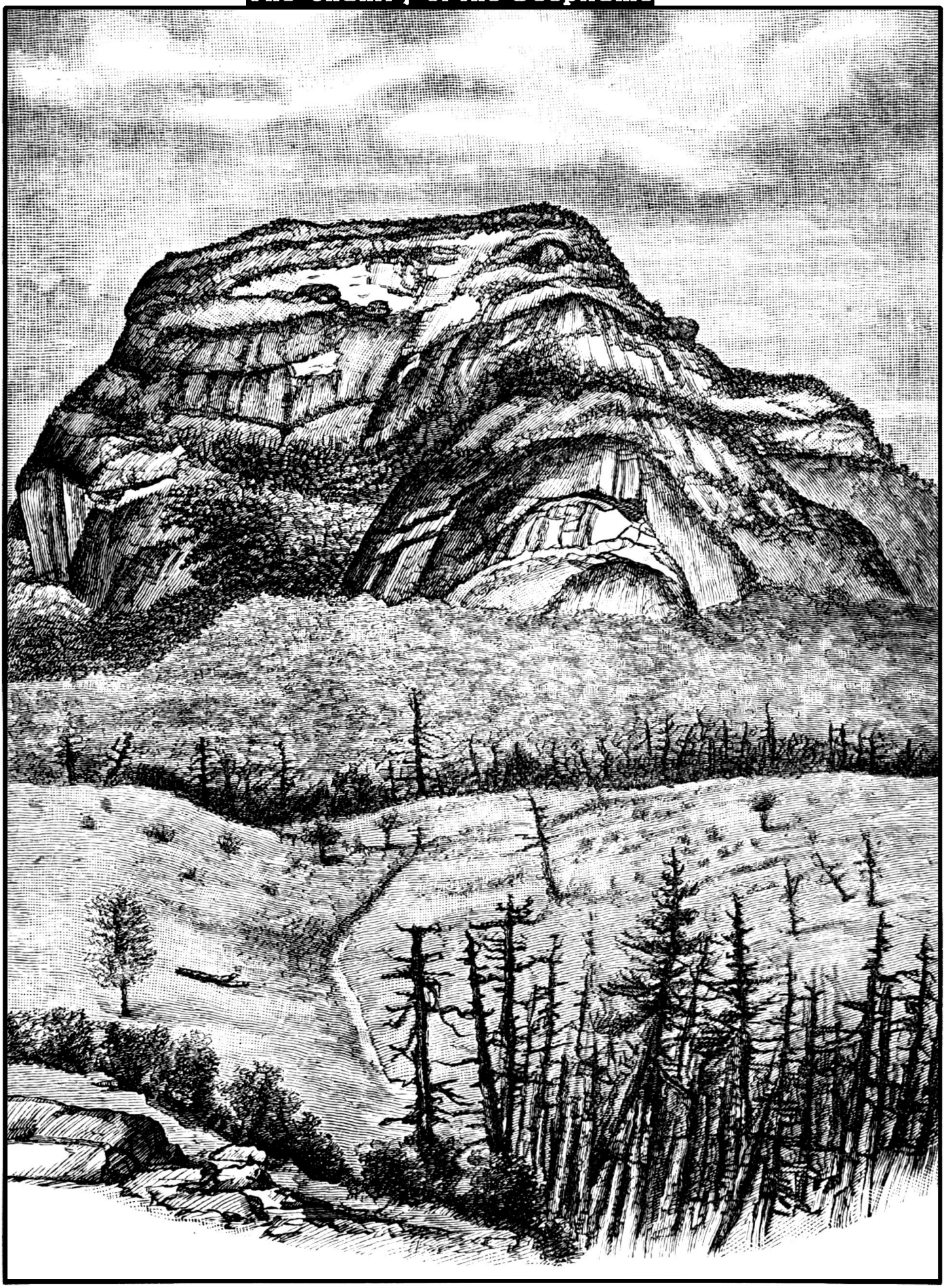
The Beautiful Gate:

Chantry Area B 62-65, Page 92

The once grand entrance to the Chantry during its days as a Holy Shrine. Now a ruin, the Chantry can be accessed through the Beautiful Gate and the Tunnels of the Scorned Brethren.



The Chantry of the Deepflame



SPECIAL ENCOUNTERS OR BACKGROUND EVENTS

The Chantry is a dynamic environment, filled with daily challenges. Use any (or all!) of these events either as special encounters or to create a living backdrop of the daily life of the goblins in the Chantry. Each of these encounters is unique and affects the entire Chantry.

1d8	Event	1d8	Event
1	The Tentacled Horror Has Escaped!	5	The Madness of the Godking!
2	The Offal Dweller Has Escaped!	6	The Great Search!
3	Darkness Rising!	7	Coup d' Etat!
4	Ghoul Rain!	8	The Cure!

1. Tentacled Horror Has Escaped!

The first indication of this might be partially eaten goblin bodies or far off screams. Regardless, the entire Chantry will be mobilized to either kill or drive off the Son the Seven Mothers (B24, Page 70). The presence of intruders will be largely ignored unless they get in the way.

Tactics: the Godking snarls commands to the sub-chiefs who drive the goblin horde in search of the Horror, using slaves as bait. The Shaman will be secreted away in his hidden chamber with the Book of Infinite Spells, undecided as to whether or not he should turn the page.

The Horror will lurk in dark corners, lashing out to any living being who comes near.

Left on their own, the goblins will kill the Horror in 5d4 hours, losing 5d8 goblins and (30% chance) 1 sub-chief.

2. The Offal Dweller Has Escaped!

The first indication of this turn of events might be trails of slimy offal and waste. The goblins will be mobilized, but not panicked, as they attempt to find the creature and herd it back to the Offal Pit (B25, Page 72).

If cornered, the Offal Dweller will fight, if threatened with fire it will go berserk (gaining +2 to hit, but a -2 penalty to AC, due to its frenzied attack).

Intruders will be noted (causing more panic than the monster on the loose) and the goblins will split their attention, actually focusing more attention on the intruders than the Offal Dweller.

It will take 3d6 hours for the goblins to get organized and herd the Offal Dweller back to the Offal Pit, 6d6 hours if the goblins are distracted by intruders.

3. Darkness Rising!

A Shadow creeper invasion has begun. The Firstwatch (B61, Page 90) has been completely overrun and the creatures are pouring up from the Deeps, attacking any living thing they encounter. Intruders will be ignored unless they choose a side to join in the melee.

The goblins will make their stand at the Temple (B38-49, Page76-81) largely abandoning the remainder of the Chantry.

The Dark Stalkers leading the Creepers have been planning this invasion for a long time and use every advantage they can devise, including a shield wall, magic, etc.

The battle could take days to finally end. The outcome is left up to the GM (or, could be played out using mass combat rules).

4. Ghoul Rain!

Undead drop from the crevice above area (B7a, page 60) from the Cloistered Brethren Level. 1d6 Ghouls appear every hour as the magic that has bound them to that level has weakened somehow. There is virtually no limit to the number of Ghouls that could appear…

5. The Madness of the Godking!

The influence of the ring of delusion that the Godking wears has finally caused him to go over the edge and he is rampaging throughout the Chantry, killing everything (goblin and human alike) in his wake.

Most goblins flee from his onslaught. Whatever sub-chiefs remain will make an organized attack against him (with the Shaman, most likely, though his motives remain inscrutable).

6. The Great Search!

Organized goblin groups are searching through every area of the Chantry, collecting gemstones. The Shaman has figured out a little bit of how the Deepflame functions (gemstones in the back of the throne), though he has no idea what the effects of actually getting the artifact to operate fully will be.

Intruders will be dealt with normally, though the search will continue even in the heightened state of security.

Of course, the Shaman cannot fully ignite the Deepflame, as some of the required gems are secreted away in (to him) inaccessible areas of the Chantry, unless some invaders have found the gems and somehow make sure the Shaman receives them…

7. Coup d' Etat!

The sub-chiefs, unwilling to live under the oppressive and unpredictable rule of the Godking, have united and a faction war is beginning.

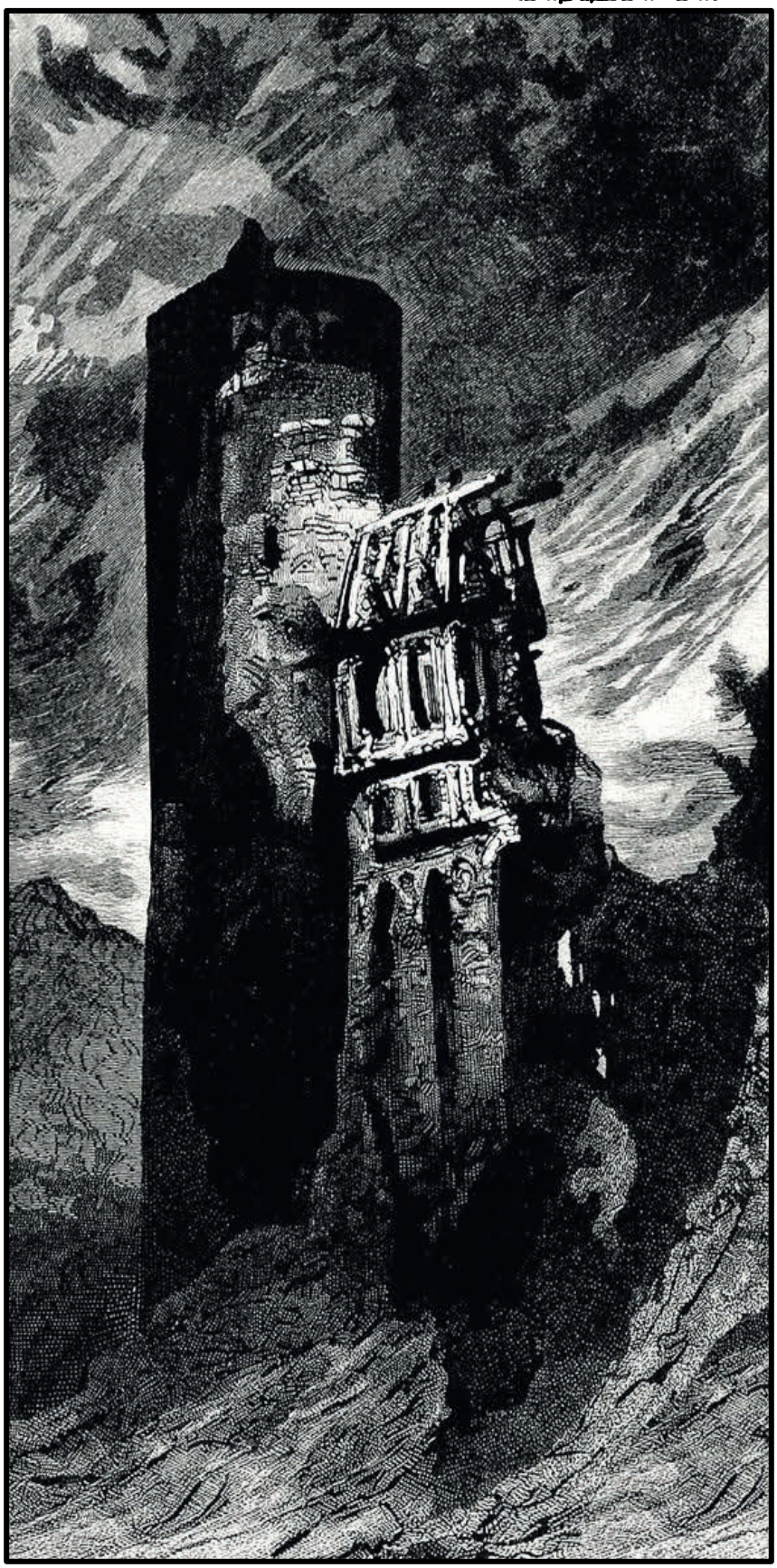
The Bugbears, hobgoblins, and 70% of the goblins will support the sub-chiefs in the Coup attempt. However, the Shaman will side with the Godking and raise up his undead army (which will cause a morale check among the common goblin troops opposing them). Intruders in this scenario will be ignored, unless they take a side in the insurrection.

8. The Cure!

The Godking has removed the ring of delusion (suggestibility) that he has been wearing and frees himself from its curse.

His first action will be to summon the Shaman and rip out his heart and eat it (thus gaining one HD). From this point on, treat the Godking as a normal Barquist, seeking to gain strength and return to the Outer Darkness.

THE TWO TOWERS OF ARANSH
(AREA A)



These two ruined towers are joined together, side-by-side, though they are of very different construction. The smaller, squarish stone tower is probably older, of dwarven construction (at least the bottom two stories). This is **The Ruined Tower**. It is a testimony to the skill of its builders that it is still standing as the walls are pocked and broken. The upper stories are of a different construction, possibly dwarven influenced, and much more recent, made of stone and wood. These levels of the tower are in much worse shape than the base. The Ruined Tower is one of the gatehouses to the Chantry.

The larger, circular tower is a more recent construction of a style unknown in this region. This is the **Silent Tower**. The stones of this tower are all hexagonally shaped and fitted together very tightly. The upper middle of this tower has been violently damaged, exposing the dark interior. The Silent Tower guards a brooding, malevolent being and has nothing to do with the goings on in the Ruined Tower or the Chantry itself.

Only the Ruined Tower has any entry at ground level (large, oak doors, see 1, below) and windows on the second and third levels. The Silent Tower has no doors or windows but has a gaping hole in the side (areas 6 and 7 of the Silent Tower) facing the Ruined Tower.

Atop the Silent Tower are four-winged statues: North, a lion, East, a man, South, a Satyr, West, a Minotaur. These are the **Silent Guardians**.

If anyone attempts to enter the Silent Tower by any method other than the door on level three of the Ruined Tower (climbing, flying, teleporting, passwall), the Silent Guardians will silently drop from their perches and attack, pursuing intruders until the intruder or the guardian is destroyed.

THE RUINED TOWER KEY

The Ruined Tower is traditional stone block construction, though the lowest level has been carved from the very bedrock of the mountain. It stands in stark contrast to the larger circular tower beside it.

1. Stable Level

Large, double, heavy oak doors (10' high x 8' wide each) on the western wall show signs of serious recent damage and hasty (and inexpert) repairs. The doors are barred from within.

- The ceiling of this chamber is 20' above the floor, though a hayloft hangs about 12' above the floor level.
- Stalls line the walls.
- The two stalls in the Southwestern corner are home to a dozen **war wolves** which are chained to the walls here, and **Wolfmaster Ashran***, a **bugbear runt**, who has a dirty pallet here. The wolfmaster has 13cp, 4sp, a dull shortsword (-1 to damage), a ram's horn, and a hooded lantern.
- Scattered about the remaining stalls are hundreds of bones, mostly horse and donkey bones though others are mixed in as well..
- A rickety (but relatively safe) ladder leads up to the hayloft, which is bereft of hay, but piled high with bat guano.
- A **bat swarm** roosts here. If disturbed, the bats will swarm for 1d8 rounds, then fly out of the tower through cracks in the upper walls (see below).

If surprised, the Wolfmaster will attempt to move in among the war wolves and blow the ram's horn to warn those above of the invasion.

If given warning (such as the PCs battering down the large oak doors), the Wolfmaster will

- Loose the war wolves from their chains to roam free in the stalls. Six of the wolves will attack in the round the door opens and the other six will hide in shadows and attempt to ambush PCs who are engaged in melee with their brethren in the first several rounds.
- Meanwhile, the wolfmaster will climb to the hayloft with his sword, lantern and horn. Once the PCs engage the wolves, he will un-hood the lantern and prod at the bats, causing them to swarm (see below) and then blow the ram's horn warning those above of an attack.

Bat Swarm: when disturbed, the bats (there are more than 300 of them) will swarm around inside the stable level of the Ruined Tower.

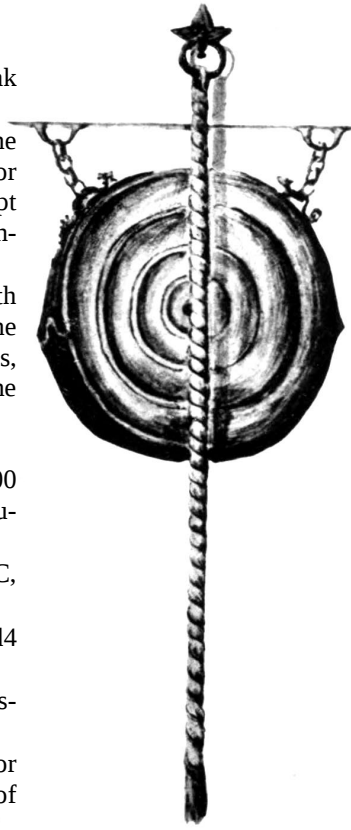
- A bat swarm causes confusion, -2 to attack, +2 to AC, DEX check each round to remain on feet.
- The bat swarm "attacks" as a 3 HD monster and does 1d4 hp damage on a successful "hit."
- Such "attacks" are not true attacks but represent a massive number of small bodies hitting the PC all at once.
- Area effect spells can destroy, deflect a bat swarm (for example, a fireball spell will kill every bat in the area of effect and drive off any remaining bats).

2. The Guardians of the Tower

Two **Bugbears** and eight **Goblins** guard the entrance to the chantry here.

- Each bugbear has a broadsword, wears tattered leather armor and have some coins (8 cp, 9 sp for the first and 22 sp and 1 gp for the second).
- The goblins are armed with dull iron shortswords (-1 to damage). They have no personal treasure.
- They will respond quickly to hearing Ashran's horn (from below) or the gong from above.
- The door to the north is not locked.
- Outside the door are the ruins of a once grand bridge that spanned the gap between the tower and the ornate entrance to the Chantry of the Deepflame. Now a **rope and wooden plank suspension bridge** spans the gap. While the suspension bridge looks unsafe, it is fairly stable and well-constructed.

If seriously threatened, the bugbears will push behind the goblins and attempt to flee across the bridge, cutting it from the mountain side if they are successful (regardless of how many goblins remain on the bridge, if any) in an effort to save their lives and warn the Chantry of the invasion, unless Gurin the Sub-chief (from the level above) has joined the fight.



If Gurin is directing the defense of the tower, all the defenders will fight to the death.

If Ashran, the wolfmaster, (in the stables of level one) is still alive and able, he will release the war wolves and engage in combat to defend his brethren on this level.

Likewise, those on the third level (the Watchers) will descend to help repel an attack if they hear the sounds of battle here.

If the invaders seem too powerful for the guardians of the tower to dispatch, it is likely that one of the Watchers from the upper level will ring the gong (see area 3) to warn the entire complex of an invasion.

3. The Watchers Above

This level is of different construction than the lower levels, being partly wood, and is in much worse shape than the lower levels. 12 **Watcher Goblins** and **Gurin, the Sub-chief** guard the door to the Silent Tower, which is locked and barred from this side. These are the Watchers, a more elite guard among the goblins of the Chantry.

- A large iron key hangs next to the door (the key is for this door). A 2' diameter gong stands near the staircase to the east which radiates magic if detected (if struck, this gong will resonate with the gong in the Great Temple, warning the entire complex of an invasion).
- An **ill-fitting trap door** in the ceiling (which is 10' high here) leads to the attic. It is bolted closed, swings upward, and hasn't been opened in decades.
- Dirty pallets are scattered about the floor and a makeshift bed is in the SW corner. Gurin sleeps in the bed and the Watchers sleep in shifts in the pallets.

Searching the bed will turn up:

- a rolled parchment covered in profanities
- the hide of a black wolf
- an elegant elvish dagger with a leaf-shaped blade engraved with ancient runes and a motif of interlaced leaves and bare branches and a fine-grained leather sheath decorated in a similar fashion (worth 150 gp),
- cedarwood mourner's flute engraved with a design of a sailing shi
- a leather bag containing a small tent, cord, pitons and a mallet
- a leather sack containing 42 gp, 22 sp and a ruby chip worth 25 gp.

Next to the bed is a small shelf on which is a dwarven skull resting on a pillow (**The Skull of St. Khasta**). The radiates faint divination magic if detected.

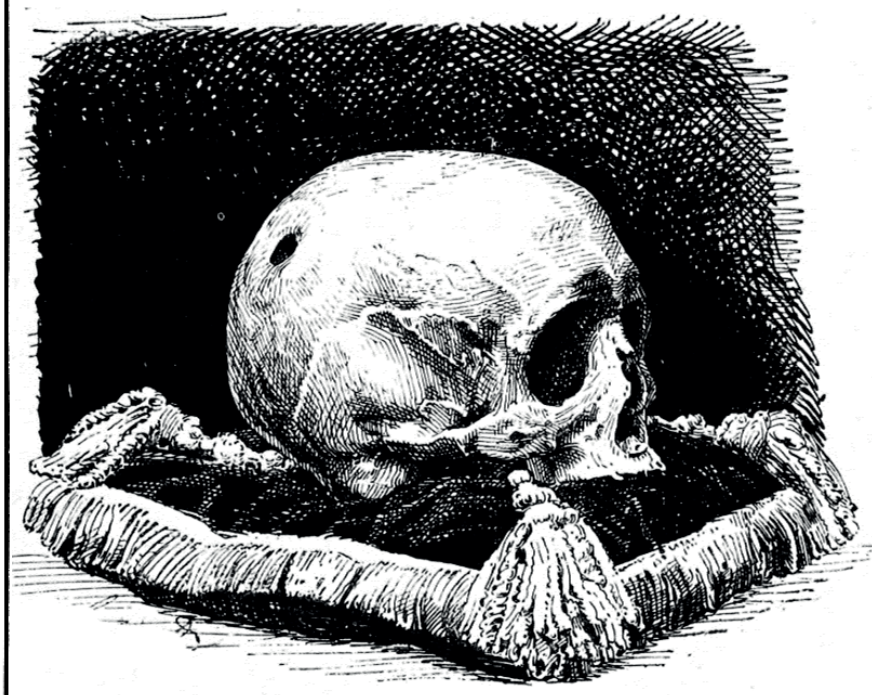
If the Watchers are overwhelmed by an attack or if the door to the Silent Tower opens, they will attempt to ring the gong by the staircase. The Watchers and Gurin fight to the death defending the tower.

Searching among the pallets will turn up a lot of debris and worthless junk but also:

- a leather eye mask like that worn by a highwayman
- an expensive white shirt caked in mud
- a bent trident
- a warm mantle made of fox pelts, with a gold clasp in the shape of a running hare (worth 75 gp)
- a threadbare tabard sized for a dwarf
- a 10-pound sack stamped with blasphemous symbols and profane imagery full of moldy fruits and vegetables
- a pouch full of half-smashed grubs
- a grimy 25-pound sack of peat and a pair of peat-man's filthy leather boots
- a 20-pound bag of millet, half of which has rotted
- a fine leather case holding jeweler's tiny files, chisels and hammers, monocle, buffing cloths and other gem-cutting tools (worth about 100 gp)
- a 50-pound bag of rye flour, most of which has turned green and moldy.

4. The Attic

The walls and ceiling here are completely ruined, with huge gaps in the roof and the Northern wall has completely collapsed. The floor is piled with moss covered rubble, small trees and grass growing among the detritus.



Among the rubble is the moss-covered, skeletal remains of a dwarven monk (locate as secret door), most of his possessions long rotted away. Clasped in the skeletal hand is a warhammer which will radiate magic if detected (this is **Baran's Wrath**).

If intruders listen very carefully, they might hear a muffled gurgling, purring sound coming from the other side of the wall in the Silent Tower (See area 7). Access could be gained to the Silent Tower by climbing the rubble here (normal DEX check) and into the breach in the Silent Tower's wall (though the Silent Guardians will notice, unless the invaders are invisible, and attack the intruders).

Note, also, anyone who enters the Silent Tower this way is likely to step on the Gibbering Masses perched atop the rubble on the other side of the wall (area 7).

THE SILENT TOWER KEY

Except for the highest level (Level 5, the Silent Mistress), the floor of each level of this tower is really just a balcony around a 30' diameter open space that runs the entire height of the tower. There are no obvious ways to move from level to level (no stairs, ladders, etc.). About 15' separates each level.

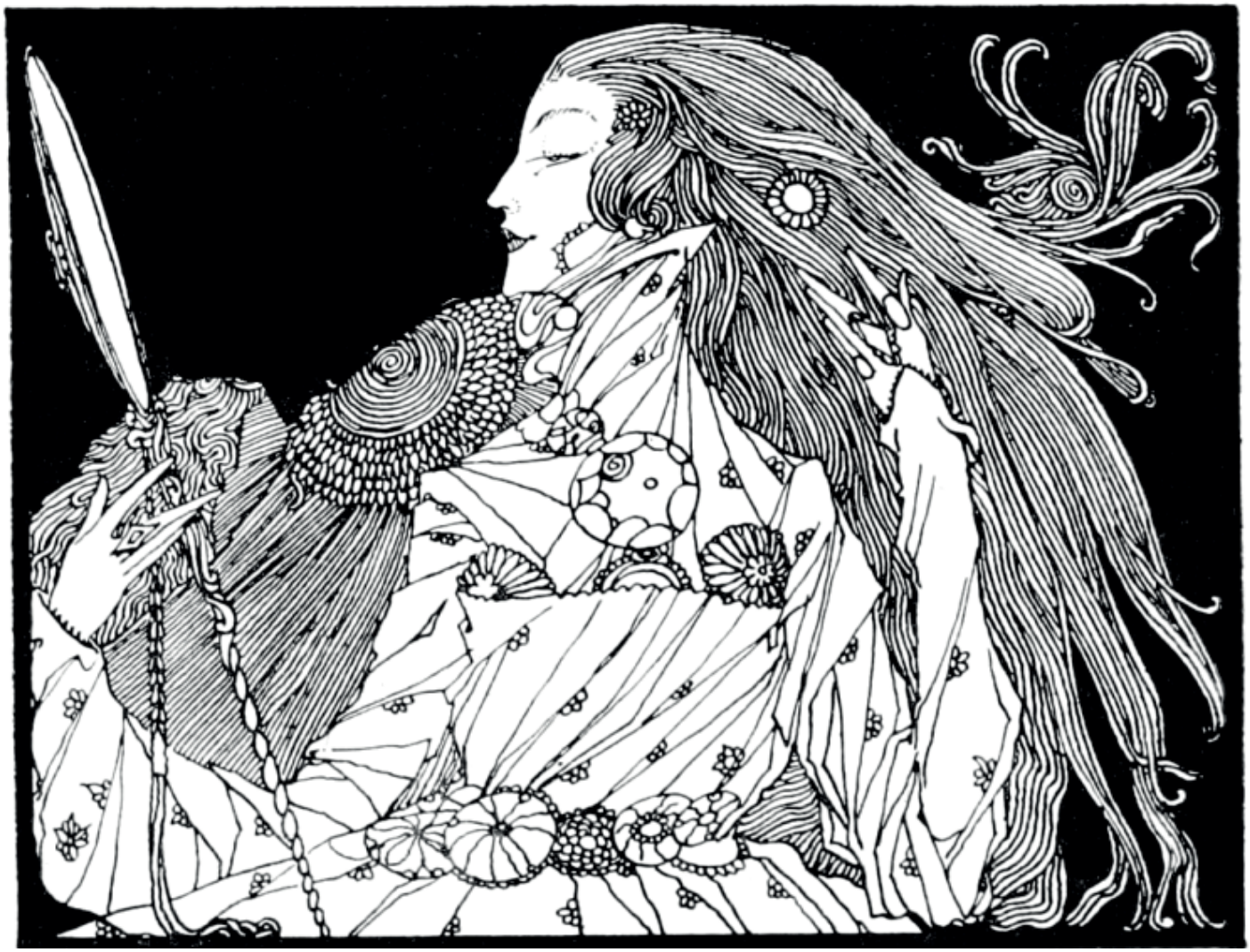
5. The Silent Mistress

This level, the topmost level of the Silent Tower, has no visible means of access. In fact, the chamber is completely sealed. Spells like passwall can gain access to the level as could brute force spells (such as fireball) or some other physical attack on the walls, floor or ceiling itself (this should not be easy - perhaps 150 hp damage).

Inside sits the **Silent Mistress**, a darkly beautiful woman of indeterminate age, on her throne which appears to be formed of bones in the shape of a spider web. She wears a gold and diamond necklace worth about 6,000 gp and a red silk robe, worth about 100 gp. The chamber is shrouded in **Gloom** and black, dark grey and dark brown drapes line the walls.

Before the Silent Mistress is a 10' diameter pool of liquid which reflects moving images, though they appear as disjointed and indecipherable from any angle other than the throne. The Silent Mistress is not automatically hostile but remains aloof and cold regardless of how the PCs treat her. When she communicates, her voice appears in the selected PC(s) head. Her lips never move, her expression never changes, unless she is using the Window (see below).

The pool is The **Window of Sharan** and functions something like a crystal ball, but with some special additional features. The Window allows the person sitting in the throne to not only view things happening in the world around, but to call forth effects from the outside world to be realized in the tower.



The Silent Mistress primarily uses the Window to capture spell effects from spell casters in the outside world. She will speak the command word (which she will whisper so that no one else can hear it), then call for the Window to show her a spellcaster in the midst of casting whatever spell she desires to capture the effect of (when she is alone, she likes to capture illusions, but in melee she will seek out any spell that will benefit her) which she will then release at targets in this room. Each use of the Window costs a CONSTITUTION point (for game purposes, the Silent Mistress has 22 CON points and she regenerates 2 CON points per day).

For example, if the PCs engage the Silent Mistress in melee, she might call forth a lightning bolt or flame arrow to attack, she might try charm person or sleep, or she might try globe of invulnerability or another protective spell. She can command the Window to find a spellcaster casting the spell, but she has no control over what level spellcaster is found, so roll 1d20 and round up to minimum level able to cast the spell if necessary. The command words must be vocalized to use the Window, these are the only words the Silent Mistress ever utters aloud.

If desperate, The Silent Mistress will turn the pool's attention to the **Beast of the Deep** (area 13) and scream out its Truename, allowing the beast to climb through the Window. In deference to the Mistress's freeing it, the Beast will not attack her until all the other enemies have been dispatched in the room. She believes the Beast will honor her for releasing it from its prison. In fact, it will turn and attack her before fleeing the tower to pursue its own devious agenda.

6. Howling Guardians

- The northern wall in this level is completely shattered, with a great deal of rubble scattered on the 15' wide floor below.
- The inside walls are bumpy and uneven, unlike other walls in the tower, as if smooth stones have been fused to the insides of the tower here.
- These "bumps" (which extend into the tower as far as 5' in some places) completely cover the walls, floor to ceiling.

In fact, these are not stones but **Howling Guardians**. They are currently dormant (not having had contact with anything more threatening than a bird in several generations of goblins). For each round the PCs remain on this level, there is a 5% cumulative chance that a Howling Guardian will awaken. Touching the walls increases this by an additional 10% per PC touching the walls per round. Poking the walls, attacking the walls or casting any spells on the walls increases this to 50% per PC per event. Once one Howling Guardian awakens, it will begin howling, the remainder of the Guardians will awaken 1d12 at a time until all 47 are awakened. Remember, the howling effect of Howling Guardians is cumulative.

7. Gibbering Masses

- The northern wall on this level is partly shattered, open to the sky.
- The rubble beneath the opening in the wall has been neatly piled against the wall.
- Atop the rubble are two gelatinous looking masses of flesh.
- If the PCs listen carefully, these masses of flesh are making a kind of gurgling, purring sound.

The two masses of flesh are **Gibbering Masses**. They are sleeping and will continue to sleep unless attacked, stepped on, or otherwise seriously provoked. Each round spent in this area gives intruders a one percent cumulative chance per being in the area to awaken the Gibbering Masses. Thus, for every round 6 PCs spend on this level, there is a 6% chance of awakening the Masses. 6% the first round, 12% the second round, 18% the third round, and so on. If one is awakened, the second will wake the next round.

If awakened, each of the Gibbering Masses will seek to envelop the nearest PC, suddenly stretching out to become a sheet of flesh about 10' square (and 1" thick). The Masses attack as 12 HD monsters. Enveloped PCs become immobile but take no damage while enveloped. Enveloped PCs are drained of their abilities, 1 random ability point per round (d6 to choose which ability).

The Gibbering Mass will not release an enveloped PC until all abilities are reduced to 0. Every point absorbed regenerates the Mass's hit points by 1d4. Damage done to a Gibbering Mass is also done to the enveloped victim.

8. Crawling Horrors

- The walls of this level are intact, the floor is stable, though dusty.
- The dust is stirred up, scratched as if tiny sticks were dragged across the surface.
- A clicking or tapping sound echoes lightly in the room.
- The door in the north wall is locked and barred from the other side.

Clinging to the ceiling are 143 **Crawling Horrors**. These small, insect-like horrors watch the door day and night, waiting for it to open. They are charged with a single task, destroy any living creature that comes through the door. They will only attack if an invader enters the chamber through the door.

NOTE: If invaders climb up or down from any other level, the Crawling Horrors will simply watch, clicking their tiny legs against the ceiling.

PCs can leave the level through the door in the north wall, but if they return through that same door, the Horrors will attack. They fight to the death and do not pursue beyond this level of the Silent Tower.

9. The Antechamber

This level appears to be empty except for a prayer rug laying at each of the cardinal points of the compass: North, South, East and West. If anyone kneels to pray at one of these rugs, or attempts to take any of the prayer rugs, and is not a follower of the Church of the Holy Saints, a **Shadow Fiend** will materialize out of the wall and attack.

For the faithful of the Master, praying on the prayer rugs give the petitioner a +1 to s luck score or piety if either exist in the campaign (or +1 on all frolls for the next hour) and they gain the benefits of a bless spell for the next three turns.

The rugs themselves have no significant value.

10. Malevolent Eyes

- The walls of this level are painted with thousands of eyes.
- The floor of this level is open in the middle like the ones above, though 20' below the floor level, the chamber is precisely carved out of bedrock, perfectly circular, except a small alcove in the north.
- The floor is perfectly level.
- At the center of the room on the floor is a metal door that is painted with runes.
- The alcove has two stone pillars holding up a number of large, flat stones that look precariously perched between the pillars and the level above.
- On the floor of the alcove is a huge stone basin filled with greenish, unpleasant smelling water.
- Anyone who drinks the water will become uncomfortably ill (dysentery for 3d8 hours) but will gain immunity to the effects of the Malevolent Eyes (see below).

If any eye on any of the walls here is stared at for more than three full rounds, with the observer not blinking, the eye on the wall will blink. If the walls of the lower part of the chamber are examined, hundreds of eyes are lightly carved into the wall's circular surface.

The eyes will radiate faint magic if detected. These are **Malevolent Eyes**, guardians of the Beast of the Deep.

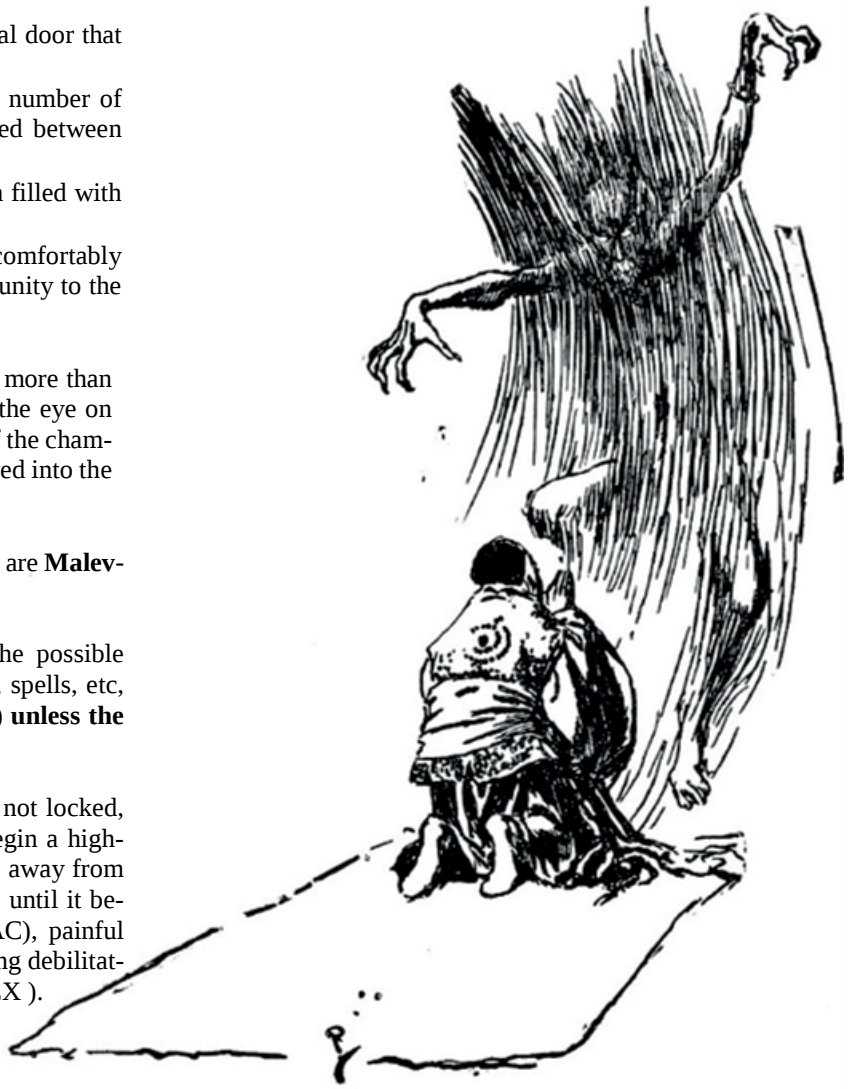
The Eyes remain completely inert (except for the possible blinking) no matter what is done to them (attacks, spells, etc, all of which the images seem to be impervious to) **unless the trapdoor in the floor is disturbed**.

If anyone disturbs the door in the floor (which is not locked, except for the runes, see below), the Eyes will begin a high-pitched screeching which will stop if people move away from the door, which will increase in pitch and volume until it becomes distracting (third round, -1 to hit, -1 to AC), painful (sixth round, -3 to hit, -3 to AC), to finally becoming debilitating (tenth round, -10 to STR, CON, INT, WIS, DEX).

This final effect is a temporary loss, only lasting while the eyes screech (it will take 1d8 rounds for the ability scores to return to normal once the eyes stop screeching).

- Anyone who has one ability score drop below 3 must make a save vs. death magic every round or be stunned (unable to do anything that round).
- Anyone who has 2 or 3 ability scores drop below 3 saves vs. death magic every round or be knocked unconscious for 1d12 rounds.
- Anyone who has 4 or more ability scores drop below 3 must save vs. death magic at -4 or be knocked unconscious for 1d12 rounds.

The screeching of the Eyes draws the Shadow Fiends from the Antechamber (area 9), the Gibbering Masses (area 7), and the Howling Guardians will begin dropping into the chamber at a rate of 1d6 per round.



In addition, the sound will alert the goblins and bugbears in the Broken Tower and the Silent Mistress in area 5 far above, though none of these will necessarily act, they will be on high alert (and the Silent Mistress will watch what the PCs do carefully through the Window.

- If all the invaders become incapacitated by the screeching of the Malevolent Eyes, the Shadow Fiends will remove the unconscious bodies and take them to the base of the Broken Tower, leaving them in front of the large oak doors.
- If all the invaders are **not** incapacitated by the screeching, those who remain conscious will be attacked by the defenders of the tower in an attempt to subdue them to unconsciousness rather than trying to kill them.

The **trapdoor in the floor** of the chamber is protected by special magical runes painted on the surface. Each rune (there are four) must be dispelled individually (cast as 15th level magic). Dispelling lasts for 1d8 turns.

The runes are:

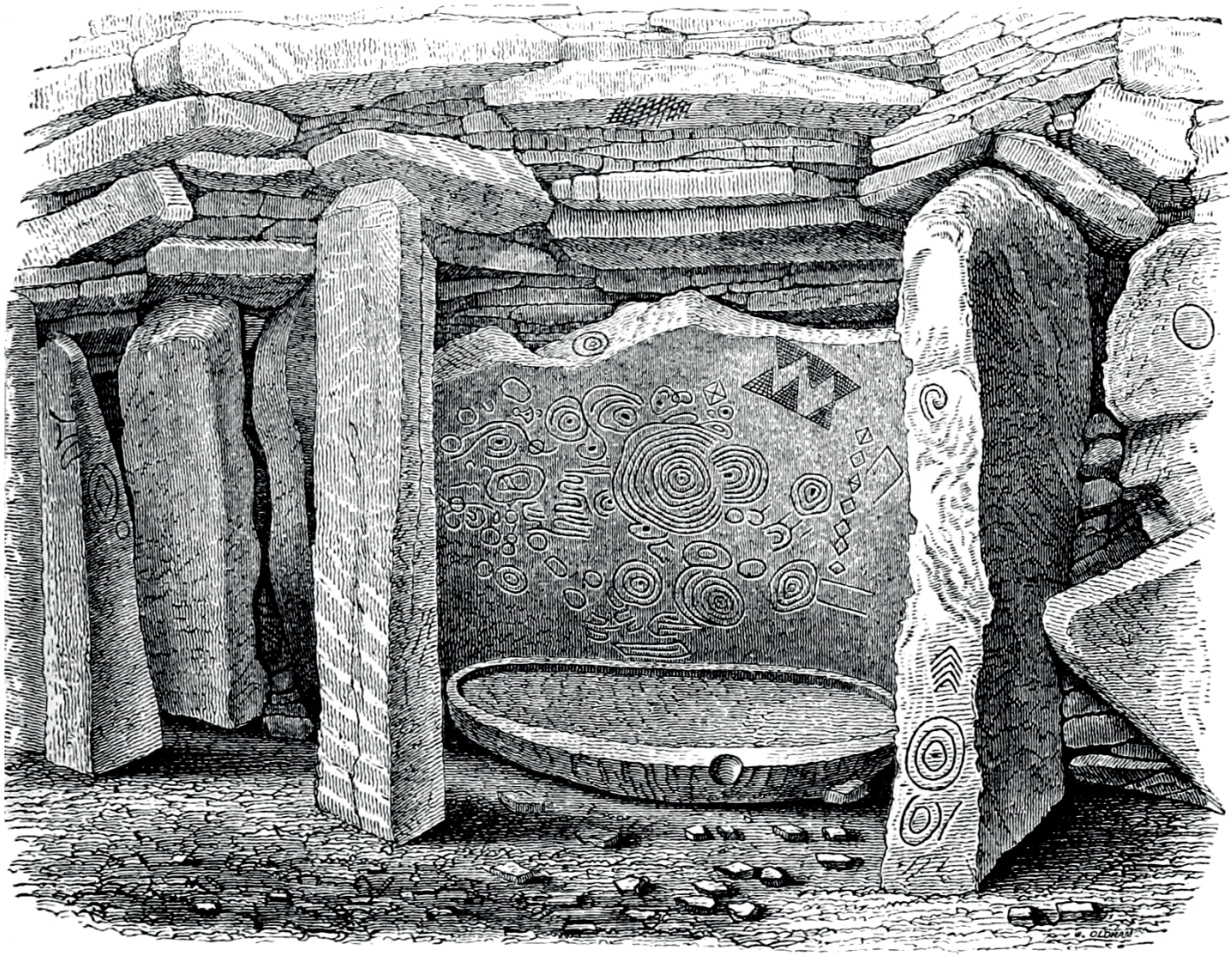
Symbol: Pain
Symbol: Persuasion (to leave the Silent Tower)
Power Word: Stun
Power Word: Kill.

Touching the Trapdoor causes one of the Runes to be triggered at random, inflicting the effect on the person touching the door (choose at random, d4).

Triggering the rune does NOT erase it.

Specific protections may circumvent these runes (which, except for their permanence, function as the spells of the same names).

If the runes are dispelled or somehow bypassed, the door opens easily, revealing a 40’ long, smooth-sided circular tunnel leading straight down (to area 11).



THE SILENT TOWER DUNGEON KEY

These caverns are the prison of a dark and evil being, simply known as the Beast of the Deep. The Silent Mistress has been set as the eternal guardian of the Beast and she has populated the Silent Tower with what guardians she was able to call. If the PCs gain the Dungeon, none of the Tower's guardians will follow them.

11. The Pit

The tunnel in the ceiling which leads from area 10 above (the Malevolent Eyes) simply opens into the roof of this cavern, which is 65' above the cavern floor. The cavern floor is literally covered in bones, 3-5' deep, mostly goblin bones. Any PC who falls down from area 10 will fall a total of 85 feet (8d6 hp damage) and incur an additional 3d6 hp puncturing damage from all the bones (chain and platemail reduces this additional damage by half, rounded down). Buried among the bones are a number of useful and valuable items. Finding anything useful, however, is simply random chance - roll d20 every round searching and on a 20, something useful or valuable is found.

Every round the bones are disturbed, there is a 5% cumulative chance that 1d6 **Skeletal Horrors** will animate and attack. Once Skeletal Horrors begin to animate, 1d6 will animate every round until those who disturbed the bones are dead or leave the cavern. No matter how many Horrors are defeated, the bones will simply reform the next round. Thus, there is an essentially endless supply of Skeletal Horrors in this cavern.

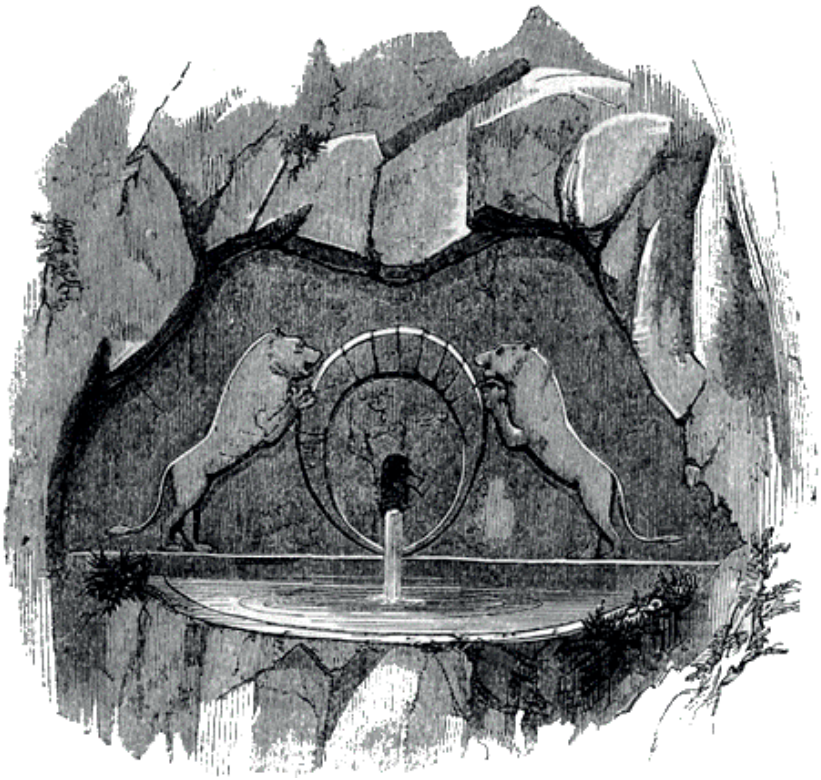
Among the bones can be found: 51 silver pieces in a hand-made pouch bursting at the seams, a dull bronze eating fork that may be older than any human kingdom, and possibly of extreme value (intrinsic value: 2sp, to a collector: 150 gp), bracelet made of a string of teeth, a pair of buff leather archer's wrist guards stamped with a nearby city's seal, an ages-old sleeved chainmail coat with a hammer symbol painted on the breast in blue, robes embroidered along the border with a motif of suns and stars, a pair of black breeches, a spoon, knife and fork made of fine pewter, a pigskin pouch holding several brass, silver and copper coins from throughout the ancient world, the whole collection worth only 7 sp, a well-made sword, the pommel of which is embossed with a bird's-eye symbol, a human skull wrapped in leather strips onto which have been inscribed, in scrawling hand, passages from 'The Words of the Prophets', a blue wool shirt with wide cuffs beautifully embroidered in a maze pattern, an age-dulled brass key embossed with the seal of the cult of St. Albara, an emerald-studded knife sheath, but no knife (worth about 300 gp) and a massive, uncut sapphire on a hempen cord necklace, which could be highly valuable (worth about 300 gp as is, 2500 gp is cut and polished).

12. The Water Trap

This choke point between the two caverns is a natural chimney of rock which connects area 11 and area 13, which is 40' below area 11. On the north wall at the base of the chimney is a fountain with two decorative bulls flanking the spout and a basin into which the water flows. The entrance to area 13 is blocked by a wall of force (cast at 15th level ability).

The water in the fountain detects as magical. If the water is touched by mortal hands, a second wall of force seals off this chamber from area 11 and the water begins to overflow the fountain. The first round, the water simply spills onto the floor. But every round thereafter the water fills the room to a depth of 1 foot. After 40 rounds this chamber is completely filled with water and will remain so until the Beast (see area 13) touches the wall of force separating areas 12 and 13 (which will dispel the wall of force) or the PCs manage to dispel one of the walls of force to escape.

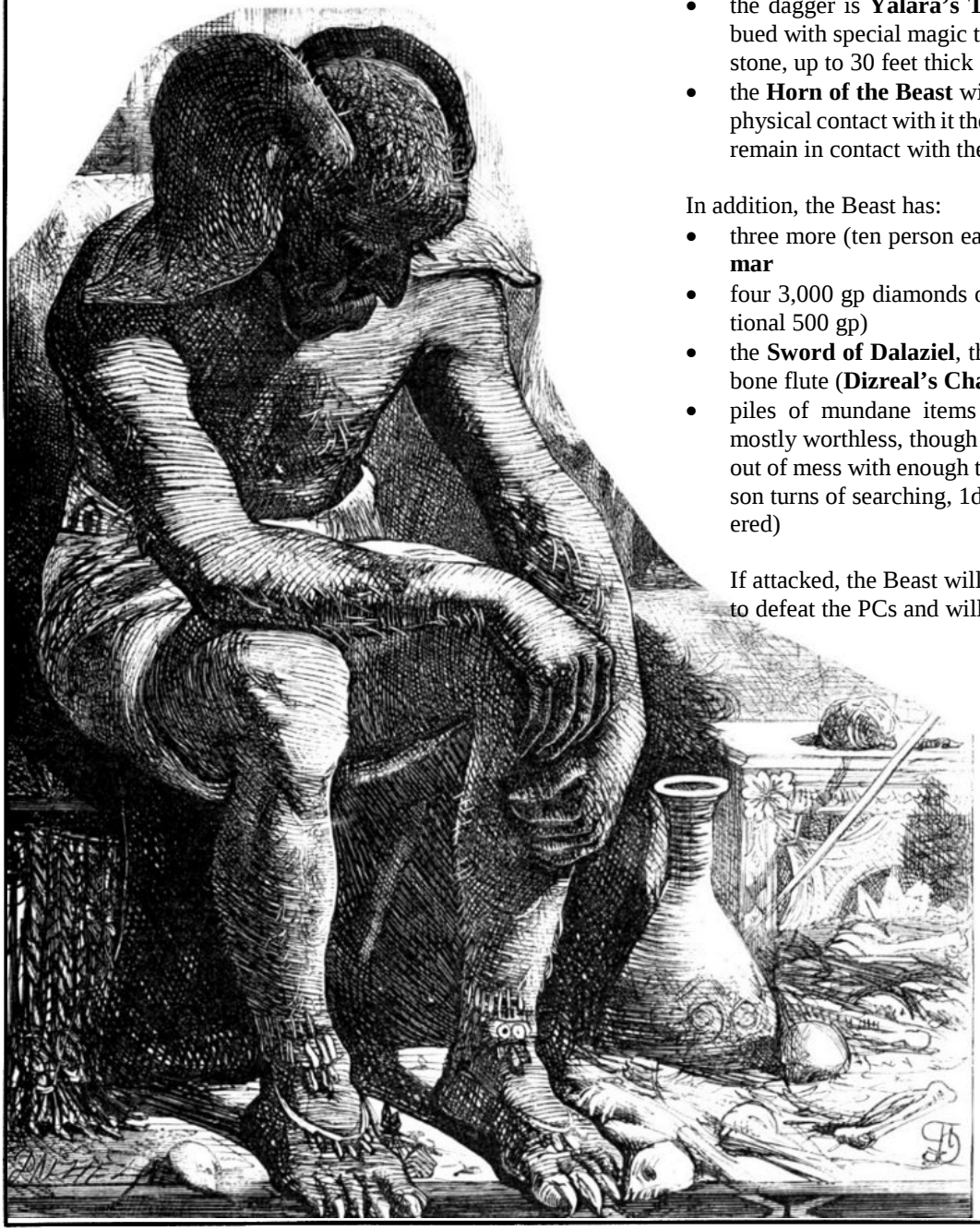
A rule of thumb for drowning is a PC can hold his or her breath for a number of rounds equal to double their Constitution score. The Beast usually waits a day or so before he dispels the Wall of Force, and then feasts on whatever creature drowned in the water trap (see 13 below for more details).



13. The Beast of the Deep

A sad and lonely but malevolent creature lives in this cavern, The **Beast of the Deep.**

- the ceiling is 30' above, and glows faintly
- the floor has a channel cut in it from the entrance to area 12 to a grate in the wall on the far side of the cavern.
- the grate usually catches anything larger than a dagger that is caught by the water trap.
- the Silent Mistress hasn't allowed any creature to enter the Pit in decades so the Beast may "rescue" any creatures caught in the grate from the water trap and speak with them, telling them a (false) story of how, "The dark, silent Lady trapped him in this prison and only she can release him by speaking his true name."
- if the captured beings seem sympathetic to his plight (he will tell any lie he can to convince them that he is good and the Silent Mistress is evil), he will offer them what help he can to aid them in freeing him.



He will offer sympathetic beings up to three items:

- a clay pot with a sticky substance in it which he claims will render them invisible to all the Tower's guardians if they smear it all over themselves (there is enough of this sticky substance to cover 10 people)
- a curved dagger with a ruby in the hilt that he claims will cut through the stone of the Silent Mistress's chamber, creating a man-sized door
- and, finally, the Beast will remove one of his curled horns from his own head which he claims will give all who touch it the ability to fly

His claims are true, to an extent.

- the sticky substance is the **Unguent of Alamar**, which does indeed make a person invisible, but only works as long as the one "wearing" the Unguent believes it is working
- the dagger is **Yalara's Touch**, a ceremonial dagger imbued with special magic that allows it to cut through solid stone, up to 30 feet thick
- the **Horn of the Beast** will, in fact, give those who are in physical contact with it the ability to levitate provided they remain in contact with the Horn.

In addition, the Beast has:

- three more (ten person each) jars of the **Unguent of Alamar**
- four 3,000 gp diamonds on a gold crown (worth an additional 500 gp)
- the **Sword of Dalaziel**, the **Shield of the Faithful**, and a bone flute (**Dizreal's Charming Instrument**)
- piles of mundane items can be found here and there, mostly worthless, though 1,533 gp and 879 pp can be dug out of mess with enough time and effort (for every 20 person turns of searching, 1d10% of the coins can be discovered)

If attacked, the Beast will use every ability at his disposal to defeat the PCs and will fight to the death himself.

The Beast is confined to areas 11-13 unless his Truename is spoken within his hearing, then he will be free to leave the prison.

He is magically prevented from telling anyone his Truename. He will hint at his Truename and try to encourage the PCs to guess what it might me, but he is magically forbidden to reveal it outright.

THE MILITANT BRETHREN LEVEL
MAIN LEVEL
THE GOBLIN LAIR
(AREA B)

Much of this level has collapsed, though the goblins long ago reclaimed some of the more important areas like the Deepwatch and the Sanctuary. The goblins have spent generations excavating tunnels and chambers within the chantry.

This level is the main encounter area of the Chantry (all the other levels are considered sublevels to the Militant Brethren Level), thus has the most extensive Random Encounter Table. Generally, encounters occur on a 8 on 1d8, rolled once per hour, 7-8 when on high alert.

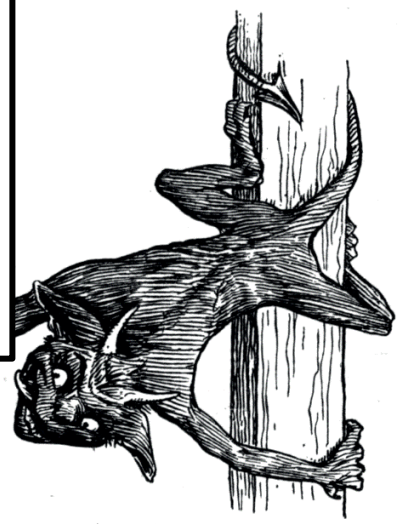
RANDOM ENCOUNTERS ON THE MILITANT BRETHREN LEVEL

3d12 Roll	Encounter	3d12 Roll	Encounter	3d12 Roll	Encounter
3	2d4 rats +1d2 giant rats	**14**	1d4 goblins	**26**	Basher the Ogre
4	2d3 rats + 1d2 giant rats	**15**	1 goblin	**27**	Bugbears and a hobgbolin (from area 16)
5	Goblin Shaman	**16**	Hunt Leader Rushath	**28**	Giant spider
6	3 goblins, 2 giant rats, 6 rats	**17**	1 goblin corpse	**29**	3d4 giant centipedes
7	1d3+1 humans slaves + 3 goblins	**18**	1d4 goblins	**30**	1d4 goblins
8	3d6 rats	**19**	3 rats +1 giant rat	**31**	3d2 goblins 1d2 bugbears
9	2d4 giant centipedes	**20**	1 Shadow creeper	**32**	1d6 Outcast Brothers
10	1d2 giant rats	**21**	2d6 goblins	**33**	Sickly Goblin
11	2d4 Scorned Brethren + 4d10 bees	**22**	1d6 goblins	**34**	Defector
12	2d3 Scorned Brethren +1d4 giant rats	**23**	Sub-chief Galorax	**35**	Expeditionary Force
13	1 Longarm	**24**	Sub-chief Gurin and 1d6-1 Watcher Goblins	**36**	The Godking

Using the Random Encounter Table

Encounters may be determined at the DMs discretion, perhaps checking once per turn by rolling a d8 (8 indicating an encounter takes place). Adjust to taste (more or less often, using a greater or smaller die).

Also, encounters are given a "frequency" - that is, some happen *once*, some are *finite* (that is, they can occur over and over with whatever variation the GM fabricates until the encounter comes to some resolution, such as the named creature in the encounter is killed or a listed task is accomplished) and many are *unlimited* (that is, such encounters can occur as many times as they are rolled, though the GM must devise a way to make each encounter unique - some suggestions are included). If a completed "once" or "finite" encounter is re-rolled, choose the nearest available encounter instead. (3d12)



MILITANT BRETHREN LEVEL RANDOM ENCOUNTER DESCRIPTIONS

3. **2d4 rats +1d2 giant rats:**
These are spies from the Scorned Brethren community (B66-75). They will be hiding in shadows when encountered and observing the party. If threatened, they will flee. If ignored, they will follow the party at a safe distance until the party's next encounter, then they will scuttle off, communicating to the Scorned Brethren what they have seen.
(unlimited)

4. **2d3 rats + 1d2 giant rats:**
These are spies from the Ratmaster* (B61a). They will be hiding in shadows when encountered, observing the party. If threatened, they will stand their ground. If ignored, threatened or attacked, they will attempt to swarm the nearest unarmored character with the intent to steal a small object (necklace, ring, pouch, wand, hat, etc). They have no sense of value, so they will grab the first thing they can (treat them collectively as a single 5th level thief with an attempt to "pick pockets" each round until successful, even if individual rats are being killed). Once an object is secured by a rat, the pack scuttles off into the darkness, taking the item to the ratmaster.
(unlimited)

5. **Goblin Shaman*:**
The Shaman is wandering in search of someone (an elusive underling, a slave, one of the Sub-chiefs who is avoiding him, etc) or something (an ingredient for a spell, lunch, a suspected magic item, etc). He is always distracted (-1 on initiative and surprise) and always in a terrible mood. He will attempt to enlist the PCs in a plot to kill off the Sub-chiefs, to thus secure the Godking's power on the throne (and his own position, of course). He will likely betray them in the end, whatever the PCs decide to do.
(finite)

6. **A human, 2 giant rats, 6 rats:**
This is the Ratmaster* (see area 61a for full details) and his retinue. If possible, the Ratmaster will try to withdraw, preferably out of sight, take out his flute and play a discordant tune (Discordant Heart) that drives the rats into a homicidal frenzy, causing them to attack at +1 for 2d4 rounds (but fight to the death regardless) while the Ratmaster runs away.
(once)

7. **1d3+1 human slaves + 3 goblins:**
These slaves (human, goblin, kobold, etc) are pushing carts toward the refuse pit (B25). The carts are filled with dung, bodies, garbage, anything the goblins consider refuse. If attacked, the goblins will try to raise an alarm. If the goblins are slain, the slaves (all at 1 hp) will tell the party about the other slaves in the Chantry and beg the party to release them.

   If the slaves do not accompany the party, they will be found within 1d10 rounds and killed. If the slaves do accompany the party, they are useless in combat unless fully rested and healed (one week of rest and food or magical healing). Any non-human slaves will remain allies until they gain freedom from the chantry, then they will run away.
(unlimited)

8. **3d6 rats:**
These rats are unallied, wild rats. They will dart out from the darkness and attempt to swarm the lead PC, gaining a +1 bonus on surprise. When half the rats or more are killed, they will scatter in all directions. (unlimited)

9. **2d4 giant centipedes:**
These creatures pour out of a crevice in the wall or ceiling or floor, attacking mindlessly.
(unlimited)

10. **1d2 giant rats:**
These giant rats have escaped from the Ratmaster. They are hiding as deeply in the shadows as possible, hoping to remain unnoticed. They will not attack. If threatened, they will run away, but in their terror, they will run through the party.
(once)

11. **2d4 Scorned Brethren + 4d10 bees:**
These Scorned Brethren spies will watch the party from the ceiling. They will not attack. If threatened, they will direct the bees to attack the PCs to cover their retreat. The bees will swarm for 1d3+1 rounds and any remaining bees will flee.
(unlimited)

12. **2d3 Scorned Brethren +1d4 giant rats:**
These Scorned Brethren are looking for a lone goblin to capture and drag back to their lair (B66-75) to torture for information. If the party can help them gain a prisoner, they will inform their chief of the party's aid. If attacked, they will withdraw and all further encounters with the Scorned Brethren will be hostile
(finite)

13. **1 Longarm:**
This guest of the Godking is lost and wandering the halls. The Longarm will try to parley with the PCs, offering its very limited knowledge of the Chantry to save itself. It will not betray the other envoys of the Gnome King nor will it be truly helpful to the party (it will flee at first opportunity). If engaged in combat, the Longarm will continually attempt to break off combat to parley. If killed, the other envoys of the Gnome King will seek revenge.
(once)

14. **1d4 goblins:**
These goblins are shirking duty by sharing a jug of sour wine (or dried rat, or bat goo, or some other unpleasant goblin treat) and trying very hard not to be found by any sub-chiefs. When encountered, they will act aggressive and menacing, but if one or more is killed, they will try to flee. They will not raise an alarm. (unlimited)

15. **1 goblin:**
This solitary humanoid has been sent on a task by the Shaman. If attacked, he will defend himself but he will try to flee if at all possible. He has a small silver disc with strange mystical writing on it in his belt pouch.
(once)

16. **Hunt Leader Rushath*:**
The Bugbear Hunt Leader is prowling the corridors of the Chantry looking for a fight (50% chance with his bodyguards, B5). There is a 25% chance that he (and his bodyguards, if present) is menacing someone (1d6 goblins, 2 goblin slave masters and 1d8 slaves, the Shaman, etc) or torturing a creature (giant rat, centipede, kobold, etc). The Hunt Leader will attack the PCs on sight and will not raise an alarm until nearly dead.
(finite)

17. **1 goblin corpse:**
This goblin was recently killed, a dagger in the back, and every meagre possession has been stripped from the body, a not-quite-goblin bloody footprint beside the body.
(once)

18. **1d4 goblins:**
These goblins are arguing over something (a dice game, a leg of some unfortunate victim, whose body odor is worst, etc) so they lose initiative and surprise. If attacked they will try to raise an alarm, but no one will care…
(unlimited)

19. **3 rats +1 giant rat:**
The giant rat is Grot and the three rats (full hit points) are his attendants. Grot will attempt to parley with the PCs. He cannot speak human but will attempt to pantomime a truce. If the party will follow him, he will lead them to area 18a and the **Speak with Animals scroll** hidden there. If the party manages to communicate with Grot, he will seek their aid to overthrow the Ratmaster and his "Song of the Mystic Charm." If the party helps Grot and the rats, they will gain loyal (if rather unsavory) allies.
(finite)

20. **1 Shadow Creeper Spy*:**
The Shadow creeper (see area 26) stalks the party from the shadows. If confronted, it will attempt to flee, then parley (though it does not speak) offering its services as a guide for some compensation (food, minor magic item, protection). If the party attempts to enter the rift, the Shadow creeper will abandon them.
(finite)

21. **2d6 goblins:**
These goblins are going to relieve other guards somewhere in the Chantry complex. They are confident, well rested and as well armed as any goblin in the Chantry (short swords, half have bows). They will attack intruders on sight and try to raise a general alarm.
(unlimited)

22. **1d6 goblins:**
These goblins are searching for something (lazy goblins, escaped slave, wounded rat, lost item, etc). As soon as they are encountered, they will raise an alarm if at all possible. The largest (most hp) goblin will push the others forward and force any who fail morale checks to keep fighting.
(unlimited)

23. **Sub-chief Galorax* (B7):**
The sub-chief is distracted (-2 on surprise, 80% likely to miss anyone remotely concealed) because he is
1. carrying too many (7 or so) giant centipede carcasses
2. sharpening his sword
3. studying the runes on a stone he found (which he believes is magical)
4. partially blinded from giant spider spittle (-2 on attacks)
5. dragging three chained together slave corpses (one is not completely dead, having 1 hp, but will die in 5 rounds from this treatment)
6. drunk (-2 on attacks, -2 penalty to AC) The sub-chief will raise an alarm immediately.
(finite)



24. **Sub-chief Gurin* (A3) and 1d6-1 Watcher Goblins:**
The Sub-chief is
1. escorting 1d4 prisoners to the Godking (random race) to become slaves/meals
2. returning from being reprimanded by the Godking (heightened awareness, unable to be surprised)
3.drunk (-2 to hit, -2 penalty to AC)
4. in the mood to talk (will parley with a party if given the opportunity, though will not betray the goblin clan). The sub-chief will raise an alarm if reduced to 50% hit points or half his retinue is killed.
(unlimited)

25. **Sub-chief Tirang* (B15) and 1d4-1 goblins:**
Tirang and his guards (if any) are prowling the halls:
1. searching for intruders (unable to be surprised)
2. escorting a lost Longarm guest back to its quarters (the Longarm will not engage in combat, may parley, will not betray the goblins unless others of its kind already have)
3. hunting a loose giant spider (normal chance of being surprised by anything but a spider)
4. accompanied by sub-chief Galorax and 1d8 goblins preparing to leave the Chantry on a raid
5. carrying a pouch containing 53 documents (most are shipping information from caravans, bills of sale, etc though two are scrolls, one containing Magic Missile at 10th level and the other containing Color Spray at 8th level)
6. carrying a wounded goblin on a stretcher (with an arrow still in its shoulder)
(finite)

26. **Basher the Ogre* (16c):**
Basher is drunk (-1 to hit, +1 to damage) and loose in the Chantry, wreaking havoc on
1. 1d4 goblins
2. a Longarm and Chitter guest
3. 1d4 giant centipedes
4. 1d4 slaves
5. a giant spider
6. the nearest wall (finite)

27. **3 Bugbears and a Hobgbolin (16b):**
These monsters are skulking through the Chantry
1. looking for beer
2. looking for the Shaman
3. running away from something (giant spider, giant centipedes, their own shadows, etc.)
4. carrying stolen "food"
5. ready to talk (will parley, will betray the goblins if given enough incentive)
6. not-quite-drunk (-1 on attacks, easily surprised)
(finite)

28. **Giant spider (18c):**
This predator will:
1. attack mercilessly, fighting to the death
2. run away
3. attempt to catch the first rank in a web
4. panic and freeze for a round
5. spit poison at the party
6. play dead
(finite)

29. **3d4 giant centipedes:**
These creatures are
1. devouring a goblin corpse
2. swarming a living goblin
3. laying in wait to ambush some unwary traveler
4. fighting each other
5. playing dead 6. marching in a straight line, ignoring the party
(unlimited)

30. **1d4 goblins:**
These goblins have a Howling Guardian that is
1. dead
2. nonconscious
3. fighting them
4. eating a goblin hand
5. a pet
6. voiceless.
The goblins will attempt to parley if possible. They want to cook and eat the Howling Guardian but cannot crack its carapace. Anyone who helps them will receive a kick in the shins as the goblins run off to cook their prize
(finite)

31. **3d2 goblins 1d2 bugbears:**
These malcontents are trying to escape the Godking. They are willing to ally themselves with the PCs if given enough incentive (food, gold, the head of the Godking, etc). They are likely to betray the party, but that is not their intent. The goblins will run away if the bugbears are killed.
(finite)

32. **1d6 Outcast Brothers:**
These deformed goblins (2a) skitter about the darkness
1. hiding (detect as secret door)
2. searching for a cure for their deformities
3. looking for beer
4. looking for food
5. tracking a wounded giant centipede
6. carrying the carcasses of 1d2 giant centipedes. They are likely to parley but they will certainly betray the party at the first chance they get.
(unlimited)



33. **Sickly Goblin:**
This pathetic creature has been outcast by the tribe because somehow he has become infected with the plague that ravaged the dwarves who lived here. He seems near death's door (2 hp) but his desperation makes him dangerous (+1 to hit and damage - any damage potentially passes on the plague – attacker save vs. poison or become infected/carrier - see plague rules). The creature is half-insane (though terrified of goblins and bugbears) and will attack most creatures on sight.

When encountered he is:
1. moaning in pain
2. chewing on a giant spider leg
3. vomiting
4. tracking them
5. talking to himself
6. banging two rocks together.

If killed, its pus-filled distended abdomen will erupt with blood and gore, splashing all in a 5' radius (no save). Those in 5'-10' radius make a Dexterity check (DEX or less on 3d6) to avoid getting splashed. Individuals splashed make a save vs. poison to avoid becoming infected/carrier of the plague.
(finite)

34. **Defector:**
A solitary goblin wants to leave the clan because he is more afraid of the Godking than he is of the outside world. He will seek to parlay if possible and will give intruders whatever information they might need. He will not raise an alarm and will not betray intruders.
(finite)

35. **Expeditionary Force:**
5d6 goblins, led by Sub-Chief Galorax* (B7) returning from a successful raid. These goblins are confident and will attack intruders on sight.

Their plunder is
1. 2d4 human slaves
2. 303 gp (carried by the sub-chief)
3. The Ashes of Fortune (see new items)
4. 13 rings (10 gp each), 6 silver broaches (20 gp each) and 2 necklaces (one set with diamonds 300 gp and one set with rubies 200 gp) looted from a cemetery.

The goblins will drop everything to try to take intruders prisoner so they can bring them to the Godking (as slaves or sacrifices). If Galorax is slain, the other goblins will flee, if more than half the goblins are slain, Galorax will flee. Galorax will not raise an alarm.
(finite)

36. **The Godking*:**
The Barquist is stalking the halls alone. All the inhabitants of the Chantry are giving him a wide berth.

If encountered, he will attempt to parley, offering intruders virtually anything he believes might convince them he will not betray them. Given the first opportunity, the Godking will raise a general alarm and attack the intruders.

If reduced below half his hit points, the Godking will seek an underling, rip out its heart and devour it to regain his life points. When attacking levelled intruders (such as the PCs), the Godking will recognize their power and seek to rip out the heart of his victim to make himself more powerful.
(once)



DUNGEON ENCOUNTER KEY

1. Entrance to the Chantry

The bridge from the Ruined Tower is anchored to a ledge here. Two **goblin**s typically stand guard here, though they are very lax, often asleep, trusting in the Watchers and other goblins of the Ruined Tower to give advanced warning of any intrusion. One of the goblin guards has a ram's horn that he will attempt to blow, directing the sound at the open doorway, if intruders cross the bridge or if the Bugbears from the Ruined Tower cross and drop the suspension bridge in their flight.

The stone around the entrance has been crudely carved to represent a **gigantic goblin face**, the doorway in the huge gaping maw.

The great stone door that once sealed the Chantry has been shattered recently, fragments of the stone litter the ground around the entryway.

In times of high alert, a **Goblin Sub-chief** (choose at random) typically commands a troop of a dozen or so **goblin archers** who find cover among the rocks as best they can (+1 bonus to AC).

To the right of the entryway is a **small cave** with very old remains of a fire and stacks of dry wood. The goblin guards (and the dwarven brethren before them) once used this cave in times of bad weather (when the door to the Chantry was locked and barred behind them) but now they simply huddle inside the main doorway when the weather turns. The goblins never check this cave, so it is a relatively save retreat place for parties who make incursions in the Chantry though there is a 10% chance of being detected per living being in the cave (15% if a fire is built).



2. Broken Room

The walls and ceiling of this room are cracked and broken. Every step the PCs make causes dust and tiny stones to sift down on them as they walk through the room.

Goblin, Bugbear and other footprints zig-zag all about this room. This is clearly a well-used room (so, despite the constant rain of dust and debris, is completely safe).

2a. Outcast Brothers

Here sleep 14 **deformed goblins** who have been outcast from the tribe because of their imperfections. They are treated by the Bugbears and goblins as slaves, though they will not align themselves with that faction in any of the Chantry's politics.

The Outcast Brothers generally try to stay out of the way of everyone. While they are the most cowardly of the goblins in the Chantry, the Outcast Brothers will feign cooperation with a strong party, giving just enough information to the intruders to move them to a place where a stronger group within the Chantry can engage them. Then the Outcast Brothers will turn on the party and engage in melee, though they will attempt to flee if two or more of their number are killed. Even if they would manage to overcome the party themselves, they would not be rewarded by the goblins and bugbears of the Chantry. Instead, they would be shoved out of the way and another stronger group would take credit for defeating the PCs.

These 14 goblins have accrued some interesting treasure hidden amidst piles of debris and mundane items.

- They share an **Eye of the Falcon** (see new items), passing around the scrying device so each has a turn for a full day.
- Also, they have a **Flagon of Barachas** (see new items) which has been dispensing fine wine for them for generations.
- Finally, the Outcast Brothers have **Cloak of Shimmering Colors** (see new items).
- In addition to these magic items, the Outcast Brothers have 213 gp, 112 sp and three blue topaz gems worth 100 gp each.
- The Brothers may be willing to trade some of these items (not the eye). Given the opportunity, they will try to purchase unique items the PCs might have. If they cannot negotiate a purchase, there is a 50% chance that one or more of the Outcast Brothers will try to steal an item that has caught their eye (they have a base 20% chance of succeeding, modified by circumstances).

2b. Echo Chamber

This chamber has a small stone table against the far wall on which are four bells, about 12" tall, each made of a different metal.

From left to right, they are
Iron
Brass
Clay
Silver

They are worth 10gp, 50 gp, 350 gp and 200 gp respectively.

If any of the metal bells are rung, the sound will echo and magnify. The Clay bell doesn't ring very loudly, and there is a cumulative chance per round equal to the ringer's strength that the Clay bell will shatter, rendering it worthless.

All sounds in this room echo and are amplified. Talking sounds like shouting, whispering like talking, etc.

Ringing the **silver or brass bell** causes discomfort (and the sound will travel throughout areas 2-7).

The **clay bell** hardly makes any sound, even in this chamber.

The **iron bell,** if rung, could cause permanent damage. Beings in the chamber when the iron bell is rung must save vs. dragon breath or become deafened for 2d12 hours. At the end of the duration of the deafness, affected beings must make an additional save. If failed, the deafness is permanent unless magically cured. Outside of this room, the bells ring normally (they are not magical).

Creatures in areas 2-7 are accustomed to some sounds from the chamber, so talking (which is, because of the nature of this room, effectively shouting) in the chamber won't necessarily raise any suspicion, though every creature in areas 2-7 knows the sound of these bells and will respond to the sound if one is rung. In 1d6+3 rounds the denizens of areas 1d6+1 beings from the area will gather to investigate the sound of a ringing bell.



3. Lazy Bugbear Guards

6 **Bugbears** lair here, lounging on broken wooden furniture and moth-eaten rugs (worthless) complaining about their new king.

One of the bugbears is playing with a curved two-handed sword with a laced scabbard.

In the center of the room is a small fire pit with a stew pot hanging precariously on an improvised iron hook. The fire is long dead and the stew is cold.

The stew is a mixture of human and kobold meat and would be mildly poisonous to any human or demi-human who eats it (save vs. poison or suffer gastro-intestinal distress for 3d6 hours giving a penalty of 2 to AC and 2 to attacks, slowing movement rate to half).

Among the piles of rubble in the room are a number of items plundered from caravans:

- Some old clothes consisting of a grey smock, simple leggings, muddy sandals and a simple cap. They have been patched and repaired many times.
- A twelve-gallon cask featuring an hourglass painted in black on the side. It is full of oil (10gp value).
- An enormous glazed vase painted with a courtly scene, probably quite valuable and fragile (500 gp).

4. Bruthan the Outcast

An ostracized **bugbear** named **Bruthan the Outcast*** sleeps here (unless roused by his compatriots – though he is a very deep sleeper) atop a pile of rotted furs, discarded bones and his own filth. In addition to normal damage from this revolting creatures' attacks, PCs hit by the bugbear must save vs poison or be infected with a random disease.

While Bruthan is an outcast because of the diseases he carries, he is fiercely loyal to Rushtath, the Hunt Leader, and will obey any command given to him by the senior Bugbear, fighting to the death in defense of his brethren (but only other bugbears, Bruthan feels that bugbears are superior to all other creatures) or at Rushtath's command.

Amid the debris in the room the PCs might find a few semi useful items, though each round a search is made requires a save vs poison or be infected with a random disease (roll d6 each round for each character searching, a 6 indicates one of these items is unearthed…).. In the jumble are:

- A shield painted white, battered and dented
- a lead candlestick and three candle stubs,
- a leather skullcap with a galloping horse design imprinted in the front

The secret door in the north wall is known to the Bugbears and the Goblins who live in this area, as well as the other goblin Sub-chiefs.

5. Hunt Leader Rushtath

The walls of this chamber are blackened and sooty. A ratty rug has been unrolled onto the floor and a broken-down bed is in the corner. This is the chamber of the **Bugbear hunt leader (Rushtath*)** and his two **Bugbear bodyguards**. The bugbears each have four vials of very flammable oil.

On a shelf is a small ivory box etched with an imperial seal. Inside are 11 blue aquamarines that detect faintly as magical. The crystals are **Keystones of the Deepflame** (see Appendix - New Items for more information about the Deepflame and the Keystones). Under the bed are four bottles of cheap, sour wine.

A fireplace in the wall is serviceable, and Rushtath has burned some papers recently. Amid the ashes can be found **a fragment of a treasure map** (there is an x marked in a forest between a river and a plateau – the word "Rosewood" is scrawled near the bottom), **fragments of several spell scrolls** and many ancient religious books and scrolls.

6. The Fireplace Room

9 **Goblins** sleep here (or try to).

This room has a large table in the center where the Golorax the Sub-chief and Rushtath the Hunt Leader often meet to make plans. In the SE corner (the angled corner) is a grand fireplace which has long ago fallen to disuse.

Unfortunately, the fireplace is home to a nest of **Giant Centipedes**. There are 97 Centipedes in the blocked-up chimney and if the chimney is poked (say, with a ten foot pole), they will drop out at a rate of 3d6 per round until all 97 have dropped. They will attack any living thing in the room.

These goblins have no treasure or valuable items.

7. Secret Passage Guards

This chamber has been swept clean. seven pallets are on the floor and a chest is in the corner. This is the quarters of a **goblin sub-chief, Galorax*,** and six **Elite Goblin Warriors (Watcher Goblins)**.

The walls are decorated with bas relief scenes of dwarven mythology.

On the wall with the secret door is a depiction of the dwarven flight from the sun. The stylized sun is actually the mechanism for opening the secret door. All of the occupants of the lair know how to operate the mechanism and, in fact, if it is looked at carefully, the PCs will notice that the stone behind the stylized sun is scraped in a circular motion, as if the stone of the sun was scratched across the surface of the wall - by turning the sun. If the stylized sun is turned counterclockwise, the secret door pops open.

7a. Trapped Stairs

This corridor slopes down sharply.

- If the invaders have been delayed in finding this secret corridor by at least three turns, the goblins will coat the floor with oil and set 20 knife blades in slots in the floor at the base of the corridor.
- Anyone who hits the oil have to make a save vs Dexterity (as this is a challenge, roll DEX or less on 5d6) or slip on the oil and slide down the entire length of the corridor, hitting the knives at speed, taking 1d6 falling damage and hits 1d20 knives for 1d3 hp each.
- If the goblins haven't oiled the corridor, the stairs can be navigated easily (roll DEX or less on 3d6), coming to the end where they might notice 20 narrow slots in the stone floor.

8. Diseased Pool

The stream feeds this pool from beneath the main cavern floor. The water pools here and dissipates through small fissures in the stone in the floor of the pool, which is filled with fouled water. The stone here has a magical quality.

- The goblins have defiled the pool by pouring blood and urine and other offal and wasate into the waters, negating the positive effect of the pool.
- If the pool is purified (*purify water* spell), then it will be restored to its blessed state. A PC who drinks the unpurified water will contract a random disease unless a save vs. poison is successful.
- When the water is pure, drinking it offers the effect of a *bless* spell for good creatures who bathe in the waters, though it confers the opposite effects for evil creatures who even touch the waters.

9. Ambush Funnel

As the cavern opens up, the goblins have piled up refuse, broken stone, bones and rotting corpses 8-12 feet above the cavern floor.

- The floor and regions near the refuse piles are blackened and sooty.
- Mixed in with the refuse is broken glass, rusty bits of metal and sharpened bone fragments. PCs climbing the refuse heap will find themselves with nicks and cuts every round (1 hp/round if any exposed skin – eg gloveless hands). PCs who get cut on the refuse heap have a 25% chance of contracting a random disease (save vs. poison negates).
- The narrowing of the cavern is intended to funnel attackers under area 10 where the goblin defenders spring their trap (see 10 below).
- The ceiling rises from about 8' at this narrowest point to 20' at area 11 and 55' at area 23, to over 100' in the grand cavern (areas 28 and beyond).

10. Fiery Ambush

The floor of this corridor here are very blackened. The goblins have cut murder holes that open up into the ceiling of the cavern below.

- There are six 20-gallon barrels of highly flammable oil.
- If the goblins are defending the lair, they will watch for invaders to cross under the murder holes, then dump 1d6 of the barrels of oil down on them. One round later, they drop a small torch.
- Each barrel of oil spreads out to about a 20x20 foot area.
- When the torch hits the oil, it explodes (20-40 feet-cubed volume of fire) for 3d6hp damage/barrel poured for those caught in the area of effect (save for half damage).
- Damage continues until affected PC moves out of the burning area and puts the fire out (min 2 rounds - 1 to be ignited, 1 to put out).
- Anyone covered in the oil when it ignites will suffer 6d6 hp damage (save for half) and the same rule applies about putting the fire out (that is, they will sufferer 6d6 hp damage per round until they are smothered - minimum of 2 rounds).
- A fire from below has a 15% chance of igniting the oil in this corridor – a fire directed through the murder holes in the floor up into this corridor has a 99% chance of igniting the oil in this corridor.
- **If the barrels are ignited,** they will explode, shooting flaming oil through the murder holes and down the corridor toward area 16. Such an explosion has a 50% chance of igniting the oil barrels in room 16d (see below for effects of such a catastrophe).

11. Fresh Water

A stream of water breaks through the cavern wall here in a tunnel that is about 2' high, the water roughly 2' deep the length of this tunnel. The goblins use this tunnel to quickly travel to the upper rooms.

The Ratmaster's minions sometimes use this tunnel as well, though only to leave their lair (room 61a). The tiny (3" diameter) hole leading to the lair is just above the surface of the water.

The bottom of the channel is slippery in spots, requiring a DEX check (DEX or lower on 3d6) for non-goblin creatures every 10' traveled.

To the East, the stream cuts across a corridor (just south of area 12).

- The walls are cracked and broken and show evidence of having been shored up. The goblins recognize the instability of the walls in this area, and the corridors to the south here. Desiring to use this hidden way, the goblin miners buttressed the walls here.
- If the goblin citadel appears to be falling, the goblins might knock out the buttresses here, causing the ceiling and walls to collapse on invaders (though also potentially trapping themselves in the upper rooms).

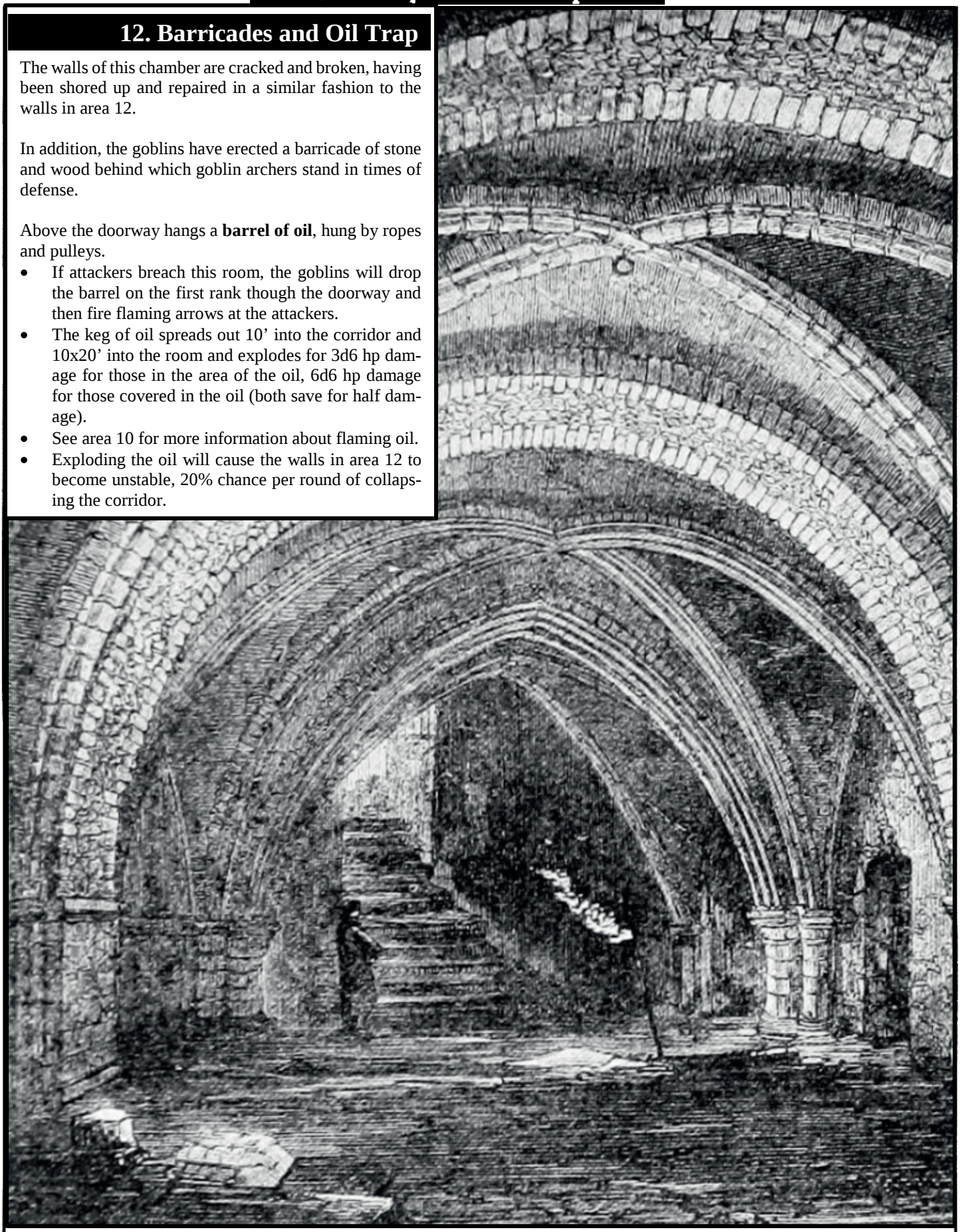
12. Barricades and Oil Trap

The walls of this chamber are cracked and broken, having been shored up and repaired in a similar fashion to the walls in area 12.

In addition, the goblins have erected a barricade of stone and wood behind which goblin archers stand in times of defense.

Above the doorway hangs a **barrel of oil**, hung by ropes and pulleys.

- If attackers breach this room, the goblins will drop the barrel on the first rank though the doorway and then fire flaming arrows at the attackers.
- The keg of oil spreads out 10' into the corridor and 10x20' into the room and explodes for 3d6 hp damage for those in the area of the oil, 6d6 hp damage for those covered in the oil (both save for half damage).
- See area 10 for more information about flaming oil.
- Exploding the oil will cause the walls in area 12 to become unstable, 20% chance per round of collapsing the corridor.



13. The Hall of the Deep Flame

This circular chamber rises far beyond sight, the walls gold veined white marble.

- The floor is littered with stone rubble and dirt and bones (parts of the grand staircase have collapsed, and large and small chunks of stone are scattered about – though the goblins have cleared away some of the rubble).
- A grand staircase ascends clockwise around the room, beginning to the left of the archway. In the center of the room a **sculpture** rises into the gloom above. Impossibly thin strands of the same white marble that the hall appears to be carved from wind and twist upward, almost appearing to be thin, long flames or webs.
- About every 40' up is a 4' diameter orb of the deepest black marble, polished to a glowing shine, with a rim around the top third of the orb.
- At the bottom of this monument, where the stone flames or webs emerge from the polished white floor is a mosaic carved into the very surface of the stone: a geometric pattern of lines connecting eight small indentations in the floor (about 1/2" x 1", 1/4" deep).

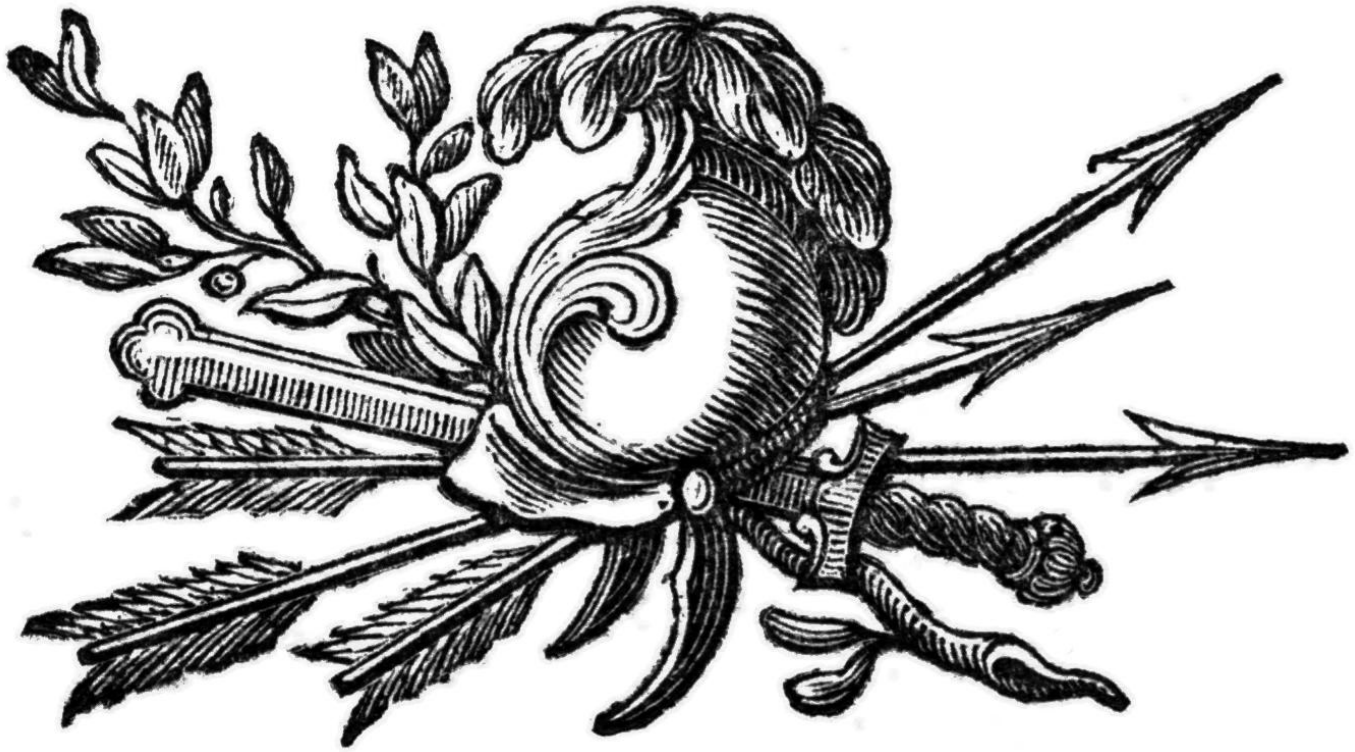
The sculpture is the **Flames of Alboran**, a piece of the **Deepflame**, an ancient dwarven artifact. See the Appendix - New Items for more information about this artifact.

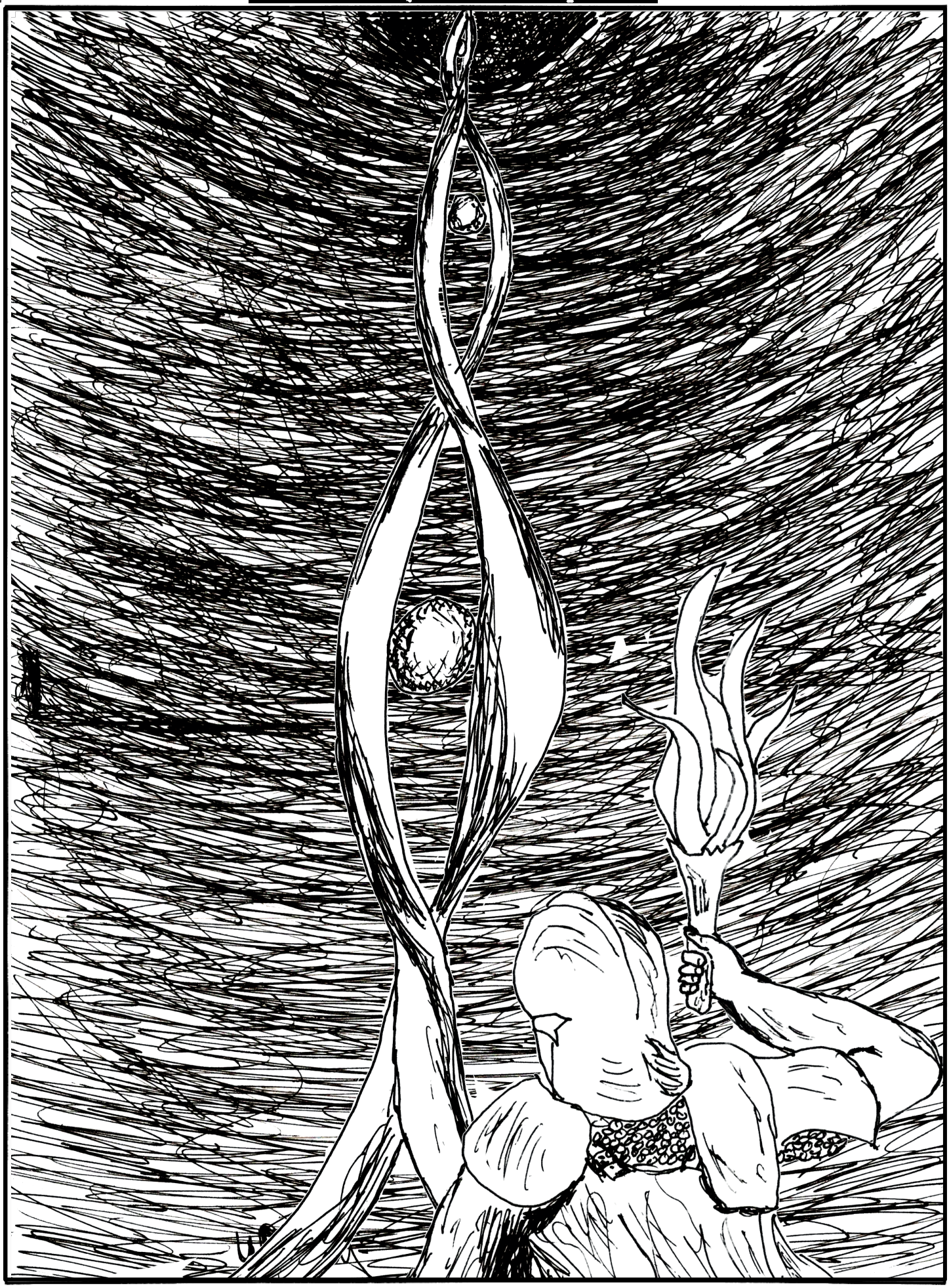
The goblins hate this sculpture, yet they fear it even more than they hate it (including their Godking). They have thrown things at it, tried to set it afire, the shaman has cast spells at it – nothing has damaged it.

Long ago, the goblins discovered they could not climb the staircase without setting off the very deadly trap so they abandoned any attempt to gain the upper levels. Once the Godking took control of the chantry he sent several patrols up the stairs who also fell victim to the traps and he, too, has given up the pursuit (for the time being).

The staircase spirals upward connecting to several other levels above (see **Area C - The Spiral Stair** for full information about climbing the stairs). The PCs may wish to climb the stairs to get a better view of the Deepflame sculpture.

The geometric pattern on the floor is where the **The Great Throne** must be placed in order to use the Deepflame. Each of the eight feet of the Great Throne should be placed in the indentations of the floor here. Anyone bearing the **Crown of Alboran (the Fire Crown)**, seated on the Throne (with all the jewels properly placed) gains control of the powers of the Deepflame.





14. Bored Sentry

The Grand Spiral turns one and a quarter turns before reaching a small landing here (rising about 20' above the floor at area 13).

A **goblin sentry** is always stationed at this balcony, though he is 60% likely to be asleep (even if combat has occurred in are 12 below).

- If awake when invaders enter the chamber, the sentry will pour oil across this balcony and down the first 20' of the steps (causing those walking through the area to make a DEX check at -2 per step taken or fall, an additional DEX check to prevent falling over the rail [25% chance – 5d6 damage] or tumbling down the grand staircase [75% chance – 2d6 damage]) and then sneaking off to warn the others in the upper rooms that the area has been breached.
- The oil used in defense here is not flammable, though the PCs might have reason to think otherwise, based on experiences elsewhere in the lair.

- The balcony has a stool, a cask of oil, a bone flute and a short bow with 17 arrows.

The sentry, **Dancing Gersh***, wears a deep blue cloak that he is convinced makes him invisible. When he thinks he is invisible, Gersh prances around, making exaggerated gestures he doesn't believe can be seen. The other goblins mock Gersh behind his back but pretend that the cloak really does make him invisible for their own entertainment.

NOTE this sentry is watching upward as carefully as he is watching below, if he's awake.



15. Tirang, Goblin Sub-chief

The large room at the end of this hallway houses the Hobgoblin **Sub-Chief Tirang***, two **goblin bodyguards** and four **human slaves**.

- The sub-chief had dragged into this chamber a ragged and tattered overstuffed chair (it is anyone's guess where it came from).
- Beside the chair is **a chest** (locked – key is on a string around the Sub-Chief's neck) on which rests **a large book** and a **small cedarwood box**.
- Three pallets of decomposing animal skins are along the north wall.

The slaves will cower in the corner if melee breaks out. If freed, they will still cower in the corner and will have to be forcibly removed from the lair (if left alone, they will wander back to the main hall of the goblin lair – the Temple in area 40).

The sub-chief wields a massive dwarf-made sword (Goblinbane) that is decorated in a distinctive geometric design. In addition, he carries a magical mace (**St. Blarin's Discipliner**). Tirang has a general idea of the powers of these weapons (he knows, for example, that the sword is very dangerous when used against his kind and that the mace can cause even the most powerful to cower and submin sometimes) and has used them to gain his position.

- The **chest** contains a tin of red paint and a jester's costume with many bells sewn on it and a grotesque face mask, a beautifully decorated vase (worth 10 gp), a Malanish soldier's identification papers (hopelessly outdated and worthless) and beneath all this is the goblin sub-chief's personal treasure, 27 gp and a small ruby (100gp).

- The **book** on top of the chest is a book of prayers to one of the campaign's gods of light and wisdom (in Daen Ral, it is a book of prayers of the Church of the Holy Saints, approved by the arch-abbot Dioranthis) containing a **Blessed Bookmark** (once per week, the bookmark will confer the blessing of 3 points of wisdom for 1d3 hours – activated by staring at the designs on the bookmark for 1 full turn).

  The sub-chief cannot read, but accidentally gained the benefit of the blessed bookmark a few months ago and has kept the book since, puzzling over the curious characters scribed on the pages and hoping for that magical burst of insight again. He will fight to the death to retain the book and will trade every other treasure, his slaves, even the lives of his bodyguards to keep the book.

- The **cedarwood box** is lined with velvet and is set with a smoking pipe carved from an enormous piece of jade. The pipe is carved with the image of a dragon. Also in the box is a pouch of fine tobacco. The whole is worth perhaps 150gp.



Sub-Chief Tirang

16. The Brethren's Barracks

These four rooms (A, B, C, D) have the same basic description.

- These ten by thirty-foot rooms have 14 horizontal alcoves cut into the walls (these were "bunks" housing dwarven acolytes before the chantry was abandoned – two, one atop the other, in each of the 10' wall sections).
- Between the sets of alcoves are iron torch brackets, very ornate though rusted and battered.
- In the NW corner of each room is a 1' diameter hole (garderobe – shaft drops 50' to a deep, fast moving underground stream).
- Unless otherwise noted, each occupant of these rooms has a pallet in one of the alcoves in the walls.

Combat or other disturbances will draw the attention of all creatures in the area (including areas 14 and 17).

16A. Contentious Goblins

- This room houses 8 **goblins**.
- In the SW corner is a barrel of bitter tasting water.
- Each goblin has a short sword and two of them have short bows (8 arrows and 5 arrows).
- These goblins usually spend their time gambling and fighting to each other.

16B. Bully Bugbears and the Magical Machine

- This room houses 3 **bugbears**, 6 **goblins**, 1 **hobgoblin** and a **human slave**.
- The bugbears and the hobgoblin push the goblins around who, in turn, abuse the human slave.
- These humanoids spend their time trying to assemble a pile of metal pieces they accumulated from various places in the lair, convinced that they are assembling a **magical dwarven super weapon** (the true nature of these pieces is left to the GM to determine).
- Each bugbear has 5 gp, each goblin has 8 sp and the hobgoblin has 29 sp, 7 gp and a quartz gem worth 25 gp.

16C. Basher the Ogre

- This room houses an **ogre** that Sub-chief Tirang calls **Basher*** who is controlled by the sub-chief in room 16 (who has used the mace, St. Blarin's Discipliner, against the ogre to keep him in line).
- The ogre sits on a pile of rotting wood carving a huge piece of mahogany into an unidentifiable (to a non-ogre) shape.
- Melee in the corridor will not rouse the ogre unless the sub-chief calls out to the ogre. Melee in this room will draw the attention of everyone around.
- Buried in the rotting wood pile are 125 gp, 88 sp and a 2' long brass tipped steel wand (**Wand of Magic Missiles** with 11 charges remaining).

16D. Flaming Oil and Goblin Guards

- This room houses 9 **goblins**.
- Stacked in nearly every available space in this room are barrels of **highly flammable oil** (see areas 9 & 10 for details about the use of the oil – 26 barrels, each 20 gallons).
- If a fire were started in this room, the room would explode in one round, destroying all the area 16 rooms, area 18 and 17, collapsing the tunnel that leads from these areas to the giant spiral staircase (area 12-14).
- In addition, the room above area 9 (area 10) is 70% likely to collapse.
- If such a collapse occurs, the cavern will be barely passable (a bit of clearing and digging) and any PC caught in the explosion (being in the room or in short corridor or the 10' hallway just outside the chamber) will receive 30d6 damage in fire damage (save vs. dragon breath for half) and 20d6hp crushing damage and, short of a wish or some divine intervention, the bodies are irrevocably lost.

1d4	Machine Part	Material	Modified	Special Properties	Useabilty
1	Helmet	1. Steel, 2. Stone, 3. Bronze, 4. Bone, 5. Leather, 6. Combination	1. Cut in pieces, 2. Flattened, 3. "Runes" carved into, 4. Painted	1. None, 2. Malleable, 3. Fireproof, 4. Water damaged but waterproof	With repairs
2	Armor: 1. Breastplate, 2. Shoulder plate, 3. Leg guard, 4. Bracer	1. Bronze, 2. Steel, 3. Bone, 4. Leather, 5. Metal mesh, 6. Laminated cloth	1. Holes cut into, 2. Riveted to another item, 3. Covered in goo, 4. Painted	1. Brittle, 2. Magical, 3. Indestructable, 4. Flexible	Unusable
3	Statue part: 1. Head, 2. Leg, 3. Arm, 4. Torso	1. Stone, 2. Bronze, 3. Wood, 4. Plaster, 5. Pottery, 6. Paper	1. Slashed, 2. Fractured, 3. Bent, 4. Full of holes	1. Always cold, 2. Shines even in darkness, 3. Unexplicably light, 4. None	Ready to use
4	Weapon: 1. Sword, 2. Spear, 3. Dagger, 4. Polearm, 5. Knife, 6. Javelin	1. Brass, 2. Oak, 3. Ash, 4. Glass, 5. Crystal, 6. Iron, 7. Silver, 8. Pottery	1. Burned, 2. Painted, 3. Greased, 4. Glued, 5. Cut to pieces, 6. Bent into a circle	Grants: 1. Flight, 2. Invisibility, 3. A curse, 4. A disease	Unusable

17. Goblin Kitchen

This large room is used by the inhabitants of the upper rooms as a kitchen and dining hall.

- Seven ramshackle tables and twenty-five rough benches are scattered about.
- The floor is covered with filth.
- A huge ornate fireplace dominates the western wall with an elaborate system of hanging pots and spits and kettles in which bubbles suspicious and noxious "food" stuffs
- The **goblin cook,** a particularly fat and ugly goblin named **Garash the Cleaver***, wields a meat cleaver.
- Garash's three assistants (female goblins or lesser goblins) wield carving knives.
- 6 human slaves (the number will slowly diminish, as the goblins eat the slaves, one every three days though they supplement their diet with spiders from area 18 as well as centipedes and the occasional disrespectful goblin) help with the butchering and cooking.
- The partially butchered remains of a human torso cover the table and in the pot is bubbling a stew made from human meat and organs. Any human PC who tastes the stew must make a save vs. poison or contract a disease (gutworms, in the world of Daen Ral) and anyone who takes more than a taste must also make a save vs. magic or have a tendency toward cannibalism (see Appendix, disease) or possibly be cursed with full-fledged cannibalism.

Combat in this area will quickly rouse the creatures in the nearby rooms:

- Tirang will arrive within 2 rounds, without his bodyguards (who will be guarding his slaves), though he will immediately call for his bodyguards if combat is occurring or obviously has. The bodyguards will abandon their charges to defend the chief (coming within 2 rounds of being called).
- Goblins in area 16 (A, B and D) will arrive within 1d8 rounds (roll for each group).
- The bugbears and hobgoblin in 16B will tarry, coming after 10 rounds (unless Tirang comes to them and demands they move).
- The sentry at area 14 (Dancing Gersh) will come after 12 rounds.
- Basher the Ogre is only 50% likely to hear his master's call (if Tirang, indeed, calls for his "pet"). If he does not hear Tirang's summons, he will not join in combat.



18. Webbed Corridor

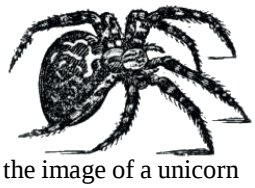
- This long dark corridor is **lined with webs**.
- Once, this corridor connected with the Beautiful Gate (rooms 62-65) but the earthquakes have collapsed the corridor so that only a very tiny pathway exists now (see the Scorned Brethren Lair, Area D, page _____).
- The goblins had used this area as a trap similar to areas 9 & 10 above, but they abandoned it when **giant spiders** moved in. Instead of fighting the spiders, they occasionally toss a slave toward the spiders and now and again they capture an arachnid and eat it.
- The spiders fear the goblins but will attempt to pick off lone goblins who wander into the area (which happens on occasion when they get drunk).
- The spiders no longer fear humans (since every human they've ever encountered has been a meal and not an enemy) so they will attack humans on sight.
- The lettered areas are alcoves set high in the wall (15' up from floor level, the ceiling in this corridor is 40' above the floor level).
- Each of the alcoves is a giant spider nest.
- If invaders enter the corridor, there is an **80% chance that the spiders will detect the movement** and swarm the PCs.
- All of the spiders in the corridor will attack immediately:
  - the Large Spiders from area A attacking in the first round
  - the Huge Spiders from area B attacking two rounds later (third round)
  - the Giant Spiders from area C attacking in the 7th round

The spiders will not pursue beyond the bend in the corridor (the entrance to area 17), so if any attackers flee beyond that point, the spiders will stop and scuttle back toward their nests.

Note that in Daen Ral, spider poison is not "save or die" but does 1 hp of damage per round for 1d12 (large spiders), 2d8 (huge spiders) or 2d10 (giant spiders) rounds.

18A. Large Spider Nest

14 **large spiders** nest here.



Buried in the webs and the bones are:

- 73 gp
- 9 emeralds (worth 50 gp each)
- a cherry wood whistle carved with the image of a unicorn
- a **scroll of Speak with Animals**
- a staff (a **priest's staff** with a copper holy symbol of the Church of the Holy Saints severely tarnished – it could be charged to be a staff of healing, though it is not so charged and, consequently, does not detect as magic)

In the corner of this chamber is a secret cache behind a small stone (detect as secret door).

In the cache can be found **three mithril bars** (nearly priceless – in Daen Ral only dwarves can work mithril – and they would attack anyone bearing mitrhril bars knowing that they had to be stolen – while an alchemist or collector might pay 50-300 gp per bar, a dwarf, if somehow negotiated with, would give a king's ransom for each bar – in the tens of thousands of gold pieces).

18B. Huge Spider Nest

This is the nest of 5 **Huge Spiders**.

Buried in the filth and bones are 85 cp, 42sp, 33gp.

One of the piles of bones is a jumble of 7 animated skeleton (monsters) that the spiders keep scattering the bones as they try to reform.

If the spiders are gone from the lair for more than 10 rounds, the skeletons will form up and climb down the wall, attacking any living thing in their path. If the Huge Spiders are not dead, they will attack the skeletons and drag the bones back up to the nest.

18C. Giant Spiders

This is the lair of 4 **Giant Spiders**.
Buried in the goo and filth are:

- 4858 sp
- 587 gp
- a **Potion of Invisibility** and three jars of **Ointment of Restoration**
- One of the bones in the pile is **a bone flute** that detects as magical. The bone flute, **The Whisper of the Dead**, in the hands of a bard or other skilled musician, functions as a potion of undead control (different tunes affect different undead).

On the floor of the corridor just below this alcove is a **barrel** half filled with the very flammable oil that the goblins used to use in the trap here, as in area 8 & 9 above.

This barrel (containing 10 gallons of oil) was forgotten when the goblins abandoned this corridor and now is covered with webs and barely noticeable (discovered as secret door). A fire in this area (say, from burning the webs) will cause the barrel to explode (3d6 damage to anyone within 20', save vs. dragon breath for half damage). If the oil explodes in the area, any spiders will disengage from attacking and flee the lair, abandoning their nests and treasures.

18D. Gap In The Wall

A small gap in the rubble here (about 8" wide and 12" high) is actually a tunnel, leading to **Area D - the Scorned Brethren Lair.**

19. Second Fiery Ambush

This area is blackened and charred from the goblins having dropped oil through the murder holes in the ceiling above (area 18) and igniting it in the past.

Because of the incursion of the spiders in area 18, the goblins have abandoned the area above, and there is no chance that flaming oil will fall on the characters here, though they have no way of knowing that.

The soot blackened, scorched walls in this area are carved in bas relief with scenes of death and the journey to the Dwarven underworld.

20. Pool of the Oracle

The stream from area 8 splashes over the edge of a deep sinkhole here. The water falls 20' from the cavern floor to the surface of the pool, which is 180' deep.

The walls around the pool are carved in intricate script, much defaced (by chisel and excrement), prayers to the Dwarf Saints written in ancient Dwarfish.

In this pool dwells a water spirit who would sing prophetic songs to the dwarven priests as they processed to worship.

The spirit, a **Fosse Grim***, now hides in the depths of this pool, away from the evil and ruin of the Chantry.

Speaking any part of the prayers is 65% likely to attract the Fosse Grim's attention. Cleaning or otherwise tending to the prayers will automatically attract his attention.

On first meeting the Fosse Grim, he will assess the intentions of those who roused him. If deemed acceptable, he will offer a song (see below) and will instruct them to seek him by holy petition as often as they have need.

If deemed unacceptable, he will warn them sternly to leave his holy pool and meddle not in the affairs of the Ancients.

If any non-evil creature prays at the edge of the water, there is a 10% cumulative chance per turn of prayer that the Fosse Grim will rise and sing, its songs function as Augury and Chant spells as well as bestowing a +2 to morale for all dwarves within the sound of the spirit's voice.



21. Unstable Corridors

These hallways are very damaged and unstable. The goblins know this and avoid these corridors completely.

- The goblins have scattered a handful of coins throughout the corridors (12 gp, 19 sp) hoping to lure invaders into these dangerous places.
- For each 10' traversed, there is a 3% per character *cumulative* chance of a cave in.
- If a cave in occurs, each character must make a DEX check (Dex or less on 4d6) or be buried under the cave in. Buried characters take 2d6 damage per round (save vs petrification for half damage).
- Buried characters can be dug out in 4d4 rounds (4-16).
- Characters that make their DEX check avoid damage completely.
- The collapsed area will be a 40' radius.
- Once one corridor collapses, the chance for collapse in other areas *doubles* (that is 6% per character cumulative chance per 10' traversed).

22. Natural Steps

A natural and worked stone staircase climbs the wall here. The steps are slippery and covered with dried and fresh blood.

The goblins drag prisoners up these steps to sacrifice to the Horror in the Pit (area 24).

23. The Execution Chamber

Rusty but solid iron bars line the SE opening of this large cave, with a door in the center.

Blood stains the floor and bits of bone and chunks of flesh are scattered about the floor here.

Prisoners to be executed are brought here and pushed quickly through the barred door (occasionally losing a goblin executioner or two in the process, if they aren't fast enough).

Prisoners who are too large to be thrust through the door are cut to pieces before being thrown to the tentacled horror below.

Invaders who make too much noise here may find (20% chance per round) tentacles whipping through the bars grasping at anything moving in the cave beyond (the tentacles of the tentacled horror have about a 12' reach) – see area 24 below.

24. The Son of Seven Mothers

- The floor of this huge cave is rough and uneven with stalagmites and stalactites throughout.
- **Bars seal off the entrance**, being set into the floor and ceiling here with no opening.
- Seated behind the bars are **seven statues of weeping women** (the "seven mothers").
- Bars also line a small opening in the southern wall of the cave through which a tiny stream trickles, and bars close off an opening high in the northern wall near the ceiling (about 35' up).

The Statues:
The light is bad enough here that the statues are easily mistaken for actual women seated behind the bars.

In fact, each of these statues is a witch who was turned to stone eons ago, seven sisters who embody the range of good and evil. From left to right the witches are: Chaotic Evil, Neutral Evil, Lawful Evil, Neutral, Lawful Good, Neutral Good, Chaotic Good.

Stone to Flesh or similar magic can revive these creatures (though they have been stone for 500 years, so each must make a system shock save).

If one sister is revived, she will desire, expect even, that her sisters also be revived. If her desires are thwarted, she will seek to avenge the slight on her sisters (the severity of the vengeance depends on the revived sister's alignment).

Any Sisters revived has a 25% chance of being able to control the Son of Seven Mothers, though the Tentacled Horror gets a save vs. magic every round to break the control.

The Son of Seven Mothers:
If intruders have been fairly quiet and not brought bright light here (nothing brighter than a single torch or a single lantern), the **Son of Seven Mothers (Tentacled Horror)** in this cave will be resting, appearing as just another rough place on the floor of the cave (in the middle of the 5 in the number 25 labeling the room).

If intruders have been noise or if they have bright lights (more than one torch, a light spell, etc), the tentacled horror will be poised to attack, launching itself at the bars if anyone is foolish enough to press him/herself up against them, gaining surprise on a 1-10 on a d12.

The tentacled horror has been trapped in this cave for hu dreds of years and seeks escape (it is far too large to fit through even the open door in the sacrifice area above).

If given an opportunity to flee, the tentacled horror will take it without hesitation.

The tentacled horror disposes of its waste in the tiny stream of water that runs through this cave, falling into area 25 below.




PRISON OF SEVEN MOONS

25. Refuse Pit

The "steps" leading down into this cavern drop 5' each, so the floor of this cavern drops a full 25'. This large cavern reeks of offal and death.

This is the goblin tribe garbage pit and midden. Waste is carted here from all over the lair and dumped into the pit of this cave (the bottom of the large "steps" leading down into the cave.

In the midst of the muck and dung is an **Offal Dweller**.

There is no treasure or items of interest in this foul cave.

26. Hidey Hole

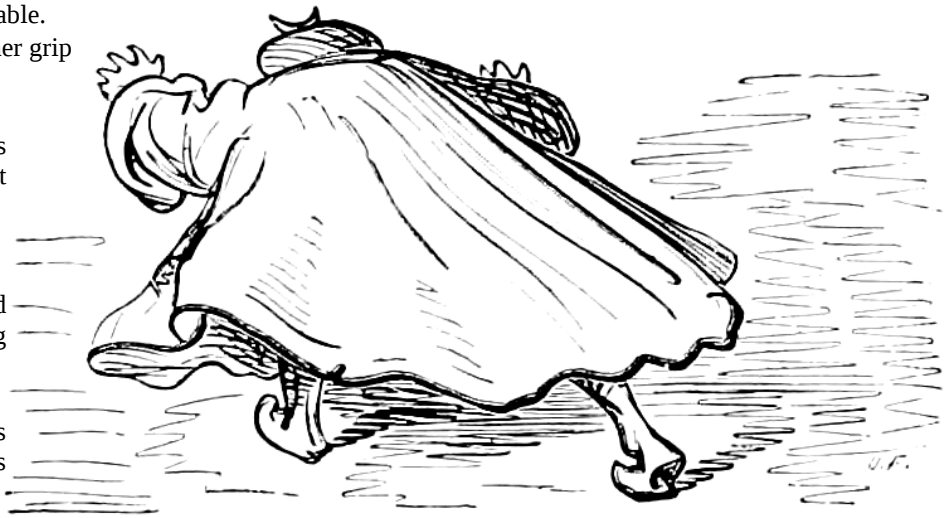
High above floor in area 26 is a small opening in the wall, just where the ceiling meets the wall. This opening leads to a large cave in which dwells a single **Shadow Creeper Spy*** who preys on solitary goblins and their allies and gathers intelligence for his dark brethren in the Deeps below (See the Deeps, area G).

The Offal Dweller is aware of the presence of the Creeper, but leaves it alone believing (mistakenly) that the Creeper is an ally of the goblins. Occasionally the Creeper will toss scraps to the Offal Dweller to keep the peace.

The Shadow creeper has explored nearly every inch of the Chantry and is very aware of the Goblins' routines and has devised numerous strategies to avoid detection.

The creature has gathered a bizarre mixture of items, mostly mundane, to make itself more comfortable.

- a great axe with a burgundy leather grip
- a sticky four-gallon cask of tar
- a bolt of moldy canvas (4'x30')
- a stack of ten pewter dinner plates engraved with scenes of great dwarven feats
- a ten-pound sack of dried peas
- a blood-stained blanket
- a red leather quiver embossed with the seal of the Dwarven King containing 8 crossbow bolts
- a box with flint and steel
- three well preserved bear pelts (which the Shadow creeper has been using for a bed).



The Creeper carries its personal treasure hidden in pockets on its cloak: 32 gp, 98 sp, a magic dagger (**Gasher**).

27. Steep Slope

From the point where the corridor leading to area 22 enters this cavern (the grey line on the map) to the edge of the rift (area 28), the floor slopes sharply here (about a 30-degree angle).

Non-underground dwelling creatures (non-dwarf, goblin-kin, etc), must make a Dex check for each 10' traversed or fall, requiring a second Dex Check at -4 or slide toward the rift (sliding check must be made each 10' passed over as well – successful Dex check means the sliding PCs catches him/herself and stops the sliding).

28. The Rift.

This cavern drops a thousand feet into the darkness below.

Anyone who falls into this rift is killed and the body essentially lost forever.

The goblins fear the rift and will scurry quickly across the bridge (see below) when they have to cross it. Occasionally, a slave will leap from the bridge when no longer able to cope with the viciousness of their captors.

See area G for the Deeps.

29. The Bridge of Armas Duath.

This 20' wide stone arch bridge was carved from a single block of black marble. Along the sides are 3' high railings and every 10' is a statue of a dwarven saint.

The bridge is extremely strong and sturdy, able to withstand dragonsbreath and magical fire and lightning. It is not indestructible, but it is nearly so.

On the western side of the bridge, where the bridge itself rises from the sloping floor, sit a giant stone statue on either side of the bridge. The statues are carved to appear as dwarven warriors, fully armored and armed with double bladed axes, seated on stone thrones. The statues are 45' high (seated) and 20' wide.

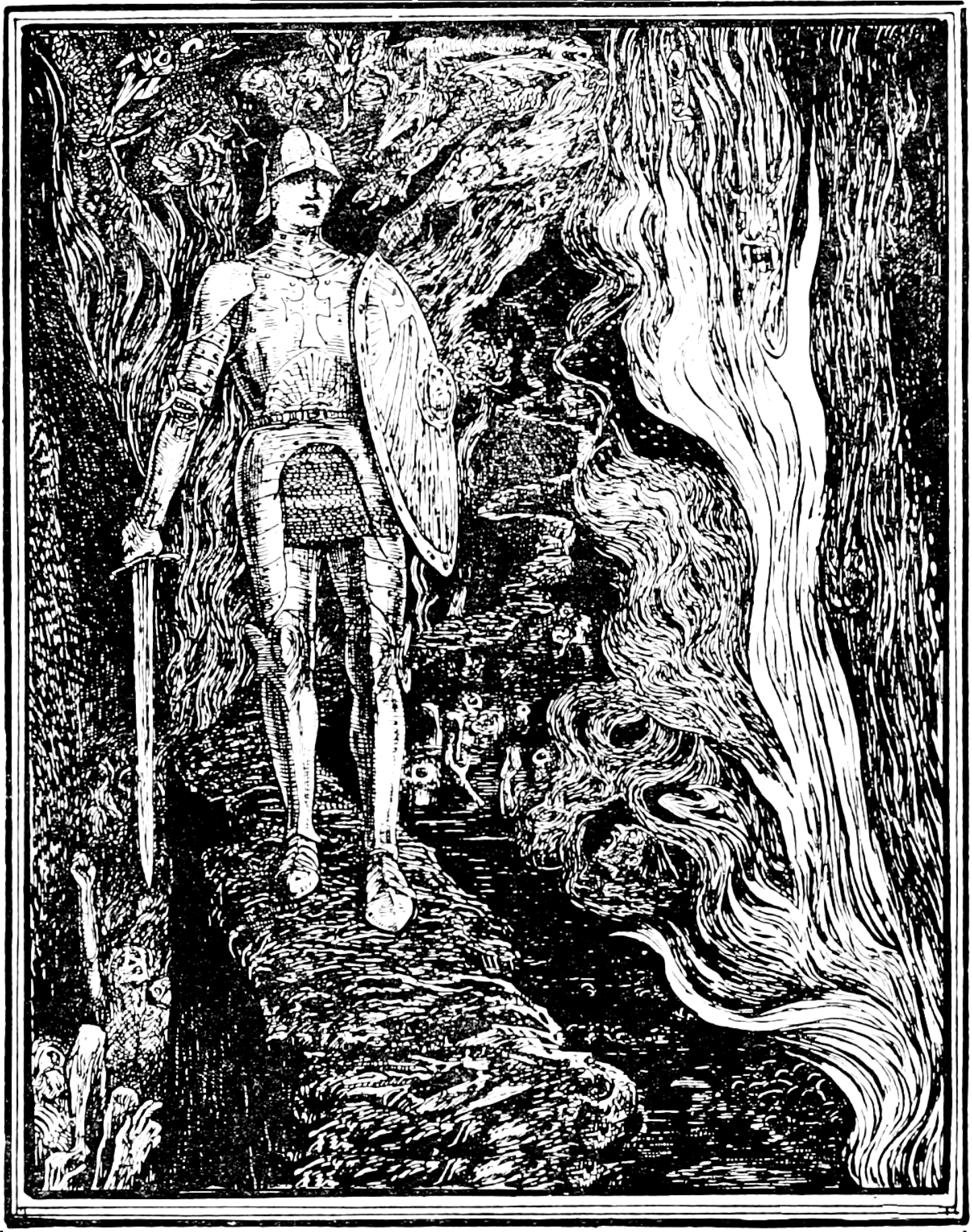
If the Deep Flame is ignited, these statues can be animated by the bearer of the **Fire Crown** (q.v.). These stautes are **Marble Guardians, Colossal**.

On the eastern side, the bridge itself ends abruptly as the rift wall rises above it on either side, leaving a gully through which those crossing the bridge must pass.

Dragon Statues:
On the cliff face on either side of the bridge on the eastern side are carved huge dragon forms, as if they are leaping out of the cliff face toward the bridge, mouths gaping. If the Deep Flame is ignited, the bearer of the **Crown of Alboran (the Fire Crown),** (q.v.) can command these dragon forms to breathe fire onto the bridge 2x per day each (8d6 fire damage per breath, save for half, and possibly knocking the target(s) from the bridge - DEX or lower on 5d6 for those hit, DEX or lower on 3d6 for those who made their save). Such magical fire leaves no mark on the bridge surface.

Alert: If the goblins are alerted to the presence of invaders and are in defensive mode, there will be 20 goblin archers posted on the western end of the bridge, each with a short bow and 30 arrows, harassing the PCs as they navigate the slope of area 28. When invaders get to within 20' of the end of the bridge, the goblins will turn and run across the bridge, taking up positions on the platforms at the base of the great temple stairs.





30. Narrow Pass

Walls rise steeply on either side of this pass, creating high plateaus to the north and the south (25' above to the north and 40' above to the south).

- A 20' wide road has been paved here; the flagstones carved in relief depicting dwarves engaged in every imaginable religious activity.
- The road travels straight to the base of the platforms at the base of the stairs leading up to the high temple, then branches (10' wide each) to the north and the south, skirting the platforms and terminating at the side staircases leading up to the the lower platforms.
- If the goblins are on alert, the bluffs above and the platforms to the east are lined with goblins with bows who will fire without quarter on invaders. This is the penultimate line of defense for the goblins.

31. North Bluff

This plateau rises 25' above the level of the cavern floor here, natural stone steps rising along the northern rim to gain access to the top of the plateau.

There is some evidence that there was at one time some sort of stone works atop this bluff, but what it was is indiscernible to any but a dwarf, who will speak of the Underpriests' duties and altars and religious duties.

The goblins post guards on this bluff at all times (6 goblins) though if in high alert, the bluff will be crowded with 1/3rd of the remaining goblins, each armed with bows, 15 arrows, and short swords.

A **secret door** (undiscovered by the goblins) leads down into a series of small chambers which housed the underpriests' vestments and vessels of their worship.

- The chambers would be considered a holy place by dwarves and entering them (not to mention ransacking them) would be considered heresy to a dwarf.
- In the chambers are cups and bowls and other utensils of worship, all carved of flawless white marble, worth 500gp for the collection, though a dwarf will instantly recognize them for what they are and demand they be returned (for free, of course, since they would be considered stolen items) to a dwarven temple.
- In addition, silk vestments, immaculately preserved (worth about 400 gp for the 12 sets), 12 silk stoles (worth about 10 gp each) and a ceremonial helm, steel inlaid with gold, silver and rubies (worth 1200 gp in precious metals and gems).
- A ceremonial warhammer is hidden beneath all the clothing (can be found if thorough search is made). This is the **Hammer of the High Priest**.

32. South Bluff

- This plateau rises 40' above the level of the cavern floor here, natural stone steps rising along the southern rim to gain access to the top of the plateau.
- In the center of the plateau is an indented, bowl-shaped, area, about 20' across carved out of the stone here. Small holes line the rim of the bowl (in better times, water would flow through the holes, filling the bowl with holy water).
- This bluff is normally unguarded but in times of high alert this bluff will be crowded with 1/3rd of the remaining goblins, each armed with bows, 15 arrows and short swords.

33. Plateau of the Great Kings

- The floor of the cavern on the eastern side of the great rift has been worked and smoothed to be perfectly level and in the days of the dwarves, polished to a high sheen.
- In the intervening centuries since dwarves abandoned the chantry, the floor no longer shines and is pitted from falling stone, littered with debris and, since the goblins moved in, bones and other garbage.
- The walls on the cavern on this side of the rift are carved with scenes of the lives of dwarven saints, seemingly random to most observers, though a dwarf will immediately see the pattern to the carvings.
- If on high alert, barrels of highly flammable oil will be randomly placed about the plateau.
- Goblin archers on the landings will attempt to ignite the barrels with flaming arrows as the invaders traverse the plateau. Beings near an exploding barrel take 4d6 hp damage (save vs dragon breath for half).

34. High Altar

A platform rises 30' above the Plateau of the Great Kings. In the center of this 30'x40' stone platform is a granite altar.

In times of high alert, the tribal shaman will post himself here with his body guards and whatever undead he has at his disposal (see area 49 for complete details of the shaman), raining spells and sling stones on the invaders as they cross the open area at the end of the bridge (area 29).

If the battle goes badly for the goblins, the shaman will attempt to escape up the great staircase to the temple, sacrificing his undead and bodyguards if necessary.

35. & 36. Lower Platforms

These platforms are normally empty and quiet, rising 10' above the plateau of the Great Kings.

In times of high alert, each of these platforms will have the balance of the remaining goblins (1/3rd roughly evenly split – as well as any archers who flee across the bridge from area 29) armed with bows, 20 arrows each and short swords.

37. Middle Platform

This platform is normally empty.

In times of high alert, two of the Godking's ogre bodyguards will be on the platform waiting to engage invaders in melee. They wield spiked clubs.

38. Great Bronze Doors

Two huge bronze doors rise at this landing, 40' tall and 10' wide each. The doors stand open (though see below). Giant statues, 24' tall, flank the doors, depicting dour dwarven warriors in full armor and armed with double bladed axes. If the Deep Flame is ignited, the bearer of the Fire Crown (q.v.) can command these statues to animate as **Marble Guardian, Large**.

- In times of high alert, the Godking will oversee the battle from this landing, shouting orders (in goblin) in a voice loud enough to be heard over the cacophony of battle.
- If the Godking is felled here, the remaining defenders will panic and flee from the battle in random directions, seeking only to save themselves.
- If the battle goes badly, the Godking will turn and stalk into the temple and make his last stand at area 41 (see below). The fleeing goblins will follow their Godking into the temple.
- If the shaman survives, he will direct the strongest of the remaining defensive forces to close the great doors and bar them, though no one else will think of this, so if the shaman is killed, the doors will remain open.

The barred closed doors will take a combined 100 strength to force open. Magic or brute force can batter the doors open (AC 0, hp 100). While invaders attempt to force open the doors, the Godking will shout orders to his remaining forces.

39. Balcony

Normally, goblins wander around and lounge on the balcony above the nave, sleeping, eating, and relaxing while being attended to by slaves.

Under normal circumstances, there are 64 goblins here and 11 whelps (kobolds) as well as 14 human slaves and 3 bugbears.

If the goblins are defending this area in a last stand, the balconies will be lined with all the remaining goblins with bows as well as the young will also line the upper balcony and throw stones, bones and anything else they can at the invaders (see 45 for an additional tactic).

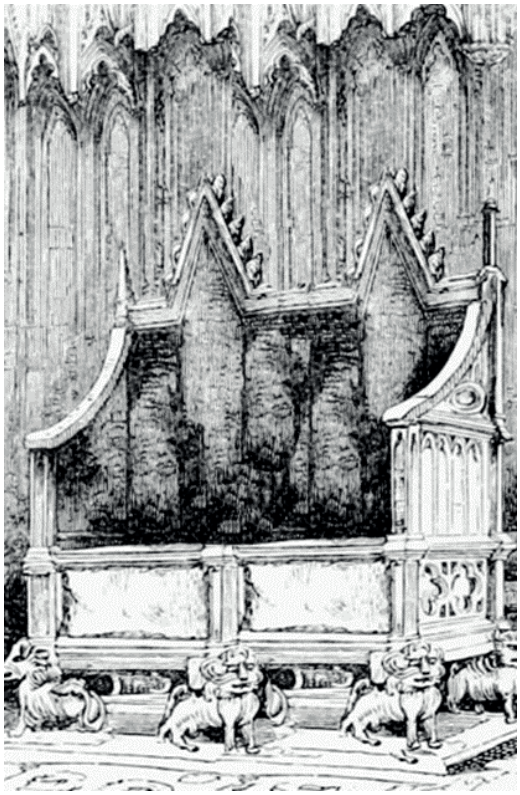
40. Nave

The majority of the goblins lounge here, fight with each other, cower before their **Godking** and his **ogre** bodyguards.

Normally, there are **143 male goblins here, 44 female goblins, 13 young, 22 human slaves, 2 kobold slaves, 4 bugbears and 2 hobgoblins.**

The floor here is strewn with filth and rubble, the goblins uncaring about their living quarters and the Godking under the effects of the ring of delusion, has become lax in his discipline.

When the defenders make their last stand, the goblins with bows will line the balconies and rain arrows down on any invaders while the remaining goblins, bugbears, ogres and undead will make their stand just inside the Great Double Doors.



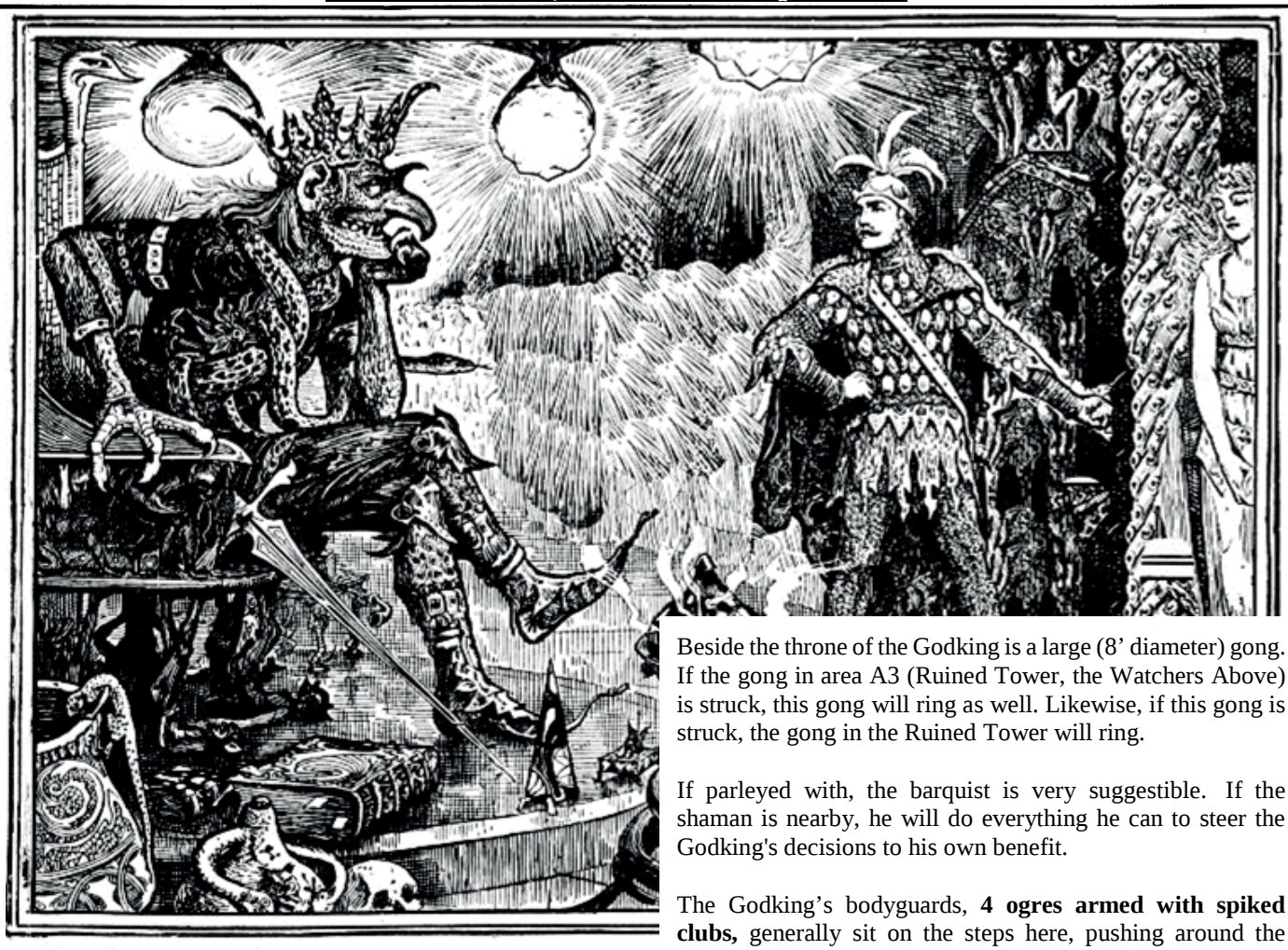
41. Seat of the Godking

The **Barquist, the Godking*,** spends most of his time lounging in the High Priest's throne atop a dais here.

This is the **Great Throne** of the Deepflame (q.v.). This stone Throne is carved from a single gigantic piece of black obsidian.

The seat is very wide, wide enough to seat three people, and the back of the throne has two triangular peaks rising high above head level.

This massive stone seat rests on eight legs carved in the likeness of stylized dragons. The throne is carved and embellished stonework, gold inlaid, and gem encrusted.



The previous generations of goblin kings pried many of the gems from the throne and picked away much of the gold.

28 gems are still missing, and most of the 47 gems that the Godking has set in the back of the throne are in the wrong place, in indentations that form rows in the back of the throne: top to bottom, 7, 8, 9, 10, 11 12, 9 and 9 indentations in perfectly straight, evenly spaced rows.

These are where the gems which are the **Keystones of the Deepflame** must be placed to activate the Throne and the Deepflame.

The Keystones will need to be placed in rainbow order, red at the top in this order: 7 red garnets (80 gp each, all are present), 8 orange citrines (worth 110 gp each, all are present), 9 yellow tourmaline (worth 60 gp each, 4 are present), 10 green jade (worth 150 gp each, 4 are present), 11 blue aquamarines (worth 90 gp each, none are present), 12 purple amethyst (worth 250 gp each, all are present), 9 diamonds (worth 2000 gp each, 3 are present), 9 black onyx (worth 300 gp each, all are present).

Missing, 5 yellow Tourmaline, 6 Green Jade, 11 Blue Aquamarines, 6 Diamonds.

Beside the throne of the Godking is a large (8' diameter) gong. If the gong in area A3 (Ruined Tower, the Watchers Above) is struck, this gong will ring as well. Likewise, if this gong is struck, the gong in the Ruined Tower will ring.

If parleyed with, the barquist is very suggestible. If the shaman is nearby, he will do everything he can to steer the Godking's decisions to his own benefit.

The Godking's bodyguards, **4 ogres armed with spiked clubs,** generally sit on the steps here, pushing around the slaves and the goblins as they go about their tasks. The barquist wears a crown (**the fire crown**, q.v.) all the time, as befits his royal status. It also wears a magic ring (the **Ring of** Parilar - a cursed ring of spell turning/contrariness) which makes him very suggestible.

The **tribal shaman** is constantly at the Godking's side, whispering in the barquist's ear. **The Godking, a barquist,** wears two swords, a dagger, and chain armor, all for effect, he uses none of it in combat relying on his instinct and natural weapons.

Four slaves constantly attend the Godking, dangling delicacies before him and fawning over him. When angered, the barghest is likely to lash out against the slaves.

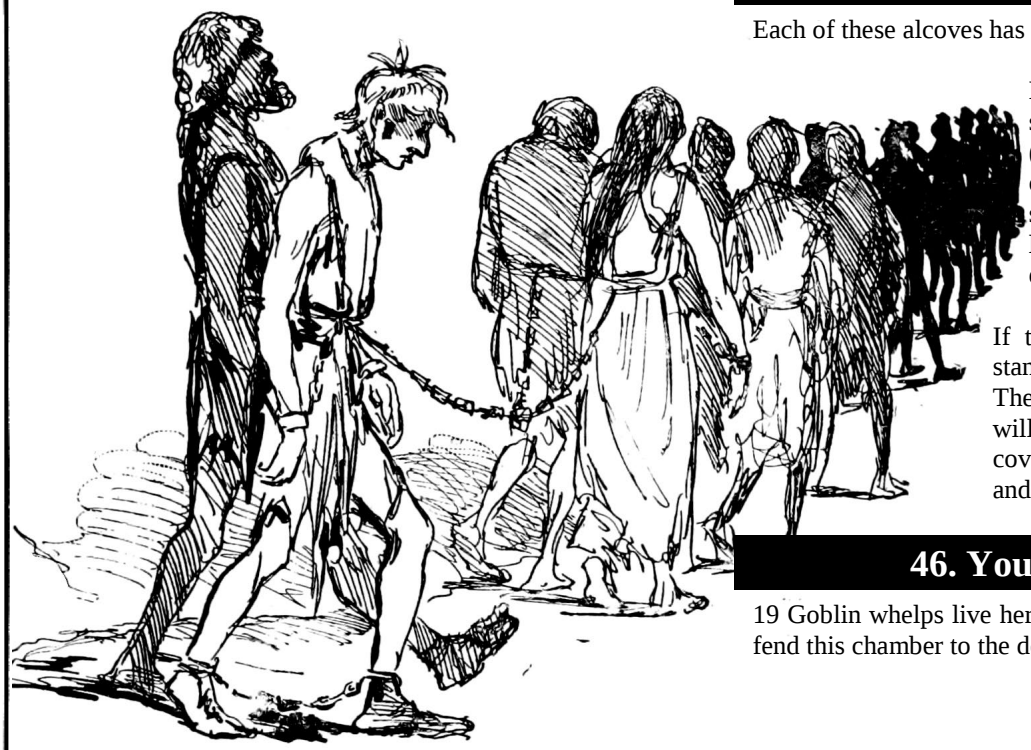
Visiting here are envoys from the Hall of the Gnome King: 6 **Long Arms** and 2 **Chitterers**. These Visitors are suspicious of the Godking and Shaman, believing that the Shaman is somehow controlling the Godking and have been stalling in their negotiations. The Gnome King has been concerned about the intentions of the Godking and wants to form an alliance (or at least a non-aggression pact).

42. Treasure Chamber

Behind the concealed door lies an odd shaped chamber piled high with the goblin tribe's treasures.

Among piles of mundane items like moldering carpets and broken chairs lie a number of potentially useful and valuable items:

- a gold-plated jewelry box (50gp)
- a shiny silver plate decorated with a pattern of loops and swirls (worth 5gp)
- a brown leather sack holding 119 gp, and 87 sp
- a censer embossed with the seal of the Church of the Holy Saints
- a red leather quiver with 14 crossbow bolts
- a 2'x3' painting of the battle of the South Hills
- a ten-gallon cask with a twin tailed comet painted in red on the side full of good ale
- a two-handed axe with a string of pearls tied to the handle (worth 22 gp for the axe and 500 gp for the pearls)
- a leatherbound book describing a variety of plants and their medicinal uses (worth 50 gp to the right buyer)
- a chest containing 4,745 sp and four rubies (500 gp each).
- a small carved ivory box (carved with scenes of the lives of Dwarf saints, worth 100 gp to most, 1200 gp to a faithful Dwarf).
- a chest containing:
  - **Chime of Opening**
  - **4 Potions of Extra Healing**
  - **1 Elixir of Madness**
  - **a Scroll of Protection vs. Petrification**
  - **a Scroll of Protection vs. Shapechangers**



43. Slave Master

The goblin tribe's slave master, **Santarial-Dualli*** lives here. He is a **one-eyed gnole** who rules the slaves with an iron fist. His room is spotless and very organized.

Shelves line the northern wall and a large bed dominates the eastern wall.

Next to the bed is a table and a chair with an oil lamp and a dozen candles, some pens and bottles of ink and parchment.

On the shelves are:

- a gilded merchant's broach (worth 125 gp)
- richly decorated plate gauntlets with a prayer ribbon wax-sealed to one of them
- a small wooden box containing a variety of dead insects
- a pile of rich garments (grey tunic, dark gown, plain leather shoes, leather hat, brown wool cloak, and a cambric shirt)
- a necklace of prayer beads, with an iron pendant in the shape of a bear's head

44. Slaves

A total of 74 slaves, mostly humans, are crowded in these little cells, terrorized by the Slave Master.

The cells have piles of dirty straw on the floor and buckets of human waste in the corners. There is nothing of particular value here.

45. North and South Alcoves

Each of these alcoves has a **statue of a dwarven saint** in it.

Behind one of the statues in the southern alcove is a **secret door** (originally, it was simply a concealed door, but the shaman did some work on it to hide it better and lock it, he carries the only key to the door).

If the goblins are making their last stand in the Great Temple (see area 39, The Balcony), the women and young will even push the statues out of the alcoves and try to push them over the rail and down onto the invaders below.

46. Young and Female Goblins

19 Goblin whelps live here along with 13 Goblins. They defend this chamber to the death.

47. Altar of the Dead

The room is dominated by a jet-black marble block 3'x3'x7', an altar with Dwarfish runes carved on the sides.

The walls of this chamber are painted and carved with tiny icons depicting thousands of dwarves, noble and common, great and small.

The shaman has posted two undead, **Skeletal Warriors**, kneeling behind the altar. Non goblin-kin are attacked on sight unless in the presence of the shaman.

This was the first stop of dead bodies to be buried in the dwarven catacombs or chapel of the dead.

A commoner body would be laid out before this altar while a noble or priestly body would be laid out on the altar.

48. Common Catacombs

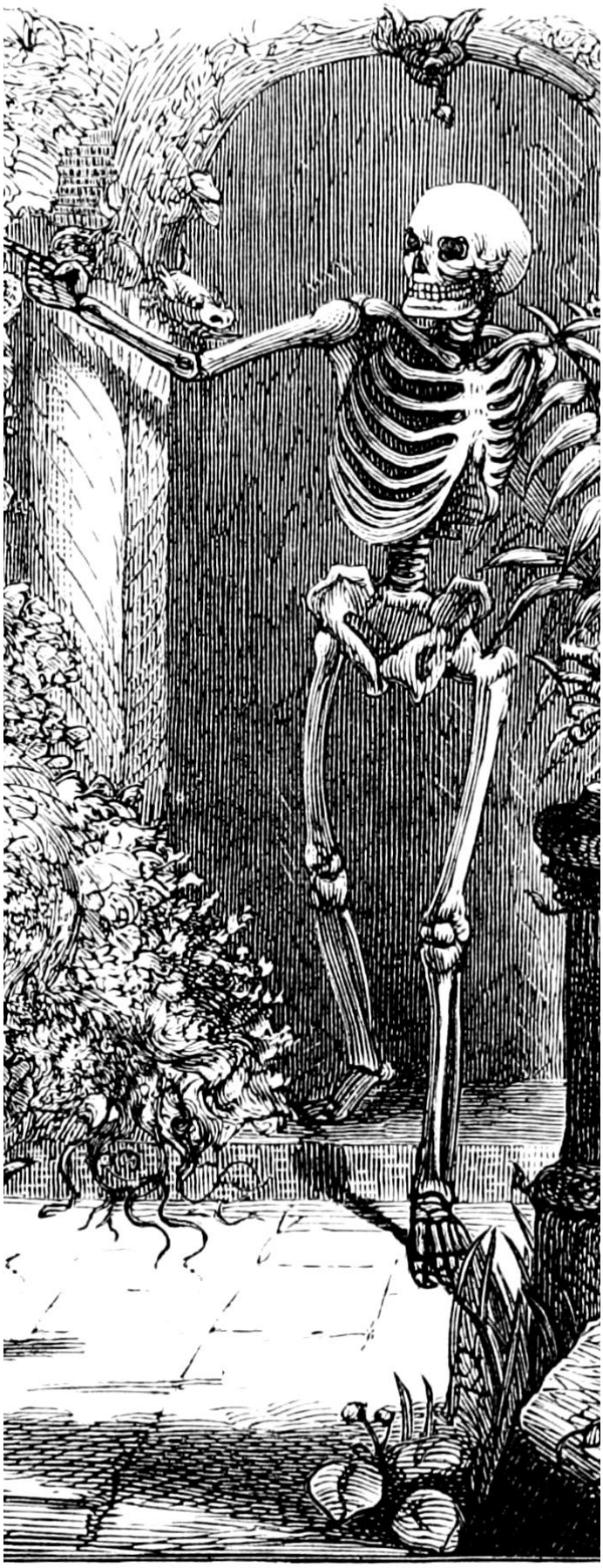
Buried in niches and chambers covering nearly every inch of the walls and floor of these chambers are the ancient remains of thousands of dwarven dead.

- The shaman has pried open some of the ossuaries and animated some of the remains to animate as guardians.
- Twenty niches have been opened and some bones are scattered about the room.
- There is a 20% chance that the shaman will be here prying open another burial niche preparing to create another undead guardian (unless the lair is in high alert).
- There are **90 animated skeletons (dwarf)** waiting in burial niches for the Shaman's command.

49. Chapel of the Dead

This chamber is **a chapel to the dead**, with rows of benches facing an altar in the southwestern corner of the room. Symbols of dwarven nobility and symbols of the dwarven priesthood dominate the room.

- If the shaman is not in the main hall attending the Godking (50% chance) or in the common catacombs (20% chance) he will likely be here (30% chance).
- Six **Skeletal Warriors** sit on the benches in this chamber. They will not move unless commanded by the shaman, even if invaders ransack the area.
- The shaman tried opening a noble crypt here intending to animate the remains, but the dwarven noble's spirit returned to the body and attacked the shaman. He wisely turned to common catacombs for his raw materials for his necromantic activities.



- **The shaman worships a god of death**. He wields a **Staff of the Dead** and a **Black Iron Mace**.
- He wears an **Amulet of the Undead** and a **Ring of Protection +2**.
- He wears a silver necklace with a key on it (unlocking the secret door to this area) and a pendant with a stylized fire symbol (**The Talisman of the High Priest Durazan**).
- He wears, a ragged black woolen cloak that gives him a 50% chance to hide in shadows.
- The shaman is not a true goblin, but a **demonic half goblin abomination**

The pendant the Shaman wears is a **Talisman of the High Priest of Durazan**. This pendant was part of the regalia of the High Priest of the Chantry. When the Shaman found it and put it on, he immediately sensed it was a powerful artifact. What he was, in fact, sensing was the powerful presence of the pendant's true owner: the High Priest, who is now a lich (E15). The High Priest has been influencing the Shaman through the pendant via ESP.

About a year ago Durzan's Spirit led the Shaman to the secret location of one of the Chantry's great treasures: **A Book of Infinite Spells** (B49a) which the Shaman has employed to his perverse benefit with the ability to animate dead, raising a small undead army which he has considered using to unseat the Godking (though he isn't sure his undead army is powerful enough, nor is he sure the Sub-chiefs would support him.

His personal treasure is here (the Shaman doesn't know what the potions are, so he won't use them, and he is unable to use the sword):

- **Potion of Treasure Finding**
- **Potion of Growth**
- **Potion of Levitation**
- **Spell Scroll (Cleric: Golem, Penetrate Disguise, Messenger, Spike Stones, Penetrate Disguise)**
- **Spell Scroll (Mage: Knock**)
- A small chest containing some jewelry: 1000 gp Coronet, 1400 gp Statuette, 3000 gp Medal, 6000 gp Buckle, 100 gp Buckle, 8000 gp Collar, 800 gp Buckle, 5000 gp Headband, 900 gp Earring, 1000 gp Fob, 6000 gp Sceptre
- **Sword +2, Giant Slayer** (**Deepwound**)

Cleric Spells (9th level casting ability)**:**

Level 1: Create Water, Cure Light Wounds, Purify Food and Drink, Sanctuary
Level 2: Find Traps, Hold Person, Speak with Animals, Spiritual Hammer
Level 3: Continual Light, Cure Disease, Glyph of Warding
Level 4: Cure Serious Wounds, Speak with Plants
Level 5: Flame Strike

Magic User (8th level casting ability)**:**

Level 1: Comprehend Languages, Light, Shocking Grasp, Floating Disc
Level 2: Detect Invisibility, Stinking Cloud
Level 3: Blink, Fly, Infravision
Level 4: Fumble, Ice Storm

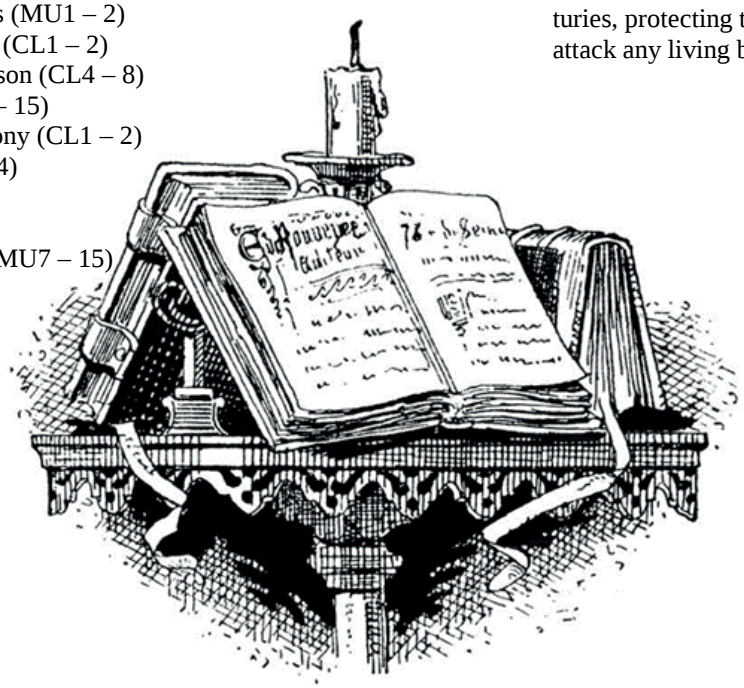


49a. The Book of Infinite Spells

On a large book stand are three books. Two are fairly mundane (though valuable) works on Dwarven Theology worth about 340 gp each. The other is a huge tome, opened to the fifth page. It radiates magic if detected. A magic user will recognize that the spell page that is open is Invisibility (Illusionists are 75% likely to recognize it, clerics and thieves are 50% likely to recognize the spell), though they probably won't recognize the true nature of the book.

The Lich High Priest has communicated through the amulet to the shaman the location of the **Book of Infinite Spells**. The shaman took 11 hp damage when he opened the book and was stunned for 13 Turns. He was able to cast Animate Dead 9 times before the page turned to Invisibility which he employed to his great enjoyment. He turned past preserve and torment, cast material as many times as he could – one – then opened to Animate Dead. The shaman was thus able to animate 90 corpses before the page turned…

Book of Infinite Spells: 24 pages
Spell name (Spell Level - Casting Level)
Preserve (MU2 – 4)
Torment (MU7 – 15)
Material (MU3 – 6)
Animate Dead (MU5 – 10)
Invisibility (MU2 – 4)
Neutralize Poison (DR3 – 4)
Grasping Hand (MU7 – 15)
Shield (MU1 – 2)
Detect Illusion (MU3 – 6)
Blank
Blank
Remove Curse (CL3 – 6)
Sepia Snake Sigil (MU3 – 6)
Burning Hands (MU1 – 2)
Blank, Portent (CL1 – 2)
Neutralize Poison (CL4 – 8)
Volley (MU7 – 15)
Blank, Ceremony (CL1 – 2)
Chant (CL2 – 4)
Blank
Blank
Legend Lore (MU7 – 15)



50. Secret Escape Tunnel

The door here is concealed as part of the stone wall. All of the goblins and bugbears in the Chantry know about the door and use it occasionally. If the Godking is defeated, many of the denizens of the Chantry will flee via this route.

51. Trap

The "safe" route through here is to go the long way - that is, to take the left branching corridor (coming from area 50), go past the next right and curve back around to the main corridor.

The straight path or the first branching path are both trapped with concealed pit traps which stretch the width of the corridor.

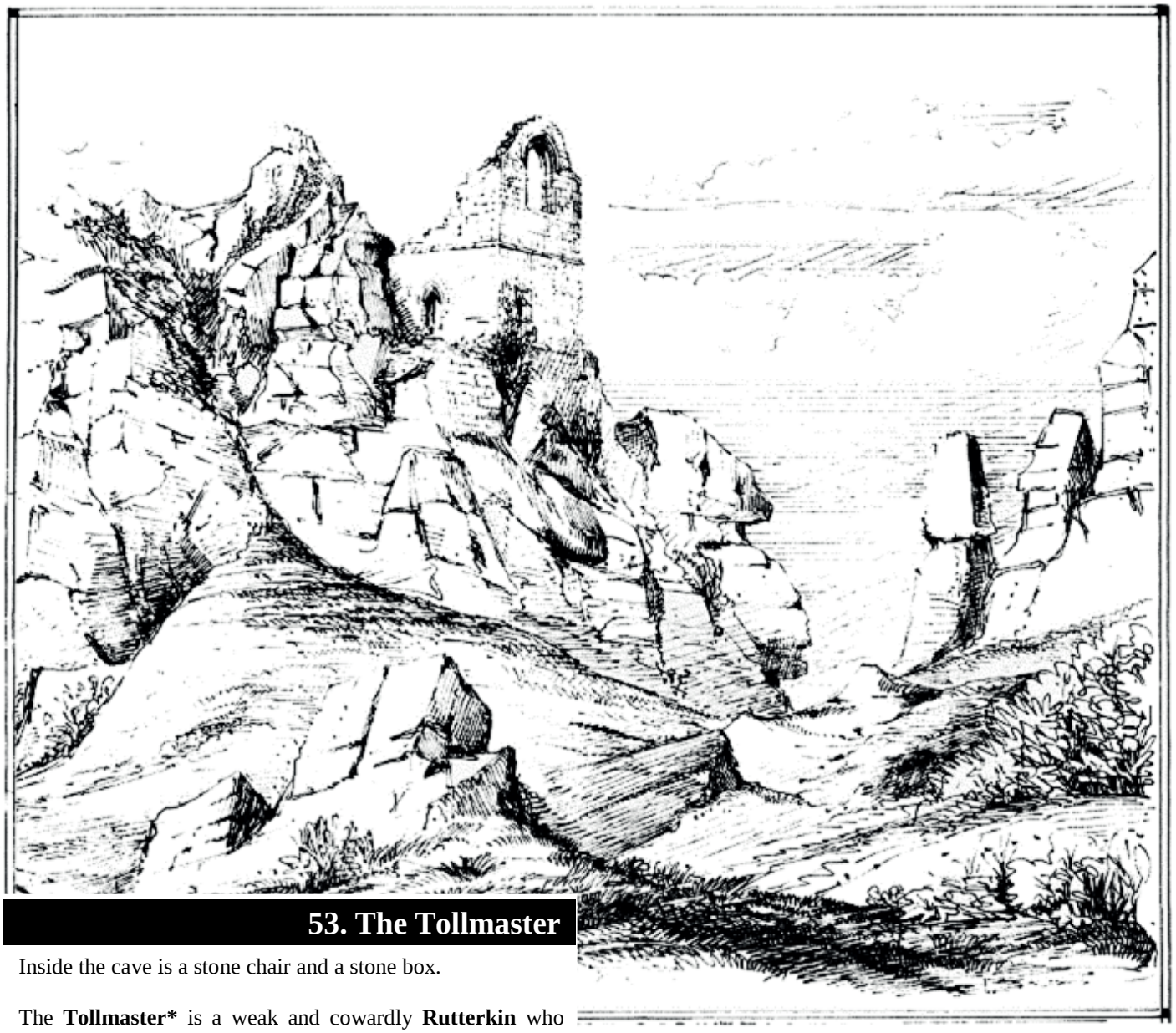
The pits are lined with rusty spikes for 1d6 hp falling damage, +1d4 hp spike damage. Save vs. poison (at a penalty equal to the number of hit points spike damage taken) or contract a debilitating disease (permanently lose 1 hit point per week until dead).

52. Swift Stream

The freshwater stream flows quickly under the corridor here, moving 300'/round and flowing from the pool in the cavern to the north east to the south west, down a steep incline and over many sharp rocks. The sound of the rushing water can be heard in the corridor. It would be possible to dig through the corridor floor here (spells like stone to mud, of course, would work, but also 200 hp damage).

Just southwest of the corridor, the stream cuts through three channels, each of which passes through a **Large Water Elemental.** The water elementals have been bound here for centuries, protecting the cave upstream from intruders. They will attack any living being that comes within reach.

Anyone caught in the rushing water without any way of directing his or her way among the channels shoots through one randomly (d6: 1-2 left, 3-4 center, 5-6 right). The Water Elemental in the channel (if still alive) will capture any living being who comes through the channel(from either direction) and shoot it downstream (for 1d6 damage, DEX or less on 3d6 for half damage, 6 points of damage with failed DEX check chance of drowning - PC must make DEX check each subsequent round (on 4d6 first round, 5d6 second round, 6d6 third and following round) until a save is made or PC drowns after five total DEX checks, taking 1d6 hp damage each round DEX check is failed). The Water Elementals' goal is to keep creatures away from area 58 and 59.



53. The Tollmaster

Inside the cave is a stone chair and a stone box.

The **Tollmaster*** is a weak and cowardly **Rutterkin** who lives in this cave, tormenting and bullying any weaker creatures that pass by. It doesn't usually bother larger groups of goblins unless it happens to be in a foul mood. It will likely stop the PCs, demanding a toll to allow the PCs the pass. He will push them around and make grand threats, but if seriously threatened will back down (though he will secretly plot that party's demise, using every resource at his disposal to make it happen).

If anyone wants to pass beyond the secret door, however, it will demand "Full payment and proof of your worthiness." (see below)

The Tollmaster doesn't care who passes beyond the secret door, only that they pay the proper toll.

The **stone box** contains the money gathered by the creature as tolls: 221 ep, 1129gp, 120 gp Moonstone, and 600 gp Alexandrite.

The secret door in the back of the cave is not trapped but it is locked, though not in the traditional sense. There is no mechanism to open the door – no secret latch, catch, or knob to twist. The door is "attuned" to the Tollmaster, and only he can open it. The Tollmaster places his hand in the center of the door at about human head height (the spot is kind of worn). Only the Tollmaster's hand (or another Rutterkin's) will open the door – dead or alive.

The Tollmaster's demand, "Full payment and proof of your worthiness," is the code for entry by the goblins seeking to become **Watcher Goblins**. They pay at least 50 gp worth of treasure and offer the head of some worthy enemy. If the PCs offer money but no heads, the Tollmaster will tell them they are not worthy. If they press him, he will reveal the need to bring the heads of a worthy enemy – one for each being who wishes to pass beyond the secret door.

53a. The Toll of the Worthy

- This cave is lined on the western and eastern walls with hundreds of niches, rough cubes about 18" on a side. In thirty-seven of these niches are heads in various states of decay. Nineteen of the heads are goblin, seven are shadow creeper, three are hobgoblin, three are human, two are Shemaras, one is Longarm, one is elf, one is dwarf. In the mouth of each of the heads is 2 cp. In addition, in the mouth of the Longarm head is a large diamond worth 3200 gp which will radiate magic if detected. The diamond is cursed. If it is ever sold (traded for money, goods or services – such as to pay the Tollmaster, for example), the seller will be cursed with extreme bad luck (-2 penalty on every roll) until the diamond is recovered and given away. Only giving the diamond away will negate the curse.

- Two tunnels lead from this cave deeper into the mountain. If the Tollmaster is with the party when they are in this chamber, he will tell them, "Wisely choose your path to immortality. This is your first test. It is the test of the mind."

- Each path appears well worn. The left path is dark, and the right path is lit with a pale blue glow. Ten feet in, both paths are strewn with goblin bones. If the party is particularly attentive, they will note that the light path has skulls mixed in with the rest of the bones, while the dark path has no skulls and the bones on the dark path look much older than those on the light path. Additionally, those on the light path have nicks and cuts on them, some of them are severed cleanly as if by a very sharp blade. The bones on the dark path are all whole.

- Those who take the lighted path will trip a trap. Beginning at 20' in, a blade swings out every 2' along the path from a random direction (attacks as 10th level fighter, does 1d8 hp damage, upon death a body part is severed). There are 15 blades that swing from the walls (at varying heights) and the ceiling. The bones on the dark path are very old goblin bones. Whenever a living being passes the 20' point, the bones in this tunnel begin rattling and moving. If the living being continues forward, all the bones in the tunnel will assemble into headless skeletons (87 skeletons) which will line the tunnel, pointing toward the northern chamber. They will not move or attack. If attacked, the individual skeletons will collapse on a successful hit. When a living being passing through the dark path reaches the northern cave (The Test of the Champions), the headless skeletons will collapse with a loud rattle and crash.

53b. Test of the Champions

This chamber is cloaked in magical darkness. A **Blinding Darkness spell** (see Appendix – New Spells) has been permanently cast here. A Blinding Light spell will counteract the effect for 4d4 rounds. No other light source can penetrate this darkness. Darkvision, true seeing, and similar abilities and magic will function normally here, however.

This is the prison of a **Primordial Time Elemental** .The Elemental appears as a blurry, indistinct humanoid form, wrapped in a magical field. An appendage (hand?) of the Elemental extends outside the magical field.

- If a mortal being grasps the appendage of the Elemental, the being sees his or her life pass by as if a dream. The moments of greatest impact are heightened, causing extreme emotional reactions in the being. Thus, if he or she was profoundly affected by a trauma in childhood, seeing the event under the influence of the Elemental causes it to be experienced a hundred times more powerfully.
- The mechanical effect is that anyone who grasps the appendage of the Elemental must make a Wisdom Check (WIS or less on 4d6) or go insane.
- Additionally, those who pass the Wisdom check must make an additional Constitution Check (CON or less on 4d6) or die.
- Those who survive receive a unique special ability: he or she will effective stop moving through time. The basic mechanics of this ability function thus: while awake, the being moves *backward* in time, while asleep, the being moves *forward* in time. Damage taken while moving backward in time actually *heals* the being (up to an additional amount of hit points equal to double full hp). However, all such damage accrued during the day suddenly drains out of the being when he or she falls asleep (thus, if the creature takes more than double full hp of damage during the day, he or she will die as soon as sleep comes).

The magic field the Elemental is wrapped in can be negated by casting dispel magic vs. 15th level magic.

If the Primordial Time Elemental is freed, it will give each of its liberators a blessing: a mark will appear on the back of the right hand of each of its liberators – an hourglass tattoo. Each being so marked will be granted the ability to rewind up to 10 minutes of time for themselves. Each use will run sand out of the hourglass commensurate to the amount of time rewound. When the full ten minutes has been used, the hourglass mark remains, but becomes non-magical.



54. Abandoned Guardroom

There is evidence here of a long disused fire, some old sleeping pallets, some extra firewood.

The walls are marked up with regular patterns, as if someone were counting something.

Hidden in a crevice beneath one of the pallets is a leather bag with 122 gp and a silver dagger.

55. Secret Exit Watchers

10 **Watcher Goblins** are posted here. They are always on high alert and are very hard to surprise. They listen for knocking at the Dwarf King's Door (56) and will open the door if those on the other side are very persuasive. Like all Watcher Goblins, these will fight to the death defending their post. If seriously threatened, one will try to slip away, warn the rest of the Chantry of an intrusion, and then try to return to fight with his brethren. Each of these goblins has 7 gp and is armed with a shield, shortsword, bow and 12 arrows.

The corridor to the east climbs up to the High Priest's Level Area E5b.

56. The Dwarf King's Door

This magical door can only be opened from within. There is no pull or handle of any kind on the outside.

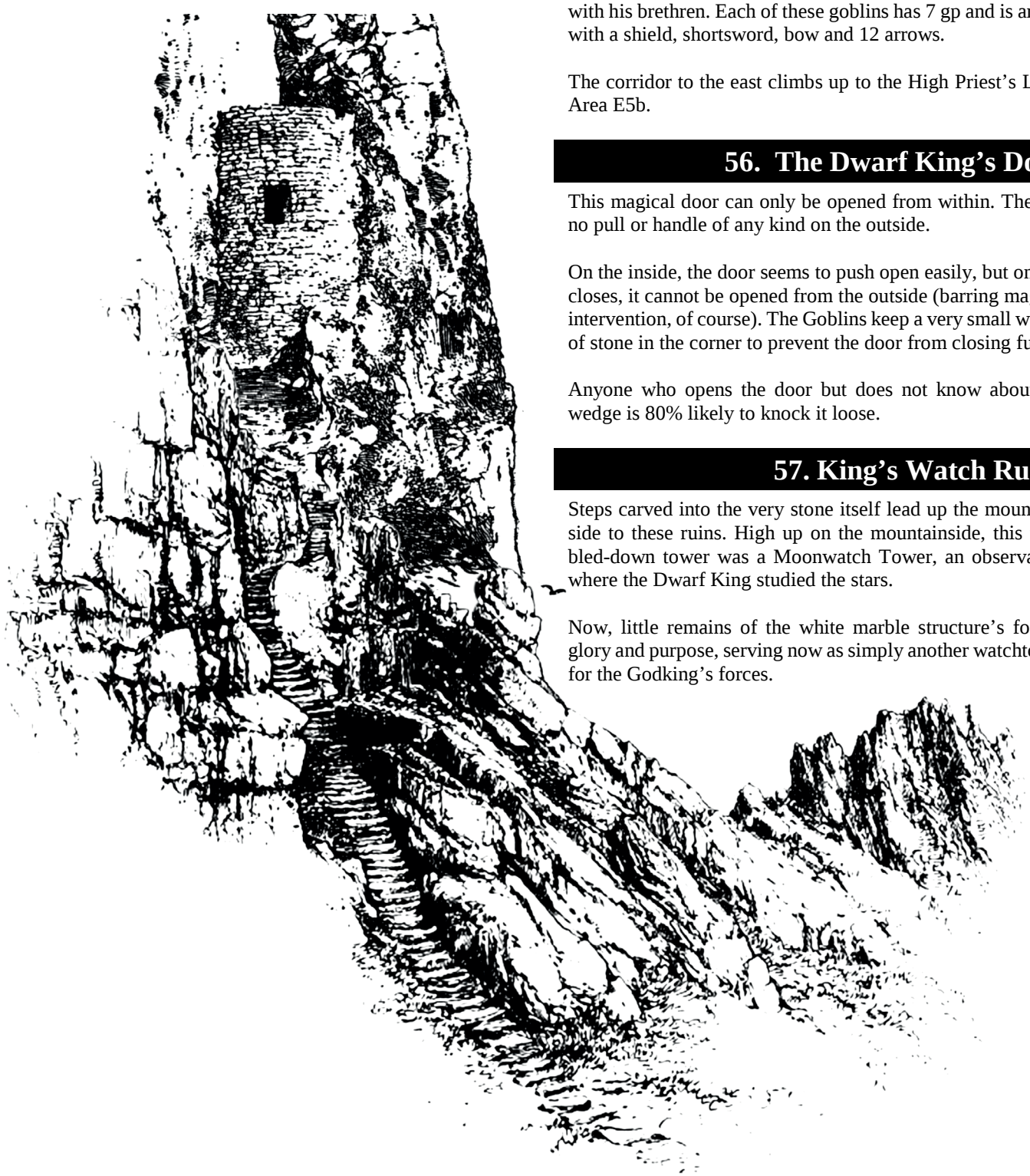
On the inside, the door seems to push open easily, but once it closes, it cannot be opened from the outside (barring magical intervention, of course). The Goblins keep a very small wedge of stone in the corner to prevent the door from closing fully.

Anyone who opens the door but does not know about the wedge is 80% likely to knock it loose.

57. King's Watch Ruins

Steps carved into the very stone itself lead up the mountainside to these ruins. High up on the mountainside, this tumbled-down tower was a Moonwatch Tower, an observatory where the Dwarf King studied the stars.

Now, little remains of the white marble structure's former glory and purpose, serving now as simply another watchtower for the Godking's forces.



57a. The Ascent
A steep stone staircase carved in the very rock itself. Once fine craftsmanship now savaged by the centuries: when traversed, steps will crumble underfoot.

The Goblins have laid a trap here: the two unstable piles of stone flanking the stairs (to left of and above the number – 57a) are tied to tripwires to collapse the stone pillars.

If the trap is triggered:

- the unstable rock pillars will fall, crushing those in the immediate area for 4d6 hp of damage (save for half), knocking them down the stairs and, possibly, the side of the mountain
- anyone on the stairs below the trap will also be swept down the mountain (save to avoid such a fall, but take half damage nonetheless)
- all who get swept down the mountain by the trap must make a save vs. petrification or continue being swept down the mountainside – saves are made each round, Cascade Effect (see new rules: basically, the number rolled on a failed save is subtracted from the next roll of a save until the save is made or the effect comes to its natural outcome…)
- those falling down the mountainside take 1d6 falling damage each round a save is failed – a successful save means the victim has stopped falling – the tumble down the mountainside would take 134 rounds…
- if the trap is disarmed, the piles of stone remain very unstable and are still 25% likely to collapse as above if any being passes by them unwary.

57b-d. The King's Tower
This solidly built two story (plus the crenelated roof) tower overlooks the valley below.

Each floor (57b & c) has 24+1d12 **Watcher Goblins** manning the tower, guarding the secret entrance/exit of the Chantry, under the leadership of the King's Watch Guardian (57e).

The roof (57d) has a small catapault currently "aimed" toward the Ascent (57a).

Off the roof, the left door into the side of the mountain sprials down to the middle level (Floor 1, 57c) of the castle while the center door leads to the Guardian's chamber (57e).

- These Goblins have served this post for four years with little to do but challenge one another to dangerous games of chance (like "catch the dagger" – though they are very good at this game) or torture some unfortunate (a Glitterwing or a rogue Kobold)
- They have orders to not allow any who pass through to speak a single word
- They have had no "fresh meat" for almost a year. If blood is spilled here, or if any mortal being approaches these Goblins with a fresh wound, they will go into a berserk frenzy, attacking anything living – including one another – for 1d6+6 rounds until the Guardian retakes control of the berserkers.
- They know nothing of the new Godking (see below).
- They know nothing of, and care nothing for, the factions and politics of the Chantry.
- They are loyal to the Guardian out of fear. If he is killed, captured or incapacitated, they will attempt to flee back into the Chantry (if possible) or down the Ascent (57a) with a 90% likelihood that one or more will forget about the trap set there as they flee.

57e. The King's Watch Guardian
A solitary cloaked and hooded figure broods on an ancient carved wooden throne-like chair in the very center of this room. The walls are scrawled with writings and on the floor, behind and beside the "throne" are several piles of detritus.

This is the King's Watch Guardian, a **Shadow Stalker Defector named Ealia***. Ealia wears a **bejeweled longsword and dagger** (worth 1200 gp and 800 gp respectively) and a gold pendant worked with rubies and sapphires (worth 2800 gp). He is 80% likely to have a book (see below) in his hand.

Ealia rules the King's Watch absolutely and allows no disrespect or lack of discipline. He has withheld the information about the fall of the Chantry, going so far as to allow no communication whatsoever with outsiders.

The writing covering much of the walls may appear to be random scratches and swirls. It is decades of his strategies and plots and plans for unitng "the peoples of the Darkness" written in Ealia's own shorthand code (while he learned to speak Goblin, he had to make up his own method of writing).



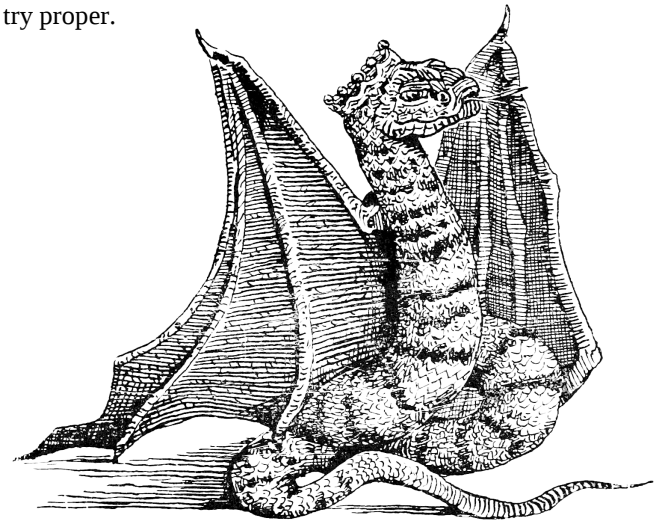
The piles of detritus contain the torn, stained and burned remains of many manuscripts: military strategy, philosophical treatises, religious texts, holy writings from many orthodox, heterodox and heretical movements and even a handful of books for children. Most are battered beyond repair. If Ealia is holding a book, it will be in this vein.

However, one famous book, *The Way of Peace* by Saint Ashar, in his own hand no less, could be reassembled in a nearly complete folio (taking at least 300 person hours to accomplish). The reassembled book would be worth 1000 gp to any Church of the Holy Saints library, monastery or large church and perhaps up to 2500 gp to a collector in a large city.

57f-i. The Caves of the Synarian Beast
While the **Synarian Beast** lairs in cave 57i (50% chance), it might be roaming any of these caves (10% chance for each 57f,g or h) unless it is out hunting (20% chance).

Any sound at all in any of the caves will likely attract the Beast's attention if it is in any of the other caves, unless it is sleeping in 57i.

The Goblins of the Chantry rarely chance coming up through these caves to the King's Watch as it is likely to be a suicide mission. The Watcher Goblins in the tower (57b-d) wait until the Beast flys off hunting if they need to descend to the Chantry proper.



57f. The Slaughtering Cave
The stench of this cave is overwhelming to most mortal creatures (save vs. poison or begin retching and vomiting, -2 on all rolls in this cave and for 1d6 turns after leaving it – anyone who fails a save in this cave begins retching and vomiting on returning to the cave, no save, even if years later).

Bones, feathers, hair, blood, offal, excrement all mix in noisome piles throughout the northern half of this cave.

If the Synarian Beast is here, it is feeding on: 1. A Goblin, 2. A Bugbear, 3. A Griffin, 4. A Black Bear, 5. An Elk, 6. A Human man.

Buried in the disgusting mess can be found:

- a few leaves of mildewed parchment that will likely crumble to dust if handled carelessly – if handled carefully very carefully they assemble to be a **Scroll of Protection from Undead**
- a roughly-made jerkin lined with sheepskin.
- a pot of strong mustard
- a warhammer engraved with a sacred oath to serve The Lord Alboran always **(Hammer of Uthgar**)
- a curved dagger etched with devotionals to St. Bilian the Paton Saint of Criminals (worthless except for a 200 gp ruby hidden in the hollow hilt)

57g. Unstable Floor
The floor here is cracked and several larger fissures appear here and there.

Any creature weighing more than 200 pounds is 40% likely to crash through the stone floor here on any given step (save vs. petrification or Dexterity Check to catch the lip of the floor as falling… with a 40% chance that it, too will give way…). Those who crash through the floor tumble and bounce down 60 feet (4d6 hp damage) as the floor under the cave here is riddled with Tunnel Worm tunnels.

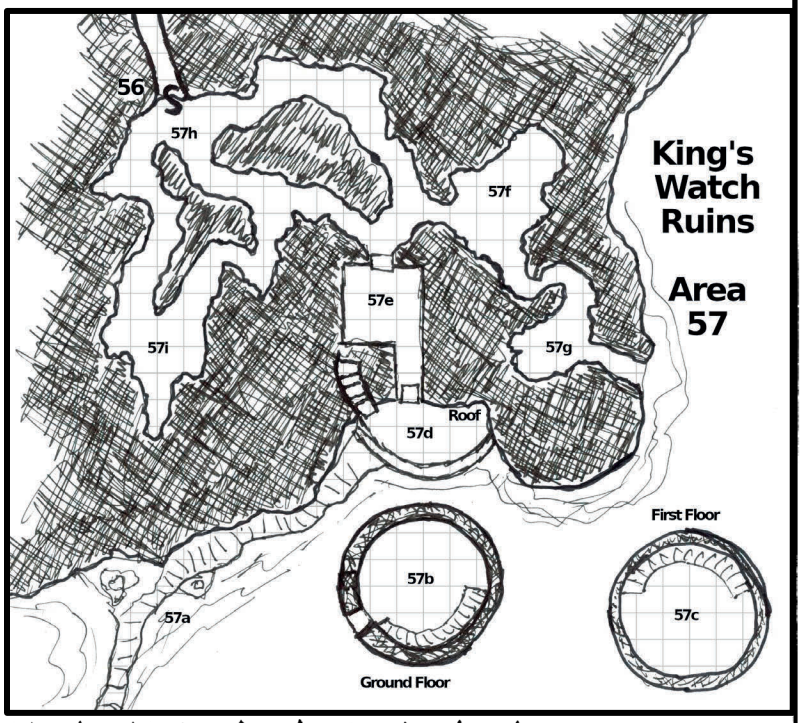
57h. The Hidden Door
The Synarian Beast doesn't understand the nature of the secret door here but can smell every time some creature is on the other side of it or some creature has tracked through its home while it was out hunting. See 56 above for more information.

57i. The Beast's Lair
The cave ceiling here is covered in long, pointed stalactites. The uneven floor is littered with small bits of stone rubble and several smooth, rounded stalagmites.

If the **Synarian Beast** is sleeping here (50% chance) it is hanging from the ceiling among the stalactites, almost indistinguishable – 90% "invisible" unless some magical means is used to discern its true nature (such as a Gem of Seeing).

The "stalagmites" are actually piles of excrement and close inspection will reveal that immediately.

The Beast is a sound sleeper, so normal movement and investigation is only 20% likely to wake the creature, but shouting, combat, dropping anything to the ground will wake the beast which will take a round or two to consider its options and then either attack or flee.



58. The Fell Guardian

Water covers the bottom of this vast chamber to a depth not perceptible from the surface. The ceiling rises 80'-100' above the surface of the water. Huge stalactites hang from the ceiling, and stalagmites rise from the water, which seems still even though at either of the entrances from the chantry, the water rushes out of the cavern down a sharp slope. The ceiling gives off a dull glow, the effect of full-moonlight.

Two rounds after any living being enters the chamber, the **Fell Beast** rises out of the water. The night-black creature has the face of a bearded man, a human-like body with great bat wings and horns on its head. It stands a full 50' tall. The Beast will speak in a deep, echoing, but strangely soothing, voice, warning any who enter the chamber to turn back or face the wrath of the Light.

Those who leave may do so unmolested. Those who advance get another warning, then the Fell Guardian attacks will all of its powers with the intent of rendering the intruders helpless so that he can set them loose downstream.

The Beast often begins with Blinding Light, attempting to blind the party, then hold person, sleep, web, etc. to incapacitate the party.

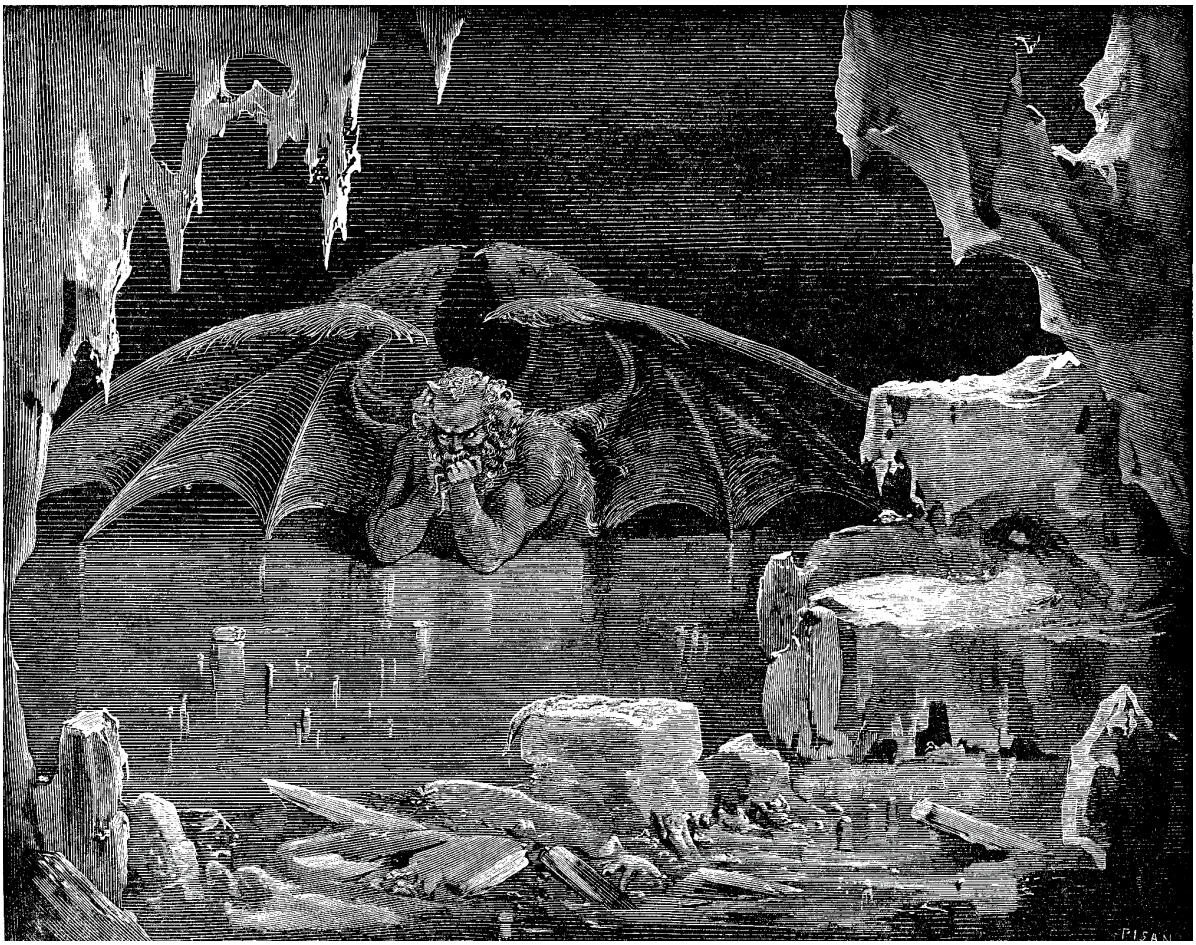
If reduced to 50% of it hit points, the Fell Guardian will become very aggressive, employing all of its powers in an attempt to destroy the intruders, rather than incapacitate them. If the Fell Guardian is killed, its body will begin to dissolve two rounds, taking 10 rounds to completely disappear. After 8 turns, the Fell Guardian will rise again from the depths of the pool in this chamber (actually, a different Fell Guardian, sent by whatever beings continue to make certain the Gate in area 59 is protected).

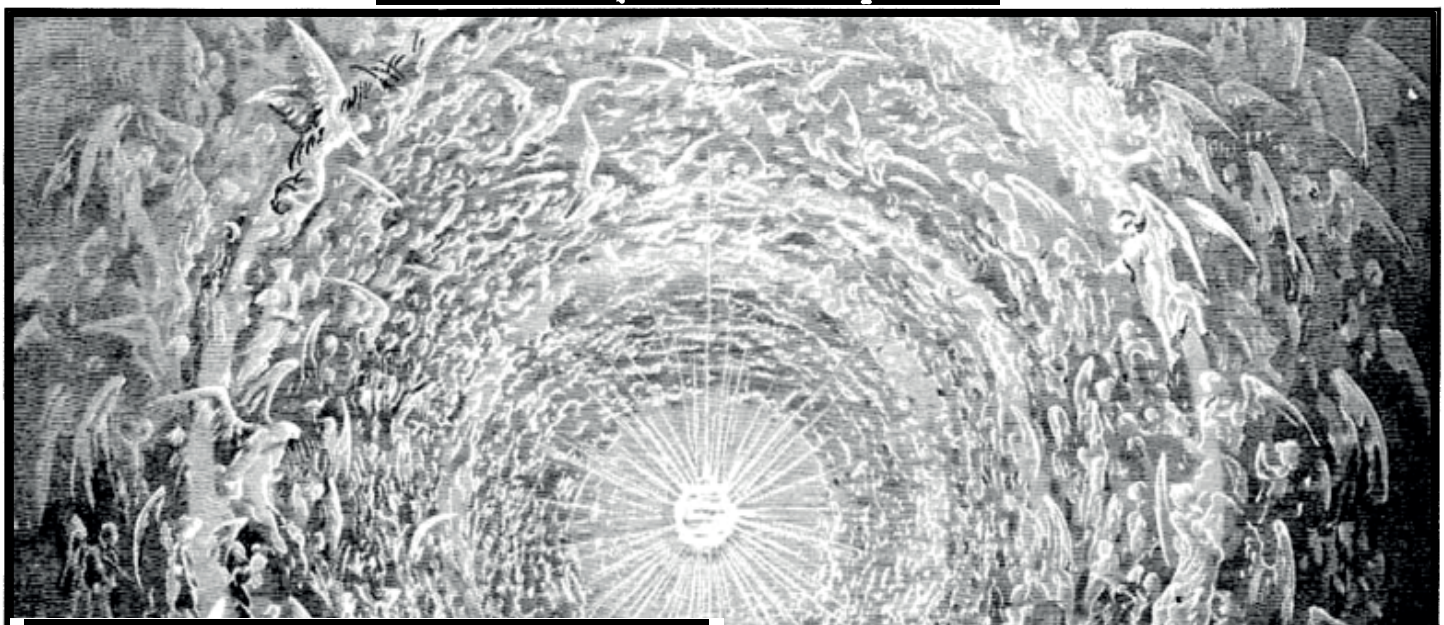
The pool is 200' deep and amid the rugged stones at the bottom are dozens of skeletons (mostly dwarf and human, though a few less recognizable humanoid skeletons are scattered about as well).

Amid the remains and the stones are 3,012 gp, 525 sp, a silver dagger (**Aylin's Tooth**) which radiates as magical if detected, a magical helm (**Grimbrow**) and a magical longsword (**Spitter**). If searching, each round roll d12:

Pool Search

1d12	Result
1-9	nothing found
10	5-100 (5d20) sp
11	4-48 (4d12) gp
12	magic item (above, select randomly)





59. Heaven's Gate

This cavern stretches for what appears to be miles into… a void (the chamber is impossibly bigger on the inside...). Somehow, from no source whatsoever, there is light in the room (as bright as a light spell).

The cavern itself is actually a gate to another plane, a higher plane where angelic beings live (the campaign world's heaven).

When the PCs enter the chamber, the gate will begin to form. An **angel** will begin flying in a circle about a half mile away. Five rounds later, the angel will be joined by four more. Five rounds later, a dozen angels will join, the circles they spin will seem chaotic, but if watched for some time, a pattern will be discerned. Five rounds later, 144 angels join, then five rounds later thousands, spinning around an opening about 300' in diameter, 2500' from the cavern entrance. Light will fill the cavern to near blinding brightness.

Those of good disposition (alignment, etc.) will be under the effect of a bless spell, those who are of neither good nor evil disposition, will be under the effect of a compulsion spell (compelled to leave the cavern) negated by a save vs. spells, and those of evil disposition will be struck by the effect of a power word: stun spell, negated by a save vs. spells. Stunned creatures are gathered up by the angels and deposited in the fast running stream to be shot downstream past the Water Elementals near area 52.

Any creature who attempts to enter the gate will be accosted by 2 angels per creature attempting to enter the gate. The angels will tell those who wish to enter the gate that it is not their time to pass into the Realm of Light but that there is much opportunity for redemption and bringing Light into the world. Those of good disposition will not physically be barred from entering the gate, but the angels will get more and more agitated as they get closer to entering the gate.

The angels will say anything (truthful) they can to dissuade them to enter the gate. Those of neither good nor evil disposition will be physically restrained if they try to enter the gate. "Combat" in this case works thus: if the PCs "hit", they have broken free, and can move toward the gate. If the angel "hits," the PC is restrained again.

If the neutral PCs move away from the gate, the angels will not bother them. Those of evil disposition will be attacked if they attempt to enter the gate, combat will proceed as normal.

The gate leads to the Realms of Light, an adventure that is beyond the scope of this adventure, but which can be created by the GM (a follow-up adventure is planned, **On the Edge of Heaven**).

60. The Deepwatch

This small fortress hangs off the edge of the rift.

- The Deepwatch consists of two round, three story towers on the east side and a two-story rectangular tower on the west side.
- The wall of the west tower is open on the rift-side.
- There are several (intentional) holes in the wall, as well.
- Pushed against the wall on the first floor of the west tower are several large gears and other bits of broken machinery.
- There are 37 **goblins** here, scattered about the towers. They each have 2d4 sp, a bow, 12 arrows and a shortsword.
- There is no furniture left in the fortress and little of interest.

Scattered about the rubble and rubbish in the fortress can be found:

- a rusted dagger engraved with a litany against cowardice, along with a leather sheath
- a belt of threaded cord
- a pair of thick leather (dwarf-sized) boots with wide button-back cuffs
- a blood-stained caravan captain's log cluttered with handwritten notes, cargo manifests, travel itineraries and crew pay-outs
- a dented pewter goblet (worth about 3 gp).

Thousands of years ago, this area was a dwarven outpost and mine. When the dwarves abandoned the mines they continued to revere this area as "The Source of the the Earthlife", creating the Deepflame and establishing a pilgrimage for dwarves from all over the Midlands.

However, deep in the abandoned mines, dark and evil creatures claimed the empty caves and tunnels deep in the earth.

The evil creatures swarmed up the rift and overwhelmed the Chantry, nearly destroying everything. Only the power of the Deepflame staved off the invasion.

After the invasion, the dwarves built fortifications to protect the Chantry from below.

61. The First Watch

This 20' diameter, 2 story tower guards the long, winding staircase that leads down into the deeps.

- The tower is in ruins now, the floor of the second story will collapse if anyone steps on it.
- The gates that once barred the path through the tower now hang at odd angles on broken hinges.
- There's a 30% chance that 1d6 **Shadow creepers** will be here, a 30% chance that 1d8 **Goblins** will be here, otherwise the tower will be empty.
- The stairs beyond lead to the Storehouses of the Deeps (G1.1).

61a. The Ratmaster

This small chamber is only accessible via a spiderweb of tiny tunnels that run throughout the chantry (they vary from 1" to 6" in diameter and shift vertically and diagonally unpredictably.

Ensharal, the Ratmaster*, a **wererat** who served under the previous godkings, lives here. He hates and fears the current godking and will readily ally himself with any beings who will rise up against his rule.

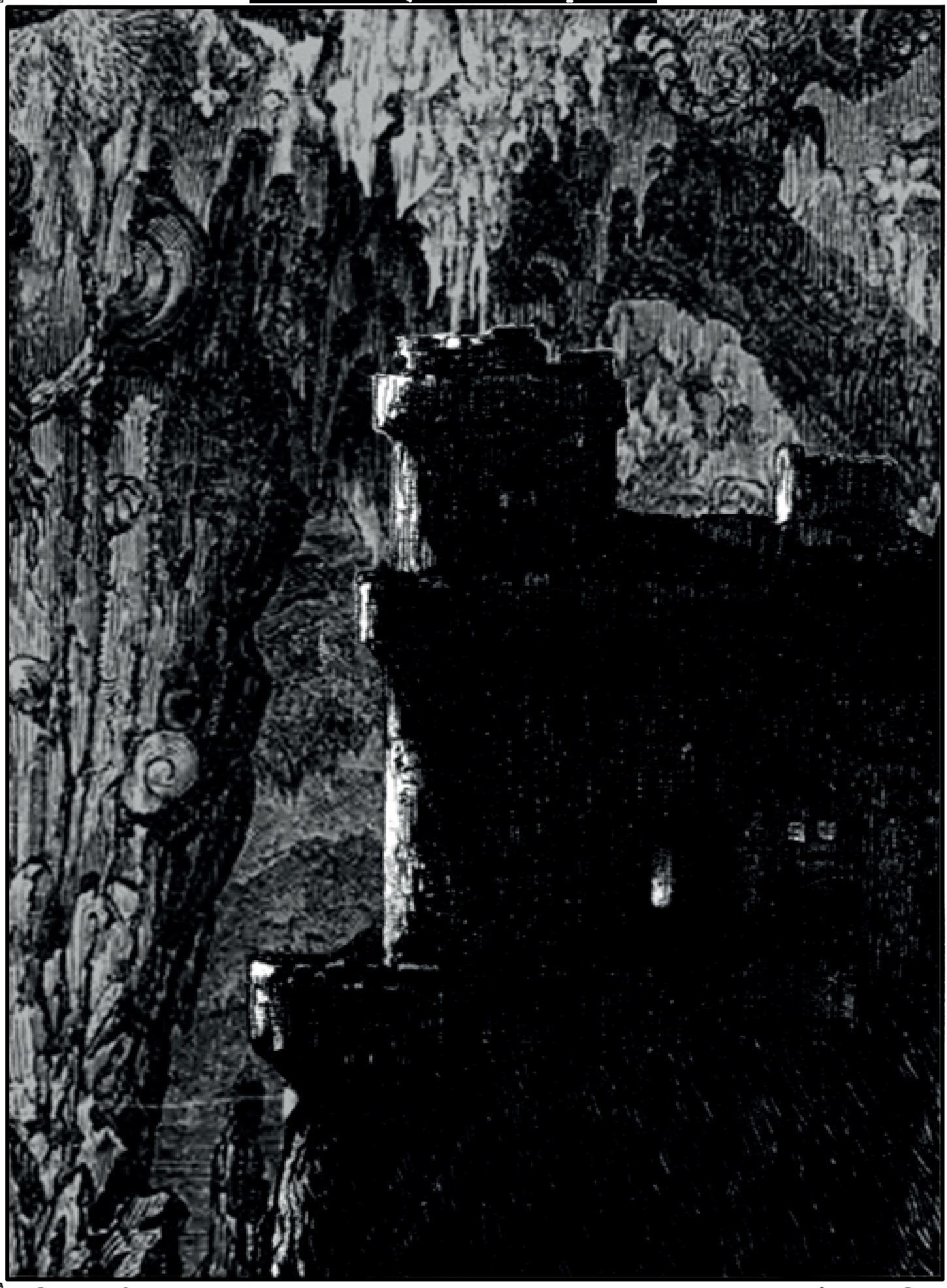
Ensharal has the class abilities of a 9th level thief and can summon, speak with and command all rats within a 1-mile radius. Even the rats of the Scorned Brethren (see area _____) and the Ratpiper (Under Mountain Trail, 1.11, page 20) will come at the Ratmaster's command.

He is loath to summon too many rats, however, as his connection with them overwhelms his senses and he becomes a feral giant rat for 1d10 days after any such mass summoning. He normally controls 20d6 rats at any given time.

There are about 10,000 rats in a 1-mile radius.



The Chantry of the Deepflame



The Beautiful Gate Key

This was the public entrance into the Chantry when this was a place of pilgrimage. Outside the mountain was a sanctuary built of flawless white marble. Inside the mountain, the great halls were covered in mosaic tiles and inlaid in precious metals and gemstones. Over the years since the Chantry was abandoned, earthquakes and plunderers have taken their tole on the Beautiful Gate, and now it is a broken shadow of its former self.

62. Haunted Tower

The Griffins and Scorned Brethren (see area 63 below) leave the tower alone because it is haunted by the **Ghost** of the Lowpriest Agaran who died during the plague that consumed so many in the Chantry.

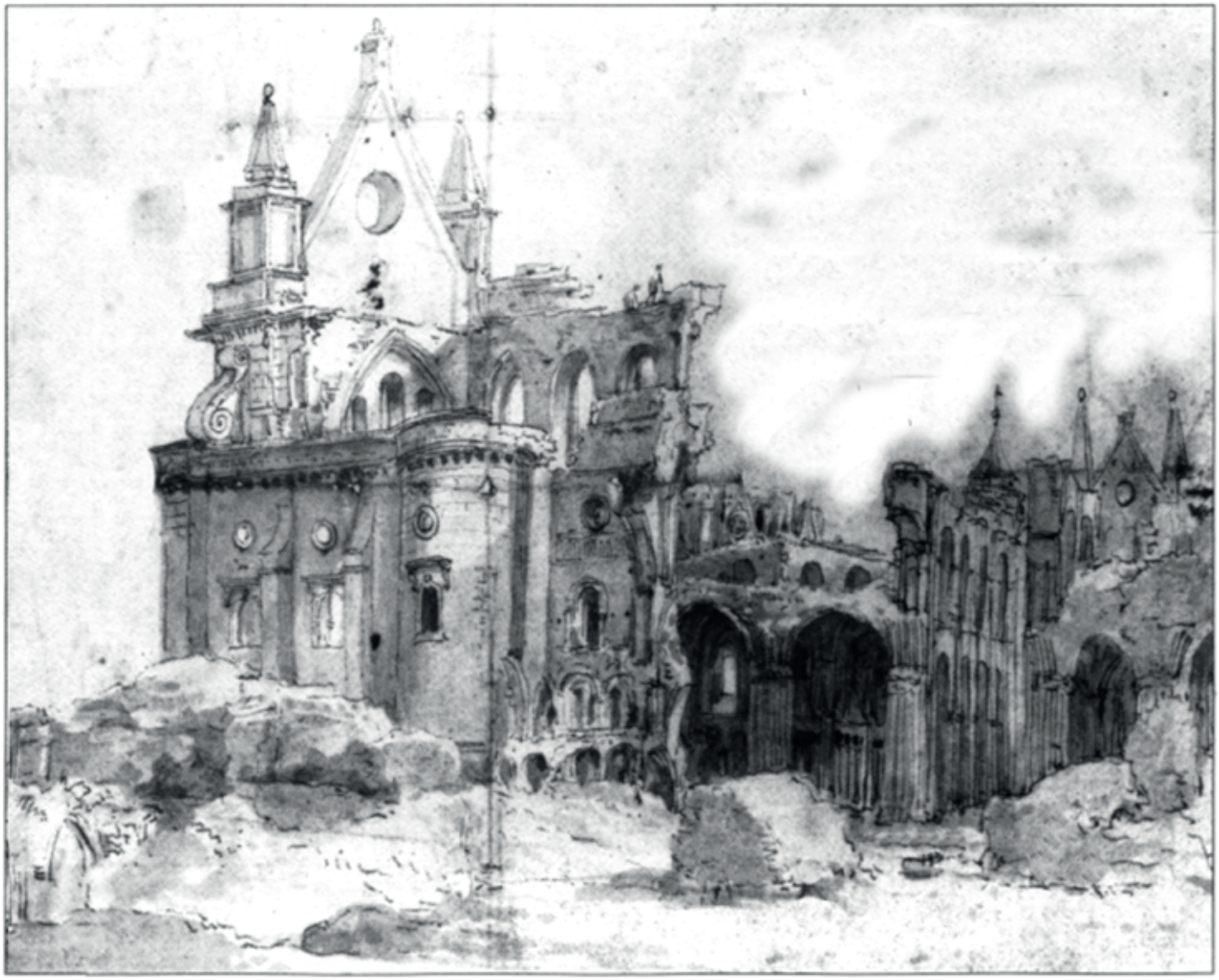
The tower is three stories, with a staircase winding around the inside walls.

The Ghost generally stays in the ruins of the chamber at the top of the tower. The Ghost will try to possess a PC, a cleric if possible, then a fighter, then any available class, preferring dwarves, gnomes, then humans. Elves and halflings will be the last resort.

If Agaran manages to possess a PC, he will attempt to gain access to the Chantry, first through the Beautiful Gate, then through the Double Tower, and finally through the King's Gate (if necessary).

He will make as straight a line as he can for the High Priest (E15), to seek absolution.

When the spirit of Agaran comes into the presence of the High Priest, recognizes that the High Priest has become corrupted, Agaran will fly into a rage and the possessed PC will have to make a WISDOM check (roll WIS or less on 4d6) or become insane (beserker rage).



63. Sanctuary of the Setting Sun

Once a grand cathedral, much of the roof and upper walls have fallen in. A nest of **Griffins** have been lairing in the ruins of the first floor.

There are 12 Griffins here and 4 eggs in the nest. The adult Griffins will defend the nest to the death.

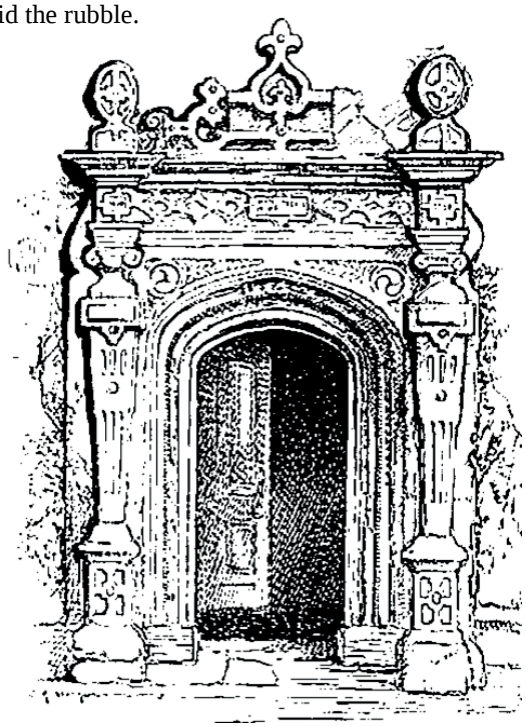
Among the remains of their victims can be found:

- 5120 sp
- Potion of Herism
- Potion of Invisibility
- Potion of Fire Resistance
- **Map to Mystigar's Treasure**: outdoors, 29 miles distant and is secreted in a town. (4000 copper pieces, 3000 silver pieces, 28000 electrum pieces, 3000 gold pieces, Sword +1, Cursed, Shield -1, missile attractor, Battle Axe +3, Scroll of Protection - Undead - Wights, Axe +4, Bronze Plate Mail +2)

At the back of the Sanctuary was a massive double gilded door, each 10' wide and 18' high. The doors have been ripped from their hinges and the gilding has been stripped from the doors.

4-24 **Scorned Brethren** live in the ruins of the second story.

- If the party engages the Griffins, the Brethren will watch with interest.
- If it appears that the PCs might push on deeper into the Beautiful Gate 1d8 of them will try to slip through the broken doorway so they can warn their people of a possible invasion (areas 66-75).
- They will not engage the PCs but will flee, trying to hide amid the rubble.



64. Hall of Radiance

The walls and ceiling of this huge hall were once covered in mosaics depicting processions of dwarves entering the depths of the earth, and some sense of this can still be seen if studied. Many tiles have been pulled down and broken, stripped of precious metals and gemstones that once decorated these tiles but enough remain to get the gist of the imagry.

The ceiling height here is 60'.

- The three hallways to the east all lead to area 65, but only the center hallway is safe to travel. The Scorned Brethren use this hallway only when travelling through the Halls.
- The ceiling height in these hallways is 25' feet.
- The northern hallway (area a) is extremely unstable and for each PC who travels each 10' of the corridor there is a *cumulative* 10% chance of a cave in. PCs caught in a cave in make a DEXTERITY check (DEX or less on 4d6) to avoid the cave in. Buried characters take 2d6 damage per round (save vs petrification for half damage). Buried characters can be dug out in 4d4 rounds (4-16). A cave-in fills the entire cavern.
- The southern hallway (area b) is stable, but the ceiling is covered (from about 10' from the west entrance completely to the east entrance) in **Black Oozing Death** which will drop on the party when most or all of them are under it.

65. Hall of the Saints

This enormous hall is filled with statues (and the ruins of statues), all of them dwarven. The detail on the statues is incredibly life-like. Most of the statues depict what appear to be either warriors or priest-types.

If counted, there are 243 statues here. They don't seem to be arranged in any particular order (though they are, or were, when first placed here - many have been moved by tomb raiders and earthquakes over the years). The ceiling height here is 45'.

The center of the eastern wall and part of the ceiling above has collapsed, leaving rubble strewn about the floor. The tunnel exiting the hall to the east is small, about 10" wide and 12" high, is located about 7' above the floor level. Treat it as a CONCEALED DOOR, found if actively searched for, but not obvious on a casual overview of the wall.

Posted just inside the tunnel exit are two **Scorned Brethren** who will flee down the tunnel to warn their people if the PCs discover the tunnel.

TUNNELS OF THE SCORNED BRETHREN

While the Scorned Brethren warren isn't necessarily intended to be visited by the party, players are unpredictable, so some details follow. This area is dimly lit by phosphorescent moss and lichen, normal vision to 30'.

Notes on the map: most of the warrens are above the ruins of the main tunnel. Dashed lines are used to represent warren tunnels that are over the main passage. In the area just left of the number 2 on the map, however, the dashed lines represent a warren tunnel that goes under a warren chamber.

The ceiling in the ruined main corridor is about 30'. Ledges in area _____ are about 20' from the floor and are used for the Scorned Brethren to observe the party and to defend their lair. There are 74 Scorned Brethren in this lair, an elder Scorned Brethren, 54 rats, 17 giant rats and a wererat.

Note that the Scorned Brethren typically do not fight to the death, even to defend their warren. They are much more likely to run away. The corridors of the Scorned Brethren warren are about 15" in diameter (varying between 10"-22") unless otherwise noted and the chambers are generally about 24"-30" in height (unless otherwise noted).

66. Scorned Brethren Vandalism

The pool here is sulfurous and very cloudy. The water is 60 feet deep, but normal vision in the water is only 5'.

The pool radiates strong evil and magic because at the bottom of the pool is a magically cursed dagger, **Darron's Blade**.

67. Guardroom

Inside the cave are always 9 **Scorned Brethren** guards (hp 3 each) and 0-3 **giant rats** (1d4-1, hp1 each).

The Brethren in this chamber are hyper-vigilant.

If invaded, eight of the Brethren, along with any giant rats, will attempt to delay the invaders while a single Scorned Brethren will attempt to run off and warn the rest of the complex.



68. Throne Room

Here the **Scorned Brethren Elder**, **Direarn*** (hp4), rules his clan on a tiny carved bone throne.

Beside the Elder is the **Wererat** Advisor, **Gramil Filian***, 5th level Illusionist who was infected with lycanthropy several hundred years ago(Wererat Illusionist: AC 6; MV 120'; I5; hp 13; THAC0 16; #AT 1; D 1-8 or by wpn; SA Surprise on 1-4; SD +1 or silver wpn to-hit; SZ S~M; Int Very; AL LE; XP 195?? [NOTE: I figured 90 base (lvl 5) +5/hp + 40 for special ability - being a wererat/hit by silver or +1].)

The Wererat wears an amulet (demonic visage in wrought gold, the very amulet the Shadow Fiend in the Honored Guest area is seeking), has a tiny **Dagger +2** and wears a **Ring of Shrinking** which allows him, and items "on his person," to shrink down to ¼ size – in his case 16" tall and carries traveling spell books. Gramil has been the advisor to the Elder, Direarn, since long before the Chantry fell.

His spells are:
First Level: Color Spray, Detect Invisibility, Hypnotism, Phantasmal Force
Second Level: Detect Magic, Improved Phantasmal Force
Third Level: Continual Darkness

Gramil has a secret stash of treasure in the Garden of the Night (High Priest's Level, area 24G) that he would like to recover and leave the service of the Scorned Brethren, which has begun to chafe.

It is Gramil who will push the Elder to send the PCs into the High Priest's level.

There are always 3-36 **Scorned Brethren**, 2-16 **rats** and 1-6 **giant rats** in the throne room with the **Elder** and the **Wererat**.

69. Rat Warren

This filthy, disgusting place is cluttered with garbage and offal.

If non-Brethren enter this area, a general alarm will be raised by the first rat they encounter (3-6 chance every round in these warrens) which will bring the entire population of rats to the warren (normal and giant) to attack the intruders (there are 43 **Rats** and 22 **Giant Rats** in these warrens).

The tunnels here are slightly larger than in most of the Scorned Brethren warren, being a full 30" in height and about 24" in width. In this warren, the rats will fight to the death.

This area has become the dump for the Scorned Brethrens' waste. In the central chamber there is a pit, 3' across and falls 32' into a small stream. The rats push anything they don't want into this pit where it washes downstream.

A search of the central chamber could reveal **chain+1, longsword +1, shortsword +1,** 351 sp, 14 gp, arrowheads, spear heads, daggers, swords, bits of chainmail, helmets, etc.

70. Truth Seeker's Cave

This cavern (8' ceiling) is bloody and fetid. The opening into the Ruined Hallway is about 8' above the hallway floor. The Scorned Brethren use ropes and chains to haul victims up to this chamber from the main hallway to torment.

If they capture a goblin or bugbear, they will likely torture it.

There are usually 4 **Scorned Brethren** here, along with a grizzled and scarred old Scorned Brother called the **Truth Seeker***. He is +1 to hit and does 1d4+2 hp damage. The Truth Seeker has an intuitive understanding of physiology and can find the most vulnerable (and/or the most painful) points on any being encountered.

Buzzing around this chamber are hundreds of bees and in the center of the chamber is a hollowed out stone column which is the hive of the **Sacred Bees of Wisdom**.

These bees, and the column, are magical (the bees are from the fairy lands). The combination of magical energies within the bees and the column gives the honey that the bees produce a magical quality as well: anyone who consumes the honey (a mouthful) gains 2d6 Wisdom points for 1d10 rounds. If removed from the hive, the honey will retain its efficacy for 1d3 days, after which it becomes poisonous (save vs. poison or become unconscious for 1d10 rounds and lose 2d6 points of Wisdom for 1d10 hours).

71. Trophy Room

This chamber soars at 6' in height. 12 **Scorned Brethren** (2 hp each) and 1-10 **rats** are always present.

Lining the walls and filling the room are the trophies of the Scorned Brethrens' conquests. There are skulls from goblinkin of all kind, an ogre and a True Giant.

There are a couple of weapons here (a normal war hammer, a normal sword, a **shortsword +2** and a **helm of telepathy**) and 13 ornamental gemstones (GM choice – base 10gp value each) and 2 small purple amethysts (base 100gp value each).

72. Common Room

There are 4-48 **Scorned Brethren**, 1-12 **rats**, 1-6 **Giant Rats** are typically here bickering, grooming, sleeping, eating, etc.

73. Cave of Watching

Two **Scorned Brethren** are always posted here in this small cave that overlooks area 23.

The opening looking down into area 23 is very small, only about 6" in diameter and is about 12' from floor level.

The Scorned Brethren will flee to the throne room if threatened.

74. Choke Point

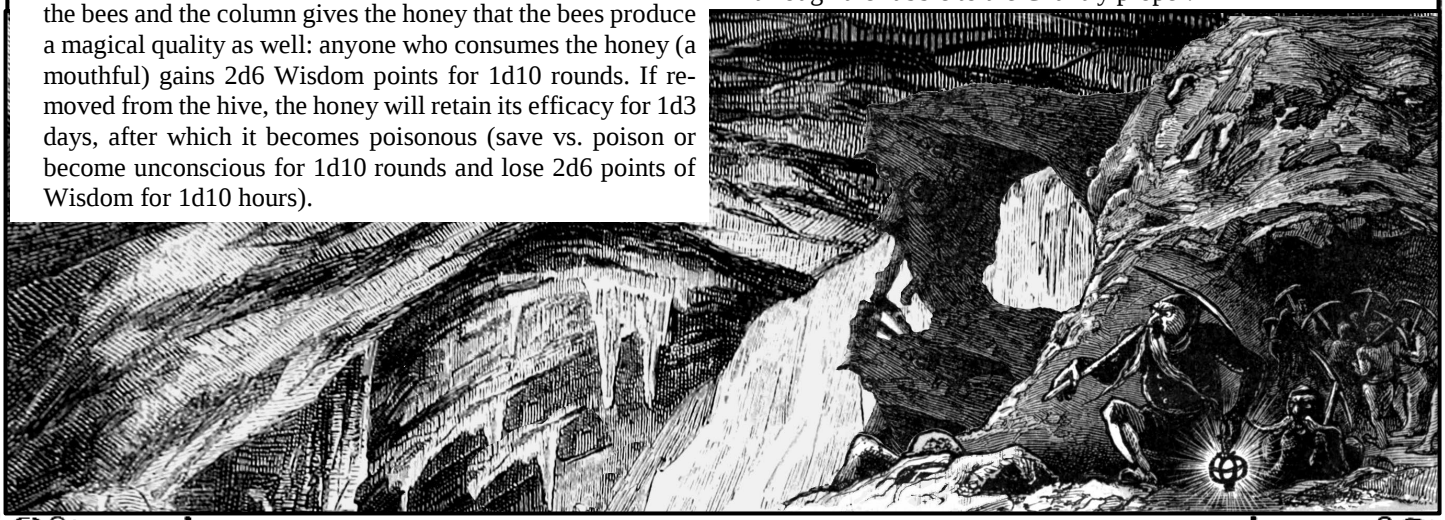
The walls here have crumbled, nearly filling the hallway with rubble.

A very narrow passage cuts through the rubble, only about a foot wide.

The Scorned Brethren sometimes ambush goblins here, when the Goblins have crawled through the tunnel that connects area 75 and area 18.

75. Chantry Tunnel

A narrow (2' in diameter) and convoluted tunnel leads through the rubble to the Chantry proper.



THE GRAND STAIRCASE KEY
(AREA C)



General Description:

The Grand Staircase, or the Grand Spiral, rises through solid rock 210', with the vaulted ceiling of this grand chamber a full 280' above the floor.

The Grand Staircase winds clockwise (beginning just to the le2ft of the archway at area B13 and ending on the landing at area E1) upwardly around this 110' diameter circular chamber for about 10 total turns (about 1,000 total steps).

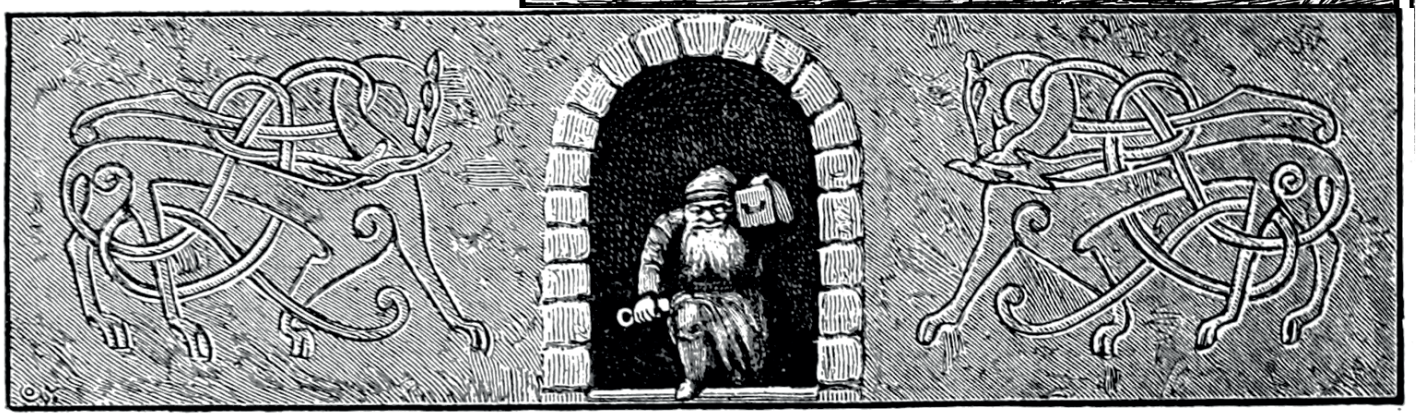
Each step is 10' wide, 6' deep at the widest radius and about 5' deep at the narrow radius. The rise of each step is only about 2 inches, making the Grand Spiral almost a ramp rather than a staircase.

If the Deepflame hasn't been activated, the entire chamber is dark.

The goblin guard - see below and area B13 & 14 for more information - watches in complete darkness, so the only potential light sources for this huge chamber are whatever invaders bring.

Every one of the 1,000 steps is etched with different runes and images, symbolically rising from the Dwarven depiction of Hell, through the deeps of the world, through a fairy-land and ascending to a Dwarven representation of Heaven which appears in colored mosaic tiles on the vaulted ceiling at the height of the chamber.

The walls and steps are gold veined white marble.



Features:

After one and a quarter turns is the Goblin Guard Post landing (Area B14) where **Dancing Gerash** watches the darkness above.

After about 5 turns, on the East Side is a one-way secret door that only opens from the other side, that is from the quarters of the Brethren of Hospitality in the Sanctuary of Honored Guests (area F2b).

After 7 Turns, on the West Side, is the landing and entrance to the Dormitory of the Cloistered Brethren (Area D).

Finally, at the top (10th turn) is the entrance to the Sanctum of the High Priest (Area E1).

The Deepflame:

The Deepflame is an enormous sculpture rising in the middle of this chamber a full 280' from floor to ceiling.

The sculpture is a bit abstract: impossibly thin stone flutes twist and rise in imitation of flames, stretched out, writhing toward the ceiling.

At 70' intervals (that is, at 70', 140' and 210') are spheres of black stone, about 6' in diameter, hanging suspended by impossibly thin stone supports.

When the Deepflame is inactive, the entire chamber is cloaked in a magical darkness.

When the Deepflame is activated, the "flames" burn with a white/blue light, bright as mid-day sunlight while the Spheres burn with a deep purple light. When different powers of the Deepflame are invoked, the spheres and the flames change colors.

Traps:

The stairs are trapped. The 20 steps on the West side of every **even** turn (see shaded area on Grand Staircase Map) of the spiral stairs is a magical trap (and can be detected as such).

If any being steps on any of these steps unaccompanied by someone possessing Dwarf blood, the section will collapse - but there is a delay. The trap springs when the the lead unaccompanied person reaches the 20th step. A person is considered "accompanied" if he or she is within 20 steps of the Dwarf blood.

Simple ways to avoid these traps are: levitate or fly up the shaft, walk up the Grand Spiral with a Dwarf, carry some Dwarf blood (any amount, even some splashed on a shield, etc) as it doesn't have to be "living" blood (one of the limits of this type of magic), or skip the 20th step in the section, though the 20th step of each trapped section is not marked in any special way (it could be determined by a vertical inspection of the missing sections - see below - or by the use of detect magic/detect traps).

NOTE: when a trap is triggered, a gap of about 110' is created in the Grand Staircase, anyone caught on those steps plummets to their doom.

Two traps have been triggered already:
Turn 2 and 4, so there are TWO remaining traps, turns 6 and 8, as the Grand Spiral ends on Turn 10 at the landing of the Sanctum of the High Priest (E1)**.**

Broken Sections:

The goblins, generations ago, sent a squad of warriors up the Grand Spiral, setting off the trap on the second turn, just above the Guard landing (B14), killing the 35-member goblin squad and a dozen or more below.

Until the Godking showed up, the upper levels were considered taboo, an evil place that the goblins wouldn't ever dare go. The Godking, curious as to what was lurking in the shadowy places above his kingdom, forced slaves and goblins alike to erect a bridge across the gap created by the first trap and sent a troop up the Grand Spiral. At the fourth turn, the troop triggered the second trap and collapsed the section of stairs, destroying the makeshift bridge below, and killing another group of goblins.

Frustrated, the Godking levitated another small group of goblin warriors up to the landing (area E1 of the Sanctum of the High Priest) where they were slaughtered by the guardians and traps that the entrance to that area held.



THE DORMITORY OF THE CLOISTERED BRETHREN

CHANTRY LEVEL TWO
PLAGUE-SEALED LEVEL
(AREA D)



When the plague struck the Chantry, many of the Cloistered Brethren died in their cells. The High Priest ordered the level of the brothers to be guarded against the rise of undead and, when most of the brethren had died, the level was sealed and warded.

In the eons since the fall of the Chantry, the wards and seals have held and no mortal being has breached the level (though some creatures live therein, see below). The magics that seal the level prevent the undead from leaving through any but the main exit, which is sealed, warded and trapped against.

Most of this level is given over to the individual cells for the brothers of the Chantry. Of the 130 or so numbered locations on this level, most of them are nearly identical (brothers' cells) differentiated primarily by their state of disrepair and, possibly, by the creatures in them.

There are a few special locations on this level:

- The Haven of Peace (the entry way)
- The Brothers' Chapel
- The Library
- The Well
- The Rift

The water table has shifted, and this level is very wet. A lot of mold, slime and fungus grows on this level which has drawn a number of giant insects (cave crickets and giant centipedes) which have, in turn, drawn a number of giant spiders to the level.

These creatures and the undead have a natural ambivalence toward one another, being neither enemies nor allies, though if the undead engage in melee with the party it is **30% per round likely to draw giant spiders**, and vice versa.

Years ago, an earthquake rocked the region and collapsed parts of this level, including opening a huge crevasse in the northern section of the level.

Corridors and chambers are littered with rubble.

Describing the Rooms

- On the map, if rubble crosses a corridor, it is considered impassable (the corridor where the water runs just north of area 42 for example). Perceptive PCs may seek (and, in area 42, find) ways to dig through the rubble to gain access to the buried areas, but the mechanics for such will generally be up to the GM (unless otherwise noted).

- Every room has moldy and ruined items in it, the GM is free to describe the mundane (and destroyed) contents of such rooms as desired beyond what is given. The room descriptions will contain any significant items (even if destroyed by mold and fungus) and any treasure and useful items that may be found in these rooms.

- The ceilings of the rooms and chambers are about ten feet unless otherwise noted.

- Most of the rooms on this level are devoted to the sleeping chambers of the dwarven brotherhood. There were about 180 such chambers in the heyday of the Chantry, before the plague and before the earthquake that destroyed parts of the chantry. All rooms marked **Cell** will be the same basic description:

- "A 20'x20' room with 4 stone slab beds, 4 intricately carved stone desks and four stone chairs. Niches cut into the walls contain various mundane items."

- Individual room descriptions will have any additional information on contents or particular condition of the indicated room. The GM is free to decide what the value of any of the mundane items in the rooms might be.

- In addition, many of the rooms have been used as makeshift graves after the plague, so evidence of dwarven burial rites is throughout this level.

- Remember, most dwarves who die become earthly undead so this level is filled with zombies, ghouls, ghasts and the like and will be very, very dangerous for the party.

Encounters: Areas 1-62
North and East of the Crevice

2d6	Result
2	Pack of Rats
3-4	Cave Crickets
5-6	Giant Centipedes
7-8	Spider (from area 21 or 60, 50% chance each)
9	Ghoul
10	Ghast
11	Giant Lizard
12	Special (GM creativity or two rolls on table)

Encounters: Areas 65-133
West and South of the Crevice

2d8	Result
2-3	Pack of Rats
4-5	Giant Centipedes
6-7	Cave Crickets
8-9	Spider (from area 73 or 75, 50% chance each)
10-11	Ghoul
12-13	Ghast
14-15	Giant Lizard
16	Special (GM creativity, or two rolls on table)



1. Outer Entrance

The Stairway from Level 1, Room 13, Spirals upward, clockwise, around this chamber, rising to the landing on the southwest end of the landing.

A heavy, 3' high stone balustrade runs the course of the landing, broken in many places. The wide stairs continue upward clockwise, from the northeast edge of the landing.

Two massive (10' wide, 18' high each) doors are set into the Western wall of the landing. They have bas relief panels depicting a variety of dwarven mythological moments and 2' diameter iron pulls centered at human waist level on each door.

The doors, which swing outward, are **locked and magically sealed**.

To the right of the door is a triangular shaped rune that if touched will ring a bell in chamber 51, the Gatekeeper's Chamber.

SEAL: the doors are sealed with the signet of the High Priest and Wizard Locked. In the center of the doors, about 4' above the floor, is a large blob of bronze into which is pressed the image of the High Priest. The High Priest's amulet (**Talisman of the High** Priest) can be used to unlock and unseal the door if the proper command is spoken and the proper ritual is followed. The command is "release" (in dwarven) and the amulet has to be pressed into the seal-shaped indentation, a dispel magic spell (any level caster) cast on the door, then the amulet turned clockwise (the only way it will turn). The door will be unlocked and the wizard lock and the magical ward will be dispelled from the door.

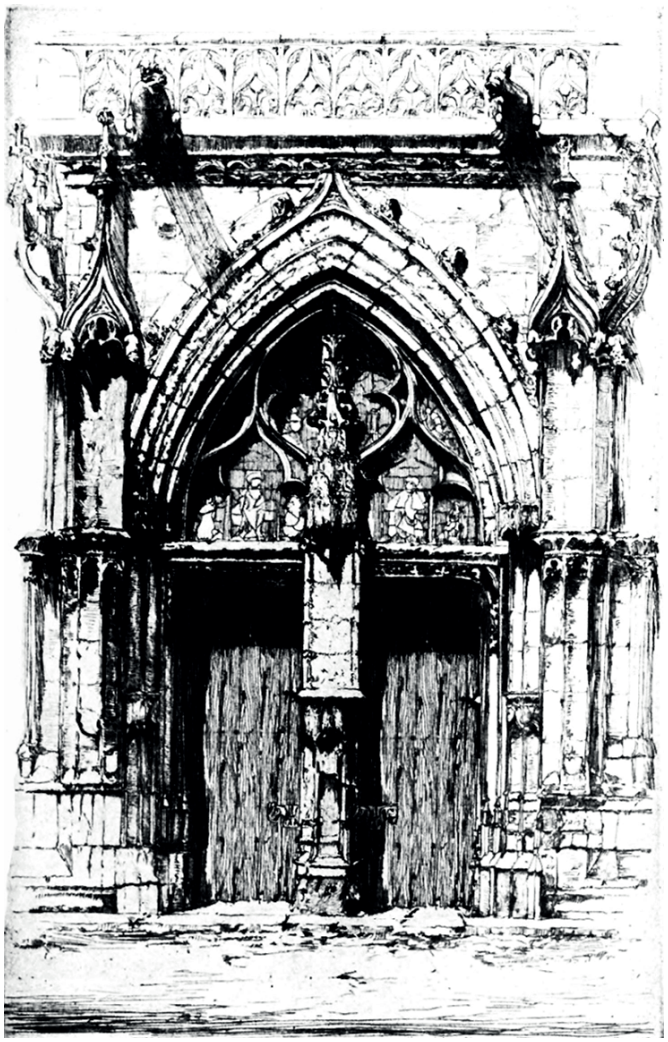
Other Methods of bypassing the ward include:

- a knock spell – at 10th level or better
- 26+ combined strength
- 60 hp damage.

If the amulet is not used, a magical ward will be set off when the door opening is attempted. It explodes in magical energy outward, encapsulating the entire landing in blue light.

All who are on the landing, or within 20' above it, save vs. magic at -3. Success means stunned for 1d3 rounds. Failed save means captured in a stasis field for 3d4 turns, unable to move, speak, etc. PCs who fail the save will be unconscious for the duration of the "stasis" and the field captures all for the same duration (that is, do not roll 3d4 for each PC, but for the entire affected party).

In addition, if the amulet is not used, a **huge stone block** (with a rune carved on the bottom side – see 2b below) slams down, sealing off the level permanently (unless the PCs have a way through 20' of solid stone) and triggers the INNER WARD (see below), against the undead in the level.



INNER WARD: If the outer seal is breached without using the amulet, the magic of the level triggers an inner ward which creates a protection from evil area in this first room.

Any evil creatures in the room when the inner ward is triggered must save vs. spells (or other appropriate save – no evil creature is immune) or be destroyed, dispelled or sent to the negative material plane. Once the ward is triggered, all evil creatures (all undead, for example) will avoid the room at all costs. They cannot be forced, cornered or tricked into the room.

The magical ward prevents them from entering (it is as if an invisible wall covers the doorways), thus creating a "safe haven" in this room for PCs and preventing the undead from exiting level.

Along with the huge stone blocking the doorway, this was the High Priest's failsafe for the level.

The magical ward becomes unstable after two weeks, however, and has a cumulative 5% chance per week thereafter of failing (unlike the ward on the High Priest's level, which is tied to an artifact, this was triggered by a powerful rune carved into the stone).

2. Haven of Peace: Entry

The plastered walls of this large room are painted with scenes of the Dwarven afterlife. Every scene flows into the next in an endless story of the journey of life and death and eternal life (whatever that looks like in the GM's campaign).

A. This large alcove has frescoes of the height (or depth) of Dwarven afterlife ("the throne room of the dwarven god" or some such).

- A small stone altar table stands here with two silver candlesticks (worth 50sp each). Ancient dwarven runes have been carved into the altar table and into the frescoes here, deftly incorporated into the images in such a way as to seem to be a part of the frescoes themselves. Observant characters will note that these runes don't appear elsewhere in the room.

  The runes are the prayers of the dying dwarves in the time of the plague, carved in their last days as a petition for salvation. The dialect is old, so anyone able to read modern dwarven only has a 60% chance of accurately translating any individual rune, though the general gist of the runes will be evident. If the runes are studied for a turn by someone who can read them, they will read several prayers calling for the "power of the Deep Flame" and the "Lord of the Fire Crown" to bring healing and release them from their suffering.

B. This is the only access to the main level. If the outer ward has been breached (see area one), then a large 10'x10' slab of stone has crashed down, sealing off this room. If that is the case, it appears that there are no exits to this room (that is, beyond the huge sealed doors is a single chamber). Perceptive PCs will note that the frescoes on this slab are of a slightly different coloration compared to the walls to either side (detect as secret door).

If the outer ward has not been breached (the PCs used the amulet to gain access to this level), then the hallway to the north is open and the ceiling (12' above) is carved in a giant rune (the High Priest's rune).

3. Cell

The furniture in the room appears completely undisturbed, as if the beds were made yesterday. Only a thin layer of dust betrays the long centuries of disuse.

In the niches in the walls of this room are:

- a broken flute
- a corroded bronze candle snuffer
- charcoal
- a yellow coat with a torn brown leather belt
- a ruined brown jerkin
- moldy black trousers
- torn black leggings

4. Cell

Webs cover the walls and floor of this chamber.

The furniture is overturned and broken, covered in (spider) offal.

The floor is littered with the husks of rats and centipedes, as well as a few giant lizards.

The niches contain:

- a ruined heavy rusted warhammer
- a corroded brass bowl
- jar of lantern oil
- a corroded brass small bell
- a bent bronze kettle
- a grey canvass bag containing 6gp and 613cp

5. Cell

Rubble piles the floor here from the ceiling partly collapsing.

Most of the furniture has also been broken (two chairs, one desk and one bed are still serviceable).

Hiding amid the rubble is a **Ghoul** which will leap out (gaining surprise) after the first creature has entered the cell.

Scattered around the room are:

- a small rusty metal mirror
- some piles of guano
- some rat tracks in various spots
- a spool of orange thread (70 feet long)
- a tinderbox with 9 sp hidden under the tinder
- a jar of lantern oil

6. Penitent Acolytes' Room

This is one of the few rooms on the level with a (stone) door that locks (the key can be found in room 35) though it is not presently closed or locked.

It is bereft of furniture.

The walls are carved from floor to about 5' height with ancient dwarven runes. Those who read modern dwarvish have a 60% chance of determining the general sense of the runes, which is that of penitence and seeking forgiveness.

There are faint stains on the floor.

Undead on this level are reluctant to enter this room, remembering their fear of it in life, so locking themselves in this room will afford invaders some protection from the dangers of this level (but the door would have to be locked - simply closing the door is not enough to deter the creatures of this level).

7. Senior Acolyte Chamber

This room contains a single bed, a desk covered in wax blobs from white candles, and a chair.

This cell is much smaller than the typical cell on this level.

In the center of the room is a huge pile of bones (dwarven) that have been gnawed on.

Beneath the pile of bones is studded leather armor in usable condition.

In the niches in the wall are:
- an iron hand saw
- a red cushion (secreted in the pillow are 2 pp and 2 gp)
- a spherical glass bottle of perfume
- a wooden club (dry rotted)
- a rusty metal pliers

8. Garderobe

A small shelf with five holes that drop five-hundreed feet to a swift moving stream.

The holes are about 2' in diameter each and a desperate being could easily slide down them to the stream below (taking only 1d6 hp damage per hundred feet of slowed descent).

The water below is dangerously cold, however, doing 1d6 hp of damage per round. The stream at times narrows to inches in its travel through the deeps.

9. Rubble

Debris nearly blocks the corridor here, making access to 7, 10 & 11 difficult, but not impossible.

12 **Giant Centipedes** nest in the rubble in this junction and will swarm to attack.

10. Cell

A fine layer of dust covers everything in this cell, but it was unused even in the heyday of the Chantry.

11. Cell

The Northwestern wall has collapsed inward here.

All the furniture lies in heaped piles in this room.

Among the piles of stones are:
- small iron bound wooden chest (detect as secret door) containing 88 sp, 8242 cp, 3 violet agates (20gp each)
- a wooden dish
- a ruined brass goblet
- a clay smoking pipe.

12. Cell

The western and part of the southern wall have collapsed in this cell as has most of the ceiling.

Two beds and one chair remain unbroken on the eastern side of the room.

Among the rubble can be found:
- 11 ruined scrolls
- rags
- dwarf sized rusted plate mail armor
- hanging above one of the beds on the east wall is small polished iron mirror

13. Cell

A small bit of the ceiling has collapsed in the NW corner of this room.

Bits of rock and rubble are on two beds, two desks and a chair, but all the furniture is intact.

In the niches of this room can be found:
- one leather boot
- bits of bones and teeth
- a small needlepoint loop
- a ruined brass tankard
- a pick handle
- a tinderbox
- goblin bones
- 6 pieces of burnt parchment

14. Cell

The east wall has completely collapsed when the roof of the room to the east fell in, but most of this room is intact, including all the furniture.

In the niches in the southern wall can be found:
- a rusty iron dipper
- a copper hammer head
- 30 feet of moldering twine
- an ashwood comb
- a splendid elven tree-patterned jacket on a fine green leather, sized for a dwarf
- a battered sword with a tanned leather scabbard
- a whetstone
- a flask of polishing oil

15. Cell

A sinkhole has collapsed in the western side of the room, taking with it one bed and teetering one desk and another on the edge of the sinkhole. Rat droppings cover the floor here.

The niches of this room have been ransacked carelessly; all the items strewn about the floor. These include:

- chiseled drawings of geometric shapes on small marble chits
- 10 bronze tacks
- bronze tweezers
- a gold spoon worth 75 sp
- s rat skull
- a corroded iron bowl
- a basket with a skull of a human inside it
- a ruined bronze brazier
- a small ivory comb (worth 100 gp)

Someone chiseled constellations on the west wall and part of the ceiling. The geometric shapes (scattered about the dlor, there are exactly 50 of them) can be lined up in the patterns of the constellations to create spell-like effects.

This power only works in this room, but the spell effects last for normal duration.

A random arrangement of the tiles has a 5% per intelligence point of the arranger (or average of the arrangers) to produce the following effects (suggestions):

	1	2	3	4
1	Bless	Detect Evil	Create Food & Water	Haste
2	Protection from Evil	Detect Invisibility	Cure Blindness	Darkvision
3	Remove Fear	ESP	Cure Disease	Slow
4	Resist Cold	Invisibility	Dispel Magic	Non-Detection
5	Slow Poison	Levitate	Remove Curse	Spectral Force
6	Speak with Animals	Mirror Image	Cure Serious Wounds	Atonement
7	Locate Animals	Strength	Divination	Cure Critical Wounds
8	Predict Weather	Change Self	Tongues	Raise Dead
9	Locate Plants	Detect Illusion	Protection from Fire	Contact Other Plane
10	Comprehend Languages	Gaze Reflection	Water Breathing	Projected Image
11	Enlarge	Hypnotism	Clairaudience	Shadow Magic
12	Read Magic	Phantasmal Force	Clairvoyance	Alter Reality

16. Cell

The rubble pile in the area outside the doorway of this cell is in a pile partly blocking this doorway.

Climbing or clearing the rubble pile will disturb a **Yellow Mold** that has grown beneath the rubble (not apparent unless a very thorough search is made).

Inside, the room is fully intact. Indeed, the room seems completely untouched by time, except for a very thin layer of dust over everything.

The niches on the walls are bereft of anything valuable, although there are a number of small clay pots and jars (empty) neatly lining them.

17. Cell

Most of the furniture in this room has been destroyed. Atop the pile of rubble from the partially collapsed ceiling near the center of the room is a **Ghast**.

Jumbled about the room amid the rubble can be found:

- a maple handled hairbrush
- a corroded bronze branding iron
- a jar of lantern oil
- a corroded sword blade
- 8 yellow candles
- a brown canvas rucksack containing: 1pp, 117sp, 160cp is under one of the beds.

18. Inaccessible Cells/Rat Lair

Access to these cells is difficult as the doorways are completely blocked by rubble.

If the party spends the time and effort to clear away the rubble, they will find very damaged cells. The furniture is broken and rubble piles litter the floor which is cracked and uneven.

In one of the places where the floor has cracked in the right cell, however, the party could find a small sack of gems that was hidden here containing a spinel (100 sp), a jade (100 sp), an eye agate (10 sp), a topaz (500 sp), a garnet (100 sp) and a pearl (100 sp).

The left cell has 67 sp scattered throughout.

The two cells serve as a rat lair for 112 **Rats**.

19. Cell

Everything in this cell has been rat chewed and has rat droppings covering it. The furniture is broken and dirty. There is nothing of use here.

A small hole in the north wall leads to the rat lair in the cell to the north.

20. Webbed Corridor

Spider webs hang throughout this corridor junction and into the corridors radiating to the north, east and west.

21. Cell

This cell is completely covered in spider webs.

Dwelling here is a **Giant Greyback Spider.**

Buried beneath thousands of rat and centipede bones and webs and waste are the following:

- 94gp
- 148sp
- 2640cp
- a Deep Blue Spinel (70gp)
- two Alexandrite (40gp each).

22. Cell

This cell is covered in webs.

The furniture was once piled up against the doorway. Something powerful pushed its way through the barricade.

The floor has dark stains on it.

23. Cell

The walls here are crumbling and water is flowing freely under the wall from east to west and out toward the crevasse (at 63).

The air smells acidic here and the floor has a greenish slime covering it (which is harmless).

In the water is a rusty pail, some rusty pliers (unusable) and 2 cp (completely covered in slime and hard to see).

Beneath the pail, covered in slime, is a black canvas bag containing 5gp, 9ep, 3sp and 190cp.

24. Cell

Water covers the floor to depth of 2 inches and stains the walls and furniture 6-12 inches higher with algae and black mold. The water flows from the north through the doorway and under the north wall (in broken places) and flows out through cracks and breaks in the southern wall.

In the cell is a broken cauldron, inside of which is a silver candle stick worth 40 sp and a half-eaten body of a giant centipede.

In one of the niches is a leather bag containing 197 gp and a silver earring with an emerald in it (worth 150 sp).

25. Cell

Water covers the floor here to the depth of 2 inches.

A **Subterranean Lizard** gnaws on the body of a giant centipede. The lizard will attack anyone who enters the chamber but will ignore anything happening in the corridor.

The furniture here has been knocked about, most of it is damaged and useless.

The point marked X on the map is a sinkhole where the floor has broken away. It is roughly 4' in diameter and about 9' deep.

Any character who falls into the hole will easily be able to get back out, but has a chance to accidentally swallow brackish, diseased water. PCs who fall into the hole make a DEX check (roll DEX or less on d20) or swallow water. PCs who swallow water have to make a save vs. death ray or contract dysentery (or another random disease).

A thorough search of the floor will reveal a loose floor stone (detect as secret door if actively searching) beneath which is a slimy canvas bag containing 24gp, 61sp, 2080cp.

26. Cell

Part of the ceiling has collapsed here. Scattered about the room are:

- a moldy black pillow
- a small black carpet with a tree worked in dark green (well made, worth 100 gp but bulky, about 30 pounds)
- a grindstone
- bent iron pliers
- 2 pieces of partially whittled wood
- a small brass hanging mirror (corroded and bent, but able to be polished, worth 10 sp)

27. Cell

Dust covers the furniture in this room.

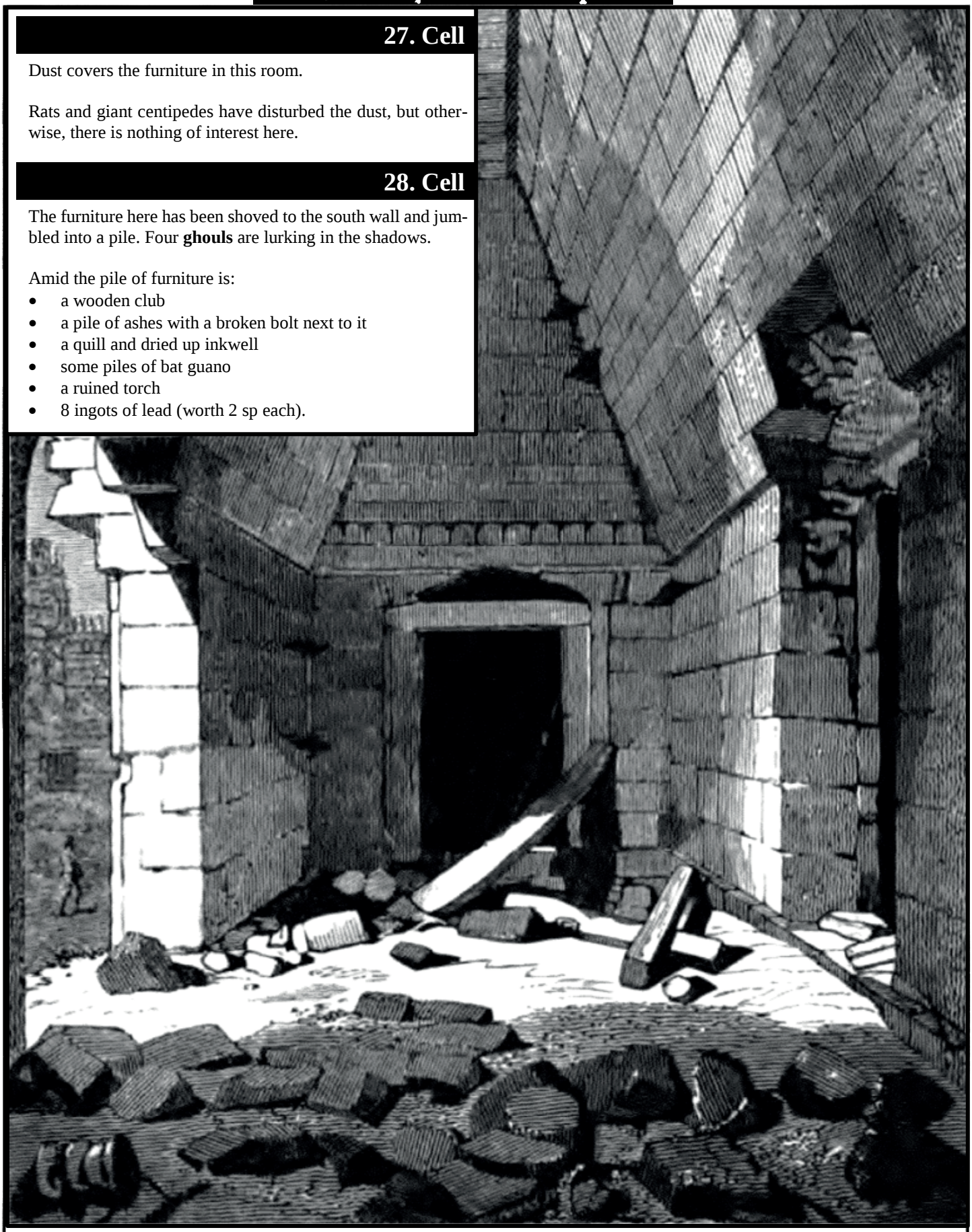
Rats and giant centipedes have disturbed the dust, but otherwise, there is nothing of interest here.

28. Cell

The furniture here has been shoved to the south wall and jumbled into a pile. Four **ghouls** are lurking in the shadows.

Amid the pile of furniture is:

- a wooden club
- a pile of ashes with a broken bolt next to it
- a quill and dried up inkwell
- some piles of bat guano
- a ruined torch
- 8 ingots of lead (worth 2 sp each).



29. Cell

All the furniture has been cleared out of this room and a huge pile of dirt and rubble fills the center of the room and part of the ceiling has collapsed.

Anyone climbing to the top of the pile of rubble can look up the hole in the ceiling.

Prodding the hole will cause a rain of giant centipedes (this ceiling hole is a huge centipede nest) dropping 2-12 **Giant Centipedes** on the prodding PC per round of prodding and causing 2-24 Centipedes to swarm out of the ceiling hole per round until all **89 Centipedes** have swarmed out of the nest and attacked the threat.

Buried in the dirt and rubble are:

- Many rat bones
- a brass dwarven holy symbol (very tarnished, worth 10 sp for the brass, but selling it would be considered blasphemy to a dwarf)
- a small leather sack (containing 2 pearls worth 200 sp each)
- 392 sp

Part of the wall near the East ceiling has crumbled, opening to the room to the east (room 30).

30. Cell

Part of the ceiling has collapsed here, raining rubble on the furniture in the room. Otherwise, the room unremarkable.

A bit of the top of the West wall, opening to the room to the west (room 29).

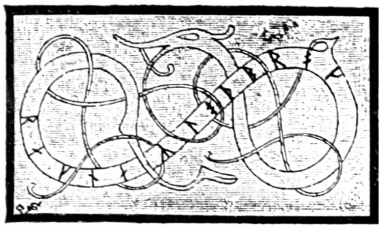
The centipedes in room 29 access this room through the hole in the western wall.

31. Cell

The Eastern wall has collapsed, the furniture here is broken and scattered about. Amid the rubble are three quills, a bent iron tool handle and a small, rusty iron saw.

A small pile of lumber (rough cut, about two dozen boards, approx. 2" x 10") along the western wall.

Tucked between two boards is a chalk sketch of a complicated wooden contraption but no indication what the contraption might be or what it might be used for.



32. Cell

The furniture in this cell is broken and jumbled about. Two **Ghasts** battle a **Giant Lizard** in this room. They will continue to battle until one emerges the victor.

If interrupted, the Ghasts will disengage from the battle with the Lizard and turn on the party. The Lizard will take such an opportunity to try to escape but will fight if cornered.

33. Cell

This room has a stone door hastily fashioned and set on iron hinges. The door is locked. On the door is a green glowing rune.

Attempting to open the door will unleash the magic of the rune causing a fireball to explode in the corridor for 3d6 hp damage to anyone within a 20' radius of the door (it will also obliterate the door and blast the pile of rubble in the corridor opposite the door, scattering it about the hall). Setting off the rune has a 25% chance of bringing down the ceiling in room 33 and the corridor outside within 3 rounds (d4-1).

Touching the door does not set off the rune nor does attempting to pick the lock, only physically opening the door sets off the rune. Dispel magic at 10th level or higher will dispel the rune.

Inside, the room is in complete disarray even if the rune has not been triggered.

A **Wight,** the former occupant of this room who, during the time of the plague tried to ward off the effects magically, sealed himself in this room, has gone completely insane.

The wight will attack a random target each round and will pursue to continue any combat until either the wight is destroyed or its attackers are dead.

Beneath the rubble of the desk is a grey leather knapsack containing 3472 cp, 2 rubies worth 300 sp each and **Ring of Spell Storing (cleric).**

34. Cell

The furniture in this cell is overturned and broken.

Sitting on the highest niche is a long (3') metal object. It is obviously a sheet of metal (brass) that has been righly rolled up like a bar or rod of brass. If unrolled (taking a combined 40 STRENGTH and 2d8 rounds), the item will be revealed to be a large, round (3'diamter) tarnished brass serving platter. Inscribed on the platter are ancient Dwarven runes. Anyone who can translate modern Dwarvish has a 60% + INT chance of translating these runes. The runes are a curse causing all who read them (or hear them read) to become blind until a successful remove curse is cast. Save vs. magic for no effect.

35. Cell

Anyone approaching this cell can smell before they enter the corpse of a giant lizard, on its back, dead for at least a week in the center of this chamber.

- On one of the desks are some parchments that, in ancient dwarvish, are primarily mundane but if studied (Intelligence check - roll INT or lower on 4d6 per hour of study) some passages can be found that speak of "the secret writings of the Brothers of the Fissure" who "seek to darken the deep flame".
- The walls in the northeastern part of this room have fallen inward, opening to the room to the north (room 36).
- Hanging on a hook near the doorway is a small brass key which opens the door to room 6, the Penitent Acolyte's Chamber.

The intact niches of the room contain:
- a rusty iron branding iron
- a copper candlestick worth 10 sp
- a whetstone
- a bronze dented helm (still viable)
- a silver candlestick worth 21 silver.

36. Cell

Carved above the door to this cell is a curious bas relief: a saintly figure on horseback with a long spear killing human knights, while other religious figures pray in the background. If the halo of the saintly figure is traced with an ungloved finger, the spear becomes detachable. This is a **Stone Spear of St. Albaran**.

The furniture in this room has been neatly stacked along the west wall. The southeast wall has collapsed, causing an opening between this room and the room to the south (room 35). Amid the rubble are:
- 17 hardened blobs of once melted metal (brass)
- bottle (filled with poisonous honey from the **Sacred Bees of Wisdom** see Scorned Brethren area 70, page 39 for more information)
- an incomplete and scattered chess set carved from ivory (11 pieces worth 1 sp each)

37-39. Dangerous Area

These three rooms are filled with rubble and bits of broken furniture.

For every round spent in any of these rooms, there is a *cumulative* 5% chance that the ceiling in all three rooms will collapse, causing 10d6 damage to anyone caught cave in.

(NOTE: any time spent in any of the rooms increases the likelihood of the cave in).

37. Shattered Cell

Amid the jumble:
- a 3-by-30-foot spindle of raw linen (moldy and ruined)
- red silk robes embroidered along the fringe with a motif of hourglasses and skeletons (also moldy and ruined)
- a fine throwing hammer 10 yards of rope
- a well-made warhammer with an oilskin grip (worth 10 sp) engraved with a motif of skulls and 'X' symbols.

38. Shattered Cell

Scattered about the rubble:
- a cracked clay jug
- a knife with a broken point and no sheath
- a glass phial of mercury
- an ivory whistle engraved with the image of a horse's head (worth 5 sp)
- a diamond-quilted pair of tanned leather leggings with the embossed design of a running wolf (if cleaned up, worth 10 sp)

39. Shattered Cell

Neatly arranged in the corner of the room:
- a roll of linen bandages (dirty and torn, but usable)
- an ancient iron knife (worth 2 sp but does double damage vs. undead and fey)
- a fur-lined leather jerkin on which is embossed the crest of the High Priest of the Chantry of the Deep Flame
- a thin marble amulet embossed with the crest of the High Priest of the Chantry of the Deep Flame (worth 100 gp)



40. Cell

Rat's nest. The rubble in this room is covered in rat waste and scraps centipede remains and lizard bones.

The rubble to the north and the rubble in this room is the lair of a large number of **Rats** (87).

They have nothing of value.

If the nest is disturbed, the rats will come pouring out, attacking any living creature in the area.

41. Cell

This cell is in complete ruin, nothing is recognizable in the jumble of rubble.

Two **Ghasts** lurk in the shadows. One carries a hooded lamp and a boat oar. The other carries a broken cutlass.

Easily found scattered on the floor are 872 sp, 334 cp, 18 gp and a pair of leather gloves (**Maral's Touch**).

42. Cell

Water covers half the floor here. Rubble from the partly collapsed ceiling litters the middle of the room. The furniture is moldy and overturned but largely intact.

In the niches are:

- a pair of red leather wrist guards inscribed with devotionals to the High Priest
- a sun-bleached tabard
- behind one of the desks is a 25-gallon cask of cheap red wine.

Any items taken from here have a 25% chance of being infiltrated with mold.

If mixed with other items carried, make an item saving throw for each item in proximity to the moldy items. Failure means these items have become infiltrated with mold, though the newly infected items will not show evidence of infiltration for 18+1d12 hours.

Newly infiltrated items will become "infectious" 24 hours after becoming infiltrated.

43-46 Inaccessible Area

These chambers are blocked by rubble, sealed off from the rest of the level. Water flows beneath the rubble from the north to the south, indicating to the observant that there might be something on the other side of the rubble.

Clearing the rubble to gain access would take 20 minus the number of people helping minus 1d6 turns, unless some magic means is used.

Digging out the rubble will attract all the ghouls in the chambers in the inaccessible area.

43. Shattered Cell

This chamber has seemingly been untouched by the ages. Dust covers everything.

4 **Ghouls** will leap from the shadows to attack.

Tucked away in the niches are a few interesting items:

- a pair of leather boots with buckles
- a dwarf's iron and silver beard-clasp
- a storm lantern stamped with the image of a mermaid
- a quart flask of whale oil and a handful of matches\
- a rain-stained parchment covered in profanities
- a quiver of 11 arrows
- an age-worn buff leather jack stamped with a stylised owl
- an age-dulled leaden pot engraved with a line of scripture to stave off hunger
- beneath one of the beds is an iron strongbox with a locked padlock containing 4gp, 15sp, 1,070cp

44. Shattered Cell

The area is pretty un-extraordinary at first glance. The air is damp and everything is covered in a thin layer of blackish slime.

The furniture is in ruins here and a bit of rubble is strewn about from the wall and ceiling collapsing in the back corner.

Throughout the area is:

- a ruined brass dipper
- 4 corroded bronze spikes
- a moldy brown washcloth
- torn and stained rags
- brasss candle snuffer
- wooden pitcher
- battered bronze pan
- 8 ingots of iron (worth 18 gp each)

45. Shattered Cell

This cell is in utter ruin. The ceiling has collapsed in the center of the room and water drips continually.

The furniture has been reduced to unrecognizable bits and piled mostly in the corners of the room. The niches are stuffed with dwarven remains.

7 **Ghouls** rise up to attack.

Amid the rubble are a few potentially useful and interesting items:

- a dozen sheets of moth-eaten parchment
- a bar of greasy soap made of frog fat
- a 10-gallon cask full of ale with a sheaf of wheat painted in red on the side
- a throwing knife etched with a dour prayer to ward off fear
- a rusted pot helmet with diamond-shaped studs around the brim

46. Shattered Cell

Most of this room has collapsed and water is pouring out of the north wall.

Rubble is piled up especially in the north and south parts of this room.

The furniture that remains in this room seems to be different than most of the other cells encountered so far.

Along the east wall is a long stone table containing:

- a corroded brazier
- 9 wet scrolls that are mostly illegible (but if attempted to be read are in ancient dwarven runes - religious texts most likely)
- a cask of lantern oil
- a small tarnished brass hanging mirror
- amahogany coffer (worth 50 sp) containing a small magical ring (this is **Ashdan's Band**)
- 16 blank scrolls, rags, a small bottle of black ink.



47. Cell

This room is somewhat jumbled and the north wall has a 2' hole in it about halfway up. Rubble piles dot the floor and the furniture is overturned.

A dozen **Giant Cave Crickets** dwell here. They do not attack, but if disturbed they will begin chirping loudly and triple the chance for encounters within this area (Rooms 39, 47, 48).

Scattered about the room are mostly unremarkable items and a few potentially interesting items including:

- a few unremarkable knick-knacks
- a bone scroll case containing sheet of parchment on which is written a map of the ancient borders of the Dwarven kingdom
- a 25-gallon cask of oakum with a twin-tailed comet painted onto the side
- a diamond-quilted skullcap marked with the livery of a long forgotten kingdom
- a rolled parchment on which is written a deed of ownership for a vessel named 'Anchor IV'
- a dry sheet of vellum

48. Cell

The north wall has partly collapsed here, crushing much of the furniture in the room. What remains is mostly unusable.

A group of 15 **Giant Cave Crickets** makes this room home. They do not attack, but if disturbed they will begin chirping loudly and triple the chance for encounters within the area (Rooms 39, 47, 48).

Among the rubble are a few items:

- a useless blacksmith's hammer
- piles of yellow (harmless) fungus growing on some small, unidentifiable items
- a worn but usable grindstone
- a pile of ashes with a moldy brown skullcap lying on top of it
- 10 ingots of rusty iron (20 gp each)
- a corroded bronze axe with demons inexpertly scratched on the sides of the head

49. Cell

Rubble is neatly piled in the middle of this room, appearing almost as if someone has tried to construct something out of the room's rubble (and perhaps dragged some in from elsewhere).

A thin layer (2") of water covers the floor. Something moves in the water. Moving in the water are thousands of tadpoles. There are no frogs nearby, however.

The furniture on the floor is actually a carefully constructed magical rune. If disturbed, it will be activated, causing a blast of pure darkness to radiate out, shaking the walls and inflicting 4d6 hp damage on everyone in the chamber and the corridor, collapsing the ceiling in the corridor here 50% of the time and 50% likely to collapse the chambers at 37-39 (qv). Setting off the rune will also disturb the crickets in chamber 48 and kill all the tadpoles in this chamber.

There is nothing else of interest in this chamber.

50. Cell

Slightly submerged room. The floor here slopes about 20 degrees from the doorway to the back corner.

The furniture is coated with a thin covering of slime. Everything in this room is ruined.

Anyone who carelessly steps into the room must make a DEX check at -2 due to the slimy nature of the floor (roll DEX or less on d20) or slip on the slippery surface and fall. PCs who fall in the water make a second DEX check (roll DEX or less on d20) or swallow water. Anyone who swallows water has to make a save vs. death ray or contract dysentery.

There is nothing of even passing interest here.

51. Gatekeeper's Chamber

Chiseled on the floor in the doorway to this chamber are runes of protection (folk runes, non-magical, non-effective).

A single bed, a desk and a chair. On the wall is a ruined tapestry of the mountain where the Chantry is located.

- A small table by the bed holds a wooden dish, a copper music box worth 56 sp
- A marble weapon rack holds a trident - the fork is made of iron and has a wood handle, a light mace, a quiver of bolts (11), dagger - the blade is made of iron and has a iron handle with a bear leather grip with the name Derashalla is engraved on the handle, broken morning star.

There are 7 small stones scattered around the room, each carved with a different ancient dwarven rune. These stones are "luck stones" (folk religion, no effect).

51a. Spyhole

A door on rusted iron hinges closes from inside out (but the hinges are frozen, 20+ strength to move, knock spell or 30 points in damage).

The door automatically locks if closed (the mechanism is likewise rusted and frozen, there is no key on this level for this door).

This chamber has three chairs, some chains on the wall and a small iron brazier.

About 3' above the floor, at the halfway point on this wall is a hinged circular cover that slides down over a hole in the wall. The cover is 3" in diameter, the hole (should anyone uncover it) is 1" in diameter.

There are dark stains on the floor.

52. Storage

This room is a jumbled mess. Originally, this was a linen closet, but the contents have rat chewed and torn apart and mold and mildew cover everything.

Broken stone shelves line the walls.

A simple search of this room will reveal:

- a mummified dwarven hand
- 30 yards of useful linen cloth (mostly sheets)
- 43 rat skeletons.

A thorough search of the room will also reveal 2 gold pieces and has a 20% chance of collapsing the shelves (causing 1d6 damage - DEX check to avoid the damage: Roll DEX or less to avoid the damage).

53. Storage

This small room contains the remains of 86 dwarf sized monk robes (all dark grey).

Most (79) are so full of mold and rot that they are little more than rags, though 7 of the robes are in a wearable state, though still moldy and mildew covered.

54. Storage

Stone shelves line the walls in this chamber, most of which are empty. A cracked clay jug is lying in the far corner and on the highest shelf (8' above floor level) are seven copper pieces, set in a row along the shelf, each exactly 3" from the next. The jug contains a brown, sticky goo and 18 small, squishy orbs. These are Giant Centipede eggs. If left undisturbed, they will hatch in 2d10 days. If handled roughly, they will explode, spraying foul-smelling goo on all within 5' of the erupting egg.

55. Cell

This cell contains two beds, two chairs and desks and an ornately carved stone chest (locked).

Among the niches are:

- a 4-gallon cask of rancid walnut oil
- a rawhide sling with a pouch full of stones on which are carved an ancient dwarven rune for accuracy (non-magical)
- A small silver statuette of an angel (worth 120 gp)
- a bit of stone etched with a design of a wagon wheel
- a pinewood tambourine engraved with images of skulls
- a centuries-old banner in the colors of an ancient dwarven religious/military order. It has been carefully folded. It is faded and moldy, but would be easily recognized by practitioners of the faith and is worth about 20 sp
- in one of the niches, behind a false stone at the back of the niche, is the key for the stone chest below

The Chest:
The chest is trapped with a poison needle (though the poison is now inert, the needle is discolored, and the victim of the trap might well assume there is poison on the needle) at the lock. Unsuccessful picking of the lock triggers the trap.

The needle does 1 hp damage.

Breaking the lock destroys the value of the chest (it is worth 200 sp, though it is rather heavy - and fairly large - 2'x3'x2').

The chest contains several blankets under which are:

- 32 sp
- a book ***Absolom's Maleficent Arcana*.**
- four crystal goblets (worth 12 sp total)
- a silver dagger with a tiny ruby in the hilt (intrinsic value is 30 sp for dagger, 10 sp for ruby, 50 sp for weapon as a whole). The dagger is **Bayson's Blade** and it radiates a faint magic

56. Cell

This cell is choked with spider webs. The husks of 12 giant centipedes dangle here as well as 22 rats and 3 giant crickets. A handful of bats are caught in the webs as well.

Buried among the sticky webs are:

- a ring of keys, the most notable of which is made of old bronze and marked with the seal of the cult of the Dwarven gods
- a heavy ring of keys, one of which is made of verdigrised copper and embossed with the High Priest's seal (which opens the secret door between the library 84 and the Gnostic Brethren Chambers 87)
- an ivory statue of an ancient dwarven prophet (Dharshal-Dhag – worth 17 sp)
- a tarnished silver pendant in the shape of a running wolf, strung from a hemp cord necklace (worth 32 sp)
- a pewter candleholder and candles
- also buried in the sticky mess is a very unstable scroll with 3 (9th level casting ability) Fireball spells on it.

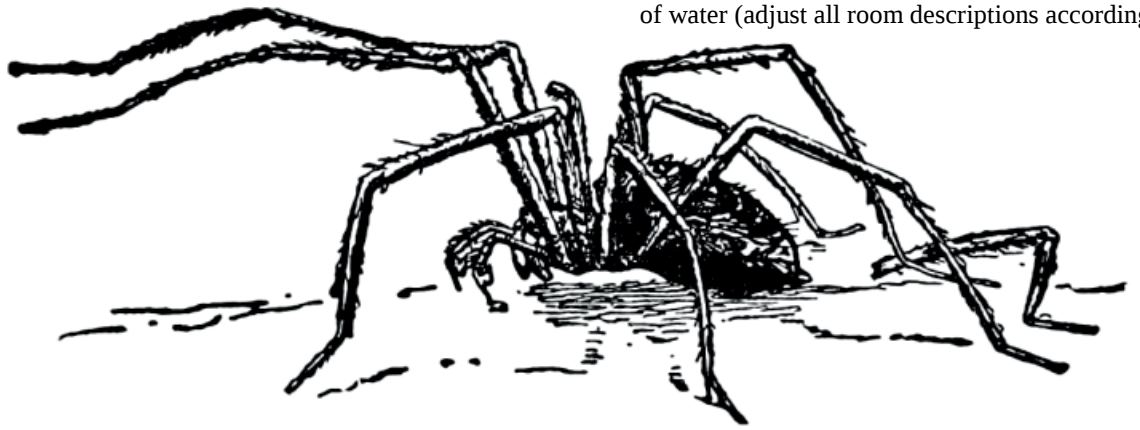
Note that if the webs are burned, they will burn quickly, but there is a 25% chance *per spell* on the scroll that all three spells will ignite (causing 27d6 hp damage to the room, collapsing the ceiling to this room, 55 and 58 and doing 1-6 d6 damage per person in the corridor outside any of these chambers.

In addition, such an action will attract encounters (double the encounter chances for 3 turns following such an event). Such an explosion will seal off the corridor NOTE: unstable scroll - the scroll functions normally 80% of the time 10 % chance the spell will fail outright, 5% that it will work at a diminished capacity [9 minus 1d8] and 5% chance that it will function explosively [9 TIMES 1d4]).

57. Collapsed Corridor & Stream

The rubble here is unstable. The water flows through here to a depth of about 5 inches.

The floor is very slippery, so any combat or very quick movement requires a DEX check (DEX or lower on d20) to remain upright. Falling in the corridor has a 20% chance of dislodging the rubble, causing it to cascade down and block the corridor to a height of 2', damming the water behind it and flooding everything on this side of the chasm (64) to a depth of 18" of water (adjust all room descriptions accordingly).



The Chantry of the Deepflame



58. Cell

The outside of this cell is covered in spider webs, but the inside seems to have been untouched since the fall of the Chantry.

The most prominent feature of this room is a chalk circle with a complicated symbol inscribed within. Seven pieces of amber (worth about 100 sp each) are evenly spaced on the circle.

The center of the room has been cleared for the chalk circle, all of the furniture being inexpertly piled against the southern wall.

The eastern wall is partly collapsed as rubble from the collapse in the room to the east has pushed through the wall and some of the ceiling has fallen in near the eastern wall.

59. Cell

The far corner of this chamber has collapsed into the chasm (area 63).

The edge where the corner of the room has collapsed is very unstable. Anyone standing within 2' of the edge has a 20% chance having the edge collapse under them, slipping them into the chasm below (see area 63 for information on falling into the chasm).

The furniture in this room is overturned and broken, some light rubble is on the floor.

In the niches in the walls are:

- a small bottle of ink
- a small iron bell (rusted, worthless)
- torn rags
- a bent and dented bronze shield emblazoned with the crest of an ancient Dwarf family (worth 5 sp if cleaned)

60. Cell

This chamber is completely covered in webs and the furniture is broken and scattered about. A **Giant Greyback Spider** dwells here.

Buried among the cricket and centipede husks are:

- a throwing axe etched with a righteous prayer to inspire courage in the faithful
- some warm wool robes (moldy and ruined by the webs)
- a serrated dagger etched with the livery of the High Priest with a leather sheath
- a rusting ring of keys, the most notable of which is made of pewter and stamped with an ancient Dwarven rune livery
- a small, locked oaken chest containing 444 cp. One of the rusting keys will open the chest. Trying to pick the chest up filled with the coins will cause it to fall apart, spilling out all the coins as the chest is rotted

61. Cell

This chamber is filled with webs and the husks of a dozen or so cave crickets, another dozen or so centipedes and hundreds of bats.

A **Ghast** is trapped in the webs here.

Amid the webs and the ruins of the furniture of the room can be found:

- a 45 foot coil of moldy rope
- a corroded brass candle snuffer
- a walnut chest (which contains a glass eye, a cork from a wine bottle, a small black leather book containing the daily journal of one of the Brethren of the Chantry, and a deck of playing cards)

62. Cell

Spider webs cover the ruins of the furniture in this room. Dozens of bats hang in the webs.

Hanging among the webs near the back corner is a giant egg sack which contains 36 spiders about to be born (within the next 2 days). If disturbed, the sack will break open and 3d12 **Immature Giant Greyback Spiders** will swarm out of the sack (the rest are not mature enough to survive).

If burned before disturbing the sack, all the spiders in the sack will be killed.

The webs will burn, but fire causes the eggs to break open. Fire will kill some of the immature spiders (2d4) before they can react. Fire used in this way will destroy any flammable items in the cell.

- Among the ruins of the furniture and webs in the room can be found
  - a silver pendant in the shape of a dog, strung from a leather cord necklace
  - a simple wool cap (moldy and ruined by the webs)
  - an hourglass made of silver and colored glass, engraved at one end with the High Priest's Crest (worth 350 sp)
  - a clay flagon
- Among the broken pieces of furniture is an expertly carved illustration of the chief Dwarf saint carved into a piece of limestone 18" square (about 1" thick) that might be worth 100 sp to the right buyer.
- Finally, scattered about the room are
  - 17 gp
  - 33 sp
  - a ruby (100 sp)
  - a diamond (500 sp)
  - a finely crafted warhammer with the Chantry's symbol carved into the head (worth 200 gp)

63. The Chasm

Gasses and noxious fumes rise from this chasm creating a foggy, sulfuric atmosphere in this area. At some point in the past, an earthquake rocked this area and opened up a fault line here, splitting the mountain.

- The chasm here rises up about 60' to area 25 of the Sanctum of the High Priest (Area E) and falls down about 50' through area 7 of the Sanctuary of the Honored Guests (Area F).
- The southern portion of this chasm reaches all the way down, about 150 feet, to the top of the cavern near the water cave (7) in the Militant Brethren Level (Area B).
- Water streams off the edges in two places, shooting up plumes of mist into the air, making the room oppressively humid.
- Many of the edges are unstable, giving anyone who stands within 2' of the edge a 10% chance of having the stone beneath their feet crumble away and have them plummet to the depths. Characters who fall must make a Dexterity check (DEX or lower on 4d6) to avoid an instant drop into the chasm. Those who succeed the Dexterity check grab onto the edge as they fall and have 1 round to act (or be acted on) before falling into the chasm.

  A fall into the Chasm will almost certainly be fatal (possibly a 1% chance of survival without some magical means of slowing or stopping the fall), considering the fall will be 150' (a minimum of 15d6 hp damage).

64. Broken Ledge

The floor here varies between 6" and 2' in width as it curves around the wall here.

As with the other edges of the chasm, this ledge is unstable: 20% chance per 5' traveled (non-cumulative) that the ledge will give way (see area 63 for details on falling).

Anyone traversing the broken ledge has a 60% chance of attracting the attention of the Giant Spider lairing in room 76.

65. Gathering Chamber

10 steps descend 5' from the east or south into this chamber, making the ceiling 15' high here.

The floor is inscribed with thousands of runes and glyphs, prayers for protection and warding against evil and disease.

Anyone who can read these ancient dwarven glyphs and spends at least 1 full turn reading them out loud (which equates to about four full readings through) gains protection from evil 10' radius and the effect of a bless spell for 1 full day. This power is able to be invoked once per week.

Invoking this power inscribes a permanent rune (as tattoo) on the invoker's body:

1. Face
2. Arm (50% left, 50% right)
3. Chest
4. Back
5. Leg (50% left, 50% right)
6. Hand (50% left, 50% right)

66. The Well

Lurker in the Well.

Bits of ghoul, ghast, giant spider, giant lizard, giant centipede and cave cricket litter the floor around the well here.

The walls of this area are carved in bas relief, depicting the ancient god of the Dwarves as the one who blesses with living water (a scarce resource in the deeps).

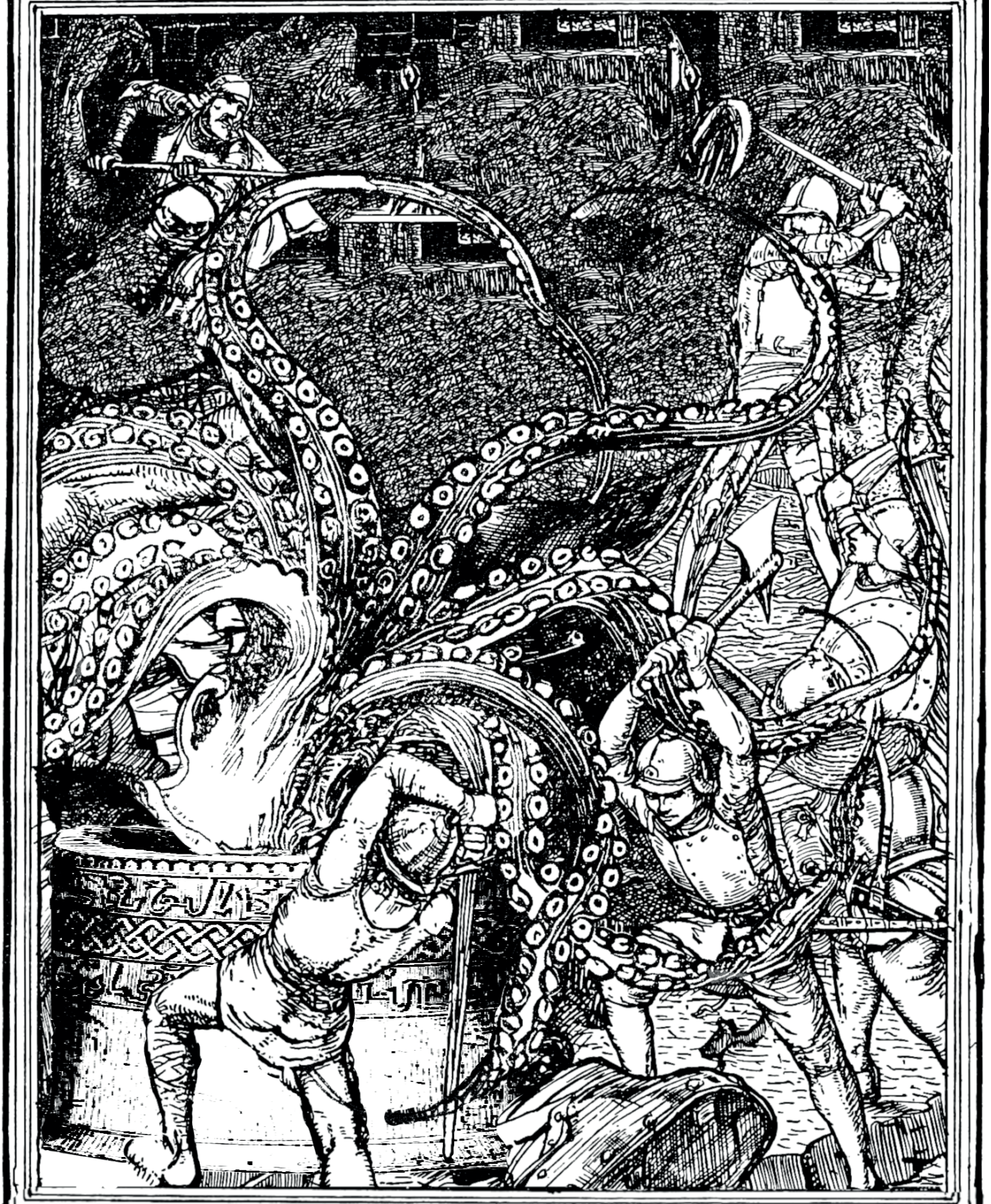
The water in the well here is black and completely still.

If the water is disturbed in any way, the **Lurker in the Well** will attack.

The well runs very deep (perhaps 200' or more).

At the very bottom of the well, among hundreds of creature parts, are:

- 324 sp
- an arm crusted with lime and calcium with a magic ring (**Anundural's Dream**) on a bone finger
- a tarnished silver sword (non magical, but inscribed with dwarven runes and able to be enchanted)
- a lime encrusted wand (easily overlooked among the silt and body parts) - this is **Anundural's Wand of Fire**



67-69. Charnel Water Cells

Each of these cells is piled floor to ceiling, wall to wall with mummified dwarven bodies.

The undead of the level avoid these chambers, though the other creatures do not. Some of the bodies are rat chewed and Giant Centipedes have crawled among them over the centuries. Still, most of the bodies are relatively intact.

Each chamber has 80 plus 1d20 mummified corpses in them.

67. Charnel Cell

The bodies in the NE corner have been pushed in by the collapse of the wall.

If the room is thoroughly searched (4d4 turns, mostly pulling bodies), the following items can be uncovered:

- a flail with a dwarven holy scripture etched on the handle
- a 25-gallon cask with an hourglass painted in red on the side
- a silver ladle with the High Priest's symbol embossed on the handle (worth 30 sp)
- a fine silver ring in the shape of interlocking leaves (worth 50 sp).

NOTE: This room is within the radius of effect for the *Bless* spell cast upon the altar in room 71.

68. Charnel Cell

The bodies in this chamber seem untouched, a few bits of grave cloth and a knuckle or two lie about the floor. Carved into the center of the floor is an ancient dwarven rune of protection.

Buried with the dead are the following items (3d4 turns to uncover):

- a moth-eaten pennant in the colors of the Marshatal merchant family
- a bow that has warped and rotted over the centuries, a jar of beeswax
- an ashwood walking stick topped with a human skull with the numeral IV inscribed in its forehead
- a dusty and mouldery cloak lined with sheepskin
- a tiny chess board (worth 5 sp)
- a fishbone nose ring (worth 5 sp)
- a 25-gallon oaken barrel of water
- a well-worn greatsword etched with a sacred dwarven prayer to ward off fear, with a buff leather scabbard

69. Charnel Cell

Much of the ceiling here has fallen in. The bodies here are jumbled and broken with the grave cloths unraveled and bits of dwarven corpse scattered about.

Digging in this room takes 3d8 turns and has a 5% cumulative chance per turn of causing a cave in (burying and doing 6d6 hp damage to anyone in the chamber).

Clearing the room reveals the following items:

- a brass key emblazoned with the image of a tree
- a shiny burgundy oilskin jacket sized for a dwarf and embossed with the stylized image of a tree
- a horned steel helmet
- a tarnished silver key stamped with the High Priest's seal
- a storm lantern
- a quart flask of whale oil and a flint
- a steel flask of vinegar
- eight sheets of flame-damaged vellum covered with prayers and hymns printed by the Brethren of the Chantry

70. Two Statues

Two intricately carved statues stand here of winged demonic figures (images of Watcher Demons).

The figures are life sized (roughly 10' tall) and carved from red-veined black marble. They will radiate a very faint magic if detected.

These statues are not animate. However, if the wings of the statues are stroked downward, a character gains the power to fly for 3 turns (per the spell).



71. Private Chapel

Small stone benches line this chamber and a small altar is centered on the northern wall.

The east and west walls have crumbled, and rubble is scattered about the chamber.

A permanent *Protection from Evil, 10' Radius* spell has been centered on this chamber and a permanent *Bless* has been centered on the altar.

The radius of the bless spell encompasses this chamber, half of area 70, the stairs between 70 and 65 and chamber 67. The undead of this level avoid this chamber, but the other creatures do not. When rolling for encounters, if undead are indicated, treat as no encounter.

On the altar are:

- a gold bowl (25 sp value)
- 4 silver candlesticks with red candles in them (10 sp each)
- a very faded and rat chewed altar cloth.

Taking any of the items from the altar out of the chamber destroys the beneficial spells cast upon the altar (returning them once removed does not reinstate the spells).

Lighting both candles and letting them burn for 1 full turn gives the effect of a *Divination* spell with a 60% chance of accuracy. For each turn the candles burn, an additional 5% accuracy is granted. The candles will burn for up to 6 turns.

72. Cell

This chamber has been largely untouched by time. Even the blankets on the beds are barely moth eaten, only a thick layer of dust and a bit of bat guano tells of the passage of the ages.

Among the niches can be found:

- an ashwood smoking pipe on which is engraved a flame
- a 4-gallon barrel of water embossed with the design of crossed hammers
- a quartz crystal charm on a fine chain necklace (60 gp)
- a leaden talisman bearing an inscription of an ancient Dwarven rune
- a red oilskin headband fitted with a prayer-box, inside of which are small pieces of parchment inscribed with sacred scripture, psalms and passages
- a hammer with blessed ribbons sealed to the handle
- a silver bailiff's hourglass stamped with a design of a cowled skeleton (80 gp)

73. Destroyed Cells

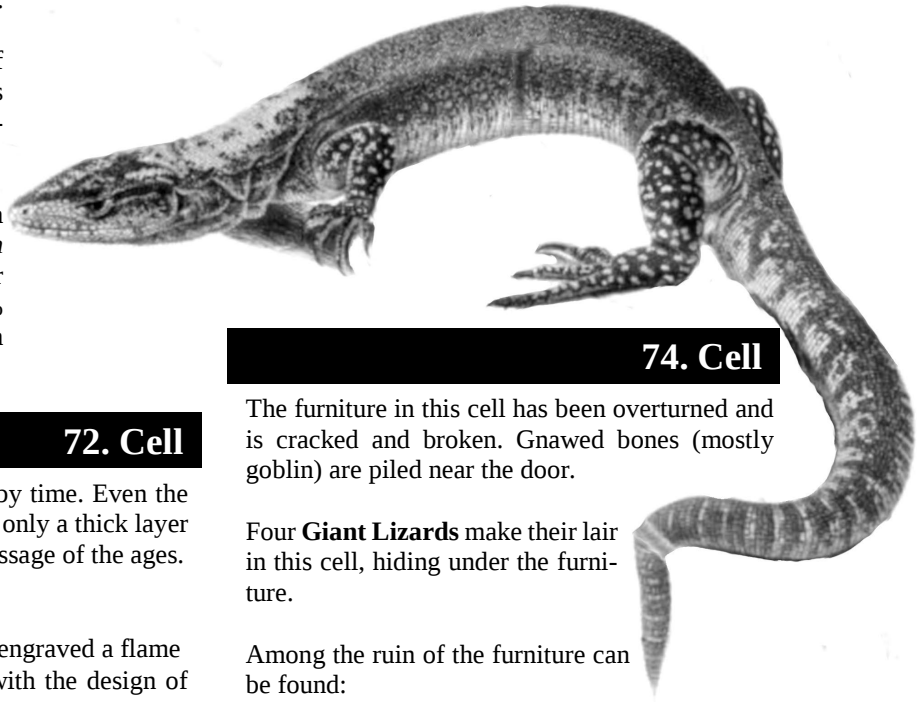
The crumbled walls in this area are completely covered with spider webs and bat and rat husks. A **Giant Greyback Spider** lives here.

Buried amid the webs and the bodies can be found:

- a cedarwood box lined with velvet holding jeweler's very small files, chisels and hammers, monocle, buffing cloths and other gem-cutting tools (worth 100 sp)
- a once valuable ermine-lined greatcoat, now ruined by the webs and time
- a small phial containing a pungent herb known to help with stomach ailments (worth 5 sp)
- a blood-encrusted great-axe (worth 25 sp).

Also, among the webs and bodies are:

- a brown canvas sack containing 11 gp, 27 sp and 60 cp
- a pewter coffer (locked – key is in chamber 74) containing 7,432 cp
- a silver and gold goblet (worth 90 sp).



74. Cell

The furniture in this cell has been overturned and is cracked and broken. Gnawed bones (mostly goblin) are piled near the door.

Four **Giant Lizards** make their lair in this cell, hiding under the furniture.

Among the ruin of the furniture can be found:

- a clay pipe marked with the image of a hand
- an unreliable map of the local area
- a grimy pewter key (for the lockbox in chamber 73)
- an embroidered green shirt sized for a dwarf
- the iron mantle of a warrior-priest of the High Dwarven Lords
- a shield etched with devotionals to the Dwarf saints
- a tiny stone statuette of the High Priest
- a black canvas knapsack containing 24 sp, 61 gp and 2080 cp.

75. Cell

Part of the wall has collapsed near the doorway here. A strange glow emanates from the room.

The contents of this room (blankets, robes, papers, etc) are covered in a glowing mold that is completely harmless but glows with the effectiveness of a permanent light spell.

The Mold:
The problem is that the mold transfers itself and spreads rapidly on contact with non-stone or metallic objects. Any such objects of beings coming into contact with the glowing mold are instantly affected – having a small patch of the glowing stuff appear within a round.

Non-living material like leather or cloth is infiltrated by the mold slowly (about a week) while living flesh coming into contact with the mold is infiltrated by the mold in a day. The mold can be scrubbed off if washed within 72 hours of first contact, after which if melds with the skin/flesh and becomes permanent. Two weeks after becoming permanent, the mold will begin causing damage to the infected item or being. Items must make a save every day to prevent from being damaged by the mold (though the exact type of damage is up to the GM). Living beings affected by the mold must begin making a save every day or take damage which increases each failed save in a Fibonacci sequence which is: the previous amount of damage plus the one previous to that. So the first failed save is 0 hp. The second failed save is 1 hp (1+0). The third is 1 hp (1+0), The fourth failed save is 2 hp (1+1). The fifth failed save is 3 hp (2+1), then 5 (3+2), etc. Here's the sequence:

0, 1, 1, 2, 3, 5, 8, 13, 21, 34, 55, 89, 144, 233, 377, 610, 987, 1597

A *cure disease* spell or more powerful magic (such as a *wish*) can then remove the glowing effects.

There is nothing else of interest in the room.

76. Cell

This cell is covered with spider webs. It is the lair of a **Giant Greyback Spider.**

Strewn about the room, buried under the webs and the bodies of rats and centipedes and lizards are the following: 6 small red stones, a rusty brass dipper, a useless hourglass, a rusting pry-bar, slender crate about 4 feet long, securely locked. If opened, it will be found to contain:

- four usable and oiled crossbows packed in wood chips stamped with the High Priest's symbol
- a metal ring etched with devotions to the Dwarven High Lords
- a studded leather jerkin stamped with the stylised design of a flame. Also here is a purple cloth sack containing 382 sp, 4441 cp and an obsidian (worth 22 gp).

77. Cell

The furniture here has been thrown about and destroyed. Everything in the room is in disarray.

Scrawled on the wall are dwarven runes (in spider blood - complaints about injustice of life) and bits of spider are scattered about. If anyone reads the dwarven runes aloud, the Haunt (area 81) will appear.

Searching the room (1-3 turns) has a 30% chance of attracting the Haunt from area 81 but will turn up:

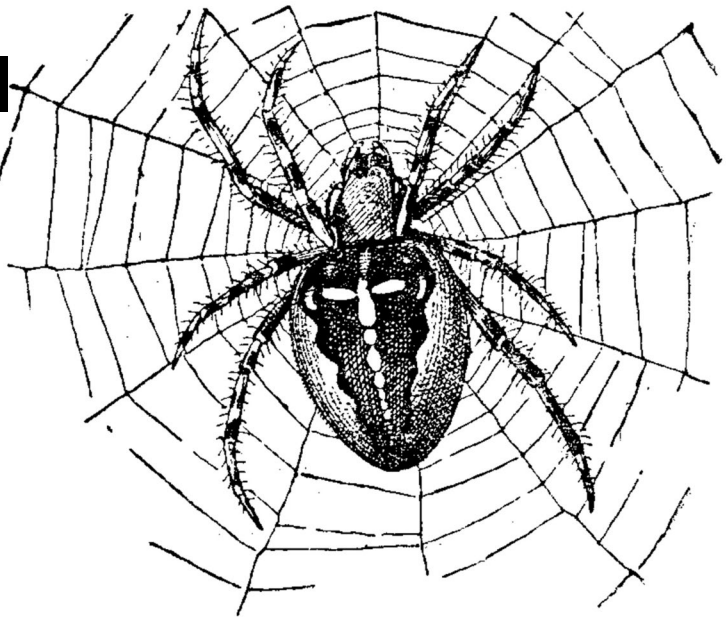
- a mud-caked chainmail shirt with an axe symbol painted on the breast in red
- a copper piece at the bottom of a filthy pouch
- a tiny but well-executed carving depicting the Chantry's entrance (before it was defaced by the goblins)
- a traveling Dwarven judge's identification papers

78. Cell

The contents of this cell are broken and scattered about, covered in spider and centipede parts.

Searching the room (1-3 turns) turns up:

- a well-made sword richly detailed with an engraved motif of hourglasses and skeletons, including a polished leather scabbard marked with the High Priest's symbol
- a wax timekeeping candle striped black and white
- a scratched pewter earring with a diamond inset (worth 85 sp)
- a battle-scarred pair of pigskin bracers decorated with the Chantry's rune
- a small file and rusted knife, with a piece of bone to whittle
- a pewter key embossed with an ancient Exile (elven) seal
- an ages-old knife with a verdigrised copper hand guard and pommel (worth 35 sp).



79. Cell

Unlike many of the other cells on this level, this chamber has no furniture. Instead, the room is filled with eight giant (4' diameter) round clay pots. Two rows of three, and a row of two near the door. Each pot has a lid sealed with wax and each lid further bears several dwarven runes painted in black.

For anyone who can translate the runes are a warning to not open the "Casks of the Exalted Ancestors." Prominent on the sides of each pot is a dwarven death rune. These casks radiate powerful magic if detected.

Inside the casks are the body parts of a huge, ancient immortal creature: the **Garhaal**.

- The front two casks each contain a leg.
- The second row contains an arm in each of the outer casks and hands in the center cask.
- The pots nearest the wall contain the upper and lower torso in the outer casks and the head in the center cask.

If the PCs open the hands or the legs, these appendages will animate after two rounds and attempt to open the other casks. If they open the pot with the head in it, after two rounds, the eyes will open, and the Garhaal will begin screaming to be released from this prison of darkness.

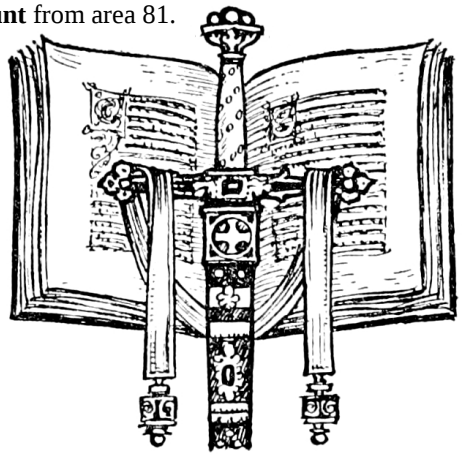
Once one of the casks with the legs in it or the hands is opened, the Garhaal will reform in a matter of time if left alone, unless destroyed.

If the Garhaal reforms, it will try to kill any dwarf it encounters while it attempts to make its way to the High Priest, to seek its revenge on the one who imprisoned it. When the Garhaal encounters the High Priest, and realizes what has become of the once powerful dwarf (having become a lich, having become entrapped by his own machinations, being killed by the adventurers, whatever), the Garhaal will laugh manically, turn, and attempt to stalk out of the Chantry.

80. Cell

The southern part of this room has collapsed, and the furniture has been thrown about the room.

Searching the room (1-3 turns) has a 30% chance of attracting the **Haunt** from area 81.



A thorough search of the room could turn up:

- the forbidden book *Slaves to Darkness* bound in pigskin, with warding ribbons wax-sealed to the cover
- a polished two-handed sword of elvish design with a sapphire-studded scabbard. Both are of excellent quality and richly decorated with a motif of trees and leaves with a few eagle feathers tied to the grip (worth 150 gp)
- a leather jack embossed with the High Priest's seal
- a small, empty metal tin richly engraved with a motif of suns and stars
- the black robes and horn-peaked headdress of a pagan priestess,
- a diamond-encrusted earring (worth 150 gp)
- a red leather greatcoat, the borders of which have been decorated with a motif of hammers and anvils



81. Corridor

This area is the primary area where a **Haunt** roams in eternal frustration, seeking a sentient living being to possess to fulfill its unfinished task: to stop the plague that killed so many of the Brethren in the Chantry.

This particular dwarf feels the eternal regret of knowing that he brought the plague to his brethren, effectively killing all of his fellow monks. If it is possible for him to fulfill his task and how that might be accomplished is up to the GM.

If the Haunt is convinced that his task is hopeless, he will fly into a despair-driven rage and attack everything on sight until destroyed.

Among the piles of rubble in the corridor might be found:

- 383 gp (scattered)
- 522 sp (scattered)
- a finely crafted leather quiver embossed with an image of a lion's head, containing 15 arrows
- a sword engraved with dwarfish runes, with a mismatched scabbard of human design

82. Cell

The furniture in this cell seems nearly untouched, though all is covered in a patina of greyish slime.

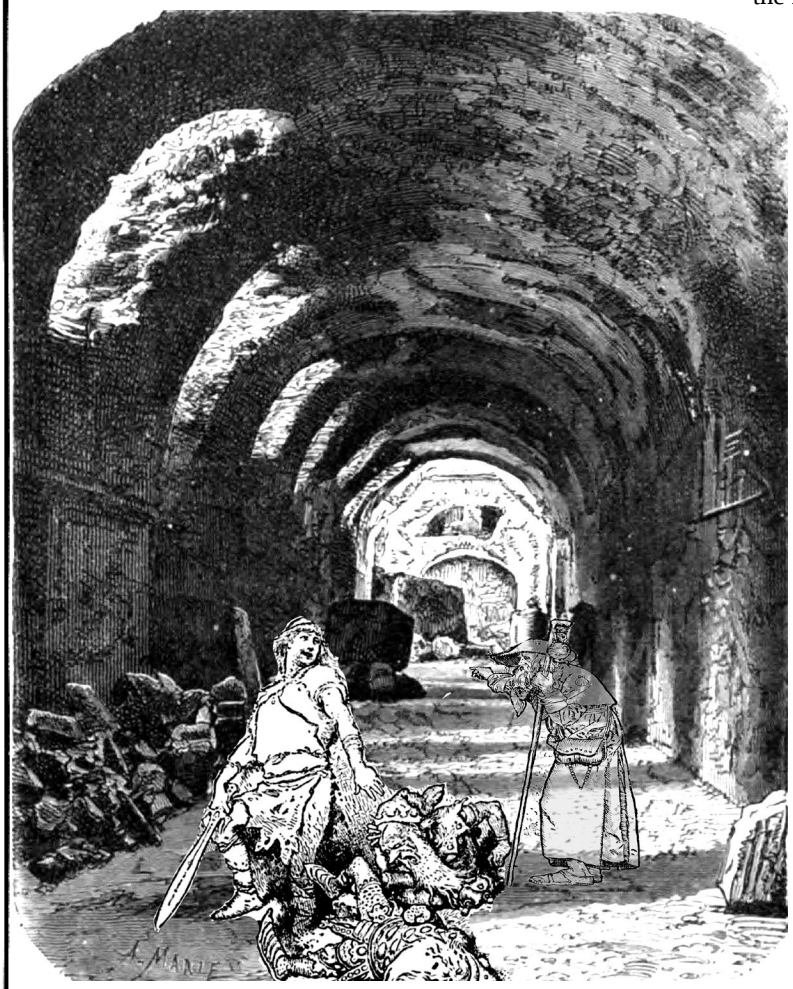
There is a large puddle of brackish water at the entrance, covering the floor of over half the entrance to a depth of half an inch. The water covers a shallow sinkhole in the floor here and drips slowly from the ceiling.

In the sinkhole, beneath the surface of the water, is a **Gray Ooze.** The creature has been dormant here for centuries but will attack anything that disturbs it. Each round thereafter it will attack random targets.

If the water remains undisturbed, the creature will remain dormant and will not attack.

Combat in this area (from random encounters, for example, or a chase from a different area) has a 10% cumulative chance per round of rousing the grey ooze who will attack random targets each round.

Inside the room, everything of interest has been destroyed by the grey slime (otherwise hamrless) that covers everything in the room.



83. Cell

Piles of rubble outside the door completely block the entrance to this cell.

Inside, the room has been untouched by any creature since the level was sealed by the High Priest. One chair is overturned, but otherwise, the room is in surprisingly undisturbed condition, though dust covers everything, and rubble has tumbled into the room where the ceiling has collapsed in the southwest corner.

Among the mundane items in the niches can be found:

- a throwing axe etched with a sacred litany against fear
- a 4-gallon barrel of wine with a black dwarven rune painted onto the side
- a grey shirt with a ruffled collar
- an elegant elvish knife with a leaf-shaped blade engraved with N'Daerian runes,
- with a fine-grained leather sheath decorated with pearls and colored glass
- a driftwood signal-whistle etched with a design of a sword and shield,
- 3 gold coins and 18 copper pieces at the bottom of a moldy pouch
- a pair of richly decorated plate leggings with a blessed ribbon wax-sealed to one of them
- a bracelet made of a string of seashells

84. Library

Shelves line the walls and stand freely here, though many of them are knocked over. Hundreds of books litter this room, on shelves, on stands, on the floor. Some are intact, many are shredded, pages strewn about. The room is in disarray. Six **Ghouls** lurk among the shelves here.

Books, codices and scrolls fill the shelves and spill onto the floor, many of which are molding and mildewed. Most of the works are of Dwarven theology and religious practice, however there are a number of famous works here as well (each worth 10x1d20 sp each):

Alaxiod, Argaran
Beor of the Wolf
Book of the Acts of the Great Saints of Old
Caermon's Hymn
Canticles of the Dwarven High Lords
The Book of the City of Lords
Book of the Civilized People
The Book of Hashtur Ashtaratha
The Chantry Tales
The Cloud of Unknowing
Consolation of Philosophy
Death of the King
The Dialogues with the Ancients
The Diseases of Lesser Races
Divine Drama
The Ecclesiastical History of the Dwarven People
Elder Elemental Orders
Eternal Light of the Gods
The Knight in the Bear Skin
The Lance of the Fallen Knight
The Letters of Ancient Saints
Metrical Meditations
Mystical Journeys of Master Palo
Niben's Ring
Nundial's saga
Pazival
Poem of the Joust
Prologue to the Heavens
The Quest of the Holy Writ
Revelations of Divine Heavenlies
Roaring Waters in the Midlands
Sir Howarn of the White Rose
The Song of Gyrie
Spiritual Exercises
The Sum of All Men
The Tale of a Failed Empire
Theology Reform
Travels of the People of the South
Tyranny Falls
Waltharia
Younger Kingdoms
Yarian: The King of the Lord

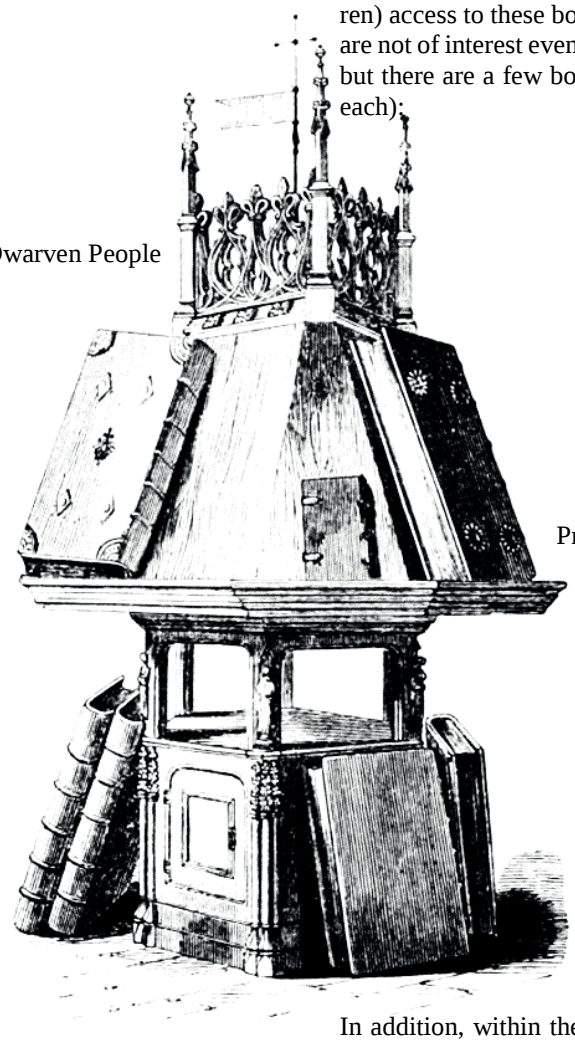
Additionally, four clerical scrolls are hidden here among some very mundane scrolls detailing the day to day life of dwarven clerics in the early days of the Chantry.

Scroll 1: Sticks to Snakes, Flame Strike, Resist Fire, Wyvern Watch
Scroll 2: Remove Curse, Cloudburst, Prayer
Scroll 3: Control Weather, Abjure, Divination, Atonement
Scroll 4: Cure Serious Wounds, Purify Food and Drink, Wyvern Watch, Conjure Animals

The secret door to room 87 is locked, the key is in room 56.

85. Special Collection

The secret door to this room is locked, the key is in room 90. This secret room houses secret and heretical books that the dwarven brethren felt were too important to destroy but too unorthodox to allow any but the initiated (the Gnostic Brethren) access to these books. Most of the books and scrolls here are not of interest even to scholars and religious leaders today, but there are a few books of interest - and value (20x2d20sp each):



The Secret Book of Jerus
The Hopeless Fragment
Messengers to the Mother
Dialogues with the Heretics
Good News of the Mountain
Marks of Marcian
Epiphanies of Eternity
Orphan Diagrams
Good News of Truth
Excerpts of Theodus
Acts of Pita
Acts of Timeas
Prayer of Adzar and Song of the Faithful
Book of the Susurrus
Belarian and the
Book of Bara
Epistle of the Weeping Prophet
Book of Tobias
Book of Justice
Bennais Sirach
Ecclesiastical Wisdom
Sire Seira
Wisdom of Jesse, Son of Sire Seira
Wisdom of the High King
1 & 2 Books of the Revolution
Books of the Days of Light
Holofrenas

In addition, within the pages of one of the books (chosen at random or DMs discretion) is a scroll of Demon summoning (random type).

86-89: Gnostic Brethren Chambers

These rooms housed the Gnostic Brethren, a sub-sect of the Brethren who were charged with keeping the orthodoxy of the faith.

The ceiling and walls to the north of these chambers have collapsed, making the corridor to these chambers inaccessible. Clearing the rubble away reveals an apparently blank wall.

The concealed door can be detected on a normal chance, it is not locked, but it is trapped.

The Mechanism:
The door is concealed by a panel with the symbol of the High Priest carved in it. If the symbol is turned counterclockwise one turn and then pushed inward, the door opens safely. Any other manipulations of the symbol will set off the trap which causes a 5'x5' section of the floor in front of the concealed door to swing open, dropping anyone standing on it into an 8' deep pit (DEX or lower on d20 or take 1-2 hp damage).

86. Gnostic Brother Cell

Only two beds, desks and chairs fill this cell, which also features a colorful (though time faded) tapestry of the Chantry mountain at sunrise that nearly fills the undamaged part of the Northern wall.

The far corner (Northwest) is somewhat damaged and parts of the plaster have fallen in and dust covers everything.

In one of the desks are some papers that appear to be letters to someone named Ashaile (which can be confirmed to be an Exile - elven - name via GM's preferred methods) asking questions about "the origins of the People" and "the Deepflame turning the souls of the sons and the fathers to the song of the universe" and the "first teachings of the deeps." It appears to be written in some kind of ancient dwarven code, however, so it is difficult to translate.

Among the mundane items in the niches in the walls can be found:

- a great-axe with a burgundy leather grip
- a horned helmet with an oilskin chinstrap
- small stone statue of one of the Old Gods (Darkness)
- a gold coin featuring a star and bear (worth 7 gp)
- a well-executed bas relief carving of Servash the Wise, Patron Saint of the Chantry
- a water-warped artist's sketchbook, with good charcoal sketches of wild beasts of all kinds
- a tiny topaz (worth 10 sp)
- a well cared for axe with a pommel in the shape of an hourglass, with a polished leather sling-strap (worth 25 sp)
- a pewter statuette of a wolf god (worth 60 gp)

87. Gnostic Brothers Cell

This cell has two beds, two desks, two chairs and a large table against the southern wall with a shelf above the table.

The wall to the right of the doorway has partly collapsed, some of the rubble spilling onto one of the beds.

The large table has a book, a bowl filled with an odorless powder, three stoppered vials of clear liquid and a sheaf of papers with some kind of coded notations on them (incantations for demon summoning in old Dwarfish).

- The shelf contains a dozen small idols (demonic) and a human skull (with a gold tooth, worth 12 sp).
- The book on the table contains earth elementalist spells: **Stone Shape, Transmute Rock to Mud/Transmute Mud to Rock, Move Earth, & Conjure Earth Elemental.**
- The powder is pulverized chalk.
- The vials contain clear oil that will burn brightly (treat as lamp oil).

88. Shattered Gnostic Brothers Cell

The eastern wall has collapsed in this room, pushing the furniture and crushing one of the beds.

The northern wall is painted with wild colors in geometric patterns.

If the patterns are studied for more than three rounds, save vs spells or suffer the effects of *Mass Suggestion* spell affecting all in the room. The suggestion is to wait in meditation and prayer until the third bell chimes...no bells ever chime on this level...

Buried in the rubble of the eastern wall can be found:

- a small, empty metal tin richly engraved with a motif of suns and stars
- a cheap bronze ring (worth 1 sp)

89. Gnostic Brothers Cell

The two beds in this cell are unmade and the desks are overturned. The chairs are broken and things are thrown about the room, as if it were ransacked.

A bookcase fills the southern wall, all the books have been pulled off the shelves and are scattered on the floor. The books are mostly dwarven theology and gnostic writings. Some pages have been torn out and are scattered about. Some smashed pottery and glass bits are on the floor as well.

Behind a false panel in the wall behind the bookshelf (treat as secret door if searching) is a small chest containing 381 sp, 228 gp and 767 cp.

90. Inaccessible Cell

Clearing the rubble away takes 1-3 turns. This cell has a single bed, a large desk, five chairs and a small table along with a stone wardrobe.

The niches in this room are bare.

Inside the wardrobe beneath a pile of rags is a small silver jewelry box (worth 100 sp). Inside the box is a platinum ring, radiating strong magic (**Pashal's Ring of Wonder**).

91. Cell

Webs cover over the doorway here and across the hallway and ceiling outside the chamber. Inside the chamber is filled with webs as well as the husks of hundreds of rats, as well as centipedes, crickets and bats.

Among the ruins of the furniture, beneath the sticky mass of webs, can be found:

- a blood-flecked woollen pouch holding a couple of old copper coins, green and weathered (worth 100 gp to a collector)
- a pewter pot
- a polished silver bell (worth 75 gp)
- a wax prayer candle embossed with the seal of the High Priest of the Chantry
- a grey leather jerkin sized for a dwarf
- a richly illustrated tome entitled *Alashar's Guide*, being a textbook for the apothecary and herbalist trades (worth up to 100 gp)
- a pewter flask of lamp oil
- a canvas pouch with a six copper coints, a few colorful pebbles and a folded piece of parchment with the warrant and 1 gp bounty for the head of any wolf shot within the Duchy of Arashar
- a leather pouch with 17 gp.

92. Small Storage Room

This small room is a wreck. Webs cover part of the doorway, but not the interior of the room.

The shredded, moldering remains of blankets and robes are piled on the floor and there is a strong acidic smell here.

A small crack in the ceiling toward the back of the room allows water to trickle in and run down the wall.

There are several small holes in the back wall.

The earthquake that rocked the area diverted an underground stream to cut across a seam of rock that creates an acrid smell that the giant spider in room 76 finds offensive enough to leave the room alone.

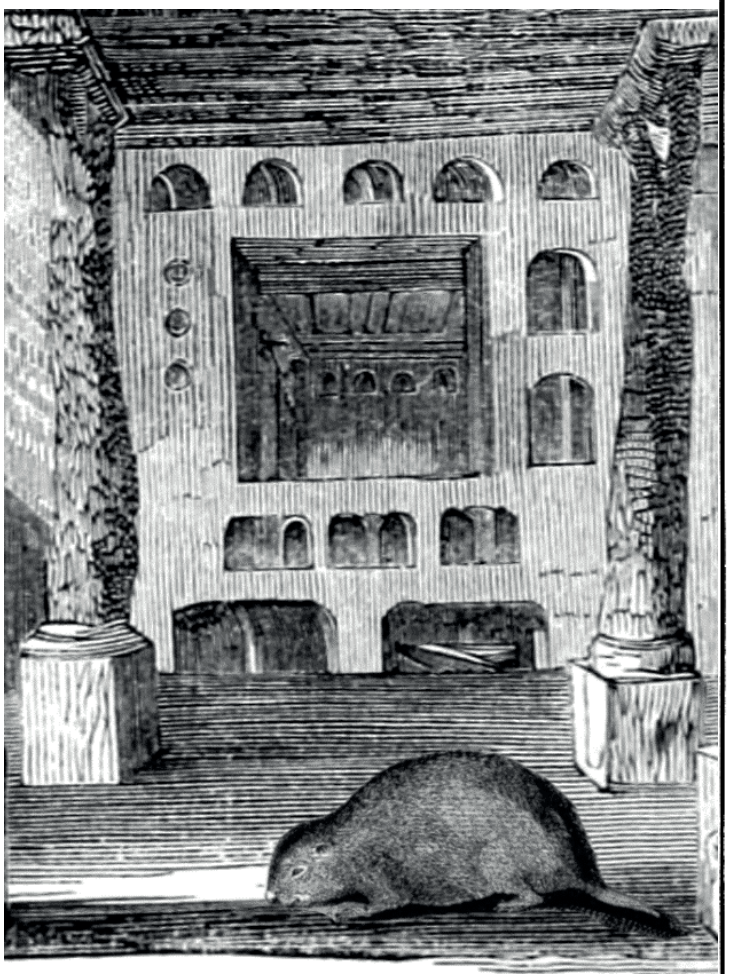
The room has become a safe haven for a pack of **Giant Rats**, who don't mind the smell whatsoever.

Small holes in the back wall allow the rats egress from the room

There are 42 Giant Rats here.

Amid the jumble of the rat's nest can be found:

- a serrated dagger, a red leather wrist-brace
- a pouch containing several ancient brass (7), silver (14) and copper (11) coins from throughout the Midlands, the collection is worth 86 sp
- a deerhide pouch with rat skulls sewn into it, with sling bullets
- a frayed pennant in the colors of an ancient mercenary company
- a deer-hide money belt branded with the seal of the city of Ostaven and holding 24 gp, 10 sp and 82 cp
- an antique, decayed bronze knife engraved with the mark of the Caliswood, a name that has existed since before the founding of the Empire, which might be sought after by historians, and is quite valuable to the right collector (perhaps as much as 900 gp)
- Scattered throughout is also 7432 cp, a huge pearl (worth 500 sp) and an amethyst and gold necklace (worth 1200 sp).



93. Cell

Amid the jumble of rubble and furniture in this room are hiding 11 **Cave Crickets.** If startled, they will begin chirping, attracting the attention of other creatures on the level (increasing the chances for random encounters by 50% for the next 6 turns).

The Cave Crickets do not fight.

A thorough search of the room with turn up:

- a quart flask marked with a Daamsport seal, containing olive oil
- a 7-inch white marble ox (worth 6 sp)
- a square tin, richly decorated with unspeakably indecent acts, full of mold,
- a clay pipe embossed with the image of a laurel wreath
- a water-warped sheet of brittle parchment inscribed with the name and address of an almshouse in the town of Ostaven
- a pair of high boots worn so dull by years of use that no amount of polish will bring back their shine
- a pewter flask emblazoned with the seal of the Duchy of Emfram which is full of brandy
- a part of a golden torc, set with rubies worth 300 sp, worth more if the rest can be found (in niches in room 123, Brethren Chapel - together the whole torc is worth 1000 sp)

94. Storage Room

Water has ruined nearly everything in this room and rubble is piled on the floor. There is nothing of interest or use here. This is a **Giant Rat** nest, home of 31 Giant Rats:

Small holes in the back wall allow the rats to move freely between this storage room and room 92.

95. Cell

Water has pooled into the center of this room, causing part of the floor to sink in. White fungus covers nearly everything in the room except a pile of rubble in the far (SE) corner.

The rubble is a **Giant Centipede** Nest containing 17 giant centipedes.

Everything of interest in the room has been destroyed by the centipedes and fungus.

The fungus is safe to eat and nourishing, providing up to 12 meals.

96. Cell

Water is pooling in this room. A white, chalky fungus is growing over everything. The furniture and contents of the room are unrecognizable under the fungus.

Many of the creatures of the level feed on the fungus, so chances of an encounter here are doubled (treat undead as no encounter, however).

The fungus is quite safe to eat and is nourishing, providing up to 23 meals.

97. Cell

Water covers the floor of this room and white fungus is growing everywhere, including on the ceiling and outside the door.

The furniture and other contents of this chamber have long since been ground to dust by the fungus.

Many of the creatures who dwell on this level eat this fungus, so chances of an encounter here are doubled (treat undead as no encounter, however).

The fungus is safe to eat and can provide 17 meals.

98. Cell

Water has pooled on the floor in this cell and a white fungus covers everything. There is no rubble or furniture in this room, just empty floor, walls and ceiling covered in the white fungus.

Because many of the creatures of this level eat the fungus, chances for encounters here are doubled (treat undead as no encounter).

The fungus is safe to eat and can provide 13 meals.

99. Blocked Cell

Rubble blocks the entrance to this cell completely.

Nothing has been in this cell since the earthquake, which blocked in 4 **Ghasts.**

The ghasts have destroyed nearly everything in the room in their frustration over their long imprisonment.

A thorough search through the rubble of the contents of the room will reveal 43 gp and a gem (topaz) worth 125 sp.

100. Cell

The southern wall of this room has collapsed, and parts of the ceiling have fallen in. The furniture in the room has been crushed and thrown about.

In the shadows are lurking seven **Ghouls.**

Amid the rubble can be found:

- an ornately crafted and richly decorated (with Dwarf saintly images) breastplate
- a leather sack containing a long bow, a flask of polishing oils and bowstrings, a fletching kit with extra feathers and needle and thread for repairing arrows
- a pair of stylish blue trousers made by a master tailor in Ostaven
- a gopherwood staff
- a water-stained foil etching of a sacred oath (if meditated upon for 24 hours, gain bonus of +1 on all rolls for 1 hour)
- 87 gp scattered about

101. Pool

5 **Giant Lizards** are battling with 4 **Ghouls**.

Normally, they leave one another alone but the lizards had just taken down a giant spider when the ghouls happened on the scene. The lizards reacted to the new threat, protecting their kill. Thus, the battle began.

The combatants will ignore any newcomers in the area unless the newcomers interfere, then both groups will turn on the newcomers (until the lizards can make off with the spider, that is - they will cut their losses and run with their quarry at the first opportunity).

102. Stream

The water flows across the floor here and branches through the partly fallen wall at the edge of the chasm (63) and over the edge into the oblivion.

On a small ledge about 8' down, between the two waterfalls, is a small glint of shiny metal.

On that ledge is a very dented golden chalice (worth 225 sp) and a silver necklace with two ornate silver charms on it (prayer beads - one of bless and one of cure).

103. Destroyed Cell

The entrance to this cell is almost completely blocked by rubble from the ceiling that has collapsed here, with only a small opening (about 1' high by 2' wide) near the top of where the doorway should be.

Inside the cell 87 **Bats** which will swarm out if the rubble is breached.

Mountains of guano cover everything in what little is left of this room.

There is nothing left of value here.

104. Distinguished Guest Cell

The far corner (southwestern wall and ceiling) has collapsed here, destroying a huge, elaborate bed that was against the far wall. Similarly, an armoire was crushed by the collapsing wall here. Still in fairly decent shape are an ornate stone table and four stone chairs (that once were upholstered but have long since rotted away) and an iron bound oak chest.

The **Ghost** of the former occupant, a visiting dwarven warrior priest from another sect became infected with the plague and died here. His spirit haunts this chamber but goes no further (as, in life, he feared running water, in death his spirit will not cross the water outside this chamber).

Among the rubble of the room (mostly in the ruin of the armoire) can be found:

- a pair of embroidered white leather shoes (ruined)
- a noisy chainmail shirt sized for a dwarf decorated with ceremonial religious runes
- a massive battleaxe decorated with images of storm clouds, lightning and wolves and dressed with two blood-flecked blessing ribbons affixed to the striking head
- a silver bell engraved with the design of a candle (worth 50 sp)
- a rusty iron key
- a half a bottle of gold-label Malanese brandy.

The iron bound chest is locked (the rusty iron key unlocks the chest) and contains (all dwarf sized) a red surcoat and a black mantle, like new chain mail, a great mace and a scroll.

- The scroll contains the clerical spells Aerial Servant and True Seeing
- The mantle and surcoat are normal items, suitable for dwarven priests (though several centuries out of fashion).
- The chain mail is magical - it is **Darfal's Blessing**.
- The mace is also magical - it is a near legendary weapon known as **Mitragar's Bane**.

Semi- hidden under the (remains of) the bed is a magical staff known as **Darfal's Hammer**.

105. Protectorate Brothers

The entrance to this cell is completely blocked, and the south and west wall and ceiling have collapsed littering rubble throughout the room.

It is difficult to discern the original layout of this chamber; the furniture has been destroyed and broken stone and dirt covers everything.

Searching the room could take hours and would only turn up broken bits of pottery and shreds of cloth, broken bits of painted plaster, two broken swords, the remains of a crossbow and a completely flattened and useless helmet.

The walls of this chamber were plastered and painted in frescoes (see 130 & 131 for details of what these frescoes may have looked like) but the plaster shattered and crumbled to the floor.

There is nothing of value in this room.

106. Cell

Southern wall of this chamber has collapsed, rubble pouring through the opening from the completely collapsed chamber to the south.

Tearing apart the already broken bedframes in this chamber are 3 **Ghasts.**

While the contents of this room are generally destroyed, a complete search of the rubble and detritus will turn u:

- a tarnished armor breast-and-backplate boldly decorated with the symbol of the high priest
- a tiny ivory idol of the hero Ahlboran strung on a tarnished silver bracelet
- a bundle of untreated torches
- a bone mourner's flute engraved with a design of a tree
- a 5-foot iron torch pole with a fistful of charcoal in the cage (magical – **Torch Pole**)

107. Cell

The furniture in this room is broken and scattered about the room.

Amid the rubble can be easily found:

- a richly decorated black vest tailored in Malan's famous garment district
- a battered stiletto covered in sacred dwarven scripture runes
- a frayed, fire-damaged and age worn flag in the colors of the King Hargeth.

108. &109. Garderobes

A low shelf along the wall has four holes in it. The shafts fall over 300' to a swift-running underground river.

The holes are about 2' in diameter each and a desperate being could easily slide down them to the stream below (taking only 1d6 hp damage per hundred feet of slowed descent). The water is dangerously cold, however, doing 1d6 hp of damage per round. The stream at times narrows to inches in its travel through the deeps.

110. Storage

This room was obviously a storage room but has fallen to ruin. For every round searched per person, there is a 5% cumulative chance of finding one of the following items:

- An excellent dagger with a decorative handguard in the shape of opposing dragons' heads, and a black leather sheath featuring embossed gothic crosses (**Nighthawk**)
- A grimy two-handed flail with an iron striking-head in the shape of a wolf's skull. It has a worn leather strap designed to tie the chain to the handle for storage.
- An embroidered dress.
- An annotated leather-bound edition of *The Life of Saint Gallius*
- A fine throwing hammer engraved with a motif of skull symbols recognized by followers of The Death Dealer. It includes a pigskin tether.
- A hammer etched with the coat of arms of the Seward clan, a family known for making trouble in Royal politics.
- Searching the room is also mildly dangerous: there is a %age chance of 25 minus the PCs Dexterity score of getting a cut on any unprotected hand (1 hit point, -1 to attack for one day, save vs. poison or become infected: fever and chills for two days, -2 to AC).



111. Cell

Haunting this area are the spirits of six Dwarven Underpriests who died here (**Spectral Haunts**). Their spirits wander the hallway outside this room, trying to steer the living into this cell.

Inside, the six corpses are laid out on the floor, mummified by time.

If the spirits lead the PCs into the room, each spirit will stand next to a different corpse and stared down at it, with their heads tilted to the side, sad looks on their faces.

This cell has six bed niches in the wall, but none of the other "regular" furniture expected.

Instead, there are six great throne-like stone chairs along the wall opposite the door.

From left to right, the backs of the chairs are carved with scenes depicting: a dwarf warrior fighting a dragon, a dwarf priest blessing a child, a dwarf mage working a wonder, a dwarf wearing a hood, half-hidden behind a pillar, a dwarf priest driving back a demon, a dwarf warrior fighting a giant snake.

If any character sits on any of the "thrones," one of the **Spectral Haunts** will try to possess the PC. The Underpriests represented six different brotherhoods among the monks in the Chantry, depicted by the symbols on the backs of the chairs. Two were single classed clerics, the rest were dual classed: two fighter/clerics, two magic-user/clerics, one assassin/thief/cleric.

PCs who sit on the throne get a Wisdom check (WIS or less on 4d6) to resist possession.

If the Spectral Haunts succeed in possessing any of the PCs, the possessed PCs will attempt to search the Chantry for survivors of the plague. For every day that passes in the search, the PC makes a Wisdom check with a bonus of -1 to the roll to resist the Spectral Haunt's presence. After four days of fruitless searching, the Spectral Haunts possessing any PCs will give up in despair, leaving the PC, and the mortal world, forever, wailing and moaning as it trails off in the distance (increasing the chance for wandering monsters wherever this happens).

Possessed PCs "become" the Underpriests when they are possessed, speaking, thinking and acting as devout dwarf leaders. Time and death has made them a bit insane and they have forgotten much, except their obsession to find survivors, to restore the Chantry.

However, once the Spectral Haunts leave the possessed PCs, each PC may retain some memories from the Underpriests. PCs will retain one memory per plus of Wisdom bonus the PC possesses. In the case of a PC having a penalty on his or her wisdom, that PC actually loses one of his or her own memories when the Spectral Haunt dispossesses them! The GM is free to use these memories to drop hints to the party about areas of the Chantry, or they could be simple happy childhood memories, or random nightmares, or whatever the GM imagines.



112. Cell

The ceiling of this room has fallen in.

If the PCs search through the rubble, there is a 5% cumulative chance per person per round of bringing down more rubble from the ceiling. If this happens, PCs make a Dexterity check (DEX or lower on 4d6) to avoid the collapsing rubble.

A collapse here has a 50% chance of bringing down the ceiling in each adjoining room. A collapse in another room has a 50% chance of causing a collapse in adjoining rooms, and so on until the chain of collapsing ceilings stops.

113. Cell

4 **Ghasts** will leap out and attack anything that enters this room. The furniture is scattered and destroyed.

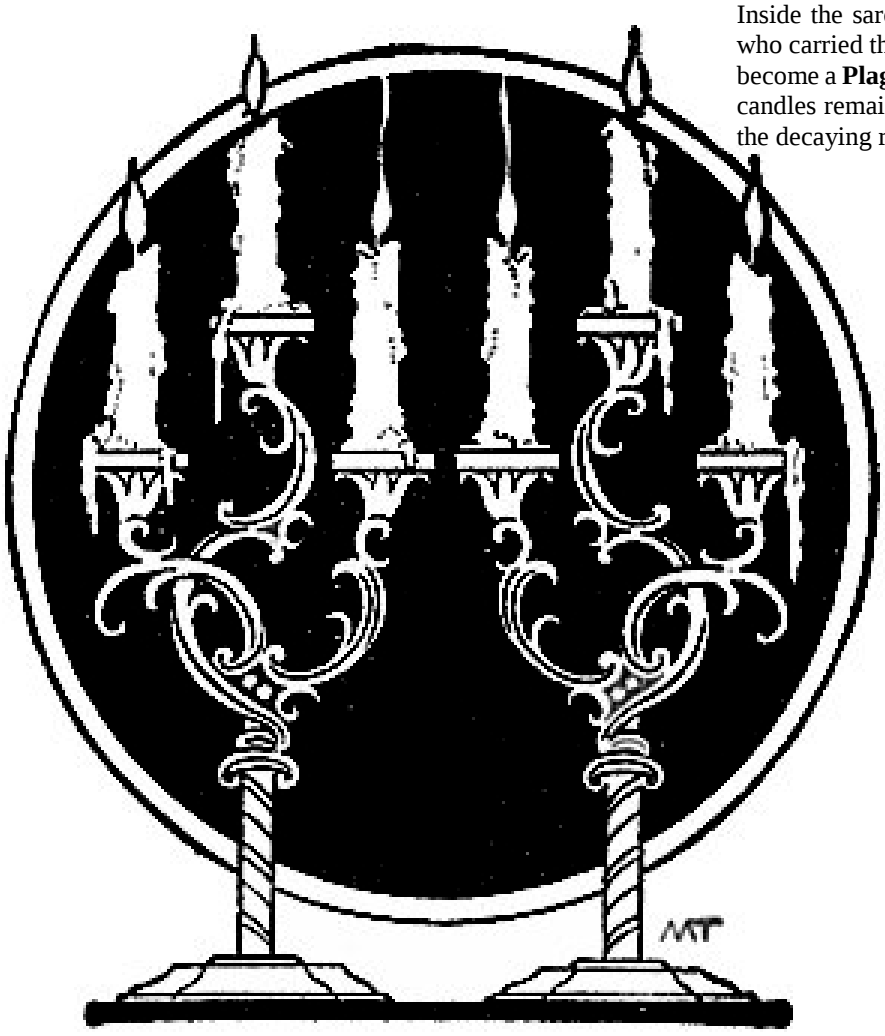
There is nothing of interest or value in this room.

114. Cell:

This cell has a wooden door which is closed and locked (the key is long lost). On the door are carved the dwarven runes of danger and death. The stonework around the door is chipped and scraped and clawed, while the door itself remains perfectly intact. A powerful variant of the protection from evil spell 10' radius covers most of this chamber (centered on the sarcophagus, see below).

Inside, all of the normal furniture has been cleared from the room. In the center of the room is a sarcophagus. Behind the sarcophagus is an altar table with two candelabras with burning flames.

The flames fuel the protection spell as long as they burn. If the flames are extinguished (and any natural means will do so), the spell weakens: with each flame extinguished the effective radius of the spell weakens by 2' with the last two flames sealing the sarcophagus and keeping the occupant in stasis (see below).



Inside the sarcophagus is the remains of the first dwarf who carried the plague into the chantry. The creature has become a **Plague Wight**. Provided the flames on the altar candles remain burning, the Plague Wight appears to be the decaying remains of a dwarf.

If the candles are extinguished, the Plague Wight will burst forth from the sarcophagus and attack.

The Plague Wight will attack with its claws and bite (in an attempt to infect its victims), ignoring the mace in the sarcophagus.

Buried with the creature were all of its possessions:

- a cloak made of black wolves' hides
- a mold-eaten piece of parchment on which is written "The Prayer of Ahlboran," an abridged edition of "The Life of Ahlboran" simplified for the lay reader
- a mace (**Wrathbringer**)

115. Cell

The furniture in this cell is relatively intact, though moldy and damp.

In the center of this room is a 1' cube of perfectly black basalt. The stone does not radiate magic, there are no seams or flaws in the block of any kind. As a stone, it is worth 100 gp (weight 250 lbs - a hint that there might be something more here than meets the eye since 1 cubic foot a basalt is about 187 lbs).

The center 6" cube of the block is hollow and contains a 6"diameter solid golden sphere (worth 15,000 gp)

116. Cell

This cell is well lit, a flickering glow that spills out into the corridor beyond. In addition to the normal furniture that most cells contain (which is in fairly good condition), in the far corner of this cell is a brazier which is burning with a warm, orange, smokeless fire.

The brazier, which is about 4' in diameter and weighs about 400 lbs, is magical. The command words for the brazier are lost to time. In addition to warmth and light, the brazier radiates a repel evil magic, 30' radius.

This is not as powerful as protection from evil. It causes evil creatures, or beings with evil intent, to dread the area and desire to be away from it. However, if there is something particularly desirable to the evil creature within the sphere of magic, they roll a save vs. magic and if successful, the evil creature may overcome its aversion and enter the magically protected area.

The undead of this area avoid this cell whenever possible. They are not likely to even look inside unless they see someone enter or hear particularly loud sounds coming from within. The aura of "protection" extends to cell 126 and the nave of the Chapel of the Brethren as well.

117. Cell

What little furniture this cell had in it has been reduced to rubble.

Searching this room (1-2 Turns) reveals:

- a large bird cage
- a pair of worn and moldy leather shoes
- 26 gold coins at the bottom of a stinking oilskin sack bursting at the seams
- black wool robes embroidered along the fringe with a motif of ravens and bare branches
- a belt of knotted cord, red in color
- a bone pipe engraved with odd magister's symbols
- an age-worn pennant in the colors of a long forgotten merchant house

118. Cell

Four **Ghasts** are hiding in the rubble in this room.

There is nothing else of interest or value in this room as the furniture has all been destroyed.

119. Secret Treasure Room

The secret door to this room is locked and trapped. The walls here are carved with an intricate geometric design, with a hole in the wall at each intersection point of the design (there are approximately 2,200 holes, each about ¼" in diameter), extending down the "corridor" of this area 10', and the entire 10' section of wall containing the secret door.

If the key is not inserted in the correct hole and turned twice clockwise, 2,200 poison darts will shoot into this corridor. The poison has long since dried up and is inert (it was a sleeping poison), but every tiny dart is clearly coated with some black substance, which should give the PCs pause for some concern. 6-120 (6d20) will hit any given PC in the corridor, doing one point of damage per 10 darts which hit (rounding down – thus 24 darts would do 3 hp damage).

When the High Priest became unstable and began dismantling the Deepflame, some of the Cloistered Brethren gathered some of the Keystones and hid them here along with a few other powerful items they feared could fall into the hands of the High Priest if their worst fears were realized (and they were). They set the most powerful guardian they could on this chamber, a **Guardian Demon**, and trusted in their secret, their faith and their guardian to keep these items safe.

Inside the chamber, area 119, is the secret treasures of the Brotherhood of the Chantry:

- a golden box embossed with dwarven saints worth 600 gp, inside the box are 6 pieces of green jade (worth 150 gp each) which radiate faint magic if detected (these are some of the **Keystones of the** Deepflame, q.v.)
- a silver chalice worth 200 gp
- a smaller golden chalice worth 250 gp
- three dwarven ceremonial golden caps worth 200 gp each
- three golden dwarven holy symbols worth a total of 420 gp
- a prayer book (worthless)
- an Image of Alboran, Dwarven Hero and savior of the Chantry (terra cotta, worthless to most, priceless to a faithful dwarf).
- an **Elixir of Life**
- three **Potions of Longevity**
- a **gem of seeing**
- a **Robe of Stars**
- a **Staff of Striking**

120. North Narthex

Carved into the floor here is an intricate ancient dwarvish design. If detected, it will radiate a faint magic.

The carving (it is really a design of interlocking runes) translates as:

"Consecrated ground from life to death in holy harmony."

The design is a dwarvish blessing on the chapel, repurposing it as the brethren's tomb - thus the aura of magic in the design. It is quite benign and will not affect anyone who steps on it, reads it or defaces it in any way.

121. South Narthex

The floor here once held an intricate carving as the North Narthex floor (qv) but the upheavals of the earth have cracked the floor and shifted the stones in such a way that the design is unrecognizable now and all traces of the aura of the blessing have dissipated.

A dozen **Cave Crickets** lurk here. Anyone who enters the narthex will cause the Crickets to begin chirping. If agitated, they will draw the attention of the Giant Lizards feeding at area 126 and increase the likelihood of random encounters by 50% for the next 6 turns.

122. Chapel of the Brethren

The vaulted ceiling of this room rises high overhead, easily 60 feet or more.

The walls are carved ornately with columns and geometric patterns.

Two rows of seats line each side behind low stone screens.

At the far (east) end is a large altar table standing 18' high, 12' long 5' deep. and the far wall is carved with large niches (eight niches, paired side by side, four lower, four upper).

At the southeast end of the room is a door that opens inwardly (to room 124, the Vestry).

Behind the low screens on either side are piled hundreds of mummified dwarven bodies. When the plague struck the chantry, this chapel became the brethren's crypt and the bodies were prepared for burial and carefully placed in holy rest here.

However, not all the brethren lie at eternal rest. In the eight niches in the eastern wall are 8 **Guardian Mummies** who will attack if they are disturbed, if the bodies of the brethren are desecrated, if the chapel is desecrated, or if the Repository of the Secrets of the Ages (room 123) is breached.

Each of these mummies has a special ability: to raise up the dead in defense of chantry and the secrets of the ages. Once per round, each mummy can raise up a fallen dwarven brother to attack. It is the only action the Mummy can take in the round. These are **Fallen Brethren**, which rise in all appearances as mummies, but they are not. Fallen Brethren are special undead.

There are **384 mummified dwarven brethren** remains here that can be raised. The Fallen Brethren will go wherever the Mummies who raised them go (thus, if the mummies will not leave the chapel area, neither will the Fallen Brethren). If roused the mummies will attack until destroyed and will pursue throughout this room, but will not pursue beyond, unless items are taken from room 123, in which case they will pursue relentlessly.

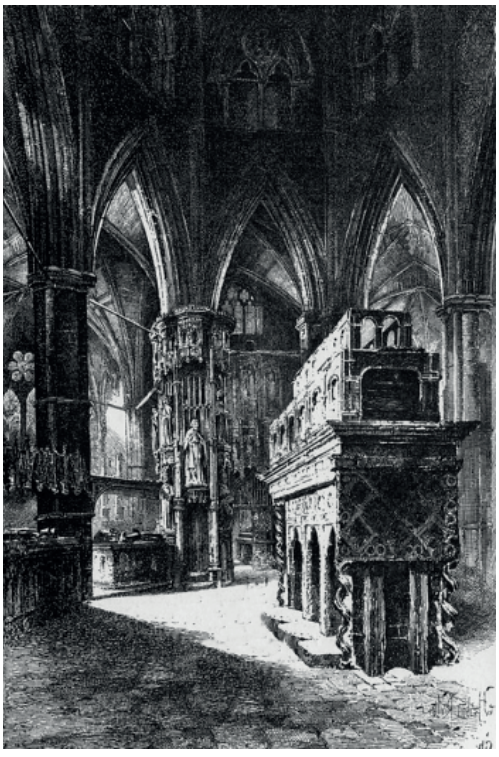
The seal of the High Priest puts these spirits to rest as would anyone wearing the vestments of priests (treat as if "turned" by a cleric).

Scattered among the niches are:

- 3123 sp
- 3 pieces of jewelry (1 gold bracelet worked with cat features worth 100 sp, a gold bracelet set with jade worth 250 sp and part of a gold torc with rubies worth 200 sp, more if the rest can be found, in cell 93 - together the whole torc is worth 1000 sp).

There is a concealed door in the altar where offerings and sacrifices were placed containing:

- 8 small semi-precious stones (6 quartz worth 15 sp each, 1 jade worth 30 sp and 1 amethyst worth 45 sp)
- Coins: 87 cp, 17 sp, 18 gp



123. Repository of Secrets

The door to this secret room is locked with a special lock. On the wall here is a carving of a grotesque face.

To open the door safely, fingers must be inserted in the pupils of the eyes of the face and the eyes must be rotated, the left hand counterclockwise, the right hand clockwise, three turns. If done properly, a grinding sound will be heard and the door will swing open inwardly.

Inside, this room contains several shelves of books and scrolls (along the southern wall), a table with five chairs around it in the center of the room, and three small chests sit against the eastern wall.

These treasures are protected by two **Guardian Demons**.

The books and scrolls are important to the dwarven religion, but of little interest to others outside of the faith. They contain information, however, that shakes the core of dwarven belief (in what way is up to the GM) and the powers of the dwarven priesthood felt it important to keep the information secret.

Unlike some of the Gnostic writings (room 85), very few of the brethren even knew these writings existed.

The three chests contain some artifacts the Priesthood felt best kept away from the world as well.

Chest #1: contains a **Book of Damnation**
Chest #2 contains 12 missing keystones from the Throne of the Deep Flame.
Chest #3 contains **Mallus' Band of Splendor**

124. Vestry

The door to this room is not locked, but it is stuck.

Inside the room are several racks of (dwarf sized) priestly vestments - robes, albs, amices, cassocks, capes, chasubles, gauntlets and stoles in various colors and with a variety of designs embroidered into them.

The designs are hundreds of years out of fashion for any dwarven cleric, though they might be of historical interest to a current dwarven temple.

Note: donning these vestments will effectively "turn" the mummies in room 122 (even if they are not worn properly, and even if they are not worn by a dwarf) and other undead on this level as if a priest/cleric of 12th level.

125. Cell

The contents of the room are in disarray. Most of the furniture is broken and all the wood in the room suffers from dry rot. The south wall is dominated by a huge mosaic depicting the Dwarven Creation story.

The mosaic radiates magic if detected.

The tiles of the mosaic, most of which are black, grey and red are covered with an unidentifiable black, greasy substance (harmless, but stains whatever it touches).

17 of the tiles, the irises of the characters depicted, are glittering blue gems. If the gems are touched in the proper order, the mosaic animates, telling the creation story from darkness and chaos to light and order, focusing on the dwarven people.

If the blue gems are touched in the wrong order, or if they are removed, 1d4 **Tile Creatures** drop from the mosaic per blue gem touched (that is, if 6 gems are touched, 6 to 24 Tile Creatures drop from the mosaic). If there are any dwarven people in the room, the Tile Creatures take on an aspect of the Creator and, with one booming voice, tell characters not to meddle with things that are beyond their understanding. If no dwarves are present, the Tile Creatures will attack everyone in the room, but will not pursue beyond the chamber. The blue gems (Topaz, worth 100 gp each) can be pried from the mosaic (dropping 1-4 Tile Creatures for each gem pried free) but this destroys the magic of the mosaic.

There is nothing else of value in the room.

126. Cell

This room has been cleared of all furniture and stacked high with mummified bodies of dwarven brethren, though these remains have been shredded and scattered about the room. Amidst the jumble of mummy parts are two **giant lizards** feeding on a nest of giant centipedes. The lizards will ignore any non-threatening creature who enters the room while they are feeding. In 4 rounds they will finish their feast and become very aggressive, attacking anything that moves.

The brazier burning in cell 116 extends its radius of repel evil to this chamber. See entry for 116 for more details.

Amid the mummified body parts can be found (search takes 2-8 rounds):

- a half-pound tin stamped with a strange symbol, full of stale tea leaves
- a warrior-priest's iron mantle bearing the image of a twin-tailed comet
- a woollen beret
- a 50-pound bag of millet, long spoiled
- an annotated edition of *Founding of an Empire*
- a brass badge shaped like a coiled snake.

127. Cell

The door to this room is locked and magically sealed. A knock spell or dispel magic (vs. 5th level) will dispel the magical seal, but the key for the physical lock on the door is on the possession of the Lesser Priest within.

If the PCs open the door quietly (the seal dispelled and the lock picked), they see an immaculately kept cell, distinguished from most other cells by a larger bed and the presence of several upholstered chairs.

The furniture is in useable condition. Peaceful entry will cause the occupant to rise up out of the bed and greet the PCs cordially, if stiffly. The Lesser Priest will ask why the PCs are in his chamber, ask what has become of his brethren. He will become more and more agitated as the interview proceeds and eventually some small remark will set him off, exactly as if the PCs had kicked the door in, below. If the PCs enter forcefully (Kick the door open, magically shatter the door, etc), they will be greeted with an irate, insane **Priest Corpse**.

A general search of the room reveals:

- a fine cherrywood box inlaid with mother-of-pearl containing jeweler's tiny files, chisels and hammers, monocle, buffing cloths and other gem-cutting tools
- a greatsword with dried blood on it
- a set of seer's runes carved from soapstone
- a fork made of silver
- a keyring with the key for this room and three other keys, all brass, no identifying marks.

Behind the bed is a secret sliding panel (treat as secret door) that opens to reveal a 5' deep, 2'x4' niche in which can be found:

- 3021 cp
- 1814 gp
- 386 pp
- **Potion of Climbing**
- 7 crossbow **bolts +2**
- a magical Flail (**Geron's Wrath**)

128. Distinguished Brother's Cell

This room has been gutted by fire, the walls and ceiling outside the doorway are blackened and the charred remains of the wooden door hang precariously from the twisted hinges. Lumps of blackened rubble litter the floor.

If the room is searched, nothing useable will turn up, but the blackened bones of the former occupant can be found. If assembled, the **Skeleton (Dwarf)** will animate and serve the first person to touch it once it animates.

Speak With Dead cast on the Skieleton will give it the ability to communicate permanently.

129. Distinguished Brother's Cell

Rubble piled near the doorway of this cell makes it very difficult to access. The southern wall is collapsing as water pours through, streaming out the doorway. Fungus and mushrooms grow here, and molds cover everything.

Among the rubble are a number of useable items, though most need cleaned of course:

- a well-crafted sword with a rotted grip
- a time-worn battleaxe, dented and beaten from many skirmishes
- an infantryman's pitted metal helm engraved with a now unrecognizable sigil.

130 & 131. Protectorate Brothers

These cells (along with #105 and the completely destroyed cell to the west of #105) housed the guardians of priestly visitors to the Chantry.

These brethren were skilled warriors as well as devout monks.

As the Chantry had few such visitors, the Protectorate Brothers eventually took up other pursuits, one of which was painting. Thus, the walls of the cells are painted over (layer upon layer) in frescoes of scenes depicting dwarven mythology.

130. Afterlife Cell

This cell contains two beds, two chests, two armor racks and two weapon racks, all empty.

The walls are brightly painted in scenes of dwarven afterlife.

While the chests and niches of this cell are empty, there is a secret panel behind one of the niches wherein one of the brethren hid his treasure: 1345 sp.

131. Creation Cell

This cell contains two beds, two chests, two armor racks and two weapon racks.

The walls are painted in scenes depicting the dwarven creation story.

One of the beds has the remains of blankets on it and one armor stand has some rusting chainmail hanging from it.

On the weapon rack near that armor stand is a warhammer and a battleaxe.

The chest at the foot of the bed has three (rotted) robes in it, a pair of (dwarf sized) boots, a pair of breeches and a shirt and a small brass ring (worth 12 cp).

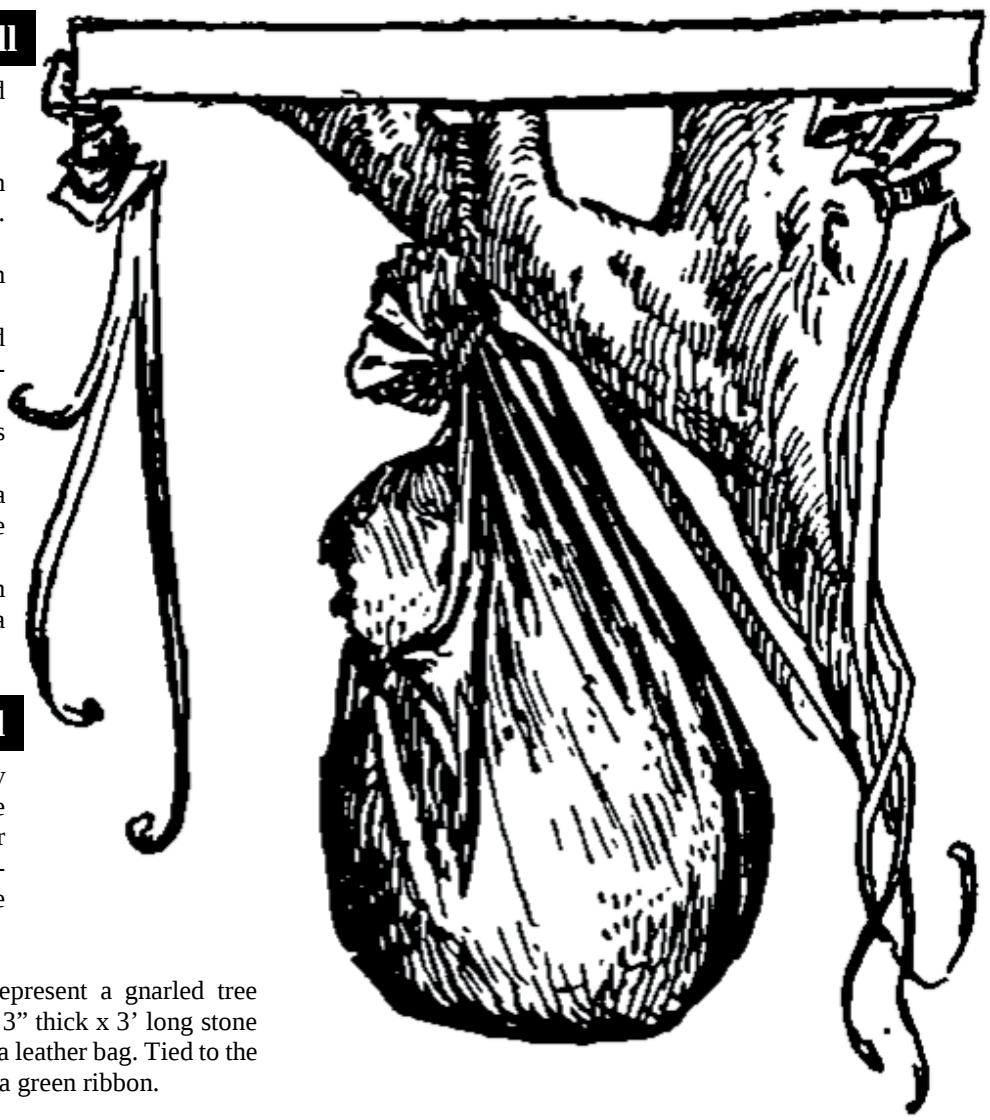
132. Cell

The furniture here is wrecked, pushed toward the southeast corner.

Three **Ghouls** will attempt to ambush any living being that enters the room.

Among the rubble, after a thorough search, can be found:

- an enormous ermine-bound book entitled *The Spoils of Winter*, mostly intact
- a ring of keys, one of which is made of pewter
- a mud-caked mail shirt with a hammer symbol painted on the breast in red
- a small pewter box etched with the image of an axe. It contains a piece of Saint Alboran's sandal.



133. Cell

The furniture in this room is neatly stacked in the corner opposite the doorway. If the furniture is moved or searched, behind the pile of stone furniture, jutting from the wall can be seen an unusual shelf.

It appears to be stone carved to represent a gnarled tree branch which supports a 12" deep x 3" thick x 3' long stone shelf. Hanging from the "branch" is a leather bag. Tied to the "branch" and the shelf are a red and a green ribbon.

The bag (or, rather its contents) and the ribbons will radiate magic if detected.

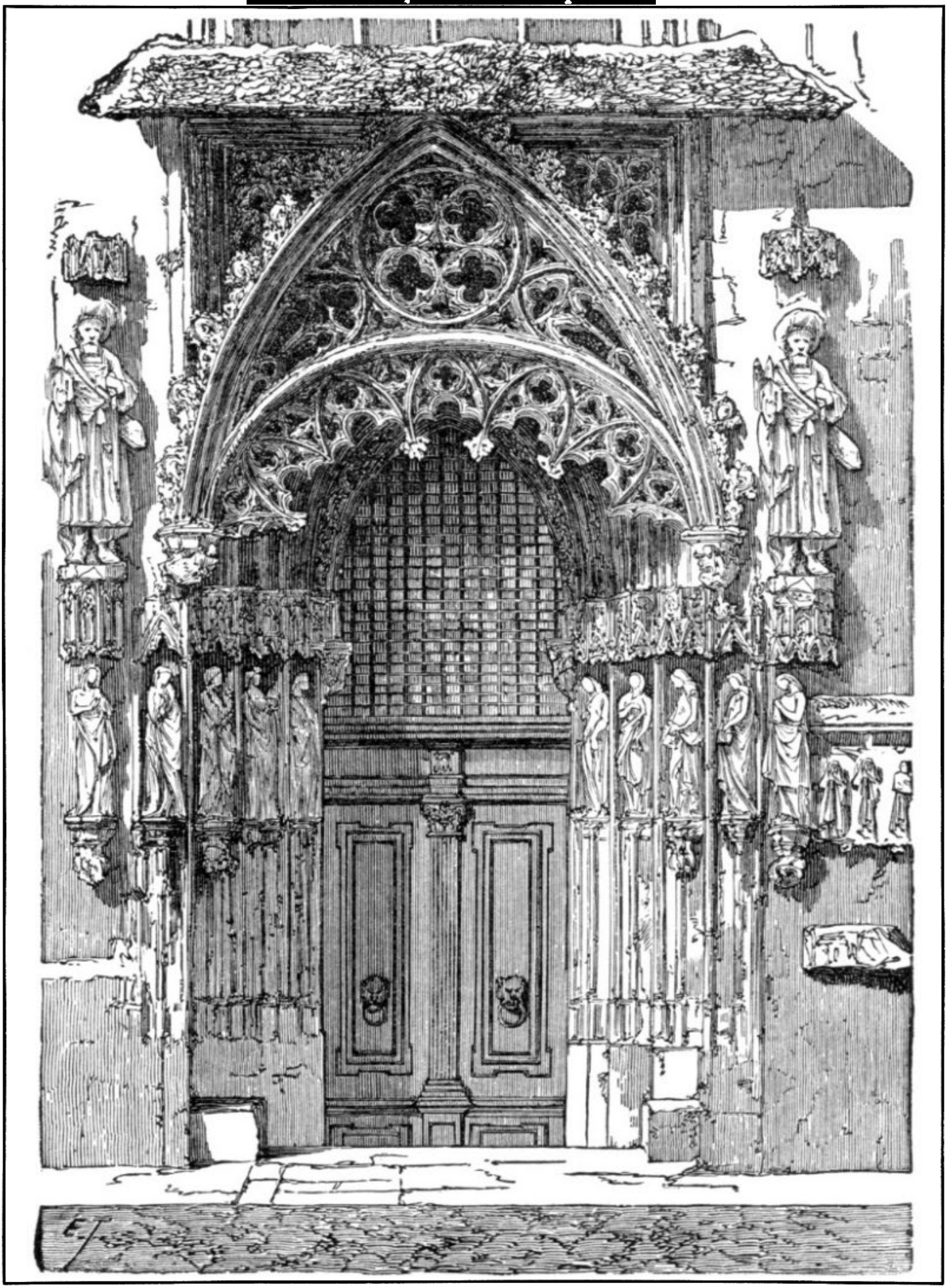
The ribbons are the **Streamers of Halidon.**

The leather bag is stuffed with hair. If someone could divine the origin, it is primarily dwarf beard hair, though that is not self-evident. Most of the hair is grey or white, though some is black or brown as well.

The hair is magical:

- Any dwarf who weaves the hair into his or her beard gains the benefits of a bless spell for 1d4 weeks
- A non-dwarf who applies the beard hair will be transformed into a half-dwarf unless a save vs. spells is made.
- If transformed, the half-dwarf gains dwarven racial benefits (darkvision, detect sloping passages, etc.), and gains +1 to Strength, but also has a -2 to Charisma penalty applied (he or she becomes a particularly ugly half-dwarf).

The Chantry of the Deepflame



SANCTUM OF THE HIGH PRIEST
(AREA E)

The Grand Staircase winds up the shaft over 600', coming to an end at a large landing. The shaft continues to rise another 60' above the level of the landing, ending in a dome. When the Deepflame is ignited, the dome glows blue and bathes the entire shaft in a cool, even light. Under current circumstances, the shaft is dark.

1. Grand Landing

The landing here is large and opulent. The balustrade, heavy and intricately carved from white marble, is dark stained in places.

The landing is covered in a large rug woven to depict a parade of dwarven high priests bathed in light, moving through the underworld. The rug is similarly stained, as if a dark liquid pooled in places, ruining the ancient beauty.

Beyond the landing is an ornate entryway. Two large (7' wide by 13') bronze doors are flanked by carvings of dwarven saints.

To the left and the right, above the saints, are statues of the great hero Alboran.

Above the doors and the statues, the wall is carved in ornate geometric patterns.

The statues are chipped, and some have limbs that have broken off.

The rest of the walls and the floor and ceiling here seem to have weathered the long years since the Chantry was sealed mostly unharmed.

In fact, these are **10 Marble Guardians (Small)** and **2 Marble Guardians (Medium)**, which the goblins (see below) engaged before attempting to enter the High Priest's level beyond. This is the last of the the traps set attuned to non-dwarves.

If any non-dwarf steps onto the landing unaccompanied by a dwarf (or the presence of dwarf blood), the Marble Guardians animate, leap down from the wall, and attack.

Like the traps on the Grand Staircase (see Area C), this trap can be circumvented by not actually stepping on the landing, by carrying some dwarf blood (even in a vial, or splattered on a person, the amount doesn't matter).

Once unaccompanied non-dwarves leave the area of the landing, the Marble Guardians remain animate for 4 rounds, then climb back up to their places on the walls.

Inside the entrance to the level beyond the great doors are **four goblin corpses**, dead for at least six months.

The Godking and the shaman levitated several goblins up to the top platform once the Godking realized the staircase was trapped. Fully a dozen goblins tried to gain access to the level, but the Marble Guardians (above) and the power of the Earth-gem (qv) prevented them.

These four stuck to the floor at the entrance and died, screaming for help from the Godking (who hovered off the edge of the platform watching these events unfold) until they died while their comrades died at the hands of the Marble Guardians on the landing outside. These four corpses are held fast to the floor and no amount of effort (short of a wish) will release more than fragments.

2. Main Hall

This expansive 20'x100' hall is elaborately decorated. Even the pillars which line the walls are carved and painted.

The walls and ceiling are carved with scenes out of dwarven scriptures depicting the creation of the world, the dwarven presence in heaven at the beginning of time. Later scenes show the dwarves being expelled from heaven and led to the underworld in broken chains.

The floor is tiled with highly polished stone in colorful patterns, torchlight dancing across the polished stone has the effect of **hypnotic pattern** unless a save vs. spells is made (at -2) each round.

The eyes of the paintings follow the characters (not just "seem" to, they actually do).

If anyone does anything to harm any of the murals on the walls (even accidently) they will be cursed:

- the cursed one will see eyes peering at them from dark places constantly for 1 year
- -1 on saves and making it hard for the cursed one to rest, needing 25% more time to get a normal rest - 10 hours to get a normal 8 hours rest, 30 hours to a normal full day's rest, etc.
- Negated by Remove Curse (at 12th caster level or greater)

3-9. The Office of the High Priest
3. Office

This chamber was obviously an administrative office. An ostentatious desk, with gold filigrees and large mother of pearl inlays.

On the desk are several sheaves of papers.

Facing the desk are three comfortable looking chairs flaking a small table. Behind the desk are large two doors and two doorways, a slight breeze and unpleasant odor comes from the doorway to the left.

Along the walls are bookshelves and tables with baubles and knick-knacks on them. Paintings hang on the walls and a large chandelier hangs from the ceiling.

The furniture is all expertly carved from alabaster to appear to be wood.

The uncomfortable looking chairs seem spindly and light, but they are sturdy and heavy (but they are, in fact, uncomfortable).

The papers on the desk are written in ancient dwarven and an ancient human language (DMs choice). They mostly deal with the minutia of day-to-day political dealings in the area several hundred years ago. It appears that some of the human language papers are accusations levelled toward a King Ferlaon, or perhaps Warchief or Headman Ferlaon, it's an old and unused dialect. The papers accuse Ferlaon of infecting his gifts with the Plague of Boils and Death that has begun to spread among the Dwarves in the Southlands.

There are other papers indicating the Plague of Boils and Death has been found in the Chantry and what appears to be, though written circumspectly, an edict to assassinate this Ferlaon.

The Baubles and Knick-knacks are curiosities, perhaps valuable, perhaps not:

- an astrolabe
- a stonemason's compass and set square
- a set of chisels, punches and hammers for stone shaping (all non-magical, but of highest quality)
- four large glass globes on tables contain colored liquid (blue, green, yellow and orange). There is no obvious means to get to the liquid short of shattering the globes. They do not radiate magic.

The globes contain distilled **Essence of the Elements** - blue - water, green - earth, yellow - air, orange - fire). These could be of particular use to the PCs as a means to free the Earthgem (area 11).

The books on the shelves are primarily ancient human history which would be of some value to a historian or a library or perhaps a sage, though they are bulky (30 tomes, 10-15 lbs each, worth a total of 200 gp).

Tucked in one of the books is a scroll (**protection from demons**).

The doors in the north wall are not locked. The secret doors in the north wall are locked and trapped. The High Priest has the key for these doors.

If the secret doors are not unlocked before opening (or if they are forced open in any way), a **magical blue flame** bursts out of the floor in a 10'x10' area before the door. The flame will do 3d6 hp damage (save vs. dragon breath for half damage) to anyone in the area of effect, but it will leave no mark and will not burn any non-living item.

If the door is destroyed, the trap is destroyed, otherwise, it resets every round and every attempt to force the door or otherwise open it without unlocking it will cause the same thing to happen.

A successful lock picking attempt by a thief negates the trap.

Note that the secret doors automatically re-lock when closed, so every time the PCs use the secret doors, they must unlock them or set off the trap unless they block the door open somehow (or unlock the door and then destroy it).

4a. Chief Steward's Room(s)

A slight breeze and an unpleasant odor comes from this area. The the room abruptly ends, the wall sheared off, falling away into a great rift. Normal means of light will not reach the far side of the approximately 175' wide rift.

The air in the rift swirls and is unpleasant smelling, the combined stench of rotting flesh, mold and sulfur.

This room was once richly appointed, carpets on the floor and well-crafted furniture. Now everything is covered in a thin layer of slime. The carpets are squishy and rotted, the furniture is stained and broken.

A corpse is scattered across the room here. The head and torso with one arm attached is closest to the door with an arm behind, followed by legs and, at the edge of the pit, feet. This is a **Wight** that crawled up from the brotherhood level and attempted to escape via this level but got caught in the Earthgem's magic (qv). If the Earthgem's spell is broken, the head, torso and one arm will crawl toward the grand staircase and attack anything in its way.

5a&b. Clerk of the Closet's Rooms

5a. Antechamber - Corpse

This room is not a lavish as areas 3 or 4, though it still contains comfortable furniture, paintings on the walls and three small glass globes which contain green liquid (**Essence of the Elements - Earth**).

The most prominent feature in the room is a desiccated corpse sitting in one of the overstuffed chairs.

This is the corpse of the Clerk of the Closet. He is undead, but will not move or respond to the PCs' presence unless they take the glass globes, enter bedchamber (5b) or attack the corpse.

A few papers on the desk (mundane items recording the upkeep of the Chantry) and some small trinkets:

- a gold medallion in the image of a dragon worth 210 gp
- a small purse containing 34 sp, 22 cp and 8 gp
- a decorative warhammer, not well balanced as a weapon (-1 to hit).

The corpse is a **Priest Corpse**.

If the Earthgem has been neutralized, the Clerk of the Closet will not realize it until some being walks into the room.

Roleplaying the Clerk:
The Clerk will desire to see the downfall of the High Priest who caused the ruin of the Chantry but doesn't know what has become of the High Priest. He believes his best course of action is to allow the PCs to rummage around and wait to see what they do. If the PCs take the glass globes, the Priest Corpse will attack in fury (it has an irrational obsession with the elemental essence). If the PCs enter the bedroom (5a), the corpse will rise and try to observe without being detected.

If the PCs leave the chamber without engaging the Clerk of the Closet, the Priest Corpse will attempt to follow them.

If the Earthgem is still active and the PCs have managed to enter the chamber via some alternate route (walking on the ceiling somehow, levitation, anti-magic,etc.),

The Priest Corpse will observe as noted above and will attempt to attack if the PCs take the glass globes (the obsession really is irrational), but its feet are firmly secured to the stone floor by the Earthgem.

Each round it tries to attack and the PCs are out of range, the Priest Corpse must roll a 12 or less on a d20 or it will tear one of its legs off of a foot in its fury and fall forward, its legs and one hand now securely held fast to the floor. It will still continue to try to attack the PCs, tearing itself apart in the process.

5b. Bedchamber

This room is sparsely furnished: a simple bed, a small table, two chairs, a chest and a chest of drawers. Three tapestries hang on the walls.

The chest and the chest of drawers contains moth-eaten clothing, ruined and worthless.

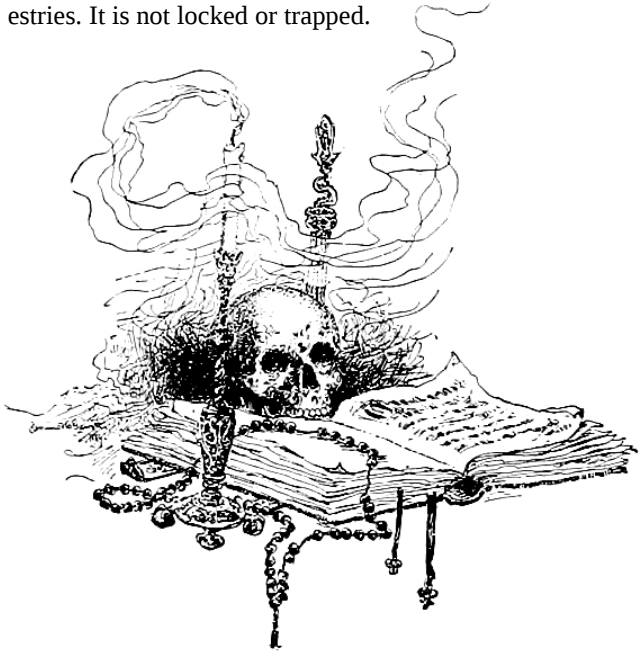
The table contains a number of pens and inkwells and sheaves of blank paper.

The bed is unmade. The blankets are rough wool and the sheet is ink stained.

Inside the mattress is the Clerk of the Closet's journal. Most of the pages, at first, are very mundane, ordinary, daily life stuff for a dwarven cleric. Prayers and psalms are interspersed here and there. Late in the journal, perhaps the last 50 or so entries, appear notes about the Clerk's distrust of the High Priest. He began to suspect that some "shadow" had come over the High Priest who was acting more and more selfishly and erratically. The very last entries speak of an outbreak of the Plague of Boils and Death among the Brethren. The High Priest began to dismantle the Deep Flame, which concerned the Clerk very deeply. Then, the High Priest sealed the last of the Brethren into the Cloister with his amulet to die, fearing the plague would spread from the Chantry to the whole world. Only a handful of Brethren seem to be unaffected.

This last event seems to have caused something in the Clerk to snap as his writing becomes less legible and more terse. He writes a couple notes about securing the Earthgem and that the Chief Steward, if he can be trusted, will have to set the stone, but it will cost them all their lives. A price he is willing to pay.

The secret door to the north is hidden behind one of the tapestries. It is not locked or trapped.



6. High Priest's Antechamber

This long room has a high vaulted ceiling and was clearly made to impress.

Decorative pillars line the walls, separating the room into several areas. The walls, pillars and ceiling are painted in scenes of dwarven mythology.

The room is, oddly enough, very sparsely furnished. Only a few chairs and tables and a single couch in the entire 20'x50' room.

The taint of the High Priest is strong here. He practiced his black magic nearby and the very walls of this room were affected by his evil. For every round spent in this room, there is a 5% cumulative chance per PC that 1d4 **Mural Monsters**) will leap off the wall and attack.

7. High Priest's Bedchamber

This sumptuous chamber contains a huge, curtained four-posted bed piled high with silk sheets and soft blankets and overstuffed pillows.

A roaring fire burns in the huge fireplace in the west wall, bathing the room in a warm, flickering orange light. The east wall is lined with shelves containingseveral small items:

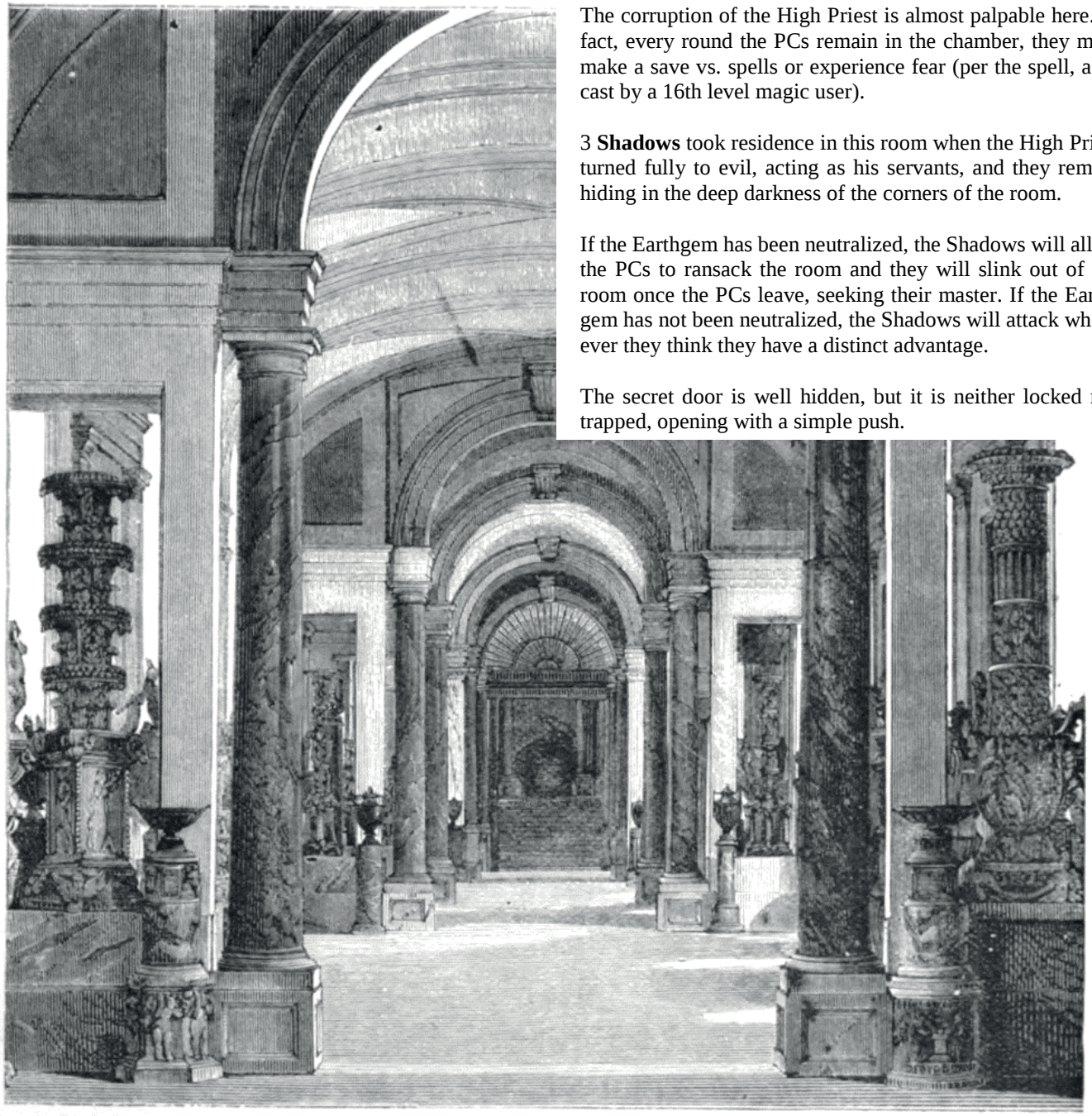
- three porcelain vases (worth 30 gp each, very fragile)
- a small jade tiger (worth 100 gp)
- a small rosewood box containing 5 yellow Tourmaline (these are **Keystones of the Deepflame**)
- and a gold trimmed warhammer (not well balanced as a weapon, -1 to hit, this was the High Priest's ceremonial weapon of office, worth about 150 gp for the metals contained within, priceless to a faithful dwarf)

The corruption of the High Priest is almost palpable here. In fact, every round the PCs remain in the chamber, they must make a save vs. spells or experience fear (per the spell, as if cast by a 16th level magic user).

3 **Shadows** took residence in this room when the High Priest turned fully to evil, acting as his servants, and they remain hiding in the deep darkness of the corners of the room.

If the Earthgem has been neutralized, the Shadows will allow the PCs to ransack the room and they will slink out of the room once the PCs leave, seeking their master. If the Earthgem has not been neutralized, the Shadows will attack whenever they think they have a distinct advantage.

The secret door is well hidden, but it is neither locked nor trapped, opening with a simple push.



8. Secret Meeting Room

This secret meeting room has a long history of both good and evil, having been used by former High Priests for clandestine meetings with allies and enemies, to make secret deals and to forge important alliances. When the last High Priest began to dabble in dark magic, he stopped meeting anyone in this room. This became his dark altar.

None of the other underpriests or lower priests ever discovered his secret, but several suspected.

At the center of the north wall is a blood-stained altar made of a single block of black obsidian.

A magic circle has been etched into the floor in the center of the room in which is an invisible **Invoked Demon** who is doubly trapped if the Earthgem has not been neutralized.

In addition, 2 **Shadows** lurk in the darkness here. The shadows will attack at the first opportunity. The Demon will try to negotiate its freedom with the PCs.

The only way to free the demon (once the Earthgem is neutralized) is to use the stonecutting tools in the office (area 3). While these tools are technically non-magical, they can produce a magical effect when used with certain spells. Since they were the tools used to create the circle, they are the only tools that can break the circle. Even spells like stone to mud will be ineffective (they simply will not target the stone of the circle - they will either not cast at all or target a different area of stone). A wish spell may break the circle, however.

If the PCs manage to free the Invoked Demon, it will try to touch each of them on the shoulder. Each person touched saves vs. death magic. If the save is successful, nothing happens. If the save fails, the Invoked Demon steals a tiny piece of that person's soul, takes it to the netherworld when he leaves, and will spy on the PC(s) so touched. At some point in the future, the Invoked Demon may interfere in those PCs lives, perhaps helpfully, perhaps not. Each time it interacts with the PCs, it will attempt to touch them on the shoulder, and the PC makes a save (at a penalty equal to the number of times the PC has failed the save in the past).

When the Invoked Demon has touched a PC who has failed its save a number of times equal to the PC's Constitution, the Invoked Demon has claimed the PCs soul completely. Unless the PC does something to atone for this deal with the Demon, when the PC dies, it will become an eternal servant of the Invoked Demon in the Netherworld.

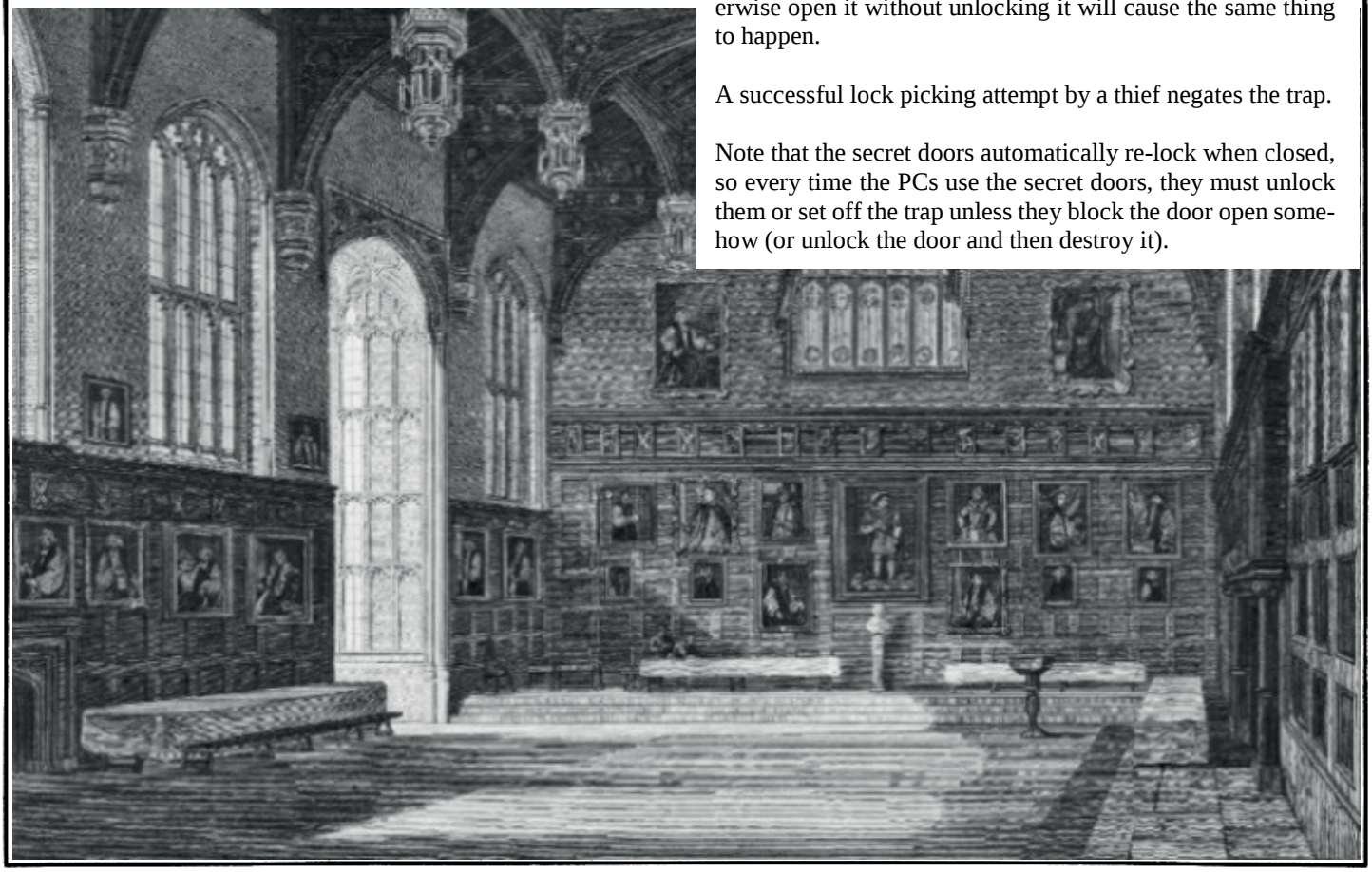
The secret door here is locked and trapped.

The High Priest (area 15) has the key. The trap works just like the secret doors at area 3. If the secret doors are not unlocked before opening (or if they are forced open in any way), a magical blue flame bursts out of the floor in a 10'x10' area before the door, outside of room 9. The flame will do 3d6 hp damage (save vs. dragon breath for half damage) to anyone in the area of effect, but it will leave no mark and will not burn any non-living item.

If the door is destroyed, the trap is destroyed, otherwise, it resets every round and every attempt to force the door or otherwise open it without unlocking it will cause the same thing to happen.

A successful lock picking attempt by a thief negates the trap.

Note that the secret doors automatically re-lock when closed, so every time the PCs use the secret doors, they must unlock them or set off the trap unless they block the door open somehow (or unlock the door and then destroy it).



9. Secret Treasury

The two secret doors to this room are locked from the outside, but open normally from the inside. If the secret door in the west wall is opened from the outside without unlocking it, or if it is forced, it will set off a trap in the 10'x10' area outside the door just as described in area 8 above.

Inside the room a constant magical wind blows strong enough to blow out any natural flame (even a lantern will gutter and go out). Only magical light will illuminate this room.

Contained herein are some of the High Priest's personal treasures, some of the Chantry's treasures, and, of course, guardians of the treasures.

To guard his treasures, the High Priest entrapped two **Shadow Fiends** in the dark corners of the room which will attack when natural light sources are extinguished, or whenever they can gain an advantage. If a Blinding Light spell is cast in the room, the Shadow Fiends will be powerless.

There are seven wooden boxes here.

Box 1: 1234 cp

Box 2: 987 ep

Box 3: a pile of gems: 10 gp Blue Quartz, 10 gp Lapis Lazuli, 10 gp Rhodochrosite, 100 gp Emerald, 100 gp Obsidian, 100 gp Sardonyx, 100 gp Turquoise, 30 gp Turquoise, 5 gp Lapis Lazuli, 50 gp Banded Agate, 50 gp Eye Agate, 50 gp Rhodochrosite, 500 gp Amethyst, 500 gp Tourmaline, 650 gp Amber, 75 gp Turquoise, 900 gp Sapphire.

Box 4: Jewelry (10): 12000 gp Sceptre, 200 gp Goblet, 3000 gp Seal, 3000 gp Pendant, 900 gp Comb, 8000 gp Clasp, 5800 gp Belt, 8000 gp Statuette, 600 gp Statuette, 13000 gp Bracelet.

Box 5: Elixir of Life, Beaker of Plentiful Potions, Spell Scroll (Magic User: Rope Trick, Wall of Stone, Find Familiar)

Box 6: Statuette of Gra'anath, Demon Lord of the Dark Pit (gold, worth 1200 gp for the metal, worth 5000 gp to a demon worshipper, though selling it would be an evil act) wrapped in red velvet. The velvet is the **Cloak of The Dark Pit**

Box 7: The Regalia of the High Priest (magical platemail and mace)

10. Stairs down to Guest Level

Just past the grand balcony, the stairs are shattered, and the great rift (25) is visible through the gaping hole in the wall which runs from the ceiling (which is 30' above the balcony) through two turns of the stairs on the west half of the stairwell going down. The stairwell descends 110' to the guest level (see below for more details on the stairs).

There is a ***programmed Illusion of the Grand Carnival of Effratax*** which appears right before the being's eyes when he or she enters the stairwell, so everyone gets an individual show when they descend the stair. Each being who enters the landing sees the beginning of the carnival (ethereal shapes and haunting sounds dancing and performing a kind of magical dance) and the full show adjusts timing for the speed at which a person descends so that the show comes to a grand finale just as the being steps off the staircase to the Guest Level. Thus, if a person falls the 110 feet from the landing to the bottom, the entire show would pass by their eyes in about 4 seconds. A person might linger on the landing and watch the opening (which will cycle with variations indefinitely, as would other points in the show as someone paused) for minutes or hours.

A person who pauses could choose to return back up the stairs, seeing elements of the Grand Carnival replay, turn and leave, descend, etc. Dispel magic (any level) cancels the effect for 24 hours. The illusion is a distraction. PCs performing any task that requires more concentration than walking, etc. (such as spellcasting or melee) must make an Intelligence check (INT or less on 3d6) to be able to perform the task successfully. Failure need not be catastrophic (though in the case of spellcasting, it might be…)



Like the Grand Staircase, the stairs here are very wide and very shallow, each step is almost a small landing, being 6' deep at the widest point (about 5' deep on the inside radius) and 10' wide, each rise is only about 2", making the total number of turns of the staircase from this landing down to the guest level 5 turns, about 480 steps.

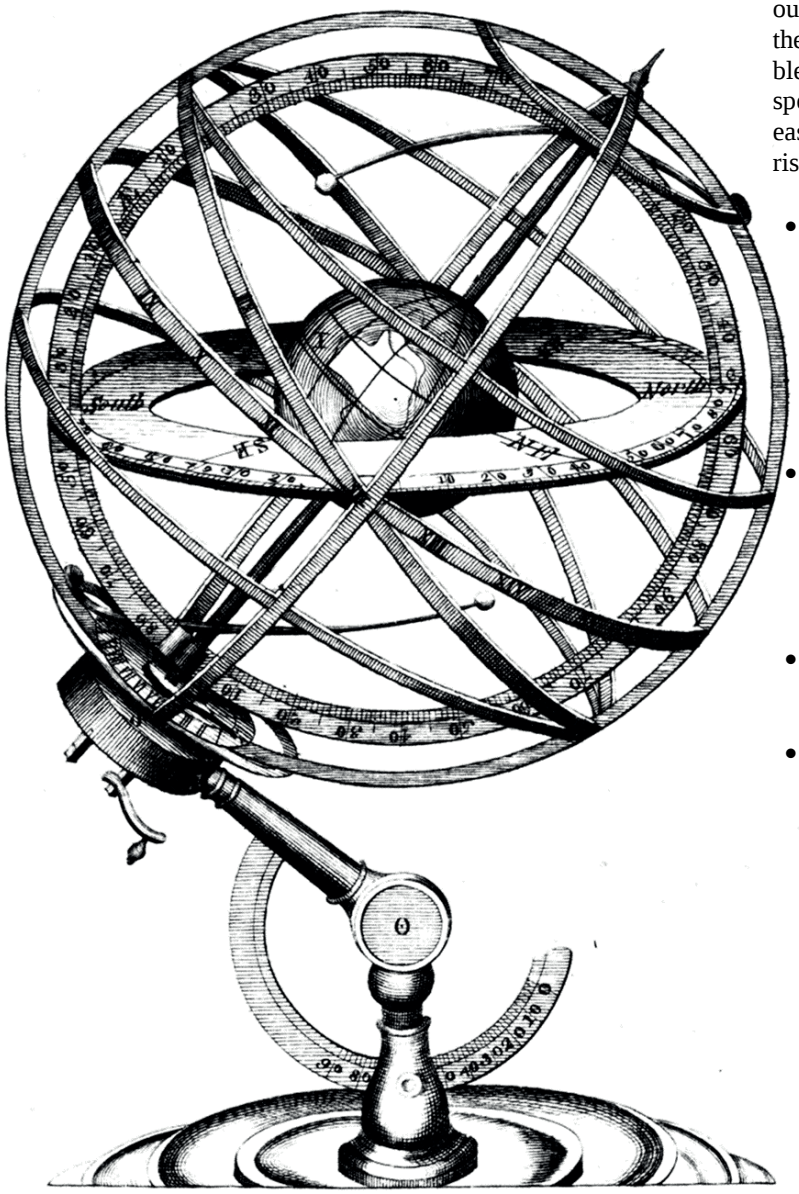
Crossing the 80' gaps in the stairs on the west side is the great challenge in descending this level.

11. The Armillary of Sevar House

This is the intersection point of the four main corridors. Dominating this central area is a gigantic brass Armillary Sphere with the world of Daen-Ral at the center. One of the great brass rings represents Arias, the giant planet whose orbit intersects Daen-Ral's approximately once every 113 years. The Armillary stands 124' high and is still functioning, the rings turning slowly around the world. It detects as faintly magical (the spells laid on it to keep if functioning) but its only power is to show the orbit of various heavenly bodies in relation to the Daen-Ral night sky.

Set in the floor is a large round mosaic (see image on page 137) with a brown gem set in the center. This is the **Earthgem.**

The Earthgem is a powerful minor artifact which binds mortal beings to the earth.



The Earthgem is neutralized by **Elemental Essence**: Covering the gem in the blue, yellow or orange liquid from area 3 (by shattering the globes over the mosaic, for example), dispels the magic of the Earthgem for 1 full day, making it easily removable. Covering the gem in the green liquid from area 3 intensifies the Earthgem's effect by 10 (4000' radius) and makes it a sphere of effect instead of a circle, so that most of the Chantry falls under the effect of the Earthgem, for 1 full day.

IF THE EARTHGEM IS NEUTRALIZED:

- 6 rounds after the PCs deactivate the Earthgem, the High Priest will come stalking out of the western corridor lead by one of the Judgments (chosen at random). See areas 14 and 15 for information on these creatures.

  The High Priest will ignore the PCs unless they are obviously attempting to reset the Earthgem. His goal is to exit the Chantry via the King's Window as quickly as possible. If engaged in melee, he will use every ability and spell at his disposal to rid himself of the PCs. If he can easily gain the Earthgem, he will take it, but he will not risk himself for it.

- 10 rounds later, the Hand of Justice will lead his Fallen Brethren out of the western Hall of Judgment. They, too, are seeking a quick escape from the Chantry, but will attempt to descend the Grand Staircase and will have to fight through any creatures left on the Militant Brethren Level (B) to make good their escape.

- 8 rounds after the Hand of Justice and his Brethren come through, the White Hand releases the 223 Zombies from the Hall of Audience. These mindless undead will attack any living thing in their path.

- 10 rounds later the White Hand, the Hand of Mercy, will send the Acolytes of the White Hand forward.

- 1 round later the White Hand himself will stalk through this area. The White Hand will engage any living creature, especially anyone visibly holding the Earthgem. He will risk everything to gain control of the Earthgem, calling on the zombies and the Fallen Brethren at his command (and attempting to recall the Hand of Justice and his Brethren if they still survive, though the Hand of Justice is only 50% likely to respond to such a summons). The White Hand will fight to the death.

Areas 12, 13, 16 and 17 contain creatures that may work together.

12. Acolytes of Justice

The small cells north and south of the main corridor here belong to the Acolytes of Justice, monks dedicated to carrying out the High Priest's sentences of justice when pronounced.

Each small cell houses four Acolytes, while the large cell (numbered 12) which has been nearly destroyed by the earthquake created rift was a gathering hall for the Acolytes.

Four Acolytes rest in each cell, now **Fallen Brethren** under control of the **Hand of Justice** (see area 13 for how these creatures are called and controlled, and how they may work in concert with the Fallen Brethren in area 16).

Thus, there are 32 Fallen Brethren in this area. The Fallen Brethren are either lying in their (broken and ruined) beds or standing in their cells. They will not attack unless commanded by the Hand of Justice.

The broken chamber marked 12 falls away 40' to the rocks below.

On the far side of the chamber (the gap is 20' wide) are:

- two chairs, one of which is broken
- a chest containing: 499 sp, 88 gp, 3 maces (one is magical, but not necessarily beneficial - **Firehand**) and, in a secret false bottom, a book (see below).
- a pile of scrolls.

The book in the false bottom of the chest is not magical. It is, however, heretical (to the ancient Dwarven faith, that is). The exact contents are left up to the GM, but a faithful Dwarf will do almost anything to see that this book is hidden away or destroyed.

The scrolls are execution orders spanning seven centuries, five High Priests. The last High Priest has the most (32) of the 67 execution orders.

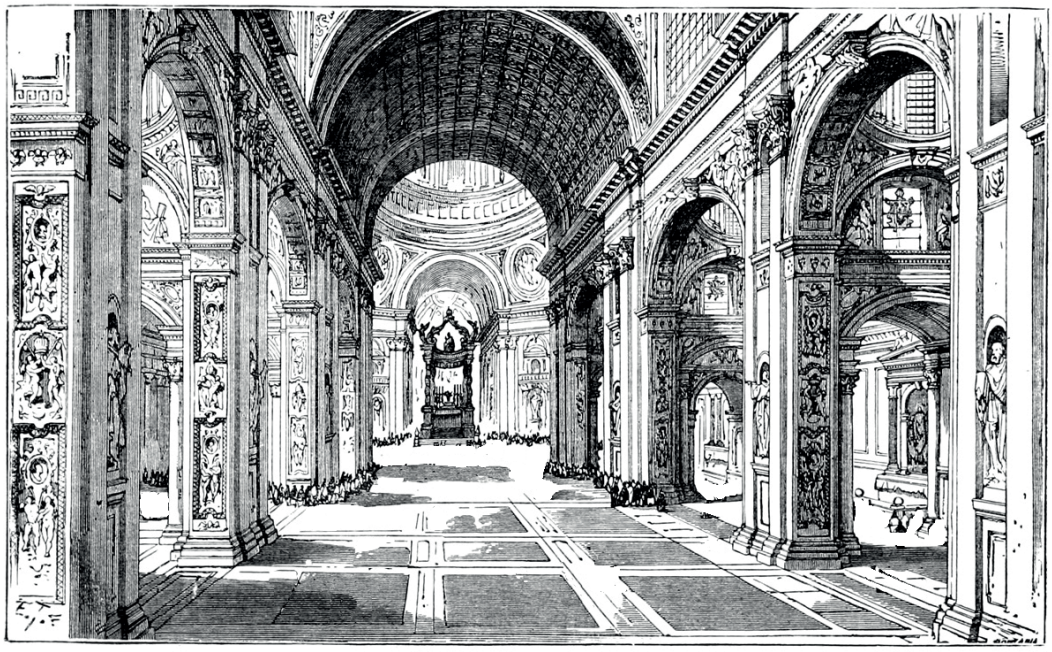
One of the scrolls has **Protection from Evil 10' radius** written on the back.

13. The Hand of Justice

This large chamber contains a bed, three chairs, and three small barred cells (the southern end of the room).

This is the chamber of the Hand of Justice, whose mummified remains sit in one of the chairs. He is a **Guardian Mummy**. If the PCs enter the chamber, the Hand will not move unless attacked. Instead, he will begin summoning the Fallen Brethren in the small chambers lining the main corridor (see area 12). He will also communicate (via ESP) with the Hand of Mercy that there are intruders, summoning the Hand of Mercy and his fallen brethren to his aid. The Fallen Brethren from area 12 will begin arriving in 2 rounds (the first 4) and 4 more will arrive each round thereafter for a total of 8 rounds. There is a 60% chance that the Hand of Mercy will respond to the Hand of Justice's request for aid. NOTE: sixteen rounds after the Earthgem is deactivated, the Hand of Justice will lead the Acolytes of Justice out of this hall and down the Grand Staircase.

Hidden in one of the cells, beneath a loose stone, is a signet ring of the Count of Andraval, with a note describing his crime against the Dwarves, his claimed innocence, and his desire to bequeath his lands and his fortune to the bearer of this ring, provided the bearer of the ring can avenge the Count's death. The ring has an intrinsic value of about 65 gp. There may be some way to lay claim to the Count's lands, though this "will" was written 430 years ago. Andraval, as a County, may not even exist today...



14. Hall of Judgment

The walls of this grand hall are painted in heavenly scenes of judgment: God seated on the throne, pronouncing curses and blessings, casting out the dwarven people from heaven, condemning them to the darkness of the underground.

The massive columns lining the hall are carved in the image of angelic beings, the fourteen of them representing the **Fourteen Deadly Judgments on Fallen People** (see sidebar).

Three bronze braziers are spaced evenly in the center of this hall - from east to west. The easternmost is cold, the center brazier is filled with hot coals (magical) and the westernmost brazier burns with a magical, blue fire.

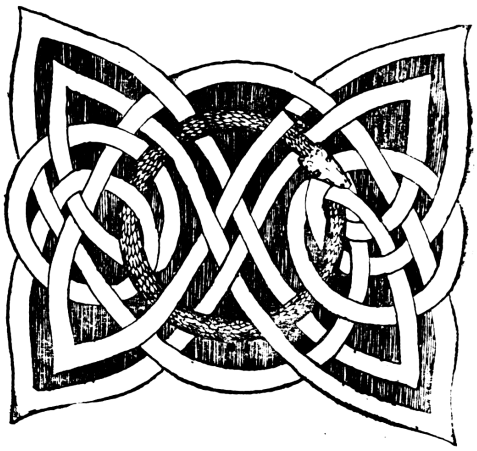
All the braziers are magical.

- Any fire placed in the **cold brazier** becomes magically imbued to never extinguish unless blown out by wind (natural or magical).
- The coals in the **center brazier** will completely consume any living material placed within (including such items as leather, wood and foodstuffs, as well as living flesh, of course), but non-living items (metal, stone and the like) are completely unharmed, and gain resistance to fire for one month (as potion of fire resistance).
- The **westernmost burning brazier** will completely consume any non-living item placed in it (metal, stone, etc), but living items (wood, flesh, leather, etc) gain fire resistance for one month (as potion of fire resistance).

Each of the fourteen columns, carved to represent Judgments, is a **Marble Guardian (Small)**, each appearing different, each with different powers and abilities (based on their pronouncement). See the sidebar for appearance and abilities.

These Marble Guardians have been tainted by the evil of the High Priest, so none of them can cast Blinding Light and each is cursed in some way.

The High Priest (area 15) can command the Judgments, but only one at a time. Note that the Judgments are not subject to the power of the Earthgem.



Judgements of the Fallen People

Adultery: This judgment is carved as a beautiful woman. It cannot initiate combat, and in combat it does not use the smashing attack of normal Guardians, but a simple touch. When touched, the opponent must save vs. spells or be Charmed (per the spell). The curse laid on this Judgment is that its stone skin is as weak as flesh (AC 9).

Blasphemy: This Judgment is carved in mockery of a Lightbringer (a priest of the Way of the Master). This Judgment casts Blinding Darkness once per turn. Its curse is that it cannot touch a mortal being.

Cowardice: This Judgment is carved with terror on its face. It will attack aggressively until it takes one or more hit points in damage. Once damaged, the Cowardice Judgment is cursed to flee to the farthest corner and cower, not defending itself even if attacked.

Drunkenness: the angel is carved with distorted proportions, as if looked at through a funhouse mirror. It attacks with the normal smashing attack, but is cursed with terrible balance, so attacks at -3.

Envy: Carved with outstretched, hands, as if grasping for something. The Guardian attacks by swinging its arms, side to side, which is awkward so it attacks at -2. Its curse is an obsession with power. It will seek out the most powerful PC to attack.

Falsehood: This Judgment speaks lies to the PCs, telling them that loved ones are dead, that they have contracted the plague that wiped out the dwarves, anything to cause despair. PCs who listen to this Judgment for more than 2 rounds must save vs spells or fall under a Confusion spell. The Falsehood Judgment swings at opponents, but never hits. It is cursed to be unable to look at a mortal being in the eyes.

Greed: This Judgment is carved as if wearing tattered robes, though in its hand is an amulet and a crown. The Judgment attacks by swinging the amulet (which hits as a morning star +4, for d8+4 hit points damage). Its curse is that it can be hypnotized by holding something valuable before it (treat as hold person).

Hatred: The angel has been carved with an angry visage and sharp fangs. It attacks with a bite instead of a smashing attack (doing 2-16 points of damage). The curse on this Guardian is an inability to focus on a single target, but it will attack a new target every round at random.

Laziness: This Judgment is carved to be terribly fat. It moves at one quarter the normal movement rate and attacks once every other round for half normal damage. It is cursed to be unable to right itself if it is ever knocked over.

Murder: This Judgment is carved as wrapped in a cloak or a shroud. It attacks with the normal smashing attack of the Guardians, but is cursed to only attack from behind, attempting to surprise.

Perjury: This Judgment is blindfolded and carries a balance scale. It attacks with spells - Power word: stun which it can use once every three rounds, but only one a single target each day. It is cursed with blindness.

Pride: This Judgment appears in regal robe and crown, carrying a scepter. It attacks with the scepter (for 1d10 hit points). This Judgement will seek the strongest looking PC in combat. It is cursed with the inability to move forward.

Rage: This Judgment's face appears similar to Hatred, though it lacks the fangs. It attacks with the smashing attack normal for Guardians. It is cursed with berserker rage (+2 to attack, -2 penalty to AC and saves).

Stealing: This Judgment is carved to have one hand gesturing in friendship, the other hand is reaching into a purse. The Guardian doesn't attack, but attempts to pick pockets (which it does at 60% accuracy). If caught in the act, the Judgment is cursed to stand still as stone, even if attacked (but only if caught trying to steal).

15. Great White Throne

Seated here, inscrutable and unmoving, is the High Priest - if the Earthgem has not been deactivated.

This is **Gerazath***, the last **High Priest of the Chantry of the Deepflame**. He is now a **Lich**, a desiccated corpse wearing regal (if time-worn) robes and the Holy Minister's Mitre.

If entrapped by the Earthgem, the High Priest will summon one of the Judgments of the Fallen People (random) and then cast what spells he deems most effective considering the PCs actions. If the Earthgem's magic has been dispelled, the High Priest will take a moment to gather his thoughts (no more than a round) then stalk off toward the King's Window to escape the Chantry and wreak havoc on the world in some other ways.

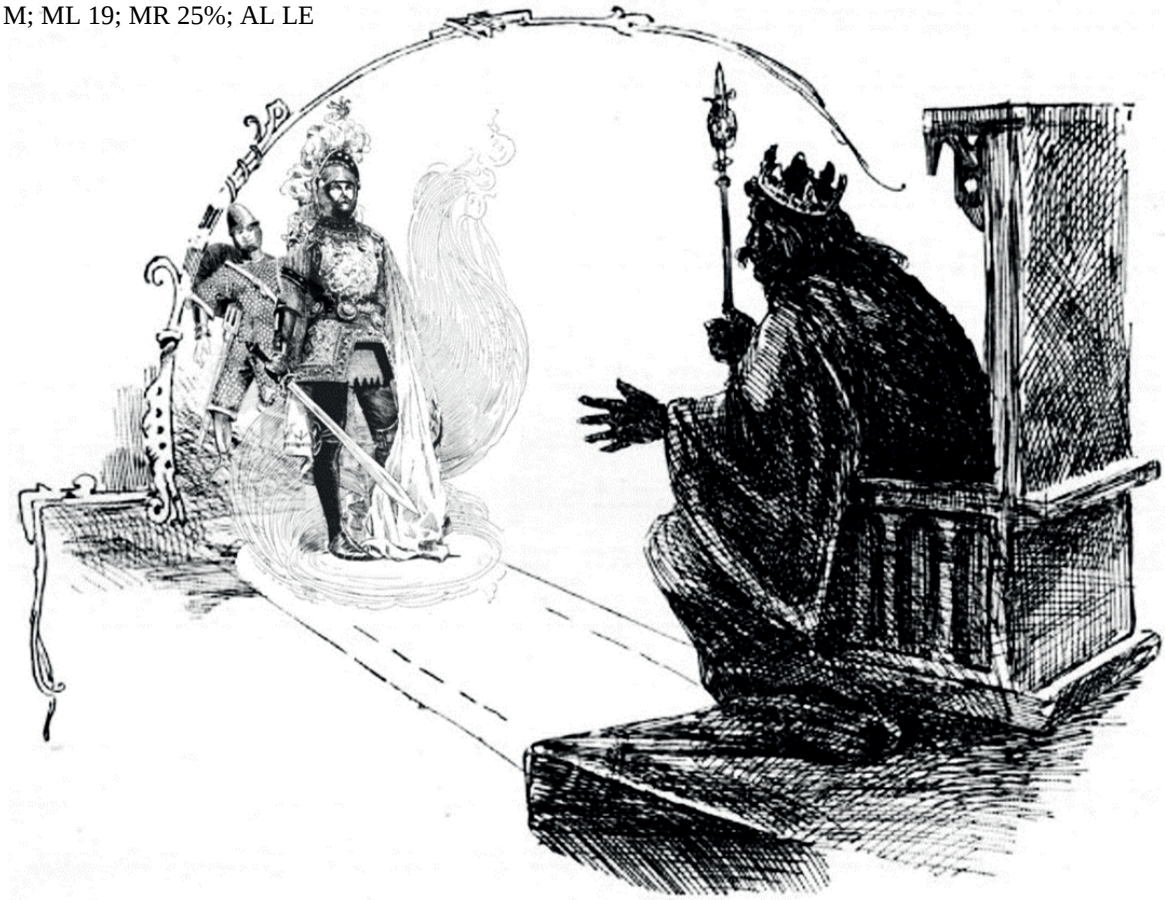
The High Priest can communicate telepathically with anyone who bears the amulet of the High Priest (currently, the Shaman).

In addition, the High Priest carries a ring of keys to all the locks in the Chantry (several are "master keys" which will open multiple locks).

The High Priest of the Chantry
21st level cleric, 8th level magic user
Int genius (18); AC 0; MV 12; HD 11; hp 54; THAC0 10; # AT 1; Dmg 1d10 (+1 Strength bonus); SA paralyzing touch, spells; SD immune to charm, enfeeblement, fear, hold, insanity, polymorph, sleep, mind-affecting, and death spells, immune to cold-based and electrical damage, regenerates 1 hp/round; SZ M; ML 19; MR 25%; AL LE

Cleric Spells
First Level: Bless, Command, Create Water, Cause Light Wounds, Detect Magic, Invisibility to Undead, Magic Stone, Portent, Cause Fear
Second Level: Augury, Chant, Detect Lie, Enthrall, Hold Person, Unholy Symbol, Slow Poison, Speak With Animals, Withdraw
Third Level: Continual Darkness, Cause Disease, Dispel Magic, Feign Death, Flame Walk, Locate Object, Magical Vestment, Negative Plane Protection, Speak With Dead
Fourth Level: Abjure, Detect Lie, Divination, Lower Water, Neutralize Poison, Protection from Good, 10' Radius, Spike Stones, Spell Immunity, Tongues
Fifth Level: Air Walk, Atonement, Cause Critical Wounds, Flame Strike, Magic Fort, Plane Shift, Quest, True Seeing
Sixth Level: Aerial Servant, Animate Object, Blade Barrier, Conjure Animals, Find the Path, Part Water
Seventh Level: Earthquake, Gate

Magic User Spells
First Level: Armor, Feather Fall, Nystul's Magic Aura, Write
Second Level: Know Alignment, Mirror Image, Scare
Third Level: Haste, Protection from Good 10' Radius, Protection from Normal Missiles
Fourth Level: Dimension Door, Otiluke's Resilient Sphere



16. Acolytes of the White hand

Each of the small cells to the north and the south of the main corridor belong to the Acolytes of the White Hand.

These monks were dedicated to great acts of mercy in the name of the High Priest. As the High Priest became corrupted, these Acolytes became twisted and evil as well.

Now they haunt these halls as **Fallen Brethren** under the control of the Hand of Mercy (or the White Hand) in area 17.

Each small chamber contains 3 Fallen Brethren. There are, thus, 24 Fallen Brethren lounging in these cells on broken and rotted beds.

The large cell marked 16 contains shelves of books which detail the *Histories of Mercy* (thousands of grand acts of kindness done in the name of High Priests for centuries). It will be noted that the acts trail off toward the end and the last volume is very slim.

Anyone who reads all the volumes (87 volumes) of the *Histories of Mercy* (an act which would take d4+3 weeks) will gain 1 point of wisdom.

17. Hand of Mercy

This large room is nearly without furniture, having an altar with three silver candlesticks on it, four prayer rugs, and a crumpled, mummified corpse.

This was one of the High Priest's most powerful Acolytes, **The Hand of Mercy** (also called the White Hand), now this is the greatest **Guardian Mummy**.

The White Hand was a servant of purest good for most of his life, until the High Priest's evil tainted his soul, and twisted him into a vile parody of his former self. He became a merciless butcher.

Now in unlife he is a tortured, twisted spirit. He will not move, even if attacked, but will summon the Fallen Brethren to his aid (assuming the Earthgem has been neutralized).

He will, likewise, compel the Hand of Justice to come to his aid with the Acolytes of Justice. The Hand of Justice is 90% likely to respond to such a compulsion, if able.

NOTE: 34 rounds after the Earthgem is deactivated, the Hand of Mercy will release the zombies from the Hall of Audience and then ten rounds later the Hand will send the Acolytes of the White Hand out, followed by himself.

18. Hall of Audience

The walls, ceiling, even the columns and the floor are painted and tiled in scenes of gracious mercy: various monks and priests bestowing blessings, handing out alms, etc.

The corpses of hundreds of Brethren huddle around the grand columns of this enormous, beautiful hall.

While the Earthgem is active, the corpses are inanimate. However, if the Earthgem is deactivated, these corpses rise as **zombies** (223 of them). They are mindless but will attack any living creature.

Scattered about the room:

NOTE:34 rounds after the Earthgem is deactivated, the White Hand will send these zombies out to the Main Hall and down the Grand Staircase.

19. The Silver Throne

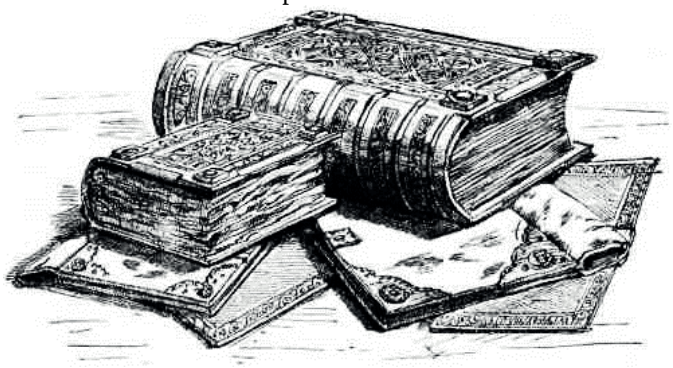
This is the Seat of Grace, where the High Priest dispensed his pronouncements of charity. T

he throne appears to be made of silver, but a closer inspection will reveal that it is a strange silver tinged stone. It could be valuable to a monarch in another kingdom (it is certainly unique), though it weighs close to a ton (1900 pounds) so moving it might be difficult.

If the PCs do manage to move the Silver Throne, however, they will discover a small secret cache beneath the throne, created by a long dead former High Priest, the knowledge of which died with him.

In the cache is:

- a Dwarven prayer book
- seven letters from Dwarven saints (originals!)
- a silver and bronze thurible (worth 120 gp)
- A gold and ruby brooch in the shape of crossed hammers (worth 380 gp)
- a diamond studded mitre bearing the seal of the High Priest (the diamonds are worth 12000 gp)
- a small book in the High Priest's own handwriting, but in written code, indicating what he had learned about how to control the Deepflame



20. Guardians of the Truth

Scattered on the floor of the outer chamber here are a dozen dwarven corpses, fairly well preserved (considering they are centuries old). If the Earthgem is still activated, the corpses are held fast to the floor. If the Earthgem has been deactivated, the corpses are released, but do not animate. Flanking the doorway in the western wall are two columns carved in Dwarven runes. If examined, the runes read, "They shall pass who seek the truth, the true of heart are they who pass. Turn thou now if faith untrue, Pilgrim, enter into the truth." If detected, the columns radiate magic. Non-dwarves who attempt to pass between the columns will be repelled from the doorway by lightning bolts which do 3d6 hit points of damage (save vs. magic for half) and push the target forcefully away from the door, slamming the target into the far wall (the eastern wall of room 20) for an additional 1d4 points of damage.

Dwarves may pass between the columns, but only those who are faithful and of Good alignment will pass through unscathed. Neutral and Evil Dwarves will be repelled as above (taking 2d6 and 4d6 electrical damage, respectively, and an additional 1d4 damage being slammed against the far wall). Dispel magic (any level) cast on one of the columns or on the "doorway" will allow a single creature to pass between the columns unharmed.

Dispel magic can only be effectively cast from the Eastern chamber (that is, it has no effect if cast from within the western chamber). In addition, the magic of the pillars prevents the books in the western chamber from leaving the chamber (even if placed in an extra-dimensional space such as a bag of holding or a portable hole) unless a dispel magic is cast on the columns or the doorway *per book to be removed* cast from the eastern chamber only (and don't forget, dispel magic for each being passing through the columns).

The chamber beyond the columns contains the Holy Words of the Fallen People. This is as complete a history and theology of the Dwarven people as one might find. Every word is painstakingly etched in impossibly thin stone pages (which are magically fortified to make them nearly indestructible - this is among the most important treasure of the faithful Dwarven people after all). The chamber contains over a thousand books, nearly a million paper-thin stone pages. Reading all of them would take 1d8+11 months.

Dwarves and Non-Dwarves are affected differently by reading these pages. Every day spent reading, Dwarves roll on the Faith Table, Non-Dwarves roll on the Truth Table.

Each day spent reading adds +1 to the roll. Always roll after the first day, then ask the PC how many additional days he or she wishes to read and either choose intervals (say, roll every 30 days) or, if you choose, roll for every day spent reading. Effects are cumulative (so, yes, one can be a Doubting, Faithful, Fanatic Dwarf…)

Roll d20+ Modifier	Faith	Truth
2	Fanatic! Dwarf becomes wholly devoted to faith - gains 3 levels of cleric abilities, becomes a prophet of the faith whose only concern is converting unfaithful Dwarves to the fold. Even if the Dwarf keeps reading, he or she remains a Fanatic.	Proselyte! Non-Dwarf becomes a devotee of the Dwarven faith - gains a level of cleric abilities and becomes a prophet of the faith whose only concern is converting the unwashed masses to the Dwarven religion. If the Non-Dwarf keeps reading, he or she will remain a Proselyte unless the Non-Dwarf finishes all of the Holy Words of the Fallen People (see entry for 385+).
3-19	No effect	No effect
20	Doubter. Dwarf has read enough troubling passages to doubt his or her faith (-1 to saves vs. death magic).	Confused.
21-65	No effect	No effect
66	Faithful. Dwarf gains +1 to faith (if using such a mechanic) OR Dwarf clerics gain +1 first and second level spells, Dwarf fighters gain an additional Hit Dice roll (that is, a third level fighter would have 4 HD), Dwarf Thieves gain +1 to all their saving throws, Dwarf Magic Users gain +1 first and second level spells.	Uncertain.
67-99	No effect	No effect
100	Fear the Lord. Dwarf feels that he or she can't measure up to the tenants of the faith and constantly must atone for his or her failure. -1 to Wisdom.	False Believer.
101-184	No effect	No effect
185	Trust in the Lord. Dwarf has learned to trust in his or her religion deeply. In all checks affected by Charisma, Dwarf gains +2.	True Believer.
186-211	No effect	No effect
212	Wandering Soul. The Dwarf	Delusional Believer.
213-277	No effect	No effect
278	True Believer.	Intrigued.
279-312	No effect	No effect
313	Lost Soul. The Dwarf gives up on faith. The reality of the truth is too overwhelming	Doubter.
314-361	No effect	No effect
362	Aplogist	Apologist.
363-383	No effect	No effect
384	High Priest. The Dwarf has finished or nearly finished the Holy Words of the Fallen People and may	On the Fence.
385+	Theologian.	Scholar

21. Guardians of the Wealth

Nineteen armored dwarven corpses lie on the floor here. Each is armed with maces, shortswords and shields, armored in chainmail and full helmets. If the Earthgem is still active, the corpses are held fast to the floor. If the Earthgem has been neutralized, the corpses remain inert unless the treasures in the eastern chamber are disturbed, in which case they rise as **Avarice Zombies**

If the helmets are removed, the corpses are seen to be headless. One of the Avarice Zombies (choose at random) has the key for the Secret Door to the Secret Treasury (room 22).

This is the lesser treasury, or false treasury.

If any of the items below are taken, or if the Secret Door in the eastern wall is opened, the **nineteen Avarice Zombies** will attack and will pursue those who have taken the item(s) or opened the door until either the looter is dead or the Zombies are destroyed.

In the eastern chamber are:

- four chests
- six golden platters
- ten 6" diameter glass globes with colored liquid in them
- nineteen skulls
- a crystal hammer
- a silver chalice.

All the items (except the chests) radiate magic if detected.

- the platters are gold plated bronze, worth only about 5 gp each
- the glass globes contain only colored water (3 red, 2 green, 2 yellow, 3 blue)
- the skulls are normal dwarven skulls (the heads of the former Guardians of the Wealth)

None of the above are true magic items, they have had a spell cast upon them to give them a magical dweomer.

- The chalice and the hammer are true magic items, but both are cursed. The Chalice is the **Cup of Adulteration** and the hammer is the **Crystal Hammer of Nath**
- The chests open to reveal gold coins. Each has 100 gold pieces on top of 450 gilded copper pieces (each worth 2 cp, or a year in prison if caught passing them off as gold!)

22. Secret Treasury

The secret door to this room is trapped.

Unless the key is used to open the door, the one who tries to open the door without the key will find his or her hand(s) held fast to the door for 1 turn unless a save vs. spells is made. The victim can make a Strength check (STR or lower on 4d6) to rip his or her hands off the door, but will destroy whatever surface is touching the door: if bare skin, the skin of the hands is ripped off and the PC loses 1 hp per round for 1d4+6 rounds unless bandaged and is -2 to hit, -10% on thief abilities, etc. until fully healed. If gloves, gauntlets, etc. the item (even if magical) is completely destroyed. Magic items get a save vs. spells to avoid the destruction.

If the secret door is bashed in, the weapon will stick to the door, and the attacker's hands will be held fast to the weapon as if touching the door, for a turn. Dispel magic (at least 5th level caster) to negate the effect.

Inside the secret treasury are:

- five chests
- three small stone boxes
- a silver helm
- four sets of chainmail
- seven silk robes
- four shields
- three golden chalices
- three golden platters
- twelve 8" diameter glass globes filled with colored liquid (**Essence of the Elements** 3 of each color)

Chests:

Chest 1: 38000 gp
Chest 2: 4000 gp, 3000 pp
Chest 3: 480 gp beaver fur coat, 120 gp muskrat trimmed garment.
Chest 4: **Potion of Levitation** (3), **Potion of Fire Resistance** (3), **Potion of Healing** (4), **Potion of Neutralize Poison** (3)
Chest 5: Gems:1000 gp Emerald, 30 gp Eye Agate, 50 gp Eye Agate, 50 gp Tiger Eye Agate, 200 gp Jasper, 100 gp Malachite, 10000 gp Fire Opal, 13 gp Azurite, 80 gp Zircon, 10 gp Eye Agate, 50 gp Malachite, 50 gp Sardonyx, 100 gp Banded Agate, 50 gp Hematite, 70 gp Azurite, 100 gp Hematite, 500 gp Tourmaline, 50 gp Turquoise

Secret Treasury Magic Items

- **Chalices and Platters:** Each of the golden chalices and platters is magical but must be used together (**Vessels of the Malanese**). When any liquid is placed in the chalice and the chalice is placed on the platter, the surface of the liquid will act as a crystal ball revealing the location of the nearest source of pure water. The intrinsic value of these items is about 50 gp each (total of 300 gp). Each set could garner as much as 500 gp to explorers, sailors, etc. Being gold, the items are somewhat fragile and easily damaged (-2 on saves). If damaged in any way they lose their magical abilities.
- **Glass Globes:** The globes contain **Elemental Essences** - three of each element (blue, green, yellow, red).
- The four sets of chainmail are the **Blazons of the High Guard**
- the four shields are the **Defense of the High Guard**
- the silver helm is not magical but is valuable, being worth 1200 gp
- the silk robes are dwarf sized and valuable only to the religious elite of the Chantry
- the small stone boxes each contain a magical gem.
  - the **Greenstone of Earthseeing**,
  - the **Firestone**
  - the **Lightbringer**.

23. Guardians of the Night

This large room is lavishly appointed with comfortable furniture (though much of it has fallen to rot and ruin) and plush carpets.

The walls are painted with tranquil scenes of Dwarven saints in underground settings, many alien and beautiful. Lining the southern wall are eight marble angel statues standing 20' tall.

These are **Marble Guardians (Large)**.

The Garden of the Night was always intended to be a private retreat for the High Priest so any creature who attempts to pass through the southern archway into the Garden of the Night unaccompanied by the current High Priest of the Chantry will find his or her way blocked by two Marble Guardians.

The Guardians will physically push back anyone who attempts to pass them. All eight will engage in melee if someone persists in attempting to enter the Garden of the Night unaccompanied by the current High Priest.

24. Garden of the Night

This large cavern is a beautiful, natural wonder. A giant crystal forest refracts the natural phosphorescence of the ceiling, which rises over 100' above the irregular cavern floor.

A giant mushroom garden grows across the far end of the cavern, a waterfall splashes down the eastern face of the cavern, running to a pool in the center of the cavern.

In the center of the pool is what appears to be a large gazebo-like structure.

There's a heaviness in the air, and a slightly putrescent smell.

24A. Crystal Garden

This area of the cavern is filled with beautiful crystalline stalactites – Crystal Spires. The dim light in the cave is reflected and refracted here and strangely amplified, so in some areas it is almost as bright as sunlight. The stalactites are fairly fragile, and some have been damaged by the Shadow Fiend trapped here. The mephits will not willingly enter the area of the Crystal Garden (though they may be forced by the Shadow Fiend - they will attack at -3 if they must melee in the Crystal Garden due to the brightness of the light).

There are 2 **Silent Deaths** in the Crystal Garden (hp. 18, 19). Untrained eyes will find them very difficult to spot among the rubble of the shattered crystals (20% chance, 30% for dwarves and gnomes).

The Scorned Brethren know about the 'Deaths and give them wide berth. These creatures do not automatically attack. They were among the High Priests' "pets" over the eons and have become quite used to the presence of mortal beings.

24B. The Inverted Tower

The Scorned Brethren have carved a fortress in a giant stalactite here.

Tiny windows and balconies riddle the stone which runs from the ceiling almost touching the floor of this cavern.

There are 10-40 (1d4x10) **Scorned Brethren** (hp 2 each) in the Tower at any given time.

The Brethren will be vigilant, spying on intruders to surmise their motives.

The Scorned Brethren here may aid the party, especially if they have had a favorable encounter with the main clan at Beautiful Gate, though if the Earthgem's magic is still in effect, there is little they can do.

There are tunnels radiating out from above The Inverted Tower that wind around inside the mountain and eventually lead to the Brethren tunnels near the Beautiful Gate (Militant Brethren Level, B, areas 66-75).

24C. The Tube

A nearly perfect circle, about 8'-9' in diameter, drops straight hundreds of feet through the cave floor here.

This was the tunnel of the Giant Tunneling Worm (see 24D) as it tunneled through the rock and broke through the cavern floor, getting trapped here by the power of the Earthgem.

The sides of the Tube are sheer (-25% on climb checks or if using a Dexterity check system, DEX or less on 6d6) and the drop is several hundred feet to the Deeps of the Shadow Creepers (Area G).

Around the edge of the tube are Shadow Creeper corpses in various states of decay, from relatively recently dead (a month ago) to a century old skeleton.

There are 27 Shadow Creeper corpses scattered around the mouth of the Tube, affixed to the floor of the cavern unless the Earthgem has been disabled.

If the Earthgem's power has been dispelled, these corpses do not animate.



24D. Mushroom Garden

This area is a giant mushroom field.

What may not be readily evident when first approaching the wild and untended mushroom garden is that at the edge, beside the Tube, is a putrefying body of a huge **Tunneling Worm** which came up through the stone of the cavern floor a century ago at full speed, fleeing from the marauding Shadow Creepers below, launched itself into the air as it came into the cavern, landed on the cavern floor with enough force to disable itself, and became trapped by the magic of the Earthgem. The worm's head is free enough (laying, as it does, on a giant mushroom cap), that it can move the upper 10' or so of its body - enough to forage for food among the very fast-growing mushrooms of the Garden.

If released from the power of the Earthgem, the Worm still cannot move (it has atrophied over the past century), though it will be able to use its tail/stinger attack (the poison is very weak at this point, doing 2 points of damage per round for 1d10 rounds, save for half damage).

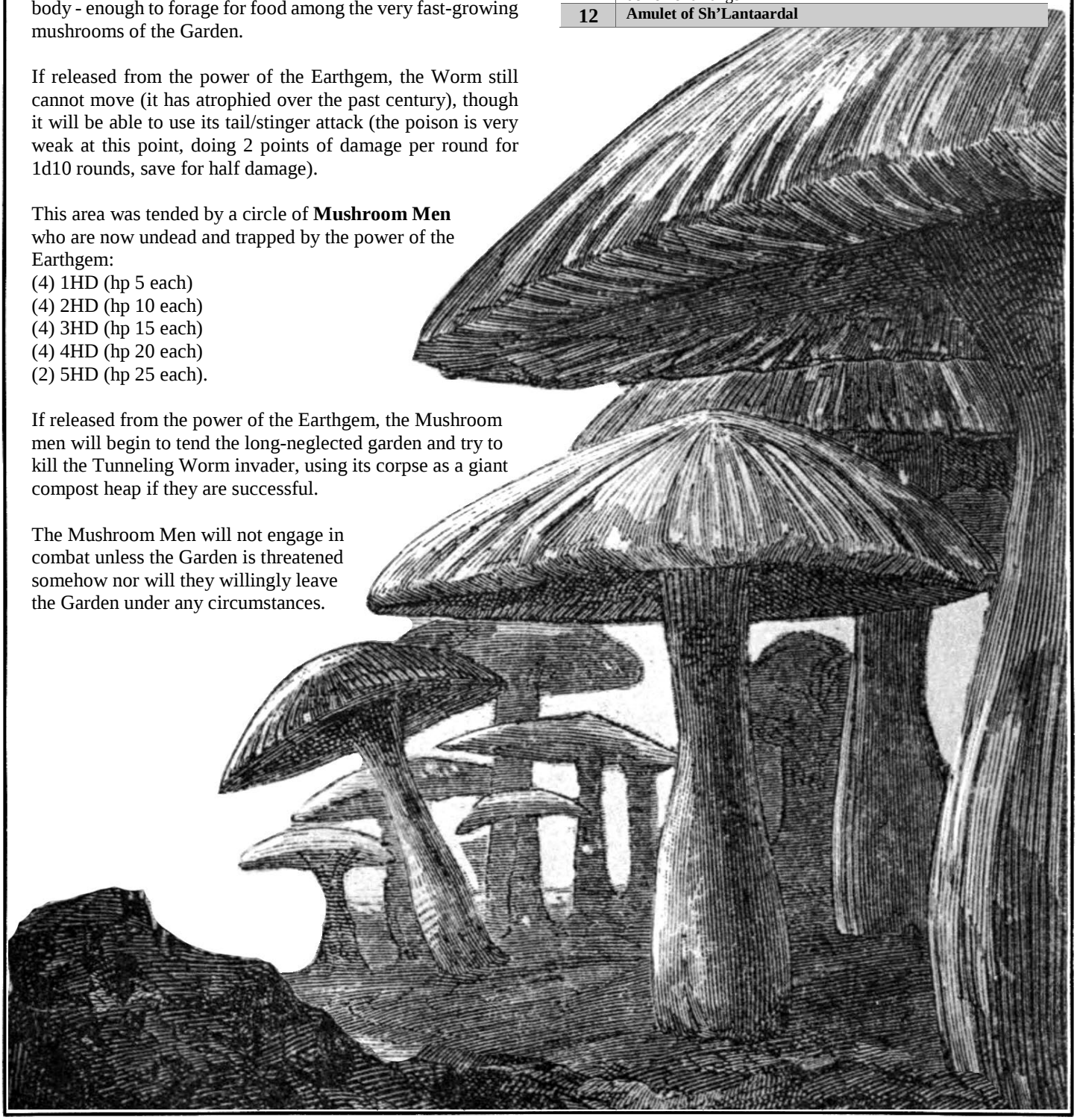
This area was tended by a circle of **Mushroom Men** who are now undead and trapped by the power of the Earthgem:
(4) 1HD (hp 5 each)
(4) 2HD (hp 10 each)
(4) 3HD (hp 15 each)
(4) 4HD (hp 20 each)
(2) 5HD (hp 25 each).

If released from the power of the Earthgem, the Mushroom men will begin to tend the long-neglected garden and try to kill the Tunneling Worm invader, using its corpse as a giant compost heap if they are successful.

The Mushroom Men will not engage in combat unless the Garden is threatened somehow nor will they willingly leave the Garden under any circumstances.

Among the noisome mess around the giant mushrooms could be found (one item per 6 person hours of searching):

12d6	Random Item Found
2	Minor Magic Item: 1. **Amulet of Life Protection**, 2. **Broach of Shielding**, 3. **Pendant of Reflection**, 4. **Silver Hourglass**
3	Usable weapon: 1. Sword, 2. Mace, 3. Dagger, 4. Shortsword
4	Armor (Dwarf-sized): 1. Chainmail, 2. Platemail, 3. Banded, 4. Shield
5-9	6d10 coins: 1. Gold, 2. Silver, 3. Copper, 4. Brass
10	1d6 Gems (random type, worth 1d6x100 gp each)
11	A bag containing: 1. Goblin skulls, 2. Metal Phials containing blood, 4. Augury Sticks, 5. Loaded dice, 6. Minor sculpture of a demon or an angel
12	**Amulet of Sh'Lantaardal**



24E. Water Pool

A stream falls from a crevice high on the cave wall (about 30') and crashes down here into a pool.

The water is tastes sweet but is mildly poisonous (save at +4 or suffer dysentery for 1d4 days).



24F. Island of the Shadow Fiend

The stream pools in the center of the cavern here and in the middle of the pool is a small island on which is a plain stone gazebo-like structure. The inside of the structure is shrouded in darkness.

The inside of the structure has a permanent Darkness, 10' radius cast on it. Hiding in this darkness is a **Shadow Fiend**, sent by the High Priest's patron demon Gra'anath, Demon Lord of the Dark Pit to retrieve **Sh'Lantraardal's amulet**. The Shadow Fiend became trapped here by the Earthgem's magic. If the Earthgem has been neutralized, the Fiend remains in the darkness of the structure for a day or two as it tries to decide what to do next.

If released from the magic of the Earthgem, the Shadow Fiend's first attack will be to cast 10' Radius Darkness over an obvious spellcaster, then to cast fear 30' radius. Next it will gate attempt to summon some aid (1d4+2 **Smoke Imps**).

Given the opportunity, the Shadow Fiend will attempt to magic jar the closest character into the 1,000 gp ruby in the island treasure pile. It will then attack with its claws. Bear in mind that the Shadow Fiend can move very fast, so it is likely to sprint around the area, clawing at the party as it charges past - leaping up to 30' to crash into characters before leaping away.

In the gazebo-like structure on the island are the following: a ruby (1000 gp), an onyx ring (worth 250 gp) and seven silver pieces.

24G. Gramil Filian's Sanctuary

Gramil, the **Wererat** Advisor to the Scorned Brethren, discovered this small cave tucked away behind the waterfall. Here he keeps his spellbooks and his personal treasure contained in a **small locked chest**. Gramil would dearly love for the curse of the Earthgem to be lifted so that he can get to his treasure and rid himself of the Scorned Brethren.

The lock is trapped with a poison needle (save vs. poison or suffer 1 hp/round loss for 4-40 rounds, save for no damage)

The treasure consists of:

- a **staff of command** with 2 charges left
- a **potion of flying**
- 214 gp

Gramil's main spellbooks which contain the following spells:

First Level: Color Spray, Change Self, Dancing Lights, Detect Invisibility, Hypnotism, Light, Phantasmal Force
Second Level: Blindness, Deafness, Detect Magic, Improved Phantasmal Force, Magic Mouth
Third Level: Continual Darkness, Suggestion

SANCTUARY OF THE HONORED GUESTS

(AREA F)

For eons of the life of the Chantry, the Honored Guests were elves of the Cayleite Forest. There was a long era of disuse when the Elves went into self-exile and the Dwarves shut their gates to the realms of the sunlight. But the last High Priest began a time of settling old grievances with their Elven kin. His madness, however, drove him to treachery, and the High Priest lured the High Lady of Abalas and her retinue to a three-year long time of discernment of reconciliation. The time of discernment, however, was a trap, and the High Priest entombed one he believed to be his greatest rival in these chambers, slowly poisoning her and her followers.

1. Guest Stairs

The stairs wind up to the High Priest Level (see High Priest Level, area 10 for full information on these stairs).

The Carnival illusion only (and always) occurs on the descent of the staircase.

2. Great Hall

The east and west hall is 30' wide and 60' high, the north west hall is 20' wide and 45' high.

The walls are decorated (painted and sculpted even in places) with scenes of friendship between the Dwarves and Humans and Elves.

2a. The Brethren of Hospitality

An illusion covers the doorway here, appearing as a continuation of the wall. Those who pass through the illusory doorway unaccompanied by one of the Brethren of Hospitality are struck with a feeblemind spell and struck blind (save vs. spells for each to negate).

The Hospitallers were a very secretive lot and guarded their secrets carefully.

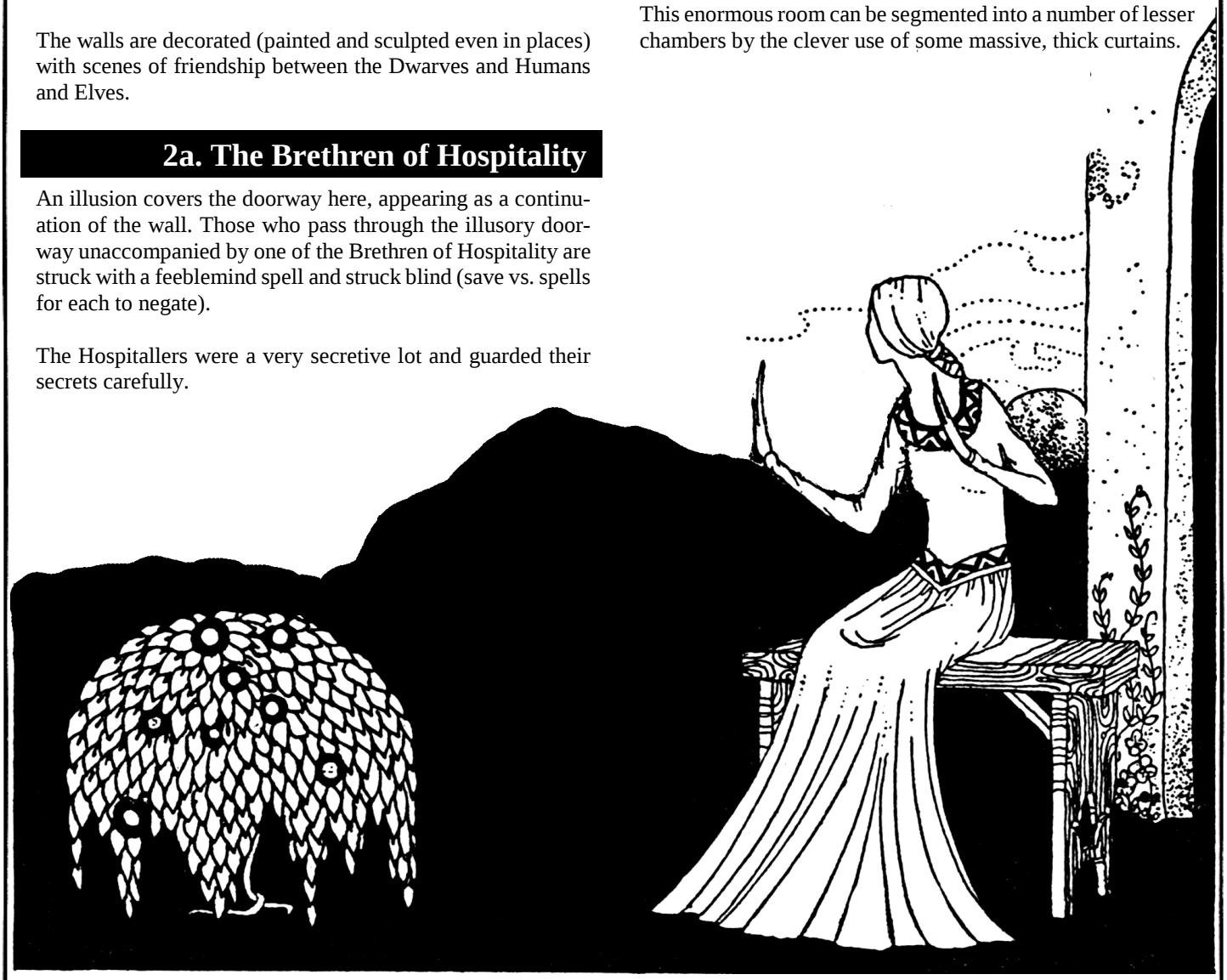
2b. One Way Secret Exit

This secret door can only be opened from this side. It opens onto the Grand Staircase (see Area C for more details about the Grand Staircase).

3. The Honored Guests

This huge chamber was used for all of the events and activities involving the High Priests of the Chantry and his Honored Guests.

This enormous room can be segmented into a number of lesser chambers by the clever use of some massive, thick curtains.



3a. The High Lady

This area is lushly carpeted and soft furniture, enough to seat dozens, is scattered about the room. A great fireplace dominates the western wall.

Two things instantly grab the attention:

First, the body of a formally dressed woman lies in the center of the room, crumpled and face down, surrounded by seven men, whose bodies radiate out from hers like spokes on a wheel, straight and evenly spaced.

Second, beside the woman's body, an intricate design of glass or crystal webbing rises from the floor to about waist height. On the crystal webbing are several very large gold coins.

The woman is the High Lady, the Elven Queen betrayed by the High Priest so long ago. As she was dying, she cursed the High Priest, the Chantry, her fate.

Her rage was partly fulfilled in the curse/blessing on the coins (see Eight Coins of the High Lady, on the following page), and partly fulfilled in the fact that she haunts this chamber as an **Avenging Spirit** and her cousins as **Seven Glory Guardians**.

When a mortal comes within 20' of the High Lady she will rise with her back to them and say things like,

> "Who disturbs the High Lady's torment?"
>
> "There is no rest for the betrayed."
>
> "The Shattered Kinsmen have not changed."
>
> "Scorn the Dark Brethren, welcome the Shemarras to the Light."
>
> "Who can end the endless night?"

Basically, she will complain about the High Priest's betrayal, she will complain about Dwarves in general, and will complain about her undead state of torment. She will turn to face intruders if they approach.

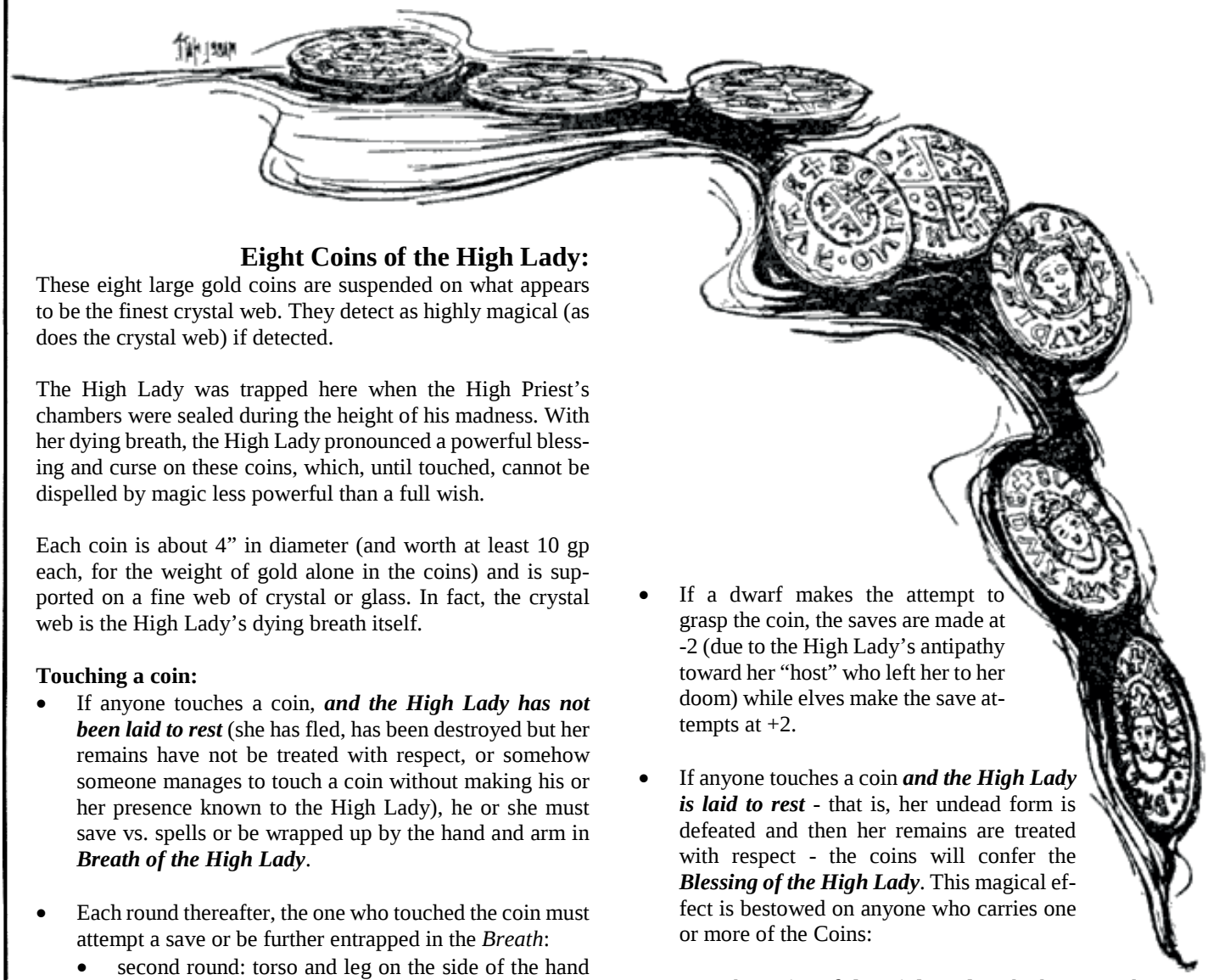
If, when the High Lady rises, the intruders don't stop moving toward her, the Seven Glory Guardians will rise up in a position to defend the Lady. Otherwise, the Glory Guardians rise when the Lady turns to face the mortals.

The High Lady will not automatically attack, but she also will not necessarily engage in rational, meaningful conversation. She is bitter and angry, but her long confinement has also made her quite insane. All she wants at this point is either vengeance on the High Priest or to be laid to rest with some dignity. She has been unable to accomplish either for hundreds of years.

Use the following chart as a guideline for her actions on any given round:

Roll 2d4	High Lady's Action
2	She turns and ignores the PCs
3	She responds intelligently and helpfully to the PCs
4	She treats the PCs as servants and subordinates
5	She begins a long soliloquy about the beauty of the Cayleite Forest, her home, her family, flowers and anything else that pops into her head. It won't make any sense, but she will think it is poetry.
6	She orders the Glory Guardians to attack
7	She tries to run away
8+	She attacks in a berserk rage, commanding the Glory Guardians to attack any spellcasters





Eight Coins of the High Lady:

These eight large gold coins are suspended on what appears to be the finest crystal web. They detect as highly magical (as does the crystal web) if detected.

The High Lady was trapped here when the High Priest's chambers were sealed during the height of his madness. With her dying breath, the High Lady pronounced a powerful blessing and curse on these coins, which, until touched, cannot be dispelled by magic less powerful than a full wish.

Each coin is about 4" in diameter (and worth at least 10 gp each, for the weight of gold alone in the coins) and is supported on a fine web of crystal or glass. In fact, the crystal web is the High Lady's dying breath itself.

Touching a coin:

- If anyone touches a coin, ***and the High Lady has not been laid to rest*** (she has fled, has been destroyed but her remains have not be treated with respect, or somehow someone manages to touch a coin without making his or her presence known to the High Lady), he or she must save vs. spells or be wrapped up by the hand and arm in ***Breath of the High Lady***.

- Each round thereafter, the one who touched the coin must attempt a save or be further entrapped in the *Breath*:
  - second round: torso and leg on the side of the hand which initially is trapped
  - third round: the other leg
  - fourth round: the other arm
  - fifth round: the head

- If a victim fails five saves and his or her head becomes entrapped by the *Breath of the High Lady,* the PC dies of suffocation in a number of rounds equal to his or her Constitution score unless released (by **dispel magic** spells, one for each area of the body entrapped, cast against 10th level magic, or a single wish or similar magic).

- If someone grasps a coin with **both hands** and the High Lady has not yet been put to rest, the *Breath* entraps
  - both arms on the first failed save,
  - both legs and the torso on the second failed save,
  - the head on the third failed save (but will take five successful dispel magic spells to release the being so trapped by *Breath of the High Lady*).

- If a dwarf makes the attempt to grasp the coin, the saves are made at -2 (due to the High Lady's antipathy toward her "host" who left her to her doom) while elves make the save attempts at +2.

- If anyone touches a coin ***and the High Lady is laid to rest*** - that is, her undead form is defeated and then her remains are treated with respect - the coins will confer the ***Blessing of the High Lady***. This magical effect is bestowed on anyone who carries one or more of the Coins:

  - The **Coins of the High Lady**, whether carried together or singularly, confer a bonus to the armor class of the one who bears the coin (a non-cumulative +2 bonus to AC).

  - The effect is visible only when the armor, shield or skin of the one bearing the Coin of the High Lady is actually struck, when a glowing blue ethereal crystal web will flash in the area the bearer is struck just at the moment the blow lands.

  - If dispel magic (against 10th level magic, or similar or greater magic) is cast on the bearer of the Coin, the Coins lose their magic forever.

4. The Brethren of Hospitality

Each of these chambers has the corpses of the Brethren of Hospitality in them. The Hospitallers were deformed and handicapped Dwarfs who were hidden away under loose, heavy black hooded cloaks.

They wore heavy boots and thin leather gloves. These (non-animate) corpses are clothed in death as they were in life. Unless animated by the Grand Hospitaller, these are simply dead bodies (though surprisingly well preserved, if deformed).

Each of the six cells of the Brethren is generally the same, with unique features listed below (a-f): stone walled cell with six stone slab beds, six simple stone chairs and three desk/tables which are hinged to the wall beneath small (2'x3'x1' niches).

The desk/tables contain inkwells (dry), pens, papers, and small, worthless items. Numerous Dwarven holy symbols are on the walls.

4a. 3 corpses lying with hands folded across their chests on beds.

About the room are:
- A pale grey lacy woman's tunic
- a warhammer engraved with the coat of arms of the Gadroth family, a powerful merchant Dwarf clan
- a mace of high quality with a hardwood grip filigreed with silver
- a brass key engraved with the image of a tree
- 52 sp
- a dozen verdigrised cp in a very well-made hardwood coin-box strung on a chain.

4b. 6 corpses crumpled on the floor.

Bundled up in a sheet on one of the beds is:
- a Dwarf soldier's morning star engraved with a holy prayer to inspire courage in the faithful
- a brooch emblazoned with a very old Ostaven city livery
- an ivory scroll-case holding a fairly good map of old Elven Caranta City (from an era long ago, before the great cataclysms which destroyed the city - the scroll case is worth about 50 gp)
- a shield with a prayer-ribbon sealed to the edge
- 311 gp



4c. 9 corpses lining three of the beds, kneeling as if in prayer.

Arranged carefully on the other three beds are nine daggers, nine silver rings (worth 25 gp each), and nine Dwarven prayer stones.

About the room are:
- a watercolor painting of the Battle of the Seventh Deep
- an ancient crossbow that will break the fourth time it is fired (causing 1d6 hp damage to the one firing the crossbow)
- nine red wool robes embroidered along the border with a motif of leaves, berries and acorns.

4d. 4 corpses crumpled on the floor.

About the room can be found:
- a pair of red-striped wool lace-up leggings sized for a Dwarf
- a pommel-less dagger whose blade is etched with skulls and vines
- a massive two-handed sword richly detailed with an engraved motif of apples, cherries and tree leaves which includes a polished leather scabbard

4e. 2 corpses, seated on the floor, embracing.

Six wool cloaks and six light linen robes (all hooded) hang on the wall.

Six pairs of very stained boots are lined against the wall near the door beside six small shovels and six large pails.

Also in the room are:
- a hemp rope 10 yards long
- leather case containing scissors, razors and hairbrushes
- a short bow richly engraved with a motif of hammers and anvils which includes a flask of linseed oil, bowstrings, a pouch of extra feathers and needle and thread for repairing arrows
- a 4-by-30-foot roll of black canvas.

4f. 3 corpses lying on beds with their hands folded on their chests.

Additionaly in this room can be found:
- a wig of curly silver hair
- a small leather-bound edition of *The Life of the Saints of the Dark Places*
- a polished silver bell (worth about 200 gp)

Anyone who completely reads *The Life of the Saints of the Dark Places* will increase his or her faith score by 1d4 (if such a thing exists in the DMs game) and Wisdom by 1.

5. The Grand Hospitaller

The Grand Hospitaller was in charge of the hospitality of all the guests of the Chantry. He was a severely hunchbacked dwarf whose head was so misshapen that some mistook him for a goblin when he was younger. He lived a bitter and angry life, hating all those whom he served. In death, he continues to harbor the bitterness and hatred he held in life and haunts this chamber as a **Woeful Spirit**. The Spirit will attack any living being which enters the chamber. The first thing he will do is raise a keening wail which will animate 3d8+3 of the corpses in chambers 4a-f, then he will move to strike the nearest creature.

The room contains a bed, a table and four chairs, and three chests which contain clothing (one has 3421 gp buried underneath the clothes).

Hidden in the bed is a book which details secrets of hundreds of guests who stayed in these Halls over the centuries (from dalliances and spurned lovers to feuds and even murder, events in the lives of dukes, counts, kings and high priests).

6. The First Inquisitor

The First Inquisitor was the Chantry's high disciplinarian. He was a secret member of a flagellant sect of his religion and when the end was near, he flayed nearly all the skin off his body and hanged himself.

His corpse still hangs from the ceiling here.

Otherwise, the room is furnished in a very spartan fashion, with a bed, a chair, a bench, a bed of nails and a rack of torture implements.

7. The Garden of the Honored

This enormous natural cavern is continually lit by a dim glow from the roof of the cavern, some 60 or more feet above. It was once filled with hundreds of stone carved trees, each as detailed and intricate as any found in a forest aboveground. Over the centuries, the earthquakes that have rocked the Chantry and opened up crevices between the levels have knocked many of the great stone branches and leaves from the trees.

Now the great Garden of the Honored Guests looks like a forest after a tornado has stripped the trees bare, empty trunks reaching up like crooked fingers toward an ever-glowing "sky."

Movement through the Garden of the Honored Guests is at one fourth normal rate because of all of the stone debris scattered about the cavern floor.

8. The Rift

This great, deep chasm completely bisects the Garden of the Honored Guests, tearing through the floor and the roof of this cavern.

The rift rises 50' to the Cloistered Brethren Level (Area D) and an additional 60' up to the Sanctum of the High Priest (Area E) and falls 100' below this level to the northern part of the Halls of the Militant Brethren (Area B) below

9. Least Honored Guest

These chambers were one of the apartments used for the least honored guests: traveling Dwarven dignitaries, human kings and the like.

The High Priest hadn't used these chambers in years, but one of the last guests herein was King Ferlaon, who later the High Priest would blame for the coming of the plague which decimated the Chantry.

Hidden behind a false panel in the wall hidden behind an overstuffed couch in the southern room can be found three scrolls.

Two of the scrolls are notes from a Brother Adrias to King Ferlaon warning him that the High Priest believes that the King has betrayed the Dwarven people and has brought death and ruin to them.

The third scroll is a special scroll of teleportation. It is keyed to King Ferlaon's line to teleport a single individual to the King's Throne Room - which has long since been in ruins. (It is up to the GM whether or not anyone in the PC party is in King Ferlaon's line, and whether or not this scroll will still work, and where the ruins of the King's Throne Room could be found – the scroll has 42 more uses and remains in this chamber, it does not teleport with the person).

10. & 11. Bisected Room

These chambers had nice enough furniture in them, but most of the furniture has fallen to ruin due to the heat and moisture of the rift.

The areas close to the edge of the rift are very slippery. Those who approach within 10' of the edge must make a Dexterity check (DEX or less on 4d6) or slip and fall. A second Dexterity check is required to keep from sliding over the edge (DEX or less on 4d6).

12. Western Rift

Created by one of the many earthquakes which has brought much of the ruination to the Chantry, this crevice is only about 50' deep.

13. Domed Vaults of Aran-Gath

Aran-Gath, a Firbolg Giant who allied himself with the High Priest centuries ago, was given these vaults as for his retinue to rest and relax as they enjoyed the company of their Elven companions in the Garden of the Honored Guests. It was Aran-Gath who erected the Shamarras Ring (Area 18) and summoned the Scorned Brethren to join him in the Chantry. When the Fey King darkened the Ring because of the High Priest's treachery, Aran-Gath and the rest were left to die in their vaults in the Garden (see Area 18 for more information).

Aran-Gath was, ironically, a witch-hunter in life and hated undead. He travelled with a servant/attendant Singer of the Dead (see below) who waits patiently in the Northeast Vault for a command (see The Song of the Dead below).

When anyone approaches the Vault, they will hear a low, moaning sound coming from within (from the Northeast chamber, specifically). The sound has no effect on the living, but undead must save vs. spells of fall into a torpor (see below).

The ledge, which is the remains of the outer Vault, is very unstable. The tiles (the remains of which depict a heavenly scene of angels, and not much else) are buckled and broken.

Each being standing in this area gives a cumulative 5% chance that the entire area (the rounded area Northwest of the Western Rift) will collapse into the Rift, widening the rift and dropping everyone on the landing to the bottom for 6d6 falling damage plus 4d4 crushing damage from falling debris.

Combat on the ledge increases the chance to a cumulative 10% per being on the landing.

The Vaults:

Each of the Vaults has the same basic description:

- a 50' diameter chamber carved out of the living stone
- a domed ceiling peaking 80' above the tiled floor
- each tiled floor depicts something different:
  - the Northeast Vault, the tiled floor depicts the Dwarves streaming out of heaven as the angels watch
  - the Southeast Vault shows the Dwarves building great cities and fortresses underground
  - the Northwest Vault shows a great congregation of nations: Elves, Dwarves, Men, Giants, and many others in radiance
  - the Southwest Vault's tiles have all been pulled up and scattered.

The Northeast Vault:

This chamber is bereft of any furniture or decoration (beyond the tiled floor). The only feature in the room is a large stone looking creature and a long, low, moaning sound.

This is the **Singer of the Dead**, a creature possibly from another plane of existence, which looks like an 8' tall stone headless ape, with broad shoulders and long, powerful arms. The creature's stony skin is riddled with holes and pockets through which it continuously draws air, sensing, "smelling" if you will, for the presence of undead. It is the air passing through these holes and pockets which creates the moaning, doleful sound.

This sound has a powerful effect on undead but has no significant effect on the living. The Singer will ignore living beings in the room unless attacked, at which time it will defend itself vigorously. If commanded, the Singer will join the party and can become a powerful agent in a fight against the undead of these levels.

The Singer of the Dead will not attack the Greatmen or Aran-Gath unless they attack it first (see below).

If the Singer is killed or silenced, the Greatmen of Aran-Gath (see below) will revive in 1d6+3 rounds and come to investigate the silence within another 1d4+1 rounds.

If the Singer is silenced and none of the Greatmen alert Aran-Gath, the Firbolg king will not notice the Singer's song has stopped for 2d20+6 rounds, after which he will also come to investigate.

The Southeast Vault:

This is a well-appointed sitting room. Numerous chairs, tables and lounging couches are scattered about the chamber, all oversized (about twice as large as normal human sized).

The walls are painted in a grand cyclorama depicting the discovery of the great veins of precious metals in the mines beneath the mountain here, the founding of the Chantry and the ascendency of the High Priests.

Seated on a dozen chairs are unmoving bodies of Firbolg Giants. These are the **Greatmen of Aran-Gath**, who have been lulled to languor by the droning of the Singer of the Dead.

If the Singer has been killed (or some other means of silencing the beast, such as a *Silence* spell has been employed), it takes 1d6+3 rounds for the Greatmen to revive (due to the length of time they have been languishing under the Singer's spell).

Each of the Greatmen carries a massive sword (equivalent of a two-handed sword), wears leather armor and has a purse with 2d20+100 gp, 2d20+400 sp and 1 random small object.

The Northwest Vault:

This is a large bedchamber, containing some fifteen huge beds jumbled about the room. The bedclothes are shredded, and the mattresses have been destroyed.

Searching through the rubble will turn up one interesting item for every PC turn spent searching, until the following list is exhausted:

- a 10-pound bag stamped with a strange symbol, full of fragrant tea leaves
- a 4-volume set called 'Founding of an Empire' by Erasmus Bymini bound in black pigskin
- a giant-sized belt of threaded cord, white in color
- a 25-gallon barrel of famous Ostaven red wine
- a cask of pickled sweetmeats
- a sun-faded piece of vellum on which is written the death warrant for a burglar
- a silver brooch bearing an inscription reading, “For the glory of the Light” (worth 125 gp)
- 1700 sp covered in slime in a foul-smelling leather sack.



The Southwest Vault:

This chmaber has been completely ransacked. The floor tiles have been pulled up and cast about the room, most of whatever furniture once graced this room has been destroyed.

Seated on a stone ledge at the southern end of the room is a gaunt, ancient looking Firbolg wearing a crown. He is holding a pen and is surrounded by parchments and papers.

This is **Aran-Gath**, former king of the Firbolgs in the Rosewood Highlands, and former Undead Hunter.

In an ironic twist of fate, the former fanatical undead hunter has become in death what he hated in life: and undead creature: an **Enduring Spirit.**

He vehemently denies this reality.

He has stoppered his ears with old candle stubs against the song of the Singer of the Dead which he finds annoying (his madness gives him a +2 to his save vs. the song of the Singer of the Dead when he hears it if his ears are unstoppered).

Aran-Gath has been writing a madness-tinged story of his people, very colored by his new hatred toward Dwarves (for their betrayal). There are 3,453 pages of hand-written mad scrawlings scattered about the Vault.

Much of the most recent writing (that written in the past 50 years, most of those pages surrounding him) concerns both his disdain for Dwarves, his desire to get his revenge on the High Priest and his concern that the “song of my Beast causes me deep distress in my waning years. Perhaps soon I must release it back to the Pits of Fallia, if ever I can leave this cursed place!”

Anyone who reads his ravings must save vs. spells or lose 1 point of Wisdom for one month and be haunted by insane dreams (25% chance of being unable to get full rest on any given night during the month).

Aran-Gath will not automatically attack, but if the PCs attempt to engage him in conversation, he will remove a candle stub from his ear and try to listen. If he makes his save, he will look distressed, attempt to answer the PCs quickly if possible, but will jam the candle back in his ear at the end of the round. If he fails his save, he will seem to fall asleep.

Among the jumbled ruin of furniture is (one item per Turn of searching):

- a rotting leather bag containing 1237 gp, 1442 sp and 3 rubies (worth 200 gp each)
- a giant-sized silver plated tobacco pipe (worth about 100 gp)
- a half-pound jar of beeswax
- a bottle of thick purple liquid (some of the magically enhanced mead from area 14, 6 doses)
- a scratched and dented metal shield (not magical, but exceptionally well made, despite its well-used condition)

14. The Sealed Apartments of the High Lady's Daughter

These apartments are sealed behind a rockfall. The rubble can be cleared away by twenty PC turns of clearing (four turns if 5 PCs and their henchmen work at it, two turns if 10 PCs and henchmen work at it).

The apartments beyond are decorated in ancient High Elven fashion, with banners and carvings depicting forests and animals, and many scenes depicting what is clearly friendship between the Elves and the Dwarves.

The first chamber, south, has four long, low, reclining couches, a small fountain (dry), three small tables, with four pitchers filled with some kind of viscous liquid in them on one of the tables.

The couches and the liquid are magical if detected, the fountain may detect as magical, depending on how the GM rules such things (see fountain below).

The Couches:
The couches are the **Healing Benches of the People**.

If anyone lays on a couch and falls asleep, he or she will heal at double the normal rate. The couches are very fragile, however, and can only support 160 pounds of weight easily. For every pound over 160, there is a 1% chance of the couch collapsing (cumulative - thus, if a 200 pound person lays on the couch, the chance is 40%, and if then a 190 pound person lays on the couch, that will add 30%, making the total 70% for the second person). In addition, due to their age and fragility, attempting to move them is a difficult proposition – the couches weigh only 100 pound each but there is a %age chance of the couch collapsing equal to the strength of the person or persons carrying it divided by the number of people carrying it, every round it is handled.

If a couch collapses, it becomes unusable and unrepairable. Certain spells could bolster the strength of the couches or placing them in some extradimensional space (such as a portable hole) could decrease the chances of their ruination due to handling.

The Liquids:
The liquids are magical but have no effect if consumed individually - they must be combined in a separate container and then consumed (though see The fountain below for usage of the liquids individually). The four liquids are pale blue, dark blue, pale purple and red. There are four "doses" of liquid in each bottle. They are combined as indicated on the Mixture Table.

Mixing all Four Liquids: If all four colors are mixed and consumed (one or more doses of each color, the entire mixture must be consumed)

NOTES: These effects are permanent unless given a time limit. A creature may receive each effect only once. Every combination of colors uses a full dose of each color, and the entire mixture (one purple and one red for Protection from Evil, for example) must be consumed to receive the effect.

MIXTURE TABLE

	Light Blue	Dark Blue	Purple	Red
Light Blue	N/A	Improved Invisibility for One Week	Mirror Image for One Week	Regeneration for One Week (1 hp/round)
Dark Blue	Improved Invisibility for One Week	N/A	Detect Invisibility for One Week	Protection from Evil, 10' Radius (permanent)
Purple	Mirror Image for One Week	Detect Invisibility for One Week	N/A	Protection from Undead, 10' Radius (1 year)
Red	Regeneration for One Week (1 hp/round)	Protection from Evil, 10' Radius (permanent)	Protection from Undead, 10' Radius (1 year)	N/A
Light Blue +Dark Blue	N/A	N/A	Haste for One Week	Giant Strength for One Week
Light Blue+ Purple	N/A	1d4 Duplicates of Self for One Week	N/A	+1 first level spell castable once per day (of any kind, even if not spellcaster) permanent
Light Blue + Red	N/A	+1 to Dexterity	21 Intelligence and Wisdom for One Week	N/A
Dark Blue + Purple	+1 to Constitution	N/A	N/A	+1d10 to Hit Points
Dark Blue + Red	+1 to Wisdom	N/A	+1 to Charisma	N/A
Purple + Red	+1 to Intelligence	+1 to Strength	N/A	N/A

A final note on mixing Liquids:
If some industrious PC pours all four bottles into a vat thinking that he or she will create a giant potion enough for multiple people to receive the benefits, or chooses two colors and pours all of each bottle together hoping to create a potion for four or more people, the PC will be sorely mistaken. The entire mixture must be consumed by a single creature to receive the benefits of mixing the liquids. If it is parted out in any way, no one receives any of the benefits of the mixtures.

The Fountain:
If any liquid (besides the magical colored liquids in the room) is poured into the fountain, it will begin producing fresh, clean water after one round.

If any one of the magical colored liquids are poured into the fountain (before or after it begins producing fresh water), the water of the fountain will produce the following effects for beings immersed in the waters:

Light Blue: *Cure Critical Wounds* 1x per person
Dark Blue: *Heal* 1x per person
Light Purple: *Neutralize Poison:* 1x per person
Red: *Raise Dead* 1x per person

The fountain effects of the individual colors last 24 hours and can affect any number of individuals immersed in the fountai's waters. Thus, every 24 hours, a different liquid can be added to the fountain for a different effect each day.

If two or more colors are mixed in the fountain, the effect is poisonous (save vs. poison at -2 or be affected by the magic of ***Time Halt*** - see Appendix - New Spells for more information).

This is what happened to the Heir of the High Lady in the Western Chamber (who disregarded the warnings given her when the gifts were given).

North Chamber:
The first chamber, north, is a formal dining chamber that could seat 22 people.

A grand chandelier is centered in the room which lights magically whenever a living being enters the chamber and at a command can be dimmed or brightened (from pale moonlight to full daylight) but cannot be "off" if there is a living being in the chamber.

Books and papers are scattered about the huge (20' long) table.

The Books:
The books and papers are in ancient Dwarven and Elven languages. Most of the books are open to pages on Dwarven legends.

- The majority of the books recount a legend concerning a Dwarf who offends a group of giants and, while imprisoned, creates a magical honey that he pours into the giants' well that causes them to fall asleep forever so the dwarf can escape with the giants' greatest treasure, a golden child. In the legend, the giants never awaken. There are seventeen variations of this legend here in various books and scrolls.
- A second legend (in several of the Elvish books) is an old Elven legend about an Elven princess who plucked a witch's grapes and was cursed to sleep forever unless her father and mother bathed her in a magical stream.
- There is another legend buried in one of the Dwarven books. It concerns a young dwarf who steals into the Giant kingdom to reclaim the Pearl of Great Price and comes across a sleeping giant. The young dwarf kills the giant with his magic dagger (which the legend calls The Fang of Geron) and pushes the giant's body into a well. When the young dwarf finally reaches the Pearl, guarding it is the very giant he killed, come back to life. The young dwarf manages to trick the giant and he steals the Pearl by the end of the tale.

Anyone who searches through the books has a %age chance equal to his or her Intelligence score to discover the relevant legend, cumulative per turn. Otherwise, use something like Grimm's Fairy Tales or Anderson's or some other source, substituting a Dwarf or an Elf for the protagonist and changing some relevant details, as desired, for unrelated legends.

Among the other papers are some in the High Priest's handwriting (if anyone has encountered his handwriting elsewhere). Most of those papers are concerning the time of Discernment for Reconciliation that the High Priest had extended to the High Lady and her Retinue. Many of these are marked up with notes that question the validity of the invitation. Several are torn and crumpled and thrown on the floor. One important piece, buried among the papers and books (three turns of active searching to turn it up, Intelligence check - INT or lower on 4d6 - to recognize the importance, unless the GM wants to use some other method or mechanic) says,

"A gift for the Lady's Lady, for health and happiness, for joy and life. One ordan of each combined, no more or less, for your blessing. A single ordan, no more no less, in pure living water will touch the fountains of the gods."

Center Chambers:
The center two chambers are lavishly appointed bedrooms. They contain many minor valuable items (silk bedclothes, finely woven tapestries, silver goblets, etc.) but nothing of particular interest or significant value.

Western Chamber:
The Westernmost room of these Apartments is a great hall, sumptuously decorated with intricately carved marble trees and bushes (many of the columns) and bas relief mountains, hills and forests (the walls).

Thick, green carpets cover the floor.

What furniture is in this great hall has been jumbled to the southern portion of the chamber.

Couches, tables, chairs, all in disarray, all well made and very heavy (probably valuable, but extremely difficult to move). The north end of this chamber has the most curious items:

- a beautiful, young Elven woman in a glass coffin
- a miniature city enclosed in a glass dome or case of some sort
- niches all along the north wall containing dozens of jugs and bottles with different colored, thick, viscous liquids in them

The Young Lady:
The young lady in the glass coffin is the **Heir of the High Lady**. She poured two of the magical liquids in the fountain in the first room of the apartment, drank the liquid and has fallen under the effect of the *Timestop Coma*.

The Glass Coffin:
The coffin is crystal, magical in nature and magically sealed. A *knock* spell or *dispel magic* spell (any level) or similar magic will open the crystal coffin (which, once opened, is as fragile as glass, but worth 2500 gp).

Opening the coffin has no effect on the Elven lady within. Nothing short of a full *wish* can counter the effect of the magic that keeps the Heir of the High Lady asleep. The only way to break the curse upon her is to stab her in the heart with a magical dagger (of any nature, even a cursed dagger), and then immerse her body in the fountain in the first (southern) room having a dose of the red liquid poured into it.

The immersion has to take place within 24 hours from when the dagger is plunged into the Elf maiden's heart or her spirit will rise as a **Longing Spirit** and she will be lost forever.

Beneath the Heir's body is a **slender silver sword** with doves and roses etched along the blade in a fine white leather scabbard. This is **Elissa's Gift**.

The Tiny City:
The tiny city under the dome is Old Caranta City in miniature. If *knock*, *dispel magic* or similar magic is cast on the crystal dome, all living beings in the Apartments will be transported into Old Caranta City, in miniature, in the past, for a whole other kind of adventure (which is detailed in the adventure **City Under Glass**).

The Bottles and Jugs:
The bottles and jugs filling the niches along the north wall contain **magically imbued honey**.

There are 31 different bottles, each with 1d4-1 dose of thick, colored liquid (some variation of blue, purple or red).

26 of the bottles have **magically enhanced mead**, which will make anyone who imbibes the mead drunk in a number of doses equal to his or her Constitution bonus (minimum of 1).

The liquid in one bottle functions as **a potion of healing**, one functions as a **potion of extra healing**, two as **potions of poison**, and one bottle functions as a **potion of restoration**.



15. The Hall of the Hollow Man

The First Room:
The first room in these halls is dominated by an **old crone** who is busy stirring at a bubbling cauldron in the center of the room. When she notices intrtuders (1-3 rounds, no matter what actions they take), she will cackle,

"Welcome to the Hollow Man's Hall. Come in and enjoy some savory sweet meats!"

She will beckon them to dip a cup into the cauldron. Those who do so, and taste the stew, will find benefits later on (see Meeting the Hollow Man, below).

The crone is a **Mother Hag**. She is the spirit of the long dead caretaker of the Hollow Man. She perpetually brews her magical stew (which, at this point, is mostly rat and goblin meat, if the truth be told) in the vain hope that visitors will come seeking the counsel of the Hollow Man. If attacked, the Hag will defend herself. If killed, the stew in the cauldron instantly turns rancid (see Meeting the Hollow Man, below).

East Center Room:
The eastern center room contains the desiccated husk of the crone's earthly remains. If her body is desecrated in any way, the Mother Hag and the Hollow Man will attack the party. There is nothing of value in this room.

West Center Room:
The western center room contains 86,454 copper pieces in seventy four leather sacks.

Meeting the Hollow Man:
The **Hollow Man** is an enigmatic creature who showed up at the Chantry almost two thousand years ago, offering his services as a sage and an arbiter of disputes. The people of the Chantry began calling him the Hollow Man for his inexplicable lack of emotion which he displayed in his adjudications.

When the Hollow Man is first encountered (always in this chamber, unless intruders have desecrated the crone's remains), he will hold out his hand expectantly.

The payment for interacting with the Hollow Man is always two copper pieces.

If anyone begins talking with the Hollow Man without paying him, he will point to his empty hand insistently. If they continue talking, he will turn his back on them.

If anything is put into his hand other than two copper pieces, the Hollow Man will dump the objects (no matter how valuable) onto the floor.

If the proper price is paid, the Hollow Man will talk with the being who makes the payment for as long as 24 hours and give them as objective an answer to any questions asked that he is able (he is not omniscient, he is simply emotionless, objective, logical).

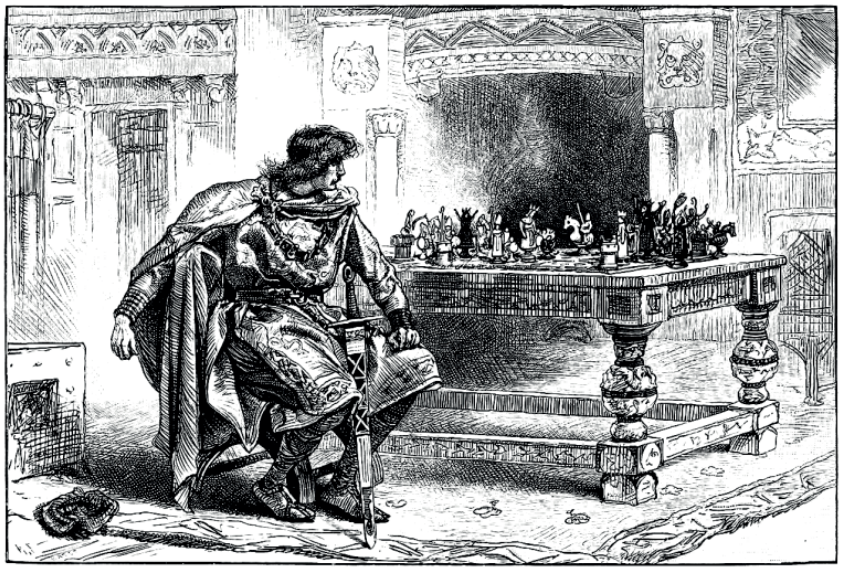
For those who tasted the crone's stew when offered, the Hollow Man will offer a blessing of good fortune (+1 to the next 12 rolls). If anyone tastes the rancid stew of the crone (after killing her) or forces the Hollow Man to speak with them without paying him, he will curse them with ill fortune (-1 on the next 12 rolls - save vs. spells to negate the curse).

When the 24 hours has ended, if the petitioner is still engaged with the Hollow Man, the crone will appear by his side and she will say, "My lord is weary, it is time to take your leave." If the petitioner insists on even a moment longer with the Hollow Man, the two attack the petitioner, attempting to drive him or her from the chamber into the Minor Rift (area 16).



16. The Minor Rift

Years ago, an earthquake broke open the floor here, separating the Hall of the Hollow Man from the Garden of the Honored Guests. The rift is 80' deep.



At the bottom of the rift is a Dwarf skeleton wearing destroyed platemail and carrying a broken shield and a magical sword (**Drakewrath**).

Scattered about the broken rocks at the bottom of the rift are:

- 1923 gp
- 8227 sp
- a ruby (250 gp)
- 3 pieces of jasper (150 gp each)

It would take 10 full turns to find all of the coins and gems.

17. The Rooms of Dimean Aulth

When the High Priest sealed the Chantry, the Consort of the High Lady locked himself in these chambers to die, against the protests of the High Lady and her retinue. She cursed him to remain locked in these chambers until Death came himself to claim his spirit. Years later, Death came calling, and the Consort challenged death for his spirit (see below). In the ensuing centuries, the earthquakes that have rocked this area have destroyed these chambers, leaving the Consort isolated in his timeless tableau across a deep, 20' wide chasm.

The Consort who Challenged Death:
The Consort sits unmoving. He is completely unaffected by time, so if anyone attempts to move him, attack him, etc, their actions have no effect. In fact, while he feels solid to the touch if someone physically touches him, a weapon will swing through his shimmering body, and if someone should try to push him over, they will move right through his body as if through water.

When the High Lady's Consort became trapped in these chambers and was about to die, he (in classic fashion) challenged Death to a game of chess for his soul. Death found himself two moves from losing and stopped time in chamber rather than lose until such a time as he can contrive a way to cheat his quarry out of his prize.

Moving any piece in play from the board will not only break the spell but will also remove death's claim on the Consort's soul, making him effectively immortal.

However, this will also bring an **Envoy of Death** into the chamber in 1d4 rounds. The Envoy will spend one round surveying the chessboard.

If possible, the Envoy will replace any pieces moved to their original position, then use the amulet it wears (**Death's Focus**) to recast the spell that stops time. The Envoy will warn the PCs, "Meddle not in the affairs of Death, mortals, or thou wilt know Death's Kiss!" Then the Envoy will teleport out of the room.

Attacking the Envoy:
If the Envoy is attacked, it will attempt to gate in 1d4+1 of its brethren while the Consort of the High Lady will try to escape the room. The Envoy(s) will attempt to dispatch invaders and reset the chessboard and recast the spell (which will return the Consort to the chair, no matter where in the mortal realm he has escaped to - however, if he manages to flee to the Shemarras ring and the Scorned Brethren accept him, he will be beyond the recall of the spell...until he returns to the Mortal Realms, that is).

If the Envoy is defeated (and any allies it gates in), the victors will be cursed by ***Death's Kiss*** (See Appendix - New Spells for more information).

If the Consort is attacked after the spell is broken, he will defend himself, but will try to escape the area, a fighting withdrawal.

If cornered, he will fight to the death, though he can't truly die unless Death determines a way to cheat the chess game (the GM is free to determine such a means if any might exist - perhaps the PCs intervention breaks the "rules").

If the Consort is reduced to 0 hit points or lower, he will rise 24 hours later, fully healed, unmarked, untouched by magic or weapon.

18. Shemaras Ring

A simple ring of standing stones, each about 24 inches tall, with a black, cut stone at the center, a cube about 18 inches on a side.



This is a Shemaras Ring, a gateway to the lands of the Faerie. Aran-Gath erected this ring when he lived here as a guest of the High Priest. The Fey King darkened this gate because of the High Priest's treachery.

It is possible that a person (such as the High Lady's Consort, Dimean Aulth) who knows the proper incantation and brings the proper offering could pique the Fey King's interest enough to allow the gate to be opened briefly enough for a party of sprites and fairies to pop into the Shemaras Ring to question the petitioner.

The fey creatures come as envoys of the Fey King, so they will be much more attentive than normal fairy-types to any tale told them and will be sympathetic to beings trapped in the Chantry or those pursued by powerful evil beings.

The land beyond the Shemaras Ring is detailed in the **Fey King's Realm**.



THE DEEPS
(AREA G)

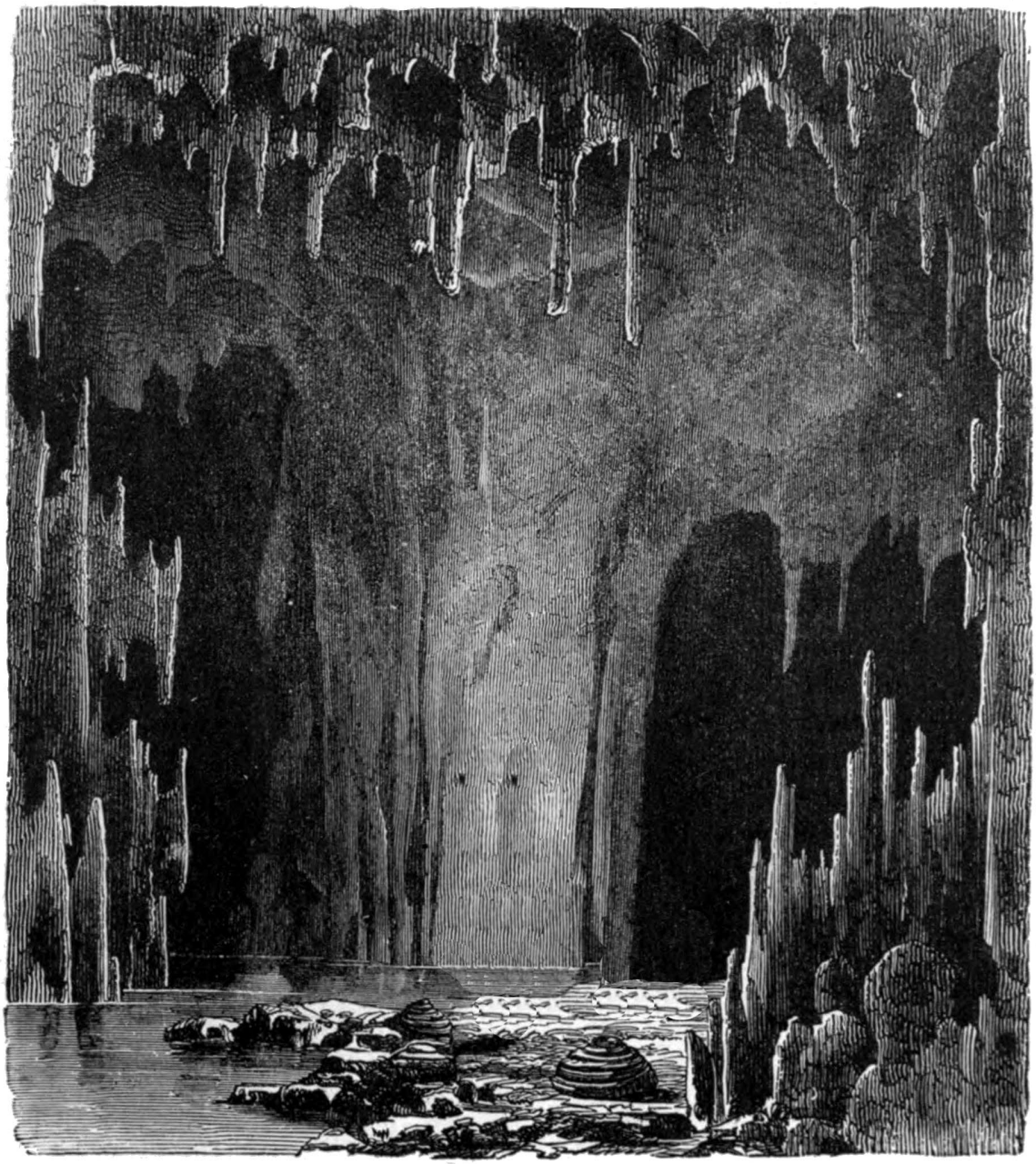
On either side of the Great Rift, near the bottom, are the tunnels and caverns of the mines of the Chantry. Once deep and extensive, now only a few levels remain and those mostly played out.

Generations ago, a horde of Shadow Creepers overtook the deeps and have been at odds with the inhabitants of the Chantry ever since; first the dwarves, and most recently the goblins. A wary truce exists at the moment, though a single death of a Shadow Creeper or Goblin at the hands of their foe would spark a war.

Shadow Creepers are not particularly organized, especially when not in the presence of their leaders (Shadow Stalkers) so they are not likely to mount an organized defense unless their Lord and King, **Bara'zau** (Shadow Fiend) leads them.

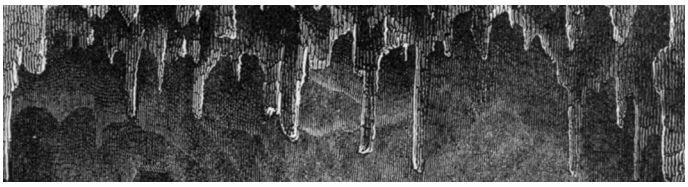
NOTE: If the Special Encounter "Darkness Rising" (event #3, page 33) is selected, the Shadow Fiend (or a replacement creature) must lead the invasion. The Shadow Creepers are far too disorganized to attack otherwise.

Most of the tunnels are carved into the very stone of the earth though where natural tunnels and caverns were encountered, they were often incorporated into the level's design. These levels were primarily for mining, though the Chantry's supplies were brought in and ore and refined materials were sent out through the River Gate, the Deepgate was the primary military entrance, and the Chantry's emergency water supply is found here as well.



Random Encounters in the Deeps

In the Deeps themselves, roll d8 every other turn. A 1 results in a "harmless encounter", an 8 results in a "dangerous encounter." See "Rift Encounters" for encounters in the Rift between the Deeps.



1d10		Harmless Encounters
1	Giant Centipede Corpse	1. Infected with Yellow Mold 2. Being Chewed on by mice 3. Fresh 4. Two weeks old
2	Goblin Bones	1. Partially hidden 2. Wired together as a macabre marionette 3. Painted green and blue 4. Sharpened to be used as weapons
3	Shadow Creeper Footprints	1. Leading in a circle 2. End abruptly 3. Burned into the stone 4. Split and go off in two directions
4	Broken Item	1. Sword 2. Spoon 3. Statue 4. Glass
5	Gust of Wind	1. Warmer or colder than ambient air 2. Smells of death 3. Smells musty 4. Smells like flowers or cinnamon or some other pleasant odor
6	Glowing Lights	1. A shower of fireflies 2. Phosphorescent dust 3. Ghostly lights 4. Glowing eyes of dozens of tiny insects
7	Clicking Sound	1. Far off, echoing 2. Close by, faint 3. Close by, loud 4. Complex pattern
8	Muffled Cry in the Distance	Sounds like: 1. Human child 2. Goblin 3. Wounded animal 4. Something dangerous
9	Dripping Water	1. Irregular pattern 2. Slow drip 3. Trickle 4. Musical sound
10	Mice (1d3+2)	1. Dragging a wheel of cheese 2. Dragging a goblin arm 3. Tumbling and frolicking 4. Staring intelligently



1d20		Dangerous Encounters
1-7	1d4 Shadow Creepers	1. Alert, on patrol 2. Surprised, searching for a lost pet beetle 3. Surprised, drunk 4. Alert, looking for food
8-10	1d6 Giant Centipedes	1. Being attacked by a swarm of stone beetles 2. Feeding on the corpse of a Goblin 3. Digging a new nest 4. Hiding in shadows (bonus for surprise)
11-12	1d4 Shadow Creepers with 1d2 Shadow Hounds	1. Searching for an escaped slave 2. Searching for a renegade Shadow Creeper 3. Searching for a doppelganger or skin wearer 4. Searching for intruders
13	1d4 Shadows	1. Trapped in the area encountered 2. Are damaged by light (treat light spell as 3 dice fireball and continual light spell as 6 dice fireball for area of effect and damage) 3. "False" shadows – immaterial, do no damage when they attack 4. Are immune to magic
14	Swarm of Stone Beetles	1. Mostly harmless unless they taste blood (frenzied attack) 2. Drop from the ceiling (doing 1d20 hp damage to random targets) then swarm random target 3. Fleeing from something else 4. Forms a wall, blocking the path forward
15	1 Shadow Stalker	1. Escorting an enslaved Dark Elemental 2. Disciplining a Shadow Creeper 3. Butchering a: 1. Giant Caterpillar 2. Riftwing 3. Human 4. Goblin 4. Searching for: 1. A lost ring 2. A valuable gem 3. The source of an odor 4. Hope
16	1 Dark Elemental (rogue)	1. Attacks on sight 2. Only attacks Shadow Creepers or Stalkers 3. Regenerates damage (except fire damage) 4. Does not attack, but backs slowly away
17	1 Giant Spider	1. Battling: 1. 1d4 Giant Caterpillars 2. 2 Goblins 3. 3 Shadow Creepers 4. Another Giant Spider 2. Feeding on a corpse 3. Stringing webs 4. Timid, skittish
18	1d3 Giant Beetles	1. Slicer Beetles 2. Fire Beetles 3. Stag Beetles 4. Random mixed lot
19	1 Oozing Black Death	1. Drops from the ceiling on a random target 2. Slinking away, wounded 3. Stretched thin across the ceiling, trying to dissolve Stone Beetle Swarm (if disturbed, drops its prey onto random targets, then attacks a random target) 4. Actually a magically cursed Prince
20	1d12 Gabblers	1. Fleeing from Shadow Creepers 2. Hunting a Shadow Stalker to get revenge 3. Each carrying a tiny lantern, swinging them rhythmically as they chant softly 4. Riding Giant Rats

Rift Encounters

Roll 1d8 every other turn. Encounters occur on an 8.

2d10		Rift Encounter
2	Tentacled Horror	1. Small, three tentacles, moving up the side of the Rift 2. Medium, 4 tentacles, entrenched 3. Medium, 6 tentacles, fond of Riftwings and not much else 4. Large, 1d6+6 tentacles 1. Aggressive 2. Hibernating 3. Cautious 4. Can Speak
3	1 Wraith	1. Long dead dwarf, hates Goblins, will not immediately attack humans or demi-humans 2. Recently dead Bugbear 3. Ancient dead, barely holding a coherent shape, gains +2 to hit and damage 4. Afraid of light
4-5	1 Giant Spider	1. Traveling, wants to be left alone 2. Feasting on a Riftwing 3. Spinning a web 4. Playing dead
6-7	1d3 Giant Beetles	1. Slicer Beetles 2. Fire Beetles 3. Stag Beetles 4. Random mixed lot
8-9	1d4 Shadows	1. Immune to fire, but double damage from cold 2. Are damaged by light (treat light spell as 3 dice fireball and continual light spell as 6 dice fireball for area of effect and damage) 3. "False" shadows – immaterial, do no damage when they attack 4. Are immune to magic
10-13	3d6+20 Bats	1. Flying toward party 2. Circling the Rift 3. Flying in complex (magical?) patterns 4. Swarming a Riftwing 5. Following a Will-O'-The-Wisp 6. Covered in: 1. Glowing dust 2. Blood 3. Beads and other decorations 4. Magical sigils
13-14	1d3 Riftwings	1. Riding the air currents 2. Hunting (will attack a random target) 3. Fleeing from something 4. Perched, watching (roll for reaction)
15-16	1d2 Giant Lizard Riders	1. Patrolling the Rift 2. Exercising (easily surprised) 3. Searching for: 1. Escaped Bugbear 2. Intruders 3. The Shadow Dragon 4. Treasure 4. Carrying a message to/from Bara'zau: 1. Intel about Goblin forces 2. Warning about intruders 3. A request for 30 more slaves 4. A treasure map
17-18	1d4 Will-O'-The-Wisp	Controlled by: 1. A Shadow Stalker who wants to displace Bara'zau 2. Bara'zau as his private scouts 3. The Shadow Dragon who sees what they see (his spies) 4. Autonomous, seeking food
19	1 Spectre	1. Tries to knock targets into rift 2. Afraid of light 3. Immune to non-silvered weapons (even magic weapons) 4. Hates anyone wearing armor (gains +2 to hit and damage)
20	Shadow Dragon	1. Perched, watching, not aggressive 2. Flying, hungry 3. Hiding in a crevice 4. Angry

Room and Chamber Encounters

When Shadow Creepers are encountered in a room…

3d10	What they are doing	Group Treasure
3	Throwing dung at the wall to see what sticks	Silver ring inscribed with eagles (Feather Falling)
4	Grooming each other	Magic Dagger (**Serpent's Tooth**, Dagger +2, poisoned blade – save vs. poison or lose 1 hp per round for total hp damage rounds)
5	Fist fighting	Magic Dagger (**Slasher** Dagger +1/+3 vs undead).
6	Eating Roasted Human	1000 gp Topaz. 30 gp Lapis Lazuli. 10 gp Rhodochrosite. 10 gp Azurite.
7	Playing "toss the Gabbler"	500 gp Amber. 10000 gp Black Sapphire.
8	Dissecting a Goblin corpse	5747 sp
9	Staring at a mirror (rapt – instantly surprised), passing it around	Brown Diamond (5000 gp) Chrysoprase (50 gp) Deep Blue Spinel (500 gp) Golden Yellow Topaz (500 gp) Lapis Lazuli (10 gp) Pink Pearl (100 gp) Turquoise (10 gp)
10	Playing music with improvised bone instruments	10802 sp
11	Trying to light a fire with a flint and steel	1547 pp, 30593 gp
12	Smacking each other with clubs	3923 cp
13	Drinking fermented: 1. Mushrooms 2. Goblin Flesh 3. Grapes (wine) 4. Honey (mead) 5. Sprite Wings and Toes 6. Giant Caterpillar Venom	Gold earrings set with gems (6000 gp) Jade earrings (1500 gp) Jade ring (1900 gp) Silver brooch set with gems (1000 gp) Wrought Platinum earrings (1800 gp) Wrought Platinum ring (1600 gp) Wrought gold pendant (1100 gp)
14	Eating Giant Leeches	7565 gp
15	Sleeping	500 gp Amethyst.
16	Hiding	1d100 gp, 2d20 pp
17	Torturing a Goblin	120 diamond chips (1 gp each)
18	Eating bits of Tunnelworm	6d12 gp, 12d12 sp, 3d100 cp
19	Sharpening weapons	204 pp, 1979 sp
20	Search the lair for something important	2208 gp, 3808 sp
21	Wrestling	Potion of Flying
22	Trying to smoke a pipe loaded with 1. A suspicious looking substance 2. Oak leaves 3. Fairy Wings 4. Tobacco 5. Dried dung 6. Sulfur crystals…	Gold bracelet set with gems (3000 gp) Gold pendant set with gems (4000 gp) Silver crown set with gems (2000 gp) Silver crown set with gems (4000 gp) Silver earrings set with gems (5000 gp) Silver necklace set with gems (2000 gp) Silver pendant set with gems (3000 gp) Wrought gold brooch (700 gp) Wrought gold crown (800 gp)
23	Mock fighting or practicing	854 pp, 8603 gp
24	Stealing from one another	28936 gp
25	Practicing stealing from one another	Gold ring set with gems (6000 gp) Jade necklace (2200 gp)
26	Playing "catch the dagger"	600 gp Jade. 70 gp Blue Quartz.
27	Praying	1000 gp Black Opal. 1000 gp Rock Crystal.
28	Feasting on a Giant Spider. If interrupted, they will try to hide their meal before engaging in parley or combat.	500 gp Topaz. 10 gp Tiger Eye Agate. 200 gp Onyx. 100 gp Star Rose Quartz.
29	Pulling the wings off captive Sprites	Plain silver band (Protection +1)
30	Holding a religious ceremony	Gold ring inscribed with arcane symbols (Ring of the Wizards – doubles a mage's first level spells)

G1. Storehouses

G1.1 Long Stair

These steps lead up to The Firstwatch (area B61) about 100' above (about 1200 linear feet, 3 switchbacks). Encounters on these steps are always with 1d4+4 **Shadow Creepers**. Each of them carries a long crystal shaft (stalactite, treat as spear).

G1.2 Ropebridge

1d4 **Shadow Creepers** lurk here. They are cowardly and will try to run from any perceived threat (crossing the chasm if possible). If chased deeper into this level, they will try to stir up the Centipedes (area G1.3) by throwing stones at the nest as they pass and lead invaders into the lair of Grisson and Golor (G1.6). They will avoid the webbed tunnel (G1.8a-G1.9a) unless their lives really are in jeopardy.

A thick rope, suspended on a wooden tower protruding from the mouth of the cave, is anchored securely in the wall at the back of the cave. The denizens of the level use this long rope as a bridge to cross the cavern from here up to the First Deep (area G6.1).

While the rope is strong and secure, if more than 1000 pounds hangs from the rope it will snap, dropping the load 200' into the abyss below.



G1.3 Giant Centipede Nest

If the Shadow Creepers from area G1.2 flee through this chamber, they hurl small stones at the **Giant Centipede** nest here and 3d4+6 of the creatures will swarm out and attack. Otherwise, roll a normal check for the creatures' reaction to intruders.

The **Giant Centipede nest** is in the alcove of this chamber and is made up of Goblin and Shadow Creeper bones, mud, dung, a few old (mostly broken) weapons and pieces of armor, and a large wooden beam.

There are 87 **Giant Centipedes** in this nest.

Intermixed among the debris is a dozen **Sulfur Crystals** which, if ignited in some way, burn with a bright blue flame, emitting noxious smoke (save vs. poison or begin choking/gasping). If water is applied to the burning Sulfur Crystals, a poison gas is emitted (save vs. poison or take 1d6 minus Constitution bonus each round while in the vicinity [about 30'] of the burning sulfur).

The Sulfur Crystals are worth 50 gp each for most applications (a city would have a dozen buyers, perhaps, while a village might only have one) but an artificer or an alchemist might pay up to 150 gp each for these crystals (due to their purity).

Additionally, 23 gp and 87 sp are buried in the debris of the nest.

G1.4 Resurrection Stones

Five giant boulders are set in the floor here in a circle (see the map), with about 2' of clearance between each of them. On the floor, in the center of the boulders, mostly covered by dirt and debris, is a mosaic.

The boulders are carved with dwarven runes on the inside faces (runes of life, death and resurrection).

- If the floor is brushed clean, the mosaic is revealed to be a depiction of Dwarven Heaven. Missing from the center are tiles in the generally shape of a body (dwarf-sized).
- If the tiles are replaced (they are on the bottom of the Reservoir, G2.4) and a dwarven corpse is placed on the tiles, the body will begin to glow and can be resurrected by a dwarf priest of at least 8th level.
- Any cleric who prays in this chamber for at least an hour will receive a bonus level one spell (once per day).
- Any non-cleric who prays in this room for at least an hour will receive the benefit of a bless spell (once per week).

Shadow Creepers avoid this chamber, but other creatures on the level do not (treat encounters with Shadow Creepers as "no encounter").

G1.5 The Long Well

A shaft in the floor here drops 120' down to The North Mines (G3.3a).

The inner walls of the shaft are rough:

- Shadow Creepers can easily traverse this shaft
- thieves get a +25% bonus to climbing
- and the average humanoid can traverse this shaft with a successful Dexterity Check – DEX or less on 3d6

G1.6 Grisson and Golor

The cavern is littered with bones, trash, broken tools, broken glass, bits of metal; piles and plies of detritus.

Two exceptionally large (4 HD) **Shadow Creepers** claim this cavern. One is usually awake while the other sleeps. They never leave this cavern except under the direction of a Dark Stalker.

Among the piles of trash can be found (stained and battered, but useful):

- A boiled leather breastplate stamped with the image of a serpent.
- An age-dulled iron amulet on which is engraved an image of St. Ashar and skeletons.
- A cracked and dry rotted candle seller's staff
- a dozen tallow candles.
- A pair of brass knuckles.
- A two-handed hammer with a leather sling-strap, the head is shaped like a wolf's head.
- An eating knife worn dull from years of use.
- A leather pouch stamped with the image of a rat, containing a dozen copper coins.

G1.7 Seven Shadow Creepers

A lair with seven holes cut in the wall, nests for seven **Shadow Creepers**. The floor is littered with broken shipping crates and rusty metal fragments.

Each of them carries a long crystal shaft (stalactite, treat as spear).

G1.8 Shrine of the Spider God

An enormous **Man-Spider** is trapped in this cave, venerated by the Giant Spiders who traverse the corridor (G1.8a-G1.9a) and live in area G1.9. Magical, blue glowing chains bind the creature to the back wall.

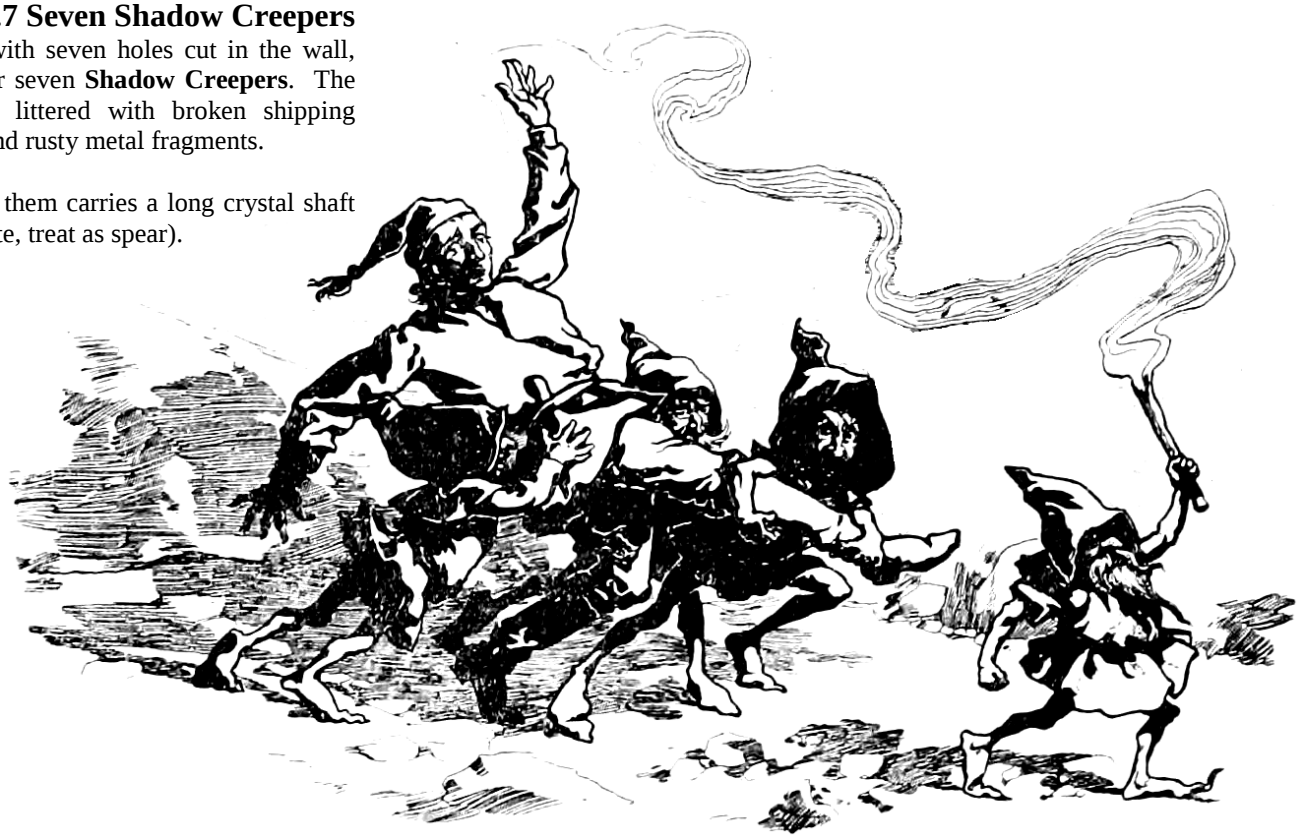
The Man-Spider is surrounded by piles of bones, offal, web-bound husks, intermixed with a variety of treasures.

The Man-Spider, **Deralias Avanoay**, was cursed in this form many years ago, captured by zealous dwarven clerics who desired to remove the curse, bound him to this room shortly before the plague claimed the Chantry. Deralias has used his powers to summon loyal spider followers and wants nothing more than to be released from his prison.

His mind is broken, and he will resist removing his curse at this point but if the curse is removed (spell cast at 10th caster level or above), his mind will be healed and the chains will no longer bind him… but his servant spiders will attack immediately.

Treasures in the piles:

- 389 gp
- 861 sp
- 9 shortswords
- 3 broken shortbows
- dozens of broken arrows
- 42 intact arrows (of which 11 are **arrows +1)**
- a **Magical Helm** (**St. Hallian's Helm**)
- a **Magical Mace** (**Ashandar's Hammer**)



G1.8a. Webbed Corridor

Spider webs fill the corridor.

Non-spider creatures must make a Dexterity Check (DEX or less on 4d6) every round traversing the corridor.

Burning these webs causes an explosion and a massive wave of fire to course through areas 2, 4, 5, 8, 8a, 9, 9a, 11 and the corner of area 13 doing 5d6 hp of damage (diminishing dice) to all creatures in those areas (save for half).

G1.9 Spiders

Eleven **Giant Spiders** live in this cavern and wander about the corridor (G1.8a-G1.9a), seeking food and treasures for their Spider God (the Man-Spider in area G1.8).

G9a. Webbed Corridor

Spider webs fill the corridor.

Non-spider creatures must make a Dexterity Check (DEX or less on 4d6) every round traversing the corridor.

Burning these webs causes an explosion and a massive wave of fire to course through areas 2, 4, 5, 8, 8a, 9, 9a, 11 and the corner of area 13 doing 5d6 hp of damage (diminishing dice) to all creatures in those areas (save for half).



G1.10 Shadow Stalker

This chamber is piled high with gravel and sand. Burrowed in the middle is a **Shadow Stalker**, hibernating until called upon by his Lord and King, **Bara'zau** the Shadow Fiend.

If the nest is disturbed, the Stalker will rise out, attack and summon all the Shadow Creepers on this level.

The Stalker wears a gold chain necklace with an emerald pendant (1200 gp) and three gold rings (a plain band, a band with a small emerald set in it and a band engraved with images of wolves – 250 gp each).

G1.11 Shadow Creeper Nest

13 **Shadow Creepers** nest here among dozens of broken shipping crates and moldy sacks. Each of them carries a long crystal shaft (stalactite, treat as spear).

One of the Creepers has a large clay jar, sealed with wax, in which is a small **Oozing Black Death** that the Creeper will throw at a powerful party.

If hard pressed, the Creepers will try to flee.

G1.12 The Crystalline Cave

Long, thin, yellow crystal stalactites hang from the (20') ceiling here. Shattered bits of crystal are strewn across the floor.

One **Shadow Creeper** is hopping up and down trying to dislodge a crystalline shaft.

G1.13 Trading Post Ruins

Shattered pens and market stalls are scattered about this large cavern.

19 **Dark Creepers** live among the ruins, playing dangerous games of chance (catch the dagger, "I'm not touching the acid,"). Clearly, several of them have lost their wagers. They are very likely to invite intruders into their games (via pantomime, of course), but they cheat and will always try to get the upper hand.

They have 387 sp among them. One also has a mummified hand that detects as magical but doesn't seem to do anything.

G1.14 The Road to the River Gate

This long, nearly straight tunnel leads down at a steady slope toward the River Gate (see Outdoor Map 1, area 14).

G1.15 Watchful Guards

7 **Shadow Creepers** vigilantly watch the stairs and patrol the exit to the river gate (area G1.14), alerting the entire level of any intrusion.

In addition to each having a long crystal shaft (stalactite, treat as spear), each has a gold band set with a diamond (200 gp each). One of the bands is magical (**Ring of Protection +2**).

G2. The Reservoir

A deep pool is fed by natural, underground springs. The water is fresh and cool.

G2.1 Stairs Up and Down

G2.2 Shadow Creeper Nests

2d10 **Cultivators** nest here (Shadow Creepers whose main job is gathering/growing food).

G2.3 Shadow Creeper Nests

2d8 **Shadow Creeper** guards nest here. They are inattentive and bored. There is a 60% chance that all of them will be sleeping.

Searching the nest (1 item per 1d4+6 person turns of searching) might turn up:

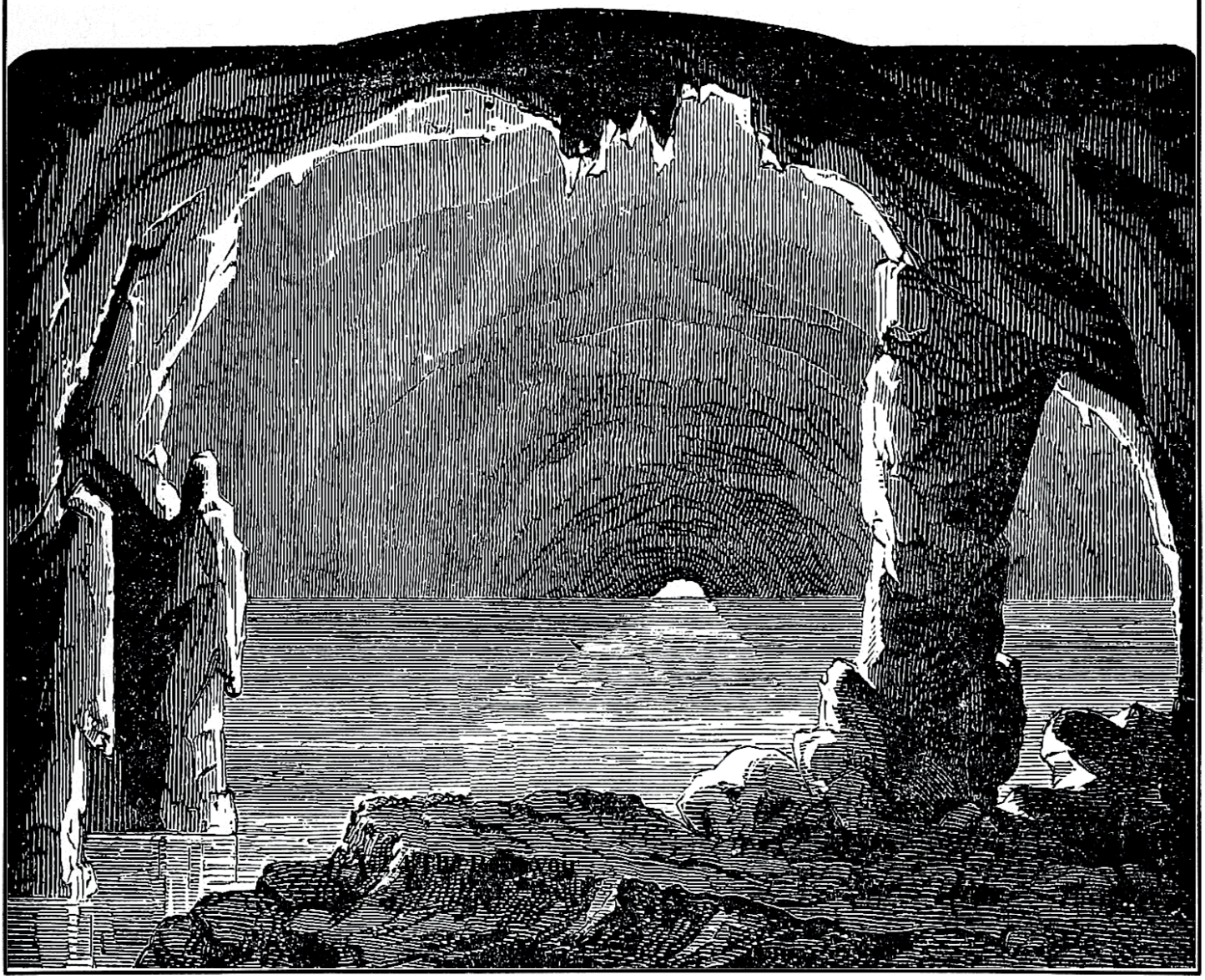
- A pewter spoon
- A pair of ten-sided dice
- A small clay lamp with a pint of whale oil

The left portion of the cavern is a bare stone floor, smooth and easy to travel. The pool is shallow on the left side, but very deep on the right side.

1d4+4 **Cultivators** are harvesting **Giant Leeches** (each has a basket with 2d6 Leeches in it) from the pool. If threatened, they will throw their harvest at intruders and flee. The pool has a nearly inexhaustible supply of Giant Leeches in it.

A number of Dwarven Treasures were thrown into the pool when the Chantry was first abandoned:

- 11 Silver Chalices (now tarnished and dented, but worth 50 gp each)
- 7 Gold Candelabras (worth 100 gp each)
- 19 Bronze Offering Plats (worth 35 gp each)
- 7 Glass Globes containing **Distilled Earth Essence**
- 112 Rubies (worth 30 gp each)
- 67 Black Mosaic tiles (from the floor mosaic in G1.4, Resurrection Stones)
- 1377 gp and 9844 sp



G3. The North Mines

The dwarves dug deep into the earth, with some shafts going miles beneath the surface. Many of those shafts have collapsed because of seismic activity over the years or they have been purposefully collapsed as the shafts intersected with various parts of the Deepunder and foul and greedy creatures began to wander the Chantry Deeps.

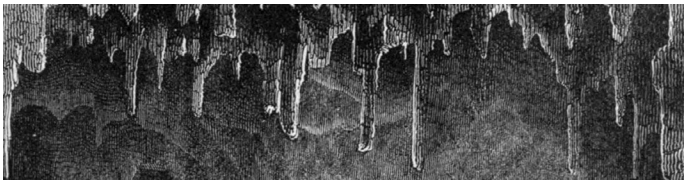
Now, few deep shafts remain, and they are nearly played out. Dwarves are said to believe that somewhere deep beneath the Chantry is the world's richest vein of gold.

G3.1 The Broken Bridge

1d4+2 **Shadow Creepers** stand guard here, watching out into the rift. They are particularly on alert for **Riftwings**, **Stone Drakes,** and the **Shadow Dragon** who is said to lair deep in the shadowy depths of the Rift. Any creature who climbs down (or up) to the broken bridge gains surprise.

If an alert is raised, these Shadow Creepers retreat to the Elemental Nest (G3.2) and the Giant Lizard Riders (G3.3) for reinforcements.

If a call comes from the sentries across the rift (G4.1), the guards here will summon the Lizard Riders (G3.3) who will mount up and ride around the side of the rift to aid their Lord and King.



G3.2 The Elemental Nest

Four pillars of impenetrable darkness line the back wall of this large cavern. 19 **Shadow Creepers** nest here as well.

The Pillars are resting places for four **Dark Elementals** who are semi-reliable allies of the Creepers. They do not take commands from the Creepers, but their goals seem often to be aligned.

The Creepers will fight to the death, the Elementals will fight until they lose about 50% of their hit points, then retreat into their pillars. If attacks continue, they gate away to the Plane of Elemental Darkness.

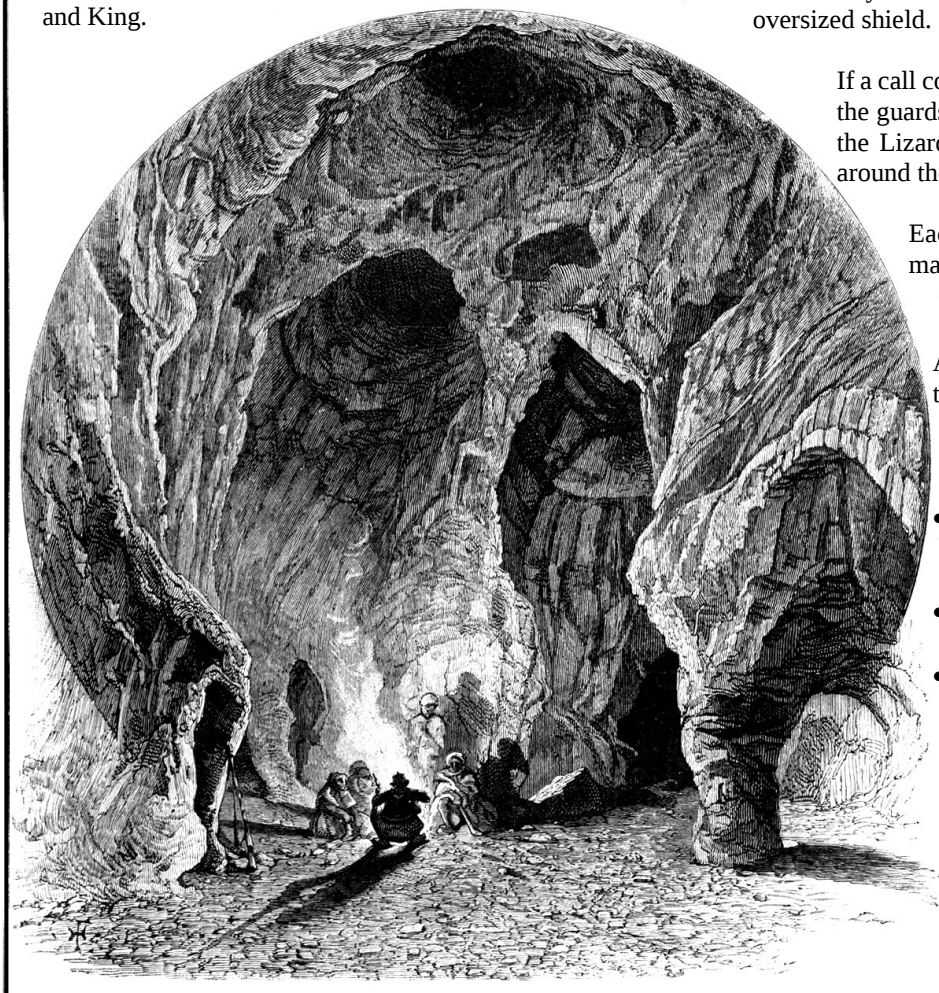
G3.3 Giant Lizard Riders

Each of the four large alcoves in this cavern has 3 **Giant Lizards**, each with 3 **Shadow Creepers** attending them (a rider, a groom, and a tack handler).

If alerted, the Lizard Riders can mount their Lizard and be battle ready in 1d6+4 rounds and carries a long lance and an oversized shield.

If a call comes from the sentries across the rift (G4.1), the guards at the Broken Bridge (G3.1) will summon the Lizard Riders here who will mount up and ride around the side of the rift to aid their Lord and King.

Each of the other Creeper attendants is normally armed with a shortsword.



G3.3a The Long Well

A shaft in the ceiling here climbs 120' up to the First Deep (G1.5).

The inner walls of the shaft are rough:

- Shadow Creepers can easily traverse this shaft
- thieves get a +25% bonus to climbing
- and the average humanoid can traverse this shaft with a successful Dexterity Check – DEX or less on 3d6

G3.4 The Quiet Chamber

A magical aura closes off all sensory input for mortal beings. This cave is absolute darkness, silence, weightlessness, etc.

Anyone who spends more than 2 rounds the Quiet Chamber must save vs. spells or become disoriented (-2 on all rolls) for the next hour. The save must be made every two rounds spent here.

Anyone who spends more than an hour in the cave must save vs. spells or become insane (affected beings cannot hear, see or feel physical touch).

G3.5 The Tunnelworm Feast

A massive tunnel worm covers much of the floor of this cavern.

32 **Shadow Creepers**, 3 **Giant Lizards**, and 7 **Giant Centipedes** are feasting on the corpse.

Those eating will not respond to anything short of a physical attack or the command of a Shadow Stalker or their Lord and King **Bara'zau** the Shadow Fiend.

The stairs up to levels G2 and G1 are unguarded.

G3.6 The Imposter

A Shadow Stalker inhabits this cavern, usually attended by 4 Shadow Creepers. A **Skinwearer** has killed the Stalker and donned its skin. The Stalker's body is in a stewpot, being tended by a single **Shadow Creeper**. The Creeper does not know what it is cooking.

The Skinwearer wields the Stalker's sword and dagger, but has hidden away the Stalker's jewelry (a gold an platinum necklace with eight black pearls worth 1300 gp and silver plated bracers worth 200 gp).

The Skinwearer will attempt to parley with any intruders but it has little to offer.

If a Creeper witnesses an attempt to parley, it will raise the alarm.

G3.7, 8, 9 Shadow Creeper Nests

Each of these caves is piled with dirt, wood fragments, rotted fabric and various other bits of debris. 1d6+5 **Shadow Creepers** nest in each of these caves.

Among the debris can be found:

- 305 gp
- 90' of good, hemp rope
- A bullseye lantern and 9 flasks of oil
- A dozen tattered and soiled sheets of parchment with hidden (invisible) writing. Heat reveals the writing. Ten of the pages are a formula for a powerful spell (***Heaven's Fire,*** see Appendix New Spells). The other two pages are notes on how to create variations of the spell.

G3.10 Shadow Hound Kennel

Three **Shadow Creepers** tend a dozen **Shadow Hounds** here. The Hounds make no sound, even when running.

The handlers are flaying an elk to feed to the Hounds, but "fresh meat" would be appreciated…

Among the offal and blood and bones might be found:

- a scratched silver earring with a diamond inset (worth 80 gp while a matched set might draw as much as 200 gp)
- a scroll on which can be found a prayer to "the saints of darkness, the powers of the sea, the gods of the air" calling for vengeance on the pettitioner's enemies (this is the **Prayer of the Powerful:** praying the prayer and meditating on it for 8 hours grants the ability to summon a small **Elemental (Dark, Air or Water)** and control it for a number of rounds equal to the caster's level +1d12).

G3.11 Entrance to the Mineshafts

The floor here is marked with chalk with an arrow pointing toward the tunnel leading to areas 6 and 10, and another arrow pointing toward area 5.

The mines are a twisting, diving, confusing labyrinth of tunnels shored up with marble and granite supports.

Random Encounters in the Mines

1d6	Mine Encounter	
1	Tentacled Horror	1. Small, three tentacles, moving upside of Rift 2. Medium, 4 tentacles, entrenched 3. Medium, 6 tentacles, fond of Riftwings and not much else 4. Large, 1d6+6 tentacles 1. Aggressive 2. Hibernating 3. Cautious 4. Can Speak
2	1 Wraith	1. Long dead dwarf, hates Goblins, will not immediately attack humans or demi-humans 2. Recently dead Bugbear 3. Ancient dead, barely holding a coherent shape, gains +2 to hit and damage 4. Afraid of light
3	1 Giant Spider	1. Traveling, wants to be left alone 2. Feasting on a Riftwing 3. Spinning a web 4. Playing dead
4	1d3 Giant Beetles	1. Slicer Beetles 2. Fire Beetles 3. Stag Beetles 4. Random mixed lot
5	1 Spectre	1. Timid 2. Afraid of light 3. Immune to non-silvered weapons (even magic weapons) 4. Hates anyone wearing armor (gains +2 to hit and damage)
6	Shadow Dragon	1. Hunting 2. Searching the mines for treasure 3. Searching the mines for a burglar 4. Simply "gathering his thoughts"

G4. The South Mines and Refinery
The Sanctuary of the Shadow King

Natural tunnels wind about this level, played out for centuries. **Bara'zau** and his minions have fortified this level as his personal Sanctuary, though only the upper portion of this level. The lower portion (the old mines) is given over to **The Spirit of the Darkness** and her minions.

All guards are on high alert and all creatures (unless noted otherwise) are loyal to Bara'zau to the death.

The ceiling of the main (straight) corridor is 30', the ceiling of the refinery (are 21) is 50' high, all other rooms, caves and tunnels vary from 8'-15' in height.

NOTE: Prisoners taken in the outer areas (1-4) are taken to the **Midden Guards** (G4.2) for disposal.

G4.1 Vigilant Sentries

A **Shadow Stalker** and 6+1d6 **Shadow Creepers** watch the rift tirelessly.

If a threat is spotted elsewhere in the rift, the Sentries will close and lock the great gates and the Shadow Stalker will inform Bara'zau.

If invaders attempt to take this level from the rift, these sentries will again try to close and lock the gates while two Shadow Creepers are sent to inform Bara'zau. The remaining Dark Creepers and the Dark Stalker will then organize a defense, raising the alarm among all those in areas 2,3,4,5 and 6, manning the barricades (G4.1a) as effectively as possible.

G4.1a Barricades

Alternating sides every 10-20 feet, these piles of trash and debris provide excellent cover for **Dark Creeper** archers to fend off invaders. The barricades are highly flammable.

In times of alert, each barricade has 1d4+4 Dark Creeper archers with 50 arrows each. As they fall back, they shoot flaming arrows to ignite the barricades.

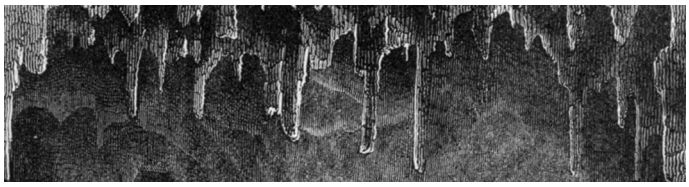
A few valuable items are buried among the trash (one item per 8 person turns of searching):

- A total of 87 gp, 214 sp and 311 cp are scattered throughout
- 12 swords, 19 daggers, 243 arrows, 2 shields, 9 helms

G4.1b Locked Iron Door

This door is always locked. The **Shadow Stalker** commanding the Killing Tower (G4.1c) has the only key.

Normally, a **Shadow Creeper** is posted on the corridor side of the door while 4 **Shadow Creepers** are posted on the other side of the door, in the room at the bottom of the Spiral Stairwell. In times of alert, these positions are bolstered with reinforcements.



G4.1c The Killing Tower

A stout stone wall with numerous arrow slits on two levels (floor level and 12' height) has been built across the corridor here.

Wooden stairs rise 12' above the floor to a (locked) door on the outside of the tower. The **Shadow Stalker** within has the only key. On the inside of the tower, a second wooden staircase descends 12' to the floor of the corridor below.

The upper floor hosts a **Shadow Stalker** and 9 **Shadow Creepers** armed with bows and hundreds of arrows. The lower floor houses 12 **Shadow Creeper** archers similarly armed.

G4.1d The Fire Trap

The stairs leading down from the Killing Tower are wooden. The walls of this corridor are black and charred.

A trough runs down the center of the corridor here, filled with oil. The floor slopes slightly away from the center and is slippery.

Oil filled wooden barrels line the sides of the corridor at intervals of about 20'.

The Trap:
Intruders who make it past the Killing Tower (G4.1c) will find this corridor flooded with oil and the massive doors at the far end closed and barred from the other side.

The oil is then ignited from within area 21 (via the trough) causing an inferno.

Beings caught in the fire suffer 1-10d6 damage (1-60 points of damage) every round while in the fire.

Barrels will explode every 1d6 rounds (choose randomly). The stairs collapse after only 3 rounds and the floor of the Killing Tower collapses after 12 rounds.

G4.2 Midden Guards

A "six-hole" midden here, warily watched by a dozen **Shadow Creeper** guards wielding spears and polearms along with their normal weapons.

Prisoners brought here are dumped down one of the holes to die at the hands (well, tentacles) of the **Offal Dweller** who lives in the pit below.

Occasionally, the monster reaches a tentacle up through one of the holes to catch a Creeper.

G4.3 Shadow Creeper Nests

Rooms a-d each house 1d4+4 **Shadow Creepers**. Room e houses a single **Shadow Creeper** (see room description).

a. Nest is lined with 374 clay pots. In each pot is a gooey mixture of various creatures' organs, Shadow Creeper urine and Giant Eel saliva.

Some of the mixtures are poisonous (40%), most are inert (45%) and a few (5%) are beneficial:

2d8	Beneficial effect of consuming the goo
2	Gain ability to turn invisible for 2d12 hours
3	Gain 1d4 Wisdom points for 1d6 hours
4	Automatically hide in shadows (as thief, at 100%) for 1 hour
5-6	Gain 1d12 temporary hit points for 1 hour
7-11	Gain the ability to sense the presence of all living creatures within a 100' radius for 1d8 hours
12-13	Gain Darkvision for 1d12 hours
14	Gain 1d4 points to Charisma for 1d8 hours
15	Gain a bonus +4 to hit and damage for 1d6 hours
16	Gain unlimited casting of one random first level spell, no matter class, for 1 hour

b. Nest is curtained off by a curtain of reddish-brown matted hair. Inside, the nest is a jumbled mess of reddish-brown hair, blueish-green vines and sticks and branches.

Buried among the debris is:
- A weathered pigskin jerkin (treat as Leather Jack)
- A polished burgundy leather jerkin stamped with the crest of Ostaven (treat as Leather Jack)
- A bronze brooch in the shape of crossed hammers (worth 6 sp)
- A jug of pickled oysters (nourishment for 1 person for one day)
- A blood-flecked cloak with many hidden pockets. Inside the pockets are: 9 cp, 18 oyster shells, rat droppings, a bird skeleton, pearl dust
- A military pick that has been cracked and repaired many times. It has a weathered sling-strap
- A pewter fork

c. Nest is neat and orderly, straw pallets lined against the walls, small lockboxes (with mundane items) at the foot of each.

d. Nest is comprised of mud and dung, balls of spiderwebs and broken shards of pottery.

Hidden in the squishy mess is:
- 134 gp (in an oiled lether pouch)
- 57 gp and 345 sp (loose) an
- a **Dagger +1**.

e. This nest is piles of rotting logs, wood chips and leaves. A large, tattered banner hangs on the back wall (a blue field with two black hammers crossed).

This nest is the home of a single **Shadow Creeper** whose name is **Assan*** and has learned a few words of the local common language. He can speak in single syllable words and can communicate only simple concepts: "up" "in" "hot" "fear" etc.

Assan is afraid to let any other denizens of the lair know about his ability. If reunited with his brother (Massan, G4.13) the two will attempt to lead a rebellion among the Shadow Creepers against the Lord and King Bara'zau.

f. **Iron Door, locked:** bars fitted tightly together. Prevents the passing of the undead in the lower level. The key is hanging on the wall beside the door.

If this door is opened, the **Spirit of the Darkness** will blow through this doorway in 1d10 rounds followed by all of her minions. Make 1d4 Encounter checks each round to see what creatures appear – when three single encounters (a 1 on the d4) are rolled sequentially, the parade of creatures spilling out of the lower level has ended.

G4.4 The Main Barracks

42 **Shadow Creepers** live among the chaos of mud, bones, dung, broken furniture, and other debris.

Searching the debris turns up 1 item per 10 person turns of searching:

1d6	Random Items
1	A 50 pound sack of: 1. Goose Down, 2. Rat Droppings, 3. Peanuts, 4. Human Bones, 5. Poisoned Grain, 6. Earth Elemental Remains
2	A wax-sealed clay jar containing: 1. Moonshine, 2. Liquefied Goblin Eyeballs, 3. Rancid Butter, 4. Diamond Dust (300 gp worth), 5. Healing Water (1 gallon – four doses of potion of healing), 6. Demon Blood
3	A crate, damaged, with: 1. 30 pounds of flavorless rock salt, 2. Warped and stained leather and shoemaker's tools, 3. A dozen rusty 20' chains [30% likely to break under strain], 4. Moldy and stained vellum
4	A 30-pound block of: 1. Beeswax (from the Sacred Bees of Wisdom, B70 – candles made from the wax grant 1d4 points of Wisdom for 1d4 hours), 2. Ice that will not melt, 3. Inert Silent Death, compacted, 4. White Marble
5	A dozen axe heads, well made but with a flaw: no matter how well wedged and seated, the head will fly off any handle it is mounted to at a random time (when used, roll d8, head flies off on a 1)
6	A moth-eaten dwarf-sized **cloak of protection +2** (wearer loses 2 points of Charisma when worn around others of wearer's race)

G4.5&6 The Captains

One of these rooms is always occupied by a **Shadow Stalker** (unless the whole level is on high alert). The other room belongs to the **Shadow Stalker** manning the Killing Tower (G4.1c).

G4.7-20 The Haunt of the Spirit of the Darkness

Except for area 13, this entire area is under the effect of Continual Darkness which, if dispelled, is renewed whenever the **Spirit of the Darkness** passes through an area.

There is a 20% chance in each area (except 13) that **The Spirit of the Darkness** will be come through the encounter area within 1d10 rounds of a mortal being entering the area. The Spirit is a psychic force that manifests as a powerful wind/cloud of darkness passing through the area. All who are touched by the magical wind/darkness must save vs. spells or become Enraptured by the Spirit. Enraptured beings obey every command of the Spirit, including dying for the Spirit (and thus, becoming **Enraptured Spirits** themselves).

The Spirit of the Darkness wants more than anything else to have its Heart returned to the Shrine (G4.12). The Shadow Fiend has the heart as a pendant around its neck (G4.21) and will try to compel any mortal creatures it manages to Enrapture to return its Essence… or die trying.

Most of the numbered rooms have no set inhabitants. Roll on the following table for encounters in every numbered room and once in each corridor.

Random Encounters:

1d12	Encounter
1	Spirit of the Darkness
2	1d4 Enraptured Spirits (Shadow Creepers)
3	1d3 Enraptured Spirits (Goblin)
4	3 Enraptured Spirits (Human)
5	1 Enraptured Spirit (Shadow Stalker)
6	1d6+6 Giant Centipedes
7	1d3 Giant Spiders
8	1d4 Wights (Dwarf)
9	1d6 Enraptured Spirits (mixed)
10	1 Enraptured Spirit (Bugbear)
11	1 Enraptured Spirit (Formorian Giant)
12	Massan (see G4.13)

G4.7 Message from the Darkness

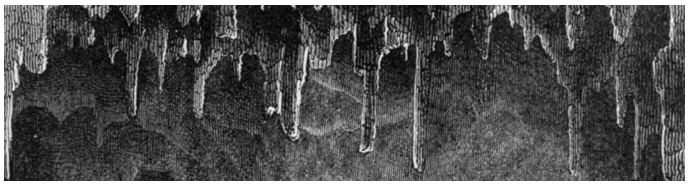
Carved in the wall in delicate, elegant script, is the following:

> "Night is poured around in three rows,
> like a collar around the neck."

Saying the words aloud summons the **Spirit of the Darkness** in 1d4 rounds.

G4.8 The Skin Room

Stretched on wooden frames, various skins (goblin, human, Riftwing, Dark Creeper, Tentacled Horror) hang, dried and tanned.



G4.9 Glistening Darkness

This long, narrow chamber is wet and slippery. The floor is covered in algae and slime which, if consumed, either restores 1d4 hit points (successful save vs. poison) or reduces Constitution by 1d4 points (failed save vs. poison).

The effect is cumulative, but temporary:

- Hit points so gained are retained by the consumer above their "actual" hit points. That is, while under the effect of the slime, these bonus hit points are the LAST points lost.
- Additionally, these temporary hit points remain for only while the subject is in darkness generated by the Spirit of the Dark. Once the darkness is dispelled in any way (or the subject steps into natural darkness or light), the hit points gained thus vanish.
- Thus, a PC with 8 hit points eats enough slime to return to 51 hit points, the PC then encounters a Giant Centipede which does 11 points of damage (all the PCs original 8 hp plus 3 more). The party then exits the level into "normal" darkness, at which time the PC loses all the temporary hit points… and dies…
- Constitution points so lost are regained at a rate of 1d4 per night of rest.

G4.10 Four Ways To Die

Fine mist and water drops from the ceiling of this room, hissing slightly when it comes into contact with the stone floor. Any being who enters the chamber becomes coated in a thin layer of acidic oil. As long as the being remains in the chamber, the oil is inert.

However, leaving via any of the tunnels causes a deadly reaction:

a. All living tissue begins to melt, doing 1d10 hp of damage per round (save for half).
b. All soft metals (gold, silver, copper) begins to melt into a mixed mass of liquid metal.
c. All nonmetal, nonliving materials (such as cloth, leather, wood) begin to dissolve.
d. The entire affected creature and all its possessions begin to melt, doing 1d10 hp of damage per round (save for half). Metal, wood, leather, etc. melt together, fused into a chaotic mass of goo.

Dousing the affected body or item with water reduces the damage by half (so one quarter damage if save is successful) and three successful saves in a row stops the melting process. Submerging the body or item in water immediately stops the melting process.

G4.11 Dangling Corpses

23 Goblin and 39 Shadow Creeper corpses are hanging from the ceiling here, their feet dangling about 3' above the cave floor.

The corpses are inanimate unless touched, which causes the dangling corpse to begin flailing wildly **(Zombies)**.

Each round a corpse is flailing, roll to hit another corpse. If a second corpse is hit, it begins flailing, and so on until all the corpses are failing.

A successful hit on a flailing corpse (attack) causes the corpse to drop to the floor. It will take one round for the corpse to recover and then attack. Every missed attack roll from either a corpse or an invader cuts down an additional corpse.

Corpses which are cut down pursue the living tirelessly and fight to the death.

G4.12 The Shrine of the Heart of Darkness

This large chamber is guarded by 3 **Enraptured Spirits (Shadow Stalker, Bugbear, Formorian Giant)** at all times. The Spirits fight to the death.

Entering the back alcove immediately summons the **Spirit of the Dark** and 1d6+6 random **Enraptured Spirits**.

A long mahogany table, age worn but sturdy, has a box on it, all of which is covered by a black silk shroud.

The black wooden box on the table under the shroud is lined in red velvet and has an egg-shaped indentation where something once rested.

Massan's Slave Revolt

If Massan and his brother Assan (G4.3e) are reunited, Massan will foment unrest within the ranks of the Shadow Creeper slaves. He will welcome allies in the form of outsiders (intruders) but will be clear (in his limited vocabulary) that he is the leader of this rebellion.

There is a 50% chance that any given Shadow Stalker will join the cause as well.

In a showdown with the Shadow Fiend, Creepers and Stalkers are 50% likely to abandon the revolution and take up arms again for their Lord and King.

If a slave revot is successful, Massan will desire to broker a truce with the Goblins of the Chantry. The Godking has no desire to end hostilities but if the general Goblin population catches wind of a potential peace between the races, they will stage a revoltion of their own, seeking to overthrow the Godking (any given Goblin-kin will be 60% likely to align with a Goblin revolt).

G4.13a Iron Lined Hallway

Nails, rusty and broken tools, wire, and a thousand other bits of iron are pounded into, hung on and laid against the walls of this corridor.

The undead denizens of this level will not enter this hallway.

G4.13 The Iron Cage of Massan the Half-Breed

Every inch of the walls, floor and ceiling of this room are crisscrossed with thin iron wire. Everything in this room is made of, or covered in, iron bits.

This is the home of **Massan the Halfbreed***, a **Half-Goblin, Half-Shadow Creeper** mutant who is very intelligent but somewhat mad. Massan is 40% likely to be here.

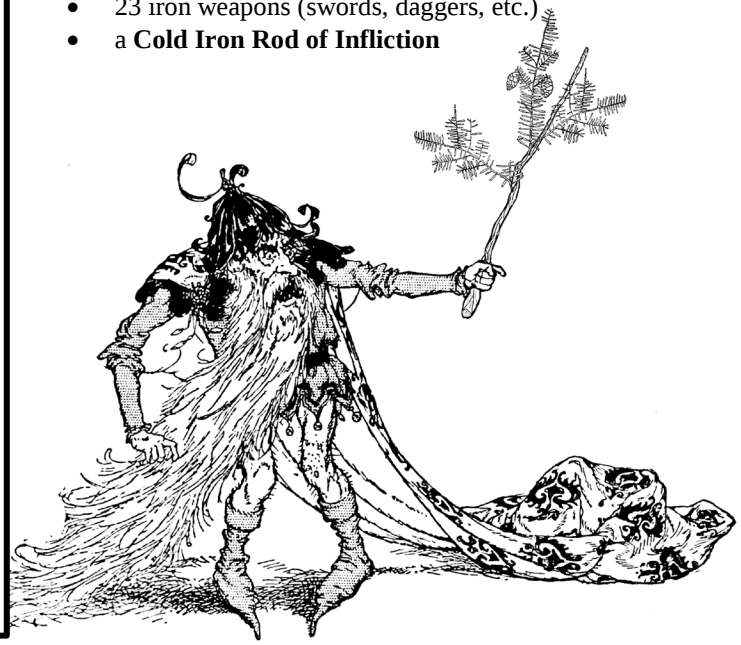
He is dressed in "armor" made entirely of iron wire wound around his body from head to toe. He wields a broken iron pickaxe as a weapon and a long, thick pine branch (with needles and pinecones still on it) as a staff.

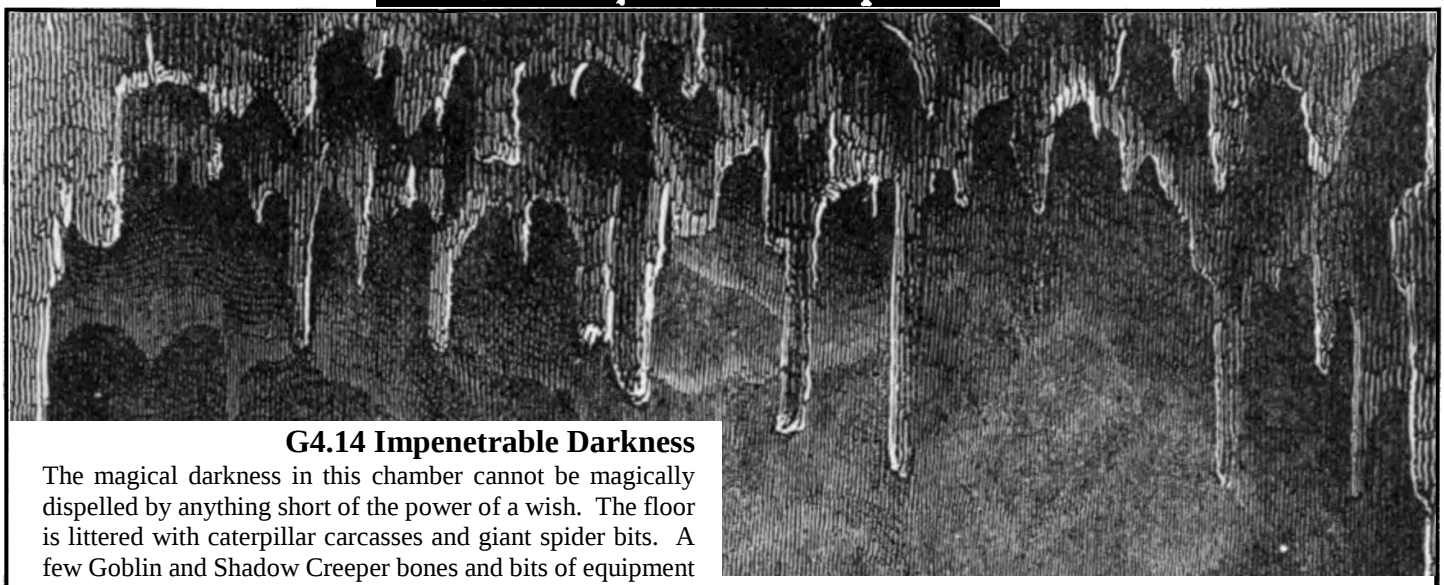
He speaks Goblin and Shadow Creeper as well as a limited form of the local human dialect. When Massan speaks, he often repeats himself (such as, "I love the taste of caterpillar. I love caterpillar."). Massan wants to free his peoples from their ages long conflict. See "Massan's Slave Revolt" in the sidebar for suggestions.

Massan's "Staff" really is magical.

Potentially useful items in the room (intertwined with all the other junk on the walls) include:

- 17 usable helmets (dwarf sized)
- Enough pieces of platemail armor (dwarf sized) to assemble 6 mismatched, but usable, suits
- 5 chain shirts
- 23 iron weapons (swords, daggers, etc.)
- a **Cold Iron Rod of Infliction**





G4.14 Impenetrable Darkness

The magical darkness in this chamber cannot be magically dispelled by anything short of the power of a wish. The floor is littered with caterpillar carcasses and giant spider bits. A few Goblin and Shadow Creeper bones and bits of equipment are scattered about as well.

Four **Shadows** lurk in this chamber, attacking any creature who blunders through (though the other undead in the area are immune to their attacks).

G4.15 Giant Caterpillar Nest/Oozing Corridors

These three clefts in the bedrock are home to 78 **Giant Caterpillars**. Their nest honeycombs the stone here.

The ceiling and walls of these corridors drip slime and mold making the floor below very slippery. The caterpillars are accustomed to the slipperiness, but intruders act (fight, walk, etc.) with a penalty (-1 on rolls or disadvantage, if that system is used).

G4.16 The Seven Faces of Agrat

A ghostly, vaguely egg-shaped creature hovers near the ceiling in the darkness here. It ignores the Enraptured Spirits and the Spirit of the Darkness, but if a mortal being (such as Massan the Halfbreed or a party of adventurers) enters the room, Agrat will anchor two long, thin tentacles to the ceiling and then drift down toward the mortal beings.

Agrat has seven faces: seven masks that surround its body. Each of the masks displays a different personality (the Seven Deadly Sins):

Lust, Gluttony, Greed, Sloth, Wrath, Envy, Pride

Each of the faces, the masks, functions independently. If surrounded, Agrat speaks through all seven at the same time – though the faces speak in an ancient Dwarven dialect.

The seven faces cast a powerful curse as they speak: whichever mask faces a mortal being, that being must save vs. magic or fall under the curse of the Sin and thus personify that sin until a remove curse (cast at any caster level) is cast. Agrat has no treasure except for his faces: **The Masks of Agrat**.

G4.17 The Watchers Above

In addition to possible random encounters here, there are always 9 **Enraptured Spirits** here watching the stairs leading up to G4.21: seven are Shadow Creeper, one is a Shadow Stalker and one is a Goblin.

Unless attacked, these Enraptured Spirits will ignore any intruders. The task set for them by the Spirit of the Darkness is to tirelessly watch for the iron doors above to open, spring to attack to recover the Heart of Darkness (in the possession of the Shadow Fiend Bara'zau, G4.21).

G4.18 Spring of Living Water

The alcove here has fresh water running down the wall, pooling on the floor. The water has no special properties.

G4.19 Slag Heap

A large pile of dross fills most of this cave while two broken carts and a couple shovel handles are scattered about.

G4.20 A Lovely Display of Bones

The walls and ceiling of this chamber are completely covered in age-browned bones, displayed in geometric patterns.

The patterns are Dwarven Runes which, if activated (via one turn of prayer per number of "sides" of each rune and a successful Augury spell per rune), bestow the following benefits, once per day per rune:

Triangle:	Bless
Square:	Protection from Evil
Pentagon:	Sanctuary
Hexagon:	Resist Fire
Heptagon:	Slow Poison
Octagon:	Cure Blindness
Nonagon:	Cure Disease
Decagon:	Remove Curse

The Chantry of the Deepflame



G4.21-24 The Sanctuary of the Lord and King, Bara'zau

This former refinery is now the throne room and treasure hall of the **Shadow Fiend Bara'zau** who rules the Shadow Creepers.

G4.21 The Throne Room

Bara'zau sits on a ponderous black obsidian throne in the cold, dark furnace, flanked by four **Shadow Stalkers** and attended by 1d12+12 **Shadow Creepers**.

Bara'zau will negotiate with intruders if possible. His desire is to claim all the Chantry for his domain and is willing to reward allies with all the treasures of the Chantry (however, the Dark Stalkers and Dark Creepers under his command are not as eager to share the spoils of conquest).

Around his neck Bara'zau wears a black iron chain with a night-black egg-shaped pendant. This "pendant" is the **Heart of the Darkness** a black, barely beating heart that is the life essence of the Spirit of Darkness.

Destroying the heart destroys the Spirit and frees all the Enraptured Spirits.

The heart regenerates all physical damage unless a bless spell has been cast on it before it is damaged. It can endure 34 hp in damage. The heart is 80% magic resistant.

G4.22, 23 Dark Creeper Guards

A dozen **Shadow Creepers** lair in each of these rooms, protecting the Lord and King's treasure chamber.

G4.24 The Treasure Chamber

Piles of mostly worthless crystals are littered throughout this room.

Among the crystals are some valuable gems (see table below).

One gem can be sorted out among the worthless crystals per person turn of searching (gem experts and thieves can find one gem per round of searching).





NOTE: once one of the four gems worth more than 1000 gp is found (15, 57, 74, 00), no more valuable gems will be uncovered. The remainder of the pile is simply worthless crystals.

1d100	Gem Found	1d100	Gem Found
1	10 gp Blue Quartz	**51**	50 gp Obsidian
2	10 gp Blue Quartz	**52**	50 gp Turquoise
3	10 gp Moss Agate	**53**	500 gp Coral
4	100 gp Aquamarine	**54**	500 gp Peridot
5	100 gp Bloodstone	**55**	60 gp Onyx
6	1000 gp Aquamarine	**56**	650 gp Amber
7	1000 gp Zircon	***57***	*6500 gp Amethyst*
8	450 gp Tourmaline	**58**	1 gp Azurite
9	50 gp Banded Agate	**59**	10 gp Banded Agate
10	50 gp Blue Quartz	**60**	10 gp Moss Agate
11	50 gp Malachite	**61**	10 gp Obsidian
12	50 gp Onyx	**62**	10 gp Tiger Eye Agate
13	500 gp Amethyst	**63**	100 gp Citrine
14	500 gp Spinel	**64**	100 gp Moss Agate
15	*5000 gp Black Opal*	**65**	100 gp Sardonyx
16	8 gp Azurite	**66**	100 gp Sardonyx
17	80 gp Onyx	**67**	1000 gp Aquamarine
18	10 gp Moss Agate	**68**	1000 gp Spinel
19	10 gp Moss Agate	**69**	11 gp Tiger Eye Agate
20	100 gp Bloodstone	**70**	130 gp Star Rose Quartz
21	100 gp Jasper	**71**	20 gp Blue Quartz
22	100 gp Moonstone	**72**	20 gp Tiger Eye Agate
23	100 gp Sardonyx	**73**	200 gp Citrine
24	1000 gp Diamond	***74***	*2000 gp Sapphire*
25	1000 gp Onyx	**75**	30 gp Tiger Eye Agate
26	1000 gp Smoky Quartz	**76**	5 gp Eye Agate
27	1000 gp Star Ruby	**77**	50 gp Hematite
28	14 gp Rhodochrosite	**78**	50 gp Lapis Lazuli
29	16 gp Malachite	**79**	50 gp Malachite
30	350 gp Peridot	**80**	50 gp Moss Agate
31	4 gp Eye Agate	**81**	50 gp Obsidian
32	5 gp Banded Agate	**82**	50 gp Obsidian
33	500 gp Chrysoberyl	**83**	500 gp Jade
34	500 gp Jade	**84**	500 gp Topaz
35	500 gp Spinel	**85**	8 gp Onyx
36	10 gp Azurite	**86**	11 gp Hematite
37	10 gp Azurite	**87**	20 gp Turquoise
38	10 gp Bloodstone	**88**	200 gp Smoky Quartz
39	10 gp Eye Agate	**89**	50 gp Blue Quartz
40	10 gp Malachite	**90**	50 gp Lapis Lazuli
41	10 gp Obsidian	**91**	50 gp Moonstone
42	100 gp Hematite	**92**	50 gp Obsidian
43	100 gp Obsidian	**93**	50 gp Rhodochrosite
44	100 gp Onyx	**94**	50 gp Tiger Eye Agate
45	100 gp Rock Crystal	**95**	500 gp Coral
46	100 gp Smoky Quartz	**96**	500 gp Jade
47	1000 gp Amethyst	**97**	500 gp Pearl
48	1000 gp Sapphire	**98**	55 gp Tiger Eye Agate
49	50 gp Lapis Lazuli	**99**	600 gp Ruby
50	50 gp Malachite	***00***	*8000 gp Emerald*

G5. Deepgate Keep

This are serves as the inner keep, defending the Chantry from invasion if the Deepgate is ever compromised. Enormous iron doors slide on tracks cut in the very bedrock of the earth to seal off the keep (G5.8 and 9) while some 200 murder holes in the ceiling between the gates provide ample opportunity for defenders to slaughter invaders.

Alharra the Shadowlord (see G5.5) is very intelligent and has a good mind for tactics. He will organize defense of the Deepgate Keep efficiently

G5.1 The Winding Stairs

These stairs climb from G4.1b through this level and up to G6.14. On this level they are unguarded.

G5.2 The Kennel

Four **Shadow Creepers** nest in one of these alcoves while nine **Shadow Hounds** are chained in the other alcove.

Goblin heads, some old and mummified, some fresh and still dripping gore, hang on hooks on the walls (perhaps 50).

G5.3 The Guardians of the Deep

29 **Shadow Creepers** nest here amid piles of bones, bits of wood and cloth, mud and muck.

G5.4 The Guardians of the Deep

17 **Shadow Creepers** nest here.

G5.5 Shadowlord Alharra

Brooding, seated on a simple wooden chair against the back wall, is a gaunt, pale **Shadow Stalker.** The rest of the room is empty except for a large chest in the corner.

Alharra the Shadowlord is a **Shadow Stalker Wraith**, having been killed by a wraith some years ago. He rules the Deepgate Keep area, nominally under the direction of Bara'zau the Shadow Fiend, though only so long as Alharra's goals align with the Lord and King's.

- Alharra occasionally feeds troublesome minions to the Ghost in area 10 as a disciplinary act, and always sends intruders to the Ghost.
- He is not unwilling to parley with those who have something to offer.
- He is particularly fond of high value gems, silk cloth and white hair.
- He also covets the Heart of the Dark (see G4.21) and longs to control the Spirit of the Dark (see G4.7-20).
- The chest contains a 2000 gp Amethyst, a 1200 gp diamond, a 600 gp jasper and a 500 gp ruby as well as a bolt of red silk cloth and a thin, white shroud (made from white human hair) and 2319 gp.

G5.6 Disciples of Alharra

4 **Shadow Creepers** and 1 **Shadow Stalker** nest here, preparing themselves to "take the test" of their Master, Alharra: who will kill them, hoping they rise again as Wraiths under Alharra's control. This has, thus far, not been successful (9 Shadow Creepers and 2 Shadow Stalkers have tried). They are fiercely loyal to Alharra and will defend him to the death.

Each of the Creepers has a **Dagger +1** and 3d10 pp.

G5.7 The Killing Floor

200 murder holes in the floor cover the entirety of the space between the gates at 8 and 9.

G5.8 The Inner Gate

20' tall and 40' wide iron gates in tracks cut in the very bedrock. Once closed, they can be locked into place with huge stone pins.

G5.9 The Outer Gate and the Road to The Deepgate

20' tall and 40' wide iron gates in tracks cut in the very bedrock. Once closed, they can be locked with stone pins.

G5.10 The Haunted Halls

The **Ghost** of a fallen Dwarven commander haunts these Spartan cells. None of the Creepers willingly enter this area.

The Ghost will attack any living creature who enters the area. Its remains are hidden beneath rubble in one of the cells.

For each of the cells, roll on the following table for random contents:

2d8		2d8	
2	12433 gp	**9**	6+1d20 gp
3	Fur-trimmed lace-up leggings	**10**	30+2d12 sp
4	A solid gold key marked with the High Priest of the Chantry's seal (worth 300 gp)	**11**	Bottle of wine (60% spoiled, now vinegar, 30% average quality, 10% exceptional quality)
5	**Potion of Healing**	**12**	A pair of richly decorated black leather gloves (worth 400 gp)
6	A silver pendant in the shape of a wreath, strung from a hemp cord necklace (75 gp)	**13**	A 16-gallon barrel (full of ale) with stag horns painted in black on the side
7	A gnarled bit of driftwood carved into the shape of a castle atop a hill.	**14**	A badly rusted sword with a pommel in the shape of a lion's head
8	Dwarf-sized clothing: 1. White silk shirt 2. White cotton shift 3. Brown leather breeches 4. White (stained) cotton shirt 5. Green felt hat 6. Blue overcoat 7. Yellow tunic 8. Red tabbard	**15**	1000 gp gem: 1. Diamond 2. Emerald 3. Ruby 4. Garnet 5. Pearl 6. Onyx 7. Sapphire 8. Amethyst 9. Jade 10. Bloodstone
		16	Small Magic item: 1. **Broach of Protection +2** (silver wolf's head with emerald eyes) 2. **Scarf of Disguise** 3. 1 or 2 **Coins of the Dead Men** 4. **Scroll** (1d4 cleric spells, levels 1-4).

G6. The First Deep



G6.1 Ropebridge

7 **Shadow Creepers** stand guard here. They are bored, so are likely doing something to pass the time (like "catch the dagger") rather than paying attention to the rift.

A thick rope, suspended on a wooden tower protruding from the mouth of the cave, is anchored securely in the wall at the back of the cave. The denizens of the level use this long rope as a bridge to cross the cavern from here down to the Storehouses (area G1.2).

While the rope is strong and secure, if more than 1000 pounds hangs from the rope it will snap, dropping the load 200' into the abyss below.



G6.2 Windwatchers

9 **Shadow Creepers** are dissecting the carcass of a Riftwing and eating various bits. They are not very attentive.

G6.3 Windwatchers

6 **Shadow Creepers** are watching the rift intently. They keep their weapons in hand.

The room is clean and orderly.

G6.4 Secondary Guard Post

8 **Shadow Creepers** nest here.

Among the jumbled bones and mud and sticks are:

- a broken abacus with counting beads made of ivory, silver, and large pearls (120 gps)
- a sheaf of music written by a famous composer (all incomplete compositions, but all in his/her handwriting – worth 100-300 gp)
- an alabaster jar with rare perfume (nard) worth 180 gp

G6.5 Phosphorescent Cave

The walls and ceiling (but not the floor) of this cave glow with a soft, green glow (moss).

The denizens of this level try to avoid this room as the glow bothers their eyes (they are effectively blinded in this room).

A non-Creeper could "hide in plain sight" in this room.

G6.6 Storage

Piles of rotted pelts, bundles of arrows, leaking barrels.

G6.7 Secondary Guard Post

6 **Shadow Creepers** nest here. Nothing of value.

G6.8 Secondary Guard Post

6 **Shadow Creepers** nest here. This nest is particularly orderly and neat, unlike most of the others. Nothing of value.



G6.9 Cold Storage

Two butchered tunnelworms hang here. This cave is always about 30 degrees.

G6.10 The Butcher

A blind **Ogre** chops meat here: goblin fillets today. The room is bloody and noisome, bits of bone, guts and skin cover the floor and walls. The ceiling is remarkably clean.

G6.11 The Sullen Captain

A **Shadow Stalker**, unhappy with his post, nests here. He wears a long, bejeweled dagger at his waist (worth 3400 gp) and wields a +**2 sword**.

G6.12 The Overseer's Crypt

The floor and walls around the doorway are blackened and soot covered.

The doorway to this room is trapped with an explosive rune, spell (permanent). Dispel magic will render the rune inert for one round per caster level.

A dwarven crypt, bathed in reddish light. Hanging from a stout chain above the stone sarcophagus is a stone hammer (magical: **The Warden's Fist**).

Touching the sarcophagus without securing the hammer causes the hammer to swing at the intruder: attacks at a F8.

The sarcophagus contains dwarven remains (in rotted leather), ruby studded bronze bracers (200 gp), 3325 gp, **Ring of Protection +2** (Brass ring, perpetually green, set with a single small blue amethyst).

G6.13 Prison

Five cells with iron bar doors.

a. A drunken **Shadow Creeper** who will be very affectionate toward his liberators for 1d6 turns
b. A very badly beaten **Bugbear**
c. Empty
d. An **Enraptured Spirit** (Shadow Creeper)
e. Empty

G6.14 Stairs Down

Cut into the very stone itselve, these stairs wind down through G5.1 to the bottom, G4.1a.

APPENDIX NEW ITEMS

General Magic Item Notes

The Rosewood Highlands region is a magical place. Long haunted by fey spirits and renegade wizards, items and creatures here are often affected by the lingering dweomer of the region.

Most magic items are described in the text of this adventure (including "standard" items). However, if a description of a Ring, Potion, Wand or Scroll isn't given, roll on the following tables.

Rings

	Material	Appearance	Gems	Condition
1	Silver	Plain, unadorned	0	Very Poor
2	Silver	Plain, unadorned	0	Very Poor
3	Silver	Plain, etched	0	Very Poor
4	Silver	Plain, etched	0	Poor
5	Gold	Geometric Patterns	0	Poor
6	Gold	Winding Serpent	0	Poor
7	Gold	Twisted vines	0	Good
8	Brass	Religious symbols	0	Good
9	Pewter	Magical symbols	0	Good
10	Stone	Pagan symbols	0	Good
11	Bone/Ivory	Ancient writing	1	Good
12	Copper	Hidden writing	1	Good
13	Bronze	Birds and or feathers	1	Good
14	Platinum	Trees	1	Good
15	Pewter	Mountains	2	Very Good
16	Iron/Steel	Elements	2	Very Good
17	Wood	Monster	3	Very Good
18	Coral	Animal	3	Very Good
19	Combination 2 rolls	Delicate, thin, easily broken	4	Excellent
20	Combination 3 rolls	Combination 1d4 rolls	1d6	Excellent

Potions

	Container Material	Container Appearance	Potion Color	Stopper
1	Glass	Vial	Red	Cork
2	Glass	Vial	Orange	Wax
3	Glass	Vial	Yellow	Cork
4	Glass	Vial	Green	Wax
5	Pottery	Vial	Blue	Cork
6	Pottery	Vial	Indigo	Wax
7	Pottery	Beaker	Violet	Magical Seal
8	Brass	Beaker	Pink	Wood and glue
9	Steel	Beaker	Clear	Metal
10	Porcelain	Beaker	Black	Sap
11	Horn	Beaker	Red Viscous	Cork
12	Bone	Jug	Blue Fizzy	Wax
13	Ivory	Jug	Yellow Oily	Cork
14	Alabaster	Jug	Black Oily	Wax
15	Leather	Geometric Shape (hexagonal dodecahedron, cylinder, etc.)	Green and yellow with bits of…something	Wood, glue, wax, cork and glass
16	Crystal	Carved, shaped	Clear Viscous	Glass
17	Bronze	Cube	Green Slimy	Magical Seal
18	Precious Metal	Sphere	Orange Foamy	Wax
19	Animal Bladder	Double sphere	Purple Sparkly	Wax
20	Magical Container	Horn shaped	Roll twice, swirled	Cork and Wax

Wands/Staves/Rods

	Material	Appearance	Adornment	Condition
1	Oak	1' long, tapered	Carved	Very Poor
2	Ash	1' long, straight	Carved	Very Poor
3	Mahogany	1' long, twisted	Carved	Very Poor
4	Maple	1' long, curved	Carved	Poor
5	Rosewood Cherry	2' long, tapered	Pattern painted on	Poor
6	Cherry	2' long, straight	Pattern burned in	Poor
7	Pine	2' long, twisted	Striped	Good
8	Teak	2' long, curved	Well-worn	Good
9	Bone	1d4' long, tapered	Brand new	Good
10	Brass	1d4' long, straight	Feathers	Good
11	Copper	1d4' long, twisted	Gems (1d6-2)	Good
12	Steel/Iron	1d4' long, curved	Platinum tip	Good
13	Stone	1d6' long, tapered	Faces painted, etched, carved	Good
14	Crystal/Glass	1d6' long, straight	Leather grip(s) added	Good
15	Hickory	1d6' long, twisted	Words on side	Very Good
16	Ivory	1d6' long, curved	Symbols on side	Very Good
17	Wood (random) wrapped in metal sheet (random)	Impossibly thin but strong	Faces on side (people or monsters or animals)	Very Good
18	Gopherwood	Thick and unwieldy	Numbers on side	Very Good
19	Wrapped Leather			Excellent
20	Unique: twisted hair, smoke, pure elements, light, darkness, etc.	Segmented: folds up or breaks apart or slides into itself, etc.	Fine chain attached 1. Silver, 2. Gold, 3. Brass, 4. Tin, 5. Platinum, 6. Copper	Excellent

Scroll

	Written on	Written With	Style	Condition
1	Paper	Ink	Common magical language	Very Poor
2	Parchment	Magic Ink	Numerical Formulae	Very Poor
3	Leather	Blood	Mirrored Writing	Very Poor
4	Copper Sheet	Dragon Blood	Code	Poor
5	Linen	Ash	Pictographs	Poor
6	Papyrus	Charcoal	Rhyming Poetry	Poor
7	Pottery	Paint	Free Verse Poetry	Good
8	Wood	Grease	Uncommon Magical Language	Good
9	Parchment	Pencil	Illuminated Manuscript	Good
10	Parchment	Etched (as with acid)	Annotated	Good
11	Linen	Ink	Common Magical Language	Good
12	Papyrus	Blood	Geometric designs	Good
13	Wood	Pencil	Astrological Computations	Good
14	Leather	Ink	Scriptural	Good
15	Leather	Ink	Calligraphic	Very Good
16	Paper	Ash	Demonic Language	Very Good
17	Paper	Charcoal	Angelic Language	Very Good
18	Parchment	Paint	Common Magical Language	Very Good
19	Wood	Ink	Foreign Language	Excellent
20	Pottery	Magic Ink	Musical Composition	Excellent

Descriptions of Magic Items

Absolom's Maleficent Arcana (page 109): This book is written in an ancient human language. The book is primarily concerned with how to curse people and objects, how to cause harm from a distance and how to contact patron demons to cause such effects to take place.

Amulet of the Elemental Planes (page 35): This brass amulet is about 8" across and fashioned into a five pointed star with each point being enameled in a different color: blue (water), red (fire), brown (earth), white (air), black (darkness), the colors corresponding to different elemental planes. The wearer can teleport to and from these planes by pointing the appropriate color at his or her feet and speaking the correct command word.

Amulet of Life Protection (page 147): This pendant is a 4" diameter marble disc (black veined white marble) with the ancient Dwarven rune for life carved in the face. The wearer of this amulet is immune to any spells that affect the soul or spirit of the wearer. Thus, the wearer cannot be possessed or have Magic Jar cast upon him or her. The amulet cannot pass out of the Mortal Realm. For example, a wearer who attempts to use a magical gate or some other means of traveling to the Spirit Realm, Heaven, The Outer Darkness, Shemarras, etc. will be unable to pass through the gate. An Amulet of Life Protection carried but not worn when the bearer attempts to traverse to other planes will either be prevented from making the transition (40%) or make the transition to another plane while losing the Amulet in the Mortal Realm.

Amulet of Sh'Lantaardal (page 147): This amulet is forged of bronze and depicts a demonic face. It radiates strong magic if detected. The only function of the Amulet is to return the life-force of the Demon Prince Sh'Lantaardal to his infernal home just before a deathblow is delivered.

Amulet of the Undead (page 78): This large (10") gold amulet fashioned as a stylized sun with a large, thin cut ruby (300 gp) in the center. The Amulet offers the wearer protection from undead (as spell, continuous duration) as well as the ability to command 4d6 HD of undead (as spell). If the ruby is removed, the wearer can still command undead but loses the protection ability.

Anundural's Dream (page 112): This ring, a silver band with Anundural's name inscribed on the inside, allows the wearer to enter his or her own dreams, physically. Every experience in the dream world is real for the wearer of the ring, thus he or she never gets true rest (unable to regain spells while wearing the ring). However, the wearer has a certain amount of control over what occurs within the dreamworld while wearing the ring. (For game purposes, "dream adventures" undertaken while wearing the ring, the PC would be able reroll any roll made during the dream and would be able to choose which outcome he or she would prefer).

Anundural's Wand of Fire (page 112): This magical wand, a 3' long piece of fire hardened oak, has 22 charges remaining. It draws on power from the elemental plane of fire and can produce the following effects. Produce flame (as a candle, no charges), Flamestrike (per spell, 2 charges) Fireball (2 charges per HD of damage). The wand was created by an Exile (elven) mage, a Fire Elementalist named Anundural 2300 years ago. He led an attack on the Chantry of the Deepflame more than a thou-sand years ago. He was cornered in the Gathering Chamber, sought to flee via the well (magically) but failed, and died in the waters.

Ashandar's Hammer (page 166): Mace +2/+4 vs. undead, undead struck by Ashandar's Hammer must save vs. spells or act as "turned" for 1 round per point of damage dealt).

Ashdan's Band (page 107): A gaudy brass ring with glass gems inset. This ring doesn't seem to do anything when worn, but it radiates magic if detected. Ashdan was a devotee of the god of luck and fabricated this ring in honor of his deity. The ring bestows luck to the wearer, gaining a +1 on a random roll every hour.

Aylin's Tooth (page 86): This long-bladed dagger has a silver-plated blade. It is a dagger +1, +3 vs. undead and fey creatures. When an attack lands against an undead creature, roll d20. If this roll is a 20, the undead creature is frozen in place for 1d4 rounds.

Baran's Wrath (page 43): This well used warhammer perpetually has a slight patina of green on its wooden handle and steel head (no matter how it is cleaned or how well maintained). It is a warhammer +1 which grants the wielder the blessing (curse?) of berserk rage on every natural 20 to hit roll.

Bayson's Blade (page 109): A silver dagger with a small ruby in the hilt. The dagger radiates faint magic. It is cursed. While it gives a +1 to hit, it must draw blood every day. Every day that passes without the dagger drawing blood, at one minute before midnight the wielder of the dagger must make a WIS check (WIS or lower on d20). If the check fails, he/she will randomly attack the nearest per-son. For each day that passes, the check is made at cumulative -1 (thus the second day the check is at WIS -1, the third day it is WIS -2, etc). It the wielder of the dagger is alone, he/she stabs him/herself. The compulsion is simply to draw the dagger and stab, no indication as to why. This was a ceremonial dagger owned by a courtier named Bayson who used it to murder his lord. His lord, with his dying breath, called down a curse on Bayson and his murderous dagger.

Bitterman's Spike (page 34): This shortsword +1/+3 vs. Goblin-kin has a black leather wrapped hilt with silver wire underneath. The blade has seventeen nicks near the hilt.

Black Iron Mace (page 78): This rusty, black iron mace has a red leather wrapped handle. It is a mace +2, +4 vs. undead, +6 vs. fey creatures.

Black Silence (page 21): This black-bladed long, curved dagger confers +2 to hit and damage and causes a wasting disease on any hit which does maximum damage (save or lose 1 hp per day, permanently, until magically healed). Additionally, wielder may cast silence 10'r 3/day.

Blazons of the High Guard (page 145): These Dwarf sized sets of chainmail always shine as if brightly polished. Emblazoned on the chest in gold wire is a stylized sun. These shirts give Dwarf warriors a +4 bonus to Armor Class. Twice per day the stylized sun can be commanded to shine forth brightly (as a Blinding Light spell) for 1d6 rounds.

Blessed Bookmark (page 62): A simple silk bookmark on which has been written ta prayer to the Saints of the Holy Church. Anyone who studies the bookmark for one full turn gains 3 points of wisdom for 1d3 hours. This power may be activated once per week.

Book of Damnation (page 133): This dark tome is filled with coded incantations and pacts with demons and other forces of darkness. The Book is only usable by magic users and clerics devoted to evil, all others take 3d6 damage to both Wisdom and Intelligence if they read the book. Evil magic users and clerics gain 1d3 levels on reading the *Book of Damnation*, but chain their souls to eternally to a demon prince.

Book of Infinite Spells (Page 79): This massive leather-bound tome (4'x3', weighing about 300 pounds) grants any reader the ability to cast the spells contained therein. Spell casters of any kind (magic users, clerics, hedge mages, wizards, shaman, etc.) can use the book without any danger, while non-spell casters save vs. magic when reading each page. A successful save means the reader can cast the spell. Failure means the reader can cast the spell but doing so causes 3d6 hp damage. The book will have 6d6 pages and the nature of each page is determined randomly:

1d100	Contents of Page
01-25	blank page
26-50	cleric spell
51-60	druid spell
61-90	magic-user spell
91-00	illusionist spell

Once a page is turned, it can never be turned back (and the ability to cast the spell on that page is lost to the reader). Once the last page has been turned, the book vanishes. Unless otherwise noted, the spells on individual pages are cast at level 3-18 (3d6).

Bracers of Defense (page 35): These bronze wrist guards are painted in gaudy colors and nicked and dented from countless decades of use. They bestow a bonus of +5 to unarmored beings which may be used in conjunction with other types of magical protection such as a Ring of Protection or a Cloak of Protection. Armored beings who wear the bracers enjoy only a +1 bonus to their armor class, though this, too, may be combined with other types of magical and mundane protection.

Broach of Protection +2 (page 178): This tiny gold pin is fashioned into the likeness of a hummingbird and has 23 tiny ruby chips covering the body. The wearer gains a +2 bonus to all saving throws and is immune to magical damage up to a total of 100 hp. Once the Broach has absorbed 100 hp of damage it either melts (80%), explodes for 10d10 hp damage (15%) or animates into a magical humming bird and attacks random targets (AC 0[19], HD 1, hp 100, Att 1 peck, Damage 1-2).

Broach of Shielding (page 35, 145): This gold clasp is worked in the design of the coat-of-arms of a long dead duke (page 35) or the nine-pointed star of the Brothers of the Night Sky (page 145). The Broach of Shielding has 9 emeralds set into it. Each of the 9 emeralds can absorb 10 points of magical damage before shattering to dust. Once the ninth emerald has been shattered, the broach loses its magical properties. If emeralds are reset in place of those destroyed (value at least 1000 gp each), the replacement emeralds can absorb 1d8 points of magical damage each. A second reset, 1d6 each. Then 1d4, 1d2, then a single point each. If such great measures are taken, the gold of the broach itself will retain some magical properties, shielding the wearer 1d8+1 points of magical damage once per day.

Chain +1 (page 93): This long chainmail shirt has been repaired numerous times and has some rust along the bottom edge, but it is magical, +1 to AC vs all attacks. In addition, the wearer gains +1 to all saves vs. magic.

Chain +2 (page 22): A simple knee-length shirt of chainmail which has a patter of blue threads worked into the chest in the design of a blue jay. The wearer gains a +2 bonus to armor class and a +2 bonus to Charisma when worn in the presence of Elves, Druids and Woodsmen.

Charm of Protection (page 35): This silver broach is fabricated from gold and platinum with 14 emeralds and six rubies set in the middle. Wearer gains +2 bonus to Armor Class, able to be used with other types of protections.

Chime of Opening (page 76): This 6" long metal brass tube has stylized locks etched on the outside (and a command word etched on the inside), rings with a loud, discordant note when struck. The vibrations from the Chime cause locks, doors, etc. to open, whether locked, magically sealed or naturally stuck. Striking the chime while speaking the command word can magically seal a door, lock, etc. at the 12th caster level (as Hold Portal). Each ring of the chime has a 5% chance of cracking when struck, causing the chime to shatter and become useless.

Cloak of Displacement (page 35): This black wool cloak is sized for a dwarf. The inside of the cloak is lined with small pockets in which will be found 1d6 Goblin Trinkets (see table). The first attack directed at the target will miss (unless the attacker has some way of True Seeing). The wearer gains +2 bonus to Armor Class and +2 bonus to saves vs. magic.

Cloak of Protection (page 35, 172): These dwarf-sized bright blue and purple striped cloaks are made of silk (easily torn) and are a bit frayed at the bottom. Wearer gains +1 bonus to Armor Class (page 35) or +2 bonus to Armor Class (page 172). This protection is in addition to any other magical or mundane protection the wearer may have.

Cloak of Shimmering Colors (page 56): This cloak is made from some kind of silk and shimmers with all the colors of the rainbow. The cloak is an awkward fit, however, so any creature wearing it suffers -1 to his or her Dexterity. The wearer of the Cloak of Shimmering Colors is able to create Dancing Lights (as per the spell, though the lights will be of shifting colors) once per turn, and Color Spray (as per the spell) twice per day. Non magic using creatures cannot use the powers of the cloak (but still suffer the Dexterity penalty if they don it).

Cloak of the Dark Pit (page 138): This cloak, made from shed giant snakeskin and demon scales, is really more of a cape. The wearer has a weak connection to the Outer Darkness and is 5% likely per day to attract the attention of one of the denizens of that vile place. The wearer can sense beings from the Outer Darkness within 60' and gains Protection from Evil vs. any creature identified via this power. In addition, the wearer gains one random demonic power when they first don the Cloak. The power is permanent, even if the wearer sheds the cloak.

Coins of the Dead Men (page 178): These small ancient Dwarfish copper coins are the traditional "coins of passage to the grave" in Dwarfish religion, placed one in each hand of the corpse before being laid to rest. To an uniformed collector (see below) they might fetch up to 2 gp each. Any Dwarf will know the true nature of these coins with just a glance. Any mortal being who handles a Coin of the Dead Men becomes cursed to become a random undead being upon his or her death. The curse is broken by a bless spell cast upon the being while still in possession of the Coin of the Dead Men that initially inflicted the curse upon the being. This action breaks the curse on the being as well as the individual coin.

Coins of the High Lady (page 151): These unique magic items are fully described in the encounter area.

Cold Iron Rod of Infliction (page 174): This rusty, 3' long 2" diameter iron bar is highly magical. The weilder of the Cold Iron Rod can detect fey creatures at will (while holding the Rod) and in combat the Rod does 2d8+6 hp damage to fey creatures.

Crown of Alboran (Fire Crown) (page 60, 71, 74, 75) This golden crown, shaped as stylized flames, is set with eight red rubies. The Crown is a minor artifact in its own right. When worn, it confers on the wearer eight different powers, one for each ruby: cure disease, cure serious wounds, cure blindness, neutralize poison, tongues, dispel magic, remove curse, atonement. Each of these powers is usable once per day. When coupled with the power of the Deepflame, the wearer of the crown can command the Marble Guardians of the Chantry and can use the daily powers on up to 6 individ-uals at a time (but still only once per day). Each use of a power of the Crown of Fire costs the wearer two Constitution points (which regenerate at the normal rate in the game – in the World of Daen-Ral, it is one point per day).

Crystal Ball (page 35): This crystal sphere is about 6" in diameter. A magic-using character can use the Crystal Ball to view beings and creatures over a virtually unlimited distance (including other planes). The Crystal Ball is usable for 30 minutes per day plus a number of minutes equal to the user's Intelligence and Wisdom scores combined. The viewer must be connected to the target in some way, with the depth of that connection determining the success at locating the target:

Viewer has:	Chance of Locating
Intimate Experience with Target	100%
Frequent Experience with Target	75%
Limited Experience with Target	50%
Physical Piece of Target (eg. Fingerbone)	50%
Possession of Target (eg. Cloak or weapon)	25%
Deep Study (research) of Target	25%
Limited Information of Target	10%

NOTE: If target is on another plane, decrease the chance of success by 60%. Viewer always has a 1% chance of seeing target.

This particular Crystal Ball allows the viewer to listen to sounds within a 20' radius of the viewed target as well.

Crystal Hammer of Nath (page 145): This extremely fragile looking blue crystal warhammer is a normal weapon against mortal beings, though it does bestow on the wielder a +2 bonus to all saving throws. It is a powerful weapon against creatures of the Outer Darkness, gaining +4 to hit and damage and granting Protection from Evil 10' radius 3x per day.

Cup of Adulteration (page 145): This golden chalice has rubies set into the base. When any normal liquid is poured into the chalice, it becomes despoiled with a 15% chance of the liquid becoming mildly poisonous. Any diseased or poisonous liquid poured into the Cup becomes neutralized (though this magic doesn't change the taste of any liquid poured into it).

Dagger +1 (page 22, 35): Simple long daggers with a group of four rubies set into the pommel. Each dagger is +1 to hit and damage but in the hands of a thief it does double damage.

Dagger +2 (page 25): A short dagger with a black obsidian blade which shatters on a natural 1, doing 2d10 damage to wielder and target.

Darfal's Blessing (page 123): This armor is chain mail +1 and 3x per day it bestows a blessing (as per the cleric spell) upon the wearer. Worn by Darfal in the early goblin wars, it is said to have protected him from a hail of gobin arrows so thick that sunlight couldn't penetrate it.

Darfal's Hammer (page 123): This staff is a staff of striking with 12 charges remaining. In addition to the normal staff of striking powers, Darfal's Hammer can cast the clerical spell Spiritual Hammer 1x day at a cost of 1 charge per use (functions at the wielding cleric's level, negates the need for the material component in the spell). Darfal was said to have slain a thousand goblins with his staff.

Darron's Blade (page 92): This long, curved dagger is cursed. It is a +2 Dagger/+3 vs. creatures larger than man-sized () which has been cursed to be useable by only Neutral Evil creatures.

Anyone who carries the dagger must save vs. death magic once per day or begin an alignment shift toward NE (one step closer per failed save). In addition, everyone who carries the dagger must also make an INT check daily. Failure causes vague feelings of anxiety toward the dagger. Five failed checks in a row and the character will suffer from Paranoia, feeling that the dagger is trying to kill him/her. The dagger is in the bones of a non-animate skeleton (the former possessor).

The curse on the dagger, or on the affected character (should the dagger be destroyed) can be dispelled by a successful remove curse spell cast at 10th level, or a wish.

Death's Focus (page 162): This amulet is crafted in the image of a grinning skull. Speaking the command word, the wielder of the Death's Focus can stop time for a single individual.

The Deepflame (page 57, 60, 74, 75): see sidebar on next page.

Deepwound (page 78): Two-handed Sword with silver filigree on the hilt and the pommel: +2, Giant Slayer (+4 vs. Giant-kin, natural 20 to hit attack roll does double damage; roll a second d20 and if a second 20 is rolled, the strike is fatal.) Unusual Abilities: Int: 15, Alignment: Chaotic Good, Communication: speech, Languages: 5 (Red Dragon, Stone Giant, Dwarvish, Lammasu, Xorn), Powers/Abilities: detect gems, kind, and number in a 1/2" radius, detect precious metals, kind and amount in a 2" radius, detect magic in a 1" radius.

Defense of the High Guard (page 145): These narrow shields have stylized suns emblazoned on the face in gold. They confer to a Dwarf cleric a +3 bonus to Armor Class. Twice per day the stylized sun can be commanded to shine forth brightly (as a Blinding Light spell) for 1d6 rounds.

Distilled Demon Ichor (page 28): Drinking this black, thick liquid nauseates the imbiber for 1d6 turns. The imbiber gains the ability to command extraplanar creatures of HD up to twice the imbiber's level or HD, gains +4 bonus to saves vs. demonic attacks (physical or magical) and can Gate to the Outer Darkness a single demonic creature within visual range. Drinking the Ichor causes the imbiber's tongue to turn black (no save, nothing short of a wish can restore) and a slow draining of Constitution (1 point per week) unless magically healed (Remove Curse or Cure Disease).

Dizreal's Charming Instrument (page 49): This bone flute is carved with scenes of country life. When played by an unskilled player, this is an ordinary flute. But when played by a skilled player, the flute's special abilities become available which are: Charm Person 3x/day, Charm monster 3x/day, Charm Mammal 3x/day. In order for the charm to take effect, the player of Dizreal's Charming Instrument must play at least a full round.

Drakewrath (page 160): This longsword is forged from dragonfire with ancient Dwarfish runes etched on the blade (dragon and death and wrath and protection). The sword is in a black dragonskin sheath. The sword is +1, +3 vs. all dragon-kind. The wielder gets a +3 bonus vs. all forms of dragon-kin breath weapons. Hits against dragon-kin that do full damage cause the wound to fester, doing damage every round thereafter, Diminishing Dice.

The Deepflame

The Deepflame is a powerful ancient Dwarven Artifact created to protect the Chantry from evil.

After the mines played out, the Chantry became a place of worship and a pilgrimage site. Generations later, Shadow creepers and other creatures of evil swarmed up out of the deeps through the great rift near the Grand Temple and overwhelmed the complex. The then High Priest Alboran rallied the Dwarfish forces and drove back the minions of the dark-ness. Alboran spent his remaining years fortifying the Chantry and creating the Deepflame.

The Deepflame is a multi-part artifact consisting of the Flames of Alboran, a massive stylized flame sculpture in the center of the Grand Staircase in the heart of the Chantry, the Great Throne, a gigantic stone throne encrusted with the Keystones of the Deepflame, 72 gemstones which activate and power the artifact, and the Fire Crown, a golden bejeweled crown which is used to direct the at will powers of the Deepflame.

If the Keystones are placed in the Great Throne in the proper sequence, and the Great Throne is placed in the chamber of the Deepflame (the Grand Staircase), certain automatic powers begin to function:

- a massive protection from evil spell, 1500' radius begins to take effect, starting at the Great Throne and expanding outward at 30' per round until it reaches its full 1500' radius.

  As the sphere expands, non-undead evil creatures will be driven from the Chantry through the nearest escape route, regardless of level or Hit Dice, at their highest movement rate. The compulsion will be so strong that they will not even pause to defend themselves if attacked while fleeing. Non-undead evil creatures who cannot flee for any reason and are caught in within the sphere's effect for more than 3 turns become catatonic until moved outside the area of effect. Undead will attempt to flee as the sphere expands as well. Any undead caught within the area of effect of the sphere of the Protection from Evil will lose 1 HD per round until destroyed.

  As long as the Keystones remain in the Throne, this power remains in effect, keeping out any creature of evil, regardless of level or Hit Dice.

- In addition, while the Keystones are in place and the Great Throne is seated in the chamber of the Deepflame, beings within the 1500' radius of the Protection from Evil are invisible to beings from other planes, as well as to any form of scrying, magical detection, etc.

- When a being attuned to the artifact (see below) is wearing the Crown of Fire and is seated on the fully restored Great Throne in the Deepflame chamber, that person is able to "see" any area of the Chantry desired (treat as Crystal Ball) and sense danger and when things are "not right" within the Chantry.

- The Crown wearer is able direct certain other powers within the Chantry as well:
  - the wearer can control the Marble Guardians (Large and Colossal) near the Temple and command the dragon fire at the Great Bridge of Armas Duath.
  - the wearer of the crown, while seated on the throne, with the Deepflame activated, can "ascend" or "descend" in the spirit (not in bodily form) to either Heaven or the Outer Darkness for 1 hour per level/HD of the wearer of the Crown.
  - the Crown itself confers other powers not associated with the Deepflame, see the entry for the Crown of Power for more details.

The power of the Deepflame comes at a price:

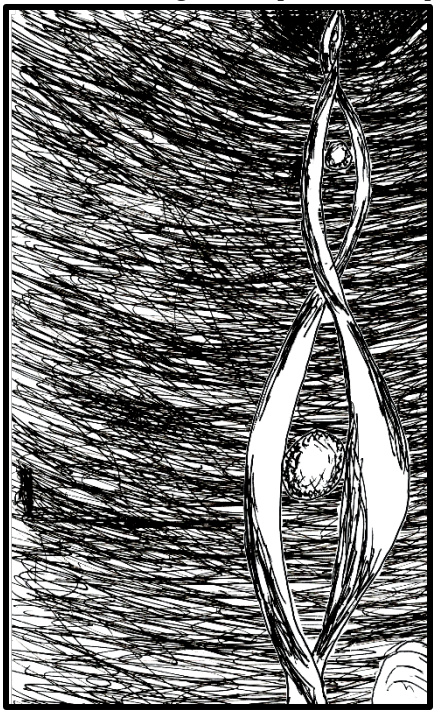
The Crown and Throne will only attune to a single living being (the first intelligent being wearing the Crown, sitting on the restored throne in the Deepflame chamber).

As long as the attuned being is alive, the Deepflame will not respond to any other creature.

The one who commands the Deepflame will:

- age at a rate of five times faster than normal
- will lose one random Attribute point per decade attuned to the Deepflame
- has a 1% cumulative chance per year that the being attuned to the Deepflame will go insane (megalo-mania).

  (Note, this, coupled with an epidemic of plague, drove the previous High Priest to seek the path toward immortality that he took, dismantling the Deepflame in the process).



Earthgem (page 143): This artifact, when placed within the proper sigil, creates a powerful ***Bind to Earth, 400' Radius*** spell. This spell (see New Spells) effectively traps anything touching earth or stone within the area of effect.

Only that which is in contact with the earth is bound (thus, a person could be lifted out of their shoes, which would be held fast, or a person could lay boards down onto the affected area and walk across them safely.

Neutralizing the Earthgem:

- Prying the gem: it takes three successful strength checks (STR or lower on 4d6) to pry the gem loose. Each successful check diminishes the radius of the Earthgem's power by 1/3rd, beginning at the center and moving outward (0'-133', 133'-266', finally 266'-400').

- Dispel Magic: Casting dispel magic (any level caster) will release the Earthgem from its setting, instantly neutralizing the effect of the gem for one round, allowing it to be removed from the ground. This is the Earthgem's fatal flaw.

- Elemental Essence: Covering the gem in the blue, yellow or orange liquid from area 3 (by shattering the globes over the mosaic, for example), dispels the magic of the Earthgem for 1 full day, making it easily removable. Covering the gem in the green liquid from area 3 intensifies the Earthgem's effect by 10 (4000' radius) and makes it a sphere of effect instead of a circle, so that most of the Chantry falls under the effect of the Earthgem, for 1 full day.

Elissa's Gift (page 162): Elissa's Gift is a slender silver sword with doves and roses etched along the blade in a fine white leather scabbard. When wielded by a woman, Elissa's Gift is +2 to hit, +3 vs. shape-changers. When wielded by a woman of faith, three times per day the wielder can receive the benefit of a Bless spell.

Essence of the Elements (page 138): Thick colored liquids (blue - water, green - earth, yellow - air, orange – fire) which are concentrated distilled elements. They are very useful for magical research and can be used to enhance the effect of elemental spells.

Eye of the Falcon (page 62): The being who looks intently into this glass falcon's eye can see through the eyes of a falcon within a 2-mile radius. It will randomly jump from target to target if a specific falcon is not targeted.

Firehand (page 139): This black headed, rusty hafted mace is +2 to hit and damage, which flames with blue flame as it is swung. In addition to normal damage, the magical flames do 1d6 hp damage to a target on a successful hit, diminishing dice. Anyone who touches Firehand is cursed to always tell the truth. Whenever someone who has touched Firehand tries to tell a lie, he or she must make a save vs. magic to successfully tell the lie. Whenever a lie is attempted, whether successful or not, causes a flaming sigil to appear on the back of the hand (if translated from ancient Dwafish runic magic, it is a combination of three runes: fire, purify, truth). The curse affects the victim even when not in possession of Firehand. The curse may be removed by a successful Remove Curse spell cast by an 8th level or higher caster.

Firestone (page 146): This insignificant looking piece of volcaninc rock (about 9" in diameter) is always warm to the touch. When thrown (by hand or sling), the Firestone can be commanded to produce the following effects: Fireball (as spell, one die of damage for each charge expended, up to 6d6), Flamestrike (as spell, one die of damage for each two charges expended, up to 6d8). When used, the stone remains unbearably hot (800 degrees) for 1d3 turns. The stone may be recharged by casting fireball spells (one charge per casting) or flame strike spells (one charge per casting).

The Flagon of Barachas (page 56): Crafted by the famous vintner (and infamous drunk) Barachas of the Sandy Shore, this flagon is always filled with fine wine. If tipped over, it empties itself as a normal flagon, and when set upright again, it is magically filled with fine wine.

Frostfire, Sword +3, Frost Brand (page 21): This finely crafted longsword has flames etched on the blade, and silver filigree on the guard. It is +6 vs. fire using/dwelling creatures and grants the wielder Protection from Cold (as scroll/spell) as long as the wielder's flesh is touching the hilt.

Gablan's Folly (page18): Sword +1, Cursed. A well-used but fine longsword with a black leather wrapped hilt which was crafted by a mage being held captive by a powerful warlord named Igan Gablan: normal +1 sword except cursed to miss on the first swing. Dispel magic or remove curse removes all the sword's enchantments.

Gamber's Blade (page 31): This sword +2 has a silver edged blade, Int: 12, Alignment: Neutral, Communication: semi-empathy, Powers/ Abilities: detect magic in a 1" radius.

Gasher (page 70): This short-bladed dagger is +1, +2 vs. Goblin-kin. On a natural attack roll of 20, the blade of the dagger magically twists in the wound doing double damage (roll a second d20 – if a natural 20, the strike is fatal on human sized or smaller creatures).

Gavin's Bluff (page 17): longsword, gleaming even in dim light, like-new pommel and hilt: longsword -1, enchanted to always appear cleaned and polished by a hedge wizard at the behest of a lazy corporal in the High King's army named Gavin Ball who died at the hands of some goblins because his sword wasn't sharp enough to cut through their hides…

Gem of Seeing (page 22, 35, 127): Quartz crystal, about 6" in diameter. When looked through, the Gem of Seeing reveals the true nature of anything disguised by magic (illusions, invisibility, etc.). The wielder can take no other significant action while looking through the gem.

Geron's Wrath (page 130): This is a flail +1, +3 vs giant type creatures which grants the wielder protection from evil 3x/day. The handle has a prayer to St. Ashar (Geron's patron saint) carved in it, hidden beneath a worn black leather wrap.

The Glory of the Five Champions (page 25): Each of the Five Champions, now Skeletal Warriors, wear full plate+1 (dwarf-sized) and wield swords +2.

Each set of platemail has leather epaulets attached at the shoulder and a cape draped across the back in a different color (red, blue, green, white and black). Additionally, the hilts of the swords are wrapped in the same color leather bands.

Wearing the plate without the sword, or vice versa, negates the magical abilities of the items (that is, the red-wrapped sword is only magical as long as the wielder is wearing the red decorated plate and cape, which only offers magical protection to the wielder of the red-wrapped sword).

Gloves of the Thieves (page 35): These black leather gloves give a non-thief a 25% chance of accomplishing any thief-like task that involves the hands and they increase a thief's chances of success by the same amount. If the Gloves of the Thieves are worn for more than 30 days while actively using them for thief-like tasks, the wearer becomes dependent upon them and, if removed or lost or destroyed, the wearer loses 25% in all thief-like abilities for 30+3d10 days.

Goblinbane (page 62): This Dwarf sword is decorated in geometric designs and offers the wielder +1 to hit and damage, doing double total damage to Goblin-kin.

Gramil's Dagger (page 92): This slender, long-bladed dagger has an amethyst set in the pommel. It is a dagger +2.

Grandal's Sphere of Conflagration (page 18) This 9" diameter glass sphere contains a blue luminescent liquid. When shattered, it explodes in a massive fireball (12d6, diminishing dice).

Greenstone of Earthseeing (page 145): This 6" diameter green gemstone is cloudy and opaque. When held up to the eye, the bearer of the Greenstone can see up to 1d6x1d10 feet through solid stone, earth, etc (a 1' diameter cylinder) for up to 10 rounds. The view is mobile, though the distance sighted changes each round. This ability is usable twice per day, though using it temporarily blinds the user for a number of rounds equal to the number of rounds used for Earthsight. In addition, the stone can locate a particular type of stone or metal within 100' by holding the stone in a fist and concentrating. The user will know exactly where the stone or metal is located and will retain this knowledge for up to one day. This ability is usable once per day.

Grimbrow (page 86): This steel pot is painted black with a skull painted on the front. The wearer can sense undead within a 30' radius.

Hammer of the High Priest (page 73): This ceremonial war hammer has an oversized head and long haft, both of which are gilded and rune covered. As a weapon, the Hammer of the High Priest is +2 to hit, +1 to damage, +3 to damage against goblins, hobgoblins, bugbears and ogres, and +5 to damage against giant creatures. The wielder of the Hammer can cast bless, chant and augury 3x/day with the Hammer. In addition, he Hammer can communicate telepathically with its wielder, if the wielder is of Good alignment.

Hammer of Uthgar (page 85): This stout, well made Warhammer is engraved with a sacred oath to "Serve the Lord Alboran, Always." If the wielder is a follower of Alboran (or St. Alboran as he is known to the Mortals), he or she gains +2 to hit and damage and a +1 bonus to Armor Class while holding the Hammer.

Healing Benches of the People (page 156): These unique magic items are fully desctibed in the Encounter Area.

Heart of Darkness (page 174): This night black, egg shaped pendant is a barely beating heart, which is the life essence of the Spirit of Darkness. The heart regenerates all physical damage unless a bless spell has been cast on it before it is damaged. It can endure 34 hp in damage. The heart is 80% magic resistant. Destroying the heart destroys the Spirit of Darkness and frees all Enraptured Spirits.

Helm of Telepathy (page 93): This full-faced helm has a gold trimmed steel visor which can be swiveled down to cover the eyes. When the visor is lowered, the wearer is able hear the thoughts of all (non-magically shielded) minds within a 60' radius. Note that thoughts are communicated in the native language (if any) of the being the wearer is listening to.

Horn of the Beast (page 49): The Beast of the Deep has great, curly horns growing out of the side of its head. If removed, the horn becomes a horn of levitation. That is, any living being which remains in contact with the horn can levitate (as per the spell) under the control of the first person who grasped the horn.

Horn of the Calling Sea (page 35): This rather unremarkable conch shell radiates magic if detected. When blown, it makes a sound that only sea dwelling creatures can hear. The Horn has four primary functions:

1. Calm rough waters up to 1-mile radius
2. Dispel Water elementals and other non-mortal realm water creatures
3. Summon 3-30 HD of Semi-intelligent and/or magical sea creatures (Giant sea horses or water sprites, for example) who will be friendly toward the blower of the horn (as if under a Charm spell) for 2d12 hours (save for half duration)
4. Panic normal water dwelling creatures in a 100' radius (save to negate) for 3d8 turns

The Horn of the Calling Sea may be successfully blown once per day. Subsequent attempts to use the item will (20% cumulative chance per attempt) draw the ire of intelligent water dwelling creatures in a 1-mile radius.

Lightbringer (page 146): This 4" diameter piece of clear quartz is flawless. Lightbringer can be commanded to glow with the effect of a Light spell (1 charge), a Continual Light spell (2 charges) or a Blinding Light spell (4 charges). In addition, Lightbringer can be used as a Gem of Seeing (expending 2 charges per round with such a use). The gem may be recharged by casting Light (1 charge), Continual Light (2 charges) or Blinding Light (4 charges).

Longsword +1 (page 21, 93): Well-made and well kept, this sword is in a finely tooled leather sheath hanging from a worn but well-made wide leather belt. The hilt of the sword is a little loose. It is +1 to hit and damage but any sword or axe attack made against the wielder of this sword that does full damage has a 60% chance of breaking the loose hilt, thus destroying the magical dweomer of the weapon.

Mace +1, +3 vs. Regenerating Creatures (page 31): This black iron mace has a white leather wrapped handle. It is +1 to hit and damage normally, but it is +3 vs. regenerating creatures and damage done on a natural 20 to hit roll does not regenerate.

Magically Enhanced Mead (page 155, 158): This slightly rancid smelling mead will make anyone who imbibes the mead drunk in a number of doses (sips) equal to his or her Constitution bonus (minimum of 1).

Magically Imbued Honey (page 93, 158): This honey, produced by the Sacred Bees of Wisdom, is created by the combination of magical energies within the bees and the column in which they live. These energies give the honey that the bees produce a magical quality: anyone who consumes the honey (a mouthful) gains 2d6 Wisdom points for 1d10 rounds. If removed from the hive, the honey will retain its efficacy for 1d3 days, after which it becomes poisonous (save vs. poison or become unconscious for 1d10 rounds and lose 2d6 points of Wisdom for 1d10 hours).

Mallus' Band of Splendor (page 129): This tarnished silver ring has a series of numbers inscribed on the inside. The ring grants the wearer a single wish once a year. Once a wish is granted, the next wish will be granted exactly one year from that date. The numbers on the inside of the ring change (they correlate with the astrological date when the wearer makes his or her first wish). If a second wish is attempted during the intervening year, the ring will disappear.

Maral's Touch (page 106): These leather gloves fit small hands and are usable by any class or race that has hands. They radiate magic if detected. Maral's Touch allows the wearer to detect magic 2x per day at will.

The Masks of Agrat (page 175): This odd helmet has seven faces all the way around, each of the faces representing a different personality/sin: Lust, Gluttiony, Greed, Sloth, Wrath, Envy, Pride. Each of these "masks" functions independently so if surrounded all seven will speak at the same time (in ancient Dwarfish). The seven faces cast a powerful curse as they speak: which-ever mask faces a mortal being, that being must save vs. magic or fall under the curse of the Sin and thus personify that sin until a remove curse (cast at any caster level) is cast.

Massan's Staff (page 174): This it can Cause Disease twice per day (flesh rotting disease) and can transform into a Cave Serpent one per day (for 1d6+6 rounds) and can bestow the effect of a bless spell on up to 6 people per day.

Mitragar's Bane (page 123): This mace +3, wielded by Mitragar in the early goblin wars, grants the wielder the ability to see and hit invisible, ethereal and non-corporeal creatures (even if normally unable to do so).

Nighthawk (page 124): An excellent dagger with a decorative handguard in the shape of opposing dragons' heads, and a black leather sheath featuring embossed gothic crosses, Nighthawk is a +1 dagger, +3 in darkness.

Ointment of Restoration (page 66): This thick, oily, greyish substance stains skin for 1d6 days if applied. Application of a single dose will close an open wound and heal 1d10+4 hp, a double dose would cure disease (and heal 1d10+4 hp) while a triple dose will neutralize poison, cure disease and heal 1d10+4 hp).

Pashal's Ring of Wonder (page 121): A platinum ring wrought with roses and set with emeralds, this ring has 19 charges and has the powers of a Wand of Wonder.

Pearl of Wisdom (page 35): This perfectly round, half-inch diameter black pearl grants the wearer a bonus 1d4 Wisdom as long as the pearl is worn in contact with the skin (the increase is random, rolled every day). If the wearer goes 24 hours without being in contact with the Pearl, he or she permanently loses 1d4 Wisdom points and can never gain the benefit of a Pearl of Wisdom again.

Pendant of Reflection (page 147): This silver pendant is polished to mirror brightness on one face, while the other has a bas-relief silhouette of Saint Alboran. When the mirror side faces outward, the Pendant intensifies a reflection of any light source: beings flashed by the Pendant must save vs. spells or be blinded for 1d4 rounds. The Pendant can also reflect the gaze of a Basilisk or a Gorgon or other creatures with a deadly gaze. Finally, the Pendant can be used to reflect a spell cast at the wearer. Attempting to use the Pendant to reflect requires a successful attack roll by the wearer against AC 9[10] for light, against AC 4[15] for gaze attacks, and against AC 1[19] for spells. Rolling a natural 1 on the attack roll means the effect is reflected toward allies. Rolling a natural 20 on the attack roll means the reflection is perfectly aimed and double in its effect (as appropriate).

Prayer of the Powerful (page 170): This scroll is written on gold foil coated paper. The writing is cramped and uneven, written in an ancient Dwarf dialect. Praying the prayer and meditating on it for 8 hours grants the ability to summon a small Elemental (Dark, Air or Water) and control it for a number of rounds equal to the caster's level +1d12).

Priest's Staff (page 66): This 6' long ashwood staff has a copper holy symbol of the Church of the Holy Saints severely tarnished working into the head. While the staff itself is not magical, it is fully prepared, so it could be charged to be a staff of healing.

Regalia of the High Priest (page 77, 138): Dwarf sized **Plate +2** inscribed on the chest with the symbol of the High Priest (confers an aura of "blessing allies, 30' radius" when worn), **Mace +1** (with runes inscribed on the haft: each rune activates a spell: fly, water-breathing, protection from fire, protection from evil - each lasting d6+4 rounds and cast at 10th level).

Ring of Parilar (page 8, 75): A simple silver band, the Ring ar Parilar is a Ring of Spell Turning (which can turn up to 100 spell levels) which is cursed to be a Ring of Suggestion.

Ring of the Night Stars (page 18): This gold band is etched with stars and comets and has the word, "Sha'tana" inscribed on the inside. This ring only functions in darkness (nighttime outdoors, indoors, underground). At will, the wearer can create a dancing ball of light (as Light spell) with 100' range. Once per day the wearer may cause Starfall (1d10+4 Magic Missiles, as the spell) to fall on a single area or target. Once per week the wearer may unleash a Meteor Storm (as spell).

Ring of Shrinking (page 92): This simple gold band is set with a single diamond chip. Donning the ring the wearer is able to shrink himself and all items "on his person" down to ¼ his or her size. The effect lasts until the ring is removed.

Ring of Spell Storing (page 36): This band is made of gold, silver, copper and platinum wires twisted together. Each band of wires stores a single spell (so it can store up to four spells): copper level 1, silver up to level 3, gold up to level 5, platinum any level spell.

Ring of Spell Storing (cleric) (page 104): This tarnished pewter ring is rather fragile. It can store up to 5 levels of clerical spells which may then be called forth by the wearer at will, one spell per round.

Ring of Spell Turning (page 31, 36): This silver band has 9 red rubies set in a row. Inside the band is etched a word, "Mytogar." (This is the name of the mage who created this ring). The ring can turn up to 9 spell levels per day cast at the wearer (including area effect and touch range spells). For each spell level turned, a ruby will glow with a soft glow. The wearer cannot control this effect (it is an automatic protection – but will also turn away any spells cast by allies while the ring is worn…). If a spell cast exceeds the number of spell levels remaining (the number of non-glowing rubies), the ring has no effect on the cast spell. Turned spells are reflected away from the wearer of the ring: 25% to the right, 25% to the left, 50% mirrored back at caster. (2 identical rings can be found in the Chantry)

Robe of Stars (page 127): This black robe is emblazoned with white stars. It allows the wearer to travel through the Aether unharmed. In addition, the wearer gains a +1 bonus to saving throws vs. magic.

St. Blarin's Discipliner (page 62): This expertly crafted steel hafted weapon has a spiked head trimmed in gold. A blood-stained and tattered ribbon dangling from the grip is a prayer to St. Barin (which, if recited while wielding the mace, can confer the effect of a Bless spell as long as the prayer is spoken aloud). The Discipliner is mace +2 which, on a successful hit, the target must make a morale check or cower submissively – after a failed check, subsequent morale checks are at cumulative -1 for every failed check unless remove curse is cast upon the target.

St. Hallian's Helm (page 166): this winged, full-faced helm bestows a +2 to AC, gives a bonus of +1 to saves vs. mind-affecting spells but a -1 penalty to saves vs. dragon breath, and the wearer is able to breathe normally, regardless of the state of the air (or lack thereof) outside the helm for 10 minutes per level of the wearer. This final power us usable once per day.

St. Didamus' Shield (page 29): This ornately crafted shield is emblazoned with the image of a twin-tailed comet grants an Armor Class bonus of +1, +3 vs. missile attacks. In addition, the bearer of St. Didamus' shield gains Augury ability once per night.

Sandals of Spider Climbing (page 35): These well-worn, black leather sandals give the wearer the ability to Spider Climb (as the spell) 3 times per day.

Scarf of Disguise (page 178): This dark blue, homespun fabric scarf has long tassels on the four corners. When worn over the head, the wearer can alter his or her appearance as a limited form of the Change Self spell, affecting only the wearer's face.

Scroll of Protection from Undead (page 21): Written on tanned Elfin skin, in addition to its normal properties, the reader can attempt to command or turn undead within the area of effect of the magic (subject to save).

Shadow Creeper Dagger +1 (page 178): Wickedly sharp yet poorly made, these jagged edged daggers have black handles and blades. They are +1 to hit and damage and inflict triple damage on an attack roll of a natural 20.

Shadow Stalker's Sword +2 (page 180): This scimitar was forged in the deepest parts of the earth and has never seen the light of day. In darkness, the sword is +2 to hit and +2 to damage, bestowing Darkvision on the wielder as well. In bright light, the sword is -2 to hit but +4 to damage, and the wielder is blinded for 1d6 rounds upon drawing the sword.

Shield of the Faithful (page 49): This is a great shield that functions as a normal shield when in the hands of most people, but in the hands of one who is faithful to one of the Saints of the Holy Church, this becomes a shield +1; for a faithful cleric, a shield +2; and for a faithful paladin, a shield +3.

Shortsword +1 (page 93): This 2' long blade rings when it is drawn from any sheath. It is a sword +1 to hit and damage and does one die greater in normal damage (if shortswords normally do 1d6, this weapon does 1d8).

Shortsword +2 (page 93): This wide bladed shortsword has elvish script etched into the blade. In addition to the magical +2 to hit and damage the wielder gains from the weapon, the script on the blade is an ancient elvish blessing which, when recited aloud, confers on the wielder of the sword the effect of a Protection from Evil spell.

Silver Hourglass (page 147): The frame of this hourglass is silver plated brass while the glass is tinted blue. The sand inside is mixed with magical silver. When the hourglass is turned, a powerful Sleep spell is cast affecting all mortal beings in a 30+2d10 foot radius who fail a save vs. magic. The sand runs for 12 rounds. There are two ways to (mis)use the Hourglass that increase its power but will destroy the 'glass. First is casting a Sleep spell on the Hourglass as it is being turned to unleash its magical power multiplies both the range and the duration by 10 but causes the Silver Hourglass to slowly melt. Second the Silver Hourglass can be smashed which causes its normal effect but for a permanent duration (until dispel magic is cast on each of the sleeping victims). Those who fall asleep under the sway of the Silver Hourglass are held in a kind of stasis, not needing to eat or even breathe. The power of the Hourglass can be used once per day.

Skull of St. Khasta (page 43): This dwarven skull radiates faint divination magic and can answer one yes or no question per week, provided the question is asked in ancient Dwarfish. The skull is not omniscient though it has an equivalent Wisdom and Intelligence of 20 each. If removed from the pillow on which the skull rests, it will complain incessantly (loudly and in ancient Dwarfish).

Spitter (page 86): This longsword is forged from meteoric iron, infused with faerie blood and studded with tiny rubies all along the length of the blade. The sword is +2, +4 vs. non-mortal creatures. When an extraplanar creature is within 100' of the sword, the rubies glow softly. As the creature nears the sword, the gems dim from the tip to the hilt (going completely dark when the extraplanar creature is within 10'). Wounds caused to non-mortal creatures by Spitter do not regenerate, regardless of the victim's ability to do so.

Staff of Command (page 148): This six-foot long staff is carved to depict animals and monsters and people from a single piece of ivory. It has 34 charges. Expending a single charge can invoke the following powers: Charm Person or Mammal or Monster, Command spell. Expending two charges allows the wielder to Command Undead. Expending four charges gives the wielder a chance to Command Demons (subject to the target's magic resistance).

Staff of the Dead (page 78): A 5' long black, twisted rosewood staff with a head carved in the likeness of a skull with two rubies (300 gp each) set in the eye sockets. The wielder of the staff can detect undead at will (60' radius), can command undead at will (as cleric Turn Undead at 9th level). Animate Dead (as spell, 1 charge once per round), Speak with Dead (as spell, 2 charges once per round), Slay Living (as spell, 5 charges once per day). Only those who can use magic can wield the staff. The staff is evil and wielding it causes the wielder's personality to become more selfish and to seek out the dead rather than the living. When the wielder of the Staff of the Dead dies, he or she must save vs. spells or rise as a powerful undead being: roll d12: 1-8 Wraith; 9-10 Spectre; 11 Ghost; 12 Lich.

Staff of Striking (page 127): This 6' long staff is fire hardened oak and is a +3 magic weapon doing 2d4+3 points of damage, though this expends a single charge. If two charges are expended, the damage is doubled, while three charges triples the damage.

Stone Spear of St. Albaran (page 105): This spear is carved from a single piece of white granite. It is a spear +2 and three times a day can confer the effects of a Bless spell on the wielder.

Sword +2, Dragon Slayer (page 21): This fairly unremarkable broadsword was forged in dragonfire, is +4 to hit all dragons and does triple total damage (damage roll+4 tripled) against fire breathing dragons. Additionally, the sword grants a +2 bonus against all dragon breath weapons, +4 bonus vs. dragon fire.

Sword of Dalaziel (page 49): This longsword was forged by the elves in Shamaras for the great hero Dalaziel. The sword is normally +1, +2 vs. Goblin-kin, +3 vs. Giants.

Swordsong (page 25): This longsword +2 is +4 in the hands of a bard. The blade rings as it is swung: enemies save vs. magic or lose initiative; allies gain +1 to hit.

Talisman of the High Priest (page 77, page 98): This talisman bears the symbol of the high priest and is worn on a long chain. The Sigil offers the wearer Protection from Evil, Protection from Undead, Protection from Demons/Devils and can bestow the wearer the following powers 3x/day: ESP, detect invisibility, Wisdom score boost +3 for six rounds, and Charisma score boost +2 for three rounds.

Throwing Axe +2 (page 22): This long handled (2.5 foot) throwing axe has a straight, leather wrapped ash-wood haft and a black iron head, razor sharp. The head is inscribed with Northman runes of battle.

Torch Pole (page 125): This 5-foot long iron torch pole magically sustains whatever fuel is placed in the basket, keeping the torch pole lit permanently, until the fuel is dumped out of the basket.

Trident of the Sea Gods (page 21): This three-pronged military fork is decorated with images of various undersea creatures: sharks, octopi, squids, sea turtles, sea dragons, sea serpents, etc. As a weapon, the Trident is a +2 military fork. Once per day, the wielder of the Trident of the Sea Gods can command up to 25 HD of sea creatures who fail a save (vs. magic). Treat the creature as under a Charm spell. Those creatures who fall under the effect of the charm may make a save attempt every hour unless released by the wielder. Otherwise, the Charm stays in effect for 24 hours.

Unguent of Alamar (page 49): This black, greasy ointment causes whatever (or whoever) it is smeared on to turn invisible, for as long as the applicant believes the unguent is working. Any expressed doubt, or any significant break in the applicant's thought processes (sleeping, unconsciousness, melee, etc.) are 60% minus the applicant's Wisdom score to break the magic of the unguent. In addition, anything smeared with the Unguent of Alamar is permanently stained with patches of dark grey (Dispel Magic removes the staining).

Vessels of the Malanese (page 146): Each of the golden chalices and platters is magical but must be used together. When any liquid is placed in the chalice and the chalice is placed on the platter, the surface of the liquid will act as a crystal ball revealing the location of the nearest source of pure water. The intrinsic value of these items is about 50 gp each (total of 300 gp). Each set could garner as much as 500 gp to explorers, sailors, etc. Being gold, the items are somewhat fragile and easily damaged (-2 on saves). If damaged in any way they lose their magical abilities.

Wand of Conflagration (page 17): 3' long red dragon bone wand, carved with effigies of many fire-breathing dragons, 3d12 charges: 1 charge: Affect Normal Fires, Burning Hands; 2 Charges: Pyrotechnics; 3 Charges: 6HD Fireball, Flame Arrow; 4 Charges: Fire Charm, Fire Shield, Fire Trap, Wall of Fire; 5 Charges: Conjure Fire Elemental. Each time the wand is used it must make an item save or drain double the charges for expenditure and if the number of charges drained exceeds the number of charges remaining, the wand explodes doing 2d6 fire damage to the wielder. If the wand is reduced to zero charges (but not negative charges) it may be recharged. The command words are hidden among the dragon carvings (Intelligence or lower on 4d6 to discover, roll once per day of study). Once one command word is discovered, the rest are easily found.

Wand of Fireballs (page 35): Carved from a single piece of fire breathing dragon bone, with stylized flames carved along the length, this 2' long wand is very fragile (with a -4 penalty to saves vs. items). It has 37 charges remaining. Upon uttering the command word, the wielder can call forth a fireball of up to 10 dice, using one charge per damage die. Additionally, the wielder can use a charge to Affect Fire (as per the spell). The wielder can light a taper or a torch with the wand, expelling no charges for such a use. The wand can be recharged by casting Fireball spells into it, gaining 1 charge for every 2 levels of the caster.

Wand of Frost (page 34): This slender wand is a human leg bone carved with magical sigils. The command words are in old Dwarfish.

Wand of Negation (page 35): This 18" wand is pure black obsidian, a razor tipped shard (which can do 1d6 piercing damage in a pinch). The wand has 47 charges remaining. Each round, the wand can be used to negate a single magical effect: a spell, a spell-like function of an item or a creature. A charge can be expended to dispel magic in a 5' diameter spherical area. Healing spells and the like actually recharge the wand at a rate of 1 charge per level of such spells (up to a maximum of 10 charges per day).

Wand of the Night Queen (page 26): This is a tiny, slender black wand (perhaps 6" long). The Wand of the Night Queen has up to 24 charges and is recharged by leaving it in full moon light (one charge per hour). The wielder of the wand can cast Darkness (1 charge), Impenetrable Darkness (see new spells, 2 charges). Once per day the wielder may cause Starfall (1d10+4 Magic Missiles, as the spell 4 charges) to fall on a single area or target. Once per week the wearer may unleash a Meteor Storm (as spell, 6 charges). The wand once belonged to the Night Queen, a powerful fey noble who might go to great lengths to retrieve the wand…

Wand of Size Alteration (page 35): This wand is an unremarkable 6" long thin steel rod. It has 32 charges remaining. The wielder can cast Growth (1 charge) or Shrink (1 charge) once per turn. If the wielder chooses to do so, he or she may double the effect of the spells, at a cost of 4 charges per casting or triple the effect of the spell at a cost of 10 charges per casting. If the wand is commanded to cast a spell that needs to use more than the remaining charges, the spell effect will be successful but the magical energy will be drawn from the wielder who will grow or shrink (as per the usage of the wand at the time of the casting) 6" per "charge" drawn from the wielder. Such an action destroys the wand as well. The wand can be recharged only if it is reduced to exactly 0 charges.

Wand of Wonder (page 35): Forged from primordial elements, the Wand of Wonder is constantly shifting slightly in appearance. It has 99 charges. Expending a charge causes a random magical effect. The effect is left to the GM (who can use any of the dozens of effect tables available or roll a random page in a random book and use the 37th word on the page to determine the wand's effect).

War Hammer +2 (page 21): This long hafted, small headed hammer bears the marks of many battles. The head has a rune engraved in the side. To invoke the magical abilities of the hammer, the wielder must trace the rune with his or her bare flesh every round (losing initiative). Invoking the rune gives a +2 to hit and +2 to damage and causes the wielder to gain 1d4 temporary hit points for a single round.

Warden's Fist (page 180): This fine steel hammer has a fire hardened oak haft. It is a warhammer +3 which deals double damage to Goblin-kin. Attack rolls of a natural 1 cause a fine crack to appear in the handle. Ten cracks and the handle splinters, destroying the enchantment on the weapon.

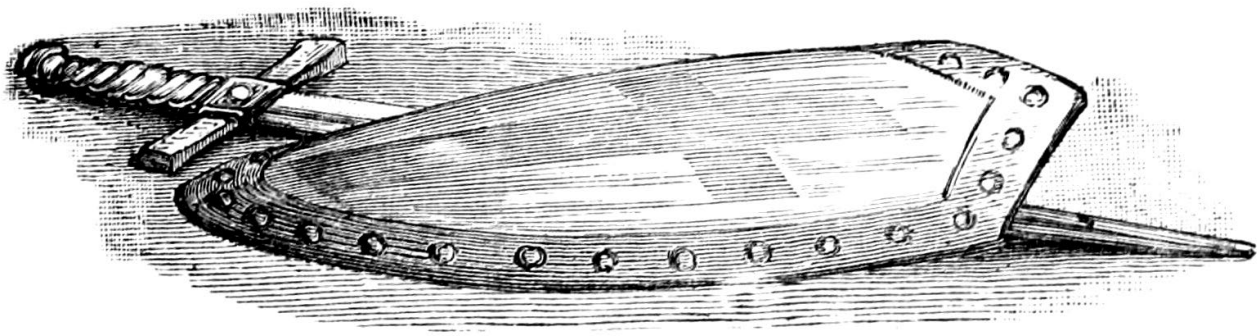
The Whisper of the Dead (page 66): This magical bone flute, carved from a single human femur, in the hands of a bard or other skilled musician functions as a potion of undead control (different tunes affect different undead).

Window of Sharan (page 44): This minor artifact in the possession of the Silent Mistress is a pool of water that functions something like a crystal ball, but with some special additional features. The Window allows the person sitting before it to view not only things happening in the world around, but to call forth effects from the outside world to be realized in the tower.

The Silent Mistress primarily uses the Window to capture spell effects from spell casters in the outside world. She will speak the command word (which she will whisper so that no one else can hear it), then call for the Window to show her a spellcaster in the midst of casting whatever spell she desires to capture the effect of (when she is alone, she likes to capture illusions, but in melee she will seek out any spell that will benefit her) which she will then release at targets in this room. Each use of the Window costs a CONSTITUTION point (for game purposes, the Silent Mistress has 22 CON points and she regenerates 2 CON points per day).

Wrathbringer (page 127): This mace +2/+4 vs. demons, bestows protection from demons upon the wielder and can cast a bless spell three times a day.

Yalara's Touch (page 49): This long, curved, ivory-handled ceremonial dagger is a Dagger +2 for combat purposes. The wielder can cut through solid stone up to 30' thick with the dagger. Currently, the dagger has two such "charges" available. This power can be recharged by casting Transmute Rock to Mud upon it (one "charge" per casting, up to a maximum of 5).



APPENDIX DISEASE

Cannibalism: There are a number of opportunities where someone might have to make a save or succumb to a tendency toward cannibalism. The mechanics of this curse are as follows:

- On the first failed cannibalism save, the affected creature has a 20(minus level/HD)% chance of becoming a full-fledged cannibal.
- The creature still has a tendency toward cannibalism
- Every time a creature of its own race is injured for half or more of its maximum hit points (all at once or cumulative over a single combat), the affected creature must again save vs. magic or succumb to a desire to taste the wounded flesh.
- Each subsequent failed save (either a new encounter with a substance which can instill the cannibalistic drive, or a failed save during a combat) adds a cumulative 5% chance for the affected creature to become a full-fledged cannibal.
- Remove curse, restore, death and resurrection and the like will remove any cannibalistic tendencies in an affected creature.

Random Diseases

1d6	Disease	Effect
1	Parasite Worm	Unnoticed for a month. Affects: 1. Bowels 2. Skin 3. Heart 4. Brain Result: 1. -1 Constitution 2. -2 Constitution 3. -1 Dexterity 4. -2 Dexterity Resists: Cure Disease Spell (-3 to save)
2	Green Fever	Affects: Skin: turned green; Constitution -2 permanent Cure: Simultaneous Cure Disease and Neutralize Poison (at 8th caster level or greater)
3	Fungus	Spores Attach to: 1. Lungs (-2 to Constitution), 2. Skin (-3 to Charisma), 3. Eyes (-2 to Dexterity), 4. Possessions (all items must make save when used) Cure: Simultaneous Cure Disease and Dispel Magic (at 8th caster level or greater)
4	Blood Sickness (Askar's Disease)	When injured (lose hp), bleeding does not stop: lose 1 hp per round until save vs. spells is made. Cure: Cure Disease or Neutralize Poison
5	Weakness (Pit Fighter's Bane)	Affects muscles: 1. -1 to Strength, 2. -2 to Strength, 3. -3 to Constitution, 4. -1 to Strength and Constitution Cure: time (make save vs. paralysis attempt every day: four consecutive saves means the disease has run its course)
6	Burning Mind	Affects Mind – high fever 1. Mute 2. Blind 3. Deaf 4. Blind and Deaf 5. Mute and Blind 6. Blind, Mute and Deaf Cure: Simultaneous Remove Curse, Cure Disease and Neutralize Poison

APPENDIX NEW SPELLS

Blinding Light/Blinding Darkness
Spell Level: 4
Range: 120 feet
Duration: see below

Explanation/Description: Blinding Light is similar to a light or continual light spell, but it is much brighter. Blinding Light is bright enough to blind unprepared creatures (for the duration of the spell x1d4), cause a vampire to shrink back as if turned, cause other powerful undead beings and demons and the like to lose initiative each round the light is shining. Its sphere is limited to 40' in diameter. It lasts for 7 turns at 1st experience level, 8 at 2nd, 9 at 3rd, etc. or until the caster speaks a word to extinguish the Blinding Light.

The reverse of the spell, **Blinding Darkness**, functions simply as a full-strength Darkness spell (that is, full duration, full area of effect). The other difference with Blinding Darkness is that a gem of seeing or true seeing spell or similar magic cannot penetrate the Blinding Darkness.

Death's Kiss
Spell Level: 7
Range: Touch
Duration: Permanent

A victim of Death's Kiss is magically cursed to instill a wasting disease in every living thing the victim touches. Touched victims may save (vs. magic) to resist the disease.

Plants and animals cursed by this touch begin to wither and will die within 1d8 days.

Humans, demi-humans and other medium and large creatures permanently lose 1 hit point per day until they succumb to the wasting disease.

The wasting disease can be halted with a successful cure disease spell cast (though lost hit points are not restored).

The Death's Kiss Curse can be removed from a victim with the simultaneous casting of Remove Curse and Cure Disease, both by a caster of at least 12th level.

Gloom
Spell Level: 2
Range: 10 feet/level
Duration: 2 turns + 2 rounds /level

Gloom is similar to darkness, but half as powerful (though twice the duration and area of effect). Normal sight, normal and magical lighting, infravision, darkvision, ultravision and the like function at half strength in Gloom. A light spell does not negate a Gloom spell but functions at half strength. The material component for this spell is a pinch of coal dust. Gloom persists in a sphere of 40'.

Heaven's Fire
Spell Level: 6
Range: 120 feet
Duration: Instantaneous

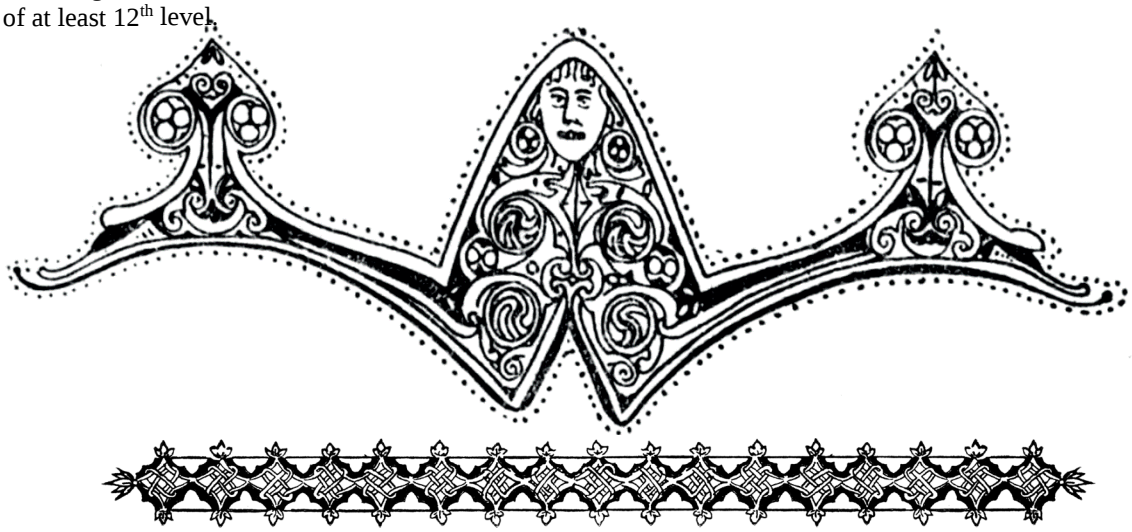
Heaven's Fire is a spell of Divine Magic, used by Lightbringers to call fire down from heaven. A column of fire, 30' in diameter, shoots down from the sky to a spot within 120' of the caster. The fire does 6d6 hit points of damage (diminishing dice) to all within the area of effect.

Note that the area of effect is a 30' diameter column from the ground to heaven...

Time Halt
Spell Level: 8
Range: Touch
Duration: Permanent

Any being affected by a Time Halt is frozen in time. An affected being is unable to move, but also unaffected by the passing of time with one exception: full awareness of the passing of time around the victim. With each decade that passes, the victim has a cumulative 10% chance of going insane, being overwhelmed by his or her helplessness.

Because this is a powerful spell, Time Halt can only be dispelled by 8th level or higher magic such as a Wish or similar magic.



APPENDIX FACTIONS OF THE CHANTRY

Both the **bugbears** and the **sub-chiefs** are unhappy with their new Godking and would like to stage a revolt, but the memory of 400 of their kin slaughtered singlehandedly in a few short hours is still strong. However, if a band of adventurers took care of their problem, they would be very grateful…until they turned on their liberators (hopefully weakened enough from the battle with the barguist that they could be easily dispatched).

If somehow the party manages an alliance with some of the factions within the lair, the humanoids will hang back as inconspicuously as they can. The shaman has greatly bettered his standing in the tribe by manipulating the Godking and will not take kindly to any uprising. Most of the goblins in the lair are terrified of their new Godking (especially after his metamorphosis after eating the mage) and would have to be convinced and coerced into joining a revolt, though they will zealously defend their Godking if the shaman leads a counterattack against an uprising.

The atmosphere in the goblin lair is tense and the presence of the PCs can tip the scales in any number of ways. Parties who choose to bully their way through the goblin lair could find the entire population bearing down on them, but parties (even low-level parties) who choose stealth and subversion could stir up a revolt that seriously diminishes the goblin population.

Even divided against one another, the Godking and the various other occupants still pose a significant threat.

As you can see below, the faction situation is complicated, and every faction has allies and rivals. Rolled loyalties may be divided - that is, those loyal to the shaman, for example, may also be loyal to the Godking, or to a rival sub-chief, at GM discretion or as play dictates. Goblins may change loyalties due to circumstances (morale rolls can be used to great benefit here) or may remain steadfast in their loyalties.

The Godking (not deluded):	**Primary Ally:** all sub-chiefs and shaman. Commands all goblins, bugbears. **Rival Factions:** Shadow Creepers, Bugbears. **Neutral Factions:** Visitors.
The Godking (deluded):	**Primary Ally:** Shaman. Commands up to 75% of goblins (roll % for groups - 01-75, Godking faction, 76-00, rebel faction). **Rival Factions:** Sub-chiefs, Bugbears, Visitors, Shadow creepers. **Neutral Factions:** None.
The Shaman:	**Primary Ally:** The Godking. The Shaman can command up to 15% of goblins (roll % for groups - 01-15 and group is loyal to shaman). **Rival Factions:** All Sub-chiefs, Shadow creepers. **Neutral Factions:** Visitors, Bugbears.
Gurin the Sub-chief:	**Primary Ally:** all sub-chiefs, Goblins of the Ruined Tower, Bugbears. **Rival Factions:** shaman, deluded Godking, Shadow creepers. **Neutral Factions:** Visitors.
Galorax the Sub-chief:	**Primary Ally:** all sub-chiefs, Goblins of the Ruined Tower, Bugbears. **Rival Factions:** shaman, deluded Godking, Shadow creepers. **Neutral Factions:** Visitors.
Tiresh the Sub-chief:	**Primary Ally:** all sub-chiefs, Goblins of the Ruined Tower, Bugbears. **Rival Factions:** shaman, deluded Godking, Shadow creepers. **Neutral Factions:** Visitors.
Bugbears:	**Primary Ally:** Sub-chief Gurin. **Rival Factions:** Sub-chiefs, Shaman, Shadow creepers. **Neutral Factions:** The Godking, Visitors.
Slaves:	**Primary Ally;** none **Rival Factions**: The Godking, all sub-chiefs, the shaman, bugbears, shadow creepers. **Neutral Factions:** Visitors

Some Notable Factions



APPENDIX NPCS OF THE CHANTRY

Aiden Aftan, Duke (page 9)

- Appearance: Standing 5' 8" tall, and leggy with pale skin, this man has an impressive feel about him. He has friendly brown eyes and his short, greasy, light brown hair is layered.
- Personality: Arrogant, Entitled, Horable, Brave
- Background: The fourth son of one of the Petty Kings of the Highlands, Aiden Aftan usually roams the Highlands with a number of other disaffected young nobles, spoiling for adventure.
- Faction: High King
- Notes: Aiden is fiercely loyal to the High King and to the other Petty Kings of the Highlands, taking great pride in his heritage.

Askara Dengotias, the Yellow Mage (page 23)

- Appearance: Standing 5' 0" tall, and solidly-built with fair skin, this woman has deep-set dark brown eyes and her shoulder length, wavy, black hair is slick. She usually wears ripped, elaborate clothes that are modest.
- Personality: Suspicious, Scheming, Kind-hearted
- Background: A former apprentice of the Mage of the Striped Sun, Askara struck out on her own a decade ago, seeking power. She met Ballan two years ago and, eventually, fell in love with him. Though she will defend Ballan to the death, her heart truly belongs to her quest for power.
- Faction: Ballan, the Godking and the Shaman (hired), magical and temporal power.
- Notes: Askara always believes her actions are justified, righteous even, no matter the outcome. She craves more and more power. She has a weakness for those who are overlooked or forgotten.

Assan, the Brother of Massan the Halfbreed (page 172)

- Appearance: Typical of all Shadow Creepers, the only thing that distinguishes Assan is a blue silk sash he wears atop his grimy black leather clothes.
- Personality: Brilliant, Cowardly, Tremendous Strategist
- Background: Born in the Deeps, Assan is the half-brother of Massan, the Halfbreed.
- Faction: Uniting the Peoples of the Dark
- Notes: Assan has learned a few words of the local common language

Balagan the Hill Giant (page 21)

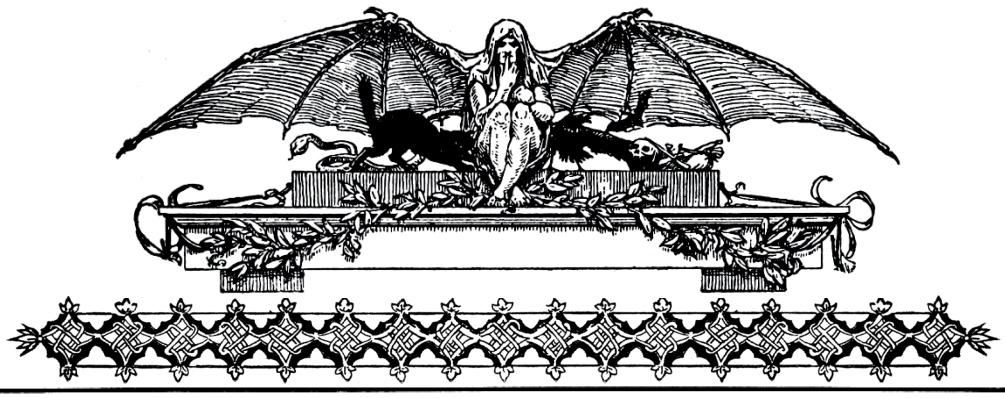
- Appearance: Standing 12’ tall, Balagan wears wolf pelts and a huge tattered brown robe. He squints when he talks.
- Personality: Unimaginitive, Lazy, Easily Confused
- Background: Banished from his clan for thievery, Balagan got captured by a bandit group and served as a slave for a decade before killing the bandit leader and escaping.
- Faction: Godking and Shaman (hired), Soloshan the Formorian Giant (page 22)
- Notes: Balagan is greedy and chafes at servitude.

Ballan the Bandit Prince (page 23)

- Appearance: Standing 5' 9" tall, and fat with dark skin, he has beady dark blue eyes and his shoulder length, greasy, brown hair is wild. He usually wears perfectly pressed, casual clothes that are loose and flowing.
- Personality: Argumentative, Articulate, Uses hands to emphasis speech.
- Background: Ballan once led a formidable bandit gang but rose too high too quickly and the Bandit King attacked Ballan and his men, scattering the company. Ballan continues in the Highlands as a sword for hire. Two years ago, he met, and fell in love with, Askara Dengotias the Yellow Mage.
- Faction: Askara (to the death), the Godking and the Shaman (hired)
- Notes: Ballan’s sense of honor and loyalty (to all but Askara) is defined by the amount of money he is offered.

Basher the Ogre (page 64)

- Appearance: Fat but very strong, Basher wears the tattered remains of a velvet cape and little else. He has a wicked scar across his face.
- Personality: Lazy, Uncooperative, Angrty
- Background: Captured by Subchief Tirang some years ago, Basher was a formidable weapon for the armies of the Chantry in years past, but has become complacent and lazy, answering only to threats made by Tirang.
- Faction: Tirang the Subchief, Subchiefs (at Tirang’s insistence), Godking (tenuous).
- Notes: Basher’s favorite meal is roasted human liver.



Beast of the Deep (page 49)

- Appearance: A sad and lonely but malevolent creature, the Beast stands 9' tall, with long curving horns on the sides of his head and black, wicked claws on his fingers and toes. He wears a simple loincloth over his scaly body.
- Personality: Desperate to Escape, Clever, Evil
- Background: A demon from the Outer Darkness…
- Faction: None
- Notes: As desperate as The Beast is to escape, he is forbidden from revealing his Truename or what means he has of escaping by the strong magics binding him here.

Beodan the Artificer (page 9)

- Appearance: One eye (diamond studded eyepatch), one leg (an elaborate peg-leg), long stringy grey hair, bright colored striped clothes, well out of fashion.
- Personality: Moody, Compulsive, Madcap
- Background: A washout as a wizard's apprentice decades ago, Beodan turned toward the only other skill he had: tinker. He is as innovative and ingenous as an Artificer as he was inept and unimaginative a wizard's apprentice.
- Faction: Self, Knowledge
- Notes: Beodan is always looking for some device or arti fact or mechanism and will pay handsomely for such items or information about such items.

The Broker: Ratpiper (page 18)

- Appearance: Standing 5' 10" tall, and muscle-bound with olive skin, this man has an unlikable feel about him. He has deep hazel eyes and his elbow-length, straight, brown hair features a central parting. He usually wears old fashioned foppish clothes that are poorly-fitting.
- Personality: Suspicious, Paranoid. Always speaks in Poetry.
- Background: One of the ancient fey beings, little is known about any of the Ratpipers, let alone one who secrets himself away in the hidden approach to a Dwarf shrine.
- Faction: Unknown
- Notes: Hates Goblin-kin, greedy and selfish

Bruthan the Outcast (page 57)

- Appearance: Gaunt and scraggly, even for a Bugbear, Bruthan's body bears weeping sores and hideous scars from the many diseases he carries.
- Personality: Fiercely Loyal, Hesitant
- Background: Grew up in the Chantry, befriended by Rushath the Hunt Leader when he was younger (a mere Goblin).
- Faction: Rushath the Hunt Leader
- Notes: Will fight to the death to defend Bugbears. All others are beneath him.

Dancing Gersh (page 62)

- Appearance: A little short, as Goblins go, and a little spindly, Gersh wears a blue hooded cloak
- Personality: Optimistic, Gullible
- Background: Gersh wandered away from the Goblin House near Jacob's Well and came to be employed by the Godking. He takes orders well and always does his best to do exactly as he is told.
- Faction: Gersh (mostly), Godking (tenuous), Subchiefs
- Notes: Gersh believes his hooded cloak renders him invisible. The other Denizens of the Chantry generally "play along" to mock him.

Direarn Scorned Brethren Elder (page 92)

- Appearance: Bent and grey, but for his long white hair he is virtually indistinguishable from his tiny brothers – except in how all the other Scorned Brethren defer to him.
- Personality: Wise, Commanding, Evil
- Background: Born in the tunnels of the fallen Chantry, Diearn is the eldest of the Scorned Brethren.
- Faction: Scorned Brethren
- Notes: Diearn is only concerned with the long-term survivability of the Brethren, sacrificing some of his kin to serve his greater good.

Ealia the King's Watch Guardian (page 83)

- Appearance: Always covered in voluminous black robes, he has a sword and dagger tucked away, but can draw them in an instant.
- Personality: Pensive, a Peacemaker, Fair-Minded but Firm
- Background: Generations ago Ealia sought to broker a peace between the Goblins and the Creepers of the Deep, despising the constant warfare between the rival peoples. He failed and could not return to his people disgraced.
- Faction: Creepers and Goblins
- Notes: Ealia has, for nearly a century now, sat on his "throne" and plotted how to bring about peace between the peoples of the Chantry, but his plans are for naught.



The Elder Divine (page 31)

- Appearance: Ancient even for a Dwarf wears his ground length beard and hair in intricate braids bound with gold and silver rings. He wears full platemail (+2) edged with gold and bearing a gold stylized sun on the breastplate and he wields a gleaming gilt edged mace +2.
- Personality: Stoic, Cautious, Righteous
- Background: The grandson of the brother of the former High Priest of the Chantry, The Elder Divine has spent his entire life seeking to restore the Shrine to its former glory.
- Faction: Dwarfs, Anti-Godking
- Notes: The Elder Divine will sacrifice everything to restore the Chantry. He will not easily trust outsiders.

Ensharal, The Ratmaster (page 87)

- Appearance: A small, timid looking man, the Ratmaster wears a patchwork cloak of rat fur and has tiny rat skulls dangling from his belt.
- Personality: Naturally Suspicious, Nervous, Devious
- Background: A longtime advisor to previous Godkings, the Ratmaster has hidden himself away from the current Lord of the Chantry.
- Faction: Anti-Godking
- Notes: Not trusting or particularly trustworthy, if Ensharal makes a vow he does his best to keep it (though he is loath to make a vow to begin with…)

Fosse Grim (page 67)

- Appearance: A Fosse Grim is a water spirit that takes on the form of a white-robed old man who sings (sometimes plays a harp or a fiddle) and offers blessings to the worthy.
- Personality: Ancient and Proud, Righteous, Serious
- Background: One of the many ancient beings that predate even the Elves and Dwarves of the Midlands.
- Faction: None
- Notes: A powerful ally but easily offended.

Galorax the Sub Chief (page 57)

- Appearance: Short, stocky, wears patchwork armor (leather, chain and a few bits of plate).
- Personality: Decisive, Has Wild Mood Swings, Gluttonous
- Background: Born and raised in the Chantry.
- Faction: Godking, Subchiefs
- Notes: Galorax likes the direction the new Godking is taking the Chantry though he will always throw in with his fellow Sub Chiefs if a rebellion arises.

Garaban (page 23)

- Appearance: Hobgoblin in chain
- Personality: Cautious, Loyal
- Background: Born and raised in the Chantry
- Faction: Godking
- Notes: Will never betray the Chantry

Garash the Cleaver - Goblin Cook (page 65)

- Appearance: Short, fat and ugly, even for a Goblin, Garash wears a tattered and stained apron and wields a meat cleaver.
- Personality: Self-important, Angry, Pushy
- Background: The sixth-generation chief cook of the Goblins, Garash knows nothing of cooking and cares even less. But he does like bossing others around…
- Faction: Godking (nominal), Subchiefs (nominal), hates the Shaman, would eat a slave if given the opportunity.
- Notes: Garash would ally himself with the Visitors or Invaders or virtually anyone else if it would increase his status (in his own estimation). Good friends with Santarial-Dualli , the Slave Master (page 76).

Gawrush Dun (page 25)

- Appearance: Ghostly Dwarf in priestly robes
- Personality: Distracted, Easily Angered
- Background: Murdered by a rival, Gawrush-Dun continues seeking his revenge into the afterlife.
- Faction: None
- Notes: Endlessly repeating the *Ritual of the Firehands*

General Kuce: Commander of the East Approach; Lord of the Shattered Keep (page 31)

- Appearance: Powerfully built and confident looking, long black hair tied back with a silver clasp, booming voice
- Personality: Slightly deranged but very charismatic, the Goblins of the Shattered Keep follow General Kuce unquestionably.
- Background: Born the song of a dungslopper, Kuce rose up through the ranks of the Goblin army to become one of the most trusted commanders of the Godking. With the new Godking in the Chantry, Kuce has become something of a lone wolf, a king in his own right.
- Faction: Kuce
- Notes: General Kuce is prone to long soliloquies about the nature of life and death

Gerazath the High Priest (page 142)

- Appearance: Dressed in tattered and time-destroyed high regalia of his (former) office, Gerazath's flesh has long ago dried to leather, clinging to his bones in patches.
- Personality: Insane, Vengeful, Hateful, Selfish, Wildly Unpredictable
- Background: A powerful and proud Dwarf from a long line of High Priests, Gerazath became consumed with protecting the legacy of the Chantry in the final doomed days of the Plague.
- Faction: None
- Notes: Powerful but unpredictable. Always believes he is acting righteously.

The Godking of the Chantry (pages74-75)

- Appearance: The Godking, a barquist, wears two swords, a dagger, and chain armor, all for effect, he uses none of it in combat relying on his instinct and natural weapons.
- Personality: Overbearing, Arrogant, Powerful, but… because of the ring of suggestion, is easily swayed by those with influence (like the Shaman).
- Background: Summoned by a wizard from the Outer Darkness, the Godking killed and ate the wizard and set off to gain more power before returning to the Darkness.
- Faction: Self
- Notes: The Shaman's influence is obvious to everyone, but only the Shaman knows the true secret.

Gramil Filian, Wererat Advisor to the Elder Scorned Brethren (page 92)

- Appearance: Fat, dressed in rags with oily black hair and narrow, slits for eyes.
- Personality: Self-Serving, Cowardly, Fast-Talking
- Background: Gramil wandered into the Chantry about 50 years ago and was captured briefly by the Goblins. The Brethren attacked the slave gang that Gramil was serving in and killed the Goblin masters and most of the slaves. Gramil talked his way into service with the Elder of the Tunnels.
- Faction: Self, Scorned Brethren (tenuous)
- Notes: Gramil would sell his best friend for a copper piece if he thought he could get away with it. Even though the Brethren saved him from a (short) life as a Goblin slave, he feels no sense of allegiance to them.

Grimmoth - Bugbear (page 20)

- Appearance: Standing 5' 7, covered in scars and greasy, scraggly black hair. He wears rags. Has a wild look about him.
- Personality: Clever, Violent, Lives to be free
- Background: Grimmoth has always chafed under the rule of a Godking, but the new Godking has him longing to lead his people to freedom.
- Faction: Self, slaves, any anti-Godking faction
- Notes: Grimmoth has tried unsuccessfuly to fomet rebellion in the past. He could be successful now. He needs powerful allies.



Gurin the Subchief (page 43)

- Appearance: A little short for a Subchief. Wears a blue felt forester's hat with a feather in it.
- Personality: Aloof, Rigid, Commanding
- Background: Supposedly a refugee from the King Under the Water, Gurin is, in fact, a spy. His allegiance is with his true master, though he will reasonably defend the Chantry.
- Faction: King Under the Water, Godking (tenuous), Subchiefs
- Notes: Gurin distrusts the Shaman, certain that the diabolical Goblin half-breed is exerting some kind of magical influence on the Godkinhg.

Marassia: Glitterwing Queen (page 26)

Appearance: Small, insect-like woman with gossamer clothing and shimmering wings. Wears a seven-pointed, ruby tipped crown on her head.
Personality: Timid, Uncertain.
Background: The Seven Rubies Clan

Faction: Glitterwings, Fey
Notes: Marassia's clan had a tacit agreement with the previous Godkings of the Chantry but the current one is far too aggressive for her comfort

Massan the Halbreed - Half Shadow Creeper/Half Goblin (page 174)

- Appearance: Massan wears a wild conglomeration of iron and steel wires, bits of armor, etc. He wears a long, flowery cloak, has a long white beard and wild eyes.
- Personality: Massan is a powerful presence, though he is a bit… off. He often repeats himself. He has mastered Goblin, Shadow Creeper (whatever that is) and a limited form of the local human dialect.
- Background: No one knows (not even Massan) where or when Massan appeared, he simply has always been here.
- Faction: Unity among the Creepers and the Goblins
- Notes: Massan is confident in the presence of the Spirit of Darkness (he knows the iron will protect him), but he is less certain around other beings – unless in the presence of his brother Assan.

Oorgus: Deepgate Watch Commander (page 28)

- Appearance: Tall for a Hobgoblin, extremely fit and strong, intelligent look in his eyes.
- Personality: Calculating, Patient, Arrogant
- Background: Born in the Chantry, defended the Godking during a Shadow Creeper incursion
- Faction: Godking
- Notes: Oorgus is fiercely loyal to the Godking.



Rogar, The Captain of the Host (page 27)

- Appearance: Typical of Formorian Giants, Rogar's distinguishing feature is his pear-shaped head and his massively muscled arms. And the iron collar around his neck bolted to a chain bolted to the wall.
- Personality: Bitter, Selfish, Brooding
- Background: Once a favorite of the Godkings, Rogar offended the previous Godking and his punishment was to be chained in the nearly forgotten watch called the Stone Giant.
- Faction: None
- Notes: Rogar has been tormented by many of the Goblins under his (nominal) command so if he is ever freed from his chain, his first action will be to kill and eat as many of the Goblins of the Giant as he can.

Rushath the Hunt Leader (page 56)

- Appearance: Tall and strong, Rushath looks like a cross between a Hobgoblin and a Troll, having the worst features of both those stages of Goblin-kin growth.
- Personality: Confident to the point of Arrogance, Soft-hearted toward unfortunate Bugbears
- Background: Born and raised in the Chantry.
- Faction: Godking (tenuous), Shaman (tenuous), Subchiefs, Bruthan the Outcast.
- Notes: Befriended Bruthan the Outcast in order to use him for his own purposes.

Santarial-Dualli - Slave Master (page 76)

- Appearance: One-Eyed Gnole, dresses in meticulously kept leather armor, bears a whip, a dagger and a spiked club.
- Personality: Disciplined, Commanding, Cowardly
- Background: Separated from a Gnole hunting party and beset by Goblins, the Slave Master was taken captive and made a slave by a Godking. He proved his worth time and again and has risen to some prominence.
- Faction: Godking, Subchiefs
- Notes: Sees the Shaman as a rival. Good friends with Garash the Cleaver, the Goblin Cook (page 62). Sometimes supplies Garash with slaves for dinner…

Shadow Creeper Spy (page 70)

- Appearance: Unremarkable for his kind, this mute 2' tall creature hides in the shadows of voluminous robes.
- Personality: Friendly toward non-Goblin-kin in an alien way, Stubborn, Clever
- Background: Sent to spy on the Goblins by the Lord and Bara'zau the Shadow Fiend. Fears his master more than death.
- Faction: Shadow Creepers
- Notes: Knows the Goblin warrens and the Rift and Deeps better than any other creature in the Chantry. Is trusted by Bara'zau.

The Shaman (page 77-78)

Appearance: Reddish skin and distinctly human features, the Shaman is a disturbing mating of a Goblin and a minor demon.
Personality: Devious, Selfish, Strategic
Background: The seventieth illegitimate son of minor demon, The Shaman (he hides his Truename) wandered the Mortal Realm for decades before coming into the employ of a previous Godking. He has found his place here at the Chantry very comfortable.
Faction: Shaman, Godking, Chantry
Notes: More than he even fears the Godking, the Shaman fears a mortal will discover his Truename.

Shangart: South Tower Commander (page 29)

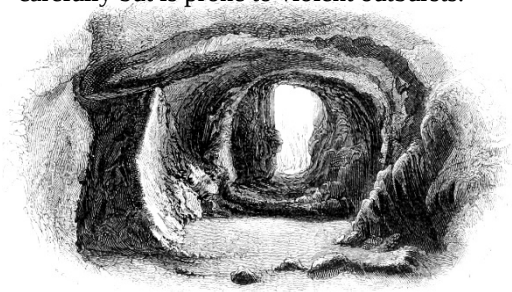
- Appearance: Ancient, bald, spindly but very strong
- Personality: Protective of those who are close, holds grudges for a long time
- Background: Born in the Chantry
- Faction: Anti-Godking
- Notes: Bitter that he was not made Deepgate Watch Commander, Shangart continues to plot the death of his rival, if only he could gain some allies…

The Silent Mistress (page 44)

- Appearance: A darkly beautiful woman of indeterminate age who spends eternity seated on a throne formed of bones in the shape of a spider web. She wears a gold and diamond necklace and a red silk robe.
- Personality: Melancholy, Sharp-tongued, Haughty, Brilliant.
- Background: The Silent Mistress has no history outside of her chamber in the Silent Tower.
- Faction: None, perhaps the Saints? Gods? Fey?
- Notes: The Silent Mistress has her own secret goals and agendas…

Soloshan (page 22)

- Appearance: Soloshan has a severely deformed face and torso but is very muscular. He has long grey stringy hair and wears fingers of enemies in a long necklace.
- Personality: Brooding, Melencholy, Bitter
- Background: A wanderer who once served the King Under the Water, the giant was befriended by the former Godking.
- Faction: Anti-Godkng factions, Balagan the Hill Giant (page 21)
- Notes: Soloshan generally thinks through things carefully but is prone to violent outbursts.



The Stone Mistress

- Appearance: Scaled, serpentine body, snakes for hair, A Stone Mistress is related to Medusae and Gorgons.
- Personality: Reclusive, Pacifistic, Fearful
- Background: The Stone Mistress wandered into the ruins some 120 years ago and just wants to be left alone.
- Faction: None
- Notes: She will try with all her abilities to find a non-violent solution to a problem, but she is adamant that she will not leave her home nor will she brook the presence of intruders.

Tirang Subchief (page 63)

- Appearance: A fairly unremarkable Hobgoblin except for the Scale Mail armor and the curved sword and dark mace he wields.
- Personality: Ambitious, Proud, Loyal
- Background: Tirang has slowly and methodically risen through the ranks of the army of the Chantry.
- Faction: Godking, Anti-Shaman
- Notes: While Tirang is wholly devoted to the Godking, if he can be convinced that the Shaman is exerting undue influence on his master, he will join a revolt.

Truth Seeker - Scorned Brethren (page 93)

- Appearance: Grizzled and scarred, the Truth Seeker is the second oldest of the Scorned Brethren. He wears his years heavily.
- Personality: Everything the Truth Seeker says will be true, though not always the "whole truth."
- Background: Born and raised in the Chantry
- Faction: Scorned Brethren
- Notes: When the Truth Seeker asks a question, the being to whom the question is asked must save vs. spells or answer completely honestly.

The Tollmaster (page 80)

- Appearance: Even more wretched looking than most of his kind (Rutterkin), the Tollmaster wears nothing but a loincloth. His deformed body is covered in scars. He wears a three bladed sword at his hip and a series of pouches which contain strange objects.
- Personality: Bully, Sociopathic, Slow Talker
- Background: The Tollmaster fled servitude to a greater demon and has been hiding in the dark recesses of the Chantry for centuries.
- Faction: None
- Notes: The greater demon who still seeks The Tollmaster is the Demon Prince Sh'Lantaardal whose amulet is lost somewhere in the Honored Guest area…

Wolfmaster Ashran (page 42)

- Appearance: A Bugbear runt always dressed in urine stained leather armor. He has a wild look in his eyes.
- Personality: Left to tend the War Wolves, Ashram has little other company, so he acts more like a wolf than a Bugbear.
- Background: Born in the Chantry
- Faction: Shaman, Godking
- Notes: Ashran is lonely.



APPENDIX GOBLIN-KIN

Goblin-kin are the most ubiquitous of the wicked faerie creatures in all of the Highlands. They are usually viewed as little more than pests, though when they are united under a powerful leader, Goblin Hordes can be overwhelming. (Inspired by a post on Last Gasp)

Goblin Kin: Goblins

Goblins on Daen-Ral are Fae creatures, the sterile offspring of demon lords and faerie creatures. They are squat, monstrous creatures, long nosed and sharp toothed. Their bloated 3'-4' tall bodies have patches of coarse black hair. Their skin colors typically vary from green to grey to black, though nearly any color or shade is possible, from deep purple through dark red.

Goblins are chaotic, warrior creatures.

Goblins have a nearly unlimited capacity to regenerate from wounds, though their healing process is somewhat chaotic, regenerating 1d8-1 hp per day. Goblins who receive a single hit point in combat, that single hit point is permanently lost, and the wound festers and it develops a cyst at the site of the wound which the Goblins call "Oshgash's Tears".

The cyst grows for 2d12 days, looking more and more like a tiny, misshapen goblin which drops off and scampers off into the darkness, growing into a goblin whelp (Kobold, see below) within 1d4 more days. Once a Goblin receives a "cyst wound," it stops growing.

Most Goblins are "stuck" at 1 or 2 HD (or, if previously injured, technically 1-1 or 2-1).

Goblins are fierce warriors because they do not fear injury, though the goblins of Daen-Ral do not relish wounding, either, even though wounds mean adding to their numbers.

As creatures both fey and demonic, Goblins need not eat nor sleep, though many will choose to do both self-indulgently unless some outside force acts to restrain them (fear works wonders against the Goblins' baser desires).

Goblins choose to live among their own kind, generally in their own broods (or clans) with their "broodmates." While Goblins will serve powerful masters, they tend to be difficult to control (being chaotic of nature) and generally lazy unless diligently supervised.

They are clever, but not overly intelligent, able to work simple machines, make crude armor and weapons, some few can work magic.

Goblin: HD 1-1 to 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.

Goblin-Kin: Goblin Whelp (Kobold)

When one of Oshagash's Tears falls from a goblin, the tiny creature matures for 1d4 days into a Whelp. Goblin Whelps don't look like Goblins until they physically mature (usually 1d6+6 months), though their wicked, twisted demon intellect develops immediately upon "dropping" from their host/parent.

The Whelps are small (about 2' tall) and weak (1/2 HD, -1 to hit). Kobolds are very aggressive, but if injured they do not regenerate their hit points (any injury sustained is permanent) and the Kobold stops growing.

Goblin Whelp (Kobold): HD 1/2 (1d4hp); AC 6[13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/15; Special: None.

Goblin-Kin: Hobgoblins

Goblins continue to grow until they receive a cyst-generating wound, at which time they stop growing. If a goblin does not generate "Oshgash's Tears," it grows larger (5'-6' tall) and stronger, becoming a Hobgoblin.

As the goblin-kin grows larger, the creature completely loses the ability to reproduce and heals at an extremely slow rate (regaining only 1 hp per week). Wounds ooze and fester and never really close.

Hobgoblins are lazy and selfish, but fierce fighters, especially if backed into a corner.

Hobgoblins are much larger than goblins, much stronger and faster, (3-4 HD, +1 to hit and damage) but are typically cowards.

Hobgoblin: HD 2 or 3; AC 5[14]; Atk 1 weapon (1d8)+1/+1; Move 9; Save 17; CL/XP 1/15; Special: None.

Goblin-Kin: Bugbears

As Hobgoblins continue to grow, they lose their ability to regenerate completely (all damage is permanent), and most become mentally unstable.

These are the Bugbears, powerful warriors, but very unpredictable and difficult to control. Bugbears are larger and stronger than Hobgoblins (being 5-6 HD, gaining +2 on damage rolls) and those who do not go insane are often leaders/chieftains of Goblin Hordes.

Bugbears are clever and regardless of their sanity, incredibly quiet (surprise 50% chance).

Even the most sane of Bugbears, however, are extremely chaotic and unpredictable.

Bugbear: HD 5 or 6; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8)+0/+2; Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.

Goblin-Kin: Trolls

Some Bugbears, usually the most insane, spontaneously begin regenerating wounds unpredictably. Trolls are very large (7-9 HD, 7'-10' tall) and very strong (gaining +1 to hit, +3 to damage), but they are also unstable and cruel.

Sometimes trolls will remain in goblin hordes, able to be controlled (or at least placated) by their broodmates. Most often, however, the brain damage a troll suffers in its rapid transformation from Bugbear to Troll makes it too volatile and they are forced from the lair.

Trolls regenerate 1d8 hp per round and only fire and acid damage is truly permanent. Even a scrap of unburned troll will eventually re-form into a (misshapen and more brain damaged) savage beast.

Troll: HD 7 to 9; AC 4[15]; Atk 2 claws (1d4) at +1/+3, 1 bite (1d8); Move 12; Save 11; CL/XP 8/800, 9/900, 10/1000; Special: Regenerate 1d8hp/round.

Goblin Kin: Fomorian Giants

Bugbears that do not spontaneously begin to regenerate continue to grow into these mis-shapen, lumbering hulks.

Fomorian Giants are very tall (10'-12' tall) and imposing (9-11 HD). They are very strong but slow (gaining a +6 on damage, but a -2 to hit).

Fomorians are also not very intelligent, following the orders of either a more powerful creature (such as a demon, a wizard or some other powerful creature) or the orders of their (less powerful) bugbear chieftain.

Fomorian Giants are easily distracted and may even lose interest mid-combat if not compelled by a more powerful force.

Fomorian Giant: HD 9-11; AC 4[15]; Atk 1 weapon (2d8)-2/+6; Move 12; Save 8; CL/XP 9/1100, 10/1200, 11/1300,12/1400; Special: Throw boulders.



APPENDIX MONSTER STAT BLOCKS

Creature	Statistics
Agrat	HD 6; AC 0[19]; Atk Mask of Agrat (dam 0); Save 11; CL/XP 7/600; Special: Mask of Agrat (cause emotion)
Angel, Principality	HD 10; AC -2 [21]; Atk 2 weapons (3d6); Save 5; Move 18 (Fly 36); AL L; CL/XP 18/3500; Special: Immunities, +1 weapon to hit, magic resistance (60%), magical abilities
Ankheg	HD 5; AC 2[17] underside 4[15]; Atk 1 bite (3d6); Move 12 (burrow 6); Save 12; CL/XP 6/400XP; Special: Spits acid 5d6 (1/day, save for half)
Avenging Spirit	HD 8; AC 9[10]; Atk: 1 (2d8); Move 9; Save 8; CL/XP 9/1100; Special: Paralyzation, regeneration, Constitution drain
Barquist	HD 8+8; AC 0[19]; Atk 2 (4d8/4d8); Move 15; Save 8; CL/XP 12/2000; Special: Polymorph, Immunities, only hit by magic, spell-like abilities
Bat	
Bear, Cave	HD 7; AC 6[13]; Atk 2 claws (1d6+1), 1 bite (1d10+1); Move 12; Save 9; CL/XP 7/600; Special: Hug.
Beetle, Giant	HD 3; AC 3[16]; Atk 1 bite (3d6); Move 9; Save 14; CL/XP 4/120; Special: None.
Beetle, Giant Slicer	HD 6; AC 2 [17]; Atk Bite (3d8); Move 9; Save 11; AL N; CL/XP 8/800; Special: Critical Bite
Behir	HD 12; AC 4[15]; Atk 1 bite (1d8); Move 15; Save 3; CL/XP 13/2300; Special: Constrict and claw, lightning breath.
Birdmen	HD 1 to 4; AC 6[13]; Atk 2 claws (1d3) and beak (1d4) or by weapon (1d8); Move 12 (Fly 18); Save 17; CL/XP 2/30; Special: Fly.
Cave Cricket	
Bugbear, Goblin-kin	HD 5-6; AC 5[14]; Atk 1 bite (2d4) or weapon (1d8)+0/+2; Move 9; Save 14; CL/XP 3/120; Special: Surprise opponents, 50% chance.
Chitterer	HD: 4+2; AC 0[19]; Atk 2 fists (1d12/1d12); Move 9; Save 13; CL/XP 7/600; Special: None.
Crawling Horror	HD 1hp; AC 9[10]; Atk bite (1hp); Save 18; CL/XP A/5; Special: swarm
Demon, Beast of the Deep	HD 12; AC -1 [20]; Atk Weapon (2d6+1) or 2 claws (1d8); Move 15; Save 3; AL C; CL/XP 19/4100; Special: Rage, spells, +1 or better weapon to hit, immune to electricity, see invisibility, magic resistance (45%)
Demon, Fell Beast	HD 25 (115 hp); AC -5 [24]; Atk Gore (2d6), bite (1d8), weapon (2d6+2); Move 18; Save 3; AL C; CL/XP 34/5600; Special: Roar, breath weapon, spells, +1 or better weapon to hit, immune to electricity, poison and charm, magic resistance (75%)
Demon, Invoked	HD 4; AC 1 [18]; Atk 2 claws (1d4), bite (1d6); Move 12/18 (flying); Save 13; AL C; CL/XP 7/600; Special: Spells, rending claws, +1 or better weapon to hit, immunity to electricity and poison, magic resistance (10%)
Dragon, Shadow	HD 6; AC -2[21]; Atk Bite (2d8) 2 claws (1d6+1); Move 18/24; Save 11; CL/XP 7/600; Special: Breath weapon, Darkvision, Hide in Shadows, Illusion spells
Drake, Stone	HD 4; AC 3[16]; Atk 1 bite (2d4) or stone gaze; Move 6 (Fly 24); Save 8; CL/XP 5/240; Special: stone gaze, non-detection, flies.
Dwarf,	HD 4; AC 5[14]; Atk stone axe or short sword (1d6); Move 9; Save 12; CL/XP 5/240; Special: Spell-like effects, detect invisible
Elemental, Dark (Primordial)	HD 20; AC 0[19]; Atk 1d4 cold; Move 6; Save 4; Special: Radiant Cold, Envelop attack, Immunities.
Elemental, Fire	Fire Elemental (8HD): HD 8; AC 2[17]; Atk 2 strike (2d8); Move 12; Save 8; CL/XP 9/1100; Special: Ignite materials. Fire Elemental (12HD): HD 12; AC 2[17]; Atk 2 strike (3d8); Move 12; Save 3; CL/XP 13/2300; Special: Ignite materials. Fire Elemental (16HD): HD 16; AC 2[17]; Atk 2 strike (4d8); Move 12; Save 3; CL/XP 17/3400; Special: Ignite materials.
Elemental, Time (Primordial)	Primordial Time Elemental: HD 20; AC 0[19]; Atk special; Move 24; Save 3; CL/XP 22/5000; Special: Time attack
Elemental, Water	Small: HD 8; AC 2[17]; Atk 2 strike (2d8); Move 6 (Swim 18); Save 8; CL/XP 8/800; Special: overturn boats. Medium: HD 12; AC 2[17]; Atk 2 strike (3d8); Move 6 (Swim 18); Save 3; CL/XP 12/2000; Special: overturn boats. Large: HD 16; AC 2[17]; Atk 2 strike (4d8); Move 6 (Swim 18); Save 3; CL/XP 16/3100; Special: overturn boats.
Enduring Spirit	HD 8; AC 9[10]; Attk Claws (2d8); Move 9; Save 8; CL/XP 8/800; Special: Paralyzation, Spell-like abilities, undead immunities
Enraptured Spirit	All stats as in life
Fosse Grim	HD 5; AC 0[19]; Atk by weapon; Move 9; Save 12; CL/XP 5/240; Special: Songs, Blessings
Fungus Man	HD 5; AC 4 [15]; Atk 2 slams (2d4/2d4); Move 6; Save 12; CL/XP 5/240; Special: Resists electricity, spores, immune to charm
Gabbler	HD 1;AC 9[10]; Atk 2claws (1d4/1d4); Move 9; Save 8; Special: Fire resistance
Gawrush-Dun	HD 7; AC7[12]; Atk special; Move 12; Save 9; Special: spell
Ghast	HD 4; AC 4 [15]; Atk 2 claws (1d3), 1 bite (1d6); Move 15; Save 13; AL C; CL/XP 5/240; Special: Stench, paralyzing touch.
Ghost	HD 6; AC 0[19]; Atk Deathly cold touch (1d8 + Con drain and aging); Move (fly 12); Save 11; CL/XP 7/600; Special: Con drain, aging, cause fear.
Ghoul	HD 2; AC 6[13]; Atk 2 claws (1d3), 1 bite (1d4); Move 9; Save 16; CL/XP 3/60; Special: Immunities, paralyzing touch
Giant, Firbolg	HD 13; AC 2[17]; Atk giant weapon (1d12+ 4); Move 15; Save 3; CL/XP 13/2300; Special: Magic Resistance, Spell-like abilities
Giant, Formorian, Goblin-kin	HD 9-11; AC 4[15]; Atk 1 weapon (2d8)-2/+6; Move 12; Save 8; CL/XP 9/1100, 10/1200, 11/1300,12/1400; Special: Throw boulders.
Giant, Hill	HD 8+2; AC 4[15]; Atk 1 weapon (2d8); Move 12; Save 8; CL/XP 9/1100; Special: Throw boulders.
Gibbering Mass	HD 5; AC 1[18]; Atk Envelop; Move 3; Save 12; CL/XP 5/240; Special: Envelop

Glitterwing	Glitterwing (drone, nurse): HD 3; AC 3[16]; Atk 2 claws (1d4 each), bite (1d6), breath weapon; Move 12/24; Save 14; CL/XP 5/240; Special: Breath weapon, spell-like abilities Glitterwing (Guard): HD 4; AC 3[16]; Atk 2 claws (1d4+1 each), bite (1d8), breath weapon; Move 12/24; Save 13; CL/XP 6/400; Special: Breath weapon, spell-like abilities Glitterwing (Royal Attendant): HD 5; AC 3[16]; Atk 2 claws (1d4+2 each), bite (1d8), breath weapon; Move 12/24; Save 12; CL/XP 7/600; Special: Breath weapon, spell-like abilities Glitterwing (Queen): HD 6; AC 1[18]; Atk 2 claws (1d6+1 each), bite (1d10+poison), breath weapon; Move 12/24; Save 11; CL/XP 8/800; Special: Breath weapon, poison, spell-like abilities
Glory Guardian	HD: 6; AC 2[17]; Atk Sword (1d8+3); Move 12; Save 11; CL/XP 6/400; Special: Magic Resistance
Gnole	HD 2 + 2; AC 1 [18]; Atk sword or spear (1d8+1 or 1d6+1); Move 12; Save 16; AL C; CL/XP 2/30; Special: none
Goblin, Goblin-kin	HD 1-1 to 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight.
Goblin Whelp (Kobold), Goblin-Kin	HD 1/2 (1d4hp); AC 6[13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/15; Special: None.
Grey Ooze	HD 3; AC 8[11]; Atk 1 strike (2d6); Move 1; Save 14; CL/XP 5/240; Special: Acid, immune to spells, heat, cold, and blunt weapons
Greatmen of Aran-Gath	HD 6; AC 5[14]; Atk Giant Sword (1d10+2); Move 18; Save 11; CL/XP 6/400Special: Magic Resistance
Griffin	HD 7; AC 3[16]; Atk 2 claws (1d4), 1 bite (2d8); Move 12 (Fly 27); Save 9; CL/XP 8/800; Special: Flight.
Hawk, Giant	HD 4; AC 7 [12]; Atk bite (2d6) 2 claws (1d6); Move 3(Fly 48); Save 13; CL/XP 4/120; Special: None
Hollow Man	HD 11; AC 5[14]; Atk 2 fists (1d10); Move 12; Save 4; CL/XP 11/1700; Special: Blessing
Howling Guardian	HD 2; AC -1[20]; Atk howl; Move 3; Save 16; CL/XP 2/30; Special: Howl
Imp, Smoke	HD 2; AC 4 [15]; Atk 2 claws (1d2); Move 12/18 (flying); Save 16; AL N; CL/XP 2/30; Special: breath weapon, immune to fire, summon imp
Leech, Giant	HD 1; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 17; AL N; CL/XP 2/30; Special: Sucks blood (1 hp/round). HD 2; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 16; AL N; CL/XP 3/60; Special: Sucks blood (2 hp/round). HD 3; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 14; AL N; CL/XP 4/120; Special: Sucks blood (3 hp/round). HD 4; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 13; AL N; CL/XP 5/240; Special: Sucks blood (4 hp/round). HD 5; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 12; AL N; CL/XP 6/400; Special: Sucks blood (5 hp/round). HD 6; AC 9 [10]; Atk 1 bite (1d4); Move 3; Save 11; AL N; CL/XP 7/600; Special: Sucks blood (6 hp/round).
Lizard, Giant Subterranean	HD 3; AC 5 [14]; Atk 1 bite (1d8); Move 12; Save 14; CL/XP 3/60; Special: None
Longarm	HD 4+1; AC 5[14]; Atk 1 (fist 1d10 or weapon); Move 9; Save 13; CL/XP 7/600; Special: Illusion Abilities.
Lycanthrope	Wererat: HD 3; AC 6[13]; Atk Weapon or bite (1d3); Move 12; Save 14; CL/XP 4/120; Special: Control Rats, Lycanthropy
Man-Spider, Giant	HD 7; AC 3 [16]; Atk 1 weapon (1d8); Move 18; Save 9; AL C; CL/XP 9/1100; Special: Spells, magical abilities
Marble Guardian, Colossal	HD 120 hp; AC 3[16]; Atk fist (6d8); Move 12; Save 9; Special: Immunities, spell-like abilities
Marble Guardian, Large	HD 60 hp; AC 5[14]; Atk fist (4d8); Move 6; Save 11; Special: Immunities, spell-like abilities
Marble Guardian, Medium	HD 45 hp; AC 6[13]; Atk fist (3d8); Move 6; Save 12; Special: Immunities, spell-like abilities
Marble Guardian, Small	HD 30 hp; AC 7[12]; Atk fist (2d8); Move 6; Save 14; Special: Immunities
Mother Hag	HD 7; AC 4 [15]; Atk 2 claws (1d6), 1 bite (1d8); Move 12; Save 9; CL/XP 7/600; Special: Spells
Mummy, Dwarf (Fallen Brethren)	HD 5+1; AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 12; CL/XP 7/600; Special: Rot, hit only by magic weapons.
Mummy, Guardian	HD 5+1; AC 3 [16]; Atk 1 fist (1d12); Move 6; Save 12; CL/XP 7/600; Special: hit only by magic weapon, ESP, summon fallen brethren
Mural Monster	HD 1d3hp; AC 2[17]; Atk tiny weapons (1d3); Move 6; Save 19; XP/CL 1/10; Special: None
Offal Dweller	HD 7; AC 3 [16]; Atk 2 tentacles (1d8), bite (1d4+1); Move 6; Save 9; AL N; CL/XP 8/800; Special: Disease
Ogre	HD 4+1; AC 5[14]; Atk 1 weapon (1d10+4); Move 9; Save 13; CL/XP 4/120; Special: None
Priest Corpse	HD 4; AC 3[16]; Atk 1 touch (1d6+ level drain); Move 9 (Fly 24); Save 13; AL C; CL/XP 8/800; Special: drain Wisdom with hit, magic or silver weapon to hit, Priest spells
Rat, Normal	HD 1-2hp; AC 7[12]; Atk 1 bite (1+possible disease); Move 15; Save 17; CL/XP 1/20; Special: Disease, Swarm.
Rat, Giant	HD 3; AC 6 [13]; Atk 2 claws (1d3), 1 bite (1d6); Move 12; Save 14; CL/XP 3/120; Special: 5% are diseased
Ratpiper	HD 6; AC 7[12]; Atk Songs, sword (1d8); Move 18; Save 10; CL/XP 6/400; Special: song, control rats
Scorned Brethren, Fey Creature	HD 1-3 hp; AC 7[12]; Atk spear (1d4) or atlatl (1d3); Move 15; Save 18; CL/XP 1/10; Special: Hiding, detecting.

Shadow	HD 3+3; AC 7[12]; Atk 1 touch (1d4 + strength drain); Move 12; Save 14; CL/XP 4/120; Special: Drain 1 point str with hit, hit only by magic weapons.
Shadow Creeper	HD 2; AC 0[19]; Atk shortsword (1d6); Move 9; Save 16; CL/XP 3/60; Special Detect Magic, Darkness, Thief Abilities.
Shadow Fiend	HD 8; AC 8/5/0 [11/14/19]; Atk 2 claws (2d4/2d4) bite (1d10); Move 12 (Fly 18); Save 6; Special: Gains strength in darkness, magical abilities, Constitution drain
Shadow Stalker	HD 6+2; AC 7 [12] or 0 [19] in darkness; Atk 1 short sword (1d6 + special poison); Move 12; Save 11; AL C; CL/XP 8/800; Special: Create special darkness, Thief abilities
Silent Death	HD 4; AC 8 [11]; Atk 1 (2d4); Move 6; Save 13; CL/XP 5/240; Special: Paralysis, electricity, fire and cold effects.
Silent Guardian	HD 4; AC 5 [14]; Atk 2 claws (1d3), 1 bite (1d4), 1 horn (1d6); Move 9 (Fly 15); Save 13; AL C; CL/XP 6/400; Special: Fly, magic weapon required to hit
Silent Mistress	HD 12; AC 0 [19]; Atk Spells; Move 6; Save 3; CL/XP 12/2000; Special: Spells
Singer of the Dead	HD 8; AC 4[15]; Atk 2 fist (1d8); Move 15; Save 8; CL/XP 8/800; Special: Hug, Undead song
Skeletal Horror	HD 1; AC 8[11]; Atk 1 (1d6); Move 12; Save 17; CL/XP 1/15; Special: None
Skeletal Warrior	HD 9+3; AC 2[17]; Atk 1 weapon [1d8+2 or 1d10+2]; Move 6; save 12; CL/XP 13/2300; Special: only hit by magic weapons, magic resistance, detect living, spell immunities.
Skeleton, Dwarf	HD 1; AC 8[11] or 7[12] with shield; Atk 1 weapon or strike (1d6) or (1d6+1 two-handed); Move 12; Save 17; CL/XP 1/15; Special: None.
Skinwearer	HD 6; AC 5[14]; Atk 1 claw (1d12); Move 9; Save 13 (5 vs magic); CL/XP 6/400; Special: Gains abilities, immune to sleep and charm.
Spectral Haunt	HD 2; AC 0[19]; Atk touch; Move 12; Save 16; CL/XP 2/30; Special: Charisma Drain.
Spectre	HD 7; AC 2[17]; Atk 1 spectral weapon or touch (1d8 + level drain); Move 15 (Fly 30); Save 9; CL/XP 9/1100; Special: Drain 2 levels with hit, immune to non-magical weapons.
Spider, Giant	HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16;CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.
Spider, Giant Greyback	HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13;CL/XP 7/600; Special: paralyzing poison, webs.
Spider, Huge	HD 4+2; AC 4[15]; Atk 1 bite (1d6+2 + poison); Move 4; Save 13;CL/XP 7/600; Special: lethal poison, webs.
Spider, Large	HD 1+1; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; CL/XP 3/60; Special: lethal poison (+2 saving throw).
Sprite, Water, Fey Creature	HD 1d3; AC 4 [15]; Atk Weapon (1d3); Save 18; Move 15 (swim 24); CL/XP 2/30; Special: Spells, magic resistance
Stirge	HD 1+1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; AL N; CL/XP 2/30; Special: blood drain (1d4), +2 to hit bonus.
Stone Guardian	HD 5+4; AC 2[17]; Atk stone fists (2d6+2); Move 9; Save 11; CL/XP 7/600; Special: Immunities, regeneration, surprise.
Stone Mistress	HD 4+2; AC 3[16]; Atk 2 claws (1d6/1d6) bite (1d8) and 6+1d4 snakes (1d2 each); Move 12; Save 12; CL/XP 7/600; Special: Animate Stone, Poison Immunity
Stone Spirit	HD 6; AC 0[19]; Atk Stone fist (2d8); Move 6; Save 10; CL/XP 6/400 Special: summon slaves
Stone Spirit Slave	HD (as in life); AC 0[19]; Atk (as in life); Move 6; CL/XP varies; Special: abilities as in life
Synarian Beast	HD 9; AC 3[16]; Atk 2 claws (1d6+1), 1 bite (1d10); Move 9 (Fly 30); Save 7;CL/XP 10/1400; Special: None
Tentacled Horror	HD 5; AC 4[15]; Atk tentacle (1d6 each); Move 3 (anchored) 12 (hovering); Save 12 CL/XP 5/240; Special: bind with tentacle
Tile Creature	HD 1d3hp; AC 2[17]; Atk tiny weapons (1d3); Move 6; Save 19; XP/CL 1/10; Special: None
Troll, Goblin-kin	HD 7 to 9; AC 4[15]; Atk 2 claws (1d4) at +1/+3, 1 bite (1d8); Move 12; Save 11; CL/XP 8/800, 9/900, 10/1000; Special: Regenerate 1d8hp/round.
Unholy Priest	HD 6+4; AC 3[16]; Atk 1 fist (1d8); Move 6; Save 11; CL/XP 7/600; Special: Command Undead, Spells, hit only by magic weapons, Immune to mind affecting spells, feign death gesture, drain Wisdom.
Wight	HD 3; AC 5[14]; Atk 1 claw (1hp + ability drain); Move 9; Save 14; CL/XP 6/400; Special: Drain 1 point of Strength with hit, hit only by magic or silver weapons.
Wight, Plague	HD 4+3; AC 5[14]; Atk claws (1d4+plague+ strength drain); Move 12; Save 12; CL/XP 5/240; Special: immunities, strength drain, plague.
Wight, Stone	HD 3; AC 5[14]; Atk 1 claw (1hp + ability drain); Move 9; Save 14; CL/XP 6/400; Special: Drain 1 point of Strength with hit, hit only by magic or silver weapons, victim must save vs. spells or turn to stone
Will-o'-the-Wisp	HD 9; AC –8[27]; Atk 2 shocks (1d6/1d6); Move 18; Save 6; AL CN€; CL/XP 10/1400; Special: Lure, Lightning bolts.
Wolf	HD 2+2; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.
Wolf, War	HD 4; AC 7[12]; Atk 1 bite (1d8+1); Move 18; Save 16; CL/XP 4/120; Special: None.
Wraith	HD 4; AC 3[16]; Atk 1 touch (1d4+ Constitution drain); Move 9 (Fly 24); Save 13; CL/XP 8/800; Special: drain 1d4 Con points per hit, magic weapon to hit.
Yellow Mold	HD n/a; AC n/a; Atk 1d6 damage + spore cloud; Move 0; Save n/a; CL/XP 3/60; Special: Poisonous spore cloud, killed by fire
Zombie	HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm
Zombie, Avarice	HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm, cause avarice
Zombie, Plague	HD 2; AC 8[11] or with shield 7[12]; Atk 1 weapon or strike (1d8); Move 6; Save 16; CL/XP 2/30; Special: Immune to sleep and charm, cause disease

APPENDIX RANDOM TABLES FOR THE CHANTRY

Table 1: Sample Goblin Names



1d100 Roll	Column A	Column B	1d100 Roll	Column A	Column B
1.	Agul	Kunnuzum	**51.**	Durbaog	Profil
2.	Amenmoruk	Lag	**52.**	Duro	Prug
3.	Arlemen	Lagduf	**53.**	Gagol	Pus
4.	Aurzaut	Lathrod	**54.**	Gauthiech	Radbug
5.	Azbag	Lauf	**55.**	Geap	Ranuzun
6.	Azrat	Lautef	**56.**	Ghashza	Ratenm
7.	Azrod	Lauthies	**57.**	Giel	Ratho
8.	Azubal	Lepieg	**58.**	Gon	Rdomn
9.	Bolgar	Lith	**59.**	Gorduf	Rich
10.	Bead	Luf	**60.**	Gorogbar	Rizzebil
11.	Bechid	Lug	**61.**	Gorthag	Roreap
12.	Biet	Lugog	**62.**	Gorx	Rsokx
13.	Biethaug	Lugnákh	**63.**	Gorzukum	Rugb
14.	Bizulthak	Lurgagal	**64.**	Gothbag	Rusm
15.	Bod	Lurgrod	**65.**	Gralie	Sas
16.	Bolgnákh	Lurgubal	**66.**	Graugo	Sgadk
17.	Bradeaf	Luzgenek	**67.**	Grauk	Sheash
18.	Brag	Mabzuzin	**68.**	Grautil	Siechet
19.	Brat	Madba	**69.**	Greabe	Slothbag
20.	Breso	Malfaul	**70.**	Greag	Slothbug
21.	Brichieg	Mauhur	**71.**	Greas	Slothog
22.	Brise	Maunákh	**72.**	Grelear	Sopeaf
23.	Brothich	Mesr	**73.**	Gresit	Sradbokh
24.	Brup	Mkad	**74.**	Griegar	Tarkhrod
25.	Butau	Moks	**75.**	Grifab	Tepo
26.	Chatan	Morilzu	**76.**	Gril	Thasieth
27	Chauga	Morzek	**77.**	Grishduf	Thathu
28.	Chaupa	Mtor	**78.**	Grishog	Thaupeb
29.	Chief	Murods	**79.**	Groda	Thef
30.	Chielef	Muzarmor	**80.**	Grof	Thes
31.	Chuthad	Nox	**81.**	Grofa	Thorgundil
32.	Cugbu	Nibinthagar	**82.**	Gruba	Thorzukum
33.	Cudar	Nod	**83.**	Gtaxz	Thot
34.	Dak	Nud	**84.**	Gugob	Thothea
35.	Daura	Odbodh	**85.**	Ifga	Thuzzek
36.	Deaso	Orcedh	**86.**	Ifog	Thuzzukum
37.	Dedea	Paub	**87.**	Imikmab	Tratea
38.	Defau	Paudit	**88.**	Izilmog	Trati
39.	Diechead	Pauf	**89.**	Izmud	Treago
40.	Diechu	Pautieg	**90.**	Izukog	Triecher
41.	Diefau	Pochug	**91.**	Izukzad	Trul
42.	Dloth	Pop	**92.**	Kaluzun	Trupa
43.	Dotied	Por	**93.**	Kekduruk	Tuf
44.	Dozn	Preap	**94.**	Khimilnuz	Udbau
45.	Drag	Prer	**95.**	Khimnazar	Ugduf
46.	Drareaf	Pribeach	**96.**	Khimuzun	Urgog
47.	Dres	Pribo	**97.**	Kinilzith	Uzgundil
48.	Drietig	Prieleaf	**98.**	Kulduruk	Uzthizar
49.	Durbagar	Profa	**99.**	Kunmormuk	Volagal
50.	Durbant	Profan	**100.**	Kunmortik	Zod

Table 2: What Motivates the Goblin

d20 Roll	Goblin Motivated by:	Variations:
1.	**Hunger**	1. Vegetarian 2. Desires Human Flesh 3. Cannibal 4. Weakened by hunger 5. Will stop and eat first thing killed 6. Stomach growls loudly (heard within 20'r) every 4 rounds 7. Enraged by hunger (+1 bonus to attack, -1 penalty to AC) 8. Will surrender for food
2.	**Fear**	Afraid of 1. Godking 2. Sub-chiefs 3. Everything 4. Humans 5. Other goblins 6. Bugbears 7. Shadow creepers 8. Dwarves 9. Elves 10. The Dark 11. Light 12. Religious symbols
3.	**Pride**	1. Appearance 2. Family 3. Perceived status in tribe 4. Relationship 5. Holding to traditions 6. Length of claws
4.	**Sorrow**	1. Loss of status 2. Loss of friend 3. Loss of treasure 4. Loss of faith 5. Loss of self-confidence 6. Loss of food
5.	**Curiosity**	1. Mildly curious about (1. Weapons 2. Body parts 3. Different races 4. Funny noises) 2. Curious about (1. Rocks 2. Snot 3. Voices 4. Magic) 3. Very curious about (1. Love 2. Hate 3. The outside world 4. Religion) 4. Obsessively curious about (1. Dung 2. Blood 3. Loud sounds 4. Demons)
6.	**Disgust**	Disgusted by: 1. Humans and demi-humans 2. Other goblins 3. Displays of honor and "goodness" 4. Light 5. The color blue 6. The smell of walnuts
7.	**Sense of Duty**	To: 1. The Godking 2. The dead chieftain 3. The sub-chiefs 4. Hidden motives 5. A demon lord 6. An angel 7. To avenge the injustices suffered by his people 8. To avenge the death of (1. His father 2. His brother 3. His chieftain 4. His sister 5. Some unnamed, forgotten relative 6. A pet)
8.	**Despair**	1. A goblin's life is meaningless, kill me 2. A goblin's life is pointless, give me a reason to live 3. A goblin's life is hopeless, show me something meaningful 4. A goblin's life never changes, show me something interesting 5. A goblin's life lacks color, show me something beautiful 6. A goblin's life ends in blood, show me life
9.	**Frustration**	Frustrated by: 1. Living conditions 2. Working conditions 3. Orders from superior 4. Other goblins 5. Body lice 6. Intestinal problems 7. Unrequited love 8. Carrying something too heavy
10.	**Love**	Goblin loves: 1. Self too much 2. Another goblin (1. Unrequited 2. Not made known 3. Expressed poorly 4. Passionate lover) 3. The tentacled horror 4. A dwarf depicted in a mural 5. The Godking 6. A sub-chief 7. A human slave 8. A demon seen in a vision
11.	**Nothing**	This goblin cannot be motivated by anything. It has no goals, no desires, no regrets…
12.	**Faith**	1. In the Godking 2. In other goblins 3. In a demon lord 4. In an angelic being 5. In the dwarven gods 6. In ancient goblin gods 7. In a rock 8. In a self-made idol of rubble
13.	**Doubt**	Goblin doubts: 1. The Godking 2. Self 3. Other goblins 4. Reality exists
14.	**Playfulness**	Goblin will engage in: 1. Riddles 2. Puns 3. Horseplay 4. Lewd talk 5. Slapstick 6. Mime
15.	**Disdain**	Goblin feels: 1. Secretly superior to all other beings 2. Secretly superior to other goblins 3. Openly superior to all other beings (except the Godking) 4. Openly superior to goblins (except the Godking) 5. Disdain toward left-handed creatures 6. Disdain toward love 7. Disdain toward "good" beings 8. Disdain toward tall beings
16.	**Hate**	Goblin hates: 1. Everyone 2. Humans 3. Dwarves 4. Elves 5. Other goblins 6. Those taller than him 7. Those shorter than him 8. Anyone who won't speak to him (in goblin)
17.	**Confusion**	Confused by: 1. Math 2. Logic 3. Displays of honor 4. Polysyllabic words 5. Happiness 6. Mercy
18.	**Twisted Logic**	1. Wrong is right 2. Down is up 3. Rivers run dry 4. You go backwards to go forward
19.	**Surprising Logic**	1. Strength in numbers 2. Discretion is the better part of valor 3. Better one in the cookpot than two in the darkness 4. He who swings fastest lives longest (alternate: he who runs fastest lives longest) 5. Listen to hear the sound in silence 6. Trust no one
20.	**Greed**	1. For gold 2. For gems 3. For magic 4. For "pretty things" 5. For power 6. For comfort

Table 3: Where the Bodies Go

d10 Roll	Body is	Additional Options
1.	**Discovered by**	1. goblins 2. hobgoblin 3. sub-chief (random) 4. visitor (random) and removed by slaves and taken to: 1. offal pit 2. edge of the deep 3. Godking 4. outside within 2d10 turns, assumed died of natural causes (murdered by another goblin).
2.	**Discovered by**	1. centipedes 2. rats 3. giant spider 4. shadow creeper 5. giant rats 6. ghoul which - within 1d6 turns 1. begins eating 2. drags the prize(s) off to the darkness 3. severs limbs 4. takes random possessions
3.	**Discovered by the Shaman who**	within 2d8 turns. 1. reports to the Godking and has remains removed by slaves 2. has remains removed by slaves and taken to the catacombs where he animates them 3. withdraws into the shadows to watch to see if perpetrator returns 4. shrugs and walks away
4.	**Discovered by**	1. goblins 2. hobgoblin 3. sub-chief (random) 4. visitor (random) and removed by slaves within 2d8 turns and taken to: 1. offal pit 2. edge of the deep 3. Godking 4. outside
5.	**Remains are undiscovered for 10d10 turns, then they vanish.**	
6.	**Discovered in 3d4 turns by**	1. goblin 2. hobgoblin 3. Shaman 4. Shadow creeper and body is: 1. looted 2. dismembered 3. carried off 4. arranged in a frightening display.
7.	**Disappear within 1d4 rounds. No evidence of where they have gone.**	
8.	**Are dragged off within 2d 4 turns by**	1. spider 2. centipedes 3. ghoul 4. rogue slaves within 2d6 turns. The trail: 1. lasts 100' and ends suddenly 2. disappears in a well-traveled area 3. ends at a dead-end 4. leads to the Offal Pit.
9.	**Mysteriously melts away in 3d6 turns, leaving:**	1. a non-animate shadow that shifts slightly with flickering light 2. a red stain on the floor 3. a red stain on the ceiling 4. some kind of growth (mushroom, flower, moss, etc.)
10.	**Remains are swarmed over within 2d8 turns by**	1. scarab beetles, picked clean in 3d6 rounds (leaving bones well scattered) 2. millions of ants, picked clean in 4d5 turns (leaving bones somewhat scattered) 3.a dozen giant centipedes, carried off in 1d3 rounds 4. rats, completely consumed in 4d8 turns

Table 4: Random Nuisances

d6 Roll	Nuisance Type	Additional Options
1.	**Uneven floor**	1. a crack in the floor has heaved, separating by 1-4 inches vertically and horizontally 2. a small sinkhole has formed in the floor - 4d8 inches in diameter 3. rubble from the ceiling has fallen causing a tripping hazard 4. tripwire (set by 1. goblin 2. shadow creeper 3. scorned brethren, 4. ogre)
2.	**Surprised by**	1. a bat 2. a wounded goblin 3. a normal ant nest in a flurry of activity 3. swarm of mosquitoes 4. random sound (1. dripping water 2. a voice 3. falling rocks 4. chirping 5. snapping 6. growling)
3.	**Smells**	1. baking bread 2. rotting flesh 3. waste 4. flowers 5. wet dog 6. fresh air
4.	**Slippery Floor - a patch of the floor is covered in**	1. slippery algae 2. fresh mud 3. fresh blood 4. waste 5. mystery slime (as from slugs) 6. slimy water (1. harmless slime 2. green slime 3. grey ooze 4. harmless sticky slime 4. harmless slime that smells of mold 5. harmless slime that smells sweet 6. harmless slime that is beneficial if eaten
5.	**Mirage**	1. Illusion (1. dragon 2. Godking 3. nightmare 4. demon 5. Silent Mistress 6. a Massive goblin) 2. light (1. will-o-wisp 2. dancing lights 3. magical blue light 4. torchlight 5. faint glow 6. ambient light grows in intensity for 1d6 rounds until returning to normal) 3. vision (1. Past 2. Present 3. Future 4. A lie) 4. death
6.	**Sounds -**	1. Voices (1. whispering 2. a cry of pain 3. strange moaning 4. laughter) 2. Nature (1. water rushing 2. wind howling 3. stones falling 4. water dripping) 3. Unnerving Sounds (1. growl 2. hiss 3. squawk 4. roar 5. squishy sounds 6. heavy thud 7. chiming tiny bells 8. a far-off cackle) 4. Other sounds (1. something being dragged 2. drums in the deep 3. a flute 4. a cry cut short 5. footsteps 6. flapping wings)



Table 5: The Doors

Doors in the Chantry are stone (unless noted, or you decide otherwise). Here's a table to make each door somewhat unique, if desired

d8 Roll	Door is…	Additional Options
1.	**Painted with**	1. Blood 2. Feces 3. Pseudo-magical sigils (1. Blue 2. Red 3. Yellow 4. Green 5. Black 6. Multicolored) 4. Red paint 5. A threat 6. A name 7. Mock dwarven runes 8. Wolf's head portrait
2.	**Decorated with**	1. Wolf's head 2. Goblin head 3. Human head 4. Fungus 5. Harmless mold 6. Harmful mold (1. Yellow mold 2. Purple mold 3. Brown mold) 7. Fingers 8. Hides 9. Shadow creeper skulls 10. Tentacled Horror slime
3.	**Damaged**	1. Corner missing (1d4 for which) 2. Hole (1. Human eye level 2. Human waist level 3. Goblin eye level 4. Goblin knee level) 3. Minor cracking 4. Severe cracking 5. Will crumble when opened 6. Hinges stuck fast 7. Cracked down center, will fall in two pieces if opened 8. Chipped as if attacked
4.	**Carved**	1. Expert dwarven carvings (1. Religious life scenes 2. Cavern scene 3. Daily life scenes 4. Dwarf myths) 2. Crude goblin carvings (1. Goblin curse words 2. Mock art 3. Human curse words 4. Uncertain – failed attempts at something) 3. Dwarven runes indicated use of room 4. Intricate geometric shapes
5.	**Banded in**	1. Steel 2. Iron 3. A harder type of stone 4. A softer type of stone 5. Copper 6. Bronze
6.	**Not stone but**	1. Metal (1. Iron 2. Bronze 3. Lead 4. Iron and Bronze) 2. Wood and iron 3. An illusion 4. Pelts/skins
7.	**Misc. 1**	1. Heavier than expected 2. Lighter than expected 3. Hollow 4. Stuck
8.	**Misc. 2**	1. Trapped crudely 2. Trapped ingeniously 3. Standing open 4. Uncloseable 5. Noisy 6. Silent 7. Drags across uneven floor 8. Springs shut

Table 6: To Sleep Perchance to Dream

Random nightmares for anyone who sleeps in the Chantry

d8 Roll	Dream	Additional Options
1.	**The dreamer is in complete darkness as**	1. slimy tentacles grab 2. hushed voices whisper 3. rats chitter from all around their eyes begin to glow 4. water begins to drip, turns to blood 5. water begins rising 6. lights strobe and a misshapen, hideous beast is seen approaching closer with each flash of light
2.	**The dreamer is lost alone in the tunnels, unnatural silence punctuated by**	1. violent screams 2. a child crying 3. hideous laughter 4. strange machinery in motion
3.	**The dreamer is standing on a very high ledge overlooking the abyss with**	1. voices whispering 2. thousands of bats swarming at the dreamer 3. the ledge crumbling 4. masses of monstrous creatures crawling up the abyss toward the dreamer
4.	**The dreamer is falling into darkness**	1. with tentacles grabbing 2. passing ghostly faces 3. brushing against soft...things 4. with the sense of falling *upward* toward some unseen doom 5. toward a glowing red something in the deeps swarmed by giant toad monsters 6. while being eaten by some unseen horror
5.	**The dreamer is covered in**	1. normal insects 2. giant insects 3. pustules and sores 4. magically writhing tattoos
6.	**The dreamer is surrounded by goblins who**	1. double in height every time the dreamer blinks 2. are diseased and contagious 3. beg for help as they are cut down by an invisible foe 4. reach for the dreamer, always just brushing the dreamer with clawed hands, never grasping
7.	**The dreamer relives the last combat encounter**	1. the dreamer is killed 2. the dreamer is horribly disfigured 3. the dreamer is helpless as compatriots die screaming 4. the dreamer turns on compatriots
8.	**The dreamer is alone, neck deep in**	1. waste and offal 2. writhing insects 3. writhing worms 4. water with *things* swimming and bumping against the dreamer 5. fire and burning coals 6. small, furry purring ball creatures who begin to eat the dreamer from the toes up



Table 7: What's in the Goblin's Bed or Bag or Pocket?

2d20 roll	Item	Options
2.	**Necklace**	Strung with 1. Human ears 2. Shadow creeper fingers 3. Goblin toenails 4. Dried dung
3.	**Cup**	Made of 1. Dwarven skull 2. Coconut 3. Dragon horn 4. Battered brass
4.	**Mummified head**	1. Goblin 2. Demon 3. Dwarven 4. Elven 5. Human 6. Kobold 7. Fairy 8. Scorned brethren
5.	**Teeth**	1. Single dragon's tooth 2. Demon's teeth 3. Dozens of goblin teeth 4. Bag of mixed human, demi-human and humanoid teeth 5. A single crystal tooth 6. Four cavity filled teeth of unknown origin
6.	**Brass Ring**	1. Ear ring 2. Nose ring 3. Toe ring 4. Pinky ring 5. Utility ring 6. Special abilities (1. Magical 2. Hidden compartment 3. Secret history 4. Cursed)
7.	**Parchment**	1. Ruined spellbook page 2. Tattered love letter 3. Soiled merchant invoice 4. Torn and folded, with mysterious writing 5. Blank, but dirty and snotty 6. Special (1. Cursed 2. Spell scroll 3. Treasure map 4. Prophecy 5. Magical script 6. Clue to ancient mystery)
8.	**Clothing**	1. An old belt (1. Leather 2. Silk 3. Metal studded leather 4. Linen) 2. Cambric shirt 3. Red trousers 4. A tattered kilt 5. A once beautiful silk dress 6. A hat (1. Straw 2. Felt 3. Lice infested 4. Actually a small furry monster)
9.	**Blanket/sheet**	1. Wool 2. A beautify woven design (1. Nearby native pattern 2. Distant native pattern 3. Clue to mystery 4. Dwarven geometric/runic patterns) 3. Fur (1. Wolf 2. Bear 3. Rat 4. Human or demihuman hair) 4. Leaves woven together 5. Soiled cotton 6. Pristine silk
10.	**Candle Stubs**	1. Beeswax 2. Black, possibly magical 3. Tallow 4. Made from goblin fingers 5. Chewed on tallow stubs 6. Fashioned from grey ooze 7. Fashioned from shrieker stems (candle stubs scream if lit) 8. Fashioned from dung
11.	**Statuette**	1. Terracotta figure 2. Stone idol 3. Figurine of wondrous power (1. Functional 2. Semi-functional 3. Unpredictably functional 4. Non-functional) 4. Tiny jade chess piece (1. Knight 2. Rook 3. Queen 4. Pawn) 5. Tiny brass image of a saint 6. Perfectly carved wooden statuette looking suspiciously like someone familiar (1. Random PC 2. Famous person 3. Someone in the family 4. Friend 5. Enemy 6. Ally)
12.	**Stone**	1. Smooth shiny stone 2. Chip of quartz 3. Lump of coal 4. Special (1. Firestone 2. Vision stone 3. Hope stone 4. Lodestone)
13.	**Silver Piece(s)**	1. A single shiny newly minted coin 2. Four tarnished ancient coins 3. Eight coins from eight eras 4. An ancient coin (worth at least ten X face value) 5. Half a silver piece 6. Three with holes crudely drilled in the center
14	**Bottle**	1. Wine 2. Wine vinegar 3. Spoiled wine (mild poison -1d3 Constitution for 1d12 days, any creature under 1 HD save or die) 4. Urine 5. Dirty water 6. Special (1. Neutralize poison 2. Sweetwater 3. Potion of healing 4. Poison)
15.	**Food**	1. Nuts 2. Entrails 3. Crumbs 4. A half-eaten brain 5. Dried meat 6. Rat
16.	**Bones**	1. Broken 2. Carved with runes 3. Chewed on 4. Complete goblin skeleton 5. Dragon toe bone 6. Fresh bones
17.	**Infestation**	1. Beetles 2. Lice 3. Fleas 4. Slugs 5. Mold 6. Ticks
18.	**Useful items**	1. Flint 2. Small mirror 3. Steel flask 4. Scroll case 5. Small sack 6. Tiny bone knife
19.	**Useless items**	1. Broken glass vial 2. Sole-less left shoe 3. Wooden splinters 4. Peanut shells
20.	**Odd items**	1. A buckle 2. A button 3. Turtle shell 4. Painted stone 5. Clay chit 6. Eyeball
21.	**Household items**	1. Cup (1. Porcelain 2. Pewter 3. Wood 4. Tin) 2. Plate (1. Wood 2. Clay 3. Tin 4. Brass) 3. Candleholder (1. Brass 2. Bone 3. Wood 4. Stone) 4. Flatware (1. Spoon 2. Fork 3. Knife 4. Ladle)
22.	**Quality items**	1. Pen and ink 2. Six sheets of fine vellum 3. Fine silk shirt 4. Silver dagger 5. Iron rations 6. Fine steel knife
23.	**Bag**	Filled with: 1. Dice carved from bones 2. Hair 3. Dirty, torn strips of fabric 4. Bloody rags 5. War banner 6. Metal shavings
24.	**Necklace**	1. Wooden beads 2. Carved bone beads 3. Fine sliver 4. Ears strung on wire (1. Human 2. Goblin 3. Kobold 4. Demi-human 5. Wolf 6. Bear)

2d20 roll	Item	Options
25.	**Moldy old…**	1. Woolen cloak 2. Woolen blanket 3. Bearskin throw 4. Silk shirt 5. Soiled trousers 6. Food
26.	**Iron**	1. Coin 2. Holy symbol 3. Knife hilt 4. Pagan medallion 5. Figurine 6. Bar
27.	**Armor**	1. Bits of chain shirt 2. Half leather cuirass 3. Bashed in helmet 4. Single greave 5. Leather studs 6. Single steel plated gauntlet
28.	**Hat**	1. Child's cap 2. Woman's bonnet 3. Wizard's hat 4. Soldier's coif 5. Reed hat 6. Skin hat (1. Rat skin 2. Goblin skin 3. Human/demi-human skin 4. Wolf skin 5. Lizard skin 6. Snakeskin)
29.	**Map**	Depicting 1. Chantry building plans in dwarven runes 2. A palace in southern desert 3. Treasure map (false) 4. Treasure map (true) 5. Hand drawn map of a portion of the chantry 6. Crude map from this point to the waste pit
30.	**Jar of pickled…**	1. Slugs 2. Spider eggs 3. Eyeballs 4. Eggs 5. Mushrooms 6. Toes (1. Goblin 2. Human/demi-human 3. Shadow creeper 4. Lizard)
31.	**Mirror shard**	From a 1. Magical gate 2. Mirror of life entrapment 3. Mirror of opposition 4. Mirror of tragic circumstances 5. Mirror of teleporting 6. Mirror from a grand ballroom
32.	**Surprise!**	1. Jar of green slime 2. Jug of grey ooze 3. Tiny mimic in a box 4. Monkey's paw 5. Cursed ring 6. Unholy symbol (50% chance touching it attracts the attention of the dark being)
33.	**Cube of…**	1. Flesh (1. Human/demi-human 2. Cloaker 3. Goblin 4. Wolf) 2. Wonder (treat as malfunctioning wand of wonder, works 18% of the time) 3. The mad archmage's puzzle (each face has nine colored squares…) 4. Sugar 5. Stone, each face painted with a different scene from dwarven history 6. Bone
34.	**Vial of…**	1. Mild poison (ill for 1d20 days, lose 1d4 Constitution temporarily) 2. Honey 3. Mild non-magical healing draught (cure 1d3 hp, 3 doses) 4. Pure water 5. Mead 6. Blood
35.	**Stone with…**	1. Glowing fungus on it (treat as 1/4 strength continual light) 2. Dwarven run carved on face 3. Fossil embedded 4. Gold coin embedded near hinge 5. Secret name written on it 6. Spell cast on it

2d20 roll	Item	Options
37.	**Good stuff**	1. Hourglass 2. Ivory comb 3. Silver flask 4. Brass monkey 5. Silver knife 6. Pipe & tobacco
38.	**Great stuff**	1. Gold comb 2. Ivory goblet 3. Silver chains 4. Fine wine
39.	**Weird stuff**	1. Grandma's grape preserves, fermented (if consumed, even tasted, become fall-down drunk for 3d8 hours, hangover for 1d4 days) 2. A jar of earwax (if eaten, save vs. poison, failure sick for 3d4 days, -1d6 Constitution points, if successful, immune to poison for 3d4 days) 3. Jar of lip rouge (magical, +2 to Charisma for opposite gender, -4 to Charisma for same gender for 1d8 hours per application – 20 applications) 4. Seven turkey wishbones (which function as a very weak ring of wishes – the "winner" of the wishbone contest gains 1d4 rerolls for 24 hours per wishbone
40.	**Magic stuff**	1. Arrow of the First King 2. Helm of Empathy 3. Strands of Titan Hair 4. Horn of the Great Northern Hunt 5. Wand of Life Detection 6. Goblet of the Unfinished Feast 7. Armband of Stoneshaping 8. Restraints of the Heir of Novoros



Table 8: Just… Weird

d12	Result
1.	A glowing (1. blue 2. purple 3. yellow 4. red) orb appears floating above the floor, 3d12 feet (1. in front of 2. behind 3. to the right of 4. to the left of) the party. If approached, it begins to 1. hum more loudly the closer approached 2. glow brighter the closer approached 3. grow dimmer the closer approached 4. float higher the closer approached and if touched it will 1. explode in harmless light 2. explode in magical energy for 2d6 damage, 20' radius 3. drop to the floor and shatter, a harmless glass globe 4. drop to the floor and begin crawling away, an amoeba-like creature 5. bestow the effects of a *bless* spell 6. bestow the effects of a *curse* spell
2.	A nearby sound (if none present, 1. dripping water 2. wind 3. tumbling stones) seem to be forming words. If listened to carefully (check if desired), one of the PCs name (chosen randomly) is whispered along with many unintelligible words. The words are 1. a magical blessing bestowing good luck - reroll 1d6 rolls in next 24 hours 2. a magical curse - reroll next 6 successful rolls 3. the extradimensional ravings of a demon prince 4. a spell trying to bind the PC's soul to a nearby idol 5. the voice of an invisible doppelganger 6. a trick of a nearby enemy
3.	An undead (1. rat 2. bat 3. cat 4. mummified hand) crawls slowly toward the party, intending to attack. (attacks by this creature are ineffective) If struck by a weapon it: 1. explodes in undead zombie spores (save vs. poison or infect, 20' radius) 2. explodes in magical colorful light, no harm but 2x encounter chance 3. adheres to the weapon, corroding it (causing 1 point of damage per round until removed, weapon is destroyed if it receives damage equal to its full damage potential, including magical bonuses - damaged weapons hit at minus whatever damage they took but can be repaired, destroyed weapons are destroyed forever) 4. has no effect 5. divides into two such creatures, neither completely whole, though both more than half 6. causes the damage to be delivered to the attacker
4.	Out of nowhere (literally) appears 1. a dangling rope 2. a dangling vine 3. a dangling rope with a noose on the end 4. a tree branch 5. a long, blue silken scarf 6. a rope made of light at the end of which is 1. an extradimensional room filled with worldly pleasures (which vanish beyond the confines of the space) 2. an invisible giant 3. nothing 4. a very small (1. four-inch diameter 2. twelve-inch diameter 3. eighteen-inch diameter 4. 24-inch diameter) portal to (1. another area nearby 2. another place in this world 3. an evil plane 4. heaven 5. another world 6. another time)
5.	a pool of (1. black 2. glowing 3. purple 4. clear 5. polluted 6. thick) liquid bubbles up from the ground forming a puddle 3d8 feet in diameter (the liquid will remain for 1d8 turns, cannot be removed from area) The liquid is 1. demon ichor (touching causes 1d4 damage, drinking causes 3d6 damage and save vs. insanity) 2. fae ambrosia (drinking heals 4d4 hp, but incapacitates for same number of rounds) 3. sacred mead (touching allows ESP contact with nearest extra-dimensional being for 1d8 rounds, drinking causes save vs. poison or become enslaved to nearest extra-dimensional being) 4. blood of the earth (touching summons 1d3 Earth Elementals, drinking allows imbiber to control Earth Elementals for 3d8 turns - summoned earth elementals remain on prime material plane for one round longer than control lasts) 5. wine of battle-lust (drinking causes imbiber to fly into a berserker rage for 3d4 rounds, attacking everything and everyone nearby with a +3 to hit and +3 to damage, -4 penalty on AC - WISDOM Check to do subdual/non-lethal damage to allies) 6. corrupted life (touching heals mental/magical effects, drinking heals all lost hit points, effect lasts for exactly 9 hours when healed effects return fully)
6.	The PCs find an egg in the shape of 1. an uncut amethyst 2. a green giant chicken's egg 3. an amber colored sphere 4. a box 5. a long, thin taper of flesh 6. what appears to be a small, humanoid brain If broken open, the shell is destroyed and inside is 1. goo 2. a hole in the universe 3. primordial darkness 4. primordial light 5. a perfect diamond 6. a tiny, magical being 7. If it hatches, the egg produces 8. an imp
7.	A slip of parchment on the ground is 1. a spell scroll 2. prayers to St. Albaran (+1 on all stone-related rolls for 24 hours, usable 1x per day) 3. prayers to a demon lord (+1 on all rolls when the demon lord's name is invoked for 24 hours, usable once per day - each use incurs a cumulative 1% chance of attracting said demon lord's attention…) 4. magical paper - anything written on it will come true, in some fashion (though rarely in the manner the writer wishes - sometimes called Monkey's Paw Paper)
8.	Seven fairy creatures (1. sprites 2. fairies 3. nymphs 4. pooka 5. atomie 6. brownie 7. buckawn 8. mixed) pop into existence in front of the party. They demand 1. a party - PCs are to provide food and alcohol enough for 100 people 2. obedience - the fairy creatures attempt to charm the PCs. They combine an innate magical talent to cast *charm person* as if 7th level caster (save vs. spells or become enthralled for 2d6 turns). Enthralled characters will be treated as domestic animals... 3. an audience - the fairy creatures are going to put on a play - a farce about adventurers diving into the deeps of the earth seeking fame and fortune - they demand a gp from each audience member. The play acts as a powerful *sleep* spell (save vs. spells or fall asleep for 2d4 turns) 4. an apology - someone destroyed their (1. home 2. favorite magic pool 3. pet rust monster 4. deepearth daisies) and they blame the PCs. A heartfelt apology will gain the fairy creatures as a temporary ally (though only for 1d8 turns, as they are chaotic, or until one is injured in any way… or they see something more interesting)

d12	Result
9.	A face appears in the wall beside the PCs claiming to be the trapped essence of a powerful being named Aratos. If the PCs will free Aratos, he will grant them 1 wish each. Aratos can be freed by 1. drawing a person's body on the wall with any media (chalk, paint, blood) - even a stick figure will do (he will take this form) 2. writing his true name (which he cannot reveal) backwards on his forehead, then showing it to him in a mirror 3. cutting a person-sized hole in the wall (at least 10' deep) 4. building a person out of living matter (body parts, food, plants, fungus, etc). The body "built" is the form he will assume If not freed, Aratos will 1. appear once a day for the next month and beg to be released 2. curse the PCs (-1 on all rolls for the next month) 3. begin to cry and wail (double chance for random encounter) 4. begin to scream and shout at the PCs (triple chance for a random encounter) 5. fade into obscurity 6. appear in the middle of the PCs next combat and make his offer If freed, Aratos will grant one wish each 1. something completely unrelated to the wish is granted, and it's very bad 2. something kind of related to the wish is granted, but it's bad 3. the wish is completely granted, but in the most negative way possible 4. the wish is granted 5. the wish is granted, but in a weird and not fully helpful way 6. the wish is granted to someone else
10.	A tiny (1. human 2. elf 3. dwarf 4. goblin 5. giant 6. demon) appears in front of the PCs and challenges them to a game. If they they agree, the figure will wave its hand and a random PC's face will disappear. Faceless PC can survive for number of rounds equal to Constitution score. They have to guess how to make it reappear (the creature will give hints). 1. draw a face on the blank space 2. put a mirror where the face is and have someone else look into it 3. skin another creature and put its face on the blank space 4. kiss the blank face 5. cut away the blank face 6. submerge it in water (one feature for each dunking, bonus if holy water) Success means the creature offers 1. a bow and an echoing laugh that lingers after it pops out of existence 2. one wish (see Aratos above for results) 3. the being will follow the PCs for 1d4 days, applauding their exploits and loudly praising their bravery and brilliance (until it grows bored and disappears) 4. a hint on the nearest treasure Failure means one or more PCs die and 1. the creature continues through the party one by one until they succeed or all are dead 2. the creature demands the party serve him for a year (though he will grow bored with them after only a day) 3. the creature makes a bow and disappears, though follows the party invisibly and will secretly help them in their next encounter 4. the creature explodes in a magical shower of sparks that is all light and no heat, doing no damage but doubling the possibility for encounters

d12	Result
11.	Sticking out of the floor is a (1. leg 2. head 3. torso 4. eye) of a (1. spider 2. goblin 3. human 4. kobold 5. elf 6. dwarf 7. shadow creeper 8. giant lizard) as if the floor had somehow engulfed it. Touching the part causes it to 1. animate and attack 2. animate and obey the one who touched it 3. curse the one who touched it 4. bless the one who touched it 5. begin speaking (even if it has no mouth…) 6. begin to sink into the ground, revealing ...something… beneath
12.	A doll is lying on the floor. If picked up it 1. is a voodoo doll, affecting the person who picked it up 2. is a living doll, seemingly innocent, but evil 3. is a child's toy, imprinted with that child's spirit 4. is a phylactery for a lich

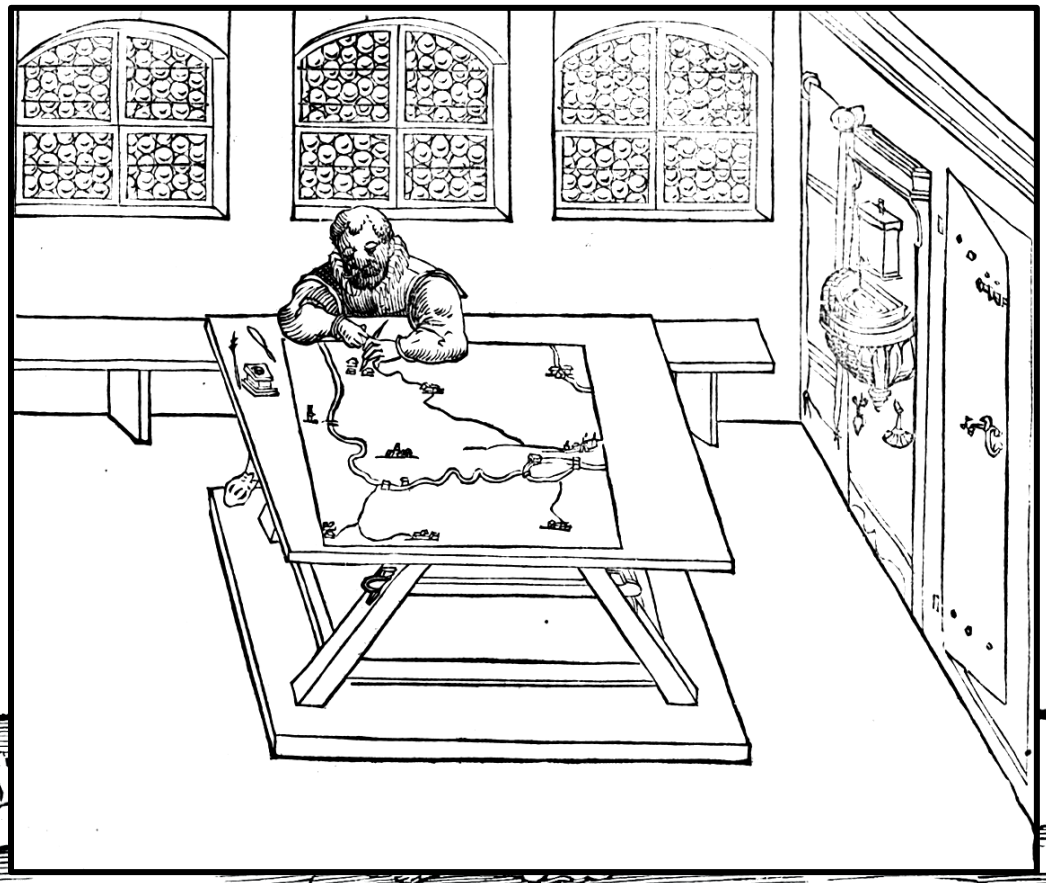


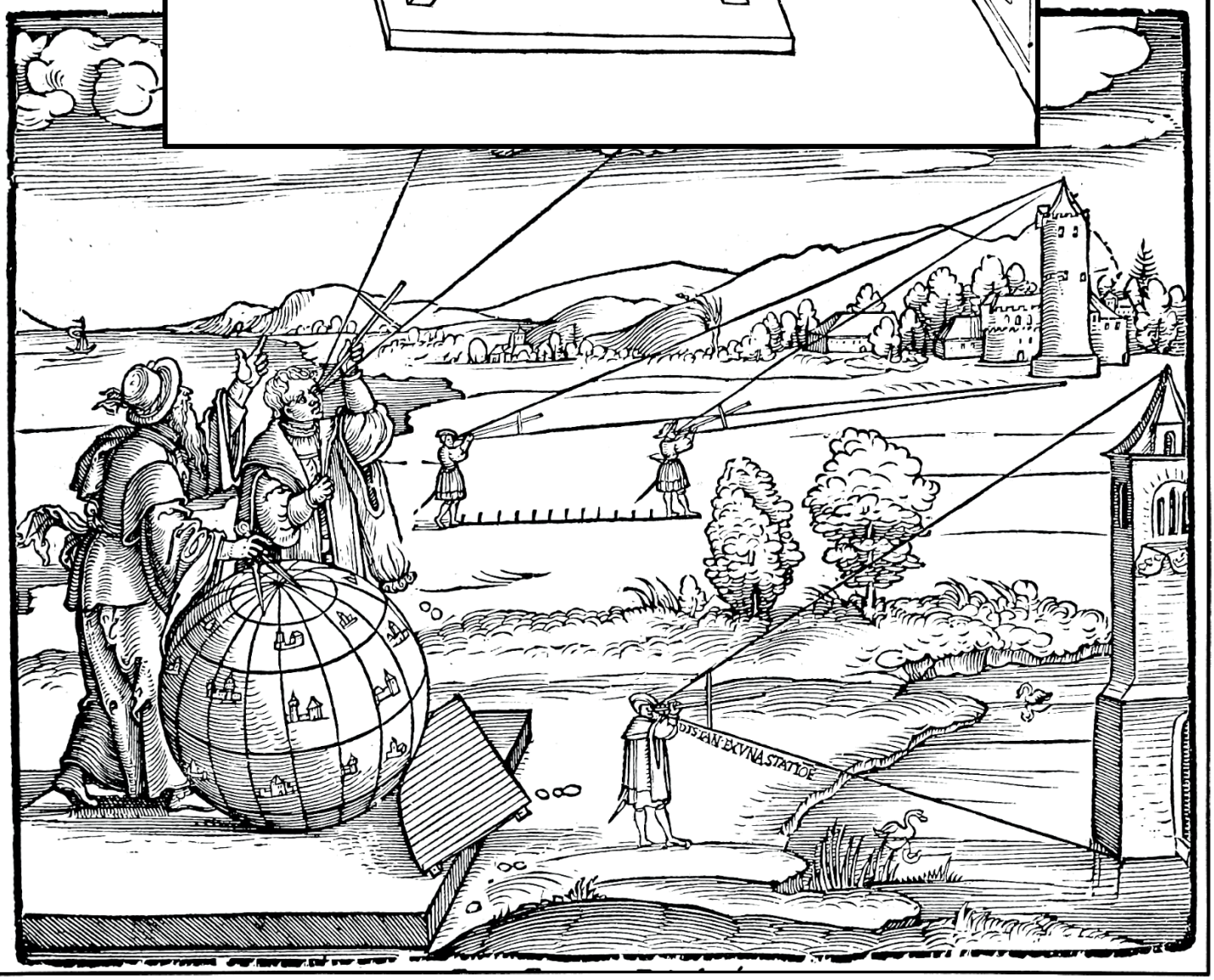
Table 9: What the Goblin Looks Like

Goblins randomly encountered or to add personality to encounters listed, the following chart can be consulted. Roll two d8 consulting across for the first die, down for the second. Many of the traits are descriptive, for the GM to adjudicate (such as how the personality trait "Devious" applies, or what the treasure "Knowledge" really means). Gender: In Daen Ral, there is no differentiation, though in other campaign worlds there might be. Treasure listed is in addition to what might be included in any encounter listings….

		1	2	3	4	5	6	7	8
1	**Height:**	Avg	Avg	Avg	Tall	Avg	Short	Avg	Short
	Color:	Normal	Dark	Normal	Dark	Normal	Dark	Normal	Dark
	Gender:	Male	Female	Male	Male	Male	Female	Male	Male
	Voice:	Squeaky	Raspy	Growling	Lisp	Quiet	Tired	Squeaky	Wobbly
	Wearing:	Hide Armor	Chain shirt	Bucket	Black coat	Bandedmail	Hair shirt	Armor	Bent helm
	Carrying:	Dead rat	Chalk	Hammer	Candles	Grudge	Cups	Ball	Bent sword
	Hiding:	Parchment	Holy symbol	Nails	Quartz	Book	Wine	Nothing	Nothing
	Personality:	Devious	Pious	Crazy	Sneaky	Distrustful	Drunkard	Obnoxious	Devious
	Treasure:	None	Gold figurine	None	None	Silver	Wine	None	1d6 sp
2	**Height:**	Avg	Very short	Slightly tall	Avg	Hunched	Avg	Very Tall	Avg
	Color:	Normal	Mottled	Dark	Normal	Sickly	Mottled	Normal	Light
	Gender:	Male	Male	Male	Male	Male?	Male	Male	Male
	Voice:	Deep	Silent	Chatty	Whiny	Old	Coughing	Very deep	Silent
	Wearing:	Rat Skins	Green boots	Cape	Altar cloth	Wrinkles	Sores	Nothing	Tattoos
	Carrying:	Dragon bone	Food basket	"Wand"	Rags	Turtle shell	Shiny rocks	Nothing	Bag of dust
	Hiding:	Nothing	Poison	Nothing	Wounds	Wisdom	Food	Fear	Genius
	Personality:	Honest	Traitorous	Flighty	Angry	Crotchety	Skittish	Gullible	Terrified
	Treasure:	1d4 sp	None	Bones	Unguent	None	1 small gem	None	None
3	**Height:**	Avg	Very tall	Ogre sized	Very Small	Short	Avg	Very Short	Avg
	Color:	Normal	Very dark	Mottled	Dark	Light	Normal	Mottled	Very Light
	Gender:	Male	Unknown	Unknown	Female	Male	Male	Male	Male
	Voice:	Deep	High	Silent	High	Deep	Wheezing	Very high	High
	Wearing:	Nothing	Good robe	Scars	Platemail	Fez	Chain shirt	Insect armor	Yellow scarf
	Carrying:	12 Feathers	Staff	Stalactite	Whip	Prayer book	Disease	Insect head	Goblin ears
	Hiding:	Gold tooth	25 butterflies	Fear	Treasure	Nothing	Hat	Treasure	Nothing
	Personality:	Quiet	Aloof	Coward	Violent	Carefree	Paranoid	Devious	Frustrated
	Treasure:	None	Cheap wine	None	Magic knife	Silk	Potion	2d4 gp	Gold dust
4	**Height:**	Avg	Very short	Gnome size	Avg	Tall	Short	Avg	Very Tall
	Color:	Much Darker	Very pale	Very pale	Normal	Very Dark	Pale	Normal	Very Dark
	Gender:	Unknown	Male	Male	Female	Male	Male	Male	Male
	Voice:	Whisper	Loud	Stutters	Loud	Raspy	Whisper	Normal	Very deep
	Wearing:	Patchwork armor	Green moldy grain sacks	Studded leather	Ermine Furs	Necklace of bones	Dragon rib bones	Leather armor Crossbow	Soft fur cloak
	Carrying:	Club	Lightning rod		Scepter	Scimitar	Acid vial		Drawings
	Hiding:	Family secrets Angry	Location of a magic item	Snakeskin Desire to rule	Gold Tiara	Knowledge of Deeps	Alliance with shadow creeper	Nothing	Artistic Talent
	Personality:	Ruby	Gullible	tribe	Haughty	Distrustful	Friendly	Uncertain	Selfish
	Treasure:		Silver box	Sniveling Poison	Gold Tiara	1 gp	Map	None	None
5	**Height:**	Tall	Avg	Avg	Tall	Short	Tall	Avg	Avg
	Color:	Albino	Dark	Normal	Dark	Normal	Pale	Dark	Dark
	Gender:	Male	Male	Male	Male	Male	Male	Male	Male
	Voice:	High	Resonant	Gruff	High	Cracking	Chirping	Raspy	Chatty
	Wearing:	Tattered robe, helmet	Breastplate, shield 1 boot	Chicken bone hat	Hide Armor	Big boots old leathers	Green cloak, orange hat	Fine chain	Eagle feather cloak
	Carrying:	Human head	Bottles	Feathers	Nothing	Maul	Sticks	Shield	Food
	Hiding:	Nightmares	Motives	Nothing	Nothing	Wound	Sticks	Nothing	Food
	Personality:	Tortured	Selfish	Confused	Sad	Injured	Unpleasant	Crazed	Aloof
	Treasure:	1d4 gp	1d6 bones	Rocks	Ivory comb	None	Sticks	None	None
6	**Height:**	Short	Short	Short	Short	Short	Short	Short	Short
	Color:	Dark	Tattooed	Scarred	Dark	Light	Mottled	Light	Pale
	Gender:	Male	Unknown	Male	Male	Female	Male	Male	Male
	Voice:	Tongue-less	High	Cracking	Gruff	Chipper	Croaking	Whiny	Scratchy
	Wearing:	Torn chain	Wolf skins	Dragon hat	Dented helm	Mage robe	Canvas bag	Dust & dirt	Striped shirt
	Carrying:	Baby skeleton	Spiked chains	Dragon fang club	Rope ladder	Potion, scroll, "wand"	Broken jug, gold chain	Small stalactite	Pickaxe, shovel
	Hiding:	Treasure	Treasure	Potion	Tattoo	1 Spell use	Nothing	Magic	Nothing
	Personality:	Suspicious	Grumpy	Insecure	Commanding	Demanding	Insecure	Untrusting	Helpful
	Treasure:	2 pp	7 gp	Potion	None	Carrying	Gold chain	Magic	None
7	**Height:**	Short	Avg	Avg	Avg	Tall	Short	Avg	Avg
	Color:	Mottled	Light	Dark	Normal	Mottled	Dark	Mottled	Dark
	Gender:	Conjoined twins, Male	Female	Male	Male	Male	Male	Male	Male
	Voice:	Hoarse	Gruff	Loud	Soft	Gravelly	Loud	Halting	Cracking
	Wearing:	Calico dress	Burlap	Demon horn	Nothing	Grey hat	Ear rings	Burns	Wig
	Carrying:	Broom, cup	Silver spoon	Nothing	Violin	Shovel	Shrunk head	Oil	Glass shard
	Hiding:	Brilliance	Cowardice	Nothing	Nothing	Alliance	Nothing	Nothing	Wound
	Personality:	Simpering (false)	False bravado	Arrogant	Friendly	Cautious	Brazen	Simpering	Tortured
	Treasure:	Knowledge	None	Demon skin	Gold	Figurine	Ear rings	None	Magic
8	**Height:**	Tall	Avg	Avg	Avg	Short	Avg	Avg	Short
	Color:	Pale	Normal	Dark	Mottled	Normal	Normal	Pale	Mottled
	Gender:	Female	Male	Male	Female	Male	Male	Male	Male
	Voice:	Deep	Scratchy	Deep	Normal	High	Gruff	Hollow	Halting
	Wearing:	Leather	Gauntlets	Necklace	White robe	Arm bands	Floppy hat	Boots	Gauntlets
	Carrying:	Spider leg	Backpack	Hair	Candlestick	Rocks	Dead rat	Venom	Dice
	Hiding:	Nothing	Trinkets	Jewel	Flint & steel	Obsession	Map	Dagger	Winnings
	Personality:	Suspicious	Secretive	Fidgety	Shifty	Bewildered	Insane	Distrustful	Smooth
	Treasure:	None	Trinkets	Jewel	Tools	Tiny ruby	Nothing	None	3d8 sp

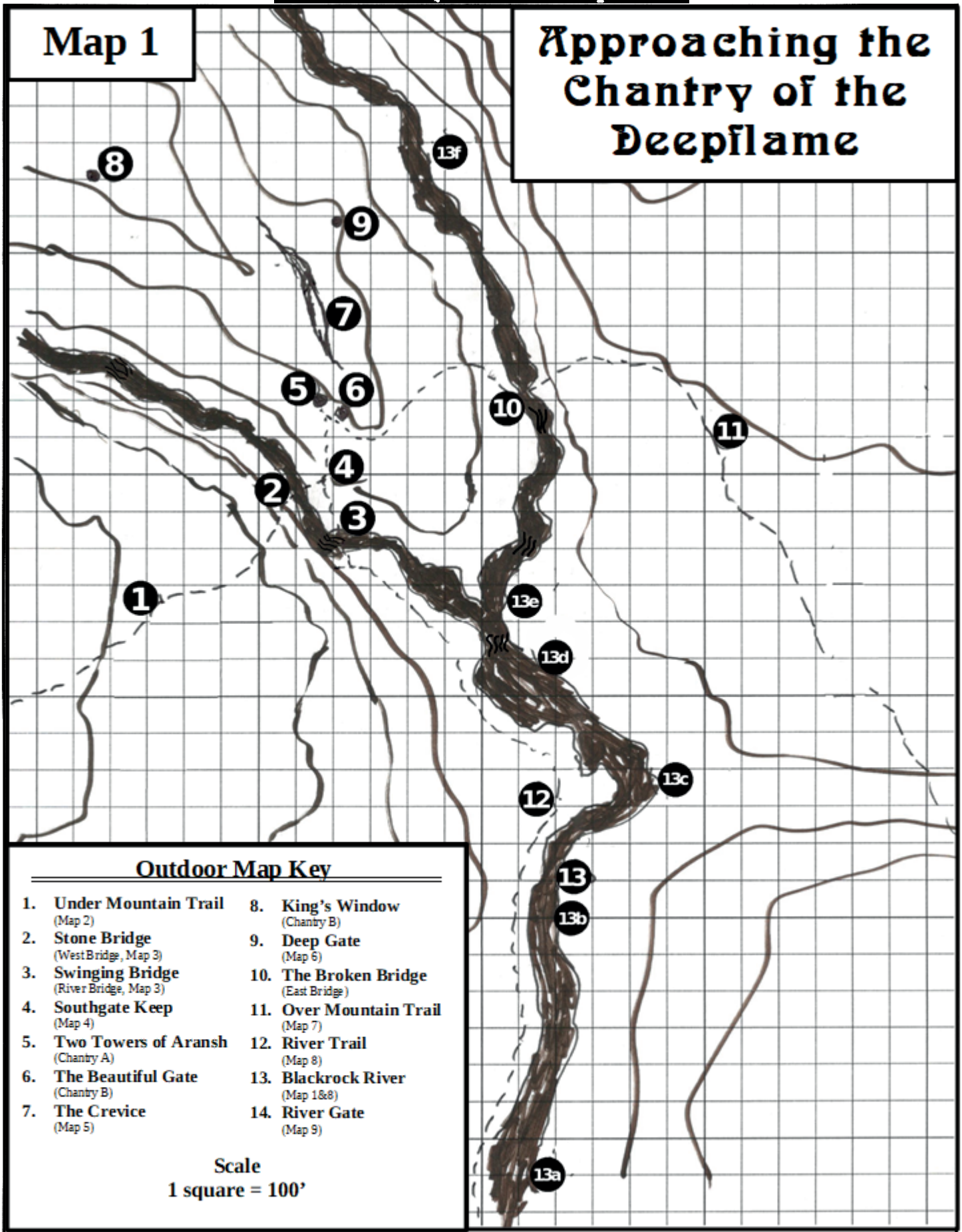
APPENDIX MAPS





Map 1

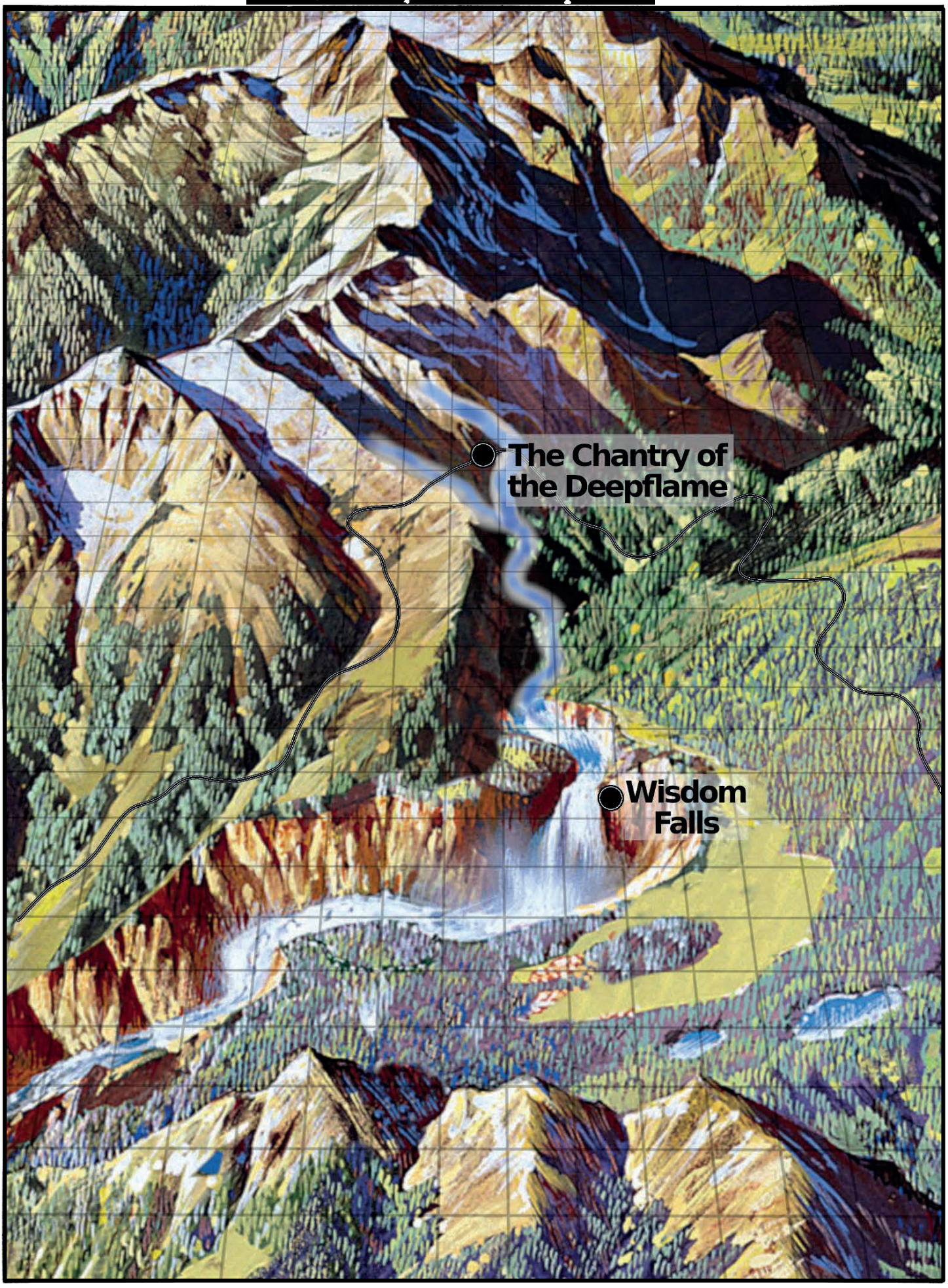
Approaching the Chantry of the Deepflame



Outdoor Map Key

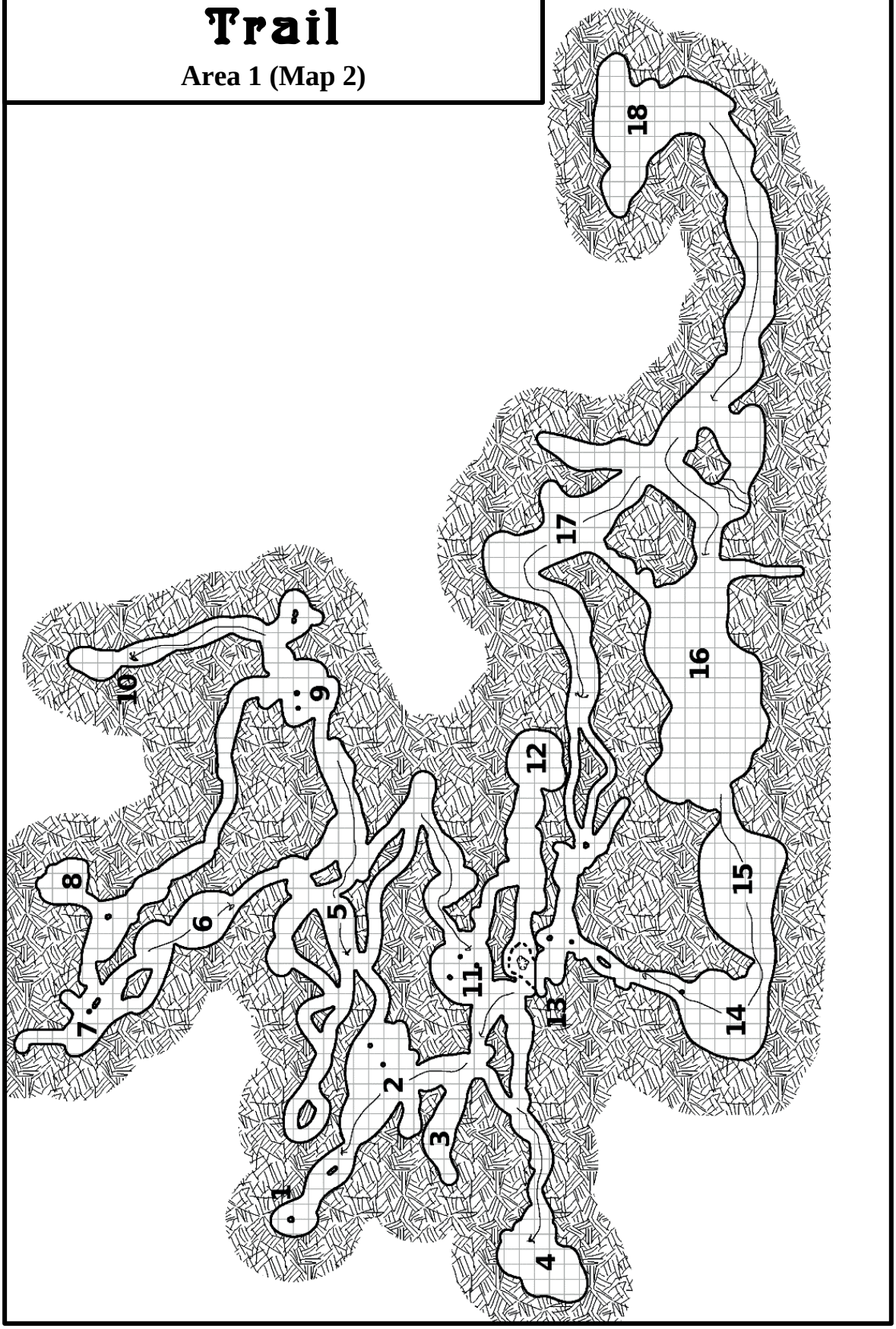
1. **Under Mountain Trail** (Map 2)
2. **Stone Bridge** (West Bridge, Map 3)
3. **Swinging Bridge** (River Bridge, Map 3)
4. **Southgate Keep** (Map 4)
5. **Two Towers of Aransh** (Chantry A)
6. **The Beautiful Gate** (Chantry B)
7. **The Crevice** (Map 5)
8. **King's Window** (Chantry B)
9. **Deep Gate** (Map 6)
10. **The Broken Bridge** (East Bridge)
11. **Over Mountain Trail** (Map 7)
12. **River Trail** (Map 8)
13. **Blackrock River** (Map 1&8)
14. **River Gate** (Map 9)

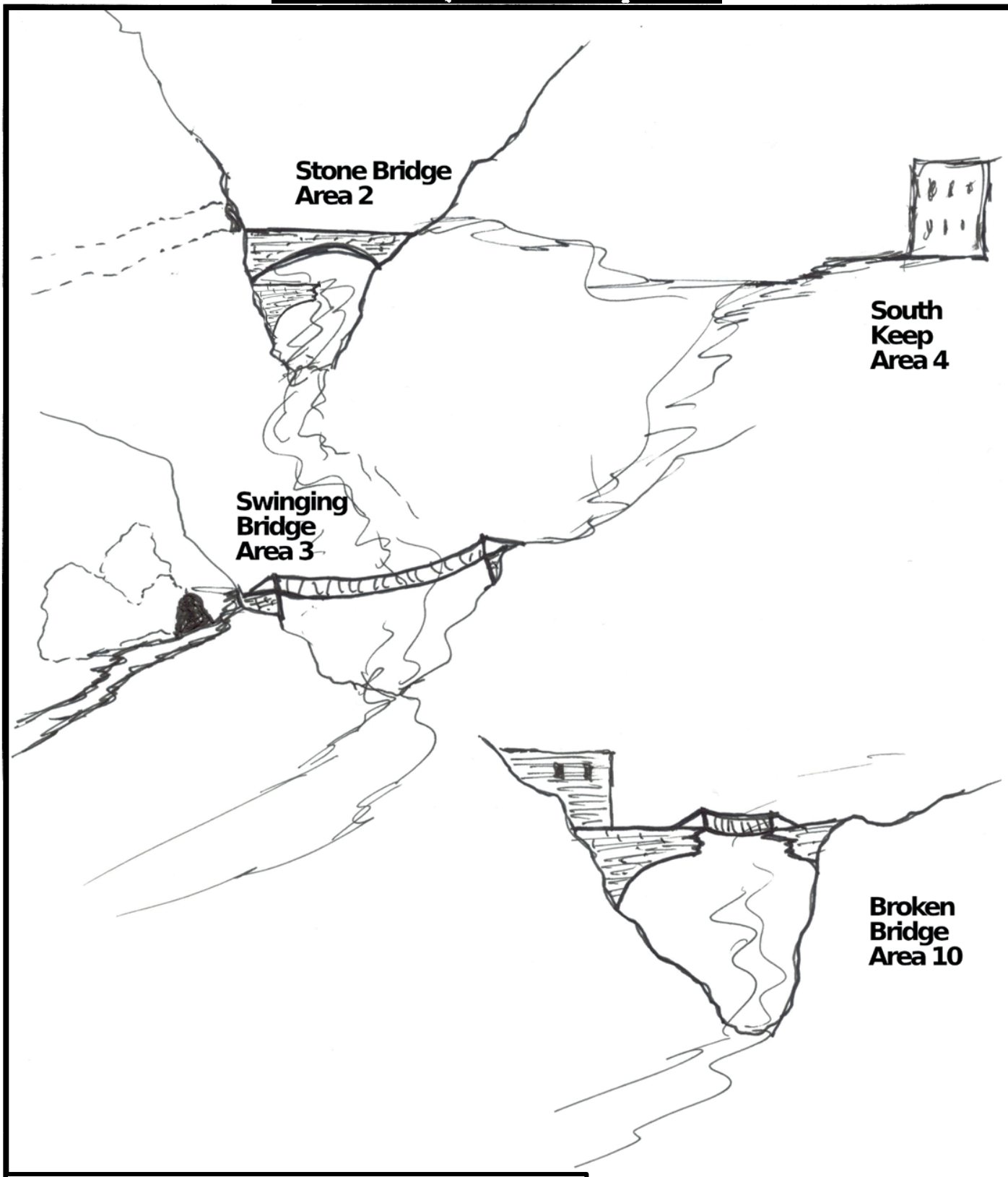
Scale
1 square = 100'


The Chantry of the Deepflame
Wisdom Falls

Undermountain Trail

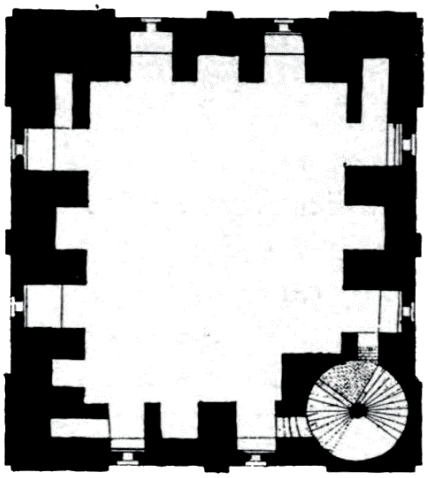
Area 1 (Map 2)





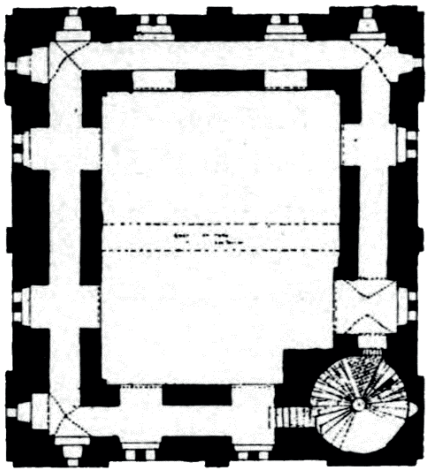
The Bridges

Areas 2, 3, 4, 10 Map 3



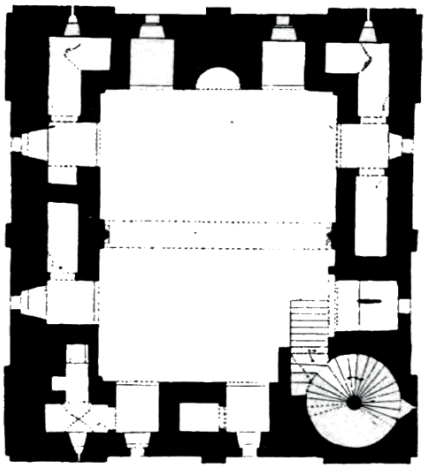
5

Fourth Level



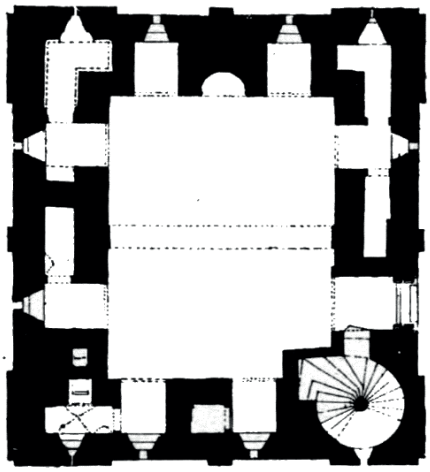
4

Third Level/Gallery over Great Hall



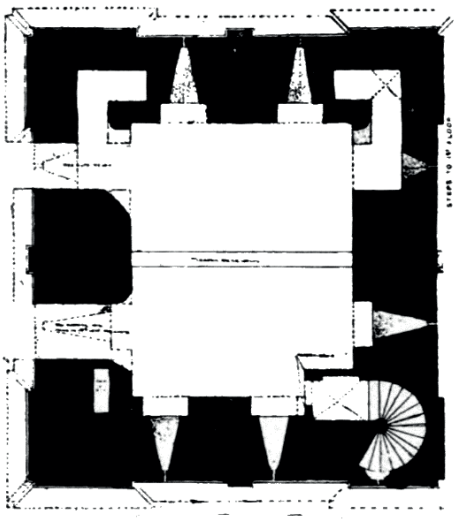
3

Second Level/Great Hall



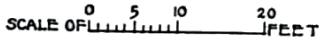
2

Entrance Level



1

Ground Level/Basement

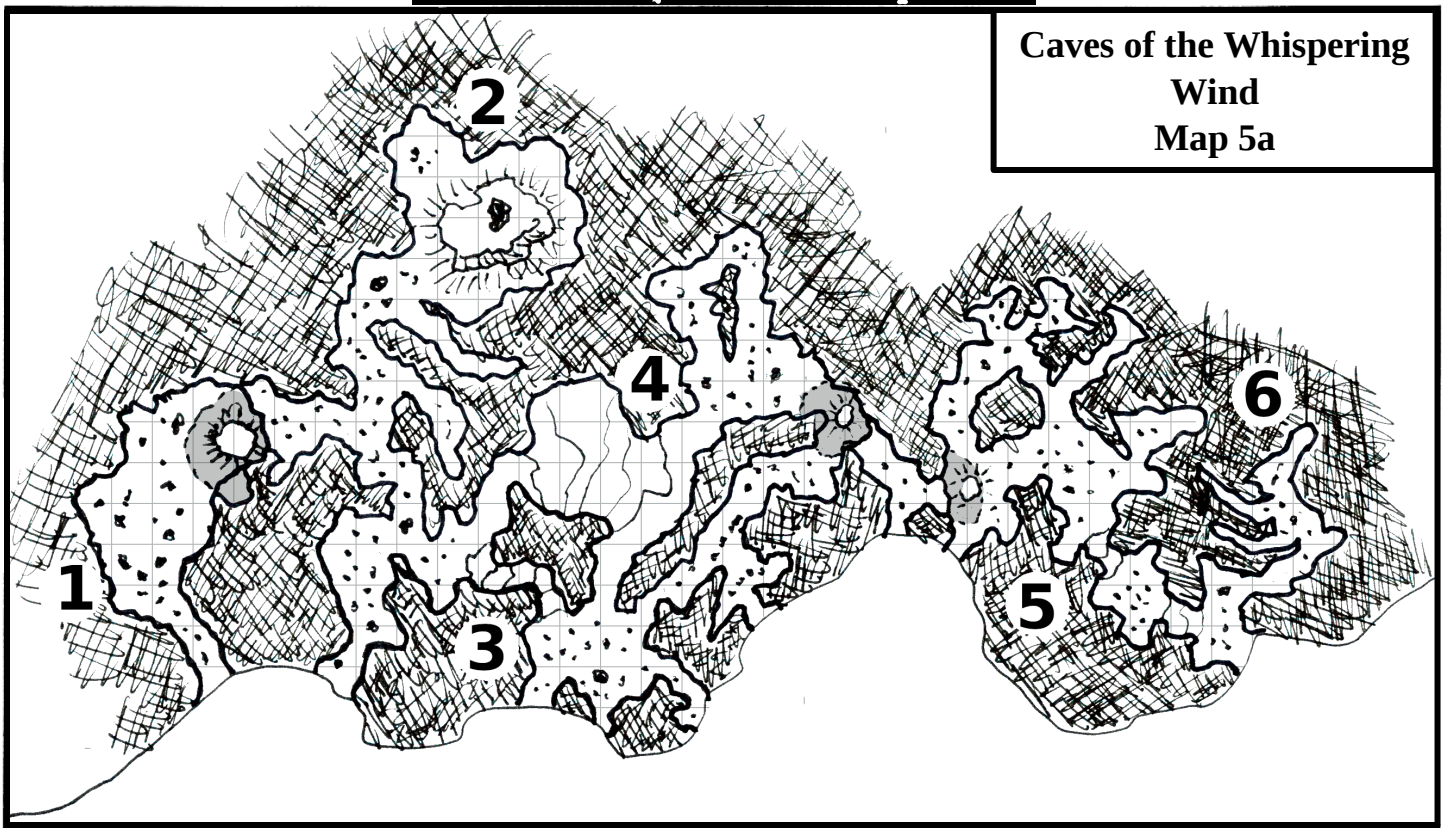


South Keep

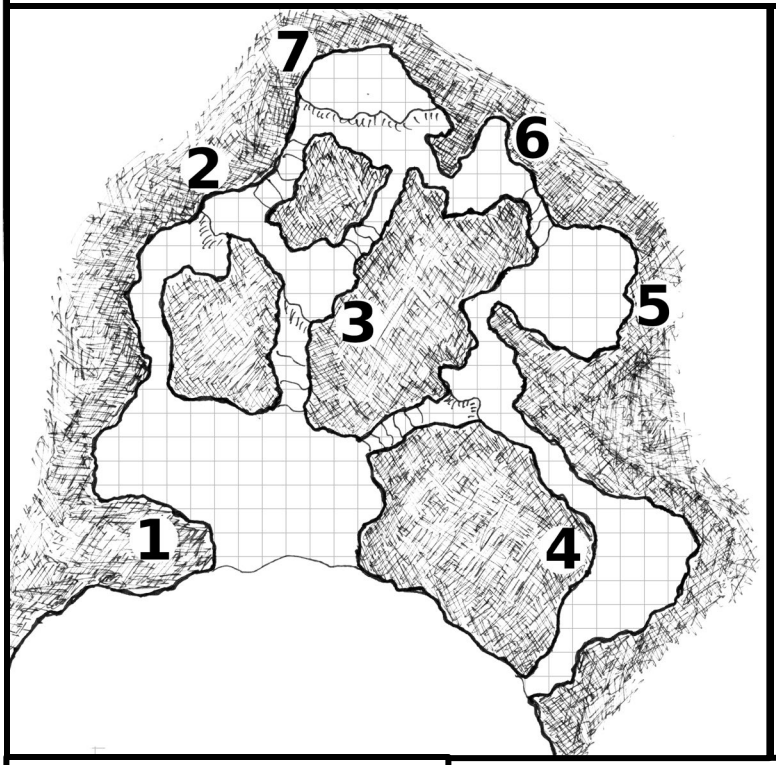
Area 4 Map 4

The Crevice

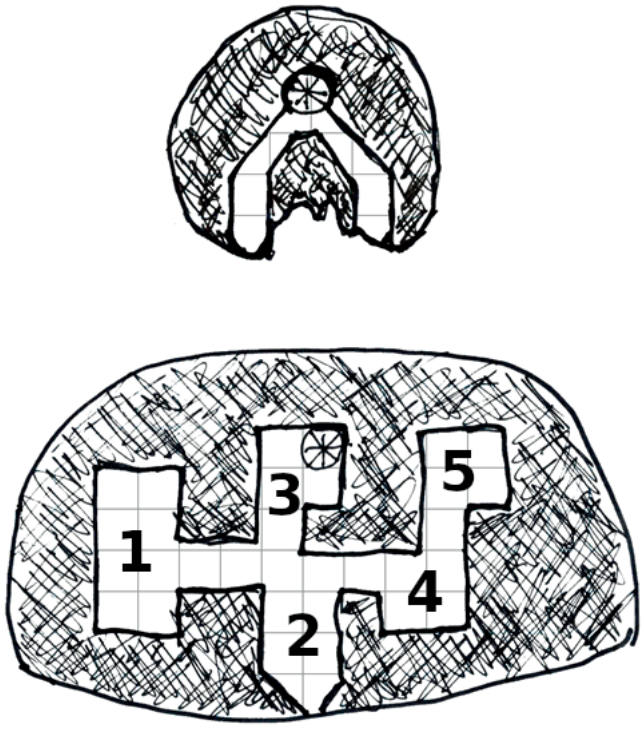
Area 7 Map 5



Caves of the Whispering Wind
Map 5a



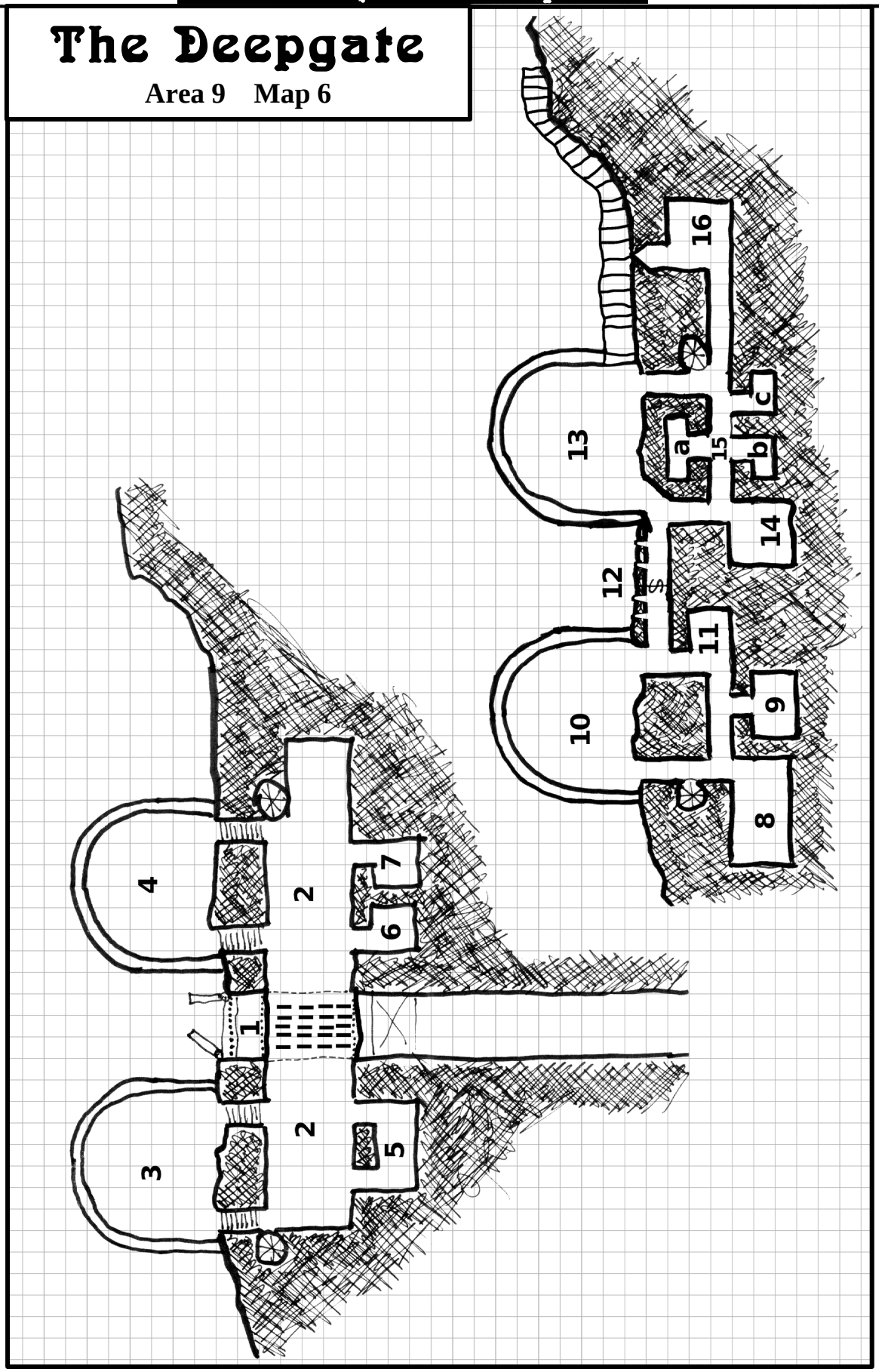
Seven Rubies Glitterwing Tribe
Map 5b



Stone Giant
Map 5c

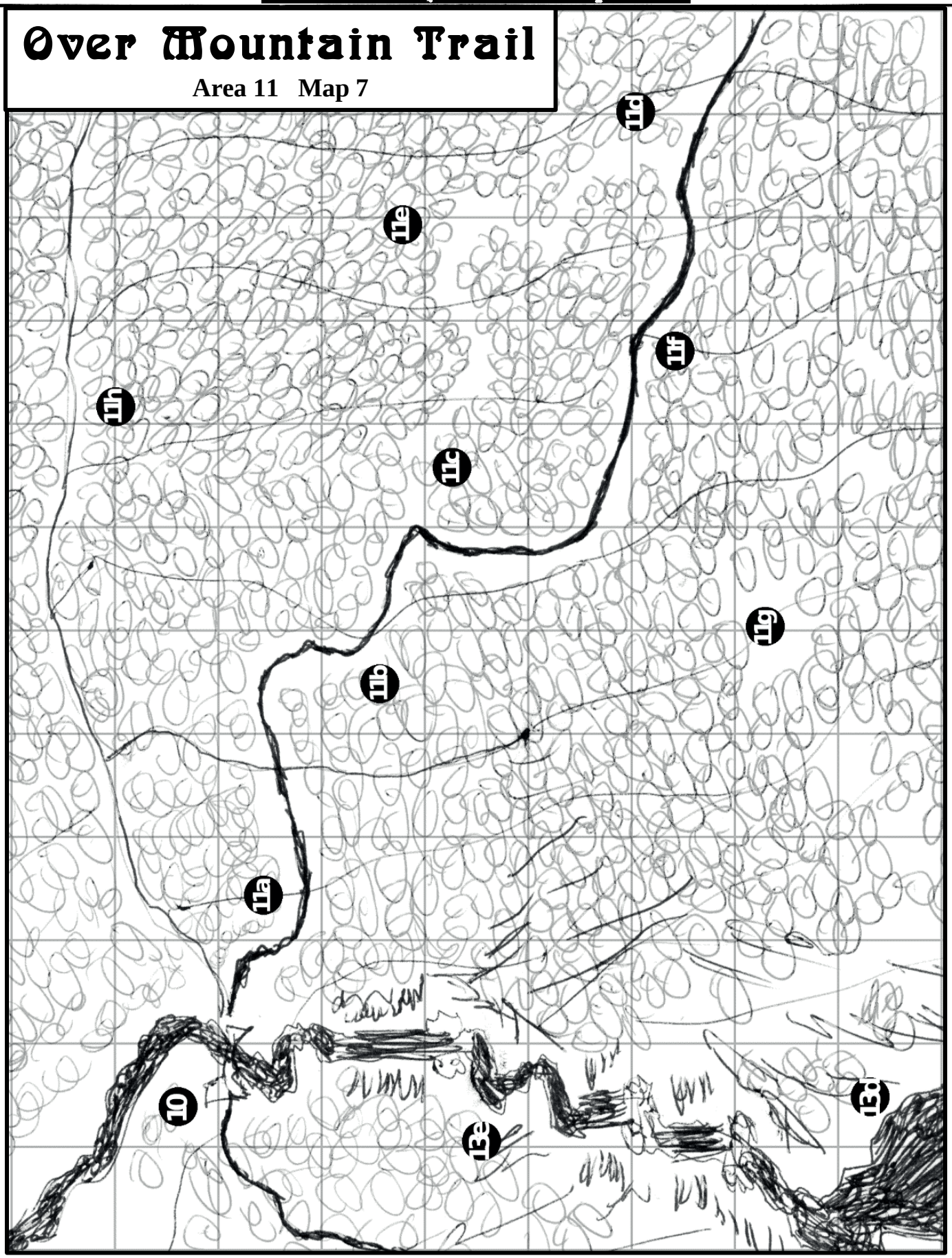
The Deepgate

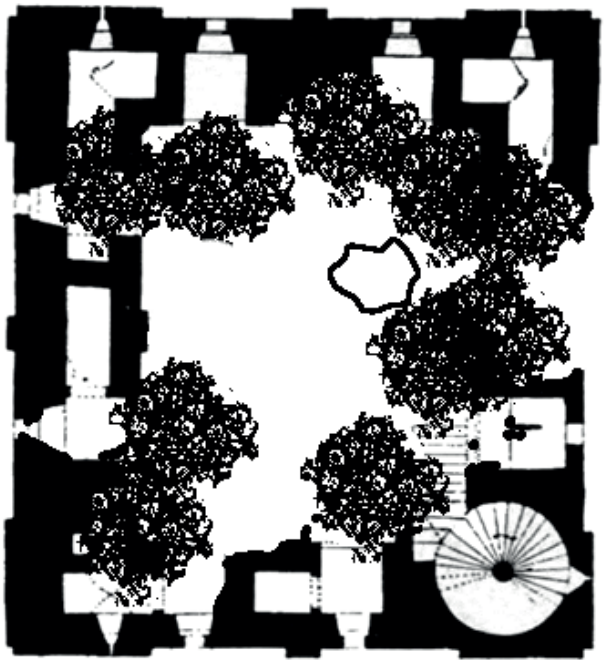
Area 9 Map 6



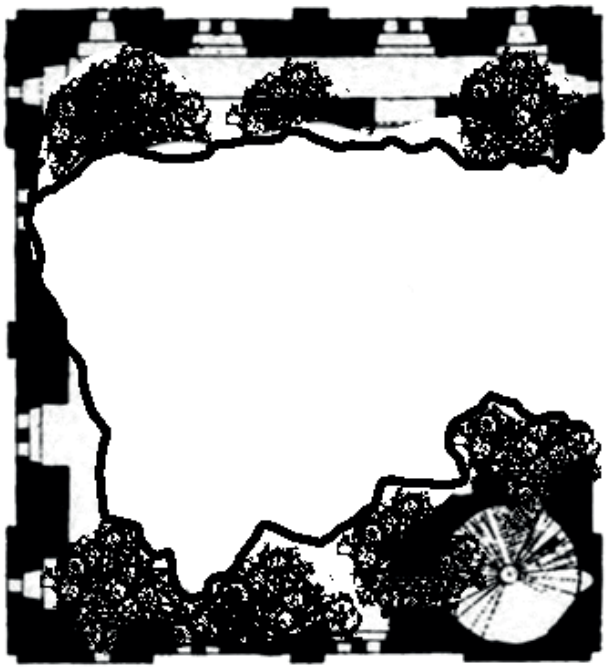
Over Mountain Trail

Area 11 Map 7

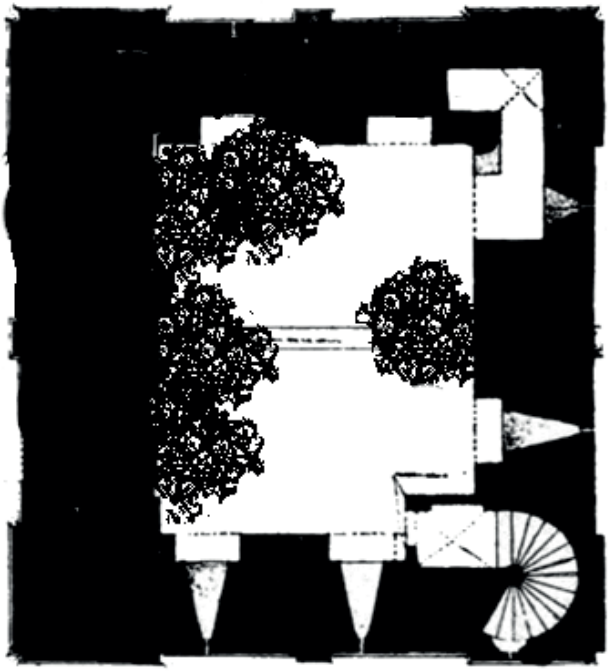




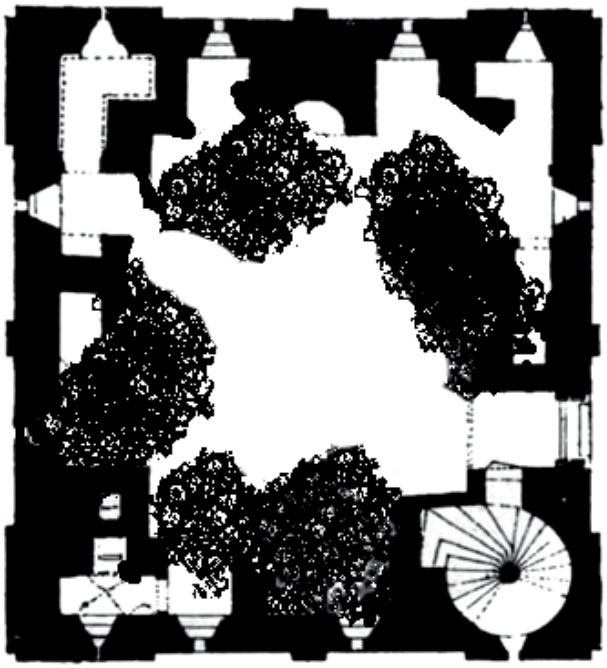
Second Level/Great Hall



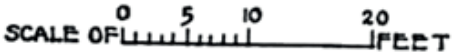
Third Level/Gallery over Great Hall



Ground Level/Basement



Entrance Level

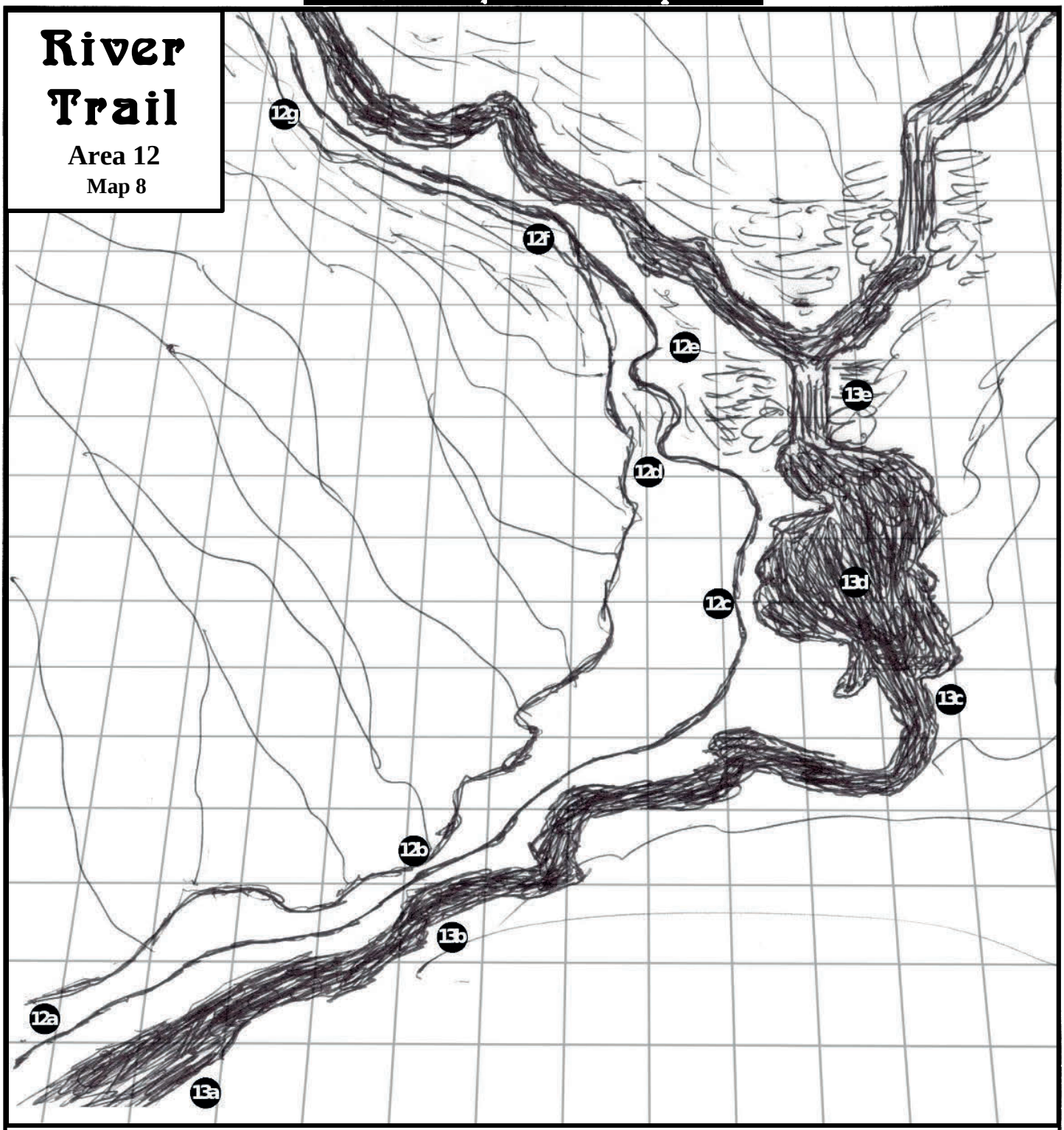


Shattered Keep
Map 7a

River Trail

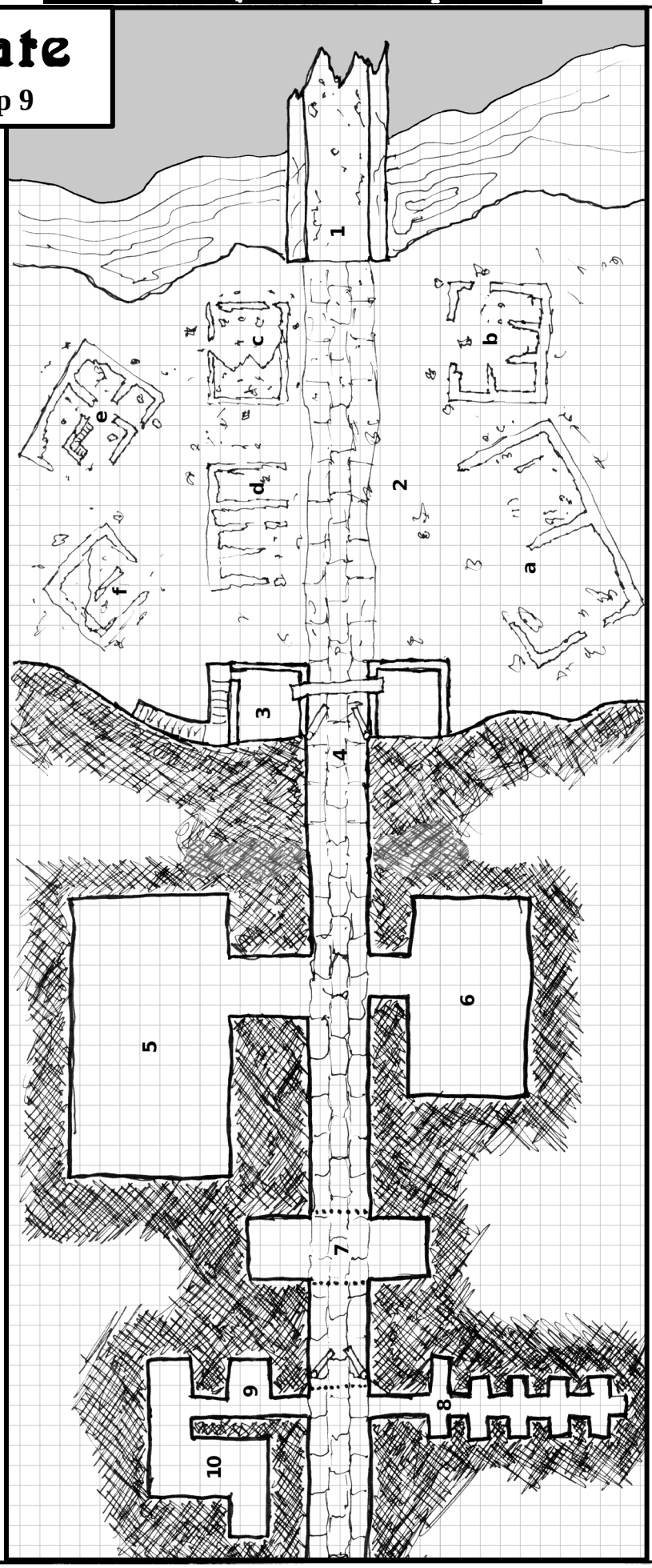
Area 12

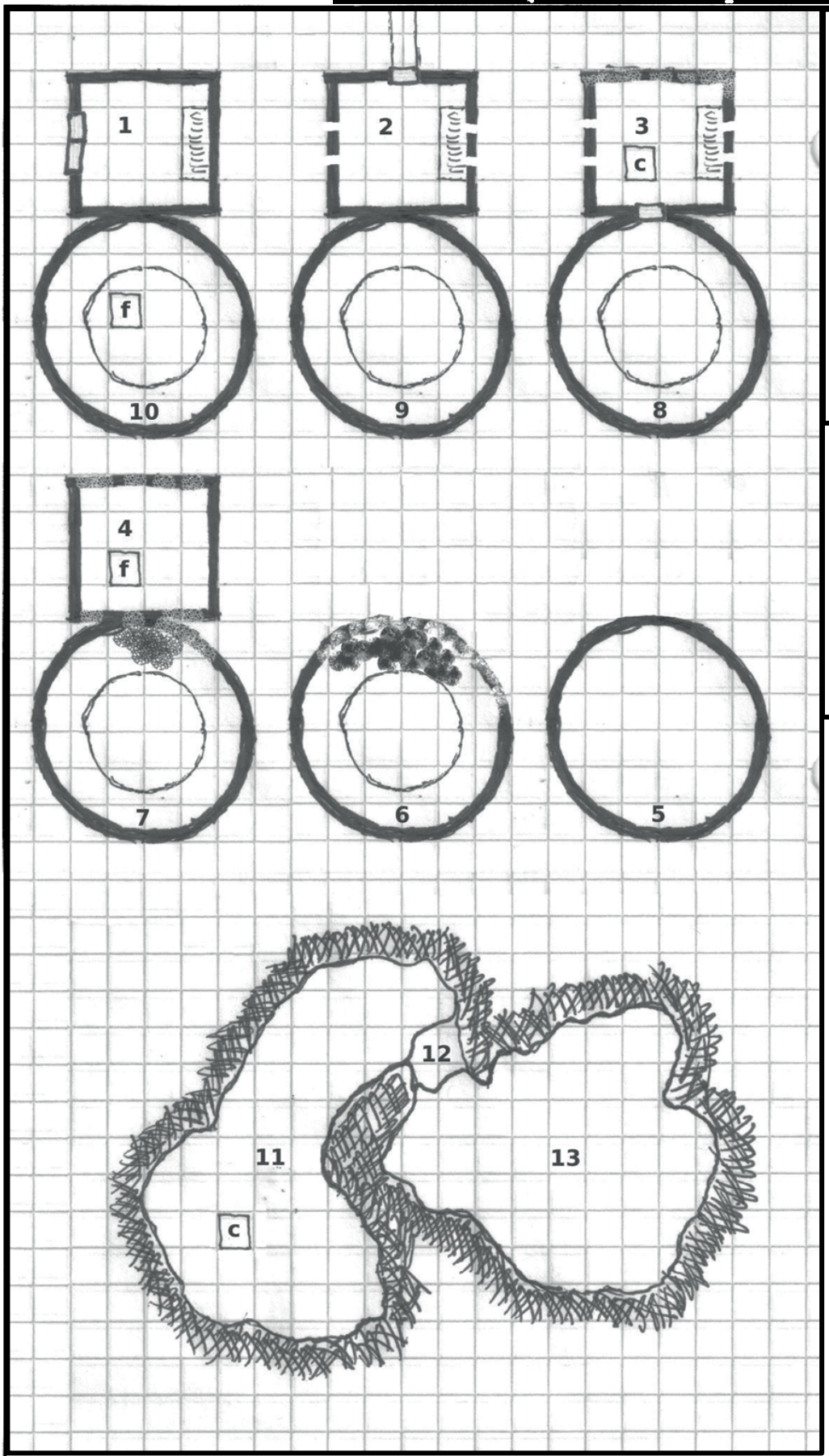
Map 8

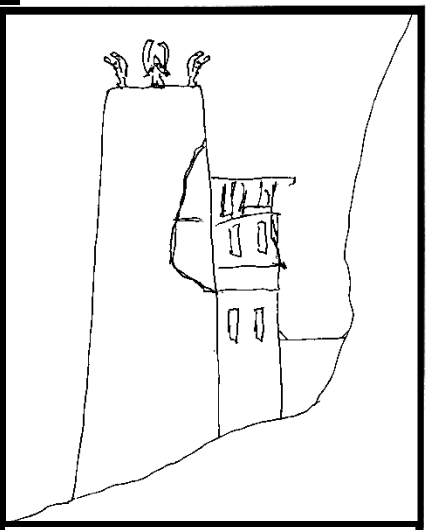


Rivergate

Area 13f Map 9





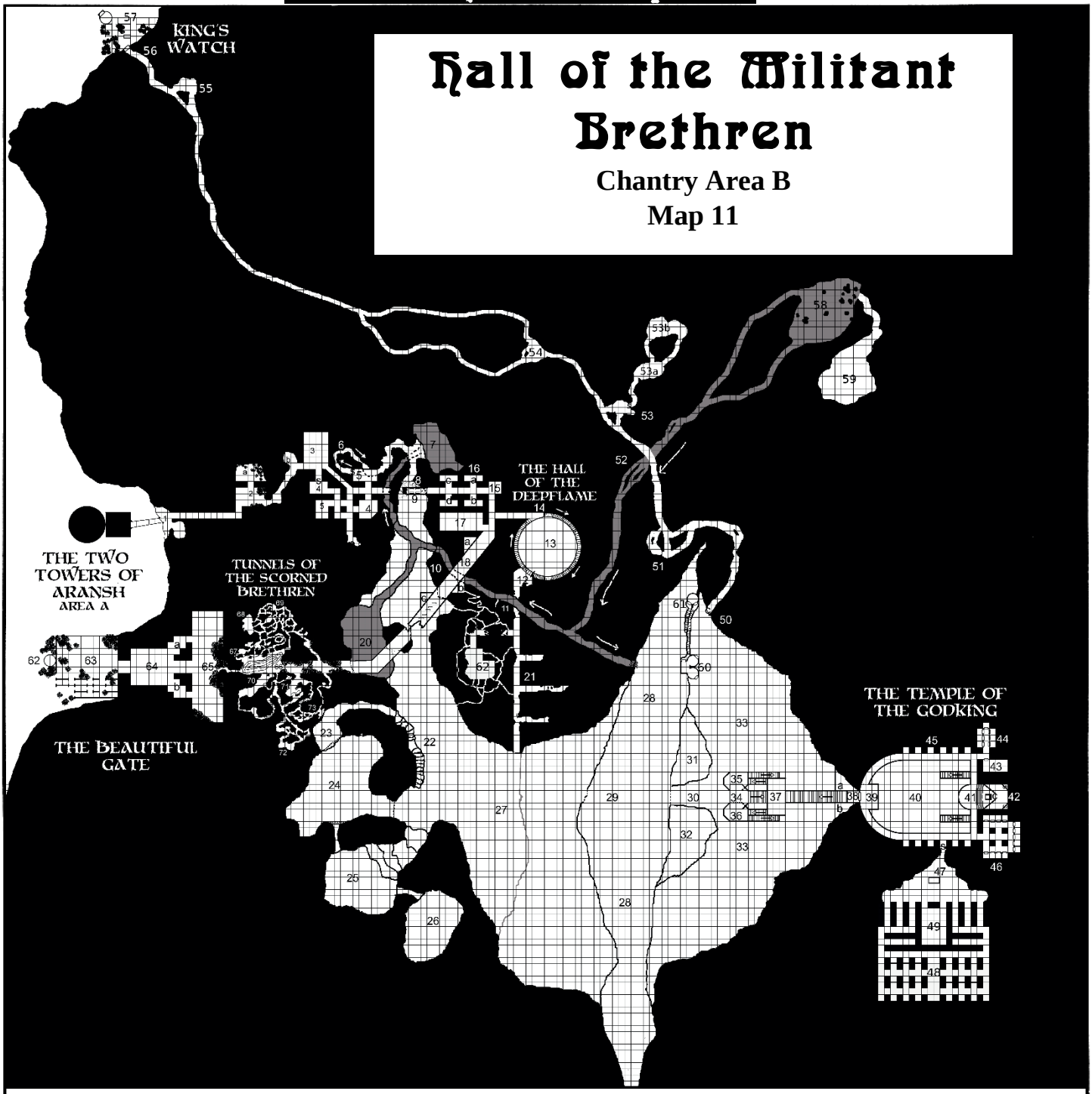


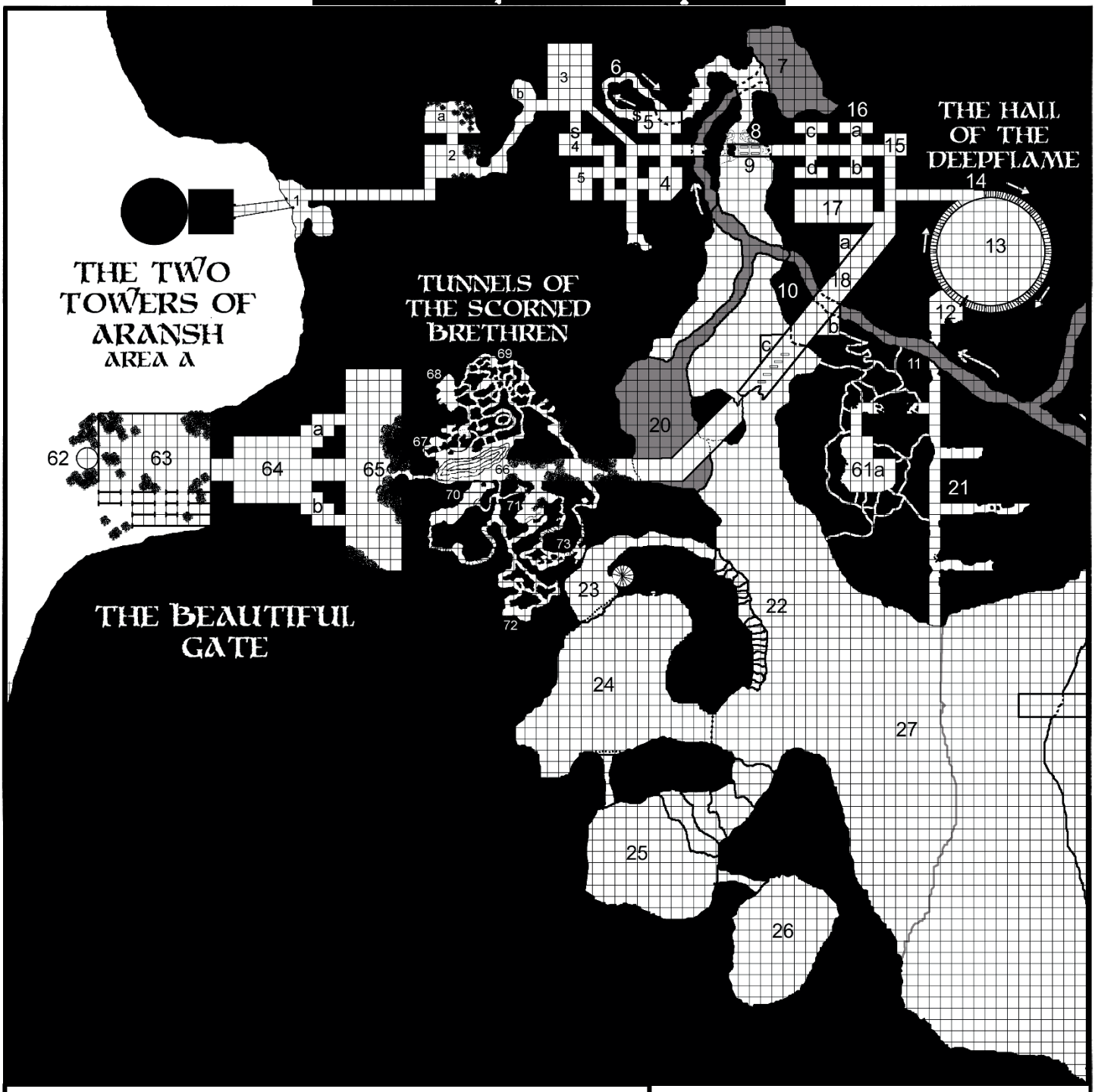
The Two Towers of Aransh

Chantry Area A
Map 10

Hall of the Militant Brethren

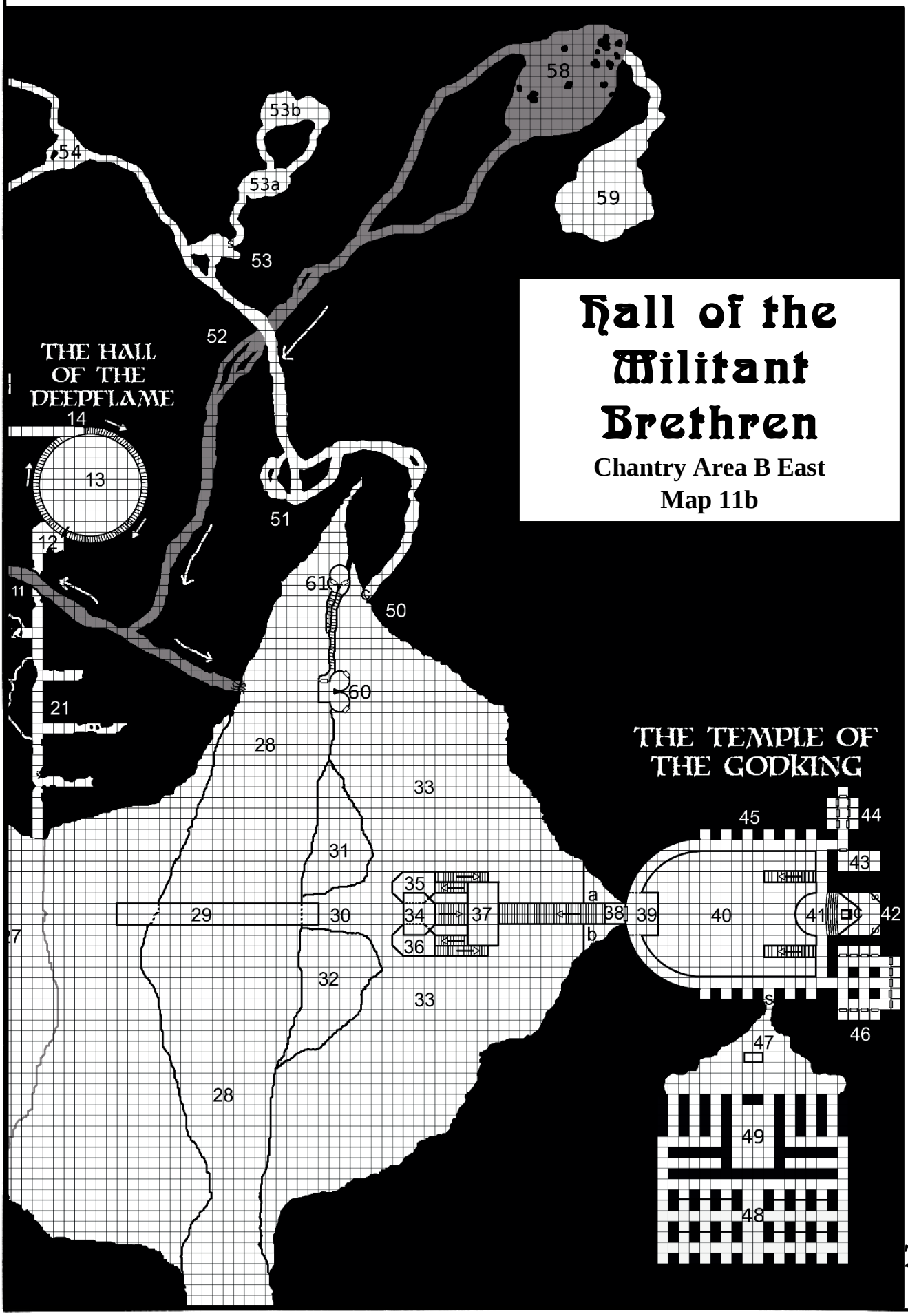
Chantry Area B
Map 11





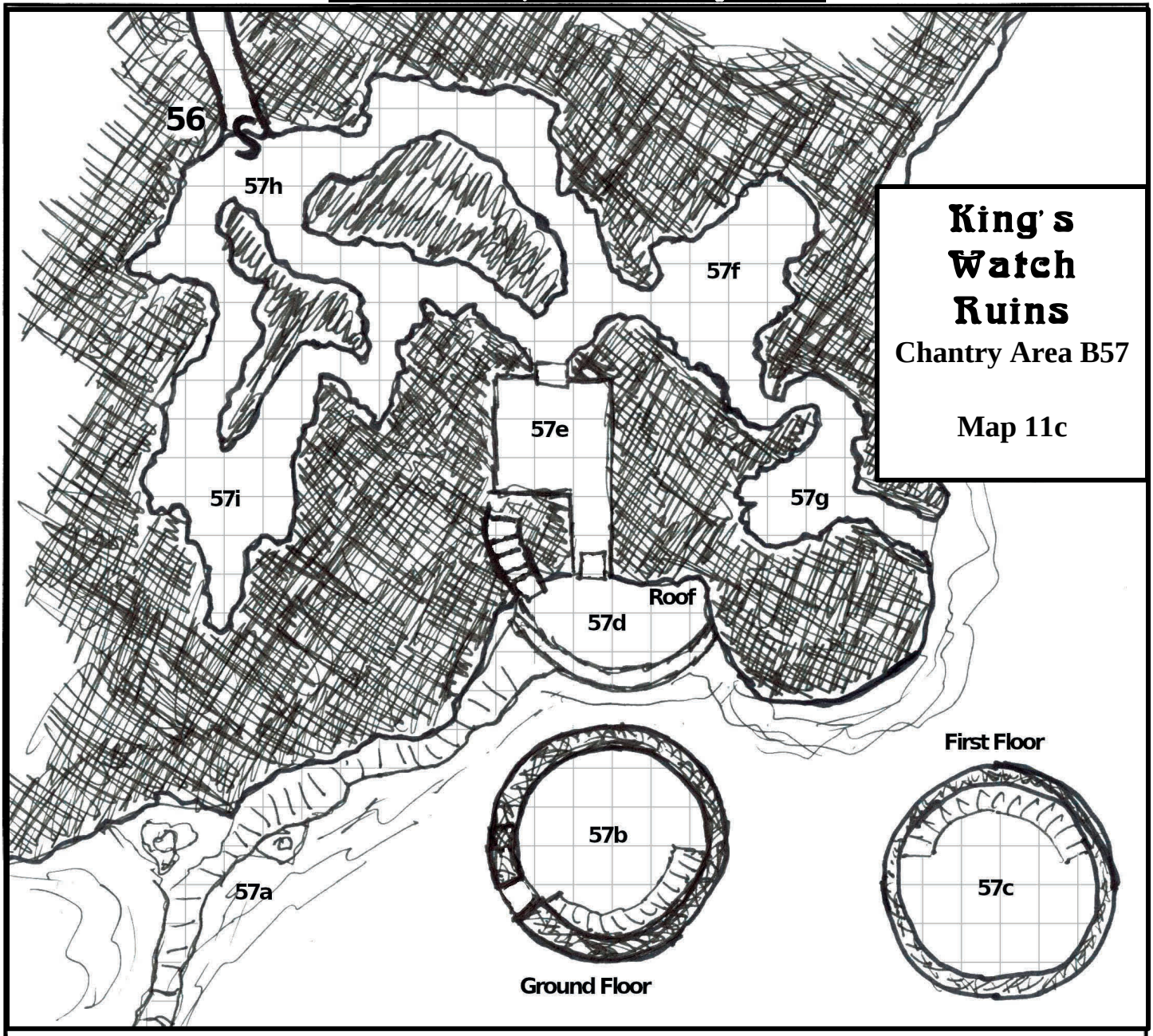
Hall of the Militant Brethren

Chantry Area B West
Map 11a



Hall of the Militant Brethren

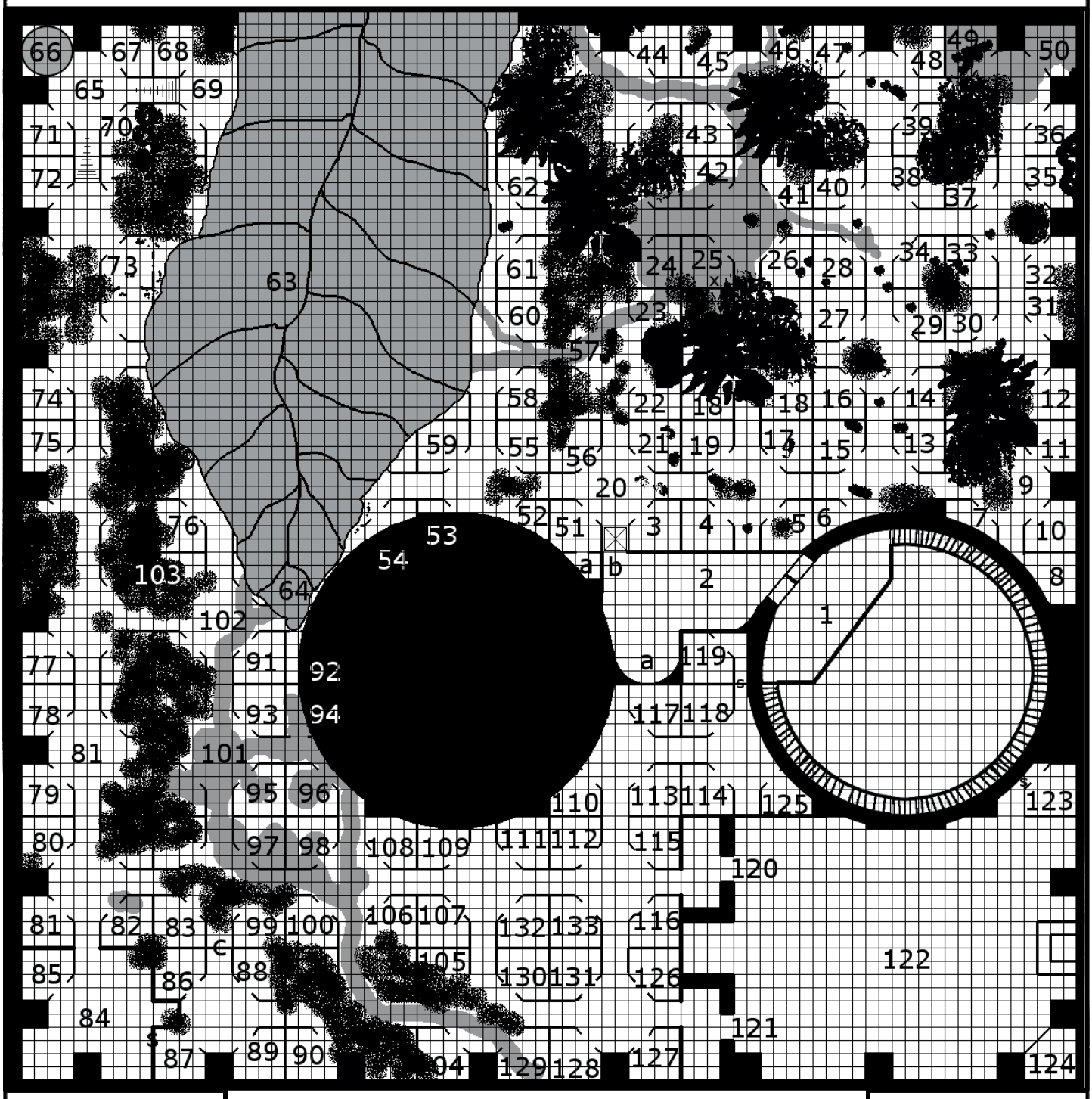
Chantry Area B East
Map 11b



King's Watch Ruins

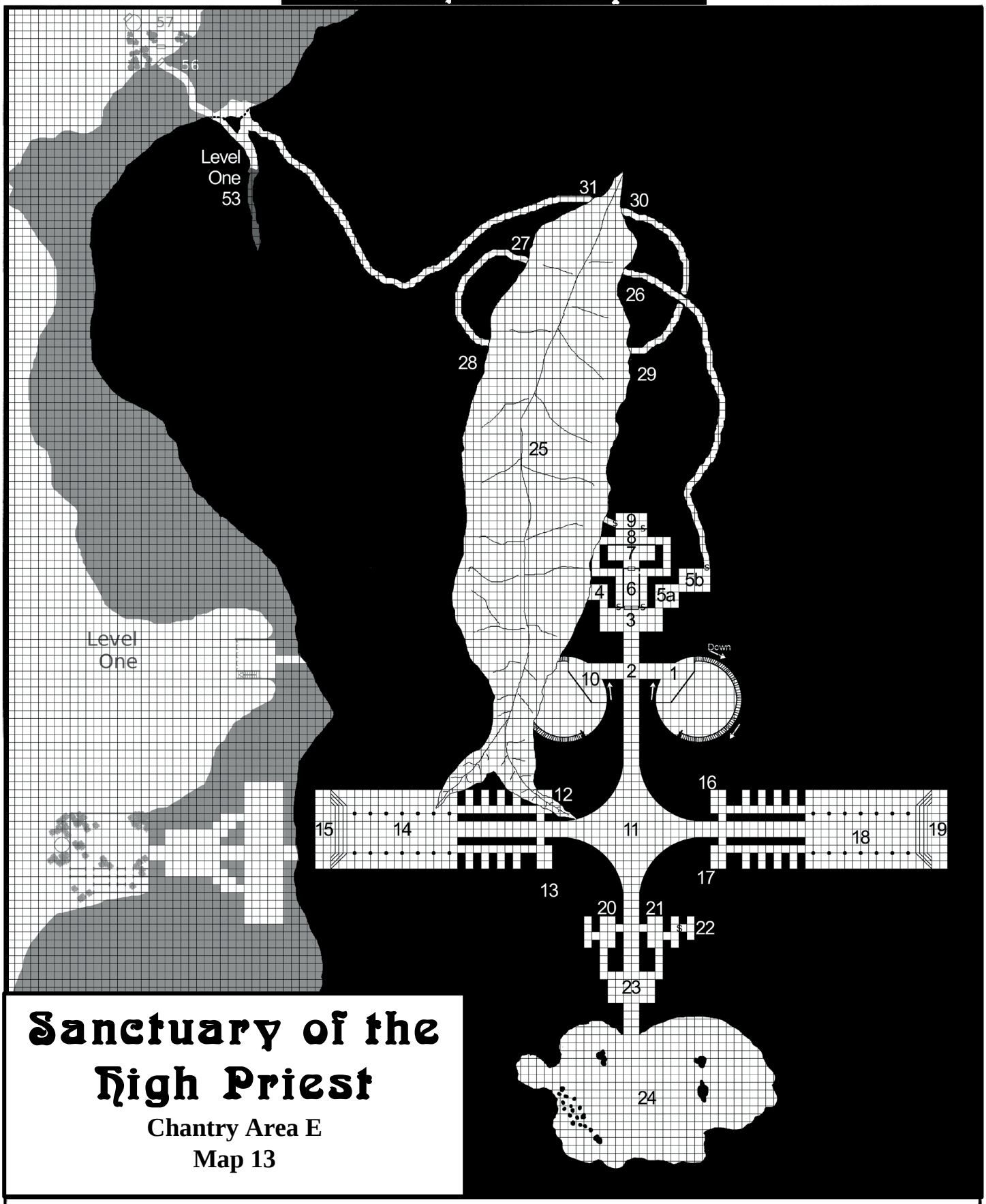
Chantry Area B57

Map 11c



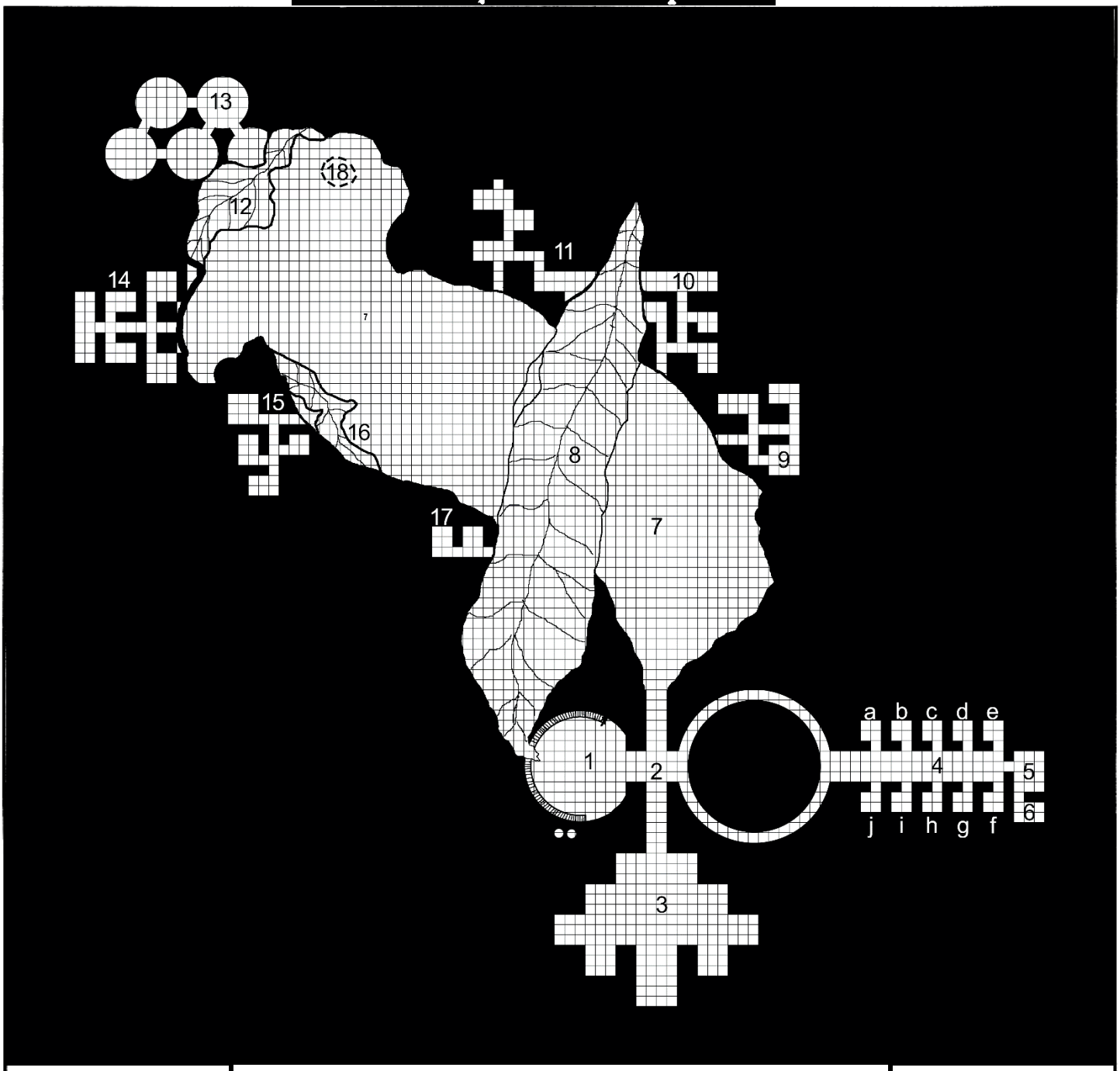
Dormitories of the Cloistered Brethren

Chantry Area D
Map 12



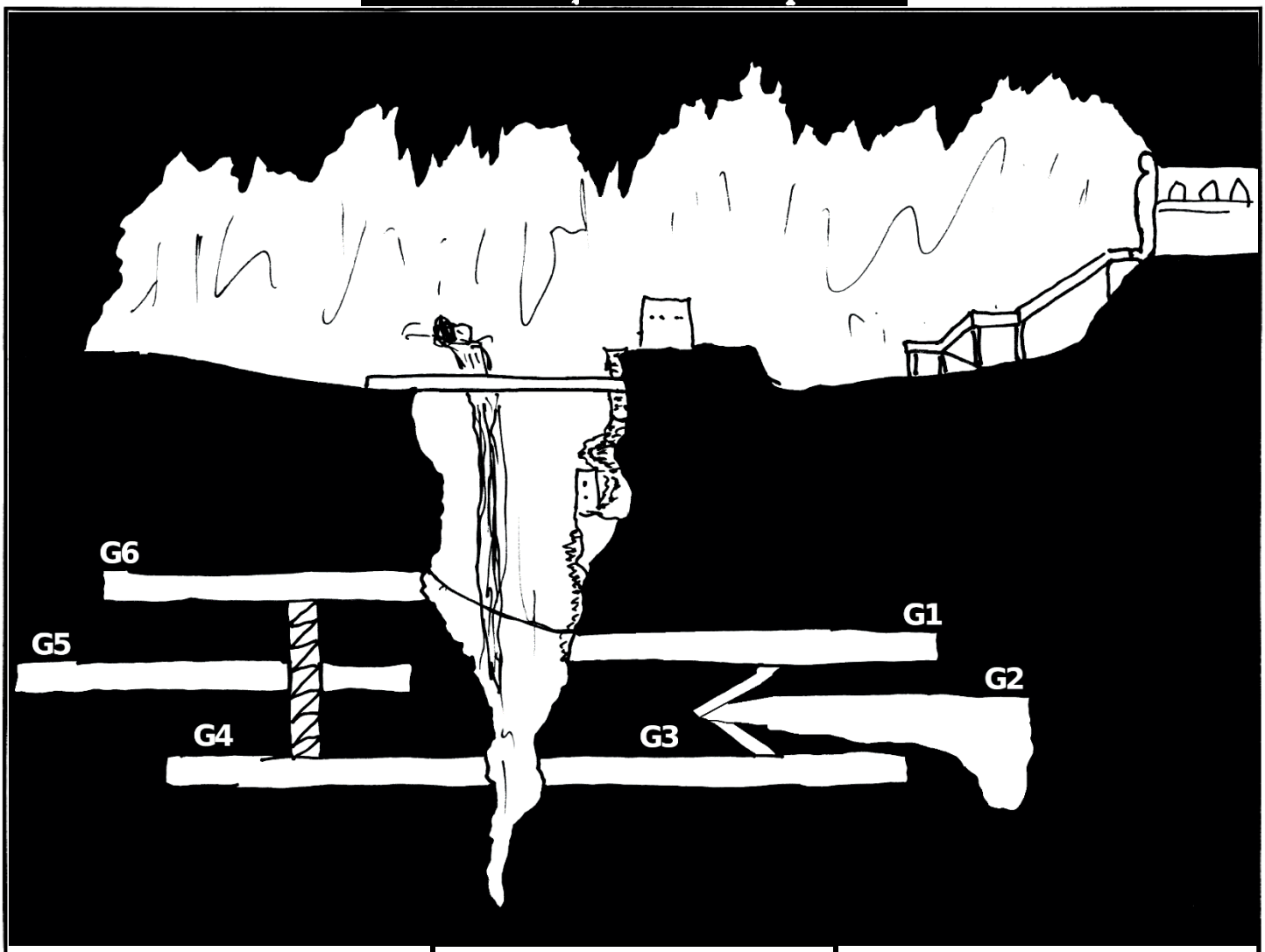
Sanctuary of the High Priest

Chantry Area E
Map 13



Hall of the Honored Guests

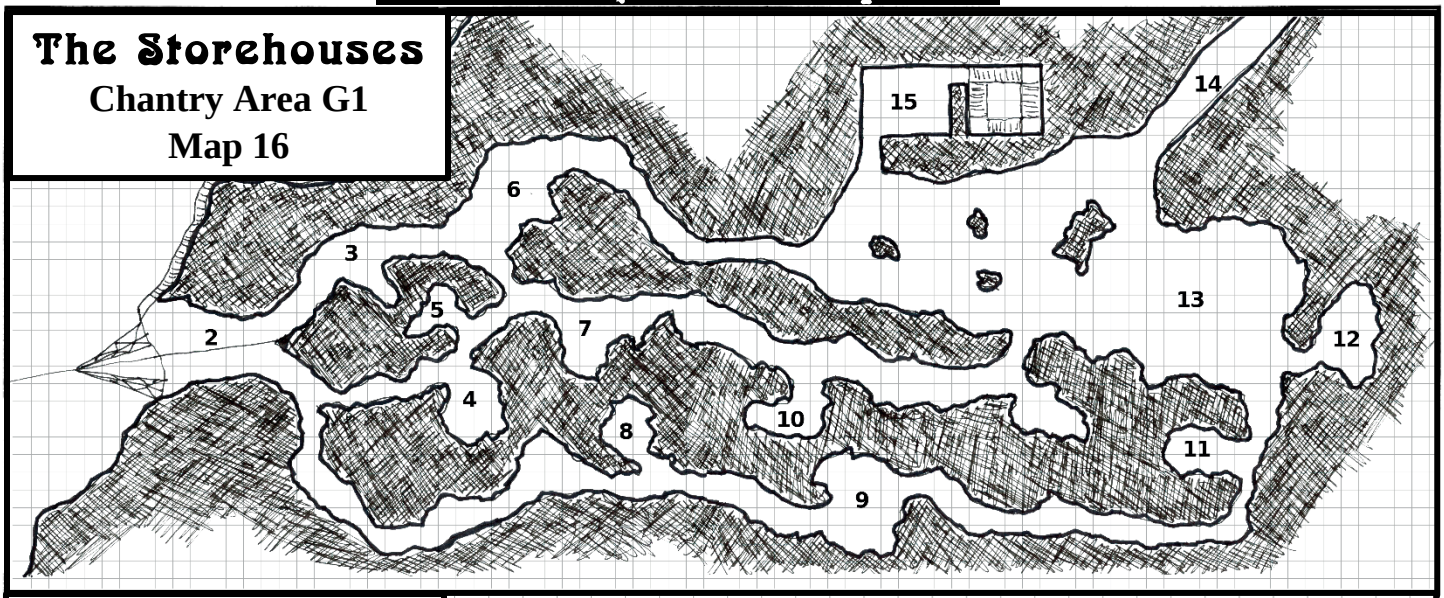
Chantry Area F
Map 14



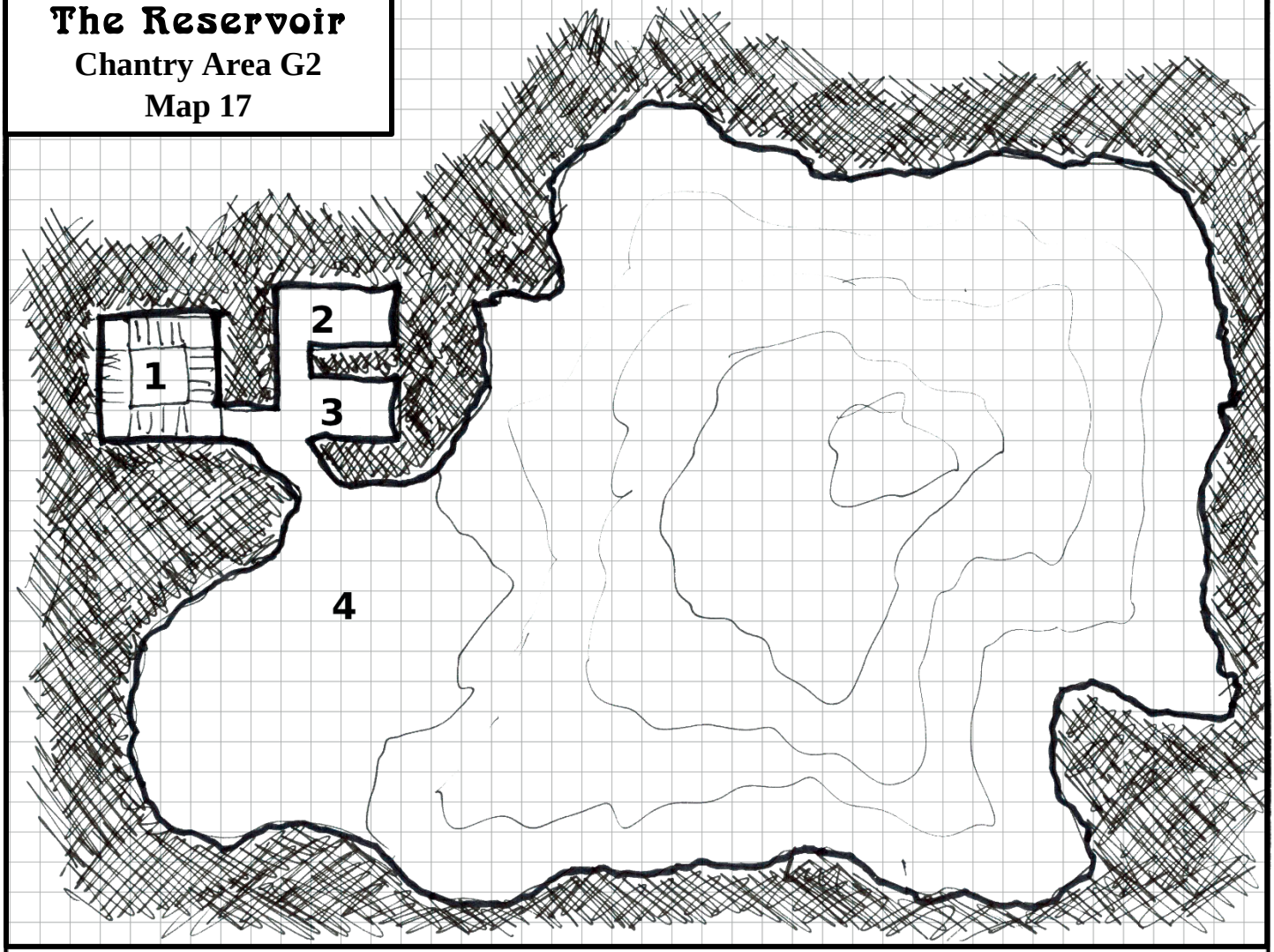
The Deeps

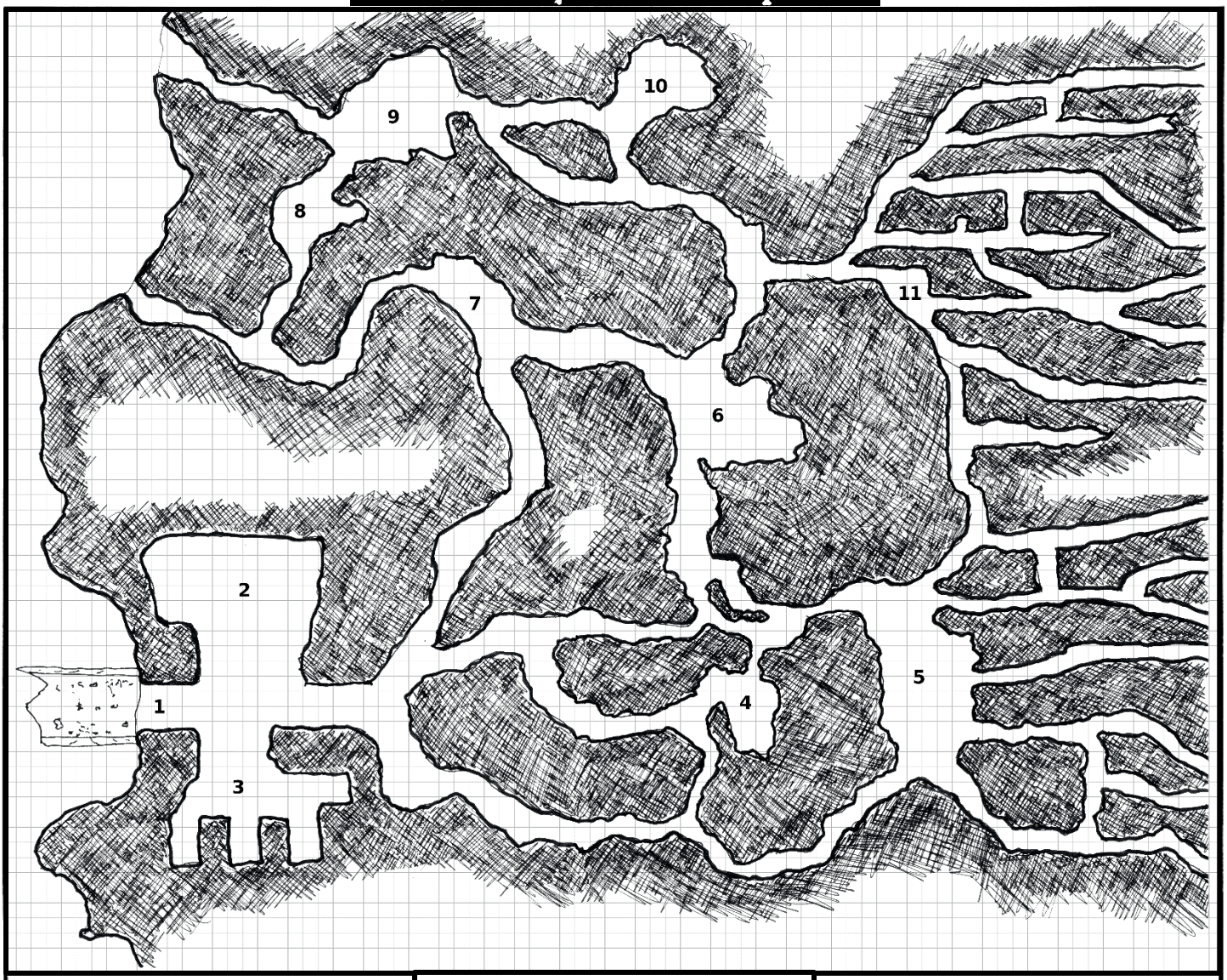
Chantry Area G
Side Elevation
Map 15

The Storehouses
Chantry Area G1
Map 16



The Reservoir
Chantry Area G2
Map 17

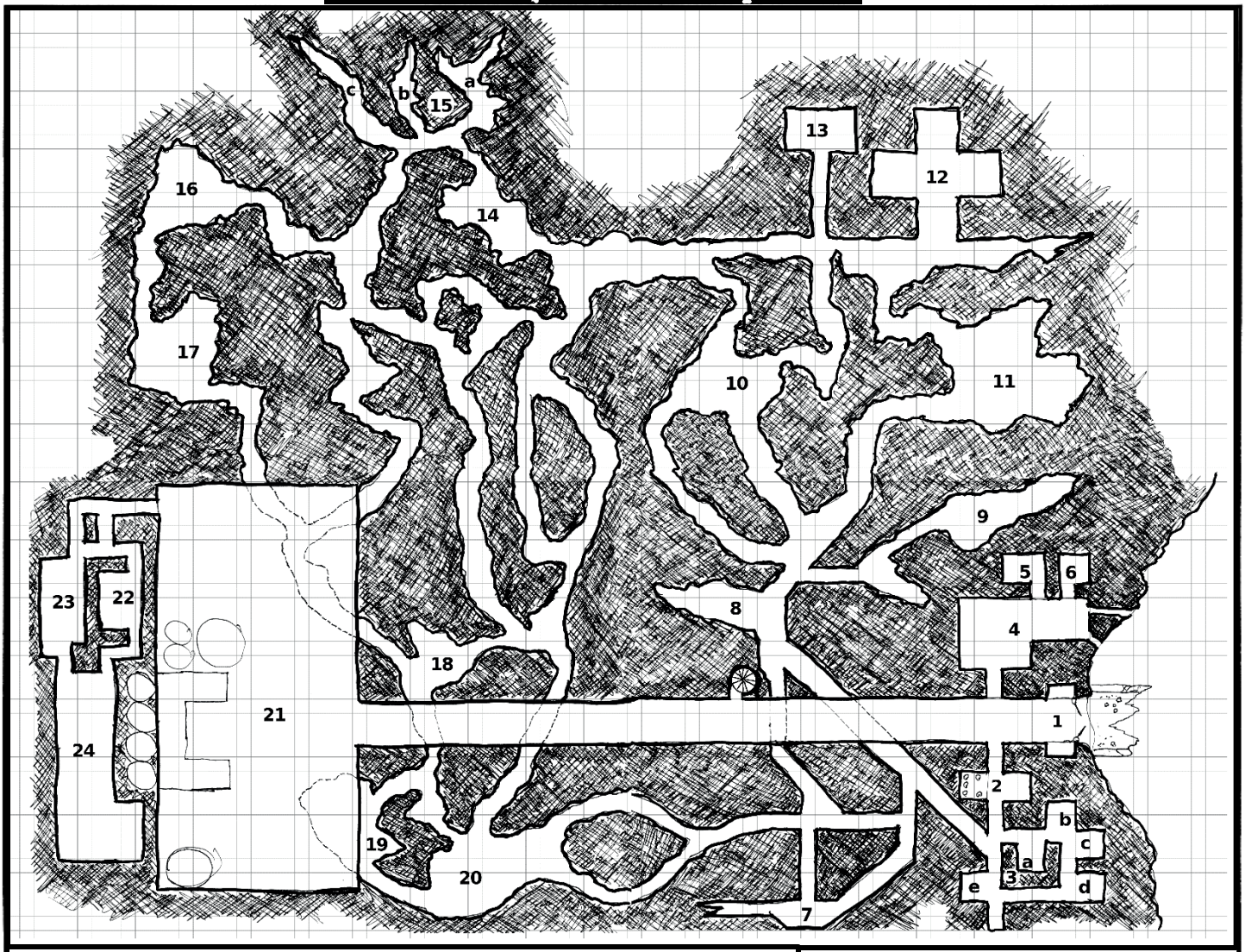




The North Mines

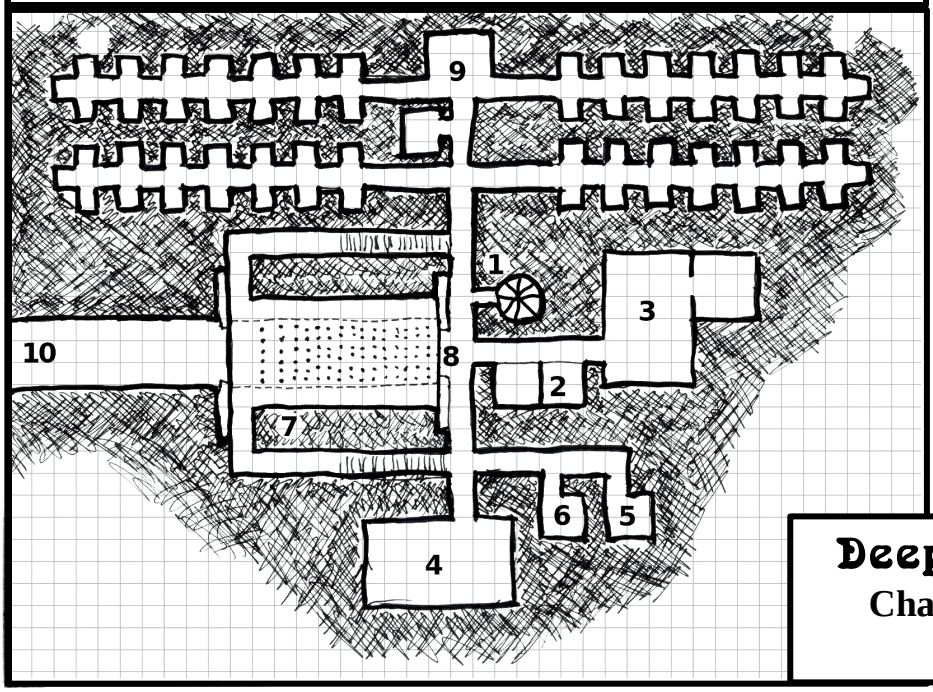
Chantry Area G3

Map 18



The South Mines and Refinery
The Sanctuary of the Shadow King

Chantry Area G4 **Map 19**



Deepgate Keep

Chantry Area G5
Map 20



The First Deep
Chantry Area G6
Map 21

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