

REGION B. A GOBLIN EMPIRE?

Designed the unlike other prisons in this dungeon, Region B became known as "the laboratory" where celestials studied prisoners to research the nature of evil and understand how best to keep it in check. While many of the lawful good angels and archons frowned on this practice, the lawful neutral and chaotic good guardians were less reviled. In the end, the angels turned a blind eye to it, and allowed the "harmless" experiments continue.

Like many areas in the dungeon, this Region is a maze of rooms and hallways. It remained unchanged over the centuries and even following the chaos of the first earthquakes. Though inhabitants fled when wards were dispelled, some occupants remain bloodthirsty. And while the Region did not change as drastically as others had, it did not escape unscathed.

The air is dry, dusty and unmoving, not unlike being in a tomb. PCs walking through these claustrophobic hallways, hear strange echoes and moans everywhere, as drafts of hot and cold air cut through the corridors at irregular intervals. It is at once inhospitable and unnerving. Now home to three goblinoid races, as well as various wild beasts, the PCs have more to worry about than mere traps, spooky noises, and unexplainable visions.

The inhabitants of the Region have added to the celestial's magical traps with crude (but effective) traps of their own. Tripwire, scything blades, and pit traps make navigating this Region difficult for low-level PCs. All the while, clever goblinoids hunt the PCs at every turn. If there is one thing the Region is known for, it's this flavor of chaos.

Before the Region's newest visitors arrived, the dungeon contained a distorted hierarchy, where celestials guarded against potential escape from the demons inside and angels stood vigilant against all manner of evil confined within. After the earthquake, all that changed. When the majority of Rooms were emptied and the demons inside the remaining cells no longer had any hope of escape, the Region was abandoned. Many celestials lost their lives in the riots that erupted over the centuries that followed and the decision to seal Region N was made.

And while the angels looked away, creatures migrated to Region B, looking for a new home where order was as common as justice.

Goblinoids arrived en masse, digging through whatever hole they could find, following the derro and drow. However, the northernmost reaches of the dungeon had already been "claimed" and the creatures were quickly pushed south. As the years went by, more and more goblins arrived and migration to Region B became easier.

Once they arrived, camps formed quickly and the goblins skirmished with the bugbears and the bugbears warred with the hobgoblins. They returned to their way of life and fights over territory became as common as goblin tribe name changes.

Hundreds of years of warfare lead to the goblinoids trading control like currency. No single force ever stayed in power for more than a generation (and to goblinoids that's more like 8 years) and the condition of the Region is in a state of flux, no matter what the goblin king (Room B75) says.



For centuries the bugbears have fought a two front war against the goblins and hobgoblins, never allying with either, and always seeking to route the other races from the Region. Their strength and ferocity easily dominated the goblins in battle, and forced the hobgoblins into a remote corner of the region. They learned to use the traps built by the celestials to their own advantage, often luring the less intelligent goblins into them. Only the sheer numbers of goblins and the tactics employed by the hobgoblins prevented the bugbears from totally dominating the Region as the sole goblinoid race.

The hobgoblins, currently the smallest group of goblinoids in the dungeon, try in vain to assert control over the Region. Their tactics and strategies are sound, but with their numbers diminished; they are never able to claim more than a scant portion of the Region. Once they ruled the northeastern portion of the dungeon, but their rule was cut short by the earthquake. The damage done to their domain was staggering, and their ranks decimated as a result. They were forced back towards the center of the dungeon, where they have been trapped between the goblins and bugbears ever since.

The goblins, led by their king Sug'kt in recent years, are by far the most numerous race in the Region. Their sheer numbers have allowed them to hold their ground against the bugbears for centuries. Surprisingly they had few overt clashes with the hobgoblins. The bugbears were a large enough threat that the smaller contingent of hobgoblins often went unnoticed. Over the years a stalemate has emerged, and an uneasy status quo has evolved.

None of the races are content, however. Far from it.

Recently, a force like none before arrived to alter the landscape and bring new order to the Region. If you query the goblins, they tell you — a new god has arrived. A statue of his likeness lies to the east and is nothing less than awe-inspiring. The goblins at last have a champion to smite their oppressors.

So great is the power of this faith in Norendithas Stoneshaper the Quickthinking, Smiter of Foes, that the goblins splintered and even with the goblin king's power, he was unable to unite the fractured tribe. Forming their own brand of culture, the goblins now pay homage to their great god, who graces them with power and terror, promising to rain justice down upon their enemies.

Upon hearing news of this new deity the goblin king became enraged. As his kingdom became entranced with the concept of a goblin god, he sensed his power and influence slipping. A close advisor to the king suggested he embrace the new religion.

The king would have none of it.

With Sug'kt set against the new god, his advisors rose up and imprisoned him for heresy. The superstitious guards led the goblin king away and the charismatic advisor, known as Argliss, assumed the throne, proclaiming himself king and the direct messenger of their god. In one fell swoop, he reunited the troubled people and forged a new religion, one that could be used to create whatever laws he chose, through the will of their new god. And while no one noticed, the new king systematically changed the entire goblin culture in a few brief strokes, bending them in the direction his personal ideals.

The new goblin king was and still is a doppelganger. He wandered into this Region less than a decade ago and was amused by the goblins. While able to hide his form, his brilliant and useful mind made the doppelganger stand out. Soon he became an advisor to the king, and when the opportunity to become more presented itself, he seized it. Despite his brilliant, tactical, and plotting mind, he cannot see all things at once and the truth of this "deity" is not what it seems.

In truth, this deity was nothing more than a wayward hunter, turned to stone by a cockatrice (Room C16). Frightened by this unfamiliar creature, the goblin's eyes went wide and he raised his arms over his head in a meager attempt to protect himself. It was in this pose that he was most unfortunately petrified by the cockatrice. Goblins that followed, misinterpreting the stone goblin's fearful expression, concluded that a new and powerful goblin god was looking down on them; demanding their favor and devotion. How else could they explain this awkward statue?

While the majority of the goblins follow their new god and king, a sizeable minority have broken off and formed a resistance movement. They continued to follow their old religion and despise the new king for usurping the throne. They are not alone in their opposition to the new regime.

The bugbears found themselves on the receiving end of ferocious attacks and canny strategy soon after Argliss claimed the throne. The new goblin king has struck a pact with the hobgoblins that remain, and now they serve the goblin king as instructors, advisors, and enforcers. Using worgs and howlers as mounts, they've created a fast-attack unit like nothing the goblins could even conceive of. With their new allies and tactics and their new god, the goblins have driven back the bugbears, asserting their control over the majority of the Region. Now the goblins under Argliss fight a two front war for the first time in their history. The rebel goblins in the south and the bugbears in the north harass and chip away at Argliss' empire bit by bit, using every bit of cunning and trickery at their disposal. For all their bravado however, the zealous goblins under Argliss are firmly in control of the Region.

Dominated by an iron fist, the goblin empire will not (and cannot) be opposed.

WHAT ELSE

But the Region isn't all goblins and mad religions. In addition to the goblinoids, a number of other beasts call this Region home. Dire wolves, a few undead, and so many traps that the goblins cannot see straight.

More than a few ethereal marauders were trapped in this Region around the time of the earthquake. For the most part they make their home in the northeastern section of the dungeon.

Whether they were brought in by the celestials to curtail the activities of the goblinoids, or they are simply here due to the aftermath of the earthquake, this Region is home to a number of blink dogs. They can be found throughout the dungeon, except for in the domain of the goblin king. Here they are hunted as vermin but the goblins. The blink dogs are mainly found in the northern and northeastern sections of the dungeon.

The most unique creature in the dungeon is the goblin king's mount: a yeth hound. How it came to be trapped in this Region is unknown. Shortly after Argliss' rise to power it arrived and he immediately charged his hobgoblin taskmasters with capturing it and turning it into his personal mount.

While most of the traps were designed to contain and "hold" the inhabitants of the dungeon, some take the form of puzzles that the unwary must solve, lest they suffer at the celestials hands. And if that weren't enough, Argliss has ordered more traps be made to secure his "kingdom."

Lastly, somewhere in the darkness, a halfling adventurer searches for a powerful artifact that has slipped through the goblin king's grasp.

THE HALFLING

Found through out the Region is a halfling adventurer named Bartleby. It is very likely the PCs will encounter him long before they find Room B28. If they do, this is the Random Encounter text.

BARTLEBY

Initial Attitude: Unfriendly

Encounter: Along with the goblinoids and other creatures that inhabit this dungeon, there is a solitary halfling named Bartleby. While the halfling normally is found in Room B28, he is by no means stationary. The PCs have a chance of encountering him anywhere in the dungeon.

How the halfling entered the dungeon is unknown. He is in league with the goblin king, and searches for a mysterious artifact of allegedly great power (see sidebar The Artifact). While the goblins know of the halfling, they don't know much. Any attempt to glean information from a captured goblin reveals that a halfling is in the dungeon and that they assist him if he is attacked. Otherwise they are to leave him alone.

The halfling, Bartleby, is only concerned with his own well being and his quest for the artifact. He is in league with the goblin king solely to garner the protection of the goblins. Once he finds his artifact he will leave the dungeon, presumably by the way he entered.

Encounter Condition: Ambush

Tactics: Bartleby fights as long as he needs to in order to escape. He knows the dungeon very well, and is confident he can lose any attackers as long as he can flee. If the PCs capture him, Bartleby becomes belligerent, hurling insults and curses at the PCs. He does not answer any questions, and attempts to escape at the first possible opportunity.

Treasure: Aside from his possessions, Bartleby has no other treasure.

EL: 5

Scaling: To increase the challenge of this encounter, add 2 rogue levels to Bartleby. To decrease the challenge, remove 2 rogue levels.

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▲ Bartleby, Halfling Rog 5: CR 5; Small humanoid (halfling); HD 5d6+15; hp 33; Init +5; Spd 20 ft.; AC 18, touch 16, flat-footed 18; Base Atk +3; Grp -1; Atk +9 melee (1d4+1/18-20, rapier) or +9 ranged (1d4/x3, shortbow); Full Atk +9 melee (1d4+1/18-20, rapier) or +9 ranged (1d4/x3, shortbow); SA Sneak Attack +3d6; SQ Evasion, halfling traits, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +5, Ref +10, Will +4; Str 12, Dex 20, Con 17, Int 17, Wis 15, Cha 12.

Skills and Feats: Appraise +4, Balance +15, Bluff +6, Climb +5, Decipher Script +4, Disable Device +11, Escape Artist +6, Hide +17, Jump +13, Listen +10, Move Silently +15, Open Lock +10, Search +11, Spot +10, Tumble +15, Use Rope +6; Dodge, Weapon Finesse.

Evasion (Ex): If this rogue is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Trap Sense (Ex): This rogue has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks from traps.

Trapfinding (Ex): This rogue can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his PCs) without disarming it.

Uncanny Dodge (Ex): This rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: Masterwork leather armor, masterwork dagger, masterwork shortbow, 20 masterwork arrows, 50-ft. silk rope, 12 potions of cure light wounds, masterwork thieves tools, bag of holding.

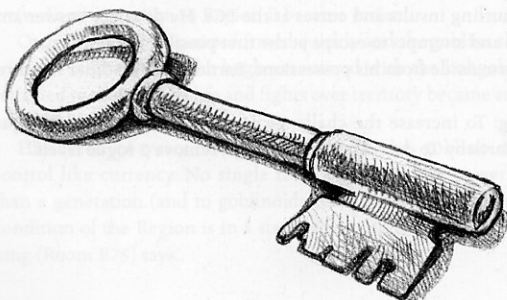
THE KEY

During the chaos which resulted in the years following the second earthquake, the celestials sealed off this portion of the dungeon, locking all the doors leading north. None of the doors that lead to Region F can be opened or unlocked without the aid of a key found in Region C (Room C105 to be exact). The celestials entrusted the key to the lantern archon in Region C, who in turn hid it in a Room full of false keys.

When this fake key is used to unlock any of the doors leading north, a sonic blast trap is triggered. In addition to the damage caused to the PCs, the sound automatically alerts all creatures in adjacent Rooms.

▲ Greater Glyph of Warding (Blast) Trap: CR 7; spell; spell trigger; no reset; spell effect (*greater glyph of warding [blast]*), 16th level cleric, 8d8 sonic, DC 21 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 31; Disable Device DC 31.

PCs using the real key are allowed passage to the Region F. Use the following encounter for every door that leads to Region F.



ROOM B0. LOCKED DOOR

This Encounter is not printed on the Map. Instead, anytime a PC attempts to leave the Region through doors to the north, read the following.

Before you stands a door. Bound in iron, and standing over 10 ft. tall it is unlike any doors you've ever seen. The key hole is a giant griffon head, its mouth agape.

Initial Attitude: N/A

Encounter: This door is locked and cannot be opened by any means short of the key in Room C105. Any attempt to open it with either the wrong key, an Open Lock check, or knock triggers a sonic glyph of warding trap. PCs that attempt to disable the trap find that it resets itself in 1d6 minutes.

▲ Greater Glyph of Warding (Blast) Trap: CR 7; spell; spell trigger; no reset; spell effect (*greater glyph of warding [blast]*), 16th level cleric, 8d8 sonic, DC 21 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 31; Disable Device DC 31.

Encounter Condition: N/A

Tactics: Any attempt to discern the properties of the door results in Strong abjuration, a complex (almost unbeatable) lock, and a magical trap that triggers when the lock is tampered with. The DM is more than welcome to assign DCs to the checks necessary to learn this information, but it is crucial that they learn it nonetheless. Allow them to spend 30 minutes studying the door, and 'take 20' in order to learn this if necessary.

■ Iron Door: hardness 20, hp 500, Break DC 100*

The PCs should also realize that a key does exist for it (as the tumblers are exact and meticulous) and using the wrong key triggers the trap as well.

Treasure: N/A

EL: 7

Scaling: It is not recommended that you increase or decrease the difficulty of this encounter. PCs that persist with this lock are asking for trouble. DMs should not "kill" the PCs with this trap, but instead hint that it can't be bypassed at the moment.

B1 THROUGH B49.

THE ABANDONED HALLS OF THE CELESTIALS

Unlike the other Sections of the Region, this initial expanse is not lorded over by any one particular group. The earthquake damaged this section the least, and the celestials that survive in traps and puzzles make the goblinoids wary about settling here.

Blink dogs and dire wolves have taken advantage of the lack of goblinoids in the area, and many dens are scattered throughout these Rooms. A few packs of howlers prowl the area, though most howlers live in the Wild Caverns (Rooms B119 through B133).

The celestials used this Section to study and document evil. It was a quiet place for the more scholarly angels to note anything unusual about the evil and unholy beasts they guarded. A number of Rooms recorded how demons and devils reacted to traps and puzzles.

In general, the air is musty. As few things live here, the odors of life and death are not as prevalent. While the PCs may not have to worry about encountering a staggering number of monsters, they need to keep their wits sharper than their swords. There is a reason the goblinoids merely patrol this Section — the celestials' traps are daunting and difficult to overcome.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A strange odor erupts from a vent in the stone work. Stagnant Air.
2	Ear piercing shrieks echo throughout the corridors as a pack of howlers moves through the Section (for 1d6 hours). The PCs must make Will saves each hour, but allow a +2 circumstance bonus because of the range and nature of the stone walls. It is unclear which direction the howls come from.
3-12	Nothing
13	Four blink dogs wander the halls, sniffing for goblins. They are Indifferent to the PCs unless attacked.
14	A bugbear sets up a tripwire. He may or may not notice the PCs. Impose a -2 circumstance penalty to his Listen and Spot checks for 2d8 rounds, at which point he finishes setting up the tripwire.
15	2d4 goblins (half of which ride worgs) patrol the Section, looking for anything to report back to their king. When the PCs are spotted, one rides off for help while the others fight defensively to stop the PCs from getting further into the Region.
16	The PCs stumble upon a trap. ◆ Portcullis Trap: CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20. Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway. Note: The celestials typically reset the portcullis by casting <i>knock</i> .
17	The PCs stumble upon a trap. ◆ Razor-Wire across Hallway: CR 1; mechanical; location trigger; no reset; Atk +10 melee (2d6, wire); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 22; Disable Device DC 15.
18	The PCs stumble upon a trap. Immediately roll another encounter after a PC triggers this one. ◆ Tripping Chain: CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18. Note: This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.
19	The PCs stumble upon a trap. ◆ Burning Hands Trap: CR 3; magic device; proximity trigger (<i>alarm</i>); automatic reset; spell effect (<i>burning hands</i> , 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.
20	Bartleby the Halfling (Room B28) is crouching behind a wall waiting for a small group of goblins to pass. Impose a -2 circumstance penalty to his Listen and Spot checks (against the PCs) for 2d4 rounds, until the 2d4 goblins have left the area.

THE ARTIFACT

The (doppelganger) goblin king — Argliss — has lost a powerful artifact. At some point during his rise to power over the goblins, the artifact disappeared. While it is not crucial to his reign, he does not wish for it to fall into the hands of any of his enemies, of which he has plenty, or into the hands of potential rivals to his throne. His new position does not allow him to search of a halfling, Bartleby is more than happy to search for the artifact. He has gained the protection of the dominant faction in the Region and enjoys enormous freedom. He has no plans to turn the artifact over to Argliss however. Anything as powerful as it is not something you give away lightly. Once he has found the artifact Bartleby plans to leave the Region entirely, using his new found power as he sees fit.

What the artifact is, however, is strictly up to the DM. It truly could be something so powerful that whoever has possession of it can rule the Region, or it could be a red herring to draw the PCs' attention away from the real dangers in the Region.

POSSIBLE ARTIFACTS

Clay Golem Manual. The ability to craft golems gives the PCs a powerful tool for navigating the dungeon.

Medallion of Thoughts. Reading the thoughts and intentions of the more deceitful denizens the PCs could prove invaluable to their survival.

Necklace of Adaptation. Eventually the PCs will need to cross the Lake (Region L) and being able to breathe underwater might help.

Phylactery of Undead Turning. Useful for the ghouls and wights found in the later rooms of the dungeon.

Rod of Cancellation. The PCs are not the only group in the dungeon using magical items to aid them. The capacity to remove the power of their opponents' items could be key to their survival.

POSSIBLE LOCATIONS

Room B92, The Maze. With its constant dangers, placing the artifact in the maze makes for a harrowing quest. Due to the goblin's superstitious fears of the maze, a legend has sprung up about a daring thief who fled with the king's treasure into the maze, only to be punished by Norendithas Stoneshaper the Quickthinking, Smiter of Foes. The thief in question is eternally trapped in the maze, with the goblin king's treasure lost in its confusing, dangerous confines.

Room B111, The Killing Grounds. Controlled by the undead of the Region, this room is a natural place for the artifact to have been misplaced. Whoever stole it fled here, only to be assaulted by the wights. It could be hiding in plain sight amongst the refuse in the room, or it could have been buried under the dirt floor. Fighting off the ghouls, as well as the dangers of the room itself, presents a unique challenge to any who seek the artifact here.

Room B136, Norendithas Stoneshaper the Quickthinking, Smiter of Foes' Shrine. Maybe the wayward hunter turned deity stole the artifact from the goblin king. If that's the case it has been sealed in the now holy statue. Even Argliss would be hesitant to desecrate the source of his influence over the goblins in an effort to retrieve the artifact. The zealous nature of the goblins that guard the shrine present unique issues for would-be treasure hunters.

Region C. Perhaps somewhere in Region C, the artifact has slipped through the hands of the goblins and into the clutches of the black dragon, giants, gnolls, or chaotic oozes that roam the corridors.

In the end these are merely suggestions. The artifact can be anything and anywhere, or nothing and nowhere. It is solely up to the DM how he wishes to run the campaign.

B1. ENTRANCEWAY

This corridor is obviously old, but it is in fairly good shape. The air is musty, and a thin layer of dust coats the area. The walls are plain, and free of mold or lichen. It stretches straight ahead for roughly 30 ft. A second hall joins this corridor roughly ten ft. from the entrance, while the corridor itself turns to the left at the end.

Encounter: The hall, while looking non-descript, holds the first of the celestials' traps, as well as a secret entrance to Room B3. A successful DC 20 Search check reveals a stone door, flush with the northern wall. The door is trapped. Opening the door triggers the trap; a large double-bit axe head which swings out towards the hallway. Once the trap is disabled, a DC 20 Open Lock check is enough to open the door and allow the party to enter Room B3.

10 ft. into the room, where it meets the second hall, a pressure-triggered trapdoor awaits. It opens into a 10 ft. wide by 20 ft. deep pit filled with several sharpened spikes. It is triggered as soon as someone steps on the stone floor. Springs hidden under the trapdoor reset the trap once it is triggered. A DC 20 Spot check alerts the PCs that the floor above the pit has a thinner layer of dust than the surrounding area.

• **Spiked Pit Trap:** CR 2; mechanical; touch trigger; automatic reset; DC 20 Reflex saves avoids; 20-ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 15

• **Scything Blade Trap:** CR 1; mechanical; location trigger; automatic reset; +8 melee (1d8/x3 crit); Search DC 21; Disable Device DC 20.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, make the spiked pit trap 40 ft. deep. To decrease the challenge, reduce the damage of the spiked pit trap to 1d3+1 per spike.

B2. ABANDONED GUARD POST

This room is long and narrow. Toppled benches and tables lie in disarray throughout the space. Weapon racks stand empty in the western corner. Whoever used this room has long since deserted it. The dust is thicker in here than in previous rooms and you kick it up into the air with every step. Several burnt out torches lie on the floor as well and the air has a slight smoky quality to it. Strange carvings line the back wall, and an aged leather hide hangs on the eastern wall.

Encounter: This Room is a former guard post of the bugbears that was abandoned some time ago. The wooden tables and benches are dull brown, and several deep cracks cut along and across the grain of the wood. The dry rot is bad; it crumbles easily if the party picks it up.

Those that speak Dwarven or Goblin easily discern the carvings as goblinoid in origin. The carvings offer no discernable message themselves, but appear to be graffiti left behind to commemorate a mighty battle. References to the 'big stinky ones' and 'mighty G'rrrd' can be made out, but nothing in context. The hide in the corner is defaced in the same way. On top of a simple pattern of circles and crosses, the same scrawling goblinoid writing appears. 'He who grows' and 'victory' are the only bits of information the PCs will be able to glean from the hide, regardless of how much time is spent studying it.

A secret door in the southeast corner can be discovered by a successful DC 20 Search check. The door's lock is jammed and requires a DC 20 Open Lock check to open. This door leads to B4.

Encounter Condition: Haunted

Tactics: N/A

Treasure: Wedged between two stones in the corner of the Room is a tarnished and chipped Small silver dagger. It can be found on a DC 20 Search check.

EL: N/A

Scaling: N/A

B3. OBSERVATORY

The axe swings lazily in the doorway. Stepping around it you enter a stark chamber. Along the western wall is a table and chair, both built of stone. Along the northern wall rests a large bookcase. Only a few, ancient leather bound books remain on its shelves. Aside from these few furnishings, the chamber is empty.

Initial Attitude: N/A

Encounter: This Room was built to observe the demonic and devilish prisons of this Region. The celestials crafted it to be as unobtrusive as possible. From here they could freely observe the unholy hordes closely. It has been abandoned for quite some time.

The leather books remaining are quite fragile. Unless the PCs are incredibly careful, the pages crumble while handled. Unless one of the PCs is fluent in Celestial, the text requires a DC 35 Decipher Script check to translate. Even if a PC understands Celestial, the text is in such disarray, another DC 25 Decipher Script check is required to make sense of it.

Encounter Condition: N/A

Tactics: N/A

Treasure: The few remaining journals, if deciphered, give the PCs a broad sense of the previous inhabitants in this dungeon. They primarily detail the demons and devils that were here 2,000 years ago. If this is the first the PCs have learned of the purpose of the dungeon, allow each person reading the tome a single question.

EL: N/A

Scaling: N/A

B4. SECRET ARMORY

The door slides inward, creaking loudly on rusty hinges. The interior is dark, but it is not impossible to see into the room. The walls are lined with racks and racks of simple weapons: spears, clubs and slings. The spearheads are dull, but the dry air has prevented them from rusting. Two large barrels towards the back of the chamber are filled with small rocks, obviously ammunition for the slings. Someone is obviously stockpiling weapons for a prolonged conflict, and they might be back soon.

Initial Attitude: N/A

Encounter: The bugbears that were formerly stationed in Room B2 kept their weapons in this hidden storage Room. The weapons are crude and even a layman can tell they were hastily built.

Encounter Condition: N/A

Tactics: N/A

Treasure: The Room contains two dozen short spears. The inferior quality of the shortspears decreases their usefulness, however, dealing only 1d6/x2 damage. The two barrels, combined, hold roughly 170 lbs. of gravel suitable for use as bullets for the three dozen slings contained in the armory. The dozen clubs found here are not discernable in any way from other clubs.

EL: N/A

Scaling: N/A

B5. TRAP ROOM

As the PCs approach the door to Room B5, read the following.

The corridor wraps around a square structure in the center of this room. As you walk circumbulate it you notice a large stone door set in the center of the wall's western side. The stone of the door is slightly darker than the walls, and is carved with various indecipherable runes.

The door to this Room is trapped. Opening the door without disarming the trap triggers a large stone block to fall from the ceiling, crushing any who stand within 10 ft. of the door.

♦ **Falling Stone Trap:** CR 5; mechanical; location trigger; automatic reset; +15 melee (6d6); multiple targets (can strike all character in two adjacent specified squares); Reflex save DC 25 avoids; Search DC 20; Disable Device DC 25.

When the PCs enter the Room, read the following.

The room is large and empty apart from a pedestal resting against the far wall. The floor is tiled in dark granite, with a line of polished white marble leading from the door to the pedestal. Upon the pedestal there is a golden idol radiates with two emerald gems for eyes and a pearl set in its belly.

Initial Attitude: N/A

Encounter: This is a particularly difficult encounter and if the PCs are smart, they will leave before it escalates.

The celestials that occupied Room B3 designed this room to test the intelligence of the prisoners. It contains a series of three traps, each slightly more advanced and deadly than the next. The Room itself is 30-ft. wide by 40-ft. long.

The first is the door to the Room. This is the simplest and most straightforward of the traps.

The second trap is built into the floor of the room. The floor tiles are the key to this trap. Each tile is 2-ft. by 2-ft. The obvious path is straight down the middle, following the white marble. Of course any path that obvious must be a trap. The celestials took this into account. To circumvent this trap the PCs must travel down, staying on either side of the path, walking a thin line. The white and black tiles nearest each other represent the only safe paths to the pedestal. The PCs must stay within the 4 ft. wide path created by the joined black and white tiles. If they stray to either side of these paths, the trap triggers, raining metal shards and caltrops on the occupants of the Room from concealed slots in the ceiling.

A DC 25 Search or Disable Device check reveals the nature of the trap and a DC 25 Spot check reveals the paths are slightly more worn than the surrounding tiles.

♦ **Raining Shards:** CR 6; mechanical; touch trigger; automatic reset; +10 ranged (10d4, and floor is covered in caltrops); Reflex save DC 20 half damage; Search DC 25; Disable Device DC 26.

If the PCs are able to make it to the idol, they must circumvent a third trap to claim the prize. This is a simple pressure plate under the idol. If the PCs do not disable it before they remove the idol, the plate triggers spring loaded poisoned darts hidden behind the eastern wall.

♦ **Spring-Loaded Darts:** CR 5; mechanical; pressure trigger; automatic reset; +12 ranged (4d3 plus poison, multiple darts); poison (giant wasp poison, DC 18 Fortitude save resists, 1d6 Dex/1d6 Dex); Reflex save DC 20 avoids; Search DC 20; Disable Device DC 22.

Once the PCs have the idol they can safely leave the room.

Encounter Condition: N/A

Tactics: N/A

Treasure: As soon as the idol passes beyond the doorway it instantly turns to dust and the traps reset, and the door closes. This was the final test the celestials had — to determine if demons would continually pursue a futile goal.

EL: 8

Scaling: To increase the challenge of this encounter, change the spring-loaded darts trap to a fusillade of spears trap. To decrease the challenge, reduce the damage of the raining shards trap to 6d4.

B6. HALL OF MIRRORS

This large room is filled with mirrors. The floors and walls are covered in mirrors. As soon as you enter, a stone door slams down from the ceiling, sealing the entrance behind you.

Initial Attitude: N/A

Encounter: This Room is a single huge trap. With every surface covered in mirrors, it is impossible to find a way out. The door the PCs entered through is sealed and is no longer an exit. Only by finding the trap's trigger and disabling it are the PCs be able to leave this Room. If they cannot they are trapped here until they expire.

The trigger is located in the northwestern corner, near the floor. A hair line crack in a mirror is the only hint the PCs have to the trigger's location. The crack is actually the edge of a removable panel that reveals the trigger. Once the PCs disable the trigger, all four doors open.

♦ **Hall of Mirrors:** CR 2; mechanical; location trigger; manual reset; Search DC 25; Disable Device DC 20.

Encounter Counter: N/A

Tactics: N/A

Treasure: N/A

EL: 2

Scaling: To increase the challenge of this encounter, increase the Search and Disable Device DCs for the hall of mirrors trap by +5. To decrease the challenge, decrease the DCs by -5 or merely have the door open after 24 hours.

B7. WATERFALL

This room is rough in appearance. The walls are pitted and uneven, as if acid smoke eroded the finish. The floor is covered in discs, each two ft. in diameter. The discs sit slightly higher than the floor and wobble slightly.

Initial Attitude: N/A

Encounter: The discs in this Room are the key to the PCs successfully navigating their way across it. They are designed to shift and are each mounted on a compact spring. The PCs must carefully make their way across the room, which requires a successful DC 20 Balance check. If the PCs stumble, or in any way touch the floor under the discs, the trap triggers. The doors to the room seal and torrents of water gush into the room from slots near the ceiling. The water pours in from both the east and west walls. The PCs have two minutes to disarm the trap or they drown. The trigger for the trap is located on the center of the middle wall and requires a DC 15 Strength check to pull.

♦ **Water-Filled Room Trap:** CR 5; mechanical; location trigger; automatic reset; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (4 rounds); liquid; Search DC 17; Disable Device DC 23.

Once the trap is disabled the water drains through grates under the discs and both doors to this room open.

Encounter Condition: Extreme Cold, [Flooded]

Tactics: N/A

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, change the trap to a CR 7 water-filled room trap. To decrease the challenge of this encounter, change the trap to a CR 4 water-filled room trap.

B9. GOLD MINE

The walls of this room are flecked with gold. The roughly square room is filled with mounds of dirt and rubble. Crude picks, shovels and the bones of several small goblinoids lay scattered on the ground. The gold flecks glow and entice you forward.

Initial Attitude: N/A

Encounter: This Room, while nearly attractive to greedy PCs, is as much a trap as anything else in the Region. Touching the gold flecks releases poison gas into the Room. As the door seals them in, the PCs have little choice but to disable the trap to survive. As long as the PCs do not touch the gold flecks, the trap does not trigger. There are no flecks on the floor at all.

If the PCs trigger the trap, they have to act swiftly to turn it off. In the middle of the room is a squat stalagmite. A Search check (DC 21) reveals a series of three knobby buttons. A Disable Device check (DC 21) is required to push the buttons in the right sequence to turn off the trap and open the door.

✦ **Poison Gas Trap:** CR 7; mechanical; location trigger; automatic reset; gas; multiple targets (all characters in a 20-ft. by 20-ft. room); never miss; onset delay (3 rounds); poison (burnt othur fumes, DC 18 Fortitude save resists, 1 Con drain/3d6 Con); Search DC 21; Disable Device DC 21.

Encounter Condition: [Smoke]

Tactics: Once the trap is disarmed (or if it was never triggered), the PCs are allowed DC 25 Search checks to notice the transparent outline of angel wings on the backwall. Faint and depressed, these grooves are used to open the secret door leading to Room B13. If a good PC touches the grooves by laying his palms flat, the wall rises up and remain opened for 5 rounds.

The secret door cannot be opened from the other side.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, replace the poison gas trap with an insanity mist vapor trap. To decrease the challenge, replace the poison gas trap with an ungod dust vapor trap.

B9. DIRE WOLF DEN

As the PCs approach the Room, read the following.

As you make your way down the hall, you hear heavy breathing coming from behind the door up ahead. The air is dank with a discernable odor as if something were living here.

Once the door is open, read the following.

Your torches have trouble cutting through the darkness in the room, however, and all that you smell is a dank odor that clings to everything. From the shadows a pair of large wolves rush out, fighting — nipping at each other's heels. Their fur is raised as if one were fighting for dominance over the other. Turning and snipping, the two creatures snarl and lunge, attacking wildly.

Initial Attitude: Hostile

Encounter: The PCs has stumbled onto a pair of dire wolves (hp 61, 57), that were trapped in this Room. They have been aggressively playing with one another for some time, but now happily have something new to focus their perkiness on. They attack the PCs on sight, fighting to the death if necessary.

If no one holds the door open, it slams behind the PCs. From the inside the door is locked and requires a DC 20 Open Lock check to escape. The other two doors are not locked, however.

Encounter Condition: Concealment, Deep Darkness, Fearless, [Stagnant Air]

Tactics: Light in this Room is reduced to a 5-ft. radius, no matter how powerful the source. This puts PCs without darkvision at a major disadvantage.

The dire wolves have been trapped here for weeks, but do not fight as cohesively as pack animals normally do. They do not flank or aid one another or use any tactics to gain an advantage over an opponent. Instead, they simply choose a target and focus their energies solely on him.

If the PCs stumble around in the dark, they can find the carcasses of four other wolves littered here. Apparently they turned on each other once they were trapped in this Room. The two that survived were the largest and the strongest.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add two dire wolves. To decrease the challenge, reduce their hit points by −15 each.

✦ **Dire Wolf:** CR 3; Large animal; HD 6d8+18; hp 61, 57; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N: SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Alertness, Run, Track*, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

* It also has a +4 racial bonus on Survival checks when tracking by scent.

B10. BUGBEAR REFUGE

As the PCs approach the Room, read the following.

A splintered wooden door blocks the entrance to this room. From behind it you can hear a quarrel in a foul tongue. Something yells and a loud crash reverberates through the halls.

Removing the splintered wooden door without making a noise requires a Move Silently check opposed by bugbear's Listen checks. A DC 14 Strength check is also required to carefully move the door without scrapping it against the stone walls.

If the PCs remain in the hallway for more than 10 rounds, allow the bugbears a second Listen check.

If the PCs make a noise in the hall that a bugbear takes notice of, the arguing coming from inside the Room stops immediately. The bugbears take defensive positions behind makeshift cover and prepare to ambush the PCs as soon as one of the doors is pushed ajar.

If the PCs enter without being noticed, read the following.

Three furry goblinoids point and shout at one another, obviously engaged in a heated debate. The creatures are muscular and brutish, each standing about seven feet tall. Coarse hair covers their bodies and chipped and crooked fangs protrude from their snarling mouths. The largest spits as he screams at the smallest, who apparently isn't backing down.

All around the room, debris and broken wood make the stone floor nearly impossible to see.

Initial Attitude: Hostile

Encounter: Three bugbears (hp 24, 18, 15) have made this Room their refuge, but have been unable to leave for two weeks because of the dire wolves in Room B9. They are stir-crazy now and arguing with each other (in Common) about who cheated at a dice game that obviously isn't being played.

If surprised, allow the middle bugbear a DC 18 Spot check to notice someone entering. The largest and smallest bugbears are automatically surprised if the PCs enter without making any noise.

Encounter Condition: [Ambush], [Cover], Echoes 3, Poor Footing 2

Tactics: If in the encounter takes place in the Room, the bugbears swarm the nearest PC, taking a defensive position until they have a handle on the situation. If the leader drops the other two either surrender (50% chance) or become enraged (as barbarians, 50% chance).

If the encounter takes place in the hall two bugbears engage the PCs, forcing them away from the entrance to the room, while the smallest runs around to the other side of the corridor, to wedge the PCs in.

Treasure: Hidden under the debris in this room is a small strongbox (Search check, DC 25 to locate). The lock is simple and crude, requiring a DC 30 Open Lock check to unlock. When the strongbox is opened, a thin wire running along the hinge pushes down, cracking a vial of acid hidden inside the box. The bugbears normally open the box slowly, preventing the glass from shattering. Allow the PC a DC 20 Listen check. If he succeeds, he hears metal scratching against glass and is allowed a DC 20 Reflex save to stop opening the box before rupturing the vial. If the PC makes no intimation that he's opening the box slowly, do not allow any checks.

If the vial cracks (which is automatic if the rolls fail or the PC is hurried), an alchemical reaction occurs and the acid inside, reacting with the surrounding air, becomes a fog that blankets the square in front of the strongbox.

♦ **Acid Gas Trap:** CR 3; mechanical device; touch trigger; repair reset; gas; never miss; onset delay (1 round); poison (acid gas, DC 18 Fortitude save resists, 1 Con/1 Con); Search DC 22; Disable Device DC 17.

Inside the chest are 46 sp, 24 gp, a dull pearl set into a gaudy necklace (25 gp), three *potions of cure light wounds*, and a *wand of light* (12 charges).

The largest bugbear keeps three keys on a ring on his belt. The first key goes to the strongbox in this Room. The second is for the locked door leading to Room B12. The third is to the inside of the door in Room B9.

EL: 5

Scaling: To increase the challenge of this encounter, add one bugbear. To decrease the challenge, remove one.

♦ **Bugbear:** CR 2; Medium humanoid (goblinoid); HD 3d8+3; hp 24, 18, 15; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Full Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

B11. COLD IRON

The granite walls are dull and lifeless and the floor looks slick with ice. In the middle of the room are three pieces of iron, shaped like links in a chain. As you approach, the iron links shift position with an audible groan. They shudder and with a violent screech of metal on metal, finally settle.

If the links are left alone for longer than a minute they twist and shift of their own accord, their screech taking on an accusatory edge.

After the PCs step into the Room, read the following.

The door slams behind you though the sound is well-masked by the iron links clattering in the room.

Attempts to catch the door require a DC 18 Reflex save to grab it and a DC 21 Strength check to wrestle the door open. Any contact with the door before the puzzle is solved, triggers a *chill touch* at 5th-level (caster).

Initial Attitude: N/A

Encounter: Another of the puzzle traps placed by the celestials, this one is obviously a wrought iron riddle to be solved before the door will open.

♦ **Iron Links:** CR 1; mechanical and magical; location trigger; automatic reset; Search DC — (you cannot miss it); Disable Device DC 20 or Int check DC 21 (to solve the puzzle).

Encounter Condition: Extreme Cold, Fear 12

Tactics: N/A

Treasure: N/A

EL: 1

Scaling: To increase the challenge of this encounter, increase the DCs of the iron link by 5 and have it inflict 1d4 cold damage for each failed attempt... To decrease the challenge of this encounter, decrease the trap DCs by 3 and reduce the *chill touch* effect to a 1st-level caster.

B12. SNAKE PIT

The southern door to this Room is locked and requires a DC 25 Open Lock check to unlock. The door is locked from the inside as well as the outside.

A wide stone ledge is all you have to stand on, as floor of the room drops off twenty ft. into an unknown emptiness below. The floor writhes as dozens of snakes twist amongst sharpened metal spikes.

Initial Attitude: Hostile

Encounter: Having malfunctioned the last time this trap was sprung, it has not been reset. A DC 15 Spot check reveals the goblinoid skeletons scattered beneath the snakes. Unless the PCs can reset the trap, they are forced to maneuver their way around the edge of the ledge with a successful DC 20 Balance check.

On the south wall, the PCs see a small stone switch (Spot check, DC 15). If the PCs successfully strike the switch (AC 15, due to size) with a heavy blunt object (like a hammer) a small bridge springs out from the wall. Alternately, one PC can walk around and merely press the switch with a DC 8 Strength check. If the PCs entered from the south, then this is a no-brainer.

The bridge extends out at floor level and stops 10 ft. short of the ledge. A successful Jump check enables a PC to land on the bridge, but it cannot support more than one PC at a time. If a PC leaps onto the bridge with someone else standing on it, the bridge has a 50% chance of breaking, sending both PCs to the bottom of the pit. If a third PC jumps onto the bridge it automatically breaks.

PCs can attempt to fix the bridge mechanism once they've crossed the Room with a successful DC 25 Disable Device check. If this check fails by more than 10, the ledge malfunctions and retracts by 5 ft.

Once fixed, the bridge extends all the way to the ledge and supports three PCs at a time. From here they can shuffle along the ledge, requiring a DC 15 Balance check to reach the exit in the southeast corner of the room. Since the southern door is locked, a PC must succeed at a DC 18 Balance check while trying to unlock the door. The mechanism is not overly complex, but the difficulty of trying to open the lock as well as maintain balance makes the task difficult.

If the PCs try to pass one another on the ledge, everyone involved must succeed at a Balance check (DC 22, +2 per PC). Failure on any balance check indicates that PC falls. Failure by more than 10 means he takes someone else with him.

There is another, less obvious option, for getting across this Room. 5 ft. below the level of the floor the PCs — with a DC 25 Spot check — can discern a groove running along the wall of the room. Inside this groove is a 6 in. thick floor that extends across the pit, if the PCs can disable the trigger to the trap.

The trigger is located to the left of the entranceway, where the wall and floor would meet if the trap was set. The PCs can find it with a successful DC 25 Spot check. A DC 18 Balance check allows a PC to reach

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the trigger and two consecutive Disable Device checks (DC 18 and DC 22) are required to reset the trap, and then disable it. Once the floor is back in place the PCs can walk across the Room without fail.

If any PCs fall into the pit, their best course of action is to climb out. Since the walls are rough and provide handholds, the PCs can reach the ledge, easily, successfully reaching the ledge with a DC 20 Climb check.

Encounter Condition: N/A

Tactics: If any PCs fall into the pit, six medium vipers attack each round. While there are dozens and dozens of snakes, they do not have a true strategy and they tend to lash out at blindly.

♣ **Snake Pit:** CR 7; mechanical; location trigger; manual reset; DC 25 Reflex save avoids; 40 ft. deep (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 each); Search DC 20; Disable Device DC 20.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, remove the bridge. To decrease the challenge, reduce the Search and Disable Device DCs of the snake pit by -4.

♣ **Snake, Medium Viper:** CR 1; Medium animal; HD 2d8; hp 9; Init +3; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 16, touch 13, flat-footed 13; Base Atk +1; Grp +0; Atk +4 melee (1d4-1 plus poison, bite); Full Atk +4 melee (1d4-1 plus poison, bite); SA Poison; SQ Scent; AL N; SV Fort +3, Ref +6, Will +1; Str 8, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +12, Listen +5, Spot +5, Swim +7; Weapon Finesse

Poison (Ex): Injury, Fortitude save DC 11, initial and secondary damage 1d6 Con. The save DC is Constitution-based.

B13. WELL OF SLEEP

If the PCs approach from the hallway, read the following.

As you enter this chamber, you see four doors. In the southeast corner of the room is a silver door, its shine nearly blinds you. In the southwest corner of the small antechamber stands a door of dark wood, stained with age. In the northwest corner, is a simple stone door and in the northeast corner, a finely carved stone door catches your eye.

If the PCs entered from Room B8, read the following.

The stone door rises, awaiting your entry. As you enter the Room, the stone door lowers behind you, gracefully.

Once the PCs open the door to Room B13, read the following.

The room is built with polished stone. The yellow hue is as clean as it is even. At the center of the room is a deep hole. A simple wooden frame hangs above the well, and a frayed rope descends into the inky blackness below. Echoes rise from the pit, as you hear scurrying noises and a splash of water.

Initial Attitude: Hostile

Encounter: This Room is an enigma. What the celestials intended for it is known only to its creator, who is dead. It is now the home of a few vermin who climb up and down the wall of the pit. From time to time the goblins come here as well, hoping to catch something to play with.

If the PCs touch the rope, an *alarm* sounds, alerting the goblins that someone is here. Allow the goblins in Rooms B70 DC 10 Listen checks. If successful, they come running to the commotion in 4d4 rounds, expecting to find bugs and rats.

Encounter Condition: [Ambush], Stagnant Air

Tactics: The goblins swarm into the Room expecting trouble, but instead find the PCs. The goblins suffer a -4 circumstance penalty to their Initiative checks (for 1d4 rounds) upon seeing the PCs. The goblins gang up in pairs, however, and if any PC poses the largest threat, the goblins send their "extras" to deal with him.

When the goblins are dispatched the PCs are free to gather water from the well to replenish their stores, but it needs to be purified before it can be safely drunk. If the PCs drink the water before purifying it, they suffer the effects of arsenic poisoning.

The secret door leading to Room B8 cannot be opened from this side.

Treasure: N/A

EL: N/A

Scaling: To increase the challenge of this encounter, have the *alarm* sound when one of the doors opens. To decrease the challenge, the *alarm* only sounds if the rope is pulled.

B14. OBELISK OF SHAPES

As you enter this chamber, you encounter four doors. In the southeast corner of the room is a silver door, polished to a nearly blinding shine. In the southwest corner of the small antechamber stands a dark wood door, stained with age. In the northwest corner, is a simple stone door and in the northeast corner, a finely carved stone door is the last to catch your eye.

Once the PCs open the door to Room B14, read the following.

The walls of this room are dull gray granite. The floor and ceiling are granite as well, but are highly polished. An obsidian obelisk dominates the center of the room. Carved into the obelisk are various shapes — circles, squares, and triangles among others. The shapes spinning slowly, before gradually picking up speed. Soon they whirl at a phenomenal rate.

After the PCs step into the Room, read the following.

The doors to the room slam shut as the shapes on the obelisk grind to a halt.

Initial Attitude: N/A

Encounter: Similar to Room B6, this trap keeps the PCs in the room until it is reset. Careful study of the shape patterns (Search check, DC 19) reveals the pattern has changed and must be reset in order to open the door to this room.

To further complicate matters, one shape has jammed. A DC 20 Disable Device check is required to fix this shape before the rest of the shapes can be moved to their original location. Finding the appropriate pattern however, requires a successful DC 22 Intelligence check, a DC 24 Knowledge (the planes) check, a DC 25 Knowledge (arcana) check, a DC 30 Craft (any) check, or a DC 20 Knowledge (mathematics) check.

♣ **Obelisk of Shapes:** CR 5; mechanical; location trigger; manual reset; Search DC 21; Disable Device DC 20.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, increase the Search and Disable Device DCs for the obelisk of shapes by +5. To decrease the challenge, reduce the DCs by -5 or merely have the door open after 24 hours.

B15. BLINK DOG DEN

The stone door in the southeastern corner is jammed, requiring a DC 20 Open Lock check unstuck, followed by a DC 12 Strength check.

Musty odors permeate the air here. The floor is littered with bones and scraps of cloth. Near the southwestern corner, in front of a large stone door, are the bodies of three hounds, and a few goblins. Broken spears and ruined shields are strewn about the floor here as well. In the northeastern corner of the room is yet another stone door. This area is free of detritus.

Initial Attitude: N/A

Encounter: One of many Rooms that have been taken over as a den by the blink dogs, this Room was recently sacked by a goblin war party. Aside from the remains of the battle, there is little of note in this room.

Encounter Condition: Echoes 4, Distracting Visions 4

Tactics: N/A

Treasure: Amidst the debris, the PCs can find two wolf teeth, a very small jagged gold tooth (from a goblin), and a severed, desiccated hand.

EL: N/A

Scaling: N/A

B16. HALL OF THE DIVINE

Constructed of blinding white marble walls, and highly polished black granite, this room's southeastern corner is a mess of gears and pulleys. The marble wall has been smashed open and the innards of a complex trap spill out of it. A huge statue of a ferocious angel (obviously female) wielding an ornate spear, dominates the wall. The statue is masterfully crafted, it's almost lifelike and the spear is real, placed into the right hand of the statue.

If the PCs examine the statue, read the following.

At the base of the statue is a plaque that reads, "I shall defend this prison against all manner of evil. I shall die to protect this world from the horrors of the abyss. I shall never waiver. I shall never stop in my quest to liberate the world from the taint of chaos. I shall never concede defeat."

Initial Attitude: N/A

Encounter: Ages ago, when the bugbears were far more prominent, they defended this Room against intruders, considering the beautiful statue a herald of what was to come. Little did they know, the angel was actually buried in the Room, her remains used to build the foundation of a shrine to their greatest warrior. When any PCs member steps within 5 ft. of the statue, a *fear* effect is triggered followed by the summoning of two lantern archons (hp 4 each), coming out of the eyes of the statue.

They immediately determine the alignment of the PCs and if they are predominately non-good or non-lawful, they summon a blink dog (hp 22) to defend the Room.

Encounter Condition: Fear 14*, Positive Energy

Tactics: The lantern archons are mindless drones, created by the spirit of the angel who died here. The blink dog is also made of the same celestial energy and does attacks mindlessly. They attack evil PCs first, followed by chaotic neutral, neutral, and finally chaotic good PCs (of questionable character).

Lawful good, lawful neutral, and neutral good PCs cannot harm these creatures. Conversely, lawful good PCs are immune to the *fear* effect in this room. If any PC moves toward the statue or touch the spear, the blink dog and lantern archons attack him, ignoring alignment.

If the creatures in this Room are killed, they fade like mist.

Treasure: The statue is armed with a +1 *axiomatic spear*. Lawful good PCs can collect it, if they recite the sacred oath written at the bottom of the status and succeed at a DC 18 Disable Device check. Should the PC ever fail in this oath, the spear disintegrates. Non-lawful good PCs touching the spear suffer 2d6 electricity damage.

EL: 6

Scaling: To increase the challenge of this encounter, the lantern archons are summoned as soon as the PCs enter the Room. To decrease the challenge, allow every PCs to fight the lantern archons and blink dog, but in doing so lose their immunity to *fear*.

🐾 **Blink Dog:** CR 2; Medium magical beast; HD 4d10; hp 22; Init +3; Spd 40 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA —; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11.

Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track*

Blink (Su): A blink dog can use blink as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as dimension door (caster level 8th), once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

🐾 **Lantern Archon:** CR 2; Small outsider (archon, extraplanar, good, lawful); HD 1d8; hp 4; Init +4; Spd Fly 60 ft. (perfect); AC 15, touch 11, flat-footed 15; Base Atk +1; Grp +1/–8; Atk +2 ranged touch (1d6, light ray); Full Atk +2 ranged touch (1d6, 2 light rays); SA Spell-like abilities; SQ Aura of menace, damage reduction 10/evil and magic, darkvision 60 ft., immunity to electricity and petrification, magic circle against evil, teleport, tongues; AL LG; SV Fort +2 (+6 against poison), Ref +2, Will +2; Str 1, Dex 11, Con 10, Int 6, Wis 11, Cha 10.

Skills and Feats: Concentration +4, Diplomacy +4, Knowledge (the planes) +2, Listen +4, Sense Motive +4, Spot +4; Improved Initiative.

Aura of Menace (Su): Will DC 12 negates.

Light Ray (Ex): A lantern archon's light rays have a range of 30 ft. This attack overcomes damage reduction of any type.

Spell-Like Abilities: At will—*aid*, *detect evil*, *continual flame*. Caster level 3rd.

Aura of Menace (Su): A righteous aura surrounds archons that fight or get angry. Any hostile creature within a 20-ft. radius of an archon must succeed on a DC 12 Will save to resist its effects. The save DC is Charisma-based. Those who fail take a –2 penalty on attacks, AC, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Magic Circle against Evil (Su): A *magic circle against evil* effect always surrounds an archon (caster level equals the archon's Hit Dice). (The defensive benefits from the circle are not included in an archon's statistics block.)

Teleport (Su): Archons can use *greater teleport* at will, as the spell (caster level 14th), except that the creature can transport only itself and up to 50 lbs of objects. Within the confines of this dungeon, the lantern archon can only teleport within line of sight.

Tongues (Su): All archons can speak with any creature that has a language, as though using a *tongues* spell (caster level 14th). This ability is always active.

B17. TRAPPED BLINK DOGS

As you open the door to this room, a sense of disease comes over you. The room is a plain and square. It is dark, though your torches cut through the gloom easily enough. A musky scent wafts through the air, and you get the distinct impression you are not the only one in this room.

If the PCs enter without being noticed, read the following.

Three yellow brown dogs, nearly identical to the corpses in the other room, lie on the floor sleeping lazily. They haven't noticed you yet, but something is unnerving them. The dogs shiver quietly with fear, whining softly from time to time.

Initial Attitude: Hostile

Encounter: Three blink dogs (hp 20, 15, 13) were driven into this Room by a goblin scouting party a few weeks ago. The Room's *aura of fear* has paralyzed them, with forcing them to huddle in a corner. If the blink dogs notice the PCs (suffering a -4 on their Listen or Spot checks) they attack immediately, taking out their fearful frustrations. If the door is left open, they escape instead.

If the PCs remain in the doorway for more than 5 rounds, allow the blink dogs a second Spot check. If the PCs make a noise in Room B15 that the blink dogs hear, they attack the PCs as soon as they enter the room. Once they spot the PCs, the blink dogs attack, mistaking the PCs for those who trapped them in the first place.

If killed, the blink dogs fade like mist.

Encounter Condition: Ambush, Fear 16

Tactics: The blink dogs launch themselves at the PCs indiscriminately. Where they would normally attack the PCs individually — concentrating their attacks — they lash out at the closest PC at random. Because of the nature of the dungeon, their blink ability is sporadic and has a 70% chance of failing. If successful, however, they flank the hapless PC.

Blink dogs are lawful good creatures and any rangers or druids in the PCs may adjust their attitudes with Animal Empathy checks. If the PCs calm the blink dogs, the blink dogs leave the Room, but do not become companions to the PCs. This ordeal has left them a little confused and they move on through the dungeon without much direction. If the PCs follow, the blink dogs investigate Room B14 briefly, and then make their way through the rest of the Section.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add one blink dog. To decrease the challenge, remove one.

Blink Dog: CR 2; Medium magical beast; HD 4d10; hp 20, 15, 13; Init +3; Spd 40 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA —; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11.

Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track*

Blink (Su): A blink dog can use blink as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as dimension door (caster level 8th), once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

B18. ROOM OF FIRE

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock. When a PC opens the door he is hit with a wave of heat that deals 1d2 points of fire damage. After that, the Extreme Heat condition takes effect if the PCs enter the Room.

This room is hot, close to oppressively so. The walls are constructed of granite with large scorch marks and stains. The corners contain small piles of ash. Against the northern wall a simple pedestal rests, with a scroll case on top.

Initial Attitude: N/A

Encounter: The oppressive heat is a design of the Room and should be an indication of the inhospitable conditions. While there is no illusion, *detect magic* reveals Faint illusion magic on the walls and pedestal. This is meant to distract visitors and the DM should play up the illusion's design with vague answers to the PC's questions. Keep them in the Room as long as possible, examining every corner.

1d6 minutes of examination and a DC 40 Spellcraft check reveal that no illusion actually exists and the heat is real.

Encounter Condition: Extreme Heat

Tactics: The scroll case is the only thing of interest in this Room and touching it triggers a *fireball* trap that engulfs the Room.

• **Fireball Trap:** CR 5; magic device; touch trigger; automatic reset; spell effect (*fireball*, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.

Treasure: Ironically, the scroll case on the pedestal contains a *scroll of fire trap*.

EL: 5

Scaling: To increase the challenge of this encounter, change the trap to a *flame strike* trap. To decrease the challenge, change the trap to a *burning hands* trap.

B19. ROOM OF ROT

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock. When a PC opens the door he is hit with a stench of decay that requires a DC 12 Fortitude save, lest the PC become nauseated. After that, the Stagnant Air condition takes effect if the PCs enter the Room.

This room reeks of decay. The smell is overpowering, practically debilitating and the room is cramped. The stone walls are covered in decaying moss and dark stains. Across from the door, a pedestal stands with an ornate scroll case on it. As enticing as the scroll case may seem, the stench threatens to completely overwhelm you.

Initial Attitude: N/A

Encounter: Similar to Room B18, this Room suffers from an unpleasant odor that chokes the PCs as they enter. The stench is actually a design of the Room (or a malfunction of the magical wards), not residue from the trap located on the pedestal. It would be easy to say this Room is an anomaly, but this entire Region plays upon the experimental traps to the point that nothing should shock the PCs.

Encounter Condition: Stagnant Air

Tactics: Aside from the Stagnant Air, the PCs also have to deal with a trap if they wish to remove the scroll case from the room. Removing the case without disarming the trap triggers a noxious vapor that floods the room, poisoning the PCs.

• **Ungol Dust Vapor Trap:** CR 5; mechanical; touch trigger; automatic reset; gas; multiple targets (all targets in a 10-ft. by 10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

Treasure: The scroll case contains a *scroll of stinking cloud*.

EL: 5

Scaling: To increase the challenge of this encounter, change the ungodly dust vapor trap to a burnt outhouse vapor trap. To decrease the challenge, reduce the DC of the Fortitude save of the ungodly dust vapor trap by -3.

B20. LIMESTONE CAVERN

As the PCs approach this Room, they can see water trickling out from under the door. The door to this Room is locked, requiring a DC 30 Open Lock check to unlock.

The entire floor of the room, is submerged. Looking about, you notice the lack of construction here. The walls are unfinished limestone and stalactites hang from the ceiling. Droplets of water fall from the high ceiling, and the walls are slick. Almost floating on the water, resting on a stone, is a gem set into the wall, pulsating with a bright yellow glow.

Initial Attitude: N/A

Encounter: The entire floor of this Room is sunken and filled with 4 ft. of water, which is icy cold. A 6 in. lip runs the course of the Room, but standing or walking on it requires a DC 15 Balance check or the PC falls into the water. Falling into the water causes no damage, but it is extremely cold.

Light does not penetrate the water either, but cupping it into one's hand reveals that it is crystal clear. The bottom is uneven and rocky, making it difficult to cross easily.

Encounter Condition: [Extreme Cold], Flooded, Hazardous Footing 15

Tactics: Touching the jewel triggers a lightning bolt trap. Due to the flooded condition of the room, the Reflex save DC has been increased by 4 and the damage increase by +1 per die.

♦ **Lightning Bolt Trap:** CR 6; magic device; touch trigger; automatic reset; spell effect (*lightning bolt*, 10th level wizard, 10d6+10 electricity, DC 20 Reflex save half damage); Search 28; Disable Device 28.

Treasure: The gem is a beautifully cut diamond, worth about 2,000 gp. While it does not radiate magic its casts *continual flame* and acts as a *minor ring energy resistance (cold)*, so long as the gem is held tightly in one's hand.

It can be safely removed once the trap is disabled.

EL: 6

Scaling: To increase the challenge of this encounter, change the lightning bolt trap to a chain lightning trap. To decrease the challenge, reduce the DC of Reflex save of the lightning bolt trap by 6.

B21. COLUMNS

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock.

Stone columns run from floor to ceiling. The columns are carved with symbols from an ancient language you can't quite discern, as well as graffiti left behind by the vagabond goblinoid races. The rapid scrawling of goblins and the heavier script of bugbears can be easily made out. The columns in the back of the room are in better condition than the ones closest to the door. The floor of the room is littered with debris and small rocks.

Initial Attitude: N/A

Encounter: The carvings on the columns depict the story of how the Region was built from the perspective of a scholar. It is a signature (of sorts) by one of the celestial designers. The graffiti covering the columns was created by the goblins and bugbears, and in a way details their history, though it is difficult to read as they often overlap and obscure each other. To ensure the Room remained a testament to their work, the celestial incorporated a trap into the columns. Apparently the goblinoids have not been deterred from spoiling the unique architecture of the columns, trap or no.

The PCs may freely examine the columns, so long as they do not touch them. Unless the PCs discern the nature of the trap and disable it, once a column is touched the trap triggers and the columns collapse on the PCs. The trap once the Room is void of life.

♦ **Collapsing Columns Trap:** CR 4; mechanical; touch trigger; automatic reset; Atk +15 melee (6d6, stone blocks); Search DC 20; Disable Device DC 24.

Encounter Condition: N/A

Tactics: If the PCs spend 30 minutes searching the debris in this Room, allow each of them a DC 20 Search check to find one of the following — 24 cp in a brown leather bag, a gold ring that radiates illusion but produces no effect, a masterwork silver dagger, a pair of rusted kukri, or a *scroll of mending*. Once all four items are found all the PCs find are pieces of wood, bone fragments, stones, and fungus.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, change the collapsing columns trap to a collapsing wall trap. To decrease the challenge, change the collapsing columns trap to a bricks from ceiling trap.

B22. DIRE WOLF DEN

This room is dark, so dark in fact that your torches cannot pierce the gloom. The few things you can make are merely shadows dancing in the corners of your vision. It smells musty, and the stench of decay fills the moist air.

Initial Attitude: Hostile

Encounter: The PCs have stumbled into another dire wolf den. Four dire wolves (hp 39, 35, 33, 30) are on edge due to recent goblin raids, and are prepared for any intruders that enter their den. The wolves gain a +10 circumstance bonus to Listen and Spot checks, attacking the PCs on sight.

Encounter Condition: Ambush, Deep Darkness, Fearless

Tactics: The wolves use pack tactics, swarming over one PC at a time. They do not target any PC specifically, attacking whichever one is most accessible. Two of the wolves attempt to flank the target, while the others assault the PC directly. Rangers and druids are unable to sway the wolves with Animal Empathy.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add two dire wolves. To decrease the challenge, remove one dire wolf.

B23. THE PIT

A deep, circular pit dominates the center of this room. Leaning over it, you can see nothing but darkness down the treacherous well. The corpse of a bugbear lies against the northern wall, a gleaming battleaxe clutched loosely in its hand. In the other corner of the room, sunk halfway through the floor, is a sword. The echo of the wind gushing through the pit makes an ominous sound as you move cautiously about the room.

Initial Attitude: N/A

Encounter: There are two pits in this Room. The first is obvious. The second is located directly beneath the sword; it has become lodged between the two sections of the trap's door. Unless they disable the trap first, any PC that steps within 10 ft. of the sword triggers the trap and they fall down into the pit. A DC 25 climb check is required by any PCs who fall down the pit to escape from it.

♦ **Camouflaged Pit Trap:** CR 5; mechanical; location trigger; automatic reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17.

B

Encounter Condition: N/A

Tactics: N/A

Treasure: The axe near the corpse of the bugbear is a +1 *greataxe* that always glows with a 5-ft. radius nimbus of light. This light cannot be turned off in any manner. If the PCs manage to recover the sword, its a masterwork bastard sword, with the name Urthieln engraved in the blade (in Celestial runes).

EL: 5

Scaling: To increase the challenge of this encounter, increase the damage of the camouflaged pit trap to 7d6 fall damage. To decrease the challenge, lower the DCs of the camouflaged pit trap by -4.

B24. BLOCKED HALL

You see a collapsed door in the distance. It appears as if a large stone block fell from the ceiling and utterly crushed it. The ceiling, however, looks complete and lacks any distinguishing characteristics. The hallway branches both east and west in front of the door.

Initial Attitude: N/A

Encounter: The PCs are near one of the celestials' observatories. In order to safeguard their private enclosure, the celestials installed a trap here. Triggering the trap causes a huge block to fall from the ceiling, crushing any PCs located here. The trap only has one activation left and the goblins know to avoid it (having seen its devastating effect before).

The eastern branch of the corridor leads to Room B22. The western branch terminates at a blank wall. A DC 25 Search check reveals a small (3 in. diameter, 3 in. deep) hole in the wall (part of a secret door leading to Room B25) 4 ft. from the floor.

✦ **Falling Block Trap:** CR 5; mechanical; location trigger; automatic reset; Atk +15 (6d6, stone block); multiple targets (can strike all targets in two adjacent specified squares); Search DC 20; Disable Device DC 25.

Encounter Condition: N/A

Tactics: The secret door can only be opened by placing a dowel or iron rod into the hole in the wall and lifting up. No Strength check is required. Without a handle to lift, the PCs must succeed at a DC 22 Strength check to lift the secret door open.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, increase the damage of the falling block trap to 8d6. To decrease the challenge, change the falling block trap to a stone blocks from ceiling trap.

B25. OBSERVATORY

The secret door leading to this Room can only be opened by placing a 3 in. diameter dowel or iron rod into a hole in the wall 4 ft. high and lifting up. No Strength check is required. Without a handle to lift, the PCs must succeed at a DC 22 Strength check to lift the secret door open.

A few nondescript wooden benches circumscribe the room. On the back wall a large map hangs limply. It looks old, though it is in good repair. The map details the layout of this entire section of the dungeon. There is a simple stone door to the south.

Initial Attitude: N/A

Encounter: This Room was used as an observatory by the celestials. Aside from the map (see treasure below), it contains nothing of much interest or value. The air in the room is dry and fire spreads easily, consuming the benches and map within minutes if the fire cannot be extinguished.

The door to the south leads to Room B26. It is locked, requiring a DC 20 Open Lock check to open. The doorknob is covered in a thin, almost imperceptible layer, of contact poison, which the PCs must also deal with if they wish to open the door.

✦ **Doorknob Smeared with Contact Poison:** CR 5; mechanical; touch trigger (attached); manual reset; poison (nitharit, DC 13 Fortitude save resists, 0/3d6 Con); Search DC 25; Disable Device DC 19.

Encounter Condition: Echoes 4

Tactics: N/A

Treasure: The map on the back wall is a duplicate of Map B. It can assist the PCs in navigating the dungeon. It is quite old, and easily catches fire if the PCs are not careful. It is also large, measuring 10-ft by 10-ft. The map does not show the location of secret doors, but it does show the location of every room in the dungeon. It is unlabeled.

EL: 5

Scaling: To increase the challenge of this encounter, raise the DC of the fortitude save of the trap by 5. To decrease the challenge, reduce the poison's damage to 1d6 Con.

B26. OBSERVATORY LIBRARY

As you enter the room you notice it is similar to one of the rooms near the dungeon's entrance. Along the back wall is a stone desk and chair, and a bookcase covers the eastern wall. In this room, however, the bookcase holds volumes of tomes, not just one or two. A sheaf of papers lies on the desk, and the light glints off of something metallic under the chair.

Initial Attitude: N/A

Encounter: The Room is essentially a mirror of Room B3. The anteroom (Room B25) served as an observation post for the celestials, while this Room was used to catalogue their findings. The catalogued observations are stored on the bookshelf, written on ancient parchment.

Not wishing for their records to fall into the wrong hands, this Room was trapped by the celestial observers. The shiny object under the chair, which appears to be a silver brooch, is, in point of fact, the trigger for a fire trap. Any attempt to move the brooch triggers the trap, which destroys every book in the room beyond any hope of repair; the flames easily consume the ancient pages. The trap is also triggered if the PCs attempt to remove any of the books from the room without first disabling the trap.

✦ **Fire Trap:** CR 5; magic device; touch trigger; no reset; spell effect (fire trap, 7th level wizard, 1d4+7, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29.

Encounter Condition: N/A

Tactics: N/A

Treasure: If the PCs do not trigger the trap, they are free to take as many books with them as they can carry with them. The books, and the sheaves of paper on the desk, chronicle events of the devils over centuries, though no specific dates are given. To understand the writing, a PC must speak Celestial and make a DC 25 Decipher Script check.

The PCs are free to take the silver brooch, which is worth approximately 100 gp, once the trap is disabled. If the trap is triggered, the brooch is destroyed in the ensuing flames.

EL: 5

Scaling: To increase the challenge of this encounter, change the fire trap to a flame strike trap. To decrease the challenge, change the fire trap to a burning hands trap.

B27. HALL OF VINES

This room is covered in vines, lending it an earthy smell. Beneath plants, you can barely make out a series of strange stones. The room is separated into three square sections and a layer of ash blankets the granite floor tiles. In the center of the room is a thin pedestal with a bright gem affixed to it. The pedestal has strange sigils carved into its base. Though they appear worn down and they cannot be clearly read. The only apparent exit is the door you entered through.

Initial Attitude: N/A

Encounter: The sigils under the vines, and those carved onto the surface of the pedestal, are *glyphs of warding (blast)*. If the PCs touch any wall, or the gem on the pedestal, they trigger the appropriate ward, which withers the vines and ivy that have accumulated in the room over time. Each wall has its own ward, and each must be disabled individually if the PCs wish to investigate the sigils.

♦ **Glyph of Warding (blast):** CR 4; spell; touch trigger; automatic reset; spell effect (*glyph of warding (blast)*, 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Encounter Condition: [Safe]

Tactics: There is a secret door in the southwestern corner of the Room, that leads to a corridor which leads to Room B29. A DC 25 Search check reveals a small, rough "button" that blends in perfectly with the stone. However, a DC 30 Open Lock check is required to dislodge the button from the surrounding moss and vines, without damaging the mechanism (which is quite delicate) or triggering the glyph.

Once the button is depressed, the wall slides down and into the floor, which also deactivates the *glyphs* for 2d6 rounds before the secret door closes again, and the traps reset.

Treasure: Once the trap on the pedestal is disabled, the PCs can remove the gem. It is a small sapphire worth approximately 600 gp.

A PC spending an hour deciphering the sigils on the wall is rewarded with a spell (that can be transcribed into a spellbook), if he succeeds at successful DC 23 Spellcraft check. The DM should choose an appropriate 3rd-level arcane spell that the PCs are lacking. Otherwise, the spell is *sepia snake sigil*.

EL: 4

Scaling: To increase the challenge of this encounter, increase the damage of the *glyph of warding* trap to 4d8 acid. To decrease the challenge, change the *glyph of warding* trap to a *fire trap*.

B28. EXCAVATED ROOM

The walls of this room are heavily damaged. Large sections of masonry are scattered all over the floor, and a few blunt pickaxes were left in the rubble. The room is musty; not an inviting place to put it simply.

If the PCs have not killed Bartleby the Halfling, read the following.

From the northwestern corner of the room you hear grunts and scratchings. As you get closer the noises stop, and a raspy, uninviting voice yells out, "Git outta here! This is my claim!"

Initial Attitude: Unfriendly

Encounter: Bartleby the Halfling (hp 33) has taken up residence in this Room. If the PCs have encountered him previously, his attitude is Indifferent, though he is gruff and suspicious. He presumes the PCs are following him, hoping to find the treasure he seeks before he can find it himself.

If the PCs have not encountered Bartleby before, he questions them intently, trying to determine their purpose in the dungeon. He is elusive with his answers, and does not give his purpose away.

If the PCs do not attack Bartleby, he claims the room is empty and has no more secrets to be uncovered and leaves, heading towards Room B38. He wants nothing to do with the PCs and offers no assistance nor will he accept any in return.

Once Bartleby leaves the Room, or has been killed, the PCs can investigate further. Bartleby has destroyed the surface of the walls. The innards of a trap can be seen in the northern wall, but it is obvious that Bartleby has ruined it beyond repair. A DC 40 Disable Device check reveals the trap was once a *fire trap*, but otherwise it is unidentifiable.

On the southern wall is a secret door that leads to Room B29. It is difficult to spot, requiring a DC 30 Search check to find. Like the secret door in Room B27, a simple button lowers the door into the floor for 2d6 rounds, during which time the trap that used to be in this Room would be disarmed. Despite the damage to the wall, the secret door opens easily.

Encounter Condition: Ambush, Concealment, Cover

Tactics: Bartleby attempts to scare off the PCs. He uses alchemical substances (such as acid, alchemical fire, thunderstones) to distract them. If he cannot drive them from the Room he flees deeper into the dungeon. Once in the dungeon, he heads towards Room B38. He knows the dungeon far better than the PCs and easily loses them once free of the Room.

Feel free to play this out, however, with Bartleby heading into trapped Rooms and sneaking through secret doors.

Treasure: Bartleby keeps a bedroll, a small lamp, and a few pots and pans. However, any belongings of value are on his person. If the DM owns *Mercenaries™*, feel free to give Bartleby a few adventuring goods from there as well.

EL: 5

Scaling: To increase the challenge of this encounter, add two rogue levels to Bartleby. To decrease the challenge, remove one rogue level from Bartleby.

▲ **Bartleby, Halfling Rog 5:** CR 5; Small humanoid (halfling); HD 5d6+15; hp 33; Init +5; Spd 20 ft.; AC 18, touch 16, flat-footed 18; Base Atk +3; Grp -1; Atk +9 melee (1d4+1/18-20, rapier) or +9 ranged (1d4/x3, shortbow); Full Atk +9 melee (1d4+1/18-20, rapier) or +9 ranged (1d4/x3, shortbow); SA Sneak Attack +3d6; SQ Evasion, halfling traits, trapfinding, trap sense +1, uncanny dodge; AL NE; SV Fort +5, Ref +10, Will +4; Str 12, Dex 20, Con 17, Int 17, Wis 15, Cha 12.

Skills and Feats: Appraise +4, Balance +15, Bluff +6, Climb +5, Decipher Script +4, Disable Device +11, Escape Artist +6, Hide +17, Jump +13, Listen +10, Move Silently +15, Open Lock +10, Search +11, Spot +10, Tumble +15, Use Rope +6; Dodge, Weapon Finesse.

Evasion (Ex): If this rogue is exposed to any effect that normally allows him to attempt a Reflex saving throw for half damage, he takes no damage with a successful saving throw.

Trap Sense (Ex): This rogue has an intuitive sense that alerts him to danger from traps, granting a +1 bonus on Reflex saves and a +1 dodge bonus to AC against attacks from traps.

Trapfinding (Ex): This rogue can use the Search skill to locate traps when the task has a DC higher than 20. Finding a non-magical trap has a DC of at least 20, higher if it is well hidden. Finding a magic trap has a DC of 25 + the level of the spell used to create it. Rogues can use the Disable Device skill to disarm magic traps. Disabling a magic trap generally has a DC of 25 + the level of the spell used to create it. A rogue who beats a trap's DC by 10 or more with a Disable Device check can generally study a trap, figure out how it works, and bypass it (with his PCs) without disarming it.

Uncanny Dodge (Ex): This rogue can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC even when caught flat-footed.

Possessions: Masterwork leather armor, masterwork dagger, masterwork shortbow, masterwork arrows (20), *potion of cure light wounds* (12), *acid* (5), *alchemical fire* (3), *thunderstone*, masterwork thieves tools, 50-ft. silk rope, bag of soot, chalk, charcoal, crude maps, and thin leather gloves.

B

B29. THE ROOM OF WANDS

This room's walls are covered with wands. Each one looks masterfully crafted. You can't see any hooks, so magic must be holding the wands to the wall. The walls behind the wands are covered with a rich, green moss. The floor and ceiling are free of the moss, and are polished blue marble.

Initial Attitude: N/A

Encounter: Another in a series of maddening traps designing by the celestials, this Room only has one useful wand — a *wand of burning hands*. The rest of the wands, while nicely crafted, are simple wooden decoys with *magic aura* cast on them. If the PCs cast detect magic, everything in the Room radiates magic and every strength and type of magic is present. The only true magic item, is the wand of burning hands which is the only one which radiates faint transmutation.

The exact number and type of wands, plus the exact nature of the Spellcraft and Intelligence checks necessary to determine this number are best left to DMs willing to expend that much energy to challenging the PCs. Chances are, if they made it this far into Region B, they aren't touching anything in the Room, anyway.

Any chaotic or evil PC touching a wand other than the *wand of burning hands* triggers a *bestow curse* trap.

♣ **Bestow Curse Trap:** CR 4; magic device; touch trigger (detect chaos); automatic reset; spell effect (*bestow curse*, 5th level cleric, DC 14 Will save negates); Search DC 28; Disable Device DC 28.

Encounter Condition: N/A

Tactics: The northern wall contains a secret door that leads to Room B28. A DC 20 Search check is required to discover the secret door. The door is unlocked and opens easily.

Treasure: The PC can retrieve one *wand of burning hands* (1 charge).
EL: 4

Scaling: To increase the challenge of this encounter, allow PCs to trigger the trap regardless of alignment. To decrease the challenge, change the *bestow curse* trap to an *acid arrow* trap.

B30. GOBLINOID REMAINS

The moment you enter this room you find the remains of seven goblins and three bugbears littering the floor. From what you can discern, two scouting parties encountered each other here and laid waste to one another. Broken clubs and spears are strewn amongst the corpses and the scent of death hangs heavily in the air. A bone-chilling screech suddenly echoes throughout the halls. Something is heading your way.

Initial Attitude: Hostile

Encounter: The scent of death has attracted two vargouilles (hp 11, 7) to this Room, and the PCs have three rounds before they arrive. The PCs can choose to lay in wait for the vargouilles or they can flee. When the vargouilles arrive they notice the PCs instantly (receiving a +10 circumstance bonus to Listen and Spot checks). They attack the PCs on sight, hoping to add to the pile of corpses already in the Room.

Encounter Condition: Cover

Tactics: The vargouilles assault the PCs with diving attacks. They rely heavily on their shriek attack, which can paralyze the PCs. They attack any paralyzed PCs, using their poison and kiss attacks on them.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, add one vargouille. To decrease the challenge, remove one vargouille.

Vargouille: CR 2; Small outsider (evil, extraplanar); HD 1d8+1; hp 11, 7; Init +1; Spd Fly 0 ft. (good); AC 12, touch 11, flat-footed 11; Base Atk +1; Grp -3; Atk +3 melee (1d4 plus poison, bite); Full Atk +3 melee (1d4 plus poison, bite); SA Shriek, kiss, poison; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5; Weapon Finesse.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 ft. (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

B31. THE ROD IN THE ROCK

A squat stalagmite sits in the center of this coarsely carved room. The atmosphere is dank, but not overwhelming like some of the other rooms in the dungeon. Protruding straight up from the center of the stalactite is a carved staff of stained, dark oak. The top of the staff is fitted with a gleaming steel cap in the shape of an eagle claw.

Initial Attitude: N/A

Encounter: A quarterstaff is buried in the stalagmite, and it serves as the trigger to the Room's trap. Pulling the staff from the stalactite before the trap is disarmed triggers it, flooding the Room with darts that shoot from recesses in the wall.

♣ **Fusillade of Darts:** CR 5; mechanical trigger; location trigger; automatic reset; Atk +18 (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft. by 10-ft. area); Search DC 19, Disable Device DC 25.

If the PCs disarm the trap, they can attempt to remove the quarterstaff from the rock; a DC 20 Strength check is required to free the quarterstaff from its prison. It is easier for rangers or druids to remove the quarterstaff, requiring a DC 18 Strength check from PCs of either class.

Encounter Condition: [Safe]

Tactics: The only door to this Room is a secret door that closes 2d6 rounds after it opens. Opening the door from this side requires a DC 30 Open Lock check to unlock. This DC increases by +10 if the PCs triggered the trap.

Treasure: The staff is indeed magical. A PC that retrieves it is the proud owner of a +1 *defending quarterstaff*.

EL: 5

Scaling: To increase the challenge of this encounter, change the trap to a spiked blocks from ceiling trap. To decrease the challenge, change the trap to a hail of needles trap.

B32. BLINK DOG DEN

As soon as you step into the room you are met with a chorus of growls. Four golden dogs, fangs bared, stare at you. You have obviously intruded upon their home, and you are not welcome here. Curiously they make no move to attack you, as they wait for you to exit on your own.

Initial Attitude: Unfriendly

Encounter: The PCs have entered another blink dog den. The blink dogs (hp 35, 31, 28, 23) do not appreciate the PCs' presence and want them out of the Room. They bare their fangs and growl at the PCs. However, due to their nature, the blink dogs do not attack the PCs; they only wish to scare them away.

If the PCs make no move to leave the blink dogs slowly advance on the PCs, hoping to drive them off. If any PCs attack the dogs, they immediately retaliate.

Rangers and druids can make DC 25 Animal Empathy checks to calm the dogs for 2d6 minutes. Success allows the PCs to remain and investigate the Room, though the blink dogs are not obviously happy with the

PCs' presence. Failure of this check changes the blink dog's attitude to Hostile; they do not like being manipulated.

There is a secret door on the west wall, leading to Room B31. A successful DC 25 Search check reveals the a hallow stone that can be pried open with a successful DC 25 Open Lock check. Once the hallowed stone is open, the PCs can see a level that must be turned 90 degrees clockwise.

Encounter Condition: N/A

Tactics: If attacked, the blink dogs launch themselves at the PCs, focusing on the most aggressive PCs first (or in the case of a druid or ranger failing their Animal Empathy check, one of them). They concentrate their attacks, targeting one PC at a time. They use their blink ability to flank the PCs. Because of the nature of the dungeon, their blink ability is sporadic and has a 70% chance of failing. If successful, however, they flank the hapless PC.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add one blink dog. To decrease the challenge, remove one blink dog.

Blink Dog: CR 2; Medium magical beast; HD 4d10; hp 35, 31, 28, 23; Init +3; Spd 40 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); Space/Reach 5 ft./5 ft.; SA —; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11.

Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track*

Blink (Su): A blink dog can use blink as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as dimension door (caster level 8th), once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

B33. BUGBEAR STORE ROOM

This is a simple granite room. Along the northern wall is a plain rack, covered with spears and a few clubs. The weapons are too large for goblins, or smaller creatures, so this is most likely a storeroom for the bugbears in the dungeon. The room does not seem to have been visited lately, and the hallway outside is as quiet as a tomb.

Initial Attitude: N/A

Encounter: The bugbears used this Room as a makeshift armory for while. Although they rarely come here now, there are spears and great-clubs stored on weapon racks. To protect their cache, the bugbears have rigged a simple spear trap, which is easy enough to spot. Stepping within 5 ft. of the weapons rack triggers the trap, unless it is first disabled.

♦ **Spear Trap:** CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20.

Encounter Condition: N/A

Tactics: N/A

Treasure: The PCs have their choice of four longswords, two great-clubs, one Large warhammer, and one shortbow. Upon inspection, the weapons are simple and sturdy, but hardly special. There is a 5% chance of a weapon being masterwork.

EL: 1

Scaling:

To increase the challenge of this encounter, have the spear trap fire two spears. To decrease the challenge, reduce the damage of the spear trap to 1d6/x2.

B34. SHRINE OF THE WARRIOR

Moss covers the walls and ceiling of the room. Against the eastern wall is a statue of a hobgoblin. The statue holds a gleaming shortsword in its right hand, and a sharp looking axe in its left. The overall pose gives you a sense that this was a mighty warrior, and this is hallowed ground.

Initial Attitude: N/A

Encounter: As the statue suggests, this Room was converted into a shrine by the hobgoblins of the dungeon. Since the hobgoblins no longer inhabit this Section, this Room has been abandoned.

While the weapons are fitted snugly into the statue, they can be removed with minimal effort by the PCs. This requires a DC 19 Strength check for each weapon. Any attempt to remove the weapons triggers a deafening alarm. But, with no hobgoblins in the vicinity, no one responds.

Encounter Condition: Hallowed 2

Tactics: After the PCs trigger the alarm in this Room, roll for two Random Encounters, spaced 1d8 rounds apart.

Treasure: The axe in the statue's left hand is a +1 battleaxe and the sword in the statue's right hand is a +1 shortsword.

EL: 1

Scaling: To increase the challenge of this encounter, after the PCs trigger the alarm, roll for three Random Encounters, spaced 1d6 rounds apart. To decrease the challenge, remove the alarm.

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B35. THE PEDESTAL

Brightly polished marble tiles are intricately arrayed on the floor of this room. Dark granite walls and a high limestone ceiling frame it. A large pedestal with a bright red, velvet cushion placed upon it, sits majestically in the center of the floor. The floor surrounding the pedestal is covered with a tile mosaic that depicts a giant snake eating its own tail.

Initial Attitude: N/A

Encounter: Whatever purpose this Room once served, or what the pedestal held, has been lost. The Room's defenses, however, are still active, and any PCs that touches the pedestal triggers a hail of needles trap.

✦ **Hail of Needles:** CR 3; mechanical; touch trigger; automatic reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22.

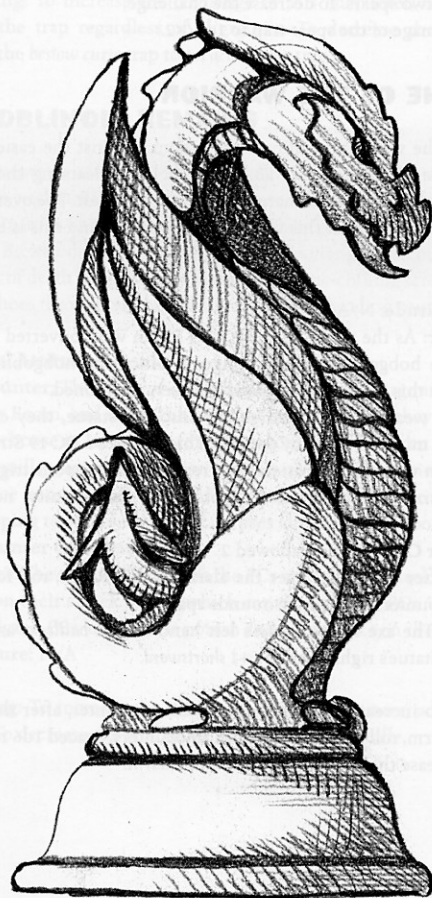
Encounter Condition: N/A

Tactics: Whatever was on the pedestal is no longer there, and the pedestal contains no secret compartments. Invisible symbols have been drawn on the top of the pedestal, however, but these can only found with *detect magic*, which reveals a series of *arcane marks*, laid out in a replicating pattern. A DC 20 Spellcraft check reveals that the sigils hint to a riddle or answer to a riddle. If the PC studies the symbols for 1 hour, requiring a DC 25 Concentration check to maintain *detect magic* that long, he is allowed a final DC 15 Intelligence check. If successful, the *arcane marks* explain how to open the secret door leading to Room B55.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, change the hail of needles trap to a fusillade of darts trap. To decrease the challenge, change the hail of needles trap to a poison needle trap.



B36. WOODEN CAGE

The floor, walls and ceiling of the room are covered with wood paneling. The paneling is smooth and even, but the smell of dry rot permeates the air. There is no discernable damage however. Sitting in the middle of the room is a burlap sack. Gold coins spill out of the top of the sack and litter the floor around it. As you make your way towards the sack, the door behind you slams shut, sealing you in.

Initial Attitude: N/A

Encounter: Similar to the Hall of Mirrors (Room B6), this Room was designed by the celestials as a test of the prisoner's intelligence. A sack, resting on a giant pressure-sensitive trigger, serves as bait. Anyone that steps within 10 ft. of the sack also steps on the trigger, and the trap activates. Once the trap is activated the door slams shut and it is impossible to re-open without resetting the trap.

The reset mechanism is located behind a wooden panel in the north-eastern corner. The panel needs to be removed carefully in order to reset the trap; if it is not, the PCs have another danger to contend with.

Noxious gases have built up behind the rotting wood and the PCs must take the proper precautions when removing the panel, otherwise they flood the Room with the toxic gas.

✦ **Wooden Cage:** CR 2; mechanical; location trigger; manual reset; Search DC 20; Disable Device DC 20.

✦ **Ungol Dust Vapor Trap:** CR 5; mechanical; touch trigger; automatic reset; gas; multiple targets (all targets in a 10-ft. by 10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

Encounter Condition: N/A

Tactics: N/A

Treasure: The sack contains ten vials of holy water, which prisoners would find useless, but the PCs may be able to put to use.

EL: 6

Scaling: To increase the challenge of this encounter, change the ungol dust vapor trap to an *acid fog* trap. To decrease the challenge, lower the DC of the Fortitude save of the ungol dust vapor trap by -2.

B37. TRAPPED HOWLERS

As the PCs approach the door this Room, read the following.

The stone door in front of you doesn't look right. All the other doors you have seen so far have been flush with the surrounding walls. This one, however, looks slightly cocked, as if it has been jammed shut. Loud whining howls pierce through the stone door, flooding the area directly in front of it with a cacophonous noise.

If the PCs put their ear to the door, they hear the moan of the howlers, forcing them to make DC 12 Will saves or lose 1 point of Wisdom.

The door to this Room has been locked and the lock damaged by rough hands. A DC 25 Open Lock check is required to open the door before the PCs can enter.

After the PCs open the door, read the following.

As you open the door the noise grows louder as a pair of beasts jumped from the shadows. The beasts resemble spiny backed hounds, which are hard to make out due to a thick smoke filling the room. But your curiosity is cut short as the beasts lunge your direction.

Initial Attitude: Hostile

Encounter: A party of bugbears has trapped two howlers (hp 42, 38) inside the Room. They also left a fire burning in the center of the Room in the hopes of suffocating the howlers. Sadly, the bugbears do not understand that howlers are not mammals from this plane and thus not subjected to the same laws for breathing.

The howlers have not been trapped for long, but they are nevertheless eager to depart. As soon as the door is opened they rush in, hoping to escape. With the PCs in their way, however, they turn their attention to them, violently taking out their frustrations on the PCs.

Encounter Condition: Smoke

Tactics: The howlers attack the closest PC first, latching on with their jagged teeth. They thrash about, impaling the PC on their quills. These howlers have serrated quills that deal an extra point of damage and require DC 24 Heal checks to remove. The howlers fight ravenously for 2d4 rounds, at which point they get their wits about them and fight with more sensibly, flanking the PCs.

Treasure: Once the PCs have dealt with the howlers they are free to inspect the Room. Aside from scratches on the walls, obviously the work of the trapped howlers, there is nothing of note. The wood in the center of the Room has been smoldering for some time, however, blanketing the contents in ash. Allow the PCs DC 30 Search checks to locate a silver dagger, in the corner of the Room, coated with ash.

EL: 6

Scaling: To increase the challenge of this encounter, add one howler. To decrease the challenge, remove one howler.

➤ **Howler:** CR 3; Large outsider (chaotic, evil, extraplanar); HD 6d8+12; hp 42, 38; Init +7; Spd 60 ft.; AC 17, touch 12, flat-footed 14; Base Atk +6; Grp +15; Atk +10 melee (2d8+5, bite); Full Atk +10 melee (2d8+5, bite) and +5 melee (1d6+3, 1d4 quills); Space/Reach 10 ft./5 ft.; SA Quills, howl; SQ Darkvision 60 ft.; SV Fort +7, Ref +8, Will +7; Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks); Alertness, Combat Reflexes, Improved Initiative.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based.

A quill can be removed safely with a DC 24 Heal check; otherwise, removing a quill deals an extra 1d6+1 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

Carrying Capacity: A light load for a howler is up to 460 pounds; a medium load, 461–920 pounds; and a heavy load, 921–1,380 pounds. A howler can drag 6,900 pounds.

B38. RUINED OBSERVATORY

The door to this room has been smashed open, its remains strewn about the doorway. The interior is a now familiar sight. The room contains a simple stone desk and chair, and a bookshelf against the back wall. A large pile of books lies in front of the shelf. An ear-piercing whine sounds from within the pile, and you spot a strange looking lizard, with a triangular head, rifling through the refuse.

Initial Attitude: Hostile

Encounter: This Room is identical to the other celestial observatories, the major difference being that something has found it and ruined it. The ethereal marauder (hp 12) chanced upon the Room, and is simply routing through the contents, turning over books and chairs.

The ethereal marauder may not notice the PCs as they enter the room, busily digging through the Room's contents (suffering a -4 circumstance penalty to Listen and Spot checks). If the PCs remain in the Room for more than six rounds, allow the marauder another Listen and/or Spot check.

Encounter Condition: N/A

Tactics: If the ethereal marauder notices the PCs, it becomes startled and attacks. If the PCs attack it before it notices them, the ethereal marauder flees immediately.

The marauder is more startled than hostile. Without the ability to "jaunt", the marauder fights to stay alive. If the combat lasts more than three rounds, the marauder flees, not wishing to deal with the obviously superior PCs.

Treasure: The books in this Room are ruined. While they are obviously journals and text books, they offer no insight into what the celestials had observed from this Room. Allow the PCs a DC 40 Decipher Script check to uncover information about the maze in Room B92. If successful the PCs uncover details about its twisting, impossible passages and the deadly nature of the maze. Despite its dangers, demons trying to escape the prison would run through the maze, quickly losing their bearings.

EL: 2

Scaling: To increase the challenge of this encounter, add one ethereal marauder. To decrease the challenge, reduce the ethereal marauder's hit points by -5.

➤ **Ethereal Marauder:** CR 2; Medium magical beast (extraplanar); HD 2d10; hp 12; Init +5; Spd 40 ft.; AC 14, touch 11, flat-footed 13; Base Atk +2; Grp +4; Atk +4 melee (1d6+3, bite); Full Atk +4 melee (1d6+3, bite); SA —; SQ Darkvision 60 ft., ethereal jaunt; AL N; SV Fort +3, Ref +4, Will +1; Str 14, Dex 12, Con 11, Int 7, Wis 12, Cha 10.

Skills and Feats: Listen +5, Move Silently +5, Spot +4; Improved Initiative

Ethereal Jaunt (Su): An ethereal marauder cannot shift from the Ethereal Plane to the Material Plane in this dungeon.

Skills: Ethereal marauders have a +2 racial bonus on Listen, Move Silently, and Spot checks.

B39. HALL OF THE HOBGOBLINS

The door leading to this Room is locked, requiring a DC 25 Open Lock check to unlock it. If the check fails by more than 10, 1d3 tools are jammed in the lock and ruined.

Rotted benches and tables fill this cavernous space. The floor is littered with scraps of cloth and bone, as well as less inviting piles of refuse. Something used this room as a meeting place or base of operations, but it hasn't been used in quite some time. At the back of the hall, against the northern wall, is a large stone throne and dais

Initial Attitude: N/A

Encounter: Before the hobgoblins joined forces with their goblin cousins, they made their home here. While they have long since abandoned this Room, some of their belongings, shortspears and clubs scattered amongst the refuse and debris, remain. They also left behind the throne of their chieftain, and it still sits on its dais under a thick layer of dust.

Encounter Condition: Distracting Visions 3

Tactics: After the PCs spend 30 minutes in this Room, roll for a Random Encounter.

Treasure: Hidden in the throne, behind a secret panel, is a +1 greatclub. A DC 25 Search check is required to find the panel, while a DC 20 Open Lock check opens it. Scattered around the Room are twelve javelins, two spears, six clubs, 14 arrows, and six masterwork arrows.

EL: N/A

Scaling: N/A

B40. HALLWAY

If you do not want to alert the PCs to the trap in this hallway, do not read the following.

You find yourself in a simple hallway. The walls and floor are smooth, and nothing is very out of the ordinary. Something prickles at the base of your neck however, as things may not be exactly as they appear. At the far end of the hallway you can hear a dull, roaring sound, like howling wind.

Initial Attitude: N/A

Encounter: A well-camouflaged pit lies in wait for any PCs traversing this expanse of hallway. If the PCs travel more than halfway through the hall, they trigger the trap, falling into the 50-ft. deep pit.

✦ **Camouflaged Wide-Mouth Pit Trap:** CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 50 ft. deep (5d6, fall); multiple targets (first target in each of two adjacent 5 ft. squares); Search DC 25; Disable Device DC 17.

Encounter Condition: Echoes 10

Tactics: At the east end of the hallway is a spotless Room. On the west end is an open door leading to Room B41.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, change the trap to a well camouflaged pit trap. To decrease the challenge, change the trap to a spiked pit trap.

B41. HOWLER DEN

The door to this Room is open.

If the PCs fell in the pit in Room B40, then the howlers hear them coming and are not surprised; taking cover in the Room. Otherwise, consider the howlers' Listen checks 23 for the purposes of the PCs sneaking up on them.

As you approach the open door, a deep growl escalates from inside. Something lives here.

If the PCs succeed at DC 15 Spot checks, read the following.

Peeking your head in, you see three hounds, with fibrous quills on their backs.

Initial Attitude: Hostile

Encounter: The PCs have entered a howler den, although (fortunately) the entire pack is not to be seen. There are normally as many as ten pack members, but presently there are only three howlers (hp 44, 38, 33). As soon as the PCs enter, the howlers unleash their mighty howls, wasting no time forcing the PCs from their sanctum.

Encounter Condition: Fearless, [Safe]

Tactics: The howlers attack as a pack, lashing out at the nearest PC and dragging him to the ground. If a PC presents himself as the biggest threat, the howlers deal with him first. The howlers bite the PCs, latching on with their jagged teeth. Once engaged, they use their quills to entangle their opponents.

Every 1d3 hours, 1d3+1 howlers return to the den. This continues until ten howlers have returned. If the PCs kill all the howlers, the Room is considered Safe and no further howler Random Encounters occur in this Section.

Treasure: A small nest lies in the corner, against a stone that is slightly warmer than the others. In the nest are the remains of an elf skeleton that stumbled into this lair some 5 years ago. The bones have been thoroughly gnawed on and the finger bones lay about the nest. A golden ring can be found in the nest with a DC 20 Search check. The ring is worth only about 25 gp, but has the name Ellinorith written on it. Ellinorith is an elven deserter and should the PCs mention the ring or his name to the elves in Region H, they confer that he got what was coming to him.

If the PCs investigate the stone, allow a DC 25 Disable Device check to pull one of the bricks from the wall. A thin piece of metal works, but shimmying it between the mortar takes some time. Once removed, the PCs find a piece of amber that gives off heat in a 5-ft. radius. The heat is around 110 degrees and is perfect for putting under a blanket or in the bottom of a pot to heat water. The amber never stops radiating heat.

EL: 6

Scaling: To increase the challenge of this encounter, add one howler. To decrease the challenge, remove one howler.

✦ **Howler:** CR 3; Large outsider (chaotic, evil, extraplanar); HD 6d8+12; hp 44, 38, 33; Init +7; Spd 60 ft.; AC 17, touch 12, flat-footed 14; Base Atk +6; Grp +15; Atk +10 melee (2d8+5, bite); Full Atk +10 melee (2d8+5, bite) and +5 melee (1d6+2, 1d4 quills); Space/Reach 10 ft./5 ft.; SA Quills, howl; SQ Darkvision 60 ft.; SV Fort +7, Ref +8, Will +7; Str 21, Dex 17, Con 15, Int 6, Wis 14, Cha 8.

Skills and Feats: Climb +14, Hide +8, Listen +13, Move Silently +12, Search +7, Spot +13, Survival +2 (+4 following tracks); Alertness, Combat Reflexes, Improved Initiative.

Quills (Ex): A howler's neck bristles with long quills. While biting, the creature thrashes about, striking with 1d4 of them. An opponent hit by a howler's quill attack must succeed on a DC 16 Reflex save or have the quill break off in his or her flesh. Lodged quills impose a -1 penalty on attacks, saves, and checks per quill. The save DC is Dexterity-based.

A quill can be removed safely with a DC 20 Heal check; otherwise, removing a quill deals an extra 1d6 points of damage.

Howl (Ex): All beings other than outsiders that hear the creature's howling for an hour or longer are subject to its effect, though it does not help the howler in combat. Anyone within hearing range of a howler for a full hour must succeed on a DC 12 Will save or take 1 point of Wisdom damage. The save DC is Charisma-based. The save must be repeated for each hour of exposure. This is a sonic mind-affecting effect.

Carrying Capacity: A light load for a howler is up to 460 pounds; a medium load, 461–920 pounds; and a heavy load, 921–1,380 pounds. A howler can drag 6,900 pounds.

B42. WELL OF HEALING

The room looks much like the others in this expanse of the dungeon, but the floor is littered with rubble and rocks. At the back of the room is a simple stone well. The rope attached to the well's frame extends straight down, and is taut.

Initial Attitude: N/A

Encounter: The well contains a small treasure and the Room is designed to prevent anyone from retrieving it. The rubble on the floor shows the aftermath of the trap, and it is the only clue the PCs have regarding the nature of the Room.

The trap is triggered when the handle on the well is turned. Triggering the trap unleashes stone blocks from the ceiling, which fall down on the PCs. The trigger is located in the well itself; a discolored stone on the backside of the well marks the trigger's location.

✦ **Stone Blocks from Ceiling:** CR 3; mechanical; location trigger; manual reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.

Encounter Condition: N/A

Tactics: Once the trap is disarmed, the PCs may haul up the bucket attached to the bottom of the rope. There is no water in the bucket (as there is no water at the bottom of the well), but it does contain three vials of shimmering blue liquid.

Smart PCs should realize that this is a great place to store supplies. Someone, perhaps Bartleby (Room B28), figured out the trap and placed the vials here for future use. The PCs should feel confident that few people know how to get passed the trap and can thus store items here safely.

If the PCs store anything in the bucket, there is an 85% chance the items are here when they return. For each week that passes, roll again for this items.

Treasure: In the bucket are three vials; each is a *potion of cure light wounds*.

EL: 3

Scaling: To increase the challenge of this encounter, change the stone block from ceiling trap to a falling block trap. To decrease the challenge, reduce the damage of the stone block from ceiling trap to 2d6.

B43. THE MASHER

The floor in this room is scuffed and heavily scratched. Aside from that, it is empty, framed by unmarked granite walls. Off towards your right is a simple wooden door leading to another room.

Initial Attitude: N/A

Encounter: While the Room is empty, it is not without its perils. The walls conceal poisoned spikes that only trigger when the door to the adjoining Room is opened. Once triggered the spikes spring out of the northern and southern walls, and the northern wall slowly moves toward the other. In addition, the doors to the south shut and lock, requiring DC 35 Open Lock checks to open.

If the PCs trigger the trap it is still possible to reset it while it is moving, but the trap's DCs are increased by 10 while it is active.

When the PCs disable the trap they can enter the adjoining room to the east, which contains the remains of a few elves who died in here. The DM should feel free to give them a full compliment of equipment though. The Encounter Condition of the small Room is Negative Energy and Stagnant Air.

♣ **Poisoned Wall Spikes:** CR 5; mechanical; location trigger; manual reset; Atk +16 melee (1d8+4 plus poison, spike); multiple targets (all targets in the room); poison (Medium monstrous spider venom, DC 12 Fortitude save resists, 1d4 Str/1d4 Str); Search DC 17; Disable Device 21.

Encounter Condition: [Negative Energy], [Stagnant Air]

Tactics: Once the walls press together, there is a 3 ft. gap from one to the other. They remain pressed together for 1 hour, during which time the PCs must make Fortitude saves (DC 10, +1 per previous save) every 10 minutes or lean against the poisoned wall spikes (suffering damage each time).

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, increase the trap's damage to 1d10+4 plus poison. To decrease the challenge, decrease the trap's damage to 1d6 plus poison.

B44. DEAD WORGs

This large room is nearly empty. The walls are black and gray, and very clean. However, three massive blood-covered wolves lay over the corpses of two dead dogs. Blood mats their hair and stains their mouths. Their skin is black and much of their hair has been singed off. The heavy smell of burnt flesh fills the air.

Initial Attitude: N/A

Encounter: The PCs have stumbled upon a trapped Room that worgs and dogs were fighting in before triggering the burning hands trap. The trap is very potent, but with the dead bodies in the Room, easy to spot. However, if the PCs stumble upon the trigger without being careful, they suffer the same fate as these worgs.

♣ **Maximized Burning Hands Trap:** CR 5; magic device; location trigger; automatic reset; spell effect (burning hands, 5th level wizard, 20 fire, DC 13 Reflex save half); Search DC 28; Disable Device DC 28.

Encounter Condition: [Safe], Smoke

Tactics: The trigger for this trap is a single small stone set in the floor 6 ft. from the door, shaped like any other in the Room. Careful PCs can easily avoid and disable it.

The corpses are three worgs and two blink dogs that fought in this Room, before one of them tripped the burning hands trap, killing them all.

If the PCs clear the air of smoke, avoid the trigger (or disable it), and bar the door, the Room is considered Safe.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, remove the dead bodies and add an empty backpack in the center of the Room as a lure. To decrease the challenge, replace the *maximized burning hands* trap with a *burning hands* trap.

B45. THE GOLDEN IDOL

This large room is lined with bright, shiny steel. Light bounces off the steel in every direction, blinding you. On columns throughout the room are ledges lined with lit candles. In the center of the room, on a simple wooden table, is a golden idol. The statue is about three ft. tall, ornately carved, and resembles a beautiful angel, holding aloft a torch. The room gives off a peaceful feeling, as if it was a shrine at some point.

Initial Attitude: N/A

Encounter: The idol is a tribute from one celestial to another; it honors the celestial's sacrifices in constructing and defending the dungeon complex, though this is not readily apparent to the PCs. Inscribed on its base is a message (in Celestial). "In darkness, I bring light, never straying from my path."

Unless the PC disarm it, removing the idol from the table triggers a *lightning bolt* trap, centered on the table, striking every person in the Room. In addition to taking damage, anyone struck by the trap must succeed at a DC 18 Balance check or be knocked prone. Prone PCs have a 50% chance of being targeted by a stray *lightning bolt*, which deals 4d6+4 points of damage. The save DC of a *lightning bolt* while prone is increased by +4.

The PCs must disable the trap if they wish to remove the idol from the Room.

♣ **Lightning Bolt Trap:** CR 6; magic device; proximity trigger (*alarm*); automatic reset; spell effect (*lightning bolt*, 10th-level wizard, 10d6+10 electricity, DC 14 Reflex save half damage); Search DC 28, Disable Device DC 28.

The steel lining of the walls enhances the potency of the *lightning bolt*, allowing it to bounce around the Room. The extra damage has been figured into the trap already. Lawful good PCs are immune to the damage of this trap.

Encounter Condition: Hallowed 5, Positive Energy, [Safe]

Tactics: If the PCs extinguish all of the candles in the Room, the torch on the statue lights up, casting a *daylight*. This is true anytime the statue is taken into a dark Room. This effect cannot be controlled and only turns off when there is a light source nearby.

This Room has an undoubtedly mysterious air to it. The DM should feel free to add whatever elements are lacking to keep the PCs in this Room, examining every nook and cranny. If the PCs never disturb the idol, the Room is considered Safe.

Treasure: The golden idol wears about 50 lbs., and is worth approximately 1,000 gold pieces.

EL: 6

Scaling: To increase the challenge of this encounter, change the *lightning bolt* trap to a *chain lightning* trap and increase the damage by +1 per die. To decrease the challenge, reduce the damage of the *lightning bolt* to 6d6 and the stray bolts to 2d6.

B46. BUGBEAR FOREWORD POST

A crude map of the dungeon, written in rough, goblinoid script, hangs on the southern wall. It marks the locations of various rooms, and the rune for goblin is repeated over and over on its surface. Standing in the center of the room are three tall goblinoids, with sharp fangs and heavy coats of fur. They are armed and angry, roaring with a defiant battle cry.

Initial Attitude: Hostile

Encounter: The PCs have stumbled upon a secret staging area of the bugbears, hidden among the trap infested Rooms of this Section. Safe from their goblin enemies, they plan their attacks from here. This Room provides easy passage to an expanse of unclaimed Rooms (B1 through B45), but also to the last remaining bugbear stronghold (Rooms B52 through B68).

The Room is currently occupied by three bugbears (hp 18, 16, 15). If the PCs make any sound opening the door the bugbears gain a +4 circumstance bonus to their Listen and Spot checks. If the PCs go unnoticed allow the bugbears a second Spot roll after five rounds, unless the PCs ambush them. If the bugbears notice the PCs, they become incensed by the intrusion and attack.

Encounter Condition: Echoes 2

Tactics: Caught off guard, the bugbears assault the PCs with ferocious attacks. The bugbears work individually, attacking the PC closest to them. While it is possible to parlay during battle, the bugbears are more concerned with silencing anyone that would report this Room back to Argliss (Room B75).

Treasure: While there is no treasure, per se, the map drawn on the wall can easily be copied onto parchment, giving the PCs a much needed help navigating the Region. A door near Room B6, to the north is circled and marked (in Goblin), "Knead Kee."

If the PCs spend an hour transferring the map to paper, give them a +1d3 circumstance bonus each time they make a Hide, Listen, Move Silently, Open Lock, Spot, or Search check anywhere in the Region. This map lacks Rooms B55, B57, and B59 through B62. PCs that have the map from Room B25 notice this after spending 2 hours comparing the two maps; or in 1 hour if they succeed at a DC 25 Knowledge (dungeoneering) check.

EL: 5

Scaling: To increase the challenge of this encounter, add one bugbear. To decrease the challenge, remove one.

☛ Bugbear: CR 2; Medium humanoid (goblinoid); HD 3d8+3; hp 18, 16, 15; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Full Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

B47. CHAMBER OF ECHOES

Sounds echo from the walls of this vacant room. A series of noises follow giving the impression that footsteps are simply more unnatural sounds originating from the room. Human wailing surrounds you. Hanging from the ceiling is a rusty sword tied with a length of rotting rope.

Initial Attitude: N/A

Encounter: The sword is a trigger for a *ghoul touch* trap. If the PCs find a way to remove the sword and replace its weight with something else on the rope, they can disable the trap. Otherwise, the trap triggers as soon as the PCs lower the sword from the rope.

☛ **Ghoul Touch Trap:** CR 3; magic device; touch trigger; automatic reset; spell effect (*ghoul touch*, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27.

Encounter Condition: Distracting Noises 4, Echoes 10

Tactics: No sounds actually originate from this Room, but instead are amplified from other Regions in the dungeon. This Room has become a nexus for noise and the PCs are actually hearing conversations and battles going on in Regions E, G, I, and N.

Treasure: The sword is a masterwork longsword, that needs to be cleaned and sharpened, but otherwise has survived the ravages of age. The word "sanctify" is written along the blade in Celestial.

EL: 3

Scaling: To increase the challenge of this encounter, change the *ghoul touch* trap to a compacting room trap. To decrease the challenge, change the *ghoul touch* trap to an *inflict light wounds* trap.

B48. RIDDLE ROOM

The door to this Room is locked, requiring a DC 30 Open Lock check to open.

Along the western wall of this room is an immense red tapestry, covered in silver and black arcane sigils. The cloth is silk, and in perfect condition as if untouched by the passage of time. On the floor are a series of misplaced white stones, mixed with red bricks and onyx plates. On the south wall is a strange diagram showing the layout of the room.

Initial Attitude: N/A

Encounter: This Room is a complex puzzle requiring the PCs to make some intelligent decisions. In order to reach the tapestry, the PCs must successfully navigate the tiles. The diagram on the wall is wrong, designed to encourage interlopers to mix the order in which they stand on the tiles. PCs succeeding at a DC 20 Intelligence check or DC 15 Decipher Script check are able to read the notes and decipher them accordingly.

According to the diagram, the PCs must step on the tiles in the order White, Red, Black, Red, Black, White, Red, Black, Black, White. This of course is wrong and only if the PCs succeed at a DC 30 Decipher Script check or a DC 28 Disable Device check can they determine the pattern is illogical and (based on their knowledge of traps) a trick. While this does not help them determine the actual order, they know the diagram is incorrect.

In actuality, it doesn't matter what color they first stand on, but once a tile is touched, only that tile can be stepped on (by that PC) from that point on. Reaching each stone of that color (without touching any other stone) requires a DC 15 Balance check, unless the PC chose the red brick which are narrower and require DC 19 Balance checks.

If a PC takes the shortest route, he can clear the Room in six "jumps", reaching the tapestry on the other side. Longer routes take up to ten jumps, but all of them lead to a single 3-ft. wide bronze plate in the floor. The plate, which is below the tapestry, is safe for the PCs to stand on, no matter what color tile they chose.

Encounter Condition: [Poor Footing 3]

Tactics: If the PCs step on the wrong tile, they suffer a small discharge of energy from the tile based on the color of a tile. Stepping on a black tile out of turn causes the PC to suffer 1 point of temporary Dexterity damage (no save).

Stepping on a red tile out of turn, reduces the PC's speed by 5 ft. (no save). This lost speed is recovered at a rate of 5 ft. per day, like temporary ability score damage).

Stepping on a white tile out of turn, deals 1d4+3 fire damage (no save).

Treasure: Although it radiates no magic of any kind, if the tapestry is pulled from wall and wrapped around a humanoid, it forms into a +2 *ghost touch breastplate*, which permanently fuses to the wielder's body (no save). It does not prohibit sleep and is otherwise 1/2 the weight of a normal breastplate. Short of a break enchantment or similar spell, the armor cannot be removed. Wizards and rogues grabbing the tapestry too soon are in for a rude awakening.

If the PC wearing the armor is reduce to -10 hit points, the armor fades into a red mist and reappears on this wall as a tapestry again.

EL: 6

Scaling: To increase the challenge of this encounter, introduce a fourth color (amber stones), which cause the PC to suffer 1 point of Charisma damage (no save) when stepped on. To decrease the challenge, remove the diagram (red herring) from the wall.

B49 THROUGH B68.

THE BUGBEAR ENCAMPMENTS

For centuries the bugbears dominated the other goblinoids in the Region. Neither the goblins nor the hobgoblins could match the ferocious attacks and cunning tactics of the bugbears. Where once their domain was extensive, the alliance of the goblins and remaining hobgoblins, coupled with the new zealous outlook the goblins wield, has driven the bugbears back to these few rooms in the western section of the Region.

During their reign of dominance, the bugbears spent a fair amount of time dismantling many of the celestials' traps. They took advantage of the damage the earthquake did to the Region. A few of the more complex traps were left standing, as the bugbears could simply not fathom how to disable them. The destroyed traps have been replaced by simpler ones of the bugbears' design, which they can reset and modify as they see fit.

The intimate knowledge and ever-changing array of traps have kept the bugbears safe in this domain, their final refuge. The tactics and numbers of their enemies may thwart them in the rest of the Region, but here on their home turf, they control the field and eagerly look forward to the day the goblin empire topples and they can reclaim their former greatness.

It is possible, however unlikely, for the PCs to gain the trust of the bugbears and ally themselves with them against the goblin and hobgoblins. This is quite difficult to accomplish as the bugbears view the PCs as yet another faction vying for power in the Region. If the PCs are able to gain the trust of the bugbears, they gain allies who know the Region very well and have the power to make the PCs' trek through the Region much easier. The simplest way to gain the bugbear's trust is to show them the bodies of slain goblins. Deeds, not words, have the best chance of swaying the bugbears here.

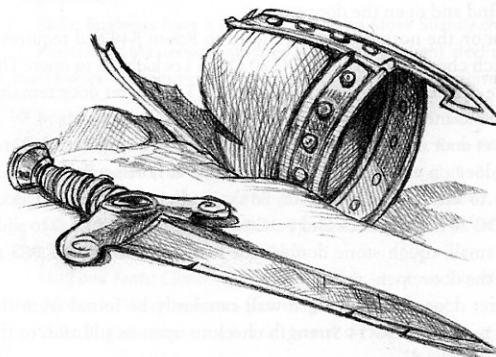
There are surprisingly few bugbears in these encampments. Many are off on sorties against the goblin empire. The few that remain plan new raids and repair the traps they have laid for the goblins.

If the bugbears believe the PCs are allied with the goblins however they will not give the PCs any chance to prove otherwise.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour. No Random Encounter occur in (or around) the secret chambers of Rooms B49 through B51.

1d20	Encounter
1	This section of the dungeon is unnerving. It could be the air, or the shadows, or the way the sound plays off the walls, but something about this area is disturbing. Haunted.
2	The sound of heavy footfalls echoes throughout the dungeon. A group of bugbears are out hunting goblins, or anything else invading their space. The PCs succeed at three DC 20 Move Silently checks for three consecutive rounds. If they fail any of the checks, they encounter the bugbears, as if a 19 had been rolled on this table.
3-12	Nothing
13	The PCs have stumbled upon a trap. <ul style="list-style-type: none"> ◆ Stone Blocks from Ceiling: CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.
14	A pack of 1d4+2 worgs wanders the dungeon. They are not hunting the PCs, and have only a 25% chance of noticing the PCs. If the PCs do not wish to confront the worgs, they must succeed at a DC 20 Move Silently check to avoid being noticed.
15	A pair of bugbears are resetting a scything blade trap. They have a 50% chance of spotting the PCs before the PCs notice them. The PCs notice the bugbears with a DC 20 Spot check. Ambush.
16	The PCs have stumbled upon a trap. <ul style="list-style-type: none"> ◆ Falling Block Trap: CR 5; mechanical; location trigger; automatic reset; Atk +15 (6d6, stone block); multiple targets (can strike all targets in two adjacent specified squares); Search DC 20; Disable Device DC 25.
17	A group of three ethereal marauders turn the corner and face the PCs. They are startled by the PCs presence. They have a 50% chance of fleeing outright. Otherwise they are Unfriendly to the PCs unless attacked.
18	The PCs chance upon a violent skirmish between the bugbears and goblins down the hall. 3d6 goblins are engaged in furious combat with 2d4+1 bugbears. One of the goblins spots the PCs and both groups strike out and turn their attention to the PCs.
19	The noises of the PCs have attracted the attention of a nearby bugbear patrol. Impose a -2 penalty on the PCs' Spot or Listen checks to notice the bugbears before they attack. The party is made up of 2d4+1 bugbears armed with short spears and swords. Aughkin (Room B62) leads the patrol.
20	Bartleby the Halfling (Room B29) is inspecting a portion of the wall here. He seems intent on his work, and doesn't look up as the PCs arrive. Bartleby suffers a -4 circumstance penalty to his Listen and Spot checks for five rounds.



B49. SANCTUM

The door to this Room is locked, requiring a DC 35 Open Locks check to open.

This hidden room is in good repair. A simple desk and chair, and a large oak bookcase are the only furnishings. The desk is empty, but a number of small bottles are scattered over the shelves of the bookcase.

Initial Attitude: N/A

Encounter: The bugbears never discovered the secret door in Room B51. As a result, they do not know this place exists, leaving it free from their stench. Surprisingly there are no traps or enchantments here and a DC 20 Search check reveals the Room is free of danger.

Encounter Condition: Safe

Tactics: Used a sanctum, years ago, the Room is a perfect hiding place for the PCs. If the PCs spend 4 hours resting, they recover hit points as if they had rested for a full day and can memorize spells as if they had rested for 8 hours.

Treasure: N/A

EL: N/A

Scaling: N/A

B50. SECRET CHAMBER

As the PCs near the secret door on the eastern wall of Room B50, read the following.

A sliver of light spills out into the hallway from a crack in the wall. Soft grunting sounds can be heard from behind the wall.

As the PCs near the secret door on the western wall of Room B50, read the following.

A sliver of yellow light spills out into the hallway from a crack in the wall. Grunting sounds can be heard from behind it.

Finding the secret door requires a DC 20 Search check and a DC 20 Disable Device check to slide it open. A small, rough stone doubles as a handle, allowing the PCs to simply lift the door open. The secret door on the western wall is jammed and requires a DC 14 Strength check in addition to the Disable Device check.

As the PCs enter the Room, read the following.

An oddly-shaped room opens. In the middle of the room, set into the northern wall, is a stone door. The room contains no furnishings other than a stack of four strongboxes, one on top of the other. Wherever the sound was coming from is gone for now.

Initial Attitude: N/A

Encounter: This Room is more of a causeway, used by the celestials to shuffle about behind the scenes. There is nothing here to explore (except the strongboxes), but opening the doors could prove a challenge to the PCs.

This Room contains three hidden doors. Whichever one the PCs came through stays open for 2d6 rounds before closing. After that, they can easily find and open the door again.

The door on the northeastern wall leads to Room B49 and requires a DC 30 Search check to find and a DC 30 Open Lock check to open. The same is true of opening it from the other side. This secret door remains open for 1d6 rounds.

The secret door on the southeastern wall leads to a long corridor and the secret door on the western wall open into a north-south corridor (that leads to either Room B52 or B53). Finding either secret door requires a DC 20 Search check and a DC 20 Disable Device check to slide it open. A small, rough stone double as a handle, allowing the PCs to merely lift the door open.

The secret door on the western wall can easily be found from the inside, but requires a DC 14 Strength check to open in addition to the Disable Device check.

The door to the north is locked (from both sides) and requires a DC 28 Open Lock check to open. The small interior chamber leads to another, similar locked door that is also locked on both sides.

Encounter Condition: Echoes 6, Safe

Tactics: The sounds the PCs heard was the dungeon playing tricks on their ears. There is no one here, but when the doors are closed and the PCs stand just outside it seems like there is.

Treasure: All four boxes are equally weighted and none make any sound when shook. The third strongbox, however, is the only one with anything in it. All four are locked.

Each strongbox requires a DC 35 Open Lock check to open and each lock is trapped with a poison needle trap.

♣ **Poison Needle Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20.

In the third box, strapped to the inside of the lid, are five potions — *cure light wounds*, *magic weapon (oil)*, *mage armor*, *protection from evil*, and *sanctuary*.

EL: N/A

Scaling: N/A

B51. PRIVATE STUDY

The door leading to this Room is locked, requiring a DC 35 Open Locks check to open.

This is a simply furnished room, with a small cot and a table. A tattered pillow and blanket rest on the cot, and both reek of mold and mildew. Upon the table is a shiny, gold ring and a hefty book.

Initial Attitude: N/A

Encounter: Before the doppelganger Argliss took over the goblin empire, he made this Room his home. Well-hidden, it proved a solid base of operations to fall back to. While he spent years living here, he never returned after becoming king. Knowing his journal was safe, he left the Room as is, hoping one day to trap something with his ruse.

The ring on the table is rigged to a *fire trap* that is designed to consume the book and harm those who would trespass. The fire trap is carefully placed and disabling the trap is far more difficult than it seems.

♣ **Fire Trap:** CR 6; spell; spell trigger; no reset; spell effect (*fire trap*, 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 34.

Encounter Condition: Safe

Tactics: If the PCs disable the trap on the ring (a hefty task), the ring and the book are theirs. The book is Argliss' journal. It details his encounters with the halfling Bartleby (Room B28). The doppelganger is quite upset with the loss of the artifact Bartleby seeks. Bartleby is allowed to keep any other artifacts he finds in the Region as payment, provided the artifact is returned to Argliss.

While it does not say anywhere in the journal that Argliss is a doppelganger, it does allude to strange circumstances where he is not always a goblin. Allow the PCs a DC 20 Decipher Script check or a DC 25 Gather Information check to deduce he is a barghest. If they succeed at a DC 26 Decipher Script check or a DC 31 Gather Information check, they realize he is *not* a barghest, but a doppelganger. The DM should make these checks secretly, so the PCs don't know whose information to trust.

Treasure: The last page of the journal is a *scroll of fire trap*. The ring radiates Strong transmutation magic and appears to be a *ring of chameleon power* if the PCs cast *identify* on it. It is actually a *cursed ring of inescapable location* (like the amulet) with several side effects. First, it causes the wearer to automatically be scryed when a spellcaster is looking for him (no check is made). In addition, the wearer can never turn invisible, no matter the strength of the spell. It also causes the wearer to be constantly under the effect of a *zone of truth* and his alignment can be detected by any paladin or lawful good cleric without a spell. Lastly, while the wearer's alignment does not change, he cannot violate any lawful good tenets, including killing innocents, betraying a trust, or deceiving a fellow man. While he

doesn't have to always behave "lawful good," he does have to monitor its more obvious actions. This powerful magic item was here when Argliss moved in and he never put it on, for fear of the celestial's games.

EL: 6

Scaling: To increase the challenge of this encounter, increase the Search DC of the fire trap by +5. To decrease the challenge, reduce the Disable Device DC of the fire trap by -5.

B52. STRAY DIRE WOLF***

You hear a low, deep growl as you approach an open chamber ahead. A wandering dire wolf stalks the hallways, its hackles raised. It snarls at you, baring its fangs menacingly from the darkness ahead.

Initial Attitude: Hostile

Encounter: A lone dire wolf (hp 50) roams the hallways, apparently lost. It has been here for some time and grows more agitated as the hours roll on. When the PCs enter the Room, the wolf attacks.

Encounter Condition: Ambush (darkness), Fearless

Tactics: This dire wolf is fast and agile. Having roamed these halls for sometime, it is worked up. The dire wolf gains the benefit of Improved Initiative and Mobility even though it lacks these feats.

In combat, it attacks the closest PC, and continues attacking until it is subdued or the PCs are dead. It trips PCs on each attack, moving onto the next PC, once one is down. If two PCs are down at the same time, it takes a round to bite a prone PC before moving on. Animal Empathy checks to calm the dire wolf suffer a -5 circumstance penalty.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, add one dire wolf. To decrease the challenge, remove the benefit of the Improved Initiative and Mobility feats.

Dire Wolf: CR 3; Large animal; HD 6d8+18; hp 50; Init +6*; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N: SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Alertness, [Improved Initiative], [Mobility], Run, Track*, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

* It also has a +4 racial bonus on Survival checks when tracking by scent.

B53. THE RESERVOIR

Towards the back of this large room is a low, circular well. The well's placement is reminiscent of a town square fountain. The principle difference is that the well has no discernable bottom. In front of the well is a small sack with gems spilling out of it.

Initial Attitude: N/A

Encounter: The bugbears use this Room to dispose of captured goblins and other creatures, having placed the gems here to lure goblin patrols. Lifting the sack triggers the pressure sensitive plate underneath.

♦ **Water-Filled Room Trap:** CR 4; mechanical; location trigger; automatic reset; multiple targets (all targets in 10-ft. by 10-ft. room); never miss; onset delay (5 rounds); liquid; Search DC 17; Disable Device DC 23.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, change the water-filled room trap to a flooding room trap. To decrease the challenge, reduce the DC of the Disable Device and Search checks by -5.

B54. THE BUGBEAR PACK LEADERS' HALL

This massive room is furnished with hides and skulls, trophies of a more prosperous time for the bugbears. The walls are rough, and covered in crude runes and hairline cracks. The floor is stained badly, and scraps of bone litter it. In the middle of the room is a squat, wide table with a large map placed on it. Around the room are four bugbears. The largest snarls at you and reaches for his club.

Initial Attitude: Unfriendly

Encounter: Unless the PCs have spoken with Aughtkin (Room B62) the three bugbears (hp 21, 18, 16) in this Room attack the PCs without hesitation. If the PCs have spoken with Aughtkin, the bugbears Initial Attitude is Unfriendly instead and they do not attack the PCs.

While the bugbears' attitude is Unfriendly, the PCs can negotiate with them, deferring to their leader, Sharpfang (hp 25). Sharpfang is particularly ornery and pays the barest amount of lip service to Aughtkin's "presumed" status within the encampment. He humors the PCs to increase his own stature and gain respect from his fellow bugbears.

His knowledge is limited to the goblin and bugbear war. Sharpfang does not give the PCs any insights about traps and what to expect in the dungeons. A DC 15 Sense Motive check reveals that Sharpfang does not care if the PCs fall victim to the traps in the dungeon or not. He could give the PCs valuable information, but he chooses not to.

Sharpfang and his raiding party created the map on the table. It details the bugbear encampment and the goblin empire (Rooms B52 through B91). While it is marked with various dots and splotches, the placement is incomprehensible to the PCs. Only Sharpfang is sure what the markings mean, and he refuses to tell the PCs anything about them.

If the PCs call him on this refusal to help, Sharpfang gets angry. If the PCs continue the push the issue he attacks.

Encounter Condition: Fearless

Tactics: Sharpfang attacks the strongest PC, while his subordinates watch his flank, striking any PCs who get near him.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add one bugbear. To decrease the challenge, remove two.

▲ **Sharpfang, Bugbear Ftr 2:** CR 4; Medium humanoid (goblinoid); HD 3d8+3 + 2d10+2; hp 31; Init +1; Spd 30 ft.; AC 18, touch 11, flat-footed 17; Base Atk +4; Grp +7; Atk +9 melee (1d8+3/x3, warhammer) or +5 ranged (1d6+3, javelin); Full Atk +9 melee (1d8+3/x3, warhammer) or +5 ranged (1d6+3, javelin); SA —; SQ Darkvision 60 ft., scent; AL CE; SV Fort +5, Ref +4, Will +1; Str 16, Dex 13, Con 13, Int 10, Wis 10, Cha 12.

Skills and Feats: Climb +4, Hide +4, Intimidate +5, Listen +4, Move Silently +6, Spot +4; Alertness, Cleave, Power Attack, Weapon Focus (warhammer).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: Masterwork studded leather armor, light steel shield, masterwork warhammer (dwarven make), dagger (2), javelin (3).

♦ **Bugbear:** CR 2; Medium humanoid (goblinoid); HD 3d8+3; hp 21, 18, 16; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Full Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

B55. A BLACK PEARL?

The secret door leading to this has not been found in centuries. The PCs must succeed at a DC 40 Search check to find this secret door. It is completely flush with the stone and even if they know its there, they only gain a ++ competence bonus to locate a groove in the wall. If successful, they pry open a 4-ft. wide door that allows access to the Room.

This room is cramped due to a large pedestal that takes up the center of the room. The top of the pedestal is covered in black velvet. Nestled in the center of the velvet is a single, flat black stone. Oddly, there is no dust in the room.

Initial Attitude: N/A

Encounter: If the PCs aren't paranoid about the traps in this Region, they haven't tried hard enough. Chances are they believe the stone is trapped, seeing it resting on a pedestal, unguarded. In fact, it isn't. The PCs merely need to walk up and lift the stone from the pedestal. But they don't have to know that.

Encounter Condition: [Drafty]

Tactics: If the door to this Room is left ajar, it creates a draft, that sweeps through, threatening to blow out torches.

Treasure: The pearl on the pedestal is actually a *bead of force*. While it does not possess the *resilient sphere* ability of a normal *bead of force*, it does deal 8d8 holy damage on impact.

EL: N/A

Scaling: N/A

B56. THE BUGBEAR'S WORKSHOP

A large workbench stretches along the northern wall. Tools lie haphazardly on top of, and underneath it. Shelves lying against the western wall contain scraps of iron and brass and copper. Off in a corner of the room are piles of leather and rope.

Initial Attitude: N/A

Encounter: Whether it is a new spear or a piece of a deadly trap, if the bugbears need it they make it in this Room. The tools are handmade and crude, but they serve their purpose. The bugbears are not master craftsmen by any means, but they do good work and their cunning in devising traps has served them well.

At the moment, the Room is empty, but the bugbears in Room B57 are busily at work.

Encounter Condition: Echoes 2

Tactics: If the PCs succeed at DC 25 Listen checks, they hear grunts coming from the other side of the wall. While the secret door here is not obvious, there is enough of a gap for sound to come through. The secret door leads to Room B57 and requires a DC 25 Search check to find. It does not appear on the map in Room B25 and therefore the PCs do not get a bonus to find it.

If the PCs make a great deal of noise, allow the bugbears in Room B57 Listen checks to notice them.

Treasure: The workshop contains scraps of iron, brass and copper as well as multiple shafts of wood. There is also a small pile of leather and rope. The tools themselves are worthless, simple things made for large hands.

EL: N/A

Scaling: N/A

B57. THE BUGBEAR'S ARMORY

This room serves as the armory. Aside from the various weapons that adorn the racks and shelves in this room, you can't help but notice a group of surly goblinoids, seven ft. tall, and covered in fur. They are sorting through scrounged debris and piles of stones, as they look up to see you.

Initial Attitude: Hostile

Encounter: Unlike the majority of Rooms in their domain, the armory of the bugbears is not abandoned. Three bugbears (hp 24, 17, 15) have just returned from a patrol and are sorting through some of the supplies they've scrounged (rope, wood, etc.). They do not take kindly to intrusions, especially in one of their hidden caches.

If they do not hear or see the PCs coming, they are surprised, but ready for battle nonetheless.

Encounter Condition: N/A

Tactics: The bugbears attack the closest PCs, and stay in a tight group. They use their size to their advantage and do everything they can to push the fight into the hall. Weak PCs are easy targets and the bugbears hurl whatever they can find at pesky spellcasters who launch spells from the back of the party.

Treasure: The armory contains a dozen short spears, three longspears, six short swords, eight greatclubs, and an assortment of rope, stones, wire, wood, and anything else they could manage to scrounge.

EL: 2

Scaling: To increase the challenge of this encounter, add two bugbears. To decrease the challenge, remove one.

☛ **Bugbear:** CR 2; Medium humanoid (goblinoid); HD 3d8+3; hp 24, 17, 15; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); Full Atk +5 melee (1d8+2, morningstar) or +3 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

B58. SUPPLY ROOM

Empty barrels and empty shelves fill this room; a supply depot, in serious need of supplies by all appearances. Only scraps of iron and leather, and a few sticks, are currently in stock.

Initial Attitude: N/A

Encounter: The bugbears store spare parts for their traps, as well as additional supplies for making weapons here. The current lack of supplies indicates how bad off the bugbears currently are in their campaign against the goblins.

Encounter Condition: N/A

Tactics: N/A

Treasure: The supply room contains scraps of iron and leather, as well as a few bundles of short sticks that could possibly be used for spears.

EL: N/A

Scaling: N/A

B59. SLEEPING QUARTERS

Various animal hides and blankets cover the floor. You get the impression this is a communal sleeping room for the remaining bugbears. The room feels safe and secure, and you can understand why the bugbears chose it. Fortunately for you, it is deserted at present.

Initial Attitude: N/A

Encounter: The bugbears, when not out raiding, retreat here to rest. They have claimed a great number of safe rooms in their small domain, and use them to their advantage. Other than the animals hides covering the floor, this Room is empty.

Encounter Condition: Safe

Tactics: N/A

Treasure: The animal hides on the floor could possibly be used for barter, or the PCs own personal use. Aside from those the room hold no treasure.

EL: N/A

Scaling: N/A

B60. ENTRANCEWAY TO THE INNER SANCTUM

The secret door can be found by the PCs with a DC 25 Search check. While the door is secret, it is also locked. Opening the secret door requires a DC 30 Open Lock check be placed in a small catch in the wall. Alternatively, the PCs can use Aughkin's (Room B62) key, which requires them to encounter him as a Random Encounter.

Fine, almost powdery, rubble litters the floor of this room. Along the west wall are three separate doors. Based on the contents, its safe to assume this is a store room for the inhabitants of the dungeon.

Initial Attitude: N/A

Encounter: The bugbears have utilized the resources left behind by the celestials well. They survive the vicious goblin attacks mainly because their guerrilla tactics and cunning make them hard to find. The lock on the secret door makes it more difficult still even for knowing goblins to enter. The bugbears private quarters are located off of this Room.

Even with the protection of a secret entrance, the bugbears take no chances. The rubble strewn about the floor of this Room should tip off the PCs to another bugbear trap.

• **Stone Blocks from Ceiling:** CR 3; mechanical; location trigger; repair reset; Atk +10 melee (4d6, stone blocks); Search DC 25; Disable Device DC 20.

Encounter Condition: Hazardous Footing 14

Tactics: If the PCs make too much noise here, roll for a Random Encounter.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, increase the damage of stone blocks from ceiling trap to 5d8. To decrease the challenge, change the stone blocks from ceiling trap to a bricks from ceiling trap.

B61. THE HEALER

This room seems out of place. While other rooms in this stretch of the dungeon are either wide, empty halls or small, cramped cells, this room is ... cozy. A large goblinoid sits placidly in the center of the room, adding to the overall strangeness of the scene. His hair is white, perhaps from age, and his manner is calm and unobtrusive.

Initial Attitude: Indifferent

Encounter: This bugbear, known only as Healer (hp 24), is quiet and serene, and imposing. Standing a full 7 ft. high, Healer is white-haired and appears very wise. The Healer is not typical of the bugbears by any means. He has lived long enough to understand that war between the goblinoid tribes is unnecessary, but an irrefutable fact of their heritage. He has resigned himself to seclusion.

He could care less about the PCs' presence, but helps them out — giving them medicinal herbs to heal their wounds — if asked. The Healer does not "waste" magical healing on the PCs, unless the PCs have proven themselves to be stoic allies of the bugbears first. He reserves his magic for his comrades, unsure of when the goblins could attack next.

The PCs can ask Healer about the bugbears, he answers their questions to the best of his abilities. He is tired of the war and simply wishes to be left undisturbed in his sanctuary. If the PCs are in the Room for more than one hour, the Healer starts to get agitated and his attitude shifts from Indifferent to Unfriendly.

The Healer never attacks the PCs first. If the PCs attack him, however, he will do his best to subdue the PCs.

Encounter Condition: Hallowed 2, Safe

Tactics: The Healer calls upon his deity to protect him from the PCs, alternating between casting spells and attacking the nearest PC with his +1 *morningstar*. He casts *entropic shield* before a fight breaks out and *calm emotions* once things get heated.

Treasure: The medicine herbs Healer carries heal 1d4+1 points of damage each and he has a enough medicine to make make 2d12 doses for the PCs.

EL: 3

Scaling: To increase the challenge of this encounter, add two bugbears. To decrease the challenge, remove one cleric level from Healer.

▲ **Healer, Bugbear Clr 3:** CR 3; Medium humanoid (goblinoid); HD 3d8+3 + 3d8+3; hp 36; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 15; Base Atk +4; Grp +6; Atk +8 melee (1d8+3, +1 *morningstar*); Full Atk +8 melee (1d8+3, +1 *morningstar*); SA Spells, turn/rebuke undead; SQ Darkvision 60 ft., scent; AL N; SV Fort +5, Ref +5, Will +6; Str 14, Dex 12, Con 13, Int 12, Wis 14, Cha 10.

Skills and Feats: Climb +3, Diplomacy +2, Heal +7, Hide +4, Listen +4, Knowledge (nature) +4, Knowledge (religion) +4, Move Silently +6, Spot +4; Alertness, Brew Potion, Weapon Focus (*morningstar*).

Typical Cleric Spells Prepared (4/4/3, save DC 12 + spell level): 0—*detect magic*, *detect poison*, *light*, *resistance*; 1st—*comprehend language*, *entropic shield*, *sanctuary**, *shield of faith*; 2nd—*calm emotions*, *cure moderate wounds**, *hold person*.

***Domain Spell.** Domains: Healing (cast healing spells at +1 caster level) and Protection (protective aura, once a day).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: Masterwork studded leather armor, +1 *morningstar*, *potion of cure light wounds*, masterwork healer's kit.

B62. THE RETIRED PACK LEADER

Cramped and reeking of rotten meat, this small room is dominated by an aging goblinoid. Even seated, you can tell he is well over seven feet tall and a mass of fibrous muscles waiting to snap. His hair is gray and mottled, and deep scars line the bugbear's face, chest and hands.

If the PCs do not surprise the bugbear, add the following.

Staring at you from his perch, his one good eye searches deeply, curious about you. He seems to be having the same trouble reading you as you have reading him.

Initial Attitude: Unfriendly

Encounter: The creature in this Room is a bugbear named Aughkin (hp 55). He is old and of no use in raiding parties. However he has lived a long time, an indication of intelligence to this bugbear tribe. The others keep him here and rely on his wisdom and stories of past adventures to help plan bolder raids into the goblin expanses. While he would rather be in the thick of a raiding party, he is content to guide the younger bugbears to victory over the accursed goblins. He does not advise in matters he considers suicide, and whether the true leader or not, still treats his "men" with the dignity and respect due soldiers.

With a DC 25 Diplomacy check, the PCs can convince Aughkin they are not here to harm him or the bugbears. Aughkin and Healer (Room B61) are willing to hear the PCs out and perhaps reach an agreement, but this requires roleplaying, not die rolling and ultimately is the decision of the DM. Should they reach an accord, word spreads amongst the bugbears that the PCs can be trusted and the two groups should work together.

If attacked, or enraged, Aughkin attacks the PCs.

Encounter Condition: Fearless

Tactics: Aughkin would rather not fight, but he is not afraid of death. He has become a good advisor by thinking before he acts. If forced into battle, Aughkin does not hesitate, however. He launches himself at the PCs with a ferocity rarely seen in bugbears half his age. He gains the benefit of rage, despite not being a barbarian, and tackles the nearest PC he can find. If he gets a PC on the ground, Aughkin grabs ahold of the PC's neck and threatens to snap it if the others do not back off. Because of the size of Aughkin's hands, he deals 1d4+1 damage while grappling and is considered Large, even though he's a Medium creature.

Treasure: Aughkin does not keep anything in his chambers that does not serve him in warfare. Clothing and magical aid are given to his men and for himself, he's kept a simple +1 dagger. If the PCs spend 30 minutes searching the Room, allow them to find an old journal (written in Goblin) that tells of his younger days as a soldier and his recent years as a leader, unwilling to jeopardize his men.

EL: 6

Scaling: To increase the challenge of this encounter, add two bugbears. To decrease the challenge, remove two fighter levels from Aughkin.

▲ Aughkin, Bugbear Ftr 5: CR 6*; Medium humanoid (goblinoid); HD 3d8 + 5d10; hp 41; Init +4; Spd 30 ft.; AC 13, touch 10, flat-footed 13; Base Atk +7; Grp +8; Atk +10 melee (1d4+2/19–20, +1 dagger); Full Atk +10 melee (1d4+2/19–20, +1 dagger); SA —; SQ Darkvision 60 ft., scent; AL CE; SV Fort +5, Ref +4, Will +4; Str 12, Dex 10, Con 10, Int 12, Wis 14, Cha 12.

Skills and Feats: Climb +4, Craft (whittling) +9, Hide +4, Listen +7, Move Silently +6, Perform (storytelling) +7, Spot +6; Alertness, Improved Initiative, Iron Will, Skill Focus (perform [storytelling]), Weapon Focus (dagger), Weapon Specialization (dagger).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: +1 dagger, whittling stick.

* Aughkin's age and lack of equipment make him CR 6 instead of CR 7.

B63. GOTCHA!

Stark, this room is nearly identical to the many rooms in the dungeon. The one feature that distinguishes it however is an intricate pattern of tiles on the floor. The tiles are covered in layer of dust however, and it is difficult to discern anything specific about them. Hanging on the wall, across from you, is a finely crafted spear.

Initial Attitude: N/A

Encounter: The bugbears like to capture the occasional goblin, as they sometimes prove to be reliable sources of information. While the rest of the traps the bugbears have laid out in their domain are lethal, this Room is not. Any goblins captured in this Room are brought to Room B53 for interrogation.

The tiles on the floor are the trap's trigger; an alternating black and white pattern (like a checker board). PCs stepping on black tiles trigger a large net trap, while stepping on white tiles is safe. To disable the trap the PCs must find a specific black tile in the southwest corner of the Room where the trap's reset is located. Finding the tile is easy enough, requiring a DC 20 Search check. However, lifting the tile and disarming the trap is another issue entirely. There are a series of twelve buttons, in three different colors (black, red, white) that must be depressed in a specific order. A successful DC 20 Disable Device indicates that the buttons must be pressed in pairs. Failure on this check indicates that the colors are directly related to the tiles on the floor.

A second DC 23 Disable Device check indicates that the buttons must be pressed in order — red, black, white. Failure on this check indicates the order is black, white, red.

Lastly, the PCs are allowed a third Disable Device check (this time at a DC 26) to determine the exact pairs that need to be depressed. Obviously, if the PCs fail this check, they choose the wrong pair.

If a button is ever pressed out of order (or pressed in correspondence to the incorrect pair), the PC triggers a trap based on the color. The black button triggers ghoul touch, the red button triggers burning hands, and the white button shocking grasp.

▲ Large Net Trap: CR 3; mechanical; location trigger; manual reset; Atk +5 melee (see note); Search DC 20; Disable Device DC 20/23/26. Note: Characters in a 10-ft. square are grappled by net (Str 18) if they fail a DC 14 Reflex save.

▲ Burning Hands Trap: CR 3; magic device; proximity trigger (alarm); automatic reset; spell effect (*burning hands*, 5th-level wizard, 5d4 fire, DC 11 Reflex save half damage); Search DC 26; Disable Device DC 26.

▲ Ghoul Touch Trap: CR 4; magic device; touch trigger; automatic reset; spell effect (*ghoul touch*, 5th-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27.

▲ Shocking Grasp Trap: CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (*shocking grasp*, 5th-level wizard, 5d4 electricity); Search DC 26; Disable Device DC 26.

Encounter Condition: N/A

Tactics: PCs succeeding at a DC 20 Disable Device check realize that the mechanism for protecting the large net is more complicated than the net itself, hinting that at one time the trap was more than just a net. Once the trap is disabled, the Room is safe until the bugbears reset it (in 2d6 hours).

It is recommended that the DM make the Disable Device checks in private, lest the PCs get wise to the trap's function.

Treasure: The spear is a masterwork spear, but nothing more. It is the bait by which all goblins are tricked into entering this Room. PCs that lifted the special black tile are allowed DC 25 Spot checks. Those who succeed realize that the buttons are built into a locking hinge that hide a compartment underneath. If they successfully disable all three traps, they can lift the mechanism (requiring a DC 25 Open Lock check) to find a pair of magical daggers. One of the daggers is a +2 good outsiderbane daggers, while the other is a +2 feybane dagger.

DMs running strictly good campaigns are encouraged to change these to daggers to a +2 lawful outsiderbane dagger and a +2 chaotic outsiderbane dagger, lest the PCs be stuck with daggers they'll never use.

EL: 3, 6

Scaling: To increase the challenge of this encounter, change the large net trap to a camouflaged pit trap. To decrease the challenge, change the large net trap to a portcullis trap.

B64. A LONG WAY DOWN

This simple chamber is quite nondescript, except for a pair of high quality longswords abandoned in the center of the room. Two gems, in the opposite wall stare back at you, like a pair of red eyes.

Initial Attitude: N/A

Encounter: Like Room B63, the bugbears set up a simple pit trap to snare goblin scouts. The longswords have been left to lure the unsuspecting goblins into a trap. If that doesn't work, the gems in the wall will.

The floor beneath the longswords (5-ft. by 5-ft. square) can only support 10 lbs. before it opens, dropping the victim(s) into the pit below. A locking mechanism is located behind a panel in the eastern wall. Once the switch is flipped, the doors to the pit do not open and the PCs can travel across the Room safely.

▲ Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20.

Encounter Condition: N/A

Tactics: The gems are only painted glass, designed to lure goblins across the Room. They cannot be removed from the wall, short of a DC 40 Disable Device check. If removed, the bugbears replace them in 1d3 days. This trap is either an indication that bugbears aren't very inventive or that goblins aren't hard to trick.

Treasure: The two spears are masterwork longswords, which the PCs are free to take once they have circumvented the trap. The gems are worthless glass.

EL: 3

Scaling: To increase the challenge of this encounter, increase the depth of the pit trap by 20 ft. To decrease the challenge, reduce depth of the pit trap by 20 ft.

B65. STORAGE

The door to this Room is locked. A DC 30 Open Lock check is required to unlock this door. The smell of death (inside) is evident before the PCs open the door.

As soon as you open the door, the smell of death assaults you. This small room has a small pile of dead goblins, who are rotting. Flies and maggots fill the air, escaping passed and into the open air. Stacked along the walls are all manner of wood beams, spikes, polearms, and tripwires.

Initial Attitude: N/A

Encounter: This Room is filled with the tools and equipment for making traps (not to mention a half-dozen dead goblins). It looks as though it is regularly used, but how the bugbears endure the stench is another story.

Encounter Condition: Diseased (mind fire) 12, Stagnant Air

Tactics: While mind fire is normally inhaled, if the PCs avoid touching the goblins, they gain a +2 to the Fortitude save to resist the mind fire. Make this save (in secret) 10 minutes after the PCs exit the Room.

Treasure: If the PCs have the stomach for it, they can search the dead bodies, finding a total of 36 sp, 14 cp, a key to the door in Room B80, and a *potion of jump*.

EL: N/A

Scaling: N/A

B66. BUGBEAR HIDEOUT

The door to this Room is locked, requiring DC 30 Open Lock check to unlock.

Unless the PCs succeed at a DC 30 Move Silently check while opening the lock, read the following.

This Room is enormous. The vaulted ceiling and painted walls make this Room appear larger than life. Standing, weapons at the ready, are six tall, grizzly, angry goblinoids covered in mottled brown fur, their jagged teeth exposed.

If the PCs succeed in picking the lock quietly, read the following.

This Room is enormous. The vaulted ceiling and painted walls make this Room appear larger than life. Pacing about the room, sharpening weapons, and sifting through crates are eight tall, grizzly goblinoids covered in mottled fur, their jagged teeth exposed. They do not notice you, keeping to their activities.

Initial Attitude: Unfriendly or Hostile

Encounter: Eight bugbears (hp 18) are using this Room to plan a raid on the goblins. Normally, they are mobilized, moving about the halls, but these bugbears have a plan up their sleeve. They intend to gather their strength together, sneak through the maze (Room B92), and attack the sleeping goblin army from behind. By striking from the far end of the goblin empire, they hope to distract the main arm of the army and send a smaller force to kill the goblin king.

If the bugbears do not notice the PCs, they continue planning their attack. However, every round that goes by, allow one of them a Spot check to notice the PCs. If the PCs watch for too long, the bugbears assume they are spies and attack. If the PCs approach peacefully, however, there is an opportunity to work with the bugbears. Allow the PCs to role-play through the situation or use Diplomacy to diffuse the hostilities.

If attacked, or enraged, Aughkin attacks the PCs.

Encounter Condition: Fearless

Tactics: If the PCs try to strike a bargain the bugbears, Oskin (the largest of the eight) listens to what the PCs have to say and if he trusts them, invites them to help on the raid, asking them to attack from the north while they use the maze to disguise their approach.

In combat, the bugbears fight to silence the PCs. Two rush to block the door, while the rest flank the PCs. Oskin directs the battle for two rounds before attacking the largest PC. They are tireless fighters and have no qualms about killing the PCs.

Treasure: All of the bugbears carry masterwork weapons and are prepared for battle. Oskin carries two *potions of cure light wounds* and a *potion of bull's strength*.

EL: 6

Scaling: To increase the challenge of this encounter, add two bugbears. To decrease the challenge, remove two.

✦ **Bugbear:** CR 2; Medium humanoid (goblinoid); HD 3d8+3; hp 18; Init +1; Spd 30 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grp +4; Atk +6 melee (1d8+2, morningstar) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (1d8+2, morningstar) or +4 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft., scent; AL CE; SV Fort +2, Ref +4, Will +1; Str 15, Dex 12, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +3, Hide +4, Listen +4, Move Silently +6, Spot +4; Alertness, Weapon Focus (morningstar).

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

B67. THE LAST LINE OF DEFENSE

This room is large, and appears empty, but something about it bristles and is menacing. There are no signs of the goblins occupying this room, so it must still be in the domain of the bugbears. Why they have chosen to leave it empty is a mystery however.

Initial Attitude: N/A

Encounter: The bugbears have littered this Room with as many traps as possible. If the goblins seek to take their final hidden refuge (Room B68), the bugbears plan on exacting a heavy toll.

Scattered around the Room are six different traps, each placed in such a way that the PCs cannot avoid them all if they move between the door on the western and northeastern walls. The DM is free to trigger as many or as few of the following traps as he likes. The basic arrow and spear traps occur three times throughout the Room and the dart traps occur twice.

✦ **Basic Arrow Trap:** CR 1; mechanical; proximity trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20.

✦ **Fusillade of Darts:** CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20.

✦ **Javelin Trap:** CR 2; mechanical; location trigger; manual reset; Atk +16 ranged (1d6+4, javelin); Search DC 20; Disable Device DC 18.

✦ **Poison Dart Trap:** CR 1; mechanical; location trigger; manual reset; Atk +8 ranged (1d4 plus poison, dart); poison (bloodroot, DC 12 Fortitude save resists, 0/1d4 Con plus 1d3 Wis); Search DC 20; Disable Device DC 18.

✦ **Spear Trap:** CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20. Note: 200-ft. max range, target determined randomly from those in its path.

✦ **Swinging Block Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +5 melee (4d6, stone block); Search DC 20; Disable Device DC 20.

Encounter Condition: N/A

Tactics: The object of this Room is to introduce the PCs to the traps of the Region. The bugbears are not likely to invite strangers in and this Room is designed to encourage PCs to find another way in. Getting to Room B68, the PCs find it a dead-end and now have to move across the Room again. Unless 1d4 hours have passed since they moved through this Room, the bugbears have not reset this trap.

Unlike other trapped Rooms in this Section, there are no dead goblins here. If the PCs enter this Room from the secret door to the south, it is not as important to "hurt" the PCs with this Room, since they are more than aware of the Region's dangers. It is recommended the PCs feel discouraged, but not killed by this Room.

The door to the South leads to a secret door, that requires a DC 22 Search check to locate. The secret door is locked, but a simple DC 25 Open Lock check allows the PCs to spin the door open on its central axis.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, allow two traps to go off at the same time. To decrease the challenge, have each trap occur only once.

B68. REFUGE

Lined with empty supply racks, this room feels safe and secure. Currently there is nothing in the room aside from the empty shelves.

Initial Attitude: N/A

Encounter: If the goblins ever overrun the bugbear encampments, the bugbears plan to fall back to this Room. Guarded by the traps in Room B67, they can wage a war of attrition against the goblins to the very end. They know that if things become this dire that they are doomed, but they plan on taking as many goblins as they can with them.

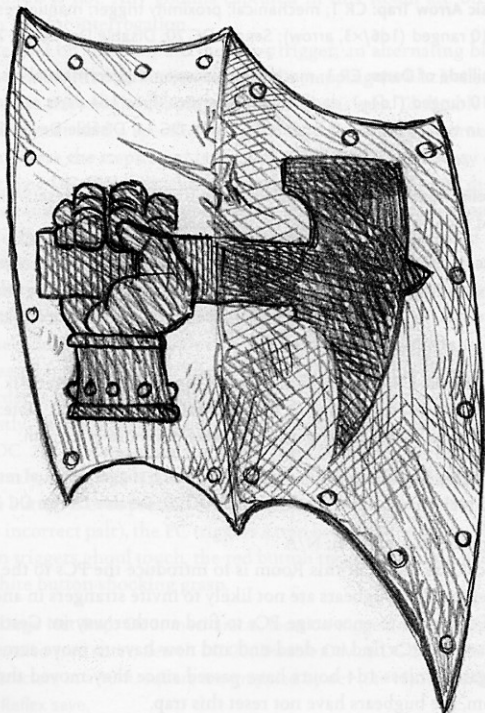
Encounter Condition: Safe

Tactics: If the PCs admit to the bugbears that they have entered the refuge shifts their Attitude one step closer to Hostile. Once Hostile, the bugbears attack the PCs on sight in all future encounters — having spread the word.

Treasure: There are a few daggers, arrows, and the like, but nothing of value. Allow the PCs to resupply up to 1d20 arrows, bolts, darts, and 1d6 spears.

EL: N/A

Scaling: N/A



B69 THROUGH B90. THE HOLY GOBLIN EMPIRE

These rooms encompass the might of the goblin empire that has recently been forged by their new king, Argliiss (see sidebar The Goblin King) in the name of their new god.

Musty smells and dampness unknown in the rest of the dungeon fill the air here. The traps laid by the celestials still work, and the goblins learned long ago to avoid the rooms that contain them.

From these rooms the goblins have unleashed a vicious war of conquest and retribution against the bugbears and rebel goblin faction. Had the hobgoblins not accepted the offer to join Argliiss, no doubt they too would feel the goblins' wrath.

If the PCs have allied themselves with the bugbears (Rooms B51-B68), they will have a difficult time concealing their activities from the goblins. The goblins are highly suspicious of newcomers and attack any on sight. Only a command from their king stays their hand. Argliiss does not give the PCs free passage if he has any reason to believe that the PCs has allied themselves with any group other than his fledgling empire.

Bugbears occasionally enter the goblin empire to wreck havoc. If the PCs have allied themselves with the bugbears and do not assist them here, word gets back and any inroads the PCs have with the bugbears are shattered.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The sounds of well-disciplined goblin troops in close-order drills resonate throughout the dungeon. Echoes 6.
2	The sounds of a worgs echo through the halls; the footfalls of goblins close behind. It is impossible to discern the direction. Echoes 10.
3	The sounds of metal scrapping stone echo through the Section for 1d6 × 10 minutes. Distracting Noises 6.
4-12	Nothing
13	2d4 goblins are scouting their territory searching for howlers or bugbear rebels. If the PCs are allied with the goblins, the patrol's Attitude is Indifferent. Otherwise, they are Hostile and attack the PCs.
14	A pair of howlers hunt goblins. The howlers are preoccupied and suffer a -4 circumstance penalty on their Listen and Spot checks.
15	A pair of howlers have cornered a goblin. The howlers are preoccupied and suffer a -6 circumstance penalty on their Listen and Spot checks.
16	A group of three bugbear raiders are returning to camp. If the PCs are allied with the bugbears, the patrol's Attitude is Indifferent. Otherwise, they are Hostile and attack the PCs.
17	A lone bugbear is lost in the goblin warrens. It stumbles upon the PCs, almost by accident. Ambush.
18	1d4+1 hobgoblins (half mounted on worgs) and 2d6 goblins hunt a retreating band of bugbears. If the PCs are allied with the goblins, the patrol's Attitude is Indifferent. Otherwise, they are Hostile and attack the PCs.
19	Argliiss (Room B75), mounted on a yeth hound, and 1d4+1 hobgoblins and 2d6+2 goblins inspect the Section. Argliiss is investigating rumors of strange visitors or a bugbear raid (DM's choice).
20	The halfling Bartleby hurries through the hall. He has just come from a visit with the Goblin King. While he is allied with the goblins, he does not like them, and he moves through the halls deftly, receiving a +5 circumstance bonus to his Move Silently checks.

B69. THE SENTRIES

Most likely, the goblins spot the PCs long before they do. If for some reason, they do not and sneak up on the patrol, read the following.

The hallway stretches before you, a group of goblins stands guard. They are strangely well organized, and well equipped. Each carries a short spear and buckler, methodically patrolling the hallway moving about 10 ft. in each direction.

Initial Attitude: Hostile

Encounter: A patrol has been stationed here to prevent bugbears from entering the empire by the most obvious route. Due to their darkvision, they can see enemies coming and due to the darkness of the halls, they are more than likely to see PC torches. As a result, the six goblins (hp 8, 7, 6, 5, 4, 4) — who rotate their patrol with the goblins in Room B70 — prepare to ambush the PCs, sending for reinforcements while they wait inside the various nearby hiding places.

Encounter Condition: Ambush (darkness), Cover

Tactics: As soon as the goblins spot the PCs, they take up defensive positions in the nearby halls, while the smallest two run to Room B70 for reinforcements. Depending on how the PCs approach, they either wait for the PCs to pass (coming from the west) or head straight there (coming from the south or east). It takes 1 round to reach Room B70 and 1d3+1 rounds for the goblins inside to get their gear together.

These goblins have been trained by the hobgoblins. Instead of swarming the PCs, the form up into a ranks, four goblins abreast. They advance on the PCs stabbing the closest with their spears. The goblins hold their bucklers facing forward, offering more protection (+1 competence bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, fighting better close in. In addition, due to their training and how they carry their spears, they have learned to use Improved Sunder and Power Attack, despite having only a 12 Strength.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, give the goblins total cover for the first 3 rounds of combat. To decrease the challenge, have reinforcements arrive in 2d3+1 rounds.

☛ **Goblin Ftr 1:** CR 1/2; Small humanoid (goblinoid); HD 1d8+1; hp 8, 7, 6, 5, 4, 4; Init +1; Spd 30 ft.; AC 15*, touch 12*, flat-footed 14; Base Atk +1; Grp -2; Atk +3 melee (1d6+1/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +3 melee (1d6+1/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will 0; Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +5, Listen +1, Move Silently +5, Ride +4, Spot +1; Improved Sunder, Power Attack.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

* In formation the goblins gain a +1 competence bonus to AC.

TACTICS OF THE HOLY GOBLIN EMPIRE

Under the guidance of the hobgoblins, the goblin forces loyal to Argliss the Goblin King are quite formidable. They wield short spears and wooden bucklers, attacking foes in well-coordinated phalanx maneuvers. They advance on their enemies with the cold precision that has been drilled into them by their hobgoblin taskmasters.

The hobgoblins, for their part, have formed an effective cavalry unit. Mounted on trained worgs, the hobgoblins dart in and out of their foes, flanking them with rapid attacks. The bugbears and rebel goblins have not had success against these new tactics. The lightning attacks of the hobgoblins, coupled with the relentless attacks of the foot soldiers have proved to be an effective combination.

B70. FORWARD OUTPOST

If the goblins did *not* assist the patrol in Room B69, read the following.

This long room is an outpost for goblin patrols. Nearly a dozen goblins mill about, going through their grind of cleaning weapons and so on.

If the goblins *did* assist the patrol in Room B69, read the following.

This long room is an outpost for the goblins. The goblin reinforcements spilled out of this room, leaving nothing behind. A few hides are laid out in precise rows for sleeping. Now empty weapon racks rest against the western wall of the room. These aren't typical chaotic goblins. They are a well-disciplined.

Initial Attitude: Hostile

Encounter: If the ten goblins (hp 9, 8, 6, 6, 6, 5, 5, 4, 3) in this Room did not assist the goblin patrol in Room B69, they are present. They gather their equipment (requiring a move action) and attack the PCs.

If the goblins did assist the patrol, then this Room is empty.

Encounter Condition: Cover (soft)

Tactics: These goblins have been trained by the hobgoblins. Instead of swarming the PCs, they form up into ranks, four goblins abreast, two rows deep. The smallest two goblins escape through the north door, to get reinforcements from Rooms B71, B72, and B73. Alternately, they throw javelins from the rear ranks.

They advance on the PCs stabbing the closest PCs with their spears. They hold their bucklers facing forward, offering more protection (+1 training bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, fighting most effectively in close proximity. In addition, due to their training and how they carry their spears, they have learned to use Improved Sunder and Power Attack, despite having only a 12 Strength.

This is not an easy encounter, but should be an indication to the PCs that this Section is not easy. These goblins are not push overs and the point is to show them quickly that challenging the goblins maybe harder than they thought (which is why the bugbears have trouble fighting them).

Treasure: There are 1d20 javelins and 1d6 spears that survive the battle in this Room. If the PCs did not fight the goblins here, double the number of weapons found. In addition, there are four additional suits of leather armor (goblin).

EL: 6

Scaling: To increase the challenge of this encounter, have Haglar Quickwhip (Room B71) arrives 1d3+1 rounds later (without the goblins retrieving him). To decrease the challenge, remove four goblins.

☛ **Goblin Ftr 1:** CR 1/2; Small humanoid (goblinoid); HD 1d8+1; hp 9, 8, 6, 6, 6, 5, 5, 4, 3; Init +1; Spd 30 ft.; AC 15*, touch 12*, flat-footed 14; Base Atk +1; Grp -2; Atk +3 melee (1d6+1/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +3 melee (1d6+1/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will 0; Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +5, Listen +1, Move Silently +5, Ride +4, Spot +1; Improved Sunder, Power Attack.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

* In formation the goblins gain a +1 competence bonus to AC.

B

B71. HAGLAR QUICKWHIP

The door opens slowly. The air reeks of unpleasant odors, but the room itself is laid out neatly. A simple cot is placed against the southern wall, while a desk with various maps and notes sits near the western wall.

Initial Attitude: Hostile

Encounter: Haglar Quickwhip (hp 57) is the taskmaster for the forward outpost. He also is in charge of the small gaol in Rooms B72 and B73. He is a formidable opponent and a tireless leader. He trains the goblins constantly. He drives the strong to be strong and the weak to grow up or move on. He has no patience for those who cannot keep up. Even while the patrols sleep, Haglar trains, does push-ups, and generally stays alert. He's the quintessential single-minded elite warrior.

Encounter Condition: Ambush, Concealment, Echoes 2, Fearless

Tactics: If Haglar hears the PCs coming, he prepares for an ambush, attacking from the shadows. Haglar stays out of reach of melee combat, deftly using his whip to both attack and drive back the PCs. He maneuvers around the Room as best as he can, despite the limited space. Since he is not above hurting those weaker than him, a spellcaster foolish enough to expose himself, is an easy target.

If forced into melee combat, he disarms the nearest PC and uses their weapon or a scimitar from his back scabbard (which he wields with two hands). Haglar does not call for help until he's reduced to 20 hit points or less, at which point the patrols in Rooms B69 and B70 are allowed Listen checks to see if they hear him. Due to the nature of the walls in this Room, the goblins suffer a -3 circumstance penalty to their Listen checks.

Treasure: On the desk are notes and maps referring to various enemy patrols in this Section. The notes are written in a scrawling hand, and a DC 25 Decipher Script check is necessary to make any sense of them.

If deciphered, the notes mention an increase in bugbear raids, as well as an ill-fated raid by rebel goblins. The last patrol captured a rebel, who is now locked in Room B73. The goblin king has ordered that the rebel be sacrificed to their god in two days.

In addition to his personal possessions, Haglar carries a sturdy ring of three keys. One key leads to the locked door at Room B72. Another leads to Room B73. Finally, the third leads to a the worg stables in Rooms B77 through B82.

EL: 5

Scaling: To increase the challenge of this encounter, add two fighter levels to Haglar Quickwhip. To decrease the challenge, remove one fighter level.

▲ Haglar Quickwhip, Hobgoblin Taskmaster Ftr 5: CR 5; Medium humanoid (goblinoid); HD 5d10+15; hp 57; Init +1; Spd 30 ft.; AC 16*, touch 11, flat-footed 14; Base Atk +5; Grp +6; Atk +9 melee (1d3+5 non-lethal, whip) or +8* melee (1d6+3/18–20, scimitar); Full Atk +9 melee (1d3+5 non-lethal, whip) or +8* melee (1d6+3/18–20, scimitar); SA —; SQ darkvision 60 ft.; AL LE; SV Fort +7, Ref +2, Will +1; Str 14, Dex 13, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +8, Listen +3, Move Silently +4, Sense Motive +1, Spot +3; Alertness, Exotic Weapon Proficiency (whip), Improved Disarm, Weapon Focus (whip), Weapon Specialization (whip).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Chain shirt, buckler, +1 whip, masterwork scimitar.

* While using two-hands to fight and wearing a buckler, Haglar suffers a -1 to AC and attack rolls, but he deals an additional point of damage.

B72. THE GOBLIN GAOL

The door to this Room is locked. A DC 25 Open Lock check is required to unlock it. However, there is a 15% chance that the door is also barred requiring a DC 22 Strength check to break open (DC 26 when locked).

Strong chains and manacles hang from the walls and a cell is set in the northern wall. Faint, fearful moaning issues forth from the cell.

Initial Attitude: N/A

Encounter: This Room serves as the detention area for anything captured by the goblin patrols in this Section of the dungeon. This gaol is overseen by Haglar Quickwhip (Room B71). If the PCs make too much noise in this Room, allow Haglar a Listen check to notice them, and arrive 1d4 rounds later.

Encounter Condition: Drafty

Tactics: The gaol is empty. The door to the north is sturdier than most, but has a patchwork lock cut into the wood. It looks jury-rigged by crude hands, as if a saw and hammer were the only available tools.

The small cell (Room B73) houses a lone goblin (G'lp). Allow the PCs a DC 24 Listen check to hear his heavy breathing/moaning/weeping.

Treasure: N/A

EL: N/A

Scaling: N/A

B73. CAPTURED REBEL

The door to this cell is locked, requiring a DC 25 Open Lock check (or the key from Haglar's belt) to unlock.

Huddled far in the corner is a frightened goblin. He is startled by your presence and yelps when he notices you.

Initial Attitude: Friendly

Encounter: This goblin, named G'lp (hp 3; normally 7), was part of a failed raiding party on the part of the rebel goblin factions. Once he has been assured that the patrols, especially Haglar, have been dealt with, he blubbers incoherently, attempting to explain the current situation and how the usurper who sits on the goblin throne has wronged his people.

If the PCs don't know what or who Haglar is, he assumes the hobgoblin is still alive and cries out for help (in goblin), in the hopes of currying favor with his jailer. Haglar arrives 1d3 rounds later.

The PCs make out that there is a deep schism between the goblins, and the majority of them worship a newfound god. The current goblin king, who is also the leader of their new religion, has formed an alliance with the hobgoblins and is training an army to conquer the entire Region in the name of his deity. Any goblins that do not follow his commands are considered traitors and hunted mercilessly. The lucky ones die in combat. The unfortunate ones are captured and sacrificed in the name of this new god.

Encounter Condition: Stagnant Air

Tactics: If the PCs release him, G'lp flees the area entirely, making his way back to the rebel encampments on the far side of the Region.

If the PCs do not release G'lp, he curses the PCs vehemently, invoking the names of every stone spirit he can muster.

If the PCs welcome him into their party, he joins, trying to lead the PCs to the rebels. Otherwise, he is glad to be a "part of the team" and does his best to carry his weight. Whenever the PCs enter a Room with G'lp, there is a 35% chance that he's been here before and knows how to "bypass" the Room.

Treasure: N/A

EL: N/A

Scaling: N/A

▲ **G'lp, Goblin Rog 1:** CR 1/2 or 1; Small humanoid (goblinoid); HD 1d6+1; hp 7*; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +0; Grp -4; Atk +0 melee (1d2 nonlethal, unarmed); Full Atk +0 melee (1d2 nonlethal, unarmed); SA Sneak attack +1d6; SQ Darkvision 60 ft.; AL NE; SV Fort +1, Ref +5, Will -1; Str 10, Dex 16, Con 12, Int 11, Wis 9, Cha 7.

Skills and Feats: Climb +4, Disable Device +1, Hide +11, Listen +3, Move Silently +11, Open Locks +6, Search +3, Spot +3, Tumble +7; Dodge.

Sneak Attack: G'lp's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when G'lp flanks his target. This extra damage is 1d6. Should G'lp score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks if the target is within 30 ft.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks.

B74. ANTECHAMBER OF THE GOBLIN KING

If the PCs killed Hammerfist in Room B85, he is not present here.

This large, rectangular room (almost a hallway) is polished brightly. Eighteen fierce-looking goblins, each wielding a spear, stare at you coldly. Behind them, a tall, wide-shouldered hobgoblin carries a fist shaped mallet.

If the goblins heard the PCs coming, read the following.

With quick precision they form a tight phalanx and move with deadly intent. The hobgoblin rushes madly, swinging his mallet with abandon.

Initial Attitude: Hostile

Encounter: As the PCs enter the antechamber of the goblin king, they are attacked by eighteen goblin warriors (hp 8, 8, 8, 8, 6, 6, 6, 6, 5, 5, 4, 3, 3, 2, 2, 2) and the captain of the king's elite guard, a huge hobgoblin named Hammerfist (hp 63). Because the goblins are in the process of training with Hammerfist, their adrenaline is up and the impending fight is just an excuse to cut loose on something.

After the three rounds of combat, the goblin king enters from Room B75, flanked by two hobgoblin guards. If the fight isn't going too poorly for his men, he orders his guardsmen to stand down, and invites the PCs into his throne room. The goblin king is articulate and polite, quite unusual for a goblin of any stature.

If more than 5 goblins have been slain, however, he directs the hobgoblins to join him as he bars the door and prepares for the PCs. In which case, the PCs are in for a tough fight. Additionally, if the PCs do not wish to speak with the goblin king, the battle continues until either the guards are dead, or the PCs are.

Encounter Condition: Fearless (save for the goblin king)

Tactics: These elite goblins are just now starting their training with Hammerfist. The others are either on patrol or standing guard in another area of the dungeon.

In combat, instead of swarming the PCs, they form up into ranks, six goblins abreast, three rows deep. They advance on the PCs stabbing the closest PCs with their spears. They hold their bucklers facing forward, offering more protection (+2 training bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, gaining attacks of opportunity as the PCs move into their threat range.

Hammerfist on the other hand, hunts the PCs. He does not draw attacks of opportunity if he can help it, but he does try to push past anyone who leaves an opening. Hammerfist hates for clerics and targets those openly displaying holy symbols. He is also fond of crippling attacks and targets PCs with little to no armor when he can.

Treasure: The weapons rack are filled with spears and if the PCs spend 15 minutes searching (DC 25 Search check), they can find a masterwork spear. All the spears are small, however, designed for goblins.

EL: 8

Scaling: To increase the challenge of this encounter, increase each goblin's hit points by +5. To reduce the challenge of this encounter, remove six goblins.

✦ **Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 8, 8, 8, 6, 6, 6, 6, 5, 5, 4, 3, 3, 2, 2, 2; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

▲ **Hammerfist, Hobgoblin Ftr 6:** CR 6; Medium humanoid (goblinoid); HD 6d10+18; hp 63; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +6; Grp +6; Atk +12 melee (1d10+8, +2 greatclub) or +7 ranged (1d8/19-20, light crossbow); Full Atk +12 melee (1d10+8, +2 greatclub) or +7 ranged (1d8/19-20, light crossbow); SA —; SQ darkvision 60 ft.; AL LE; SV Fort +8, Ref +3, Will +4; Str 16, Dex 12, Con 16, Int 9, Wis 10, Cha 8.

Skills and Feats: Craft (armorer) +8, Listen +2, Spot +2; Alertness, Cleave, Improved Sunder, Iron Will, Power Attack, Weapon Focus (great club), Weapon Specialization (great club).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Banded mail, +2 greatclub, light crossbow, bolts (12).

B75. THRONE ROOM OF THE GOBLIN KING

If the PCs accepted the goblin king's offer to negotiate, read the following.

This room is large and opulently decorated. Hides from various animals are layered on the floor, while others hang as trophies or tapestries from the walls. Two large braziers cast a sinister, yet regal glow. A throne of bone and stone stands prominently in the room, and it is here the goblin king sits.

He is dressed in a bright leather vest and pants. A velvet cloak hangs from his shoulders. On his head rests a light, silver crown while he wields a multi-hued scepter in his left hand. "Welcome friends. I am Arglist, King of the Goblins and Voice of Norendithas Stoneshaper the Quickthinking, Smiter of Foes. The Stoneshaper has brought us together this day for great things I am sure. Please, hear what I have to say," the goblin king intones as you approach him.

If the PCs declined the goblin king's offer to parlay, or have snuck in, read the following.

The room is large, and well appointed for goblins, but without the pomp and circumstance of the goblin king, his court and his guards, it looks like any room that's been covered in hides. A pair of large braziers cast a ruddy glow about the room, playing off the brightly polished walls. In the center of the room is a throne of rubble and bones. Resting upon it is a scepter.

Initial Attitude: Indifferent

Encounter: If the PCs choose to continue the battle in Room B74, this Encounter does not happen and they are free to explore the Room as long as they wish.

The goblin king, Arglist, who is interested in the PCs' services, informs the PCs of the new destiny of the goblins. Their god, Norendithas Stoneshaper the Quickthinking, Smiter of Foes, has finally arrived and promises to lead them to power and glory.

"Any who serve the will of the Stoneshaper shall be greatly rewarded, in this life and the next!" the goblin king proclaims.

Truthfully the goblin king only wishes for more patsies to serve his whims. Arglist is very good at hiding this truth though; only a DC 30 Sense Motive check lets the PCs know the goblin king is being less than truthful.

If the PCs agree to assist the goblin king, he tasks them with killing the rebel chieftain Guk (Room B95). They must return with proof of his death. If the PCs return with proof, the goblin king welcomes them as members of the glorious empire of the Stoneshaper.

Once the PCs agree to ally with the goblin king, the elite guard files out of the room and returns to their barracks (Room B84). Hammerfist snarls at the PCs one last time before he too leaves the throne room and returns to his quarters (Room B85).

If the PCs refuse the goblin king's offer, he becomes enraged. "None defy the will of the Stoneshaper!" he shouts. Hammerfist lets loose with a bellowing war cry and is ready to charge the PCs. The goblin king halts his advance however and offers the PCs one last chance to see the error of their ways and join him.

THE GOBLIN KING

Some time ago the doppelganger Argliss entered the Region. He was amused by the goblinoids trapped here. Out of boredom, he assumed the guise of a goblin and slowly worked his way into the good graces of the reigning goblin king, Sug'kt. Soon he became a chief advisor. He relished the role of bringing a culture out from the shadows to suit his whims.

When word of the new "deity" arrived, Argliss saw a chance to improve his position amongst the goblins. He recently discovered the goblin king kept a powerful artifact hidden in his possession. Wanting it for himself, Argliss knew he would have to be the goblin king's confidante. Hoping to ingratiate himself with the goblins, he urged the king to embrace this new deity. The goblin king was incensed. Sug'kt felt he alone was the ruler of the goblins, as decreed by the ancient stone spirits his ancestors worshiped. Popular support was behind the new deity, however, and Argliss seized his chance to advance his position by staging a coup.

He declared Sug'kt a heretic and sacrificed the former king in the name of the new god of the goblins. Claiming the throne in the name of the new god, Norendithas Stoneshaper the Quickthinking, Smiter of Foes, Argliss began his quest to not only uncover this hidden artifact, but to ascertain his rulership over the entire Region.

Unable to locate the artifact, he enlisted the help of a halfling that had entered the Region (see sidebar The Halfling). Argliss believes that Bartleby will return the artifact to him, in exchange for the protection of the goblins and any trinkets he may find. While he awaits Bartleby's success, he has made strides towards ruling the dungeon.

Argliss approached the beleaguered hobgoblins, offering them a prime place in his empire. Wishing to seek revenge upon the bugbears that had tormented them so long, the hobgoblins accepted his offer. They now serve as elite guards and trainers of the goblin army.

Upon encountering the PCs, Argliss tries to ally himself with them. He feels their power and knows they could be very disruptive to his efforts. He is willing to assist the PCs in their mission, as long as they return the favor and help him wipe out the bugbears and rebel faction of goblins.

If the PCs do not accept his offer, all goblins loyal to him attack the PCs on sight.

TACTICS

Argliss is not a fighter. In the event of conflict, he orders his guards to attack while he runs off. Once the battle is engaged he changes shape to something inconspicuous and flees the area, returning to his throne room.

If Argliss is cornered and cannot escape, he uses the rod of wonder and necklace of fireballs quite liberally until he causes enough of a distraction so that he can flee.

A second refusal is all it takes. "May the Stoneshaper have mercy on your wretched souls," the goblin king says as Hammerfist and the elite guard attack the PCs.

Encounter Condition: N/A

Tactics: The goblins move on Hammerfist's command. They form into lines, four wide. Instead of swarming the PCs, they form up into ranks, six goblins abreast, three rows deep. They advance on the PCs, stabbing the closest to them with their spears. They hold their bucklers facing forward, offering more protection (+2 training bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, gaining attacks of opportunity as the PCs move into their threat range.

Hammerfist goes after the weakest PC first, targeting spellcasters first. He also has a fond hatred for clerics and abuses them at every turn. He fights as intelligently as possible, stepping back when overwhelmed and taking full advantage of prone PCs.

If the goblin king is in danger, he flees to Room B74, and from there heads to Room B77. In the mean time, he uses his *rod of wonder* on whatever PC presents the biggest threat and his *necklace of fireballs* if too many goblins fall.

Treasure: If the PCs choose not to listen to the goblin king, and he is forced to flee, he leaves behind his royal scepter (laying on his throne) on a failed DC 20 Intelligence check. The scepter is a *rod of wonder*.

EL: 7

Scaling: To increase the challenge of this encounter, add three fighter levels to Hammerfist. To reduce the challenge of this encounter, remove one fighter level from Hammerfist.

▲ Argliss, the Goblin King, Doppelganger Rog 1: CR 4; Medium monstrous humanoid (shapechanger); HD 4d8+4 + 1d6+1; hp 31; Init +1; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +4; Grp +5; Atk +5 melee (1d6+1, slam) or +6 melee (1d4+1/19–20, dagger); Full Atk +5 melee (1d6+1, slam) or +6 melee (1d4+1/19–20, dagger); SA Detect thoughts, sneak attack +1d6; SQ Change shape, immunity to sleep and charm effects; AL N; SV Fort +4, Ref +8, Will +6; Str 12, Dex 14, Con 12, Int 13 [15], Wis 14, Cha 14.

Skills and Feats: Bluff +12, Diplomacy +4, Disguise +11 (+13 acting), Hide +3, Intimidate +5, Listen +7, Move Silently +3, Sense Motive +7, Spot +7; Dodge, Great Fortitude.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. In humanoid form, the doppelganger loses its natural attacks. A doppelganger can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be dispelled, but a doppelganger reverts to its natural form when killed. A true seeing spell or ability reveals its natural form.

Detect Thoughts (Su): A doppelganger can continuously use detect thoughts as the spell (caster level 18th; Will DC 14 negates). It can suppress or resume this ability as a free action. The save DC is Charisma-based.

Skills: A doppelganger has a +4 racial bonus on Bluff and Disguise checks. When using its change shape ability, a doppelganger gets an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it gets a further +4 circumstance bonus on Bluff and Disguise checks.

Sneak Attack: Argliss' attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when Argliss flanks his target. This extra damage is 1d6. Should Argliss score a critical hit with a sneak attack, this extra damage is not multiplied.

Possessions: Masterwork silver dagger, *crown of the goblin king* (as *headband of intellect* +2), *scepter of the goblin king* (a *rod of wonder*), *necklace of fireballs* (type IV, only the 4d6 and 2d6 fireballs remain), *vest of escape*.

▼ **Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 8, 8, 8, 6, 6, 6, 6, 5, 4, 3, 3, 2, 2, 2; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

▼ **Hobgoblin Guard, Ftr 3:** CR 3; Medium humanoid (goblinoid); HD 3d10+6; hp 23; Init +5; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19–20, longsword) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (1d8+2/19–20, longsword) or +4 ranged (1d6+2, javelin); SA —; SQ darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +2, Listen +2, Move Silently +2, Spot +2; Alertness, Improved Initiative, Point Blank Shot, Weapon Focus (long sword).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Masterwork studded leather armor, light steel shield, longsword, javelins (3), *potion of cure light wounds*.

B76. PRIVATE ROOM OF THE GOBLIN KING

The door leading to Region A is locked and barred, requiring a DC 40 Open Lock check, followed by a DC 25 Strength check to open. A small chest rests against the door as well, making it difficult to open the door all the way.

The doors from Room B75 are also locked, but require a DC 30 Open Lock check to open. In both cases, the goblin king carries keys to these doors.

After you dispatch the last of the goblins, you enter this room, the private quarters of the goblin king, Arglist. The room is very befitting of a king. Exquisite hides are piled as a comfortable bed, while others adorn the walls as tapestries. A good sized strongbox is tucked into the northeastern corner of the room.

Initial Attitude: N/A

Encounter: If the PCs made an alliance with the goblin king and attempt to enter this Room, they are warned that it is off limits. If they persist the goblin king calls off the alliance and orders his guards to attack the PCs. The goblin king flees before the PCs can capture or kill him, returning in 2d6 minutes with reinforcements to drive the PCs out.

This Room is luxuriously furnished with a thick layer of hides forming a comfortable sleeping area in the northwestern corner. The walls are decorated with tapestries made of similar hides. They depict the conquests and glories of the new goblin king and his god.

A small chest is situated against the northeastern wall. A DC 20 Open Lock check is required to unlock it. It contains the room's treasure (see below).

Encounter Condition: N/A

Tactics: N/A

Treasure: +2 short sword, +2 leather armor (made for a goblin), +1 buckler. It is possible the PCs may wish to take the hides as well for their own personal use, or for future sales. They are large, made of worg hide, and carrying more than one proves to be cumbersome.

EL: N/A

Scaling: N/A

B77. ENTRANCE TO THE WORG STABLES

The door to this Room (leading from the eastern hall) is locked, requiring a DC 25 Open Lock check to unlock. The door leading from Region A is also locked, requiring a DC 30 Open Lock check to unlock.

Pungent smells and keening wails saturate the air. The floor is covered — stained and scratched. Even the walls are not devoid of claw marks. Along the southern wall are a series of iron doors, much like cell doors. The room quiets for a brief moment, then it erupts into loud howls and barks. Whatever is in these cells, knows you're here.

Initial Attitude: N/A

Encounter: These cells are the goblins' worg stables, the home of their vicious worg mounts. This hallway leads to the "cells" where the elite worg mounts are kept. The stables themselves are large. Most are noisy, except the one at the west end, which is deathly quiet. Due to their Scent ability, it is nearly impossible for the PCs to surprise the worgs in these cells.

Encounter Condition: Distracting Noises 5, Echoes 2, Unhallowed 2

Tactics: This series of cell doors are sturdy and are all locked. The keys to these doors are kept by Haglar (B71), the Goblin King's (B75) bodyguards, and a handful of elite goblins.

The "cells" were used (long ago) to house demons, an effect that has caused the worgs to become even more bestial than they already are.

Treasure: N/A

EL: N/A

Scaling: N/A

B78. WORG STABLE

Four large wolves sleep comfortably in this cell. Despite the barking and howling coming from the other cells, these animals are not as crazed. One of the wolves looks up as you enter the room, but quickly lies back down again.

Initial Attitude: Indifferent

Encounter: These four worgs (hp 36, 33, 29, 28) have just returned from a successful patrol and are tired. Although the PCs represent a threat, they are satiated from hunting and want to rest. The worgs have enough energy to defend themselves if the PCs attack them, but are considered fatigued.

Encounter Condition: Fearless, Unhallowed 2

Tactics: These worgs fight like a typical pack, tripping and grounding the weakest PC and then mauling him while prone. If a single PC gets separated from the party, or the PC attacks too quickly, the worgs surround and flank him.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, change the worg's Initiative check to exactly 1 after the highest PC, allowing them to ambush the "impulsive PC." Alternately, add two worgs. To decrease the challenge, remove one worg.

▼ **Worg:** CR 2; Medium magical beast; HD 4d10+8; hp 36, 33, 29, 28; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +4; Grp +7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*; Alertness, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *A worg has a +4 racial bonus on Survival checks when tracking by scent.

B79. THE BLACK WORG

The barks issuing from this cell are louder than from any other cell. With a DC 21 Listen check, the PCs can discern a single loud bark, deeper and more aggressive than any of the other cells.

From the darkness, a large black wolf stands at least five feet at the shoulder, and its powerful muscles ripple under its sleek, black coat. At first it doesn't notice you. Suddenly its hackles raise, and it turns, snarling at you. With a mighty howl it bursts free of its meager enclosure and leaps at you.

Initial Attitude: Hostile

Encounter: A black worg (hp 53) is stabled here. It is twice as large as any other worg in the goblins' possession. It is also twice as feral. Worgs may have some measure of intelligence, but this one is bestial. When the PCs enter the Room it breaks free of its inadequate holding pen and lunges at the nearest one. The PCs have no choice but to defend themselves.

Encounter Condition: Ambush, Distracting Noises 4, Echoes 2, Fearless, Unhallowed 4

Tactics: The black worg attacks like an animal, vicious and unrelenting. It uses its trip attack every round, taking advantage of weak PCs. It does know fear and does not respond to pain.

Killing the black worg earns the ire of Hammerfist (Room B85), who was breaking in the worg to be his personal mount, should he find out. There is little choice for the PCs in this matter however, and they must deal with Hammerfist's wrath. Any explanation the PCs offers is not good enough for the hobgoblin.

Treasure: The black worg wears a heavy leather collar, set with three discolored gem, none of which match. The collar is worth 25 gp to a jeweler who can salvage the stones.

EL: 4

Scaling: To increase the challenge of this encounter, add two hit dice to the black worg. To reduce the challenge of this encounter, replace the black worg with a worg.

Black Worg: CR 3; Medium magical beast; HD 6d10+18; hp 53; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +6; Grp +10; Atk +10 melee (1d8+5, bite); Full Atk +10 melee (1d8+5, bite); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +7, Ref +7, Will +5; Str 19, Dex 15, Con 17, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +7, Move Silently +6, Spot +7, Survival +2*; Alertness, Improved Natural Attack (bite), Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. * A worg has a +4 racial bonus on Survival checks when tracking by scent.

B80. FILTHY STABLE

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock.

A pack of four, miserable looking wolves, larger than normal, are penned up in this stable. Whether they are being punished or neglected is difficult to say. They growl and snap at you, but otherwise remain behind their enclosure.

Initial Attitude: Unfriendly

Encounter: Four worgs (hp 36, 35, 33, 25) are being punished for disobeying their riders' instructions during a recent patrol. They do not attack the PCs first, but defend themselves if provoked. While not chained, they lack the ability to open the locked door.

Encounter Condition: N/A

Tactics: If a fight ensues, the worgs gang up on the weakest PC first followed by other opponents without visible metal armor. They concentrate all their attacks until the victim is down. Like all pack animals, the alpha male delivers the coup de grace, before the pack moves on to the next PC. They use their trip attack every round, gaining an additional +1 because of the confines of the Rooms.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add one worg. To decrease the challenge, remove one worg.

Worg: CR 2; Medium magical beast; HD 4d10+8; hp 36, 35, 33, 25; Init +2; Spd 50 ft.; AC 14, touch 12, flat-footed 12; Base Atk +4; Grp +7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*; Alertness, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. * A worg has a +4 racial bonus on Survival checks when tracking by scent.

B81. EMPTY STABLE

No noise comes from this cell.

Like the other holding pens, this stable is shoddily constructed. This stable is empty, save for some discarded refuse on the floor.

Initial Attitude: N/A

Encounter: This stable is currently empty; the worgs normally housed in it are out on patrol with their hobgoblin masters. There is nothing of interest in this cell.

Encounter Condition: Fear 15, Unhallowed 3

Tactics: The goblins rely heavily on the training and cooperation of their worg mounts. It is quite obvious that the worgs stay here because they wish to, not because they are forced to.

Treasure: N/A

EL: N/A

Scaling: N/A

B82. THE GOBLIN KING'S MOUNT, THE YETH HOUND

A sleek hound with a dull, black coat and glowing cherry red eyes pads around in the most luxurious pen in the stables. This is the mount of the goblin king, and the king takes very good care of it. With a lazy turn of its head, the yeth hound takes you in, and promptly dismisses you.

Initial Attitude: Indifferent

Encounter: The yeth hound (hp 24) is the pride of the goblin king. Serving as his personal mount, it is not only effective in combat, but the goblin king considers the hound a symbol of his power and divine rule. For its part, the yeth hound could care less about the PCs. It is confident in its combat abilities and knows its masters' loyal servants are nearby.

The yeth hound only attacks if provoked.

Encounter Condition: Fear 14, Fearless, Unhallowed 3

Tactics: If the PCs attack the yeth hound it flees and seeks out the goblin king (Room B75), unleashing a series of bay attacks if cornered. If the PCs are stunned, the yeth hound slips by, continuing to bay until it has escaped or is killed by the PCs.

GOBLIN TACTICS, OR 21 WAYS TO DIE

Many of the Rooms in this Region resemble one another. This is intentional. Once the goblins descend on the PCs it is most likely they will be fighting wave after wave of reinforcements. And with 25% of the goblin population out patrolling at any given time, a battle in a hallway or Room, brings the goblins in the adjacent areas down upon the PCs quickly.

And because the goblins have been trained by hobgoblins, they all carry similar weapons and fight with the same tactics. This makes the range of Encounters limited. PCs are likely to get bored after the 3rd Room. This is where the DM comes in.

If played out properly, a single goblin Encounter can take up half the evening. By having wave after wave of reinforcements pushing into the Room, PCs are likely to tire quickly. Or at the very least, have their patience tested, when the door to the Room opens for the 4th time with another wave of twelve goblins. Worse yet, the first three waves are there just to weaken the PCs, using up their magic for the real final battle with Goblinbane.

To complicate matters, should the PCs successfully beat back everything you throw at them, they'll need to find a place to rest and that patrol or scouting party is due back any minute, more than ready to go for help, should they see the PCs standing knee deep in dead goblins. PCs on the run from goblins? Never.

And if word gets back to the goblin king that half his army is dead, a worg cavalry unit, and a few hobgoblin bodyguards can be hunting the PCs down in no time flat.

SOME THINGS TO KEEP IN MIND

The PCs should be 3rd or 4th level when they reach this Section of the dungeon. That means even twelve goblins won't be much trouble. Even making goblins with maximum hit points, the average fighter (with Cleave) kills two goblins a round.

In order to keep the challenge, the DM should try a few things.

One. Cheat. That's right. Cheat. Don't be afraid to flub attack rolls and Initiative checks. A +2 or +4 here or there shouldn't make the PCs too suspicious.

Two. Add Toughness (2). What's wrong with trained goblins having a few extra hit points. It would be worse if you gave them extra levels, right?

Three. Add natural armor. A +2 or +4 AC bonus makes the goblins tougher, but also means that rogues and clerics are going to be less useful.

Four. Aid another. With so many goblins, the aid another combat action really adds up. Don't be afraid to have 1/3 of the goblins extend a helping hand.

Five. Dog-pile. Goblins working together to tackle a dwarf or human barbarian severely weaken a group that's grown too reliant on the 12 points of damage per round 19 Strength, two-handed greataxe, raging, killing machine. Before the barbarian even thinks of raging, he's on the ground, prone and weaponless.

Six. Give the goblins the benefit of the doubt. They know the PCs are on the move and they know how to lure them into traps. Triplines across doorways, nearby reinforcements ready to attack from the rear, and signal whistles add up to one memorable encounter.

Seven. Limit the PCs options before they get here. Spells like fireball should be limited at this point in the campaign, so fighting in tight ranks won't hurt the goblins. Don't let a wizard with one spell spoil your adventures. Plan for it. Build around it.

Eight. Add a hobgoblin to every encounter. While not all of

them need be 4th-level fighters, a 1st-level fighter at the back of the ranks, directing the action and throwing alchemical fire or firing a heavy crossbow does more than increase the CR by 1.

Nine. Stagger the assaults. Eventually the barbarian tires out. His rage goes away and another wave of goblins arrive on the final round of his "energy boost." How did that happen?

Ten. Add Encounter Conditions that we didn't think of. Make the Room pitch black in a 5-ft. radius or add a stench effect (similar to troglodytes) that the goblins are immune to (or used to).

Eleven. Improvise. Marines don't plan. They adapt. Effective goblins assaults should be no different. If the tactics in this book don't work, change them. Have them shore up a weak point, send in a smaller goblin to aid with flanks, or carry slings in addition to spears to take advantage of the second ranks.

Twelve. Add cool magical effects. Give the goblins potions of orc blood (the uncommon version of heroism) allowing them to rage for 3 rounds or gain +2 Strength for 2d6 rounds. Maybe their weapons are coated with a sleep poison or something that just deals 1 point on the following round, enough to make the PCs nervous. "Hey. They've got +1 *wounding spears*. What gives?"

Thirteen. Make the religion real. The goblin's faith is stronger than anything and thus they benefit from spells like divine strength and shield of faith, despite the lack of clerics. Heck. Add a 1st-level cleric to each unit. If you don't like clerics, add adepts, druids, or sorcerers with access to a domain spell list or granted power (or both).

Fourteen. Be smart. Don't let the PC's lure teams of goblins into stupid grease tricks. Anytime the PCs are backing up and don't look injured, trained soldiers know that means trouble. The goblins should hold back, send for reinforcements and batter the PCs later with some magical assistance or brute strength.

Fifteen. Pace the encounters. Don't let the PCs charge from Room to Room wiping out all the goblins before they sound the alarm. Lock or bar a few doors. Make it tough for the PCs to get into the more protected areas.

Sixteen. Give the goblins spell resistance 12.

Seventeen. Choose your battles. The goblins don't have to fight the PCs every time. They can lure the PCs out of a Room and force them to fight in a confined space, where their larger weapons are useless.

Eighteen. Worgs. The goblins have dire wolves, howlers, worgs, and yeth hounds at their disposal. Give each goblin unit some firepower with a canine or lupine companion. Perhaps a blink dog was corrupted by the taint of the stables? Perhaps they found a destrachan from Region D?

Nineteen. Drop the anvil. Once the PCs are out of spells, potions, and wand charges, have the big boys show up and make the PCs rely on wits instead of magic.

Twenty. Dig up *Mercenaries*™. No this isn't a ploy to get you to spend more money on our books. Use the rules for serrated and laminated steel weapons. It's not like the PCs are going to be using these "spears" anyway. So its no sweat off your back if the weapons being used against the PCs do more damage.

Twenty-one. Make the PCs work for it. If the PCs are smart about it, they can decimate the entire goblin army in less than a week, or become another in the long list of victims that have fallen under Haglar's or Hammerfist's boot. No encounter in this dungeon should be "easy." Take the next step and show the PCs what you're made of.

Regardless of the outcome, the goblin king undoubtedly surmises the PCs killed his mount (unless he has yet to meet them, in which case he assumes it was bugbear raiders). Any alliances they forged are now broken. From this point on, all Initial Attitudes in encounters with the goblin king's soldiers are considered Hostile.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, have eight goblins arrive after 1d3+1 rounds to assist the yeth hound. To decrease the challenge, reduce the yeth hounds hit points by -5.

✦ **Yeth Hound:** CR 3; Medium outsider (extraplanar, evil); HD 3d8+6; hp 24; Init +6; Spd 40 ft., fly 60 ft. (good); AC 20 (+2 Dex, +8 natural), touch 12, flat-footed 18; Base Atk +3; Grp +6; Atk +6 melee (1d8+4, bite); Full Atk +6 melee (1d8+4, bite); SA Bay, trip; SQ Damage reduction 10/silver, darkvision 60 ft., flight, scent; SV Fort +5, Ref +5, Will +5; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Listen +11, Spot +11, Search +7, Survival +11 (+13 following tracks)*; Improved Initiative, Track.

Bay (Su): When a yeth hound howls or barks, all creatures except other evil outsiders within a 300-ft. spread must succeed on a DC 11 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. The save DC is Charisma-based.

Trip (Ex): A yeth hound that hits with its bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the yeth hound.

Flight (Su): A yeth hound can cease or resume flight as a free action.

Skills: *A yeth hound has a +4 racial bonus on Survival checks when tracking by scent.

B83. SOUTHWESTERN OUTPOST

If the PCs have formed an alliance with the goblin king in Room B75, read the following.

This squat, spartan room serves as the most southwestern outpost of the goblin empire. The dozen goblins in this room stare blandly at you as you enter. The goblin king has ordered his army to treat you with respect, but these goblins seem to be waiting for you to make a misstep; it is quite obvious they do not want you here.

If the PCs have not formed an alliance with the goblin king in Room B75, read the following.

This squat room is an outpost, guarding against incursions. Nearly a dozen goblins are messing about and get into formation as you enter.

If the goblins are not surprised, read the following.

They await you with their sharp spears pointing menacingly in your direction. They form a perfect phalanx and advance upon you.

Initial Attitude: Unfriendly or Hostile

Encounter: There are twelve goblins (hp 7, 7, 7, 6, 6, 5, 5, 5, 4, 4, 4, 3) standing guard here in various stages of readiness. If surprised, they take a round to form up into ranks. If they heard the PCs coming, they are already in formation when the door opens, whether the PCs are allies or not.

If the PCs formed an alliance with the goblin king, the Initial Attitude of the goblins is Unfriendly. They allow the PCs to wander through the barracks as long as they do not disturb anything. If the PCs take any actions the goblins perceive as a threat, their Attitude becomes Hostile and they attack.

Encounter Condition: Fearless

Tactics: In combat, instead of swarming the PCs, they form up into ranks, six goblins abreast, three rows deep. They advance on the PCs stabbing the closest PCs with their spears. They hold their bucklers facing forward, offering more protection (+2 training bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, gaining attacks of opportunity as the PCs move into their threat range.

The two weakest goblins are not Fearless and bail at the first sign of trouble (e.g. three goblins fall, they suffer at least 1 point of damage overtly powerful magic is displayed, etc.). They head for Room B84 to retrieve reinforcements, taking 1d3 rounds to get there and 1d3+1 rounds to return.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add six goblins and give each goblin present masterwork weapons. To reduce the challenge of this encounter, remove six.

✦ **Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 7, 7, 6, 6, 5, 5, 5, 4, 4, 4, 3; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B84. KING'S ELITE GUARD BARRACKS

If the PCs have formed an alliance with the goblin king in Room B75, read the following.

These barracks are simple and minimalist. These goblins have no requirement for comfort; they are hardened soldiers ready to die for their king and their god. They stare at you, but do not make any aggressive moves. The king has granted you his protection, and they will not violate his orders.

If the PCs have not formed an alliance with the goblin king in Room B75, read the following.

These barracks are simple and minimalist.

If the goblins are not surprised, read the following.

You are confronted by twelve zealous and well-trained goblins. They form one cohesive unit and raise their spears above their heads with a massive war cry.

Initial Attitude: Indifferent or Hostile

Encounter: There are twelve elite goblins (hp 8, 7, 7, 7, 7, 6, 6, 6, 6, 5, 4, 4) standing guard here in various stages of readiness. If surprised, they take a round to form up into ranks. If they heard the PCs coming, they are already in formation when the door opens, whether the PCs are allies or not. They gain a +2 to their Initiative check if the PCs make noise before entering.

If the PCs formed an alliance with the goblin king, the Initial Attitude of the goblins is Indifferent. They allow the PCs to wander through the barracks as long as they do not disturb anything. If the PCs take any actions the goblins perceive as a threat, their Attitude becomes Hostile and they attack.

The Room itself is a spartan affair with a weapon rack along the western wall, and a precise layer of sleeping hides on the floor. If the PCs defeated the elite guard in Room B74, this room is does not contain any goblins.

Encounter Condition: Fearless

Tactics: As soon as the goblins spot the PCs, they take up defensive positions in the nearby halls, while the smallest two run to Room B86 for reinforcements.

These goblins have been trained by the hobgoblins. Instead of swarming the PCs, they form up into three ranks, four goblins abreast. They advance on the PCs stabbing the closest with their spears. The goblins hold their bucklers facing forward, offering more protection (+2 competence bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, as they fight more efficiently at close range. In addition, due to their training and how they carry their spears, they have learned to use Improved Sunder and Power Attack, despite having only a 12 Strength.

EL: 6

Scaling: To increase the challenge of this encounter, give each goblin Toughness (2) in addition to their allotted feats. To reduce the challenge, remove four goblins.

▼ **Goblin Ftr 1:** CR 1/2; Small humanoid (goblinoid); HD 1d8+1; hp 8, 7, 6, 5, 4, 4; Init +1; Spd 30 ft.; AC 15*, touch 12*, flat-footed 14; Base Atk +1; Grp -2; Atk +4 melee (1d6+1/x3, spear) or +4 ranged (1d6/x3, spear); Full Atk +4 melee (1d6+1/x3, spear) or +4 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will 0; Str 12, Dex 13, Con 12, Int 10, Wis 10, Cha 6.

Skills and Feats: Hide +5, Listen +1, Move Silently +5, Ride +4, Spot +1; Improved Sunder, Power Attack.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

* In formation the goblins gain a +2 competence bonus to AC.

Possessions: Studded leather armor, buckler, masterwork spear.

B85. HAMMERFIST, CAPTAIN OF THE KING'S GUARD

If the PCs have formed an alliance with the goblin king in Room B75, read the following.

The large hobgoblin from the king's antechamber angrily paces back and forth in this room. He wields the same fist-shaped club, swinging wildly at the room's walls. As he notices you, he violently spits at the ground. "Come to try and finish what I started, have you?" he taunts.

If the PCs have not formed an alliance with the goblin king in Room B75, read the following.

A large hobgoblin angrily paces back and forth in this room. He wields a fist-shaped club, swinging wildly at the room's walls. A feral grin sprouts across his scarred face and he turns to face you. "Finally!" he shouts.

After the PCs have cleared the room of any hostile creatures, or if they defeated Hammerfist in Room B74, read the following.

Hammerfist's room is very spartan. A simple sleeping hide lies in a corner of the room. A map of the goblin empire is nailed to the southern wall. The western wall features a small collection of skulls, obviously war trophies the hobgoblin claimed from his foes.

Initial Attitude: Unfriendly

Encounter: Regardless of the PCs and their relationship with the goblin king, Hammerfist's (hp 63) attitude towards the PCs is never better than Unfriendly. If the PCs killed the black worg in Room B79 (and Hammerfist knows about it), Hammerfist becomes Hostile and attacks the PCs, screaming about revenge.

As long as Hammerfist is merely Unfriendly towards the PCs, he does not initiate combat against them. He does, however, taunt, threaten and

otherwise provoke the PCs into attacking him. Hammerfist does not like the PCs and wishes to see them dead.

Encounter Condition: Fearless, Negative Energy, Unhallowed 5

Tactics: Hammerfist does not believe anyone is stronger than he is. To prove this, he calls the strongest PC out to fight him one on one. It goes toe to toe, never giving an inch. Because of his ego, he fights to the death.

If the PCs do not fight fair, neither does he. He pins weak PCs against the wall and throws vital blows against paladins and good-aligned PCs. Downed PCs are killed with coup de grace and helpless PCs have their fingers and hands broken under his boot or with his warclub.

While fighting, he shouts obscenities and other unsavory things at the PCs, but does not call for reinforcements. He is allowed an Intimidate check every 1d4 rounds against the PCs as a free action. This effects every opponent within 20 ft. His aggressive and boisterous mannerism is sure to unnerv even the strongest PCs.

If reinforcements do arrive, it is of their own initiative. Hammerfist is immune to the Negative Energy in this Room.

Treasure: Hammerfist keeps a strongbox in his Room. It is unlocked as no one is foolish enough to tamper with his belongings. Inside the box is a masterwork sling, a masterwork handaxe, 450 gp, 51 pp, a silver and gold ring with detailed filagree and an inlaid design of an owl (600 gp), six +1 arrows, four +1 bolts, and two potions of cure moderate wounds.

EL: 7

Scaling: To increase the challenge of this encounter, have the goblins in Room B84 arrive 1d3+1 rounds later. To decrease the challenge, remove one fighter level from Hammerfist.

▲ **Hammerfist, Hobgoblin Ftr 6:** CR 6; Medium humanoid (goblinoid); HD 6d10+18; hp 63; Init +1; Spd 20 ft.; AC 17, touch 11, flat-footed 16; Base Atk +6; Grp +6; Atk +12 melee (1d10+8, +2 greatclub) or +7 ranged (1d8/19–20, light crossbow); Full Atk +12 melee (1d10+8, +2 greatclub) or +7 ranged (1d8/19–20, light crossbow); SA —; SQ darkvision 60 ft.; AL LE; SV Fort +8, Ref +3, Will +4; Str 16, Dex 12, Con 16, Int 9, Wis 10, Cha 8.

Skills and Feats: Craft (armorer) +8, Listen +2, Spot +2; Alertness, Cleave, Improved Sunder, Iron Will, Power Attack, Weapon Focus (great club), Weapon Specialization (great club).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Banded mail, +2 greatclub, light crossbow, bolts (12).

B86. DRILL ROOM

If the PCs have formed an alliance with the goblin king in Room B75, read the following.

A huge hobgoblin barks commands and mercilessly drills a group of goblins. He glances over at you, but says nothing. You get the distinct impression that treaty or no, this hobgoblin is looking for any excuse to test his men against your mettle.

If the PCs have not formed an alliance with the goblin king in Room B75, read the following.

A mighty bellow erupts as you enter this room. "At last! Fresh meat!" roars a huge hobgoblin wielding a wicked greataxe. Upon his command the goblins in the room form up and advance on you with calculating precision. The hobgoblin, however, charges at you with wild abandon.

Initial Attitude: Hostile

Encounter: There are twelve goblins (hp 8, 8, 8, 6, 6, 6, 3, 3, 2, 2, 2, 1) in various stages of training in this Room. If surprised, they take a round to form up into ranks. If they heard the PCs coming, they are already in formation when the door opens, whether the PCs are allies or not.

If the PCs formed an alliance with the goblin king, the Initial Attitude of the goblins is Indifferent. They allow the PCs to wander through the barracks as long as they do not disturb anything. If the PCs

take any actions the goblins perceive as a threat, their Attitude becomes Hostile and they attack.

Their leader, Goblinbane (hp 51), is a wicked taskmaster and the chief trainer of the goblins under the goblin king. He earned his name for his brutal training methods and callous disregard for goblins that could not withstand the training. As long as the PCs do not disrupt his training, he is content to let them watch and learn how a true master creates an army.

Of course if the PCs have not allied with the goblin king, Goblinbane and his goblin trainees attack the PCs as soon as they step foot in the Room.

Encounter Condition: Fearless

Tactics: These goblins have been trained by Goblinbane. Instead of swarming the PCs, they form up into ranks, four goblins abreast, three rows deep. They advance on the PCs stabbing the closest PCs with their spears. They hold their bucklers facing forward, offering more protection (+1 training bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, forming a defensive line of spears.

Goblinbane seeks out the most prominent PC and engages them directly in close combat, swinging his powerful +1 *greataxe* mercilessly. Occasionally Goblinbane barks commands to the goblins, adjusted their tactics to keep up with the PCs movements.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, have the goblins in Room B85 arrive in 1d3+1 rounds. To decrease the challenge, remove two fighter levels from Goblinbane.

▲ **Goblinbane, Hobgoblin Ftr 5:** CR 5; Medium humanoid (goblinoid); HD 5d10+15; hp 51; Init +2; Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +5; Grp +8; Atk +10 melee (1d12+7/x3, +1 *greataxe*) or +7 ranged (1d8/19–20, light crossbow); Full Atk +10 melee (1d12+7/x3, +1 *greataxe*) or +7 ranged (1d8/19–20, light crossbow); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +7, Ref +3, Will +1; Str 16, Dex 14, Con 17, Int 10, Wis 11, Cha 10.

Skills and Feats: Craft (tanning) +4, Intimidate +8, Listen +1, Spot +1; Cleave, Great Cleave, Power Attack, Weapon Focus (*greataxe*), Weapon Specialization (*greataxe*).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Chain shirt, +1 *greataxe*, dagger, light crossbow, bolts (18).

✦ **Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 8, 6, 6, 6, 3, 3, 2, 2, 1; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B87. PATROL BARRACKS

If the PCs have formed an alliance with the goblin king in Room B75, read the following.

This barracks is a long room with simple weapon racks and hides on the floor. You are met with some cold stares and toothy grimaces, but are otherwise left alone by the goblins.

If the PCs have not formed an alliance with the goblin king in Room B75, read the following.

A patrol, recently returned, stops in their tracks as you enter the room. With uncanny precision they return to formation and set their sights on you.

Initial Attitude: Hostile

Encounter: This Room is a transitional chamber. Returning patrols rest here before going back out on patrol. There is an staging area towards the east where the patrols depart from. There are twelve goblins (hp 8, 7, 6, 5, 5, 4, 4, 3, 3, 1, 1, 1) stowing gear and relaxing. If surprised, they take a round to form up into ranks. If they heard the PCs coming, they are already in formation when the door opens, whether the PCs are allies or not.

If the PCs have formed an alliance with the goblin king, the Initial Attitude of the goblins is Indifferent. They allow the PCs to wander through the barracks as long as they do not disturb anything. If the PCs take any actions the goblins perceive as a threat, their attitude becomes Hostile and they attack the PCs.

The barracks itself resembles others in the goblin empire. The weapons racks and sleeping hides are precisely arranged and the crude map in the middle of the room accurately details the goblin patrols in this area of the dungeon.

Encounter Condition: Fearless

Tactics: If the PCs engage the goblins they have to deal with reinforcements. After 1d3+1 rounds of combat, another phalanx of twelve goblins arrive from Room B88 and engages the PCs. Their tactics are identical to the goblins already engaged with the PCs, but they attempt to flank the PCs currently engaged.

These goblins have been trained by the Goblinbane (Room B86). Instead of swarming the PCs, they form up into three ranks, four goblins abreast. They advance on the PCs stabbing the closest with their spears. The goblins hold their bucklers facing forward, offering more protection (+2 competence bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, fighting better close in.

Treasure: The footlockers are filled with personal (worthless) trinkets, only valuable to the goblins.

EL: 5

Scaling: To increase the challenge of this encounter, have the goblins from Room B88 join the battle on the first round of combat. To decrease the challenge, the goblins from Room B88 arrive after six rounds.

✦ **Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 7, 6, 5, 5, 4, 4, 3, 3, 1, 1, 1; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B88. SOUTHEASTERN OUTPOST

If the PCs have formed an alliance with the goblin king in Room B75, read the following.

This outpost serves as a forward observation point and command center in the goblin king's war against the rebel splinter faction. A dozen goblins prepare themselves for their next patrol as you enter. Your presence is ignored however, as the goblins have more pressing concerns. Reports of a large upcoming raid are circulating amongst the troops, and each wants to be a member of the patrol that crushes the rebel scum.

If the PCs have not formed an alliance with the goblin king in Room B75, read the following.

As you enter this outpost, a dozen bloodthirsty goblins turn and face you. They quickly grab their weapons and form into an impressive phalanx. Their spear points drop and they attack.

Initial Attitude: Hostile

Encounter: This Room is a transitional chamber. Returning patrols rest here before going back out on patrol. There is an staging area towards the east where the patrols depart from. There are twelve goblins (hp 8, 8, 7, 6, 6, 6, 5, 4, 3, 2, 2, 1) stowing gear and relaxing. If surprised, they take a round to form up into ranks. If they heard the PCs coming, they are already in formation when the door opens, whether the PCs are allies or not.

If the PCs have formed an alliance with the goblin king, the Initial Attitude of the goblins is Indifferent. They allow the PCs to wander through the barracks as long as they do not disturb anything. If the PCs take any actions the goblins perceive as a threat, their attitude becomes Hostile and they attack the PCs.

The barracks itself is much like the others contained in the goblin empire. The weapons racks and sleeping hides are arranged precisely and the crude map in the middle of the room accurately details the goblin patrols in this area of the dungeon.

Encounter Condition: Fearless

Tactics: If the PCs engage the goblins they have to deal with reinforcements. After 1d3+1 rounds of combat, another phalanx of twelve goblins arrive from Room B87 and engages the PCs. Their tactics are identical to the goblins already engaged with the PCs, but they attempt to flank the PCs currently engaged.

These goblins have been trained by the Goblinbane (Room B86). Instead of swarming the PCs, they form up into three ranks, four goblins abreast. They advance on the PCs stabbing the closest with their spears. The goblins hold their bucklers facing forward, offering more protection (+2 competence bonus to AC) to the goblin on their left. The goblins allow the PCs to rush them, fighting better close in.

Treasure: The footlockers are filled with personal (worthless) trinkets, only valuable to the goblins.

EL: 5

Scaling: To increase the challenge of this encounter, add four goblins. To decrease the challenge, have the goblins from Room B87 join the battle after 2d4 rounds.

☛ **Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 8, 7, 6, 6, 6, 5, 4, 3, 2, 2, 1; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B89. HAUNTED TOMBS

The hallways intersect, again and again. It would seem as though a door would appear somewhere. But there is none. Just the same clean corridor over and over again. And then the realization that the silence is heavy hits you. Something is amiss.

Initial Attitude: Hostile

Encounter: A sense of dread and fear should overcome the PCs at this point. If not, ask for Will saves. Feel free to spook them at every turn with shadows and intermittent sounds of chains rattling. Drop a few command, suggestion, and cause fear spells. Lastly, a deep, allip-like moan is sure to scare them straight.

In addition to any other effects going on, there is *silence* that pervades the tomb and affects the PCs 50% of the time, severely hampering their ability to communicate and cast spells. While there is no noise, treat this as Distracting Noises for the purposes of spellcasting.

While the map does not show secret doors, there is a way to get into each tomb. The mechanism is complicated and to date, the goblins have not found it.

Located at the two foot high mark is on the north wall of each tomb is a small unholy sigil. While each is designed differently, the key to opening the tomb is through this sigil. There are three different ways to open the tomb.

One is for a lawful good PC to completely trace the entire surface of the sigil. Another is to cast arcane lock directly onto the sigil and exceed the Spell Resistance of the lock. Finally, the PCs can smear the blood of an angel into the sigil, covering the surface.

If any of these actions are taken, a 5-ft. by 5-ft. section of wall slides open and up into the ceiling. If the PCs open a tomb, roll on the following table to see if they encounter anything.

1d20	Encounter
1	A hot wind escapes from the tomb. Draffy.
2	A swarm of rats run past the PCs and out the door. While they are no threat and deal no damage, if they run west or south, they are sure to find the goblins who send scouts to investigate.
3	A small earthquake rumbles through the Section. Tremors 15.
4-12	Nothing
13	The PCs stumble upon a trap. <ul style="list-style-type: none"> ☛ Falling Block Trap: CR 5; mechanical; location trigger; manual reset; Atk +15 melee (6d6); multiple targets (can strike all characters in two adjacent specified squares); Search DC 20; Disable Device DC 25.
14	The PCs stumble upon a trap. <ul style="list-style-type: none"> ☛ Fireball Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (<i>fireball</i>, 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
15	The PCs stumble upon a trap. <ul style="list-style-type: none"> ☛ Flooding Room Trap: CR 5; mechanical; proximity trigger; automatic reset; no attack roll necessary (see note below); Search DC 20; Disable Device DC 25. Note: Room floods in 4 rounds.
16	The PCs stumble upon a trap. <ul style="list-style-type: none"> ☛ Fusillade of Darts: CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25.
17	The PCs stumble upon a trap. <ul style="list-style-type: none"> ☛ Ungol Dust Vapor Trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.
18	The PCs are attacked by 1d3+1 wights.
19	The PCs are attacked by 1d4+1 vargouilles. Ambush.
20	The PCs are attacked by 1d6+1 ghouls.

Encounter Condition: [Ambush], Cursed 3, [Distracting Noises 4], Draffy, Fear 16, Haunted, Negative Energy, [Spell Resistance 14], Unhallowed 6

Tactics: Once the tomb is open, the creatures (if present) lunges at the PCs. These beasts have been entombed for centuries and are eager to escape, most likely fighting in a crazed and wild manner. The actual details are left up to the DM, but these creatures are interested in feeding on the flesh of one PC and escaping soon after. Killing them all is not possible.

The ghouls attack the lead PCs, the vargouilles use their kiss attack, and the wights swipe at the PC with the least armor on. They do not put themselves in harm's way to get to the PCs, but do not let the PC box them in either.

Treasure: None of these creatures were buried with treasure, but the DM is welcome to drop a trinket here and there, so the PCs do feel cheated. The largest treasure should be no bigger than a +1 dagger or a *potion of cure serious wounds*.

EL: Varies

Scaling: To increase the challenge of this encounter, roll twice per tomb. To decrease the challenge, roll once for every two tombs opened.

B90. ABANDONED BARRACKS

The hallway leading to this Room is trapped. Allow the PCs spot checks to notice, but since there are four traps in various locations, the DM should feel free to use them as he sees fit.

• **Fusillade of Darts:** CR 1; mechanical; location trigger; manual reset; Atk +10 ranged (1d4+1, dart); multiple targets (fires 1d4 darts at each target in two adjacent 5-ft. squares); Search DC 14; Disable Device DC 20.

• **Portcullis Trap:** CR 1; mechanical; location trigger; manual reset; Atk +10 melee (3d6); Search DC 20; Disable Device DC 20. Note: Damage applies only to those underneath the portcullis. Portcullis blocks passageway.

• **Spear Trap:** CR 1; mechanical; location trigger; manual reset; Atk +12 ranged (1d8/x3, spear); Search DC 20; Disable Device DC 20. Note: 200-ft. max range, target determined randomly from those in its path.

• **Tripping Chain:** CR 2; mechanical; location trigger; automatic reset; multiple traps (tripping and melee attack); Atk +15 melee touch (trip), Atk +15 melee (2d4+2, spiked chain); Search DC 15; Disable Device DC 18. Note: This trap is really one CR 1 trap that trips and a second CR 1 trap that attacks with a spiked chain. If the tripping attack succeeds, a +4 bonus applies to the spiked chain attack because the opponent is prone.

A long wide room stretches before you. Abandoned, disheveled, and broken bunks and cots line the walls and floor. Someone or something has ransacked these chambers. The thick layer of dust suggests it was not recently cleaned.

Initial Attitude: N/A

Encounter: Long ago, the goblins controlled most of the Region. Now, with the bugbear raiding parties and goblin rebels, it is difficult to control the outlying sections. The hobgoblins convinced the goblin king it would be easier to defend a smaller area, and pulled back to Room B69 through B88 (hence the concentration of manpower in such a small area).

As a result, they often send patrols up here to "check things out," but the recent "tossing" of the Room has caused them to rethink their strategy. If a goblin Random Encounter is rolled in the vicinity of Rooms B90 and B91, there is a 50% chance the Encounter is "Nothing."

Encounter Condition: Fearless, Hazardous Footing 14

Tactics: There is nothing here now, but if the PCs insist on rummaging through the debris, feel free to have a bugbear patrol happen upon them.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, add a pit trap. To reduce the challenge, remove the portcullis trap.

B91. NORTHEASTERN OUTPOST

This box-like room smells of charcoal and smoke. The blackened walls and burned furniture indicate only one culprit — fire. Along the back wall, resting on a small ledge, is a red and black urn, apparently unscarred by all the chaos.

Initial Attitude: N/A

Encounter: Another abandoned outpost, this Room has been set ablaze and sacked several times, leaving the goblins to wonder what the true tactics of the bugbears are.

On the far wall, is a small ledge with a red and black urn. On the face of the urn is written "The Unnamed Law" in goblinoid. It is the hope of the bugbears that the goblins will inspect it or at the very least assume an important bugbear was killed. So far no one has fallen for it, but should anyone touch the urn, a trap is triggered and a hail of needles and darts fly from the north and south walls.

• **Fusillade of Darts:** CR 5; mechanical; location trigger; manual reset; Atk +18 ranged (1d4+1, dart); multiple targets (1d8 darts per target in a 10-ft.-by-10-ft. area); Search DC 19; Disable Device DC 25.

• **Hail of Needles:** CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22.

Encounter Condition: Ambush

Tactics: This Room is patrolled by the bugbear's often. It is their hope that the goblins will believe the Room was an important outpost and its loss has driven them deep into the dungeon. Either that or an important bugbear was killed. Either way, its presence serves to baffle the goblins and sooner or later a patrol is going to get antsy and grab the urn.

To add insult to injury, if the trap goes off, there is a 25% chance that bugbears from Room B66 arrive to investigate in 3d6 rounds.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add another hail of needles trap. To reduce the challenge, allow the PCs Spot checks when they enter the Room, to notice tiny holes in the walls where the darts and needles escape from.

B92. THE MAZE

No Random Encounters occur inside or near the Maze.

You enter a long, winding tunnel. The walls are covered in moss and vines and a pungent stench fills the air. Off in the distance you can hear the sounds of various creatures, their echoes playing tricks along the snaking corridor.

Initial Attitude: N/A

Encounter: The maze is a unique feature in the Region. No groups claim it and most avoid it if possible. It is a very dangerous, ever-changing trap. The bugbears and hobgoblins are smart enough to avoid the dangers of the maze, while the goblins have developed a number of superstitions regarding it.

The goblin rebels use the maze to their advantage. Situating themselves on the other end of the maze, they have a nearly impassable barrier between them and their rivals. This, coupled with the wild passages in the northeast, has allowed them to continue their existence in the Region. A few of the leaders of these goblins are starting to turn their superstitions into a counter religion. If the new god is all powerful, wouldn't he have destroyed the maze for his followers? Since he has not these rebel goblins believe the maze is the home of their old gods, the spirits in the rock their grandfathers' grandfathers worshipped.

As the PCs make their way through this maze, its denizens and a series of traps confront them. Every 30 minutes spent in Room B92, roll on the table below for a Random Encounter and then roll on the second table for any special Encounter Conditions.

ROOM B92 RANDOM ENCOUNTERS

1d20	Encounter
1	The PCs stumble upon a trap. ☛ Fusillade of Darts: CR 4; mechanical; location trigger; manual reset; Atk +12 ranged (1d4+1, dart); multiple targets (3d4 darts at each target in six adjacent 5-ft. squares); Search DC 16; Disable Device DC 22.
2	The PCs stumble upon a trap. ☛ Lightning Bolt: CR 4; magic device; proximity trigger (alarm); automatic reset; spell effect (<i>lightning bolt</i> , 5th-level wizard, 5d6 electricity, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
3	The PCs stumble upon a trap. ☛ Glyph of Warding (blast): CR 4; spell; spell trigger; no reset; spell effect (<i>glyph of warding [blast]</i> , 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5-ft.); Search DC 28; Disable Device DC 28.
4	The PCs stumble upon a trap. ☛ Phantasmal Killer: CR 5; magic device; proximity trigger (alarm covering the entire area); automatic reset; spell effect (<i>phantasmal killer</i> , 7th-level wizard, DC 16 Will save for disbelief and DC 16 Fort save for partial effect); Search DC 29; Disable Device DC 29.
5	The PCs stumble upon a trap. ☛ Fireball: CR 5; magic device; touch trigger; automatic reset; spell effect (<i>fireball</i> , 8th-level wizard, 8d6 fire, DC 14 Reflex save half damage); Search DC 28; Disable Device DC 28.
6	The PCs stumble upon a trap.
7	The PCs stumble upon a trap.
8	The PCs stumble upon a trap.
9–12	Nothing
13	A dead blink dog lies in the hallway, covered in blood and stinger holes (stirges). Stagnant Air.
14	The air is alive with 2d8+1 stirges. The stirges buzz loudly and dart back and forth across the hall.
15	A lone wight, wanders the hall, seeking refuge from the infernal maze. As it spots the PCs it lets out a blood-curdling scream and attacks.
16	Vines cloak the walls, choking the torchlight and cutting vision in half. Lurking amongst the greenery are 2d6 assassin vines laying in wait for unsuspecting prey. Ambush.
17	1d4+1 vargouilles screech and whine as they corner a long rebel goblin. The goblin is curled up in a ball, crying and shrieking, but the vargouilles are too loud. They are enjoying their torment of the goblin and suffer a –4 circumstance penalty to Listen and Spot checks to notice the PCs.
18	A group of 2d6+3 goblins stumble across the PCs. These are rebel goblins making a foray into the goblin king's territory and did not expect to find anyone in the maze. Confused, and unsure of the PCs, they do not attack. Their attitude is Unfriendly, unless attacked.
19	One hobgoblin, mounted on a worg, and six goblins hunt for rebel goblins. They are loyal and obedient to the goblin king, but patrol the maze, fearfully. If the PCs have an alliance with the goblin king their attitude is Indifferent (unless attacked). Otherwise their attitude is Hostile.
20	Bartleby (Room B28) races through the maze. He knows the maze is not a safe place to be and he appears to be dancing around from stone to stone, trying to avoid particular spots in the maze. If the PCs work out a deal with Bartleby, he guides them through the maze, cutting in half the number of Random Encounters the PCs must experience. Nonetheless, he does not know the way out and uses Survival to look for drafts and other tell-tale signs of an exit.

ROOM B92 ENCOUNTER CONDITIONS

1d20	Encounter Condition
1	An unholy feeling pervades the hall. Unsettling and sinister, this Room grates on the nerves of the PCs, especially any clerics and paladins. Fear 14 or Unhallowed 8.
2	A death knell echoes through the maze. Fear 12, Echoes 6.
3	This maze is alive with noise. Howls, chattering, low growls and buzzing are just a few of the noises echoing through the halls. Distracting Noises 10.
4	Darkness closes in around the PCs. Deep Darkness.
5	A thick mist rises from every corner of the halls. Torchlight does nothing to cut through the fog. Fog 10.
6	The maze has inexplicably flooded with water. Flooded.
7	A hot wind blows through the hall. Drafty, Extreme Heat.
8	A cold wind chills the PCs to the bone. Drafty, Extreme Cold.
9–12	Ivy clings to the walls, blocking the visibility in the hallway. Reduce visible range by half.
13	The smell of rotted flesh assaults the PCs sense. However, there is no visible source for the smell. Stagnant Air.
14	The embers of a recent fire smolders, choking the air. Smoke.
15	The air crackles with energy, making the PCs feel alive and sick all at once. Negative Energy or Positive Energy.
16	The monster or trap is difficult to spot, waiting in darkness to strike. Ambush (darkness).
17	The monster or trap waits in the darkness, concealing itself in the shadows. Concealment.
18	Debris has been placed to block the PCs' path. Cover (total).
19	Silence pervades and a magic null effect permeates everything as if the walls were closing in on the PCs. Silence. Spell Resistance 15.
20	For whatever reason, creatures are drawn here, as if something unnatural called to them. Roll two Encounters.

Encounter Condition: N/A

Tactics: N/A

Treasure: Unless treasure is rolled, the maze is empty of anything but debris and blood stains.

EL: Varies

Scaling: To increase the challenge of this encounter, roll for a Random Encounter every 15 minutes. To decrease the challenge, roll for a Random Encounter every hour.

Assassin Vine: CR 3; Large plant; HD 4d8+12; hp 30; Init +0; Spd 5 ft.; AC 15, touch 9, flat-footed 15; Base Atk +3; Grp +12; Atk +7 melee (1d6+7, slam); Full Atk +7 melee (1d6+7, slam); Space/Reach 10 ft./10 ft. (20 ft. with vine); SA Constrict 1d6+7, entangle, improved grab; SQ Blindsight 30 ft., camouflage, immunity to electricity, low-light vision, plant traits, resistance to cold 10 and fire 10; AL N; SV Fort +7, Ref +1, Will +2; Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9.

Constrict (Ex): An assassin vine deals 1d6+7 points of damage with a successful grapple check.

Entangle (Su): An assassin vine can animate plants within 30 ft. of itself as a free action (Ref DC 13 partial).

The effect lasts until the vine dies or decides to end it (also a free action). The save DC is Wisdom-based. The ability is otherwise similar to entangle (caster level 4th).

Improved Grab (Ex): To use this ability, an assassin vine must hit with its slam attack.

It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

If it wins the grapple check, it establishes a hold and can constrict.

Blindsight (Ex): Assassin vines have no visual organs but can ascertain all foes within 30 ft. using sound, scent, and vibration.

Camouflage (Ex): Since an assassin vine looks like a normal plant when at rest, it takes a DC 20 Spot check to notice it before it attacks.

Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

✖ **Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

✖ **Hobgoblin Ftr 3:** CR 3; Medium humanoid (goblinoid); HD 3d10+6; hp 21; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19-20, longsword) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (1d8+2/19-20, longsword) or +4 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +1, Move Silently +2, Spot +1; Cleave, Improved Initiative, Power Attack, Weapon Focus (long sword).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Scale mail, light steel shield, longsword.

✖ **Rebel Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

✖ **Stirge:** CR 1/2; Tiny magical beast; HD 1d10; hp 5; Init +4; Spd 10 ft., fly 40 ft. (average); AC 16, touch 16, flat-footed 12; Base Atk +1; Grp -11 (+1 when attached); Atk +7 melee (attach, touch); Full Atk +7 melee (attach, touch); Space/Reach 2-1/2 ft./0 ft.; SA Attach, blood drain; SQ Darkvision 60 ft., low-light vision; AL N; SV Fort +2, Ref +6, Will +1; Str 3, Dex 19, Con 10, Int 1, Wis 12, Cha 6.

Skills and Feats: Hide +14, Listen +4, Spot +4; Alertness, Weapon Finesse⁸

Attach (Ex): If a stirge hits with a touch attack, it uses its eight pincers to latch onto the opponent's body. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity. Stirges have a +12 racial bonus on grapple checks (already figured into the Base Atk; Grp entry above).

An attached stirge can be struck with a weapon or grappled itself. To remove an attached stirge through grappling, the opponent must achieve a pin against the stirge.

Blood Drain (Ex): A stirge drains blood, dealing 1d4 points of Constitution damage in any round when it begins its turn attached to a victim. Once it has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

✖ **Vargouille:** CR 2; Small outsider (evil, extraplanar); HD 1d8+1; hp 5; Init +1; Spd Fly 0 ft. (good); AC 12, touch 11, flat-footed 11; Base Atk +1; Grp -3; Atk +3 melee (1d4 plus poison, bite); Full Atk +3 melee (1d4 plus poison, bite); SA Shriek, kiss, poison; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5; Weapon Finesse.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 ft. (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

✖ **Wight:** CR 3; Medium undead; HD 4d12; hp 26; Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +3 melee (1d4+1 plus energy drain, slam); Full Atk +3 melee (1d4+1 plus energy drain, slam); SA Create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

B93 THROUGH B108. HEATHEN GOBLIN REBELS

Not all goblins fell in love with the new god. A small group held tight to the old ways, worshipping the power of the rock spirits as their ancestors had done for countless centuries before them. Once their king had been usurped, these rebellious goblins had no choice but to flee.

Fear of persecution overruled their fear of the dreaded maze to the east of the goblin lands. The goblins fled into its dangerous, confusing hallways eluding capture or other unsavory fates. Only two-thirds of the goblins made it through the maze, but that was far larger a number than any of the fleeing rebels anticipated.

With the maze between them and their rivals, the goblins quickly went to work setting up a new home for themselves. They claimed the area in the southeast corner of the dungeon as their own. The maze protects their western flank, while the wild treacherous passages to the north provide ample defense against raids by the goblin empire.

A chieftain named Guk leads these goblins. While not as clever as Argliss, he is smarter than most goblins. He is starting to think that the new deity is not as powerful as his supporters claim. Why has this deity not destroyed the maze? Why were the followers of the old ways allowed to escape? Guk believes the answer lies with his gods. The stone spirits are watching over his people and are rewarding their loyalty.

To Guk's people the maze is not something to be scared of or frightened by; it is the home of their gods. They see now they were too ignorant to realize it before. Only the unwary are punished for trespassing in the home of the gods. Those truly devout and loyal can pass through as they wish. The rebels have used the maze to their advantage, as both for protection, and as a place to strike at the usurpers empire from.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The ground is littered with rubble and other detritus. Whether a trap caused this, or the earthquake that shook the dungeon so long ago, is unclear. What is apparent however the debris makes walking through this area very difficult. Hazardous Footing 15.
2-14	Nothing
15	A group of 1d3+1 ethereal marauders are exploring the dungeon and chance upon the PCs. Their attitude is Indifferent unless attacked. The ethereal marauders are curious about the PCs; they are used to goblinoids but not much else on two legs.
16	A pack of four blink dogs lazily make their way through the dungeon. Their attitude is Indifferent unless attacked.
17	A patrol of 2d4+2 goblins, led by a goblin mounted on a worg, wind their way through the dungeon. These goblins are rebels, fighting the goblin king's forces. If the PCs are allied with the goblin king, their attitude is Hostile. If the PCs are allied with the rebel goblin faction, their attitude is Indifferent. Otherwise their attitude is Unfriendly.
18	A hobgoblin, mounted on a wounded worg, is being followed by 3d6+3 weary goblins. They have been raiding the rebel faction, and have suffered casualties. They are wary for an ambush, and receive a +5 circumstance bonus to all Spot and Listen checks.
19	An ear-piercing shriek fills the dungeon as a pack of 2d4+1 howlers rounds the corner. They have been hunting goblins, but the PCs will serve their purpose equally well.
20	Bartleby enters the room just before the PCs do. Not wishing to be seen by the meddling PCs he ducks behind an outcropping. Bartleby receives a +2 circumstance bonus to Hide and Move Silently checks. Cover.

B93. THE WATCH ROOM

When the PCs enter Room B93, read the following.

This room is filled with goblins. They stare at you blankly for brief of moments, before they attack you.

After the PCs have dealt with the goblins, read the following.

This room is small and cramped. It contains only a small empty weapons rack against the eastern wall. Apparently the rebel goblins use this room as a staging room to launch attacks against the goblins in the west.

Initial Attitude: Hostile

Encounter: The rebel goblins (hp 8, 5, 3, 4, 4, 1, 1, 1) are confused by the appearance of the PCs. They were planning a raid against the goblin king when the PCs entered the Room. Thinking the PCs are agents of Argliss, they attack the PCs regardless of their true standing with the goblin king.

Encounter Condition: N/A

Tactics: The goblins simply swarm the PCs, attacking the en masse. They attack the PCs closest to them without regard for their personal safety. They will not stop until either the PCs or they are subdued.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, add four goblins. To decrease the challenge, remove two goblins.

☛ **Rebel Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B94. THE SECRET ENTRANCE

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock.

This small room is empty. The slate gray walls are blank and unadorned. On the far wall hangs a banner with a crude goblin sigil on it, perhaps defiantly opposing the goblin king?

Initial Attitude: N/A

Encounter: This secret entrance is the only entrance to the rebel goblins' new home. The rebel goblin chieftain, Guk, was guided by the stone spirits and brought his people here. While Room B95 serves as their main hall, the goblins wisely decided to hide their new homes behind this hidden passage. The entrance is not guarded so it does not call attention to itself. The goblins rely on the dangers of the maze and the pit trap in this Room to defend against serious incursions from their cousins.

Encounter Condition: N/A

Tactics: A secret door in the eastern wall leads to Room B98. A DC 25 Search check is required to locate the door's latch, which is hidden behind the goblin banner. The secret door isn't locked and opens easily. In the center of the Room is a pit, carefully disguised to look like stone.

☛ **Camouflaged Pit Trap:** CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 40 ft. (4d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); Search DC 25; Disable Device DC 17.

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, change the camouflaged pit trap to a pit trap. To decrease the challenge, reduce the depth of the camouflaged pit trap to 20 ft.

B95. HALL OF THE REBELS

This room is huge, and filled with goblins. Everywhere you turn you see them. Their cold, hate filled eyes stare back at you. A number hiss and spit and all grip their spears tighter. Just when you think the goblins will attack, a large goblin near the back of the room holds up a hand and utters a simple command. The mass of goblins steps aside, forming a perfect aisle from the door to their chieftain.

Initial Attitude: Unfriendly

Encounter: This is the main Room of the rebel goblins. Twenty rebel goblins (hp 6 each) make their home here. From this hall they meet and plan their raids. The chieftain, Guk (hp 24), holds what passes for his court. It is a simple Room without ornamentation, save for a low, makeshift table in the center of the Room and a single stool, used by Guk.

Encounter Condition: Fearless

Tactics: Guk stops the goblins from attacking the PCs on sight. The chieftain is curious about the PCs, and wishes to know if they are in league with the goblin king, Argliiss (Room B75). If the PCs convince Guk they are not allied with Argliiss, he grants them safe passage through his encampment, provided the PCs do not disturb anything.

Guk also tries to enlist the PCs aid in his war against Argliiss. He believes the PCs have been brought to him by his gods. Why else would they be here if not to combat the usurper and restore order?

If Guk suspects the PCs of being allied with Argliiss, he and the other goblins instantly turn hostile and attack the PCs.

Like all rebels, these goblins have not been trained by the hobgoblins and do not have a handle on the complex tactics their cousins have. The rebels use standard swarm tactics to overwhelm and subdue the PCs.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add six goblins. To decrease the challenge, remove six.

▲ **Guk, Goblin Chieftain, Ftr 3/Clr 1:** CR 4; Small humanoid (goblinoid); HD 3d10+3 + 1d8+1; hp 29; Init +1; Spd 30 ft.; AC 18, touch 13, flat-footed 14; Base Atk +3; Grp +0; Atk +7 melee (1d4+1/18–20, scimitar) or +7 ranged (1d4+1/x3, short composite bow [+1 Str bonus]); Full Atk +7 melee (1d4+1/18–20, scimitar) or +7 ranged (1d4+1/x3, short composite bow [+1 Str bonus]); SA Spells; SQ Darkvision 60 ft.; AL NE; SV Fort +6, Ref +3, Will +4; Str 12, Dex 14, Con 12, Int 11, Wis 13, Cha 10.

Skills and Feats: Concentration +5, Heal +1, Intimidate +6, Knowledge (religion) +3, Listen +1, Spot +1; Dodge, Point Blank Shot, Precise Shot, Weapon Focus (scimitar), Weapon Focus (short composite bow).

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks

Cleric Spells Prepared (3/3, Save DC 11 + Spell Level): 0—*cure minor wounds* (3); 1st—*bless*, *entropic shield*, *magic weapon*.*

* Domain Spell. Domains: Luck (good fortune once a day) and War (Weapon Focus [scimitar] as bonus feat).

Possessions: Chain shirt, buckler, masterwork scimitar, dagger, short composite bow [+1 Str bonus], holy symbol.

✱ **Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B96. STOREROOM

Constructed of simply of gray stone, this room looks mostly like a makeshift storeroom. Dried rushes litter the floor, and the weapon racks are filled with spears. A few barrels are stacked against one wall. The remaining barrels reek of something unpleasant.

Initial Attitude: N/A

Encounter: Located at the end of the hall, this Room marks the beginning of the hidden goblin encampment. The rushes strewn around on the floor function an early trespassing system. The door to the Rebel Barracks (Room B97) is thin, and the sound of anyone walking over the rushes alerts the goblins stationed here to potential intruders.

Encounter Condition: N/A

Tactics: Allow the goblins in Room B97 Listen checks, with a +4 circumstance bonus if the PCs walk on the rushes.

Treasure: A dozen short spears are stacked on the weapons rack and the barrels are filled with flammable oil.

EL: N/A

Scaling: N/A

B97. REBEL BARRACKS

If the goblins hear the PCs coming from Room B96, they fall into a defensive position, gaining a +4 circumstance bonus to their Initiative checks.

A small barrack houses a few dozen goblins, their spears are pointed menacingly in your direction, and they look ready to pounce on you at a moment's notice. One goblin, dressed in a leather jerkin, with a badge of office affixed to its front, approaches you, demanding to know what you are doing here.

Initial Attitude: Unfriendly

Encounter: This is the first, and last line of defense the rebel goblins have for their new home. Twelve goblins (hp 6 each) stand guard, at the quick to defend themselves from danger. If the PCs can convince the goblins they have made a pact with their chieftain, Guk, their attitude shifts to Indifferent. If the goblins believe the PCs are in league with Argliiss' goblins, their attitude shifts to Hostile and they immediately attack.

If the PCs failed their Move Silently checks in Room B96, the goblins attack them as soon as they enter the Room.

Encounter Condition: Fearless

Tactics: Like all rebels, these goblins have not been trained by the hobgoblins and do not have the complex tactics their cousins do. The rebels use standard swarm tactics to overwhelm and subdue the PCs. If given a chance, they flank a PC, but almost as if by accident.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, add four goblins. To decrease the challenge, remove four.

✱ **Rebel Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp –3; Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will –1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B99. REBEL ARMORY

Similar to the rest of the rooms in this section of the dungeon, this simple room is lined with weapon racks. Each rack holds simple, crudely crafted short spears. Along the back wall a single, ornate brass and iron longsword hangs by itself on the wall.

Initial Attitude: N/A

Encounter: This Room serves as the main armory for the rebel goblins. Like their cousins, they still wield traditional spears. The weapon racks are filled with numerous spears, as well as an ornate longsword.

This Room also contains a secret door on its eastern wall, requiring a DC 23 Search check to locate. The door can be opened by pressing the top and bottom stones (pressure triggers) simultaneously. Goblins usually require a "boost" to open this door when passing through.

Encounter Condition: N/A

Tactics: N/A

Treasure: Aside from two-dozen short spears, this room contains a masterwork longsword.

EL: N/A

Scaling: N/A

B99. SHRINE OF THE STONE SPIRITS

This room is dark and cool. The walls are dark, but somehow inviting as well. Scattered, seemingly at random, on the floor are a wide variety of carved stones.

Initial Attitude: N/A

Encounter: This Room has been set up by Guk (Room B95) to honor the stone spirits the rebel goblins worship. If the PCs leave the Room as they found it, they earn a measure of respect with the rebel goblins. Any alteration to the Room is viewed as a crime and any alliance the PCs have made with the rebels is instantly terminated. Should word spread of the PCs' actions, all further encounters with the rebel goblins instantly have their Initial Attitudes changed to Hostile.

Encounter Condition: Hallowed 2

Tactics: N/A

Treasure: Numerous carved stones line the floor of this room. While they are valuable to the goblins, they are nearly worthless to anyone else. Argiliss (Room B75) may find some use for them however, and is willing to offer a small reward for their retrieval.

EL: N/A

Scaling: N/A

B100. WEAPONSMITH

This square cell of a room is filled with long, straight sticks and bits of stone. In the middle of all this is a lone goblin, feverishly working on a new short spear. He doesn't appear to notice you but maybe he does.

Initial Attitude: Indifferent

Encounter: The weaponsmith working here is Kr'n'g (hp 24). As long as the PCs do not disrupt him, they can stay and watch him work as long as they like. If they communicate with him, he replies with grunts and gestures. He has work to do and cannot be bothered.

If the rebel goblins see the PCs as enemies, he signals an alarm as soon as they enter. He lunges at the PCs with a half made spear. 2d4 rounds later a squad of nine goblins arrive from Room B101 to assist the blacksmith.

Encounter Condition: N/A

Tactics: Kr'n'g defends himself against the PCs to the best of his ability, using the half completed masterwork spear he is holding as his weapon. He goes on full defense each round, waiting for reinforcements to arrive. After 5 rounds, Kr'n'g assumes reinforcements are on their way and fights defensively.

When the reinforcements arrive, they use standard rebel goblin swarm tactics.

Treasure: The room is filled with the parts to make three dozen masterwork spears, but nothing else.

EL: 2

Scaling: To increase the challenge of this encounter, have the goblins arrive in 1d4 rounds. To decrease the challenge, have only five goblins arrive.

Kr'n'g, Goblin Weaponsmith, Exp 4: CR 3; Small humanoid (goblinoid); HD 4d6+4; hp 24; Init +1; Spd 30 ft.; AC 12, touch 12, flat-footed 11; Base Atk +3; Grp +1; Atk +5 melee (1d6+3/x3, masterwork spear); Full Atk +5 melee (1d6+3/x3, masterwork spear); Space/Reach 5 ft./5 ft.; SA Spells; SQ darkvision 60 ft., familiar; AL NE; SV Fort +2, Ref +2, Will +4; Str 14, Dex 13, Con 13, Int 11, Wis 11, Cha 7.

Skills and Feats: Appraise +7, Craft (weaponsmith) +10, Craft (armorer) +7, Craft (blacksmith) +7, Hide +5, Listen +2, Move Silently +5, Ride +4, Search +7, Spot +9; Alertness, Skill Focus (craft [weapon smith]).

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks

Possessions: Masterwork spear, leather armor.

B101. MEETING HALL

Wooden benches and tables line the walls and fill the room. Ten goblins, previously talking boisterously, grow quiet as you enter the room. This simply furnished room serves as the goblins' common room.

Initial Attitude: Unfriendly

Encounter: Unwelcome intruders, the PCs earn the glare of ten goblins (hp 6 each), who have stopped their conversation to determine the fate of the PCs. As long as the Attitude toward the PCs is not Hostile (in relations with the rebel goblins), they are left alone. The goblins do not speak as long as the PCs are around.

If the Initial Attitude toward the PCs is Hostile, or if they attack the goblins, the rebels assault the PCs immediately.

Encounter Condition: Fearless

Tactics: These goblins have not been trained by the hobgoblins and do not have a handle on the complex tactics their cousins do. They fight with conviction (gaining a +2 morale bonus to all Will saves), but lack the tactical acumen of the goblins from the previous Section. The rebels swarm tactics and overwhelm the PCs, in an attempt to subdue them and hold them hostage.

Treasure: N/A

EL: 3

Scaling: To increase the challenge of this encounter, add four goblins. To decrease the challenge, remove four.

Goblin, War 1: CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B102. CROWDED WORG STABLE

Growls and snapping jaws, along with the stink of live animals, saturate the air. Four large, shaggy beasts are confined behind shaky looking wooden pens. The wooden slats strain and buckle as the worgs try and free themselves. How the goblins ride these monsters into battle is unimaginable; the thought of taming them seems laughable enough.

Initial Attitude: Hostile

Encounter: Inside the pens, chained to the walls, are four worgs (hp 40, 31, 18, 12). They are vicious animals, slowly being turned mad by the fear in this Room. The goblins have placed them here, unsure why their temperament is so chaotic, but remain unwilling to relocate.

Encounter Condition: Fear 14, Fearless

Tactics: Since the worgs are chained up, this is an easy kill if the PCs want to finish them. If the PCs get too close, the worgs attack. They cannot coordinate their attacks, however, and snap at anything in range.

Treasure: N/A

EL: 1

Scaling: To increase the challenge of this encounter, unchain the worgs. To decrease the challenge, have the worgs sleeping.

✦ **Worg:** CR 2; Medium magical beast; HD 4d10+8; hp 36, 33, 29, 28; Init +2; Spd 0 ft.; AC 14, touch 12, flat-footed 12; Base Atk +4; Grp +7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*; Alertness, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. *A worg has a +4 racial bonus on Survival checks when tracking by scent.

B103. EMPTY WORG STABLE

The empty stable is devoid of anything of any use to the PCs. Hay bales line the wall and the floor is scattered with debris. The air is heavy and oppressive.

Initial Attitude: N/A

Encounter: Whether it was the death of a beast that lived here, or something else, the air in this Room is impossible to breathe. The smell is foul and oppressive, stinging the PCs' eyes.

Encounter Condition: Negative Energy, Stagnant Air

Tactics: N/A

Treasure: If the PCs brave the odor and search the Room, allow DC 20 Search checks to find a +1 silver dagger hidden under a bed of hay.

EL: N/A

Scaling: N/A

B104. SECRET PASSAGE

This Room contains a secret door on both its eastern and western walls, requiring DC 23 Search checks to locate. The doors can be opened by pressing the top and bottom stones (pressure triggers) at the same time. Goblins usually require a "boost" to open this door when passing through.

The door on the eastern wall has a stack of barrels behind it, in the hopes of barring entry. A DC 18 Strength check is required to push it open from the outside.

This long, narrow corridor stretches along the southern end of the rebel encampment. From what you can tell it simply leads from one end to the other.

Initial Attitude: N/A

Encounter: This passage is used frequently by the goblins, but is often kept locked or barred because whatever is living in Region C should be avoided. The goblins spent a great deal of time digging up stones and adding a pit trap in the center of the hallway.

✦ **Spiked Pit Trap (80 ft. deep):** CR 5; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 80 ft. deep (8d6, fall), pit spikes (Atk +10 melee, 1d4 spikes for 1d4+5 damage each); Search DC 20; Disable Device DC 20.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, increase the depth of the spiked pit trap to 100 ft. To decrease the challenge, change the spiked pit trap to a pit trap.

B105. REMEMBERER'S HOVEL

Quaintly appointed, for a goblin's home, this room is the most impressive in the encampment. The floor is covered with a rug made of some animal's hide. Small carvings and markings adorn the walls. In the middle of the room sits a very old goblin. His skin is dull, leathery, and spotted.

Initial Attitude: Indifferent

Encounter: This Room is the living quarters of the oldest goblin among the rebel faction. His name is Rememberer (hp 27), and at nearly 15 years old, he is ancient. He is the last repository of the goblin culture before the coming of the new god. He remembers the stories and ways of his people, and gladly tells the PCs what he knows, hoping to find an heir for his knowledge before he passes into the rock.

The PCs can learn much of the history of the goblins from the Rememberer. As long the Initial Attitude does not shift to Hostile or the PCs threaten the Rememberer, he imparts his knowledge.

Encounter Condition: N/A

Tactics: The Rememberer is quite old, and in no condition to fight off the PCs. Instead of fighting, he begins singing a song to fascinate the PCs. Allow the goblins in Room B101 a Listen check each round to hear the song. If they succeed, they arrive in 1d3+1 rounds to aid the Rememberer, fighting the PCs as if they had just harmed a goblin child.

Once reinforcements arrive, they draw the PCs away from the Rememberer, allowing him to escape the Room. Once safe, he flees to Room B95, while the goblins lead the PCs towards Room B97. If forced to remain in the Room, the Rememberer uses inspire courage to aid the fighting goblins in battle. This small bonus can make a great deal of difference with so many goblin warriors present. Afterwards he casts spells in the following order — *sound burst*, *blur* (on himself), *lesser confusion* (on enemy mages), *sleep*, and *lesser confusion* again.

If a goblin is injured he casts *cure light wounds*.

If he must escape he casts, *expeditious retreat*, and then *ghost sound* to disguise the direction he ran in. His remaining spells are more utilitarian in nature and *mage hand* is useful for lifted daggers out of belts and that's about it.

Treasure: The Rememberer is familiar with the oral histories of his people. In addition, he wears a coral necklace (the origins of which are unknown to him) worth 50 gp. It is actually an *amulet of nondetection*, but he doesn't know that, because it doesn't radiate magic.

EL: 3

Scaling: To increase the challenge of this encounter, the reinforcements arrive at the end of the first round of combat. To decrease the challenge, the reinforcements arrive at the end of the sixth round of combat.

▼ **Goblin Rememberer, Brd 5:** CR 3; Small humanoid (goblinoid); HD 5d6; hp 27; Init +2; Spd 30 ft.; AC 15, touch 13, flat-footed 13; Base Atk +3; Crp -2; Atk +3 melee (1d4+1/19-20, short sword) or +6 ranged (1d3, sling); Full Atk +3 melee (1d4+1/19-20, short sword) or +6 ranged (1d3, sling); SA Spells; SQ Bardic music, darkvision 60 ft.; AL NE; SV Fort +1, Ref +6, Will +5; Str 8, Dex 14, Con 11, Int 14, Wis 13, Cha 14.

Skills and Feats: Hide +10, Listen +7, Move Silently +10, Knowledge (history) +10, Perform (chant) +10, Perform (drum) +6, Perform (storytelling) +6, Sense Motive +10, Spot +7; Alertness, Dodge.

Bardic Knowledge: A bard may make a special bardic knowledge check with a bonus equal to his bard level + his Intelligence modifier to see whether he has relevant information about local people, legendary items, or noteworthy places. (If the bard has 5 or more ranks in Knowledge (history), he gains a +2 bonus on this check.)

A successful bardic knowledge check will not reveal the powers of a magic item but may give a hint as to its general function. A bard may not take 10 or take 20 on this check; this sort of knowledge is essentially random.

Bardic Music: Once per day per bard level, a bard can use his song or poetics to produce magical effects on those around him (usually including himself, if so desired). While these abilities fall under the rubric of bardic music and the descriptions discuss singing or playing instruments, they can all be activated by reciting poetry, chanting, singing lyrical songs, singing melodies, whistling, playing an instrument, or playing an instrument in combination with a spoken performance. Each ability requires both a minimum bard level and a minimum number of ranks in the Perform skill to qualify; if a bard does not have the required number of ranks in at least one Perform skill, he does not gain the bardic music ability until he acquires the needed ranks.

Starting a bardic music effect is a standard action. Some bardic music abilities require concentration, which means the bard must take a standard action each round to maintain the ability. Even while using bardic music that doesn't require concentration, a bard cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Just as for casting a spell with a verbal component, a deaf bard has a 20% chance to fail when attempting to use bardic music. If he fails, the attempt still counts against his daily limit.

Countersong (Su): A bard with 3 or more ranks in a Perform skill can use his music or poetics to counter magical effects that depend on sound (but not spells that simply have verbal components). Each round of the countersong, he makes a Perform check. Any creature within 30 ft. of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform check result for the save. Countersong has no effect against effects that don't allow saves. The bard may keep up the countersong for 10 rounds.

Fascinate (Sp): A bard with 3 or more ranks in a Perform skill can use his music or poetics to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 ft., able to see and hear the bard, and able to pay attention to him. The bard must also be able to see the creature. The distraction of a nearby combat or other dangers prevents the ability from working. For every three levels a bard attains beyond 1st, he can target one additional creature with a single use of this ability.

To use the ability, a bard makes a Perform check. His check result is the DC for each affected creature's Will save against the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and listens to the song, taking no other actions, for as long as the bard continues to play and concentrate (up to a maximum of 1 round per bard level). While fascinated, a target takes a -4 penalty on skill

checks made as reactions, such as Listen and Spot checks. Any potential threat requires the bard to make another Perform check and allows the creature a new saving throw against a DC equal to the new Perform check result.

Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the target, automatically breaks the effect. Fascinate is an enchantment (compulsion), mind-affecting ability.

Inspire Courage (Su): A bard with 3 or more ranks in a Perform skill can use song or poetics to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to hear the bard sing. The effect lasts for as long as the ally hears the bard sing and for 5 rounds thereafter. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls. At 8th level, and every six bard levels thereafter, this bonus increases by 1 (+2 at 8th, +3 at 14th, and +4 at 20th). Inspire courage is a mind-affecting ability.

Inspire Competence (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill can use his music or poetics to help an ally succeed at a task. The ally must be within 30 ft. and able to see and hear the bard. The bard must also be able to see the ally.

The ally gets a +2 competence bonus on skill checks with a particular skill as long as he or she continues to hear the bard's music. Certain uses of this ability are not feasible. The effect lasts as long as the bard concentrates, up to a maximum of 2 minutes. A bard can't inspire competence in himself. Inspire competence is a mind-affecting ability.

Bard Spells Known (3/4/2, save DC 12 + spell level): 0—*detect magic, ghost sound, lullaby, mage hand, mending, resistance*; 1st—*lesser confusion, cure light wounds, expeditious retreat, sleep*; 2nd—*blur, sound burst, suggestion*.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks

Possessions: Leather armor, short sword, sling, bullets (8), small drum.

B106. THE REBEL CHIRURGEON

This room is a grisly mess. A few forlorn cots line the back wall. The lumpy shapes under the rotten cloth blankets on the cots leave little to the imagination. In the center of the room, standing over the lifeless body of a goblin, is the rebel's chirurgeon, sewing together what is left of the dead soldier.

Initial Attitude: Unfriendly

Encounter: The goblin chirurgeon (hp 16) has just performed surgery on a rebel goblin, to no avail. While Guk (Room B95) calls upon the power of the stone spirits, he's not adept at healing. This young goblin chirurgeon has been tasked with fixing the raiders that return to the encampment, which is becoming more and more of a losing proposition. He is frightful and skittish and does not like the presence of the PCs one bit.

If attacked the chirurgeon flees, crying for help. If he alerts the guards housed in Room B97, they arrive 1d3+1 later.

Encounter Condition: N/A

Tactics: The chirurgeon does everything in his power to escape the PCs. While he has a few spells at his disposal, he casts *burning hands* if cornered and *sleep* if he sees a cleric casting spells on the fighters.

Once the guards arrive they assist the chirurgeon, and attack the PCs. Like all rebels, these goblins have not been trained by the hobgoblins and do not have the complex tactics their cousins do. The rebels use standard swarm tactics to overwhelm and subdue the PCs. They guard the adept as best as they can, and look menacing if necessary.

Treasure: N/A

EL: 1/2

Scaling: To increase the challenge of this encounter, add four goblins. To decrease the challenge, remove four goblins.

✶ **Goblin Chirurgeon, Adp 3:** CR 1/2; Small humanoid (goblinoid); HD 3d6+3; hp 16; Init +1; Spd 30 ft.; AC 13, touch 12, flat-footed 11; Base Atk +2; Grp -2; Atk +3 melee (1d3/18-20, scalpel); Full Atk +3 melee (1d3/18-20, scalpel); SA Spells; SQ Darkvision 60 ft., familiar; AL NE; SV Fort +2, Ref +2, Will +5; Str 10, Dex 13, Con 12, Int 12, Wis 14, Cha 8.

Skills and Feats: Concentration +10, Hide +5, Heal +10, Knowledge (nature) +6, Knowledge (religion) +2, Listen +5, Move Silently +5, Spot +2, Survival +8; Skill focus (concentration), Skill Focus (heal). Adept Spells Prepared (3/3, save DC 12 + spell level): 0—*cure minor wounds**, *detect magic*, *guidance*; 1st—*cure light wounds**, *burning hands*, *sleep*.

* Previously cast.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks

Possessions: Leather apron (+1 AC), scalpel, masterwork healer's kit

✶ **Black, Bat Familiar:** CR —; Diminutive magical beast (augmented animal); HD [3]; hp 8; Init +2; Spd 5 ft., fly 40 ft. (good); AC 18, touch 16, flat-footed 16; Base Atk +2; Grp -15; Atk —; Full Atk —; Space/Reach 1 ft./0 ft.; SA —; SQ blindsense 20 ft., deliver touch spells, empathic link, improved evasion, low-light vision; AL N; SV Fort +2, Ref +4, Will +5; Str 1, Dex 15, Con 10, Int 7, Wis 14, Cha 4.

Skills and Feats: Hide +14, Listen +8, Move Silently +6, Spot +8; Alertness.

Blindsight (Ex): A bat notices and locates creatures within 20 feet. Opponents still have 100% concealment against a creature with blindsense.

Alertness (Ex): While a familiar is within arm's reach, the master gains the Alertness feat.

Improved Evasion (Ex): When subjected to an attack that normally allows a Reflex saving throw for half damage, a familiar takes no damage if it makes a successful saving throw and half damage even if the saving throw fails.

Empathic Link (Su): The master has an empathic link with his familiar out to a distance of up to 1 mile. The master cannot see through the familiar's eyes, but they can communicate empathically. Because of the limited nature of the link, only general emotional content can be communicated.

Because of this empathic link, the master has the same connection to an item or place that his familiar does.

Deliver Touch Spells (Su): If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the "toucher." The familiar can then deliver the touch spell just as the master could. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Skills: A bat has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsense is negated.

B107. GUK'S QUARTERS

Large and empty, this room is much nicer than others in the area. While spartan, a large sleeping area has been made up in the middle of the room, and various hides and weapons cover the walls. Leaning against the back wall is a club, with a wicked looking spike of iron driven through its head.

Initial Attitude: N/A

Encounter: Guk (Room B95) and the majority of rebels, aside from those in the secret encampment, are still in Room B95. If the PCs have gotten this far they either have Guk's trust, or the PCs have already dealt with the rebel chieftain.

The hides and weapons on the walls are testaments to the goblin kings of the past. They are all Guk could smuggle out during his exodus from Argliiss' regime. Guk's personal greatclub is here; he does not feel he needs to wield it in the safety of his own hall and leaves it in this Room when he is not raiding his cousins to the west.

Encounter Condition: N/A

Tactics: If the PCs have somehow yet to meet Guk, there is a 50% chance he is here alone, and startled to find strangers in his quarters. His Initial Attitude is Unfriendly, as he does not trust foreigners.

Treasure: Guk's +1 *greatclub* is the only significant treasure in the room. The weapons on the walls are standard spears and short swords. They are all old and rusty however.

EL: N/A

Scaling: N/A

B108. REBEL GUARD ROOM

This room, like many in this area, is filled with spear wielding goblins. Along the north wall is a weapon's rack filled with sharpened wooden spears and javelins. Apparently nothing has threatened them recently, as they look quite bored... and eager for a fight.

Initial Attitude: Unfriendly

Encounter: This Room is staffed by ten of Guk's warriors (hp 6 each). They monitor the northern passages for incursions by the goblin king's forces. Occasionally they hunt the creatures that wander into these halls from the Untamed Rooms (Rooms B109 through B131).

Encounter Condition: N/A

Tactics: These goblins are bored and agitated with their assignment. They are looking for anything distracting, if their Attitude with the PCs is anything but Hostile, they strike up a conversation (in Goblin) or offer to play knuckbones or cards. If the PCs have Guk's favor, they even offer them places to sit and relax, eager for company.

If the Attitude is currently Hostile, the rebel goblins tear into the PCs, fighting with a fierceness they have not seen in goblins. Treat the goblins as enraged (per the spell *rage*) and give them a +2 circumstance bonus to their Initiative check.

Like all rebels, these goblins have not been trained by the hobgoblins and do not have the complex tactics their cousins do. However, they are fond of the 'aid another' combat action and flank and poke the PC at every turn. One of them has a vial of acid and another one has dragon bile smeared on his blade (3 doses). Any goblin that cannot get in to fight the PCs, throws a spear over head in attempt to harm PC spellcasters and those hanging back. They move to the weapon's rack to retrieve more if necessary.

✶ **Dragon Bile** — Contact, Fortitude DC 26, initial damage 2d6 Str, secondary damage 0

Treasure: There are three spears and three javelins for every goblin in a weapons rack along the north wall. It requires a move action to grab one. Large or larger creatures can grab two in one action.

EL: 4

Scaling: To increase the challenge of this encounter, add four goblins. To decrease the challenge, remove four goblins.

✶ **Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 6; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear) or +3 ranged (1d4, javelin); Full Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear) or +3 ranged (1d4, javelin); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B109 THROUGH B119. THE UNTAMED ROOMS

None of the goblinoid races lay claim to this rubble filled expanse. The earthquake hit this part of the dungeon hardest. A number of the traps originally laid down have been destroyed. Blink dogs, dire wolves, howlers and other monsters make their home in this rough expanse. Howls, high pitched whining and growls echo throughout the hallways.

The hallways are strewn with rubble and debris. Most of the rubble is the facing of the walls that came loose. Some of it is the remains of walls. The footing is treacherous and the wild monsters make the area dangerous. There are good reasons the goblinoids have not settled the area previously.

With the shrine to their new deity located in the northeastern section of this expanse, Arglist and his goblins have started to enter the area more frequently. They have even set up a way station for pilgrims and scouts to stay in at during the arduous trip from their empire to the shrine.

The bugbears have used the long, dangerous trip of the goblins to their advantage. They too have set up a small bivouac. From it they harass the goblin pilgrims and scouts. Their presence, coupled with the naturally wild monsters, makes this perhaps the most volatile area in the entire Region.

Each Room is assumed to have Poor Footing 3 in addition to any other Encounter Conditions.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The PCs have walked into an area that is pitch black. The air is oppressive and a chill runs up the spines of the PCs. Deep Darkness, Fear 14.
2	Shadows jump across the hallway. The briefest of movement play just at the corner of the PCs vision. Exactly what it is may not be evident, however. Distracting Visions 10.
3	Something is not right about the expanse ahead. The lead PC is convinced, it is a perfect spot for an ambush (whether or not this is true is up to the DM). Cursed 4
4-12	Nothing
11	A dire wolf stalks the halls. This Room is strewn with debris; damage from the earthquake. The wolf lies in wait for the PCs, attacking when they are in range. Ambush, Cover.
12	Two ethereal marauders investigate this Room. Rubble and broken bits of some ancient trap litter the floor and the ethereal marauders are digging through them. They suffer a -5 distraction penalty to all Spot and Listen checks for 5 rounds.
13	Hovering over three goblin corpses is a lone howler. Since the goblins were not a challenge, the howler unleashes its fury on the PCs. Fearless.
14	A pack of three blink dogs moves slowly through the hall. They are wounded (-5 hp), having just concluded an encounter with dire wolves. Unfriendly unless attacked.
15	A pack of four dire wolves limp along. They are wounded (-10 hp), having just fought a rival pack of blink dogs. They are on the alert for any attack, despite their wounds. Ambush.
16	A goblin hunting party is engaged in a fight with a pair of vargouilles. Seven goblins remain — the corpses of five of their compatriots clog the battlefield. The goblins and vargouilles are too distracted to notice the PCs. They suffer a -6 circumstance penalty to Listen and Spot checks.
17	Three wights lurk in the halls, searching for easy prey. They encounter the PCs in this rubble strewn, dark room, attacking the PCs from the safety of the shadows. Ambush, Concealment, Cover.
18	The PCs stumble upon a trap.

♣ **Camouflaged Pit Trap:** CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18.

19 The PCs stumble upon a trap.

♣ **Acid Arrow Trap:** CR 3; magic device; proximity trigger (alarm); automatic reset; Atk +2 ranged touch; spell effect (acid arrow, 3rd-level wizard, 2d4 acid/round for 2 rounds); Search DC 27; Disable Device DC 27.

20 Standing over the corpse of a dire wolf is Bartleby. He is fatigued from his encounter with the creature. Reduce Bartleby's hit points by -10. He does not ask the PCs for assistance, and leaves as soon as he spots them.

B109. PASSAGES OF DEATH

The door on the northern wall is open.

Rubble, broken, armored skeletons, and other detritus litter the hall. Ominous sounds emanating from the west fill the room, echoing off the cavernous walls. To the east is a small passage leading away into darkness.

Initial Attitude: N/A

Encounter: When the demon Falortuligo broke from its prison in Room C21, he broke into Region B through the doors here and finally into Room B111 where he was killed. The skeletons are a few of the paladins who died fighting him.

Encounter Condition: Distracting Noises 10, Haunted Hazardous Footing 15, Unhallowed 4

Tactics: Just being here should unnerve the PCs. The sights, sounds, and sensations of these dead soldiers combine to create an aura of uneasy death. These men died horribly. Close examination of the bodies shows parts of bone missing from the ribs, legs, jaws, and arms, as if some great force tore them away before they died.

Treasure: There are a total of three skeletons, each wearing +1 chain shirts, with masterwork longswords on their belts, and tabbards of the order of Myrann still hanging on their broken frames. One of the bodies wears a generic signet ring (with a cross) that can double as a silver holy symbol, should a PC require one.

EL: N/A

Scaling: N/A

B110. FRIGHTENED AND ALONE

The northern door to this Room is locked, requiring a DC 30 Open Lock check to unlock. The southeastern door to this Room is locked, requiring a DC 35 Open Lock check to unlock.

Unless the PCs succeed at a DC 30 Move Silently check while opening the lock, read the following.

Sitting in the corner of this dark and empty room, a single goblin, eyes streaked with tears holds a withered, sharpened stick to defend itself. Its hands shake in fear and trepidation.

If the PCs succeed in picking the lock quietly, read the following.

The room is dark and empty. In one of the corners, a single goblin whimpers and cries to himself. His hands tremble as he stares at the sharpened stick in his hand.

Initial Attitude: Indifferent

Encounter: This rebel goblin, Klibb (hp 4), has been locked inside this Room for 3 days. Fearing whatever is in Room B111, he locked himself in this Room. However, in doing so, he broke off his pick in one of the locks and has been unable to escape. To make matters worse, the Room is haunted and he's been unable to sleep with the noises, chattering, and unexplained shadows hovering around him all night long. He's down to one last candle for light, but refuses to use it for fear that he may be in this Room for a long while yet.

Encounter Condition: Haunted

Tactics: Klibb does not want to fight and gladly throws himself on the mercy of the PCs. If they intend to kill him, he greets death willingly, though if they leave an opening for an escape he takes it. If they offer to let him join, he gladly accepts and escorts them wherever they want to go.

This is a perfect opportunity to drop a new PC into the group. If a goblin is not on the menu of acceptable races for players, replace Klibb with just about anything that fits, including an elf deserter from Region H. It makes the most sense for Klibb (or his replacement) to be a rogue, but if another goblin lies dead in the Room who actually locked the doors from the inside, Klibb can be any class.

Treasure: N/A

EL: 1/2

Scaling: Do not increase or decrease the challenge of this encounter.

▲ Klibb, Rebel Goblin Rog 2: CR 1/2 or 1; Small humanoid (goblinoid); HD 1d6; hp 4*; Init +3; Spd 30 ft.; AC 14, touch 14, flat-footed 11; Base Atk +1; Grp -3; Atk +1 melee (1d2 nonlethal, unarmed); Full Atk +1 melee (1d2 nonlethal, unarmed); SA Sneak attack +1d6; SQ Darkvision 60 ft., evasion, trapfinding; AL NE; SV Fort +0, Ref +6, Will -3*; Str 10, Dex 16, Con 10, Int 11, Wis 8, Cha 7.

Skills and Feats: Climb +1, Disable Device +6, Hide +11, Listen +3, Move Silently +11, Open Locks +8, Search +3, Spot +3, Tumble +8; Dodge.

Sneak Attack: Klibb's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when G'lp flanks his target. This extra damage is 1d6. Should G'lp score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks if the target is within 30 ft.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks.

Possessions: Sharp stick, thieves' tools.

B111. KILLING GROUNDS

This room is evil; you can feel it in your bones. The floor is covered in debris and is slightly tacky. Any sound you make, as well as a few others, echo throughout the chamber loudly. To say you have a bad feeling about this cavernous room is an understatement.

Initial Attitude: Hostile

Encounter: This is perhaps the most dangerous Room in the entire Region. An epic battle took place here ages ago (see Region C, page 128) and the effects of the battle still linger. The conditions of the Room are tough to handle, but that is not the worst of it. Soon after the PCs enter the Room, six corrupted ghoulish paladins (hp 26) — dressed in magical chain mail, carrying unholy swords, and wearing the tabards of the Order of Myrunn — attack the PCs. They are fearless and descend without hesitation, merely waiting for the appropriate moment to strike.

They do not look like typical ghouls. While their skin is tight, eyes hallow, and claws sharpened to razor-like perfection, they carry themselves with regal authority and wield swords as though they were born to. Their helmets hide everything but their fangs and empty eyes and their weapons gleam with unnerving energy.

Encounter Condition: Ambush, Concealment, Cursed 5, Desecration 6, Echoes 10, Fear 14, Fearless, Haunted, Hazardous Footing 16, Negative Energy, Unhallowed 4

Tactics: The ghouls alternate between bite, claw, and longsword attacks. They know that a paralyzed victim is easier to subdue, but they cannot deny their paladin heritage. They maintain an *aura of fear*, in addition to the fear effect of the Room. When the PCs reach the center of the Room have them make two Will saves. The Room's fear effect is oppressive, while the ghouls have a chill like effect that permeates everything.

The ghouls work like a team, ganging up on stragglers and distracting the weak. They have a strong hatred for clerics and wizards (seeing Arum as the cause of their death). They do not put themselves in harms way, but do their best to kill spellcasters before they can "boost" the PCs.

If the PCs cannot dispatch the ghouls quickly enough, they run the risk of drawing the attention of other nearby monsters. After 11 rounds of combat, roll for a Random Encounter. If the result is odd, the Random Encounter occurs, forcing the PCs to deal with even more foes. If not, roll again on the 12th round of combat. If the result is even, the Random Encounter occurs. Do not roll for further encounters beyond this point.

Note, these corrupted ghoulish paladins have spell resistance 14 and an additional +4 natural armor bonus.

Treasure: Having rotted their magical weapons and armor from their caustic and unholy touch, their swords and chain shirts turn to dust when the ghouls die.

EL: 8

Scaling: To increase the challenge of this encounter, add one corrupted paladin. To decrease the challenge, remove the magical arms and armor from the corrupted paladins.

✦ Corrupted [Ghoul] Paladin: CR 3; Medium undead; HD 2d12 + 2d12; hp 26; Init +2; Spd 30 ft.; AC 23, touch 12, flat-footed 20; Base Atk +3; Grp +5; Atk +7 melee (1d8+3/19-20, +1 *unholy longsword*) or +5 melee (1d6+2 plus paralysis, bite); Full Atk Bite +7 melee (1d8+3/19-20, +1 *unholy longsword*) or +3 melee (1d6+1 plus paralysis, bite) and +3 melee (1d3/19-20 plus paralysis, claw); SA Ghoul fever, paralysis; SQ +3 turn resistance, dark blessing, darkvision 60 ft., detect good, spell resistance 14, undead traits; AL CE; SV Fort +5, Ref +4, Will +7; Str 14, Dex 15, Con —, Int 13, Wis 14, Cha 14.

Skills and Feats: Balance +6, Climb +5, Hide +6, Jump +5, Move Silently +6, Spot +7; Multiattack, Weapon Focus (longsword).

Detect Good (Sp): At will, a corrupted paladin can use *detect good* as a spell-like ability, duplicating the effect of the *detect good* spell.

Dark Blessing (Su): A corrupted paladin applies his Charisma modifier (+2) as a bonus on all saving throws, included above.

Ghoul Fever (Su): Disease—bite, Fortitude DC 14, incubation period 1 day, damage 1d3 Constitution and 1d3 Dexterity. The save DC is Charisma-based.

An afflicted humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghoul, not a ghoul.

Paralysis (Ex): Those hit by a corrupted paladin's bite or claw attack must succeed on a DC 14 Fortitude save or be paralyzed for 1d4+1 rounds. Elves have no immunity to this particularly paralysis. The save DC is Charisma-based.

Smite Good (Su): Once a day, a corrupted paladin may attempt to smite good with one normal melee attack.

He adds his Charisma modifier (+2) to his attack roll and deals 2 extra points of damage. If a corrupted paladin accidentally smites a creature that is not good, the smite has no effect but is still used up for that day.

Corrupted Paladin Spells Prepared (2, save DC 12 + spell level):
1st—*cause fear*, *inflict light wounds*.

Possessions: +1 *unholy chain shirt*, +1 *unholy longsword*.

B112 THROUGH B114. PRISON CELLS

While part and parcel of the surrounding Section, these four Rooms have specific significance. They are prison cells that at one time or another held demons, devils, and undead. Some of the Room still have occupants and all the doors are locked and guarded by glyphs. DMs can describe the doors while the PCs stand in Room B111, but until they touch them, there is not chance of knowing what will happen.

B112. DARKNESS AGAIN

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock. Unlike the other Rooms in this area, the glyph on this door triggers the door to open when read.

This simple room is empty, and dark. Light recedes and dissipates, almost swallowed by the darkness. The floor, from what you can see, is strangely free of dust.

Initial Attitude: N/A

Encounter: Whatever once lived here, is gone having escaped when a foolish goblin read the glyph on the door. Most likely a wight, it either escaped into the dungeon or was killed by the ghouls in Room B111.

Encounter Condition: Deep Darkness, Desecration 3, Negative Energy

Tactics: N/A

Treasure: If the PCs spend 30 minutes searching the Room (and have adequate light), allow a DC 25 Search check to find a loose stone in the floor. A DC 16 Strength check lifts the stone from its perch. The stone is nearly 200 lbs and covers a small area the size of a halfling. Buried under the stone is a suit of +1 *ghost touch splinted mail*, obviously hidden away so it could never be used against the forces of good. It radiates evil and affects good-aligned PCs who don it as though it were an *unholy* weapon.

EL: N/A

Scaling: N/A

B113. TRAPPED WIGHT

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock. In addition, the door is trapped with a glyph or warding, protecting the contents of the Room from escape. Tampering with the door or lock in any manner triggers it.

◆ **Glyph of Warding (Blast):** CR 4; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 5th-level cleric, 2d8 cold, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

A small tomb-like room rests to the northeast of the large circular room. The contents are spartan and darkness extends to every corner. Before you can think, something has crept from the shadows.

Initial Attitude: Hostile

Encounter: Two insanity wights (hp 28 each) have been trapped in this Room since its creation. Being undead, they do not understand the passage of time as humans do, but nonetheless have maintained a semblance of reality that finally drove them mad. Insane, they howl with an allip-like moan.

Encounter Condition: Ambush (darkness), Distracting Noises 10, Fear 15, Fearless, Unhallowed 2

Tactics: The insanity wight attacks immediately, taking advantage of surprised PCs. They babble incessantly, as they attack each PC in turn.

Treasure: If the PCs have adequate light, allow a DC 25 Search check to find a series of loose flagstones in the floor. Buried under the stones is a +1 *unholy morningstar*, obviously hidden away so it could never be used against the forces of good. A DC 14 Strength check lifts the stones.

EL: 7

Scaling: To increase the challenge of this encounter, add one wight. To decrease the challenge, remove the allip-like babbling ability from the wights.

◆ **[Insanity] Wight:** CR 4; Medium undead; HD 4d12 (26 hp); Init +1; Spd 30 ft.; AC 15, touch 11, flat-footed 14; Base Atk +2; Grp +3; Atk +3 melee (1d4+1 plus energy drain, slam); Full Atk +3 melee (1d4+1 plus energy drain, slam); SA Babble, create spawn, energy drain; SQ Darkvision 60 ft., undead traits; AL LE; SV Fort +1, Ref +2, Will +5; Str 12, Dex 12, Con —, Int 11, Wis 13, Cha 15.

Skills and Feats: Hide +8, Listen +7, Move Silently +16, Spot +7; Alertness, Blind-Fight.

Babble (Su): An insanity wight constantly howls and moans to itself, creating an hypnotic effect. All sane creatures within 60 ft. of the insanity wight must succeed on a DC 14 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect.

Creatures that successfully save cannot be affected by the same insanity wight's babble for 24 hours. The save DC is Charisma-based.

Create Spawn (Su): Any humanoid slain by a wight becomes a wight in 1d4 rounds. Spawn are under the command of the wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a wight's slam attack gain one negative level. The DC is 14 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the wight gains 5 temporary hit points.

Skills: Wights have a +8 racial bonus on Move Silently checks.

B114. HELL ON EVERY EARTH

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock. In addition, the door is trapped with a glyph or warding, protecting the contents of the Room from escape. Tampering with the door or lock in any manner triggers it.

◆ **Glyph of Warding (Blast):** CR 6; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 16th-level cleric, 8d8 sonic, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

From the darkness you can hear an unhealthy moan, something sinister and decrepit. The darkness cuts your torchlight and the moan grows louder as you peer into the shadows.

Initial Attitude: Hostile

Encounter: A ghastr (hp 68) of unusual strength has been trapped in this Room since the dungeon's creation. Once shackled, it broke those bonds long ago. Now the manacles and chains hang from a metal ring in the wall. The floor is littered with sepsis and slime, making walking difficult.

The ghastr has no love of the living and attacks immediately.

Encounter Condition: Ambush (darkness), Concealment, Fearless, Poor Footing 4, Unhallowed 2

Tactics: Taking advantage of the darkness, the ghastr bull rushes the first PC, in an attempt to pin him. Using the darkness to his advantage he gains a +2 circumstance bonus to the bullrush (in addition to having moved at least 15 ft.). Once on the ground, he attacks ferociously, biting and clawing until the victim is paralyzed. He then moves on to the next victim using the same tactics, paralyzing the PC and moving on to the next.

In addition to his paralyzing touch, the ghastr also drains 1d3 Dexterity with every hit, slowing victims down with each attack. The ghastr is a fearsome predator and uses its mechanisms to finish off the PCs.

Treasure: If the PCs spend 30 minutes searching the Room (and have adequate light), they can find a broken stone in the floor. A DC 12 Strength check lifts the pieces of broken stone easily. Nothing is buried here, having been taken by the ghastr.

EL: 6

Scaling: To increase the challenge of this encounter, give the ghastr +6 natural armor and maximum hit points. To reduce the challenge, remove the ghastr's teeth and only allow it to paralyze with its claws.

Ghastr: CR 3; Medium Undead; HD 8d12+6; hp 68; Init +3; Spd 30 ft.; AC 17, touch 12, flat-footed 14; Base Atk +2; Grp +5; Atk Bite +5 melee (1d8+3 plus paralysis); Full Atk +5 melee (1d8+3 plus paralysis, bite) and +3 melee (1d4+1 plus paralysis, 2 claws); SA Ghoul fever, paralysis, stench; SQ Darkvision 60 ft., fast healing 2, undead traits, +2 turn resistance; AL CE; SV Fort +1, Ref +4, Will +6; Str 17, Dex 17, Con —, Int 13, Wis 14, Cha 16.

Skills and Feats: Balance +11, Climb +13, Hide +12, Jump +13, Listen +8, Move Silently +12, Spot +12; Multiattack, Toughness (2)

Ghoul Fever (Su): Disease—bite, Fortitude DC 15, incubation period 1 day, damage 1d3 Con and 1d3 Dex. The save DC is Charisma-based.

Paralysis (Ex): Those hit by a ghastr's bite or claw attack must succeed on a DC 15 Fortitude save or be paralyzed for 1d4+1 rounds. Even elves can be affected by this paralysis. The save DC is Charisma-based.

Stench (Ex): The stink of death and corruption surrounding these creatures is overwhelming. Living creatures within 10 feet must succeed on a DC 15 Fortitude save or be sickened for 1d6+4 minutes. A creature that successfully saves cannot be affected again by the same ghost's stench for 24 hours. A delay poison or neutralize poison spell removes the effect from a sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Charisma-based.

B115. SEVERED VARGOUILLES

From outside the door, the PCs can hear the muffled shriek of something far off. In actuality the vargouilles inside are shrieking at a fever pitch, but the walls of the dungeon suppress the volume of their screams. As soon as the door is opened, the shriek hits them at full volume.

The door to this Room is locked, requiring a DC 30 Open Lock check to unlock. In addition, the door is trapped with a *glyph* or *warding*, protecting the contents of the Room from escape. Tampering with the door or lock in any manner triggers it.

◆ **Glyph of Warding (Blast):** CR 4; spell; spell trigger; no reset; spell effect (glyph of warding [blast], 5th-level cleric, 2d8 acid, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

As soon as the door opens a feverish shriek blasts your senses, striking your psyche with an impossibly bold sound. The room, shrouded in darkness, shows no signs of occupants, but the shrieks cannot be ignored.

Initial Attitude: Hostile

Encounter: From the darkness, four vargouilles (hp 5 each) shriek and scream. The PCs cannot see them because it's dark, but if they can get closer, they see four heads spiked to iron rods in the wall, some ten feet above the floor. Striking them should be easy enough, should the PCs have a weapon that can reach.

Encounter Condition: Concealment, Distracting Noises 6, Deep Darkness, Fear 14

Tactics: The vargouilles are spiked to the walls, unable to move, but unwilling to die. They have been shrieking for thousands of years, trapped in this constant state of agony. Unable to deny their unholy heritage, they scream continuously, no matter what the PCs do. They cannot move, and want nothing more than to be free of this living hell they are trapped in.

Death is the most obvious answer, but escape is their goal.

Treasure: N/A

EL: 3 or 6

Scaling: To increase the challenge of this encounter, do not have the vargouilles spiked to the wall, but flying about at will. To decrease the challenge, reduce each vargouille to 1 hit point each, representing the constant state of near death that they "live" in.

◆ **Vargouille:** CR 2; Small outsider (evil, extraplanar); HD 1d8+1; hp 5; Init +1; Spd Fly 0 ft. (good); AC 12, touch 11, flat-footed 11; Base Atk +1; Grp -3; Atk +3 melee (1d4 plus poison, bite); Full Atk +3 melee (1d4 plus poison, bite); SA Shriek, kiss, poison; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5; Weapon Finesse.

Shriek (Su): Instead of biting, a vargouille can open its distended mouth and let out a terrible shriek. Those within 60 ft. (except other vargouilles) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the vargouille's kiss (see below). A creature that successfully saves cannot be affected again by the same vargouille's shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A vargouille can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a vargouille within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

B116. ISOLATED REBELS

As the PCs approach this Room, allow Listen checks to overhear the goblins inside, counting and bickering. While they are not hostile toward one another, or shouting, they are busy dividing up their loot.

There is a 50% chance one goblin is standing guard in front of the door. Otherwise, everyone is inside, with one goblin watching the door from the back wall.

This small, cramped room is filled with rebel goblin warriors, sitting down and sifting through a small pile of coins and gems. Before you can do anything, they grab their spears and attack.

Initial Attitude: Hostile

Encounter: Nine goblins (hp 8, 7, 7, 7, 6, 5, 5, 4, 3) left Room B108 out of boredom. Wishing to explore the dungeon, they braved the maze, snuck passed the goblins in Rooms B86 and so on, and made their way through the trapped Rooms in the center of the Region.

None of this was difficult, but the goblin keeping track of where they were going, died under a portcullis trap and they have been stuck this in Section for weeks now. The other goblins in the rebel encampment presume they are dead. Since they have been gone for so long, they do not know whether the PCs are loyal to the rebels or not. As such, they are treated no better than their traitorous cousins. Unless the PCs can show some sign of their allegiance to the rebel goblins (and quickly), they are attacked as soon as they PCs enter the Room.

Encounter Condition: Distracting Noises 5

Tactics: These goblins are ragged and frazzled. Consider their mental state shaken for the duration of this fight. These goblins attack with an intense need to kill. The PCs should be allowed a chance to calm them down (spells work, for instance). Should 50% of the goblins come to their senses, they all stop fighting and invite the PCs in, hoping they can guide them home.

The goblins have encountered the blink dogs in Room B117, but keep to themselves, knowing better than to antagonize the beasts.

Treasure: While exploring they were able to collect a small pile of treasure that they were diving up (for the 40th time) when the PCs interrupted. There are 116 sp, 23 gp, an uncut sapphire (350 gp) and a *potion of gaseous form*.

EL: 3

Scaling: To increase the challenge of this encounter, add three goblins and give them all Toughness. To decrease the challenge, remove two

◆ **Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 7, 7, 7, 6, 5, 5, 4, 3; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B117. BLINK DOG DEN

The door to this room is open, its lock broken.

In the midst of all the chaos in this section of the dungeon, this room feels safe. An easy calm washes over you and the room itself seems to be an enticing place to rest. The peace is broken as a series of low growls fill the air.

Initial Attitude: Unfriendly

Encounter: The PCs have entered a blink dog den. Resting from rigors of the Section, four blink dogs (hp 40, 32, 24, 14) rest on beds of cloth and adventuring gear. They do not attack the PCs initially, but they make their dislike of the PCs' invasion clear. The blink dogs bare their fangs, growling and yapping at the PCs. If the PCs do not leave, the blink dogs slowly advance, hoping to drive them off. If any PCs attack, they immediately retaliate.

Any ranger or druid amongst the PCs can attempt a DC 20 Animal Empathy check to calm the dogs. Success allows the PCs to remain and rest in the room though the blink dogs are obviously not pleased with the PCs' presence.

Encounter Condition: [Safe]

Tactics: The three largest blink dogs launch themselves at the PCs, with the alpha male protecting the smallest and youngest blink dog. They focus on the most aggressive PCs first, concentrating on one enemy at a time. They use their limited blink ability to flank the PCs.

If the alpha male is killed, the second largest takes command of the pack. If it dies, the remaining blink dogs cower in a corner until the PCs leave or finish them off.

The smallest is too old to train at this point, having been feral too long to be of use to animal trainers. However, since blink dogs are lawful good creatures, they prefer not to fight. But being trapped in the dungeon, they grow more and more feral with the passage of time. Rangers and druids may attempt to calm the blink dogs, requiring an Animal Empathy check in place of Diplomacy checks. If the PCs remain for 2 hours or more, another check is required, lest the alpha male grow restless.

If the PCs clear the goblins out of B116 and keep the portcullis in Room B118 down, this Room is considered Safe.

Treasure: Among the adventuring gear the blink dogs were resting on are two coils of 50-ft. rope, a backpack, six candles, a tinder box, a rusty carving knife, and waterskin filled with holy water.

EL: 6

Scaling: To increase the challenge of this encounter, add one blink dog. To decrease the challenge, remove one.

☛ **Blink Dog:** CR 2; Medium magical beast; HD 4d10; hp 40, 32, 24, 14; Init +3; Spd 40 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); SA —; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11.

Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track[®]

Blink (Su): A blink dog can use blink as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as dimension door (caster level 8th), once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

B118. MOSS FILLED GUARD CHAMBER

The portcullis blocking the PCs path is down. In order to open it, the PCs must pull the lever (inside the Room) down.

Deep green moss covers the walls and ceiling of this room. The only bare stone is the floor. The moss is rich and thick, taking on the appearance of an expensive carpet. The air in this room is thick and pungent as well. The moss appears to be sucking all freshness out of the room. Along the west wall, a lever juts out.

Initial Attitude: N/A

Encounter: The walls and ceiling of this room are the remnants of an ancient celestial trap that was damaged in the earthquake. Touching the lever triggers an ungol dust trap, but opens the portcullis.

Ungol Dust Vapor Trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft. by 10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

Encounter Condition: Stagnant Air

Tactics: Along the western wall is a lever, that when pulled down, raises the portcullis in the hallway. When pushed up, the portcullis lowers.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, replace the ungol dust vapor trap with a wyvern arrow trap. To decrease the challenge, remove the trap and raise the portcullis.

B119. ABANDONED OUTPOST

The door to this Room is locked, requiring a DC 35 Open Lock check to unlock. The door can be locked from the inside or outside.

This room was once an outpost of some sort; that much is obvious at least. A rotted framework, probably for bunk beds, leans against one wall. A large, stained table takes up the center of the room. On the eastern wall there is a slight discoloration in the center from a map which once hung there. Along the back wall is a weapons rack.

Initial Attitude: N/A

Encounter: This outpost has been abandoned for a long time. The furniture is old, and the floor is littered with rubble and debris.

No matter how long the PCs search the room, they cannot determine who used the room, or what they used it for; it dates back to the time of the battle that took place in Room B111. The map that hung on the wall has long since been destroyed, and the only thing on the table are dark stains. The weapon rack in the back of the room seems to be in decent repair, and still holds a few weapons.

Encounter Condition: Hazardous Footing 5, [Safe]

Tactics: If the PCs lock the door from the inside, nothing can get in to disturb them. The locals consider this Room unreachable anyway.

Treasure: At first glance the weapon's rack appears trapped, but a DC 23 Disable Device check reveals that the trigger is fake, designed to trick would be thieves. Over the years the "tripline" has rotted and nothing resembling a trap remains.

The weapons of a long dead soldier hang on the weapon rack, holding a +1 longbow and a +2 buckler in addition to a few mundane odds and ends. The DM should place a few javelins and arrows on the rack for PCs to replenish their wares.

EL: N/A

Scaling: N/A

B120 THROUGH B132. RUINS

The fallout from the earthquake can still be felt here. Doors are broken open from the inside. Unholy screams fill the corridors. And everywhere the PCs go, the smell of death follows them. This place is unfit for the living... let alone the dead.

Unlike the majority of the Region, this expanse suffered real damage. The halls are strewn with rubble and debris that make traversing them an adventure in and of itself. Doors are broken from the inside, hanging on their hinges, allowing a glimpse into the shadowy confines of the rooms beyond. On top of all the damage, there is still the matter of the inhabitants wandering the halls.

The goblins and bugbears may have control over their respective sections, but this Section is ruled by wild creatures and untamed monsters. This makes pilgrimages to the shrine that much more difficult as beasts threaten the goblins at every turn. This Section is not safe.

To add to the disturbing nature of the Section, the stench of death and decay permeates the very air. The creatures here do not coexist peacefully, and between their encounters with each other and the goblins that enter this area surreptitiously, the results of various conflicts have saturated the dungeon. Dark stains, scattered bones and broken weapons mark the violence of these meetings. Compared to the relatively spartan and benign rooms in the other areas, this entire section radiates a dangerous aura.

The DM should add the following Encounter Conditions as he sees fit — Echoes 4, Poor Footing 4, Stagnant Air.

Every Room's door is either open or broken off.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	The humid air and warm temperature combine to generate a thick, murky mist. Fog 5 or 10.
2	Something cursed this Room. A vengeful spirit, a goblin mystic, or maybe even a powerful wizard is responsible. Negative Energy.
3	The chattering sounds of the dungeon's inhabitants echo wildly off the walls here. The various growls and howls coalesce in this room, rattling all those in it to the core of their being. Distracting Noises 10.
4	The earthquake damaged the floor significantly here, and the sharp rubble presents a dangerous obstacle. Hazardous Footing 15.
5	A dead body, now unidentifiable, lies across the PCs' path. Maggots and flies surround it and the air is choked with the smell of rot. Stagnant Air.
6–12	Nothing
13–15	A creature sticks its head out of a doorway, sees the PCs and then disappears again, before they reach it.
16	The PCs stumble upon a trap. • Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22.
17	The PCs stumble upon a trap. • Camouflaged Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 30 ft. deep (3d6, fall); multiple targets (first target in each of two adjacent squares); Search DC 24; Disable Device DC 18.
18	The PCs stumble upon a trap. • Pit Trap: CR 3; mechanical, location trigger; manual reset; DC 20 Reflex save avoids; 60 ft. deep (6d6, fall); Search DC 20; Disable Device DC 20.

19 The PCs stumble upon a trap.

• Spiked Pit Trap: CR 3; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 21; Disable Device DC 20.

20 Bartleby searches the area around the shrine for his elusive artifact. He is easily agitated and believes the artifact ought to be in the shrine, as it is the only area he has yet to fully explore.

B120. THE CROSSROADS

The enormity of this room astounds you. Its sheer, white walls and bleached granite ceiling are truly impressive. Less impressive are the red scrawled runes carved and painted on the walls. The writing is hard to decipher, but it appears to be a series of taunts and proclamations from one group to the other. The center of the room is likewise stained. Upon closer inspection it appears to be blood.

In addition to the room's decor, there is the unmistakable smell of rot. While the smell isn't overpowering, it isn't comfortable either.

Initial Attitude: N/A

Encounter: Bugbears use this Room to lure their enemies into a series of traps, all simple but effective. Typically, the bugbears run through the Room, and exit through any one of a number doors, pressing hidden triggers as they go. In actuality, this trick has worked nearly a dozen times, and each time the bugbears reset the traps, they prepare for another wave of gullible victims.

Pressure sensitive plates underneath the floor trigger the first trap, which in turn triggers two more. PCs stepping across the floor are required a DC 16 Balance check to avoid triggering the first nail of needles trap. PCs that are moving quickly suffer a –4 circumstance penalty to this check.

• Hail of Needles: CR 3; mechanical; location trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22

After the hail of needles trap, a ungol dust vapor trap goes off, followed by a pit trap in the floor (with a 1 round gap between each trap). To make matters worse, the pit is lined with spikes. Presently three dead goblins line the bottom of pit, all of which are decomposing and covered in maggots.

• Ungol Dust Vapor Trap: CR 5; mechanical; location trigger; manual reset; gas; multiple targets (all targets in a 10-ft.-by-10-ft. room); never miss; onset delay (2 rounds); poison (ungol dust, DC 15 Fortitude save resists, 1 Cha/1d6 Cha plus 1 Cha drain); Search DC 20; Disable Device DC 16.

• Wide-Mouth Spiked Pit Trap: CR 4; mechanical; location trigger; manual reset; DC 20 Reflex save avoids; 20 ft. deep (2d6, fall); multiple targets (first target in each of two adjacent 5-ft. squares); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 each); Search DC 18; Disable Device DC 25.

Encounter Condition: Stagnant Air

Tactics: To safely cross the Room the PCs need to locate the reset mechanism, which is located beneath a chipped tile in the northwestern corner of the Room. There are three separate triggers, each to a different trap. A fourth trigger leads to the delay between the traps, allowing the PCs the opportunity to alter the intervals between the traps from 1 round to 6 rounds. This requires a DC 22 Disable Device check.

There is a 10% chance that two bugbears are in this Room resetting and rearming the traps. If so, they are Unfriendly to the PCs, having never seen humans (etc.) before.

Treasure: Tucked in the southwest corner are two dead goblins, maybe 2 or 3 days old. They are covered in needles and their clothing torn to shreds. Allow the PCs a DC 25 Spot or DC 20 Search check to find these bodies. They have 1d4 sp each in their mauled pockets, but the bugbears have stripped everything else away.

EL: 6

Scaling: To increase the challenge of this encounter, add a *fireball* trap that goes off at the bottom of the pit. To decrease the challenge, remove the ungol dust vapor trap.

B121. BUGBEAR BIVOUC

This small room has been taken over by a group of bugbears. They bark and growl at you as you enter, tightening their grip on their clubs. The bugbears seem wary and tired, and are waiting for you to make the first move.

Initial Attitude: Unfriendly

Encounter: Three bugbear soldiers (hp 29, 29, 25) use this location to harass the goblin pilgrims traveling to the shrine (Room B134). Any disruption of the goblin king's minions is seen as a victory to the bugbears and they take full advantage of the long trip many goblins make to visit their deity.

If the PCs can convince the bugbears they are friends, their attitude shifts to Indifferent and they allow the PCs to make use of the Room to rest. If the bugbears believe the PCs are allied with either faction of goblins, their attitude instantly becomes Hostile and they attack the PCs.

Encounter Condition: [Safe]

Tactics: The bugbears know they are outmatched, and avoid a fight if possible. They gang up on the nearest PC and use him as a human shield if possible. They stay close together, making sure they cannot be flanked, engaging the PCs en masse only when safe, and taking down opponents as quickly as possible — they know the cost of a protracted fight.

Treasure: N/A

EL: 5

Scaling: To increase the challenge of this encounter, add one bugbear and change their Initial Attitude to Hostile. To decrease the challenge, have the bugbears out on patrol, only to return in 1d6 minutes.

Bugbear Soldier, Rog 2: CR 4; Medium humanoid (goblinoid); HD 3d8+3 + 2d6+2; hp 29, 29, 25; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 16; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19–20, longsword) or +5 ranged (1d6+2, javelin); Full Atk +6 melee (1d8+2/19–20, longsword) or +5 ranged (1d6+2, javelin); SA Sneak attack +1d6; SQ Darkvision 60 ft. evasion, scent; AL LE; SV Fort +2, Ref +8, Will +1; Str 15, Dex 14, Con 13, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +2, Hide +9, Listen +5, Move Silently +13, Spot +5; Alertness, Weapon Focus (long sword).

Sneak Attack: The bugbear soldier's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the bugbear soldier flanks his target. This extra damage is 1d6. Should the bugbear soldier score a critical hit with a sneak attack, this extra damage is not multiplied.

Ranged attacks can count as sneak attacks only if the target is within 30 ft.

Evasion (Ex): Bugbear soldiers can avoid even magical and unusual attacks with great agility. If he makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage.

Skills: Bugbears have a +4 racial bonus on Move Silently checks.

Possessions: Studded leather, buckler, long sword, quiver of 3 javelins.

B122. WAYWARD AND LOST

Have the effects of this Room carry out 30 ft. or so from the Room, causing the PCs to become confused before they reach the interior. The doors to this Room are broken or missing.

All around you, the walls and floor dance with wavy heat lines, moving from you. Your vision blurs and the boundaries of the room grow more confusing, shifting in front of you. Suddenly your ears begin to ring and your balance is disrupted. On the ground, dead bodies of goblins and wolves twist and writhe. Their heads move as though barking, but no sound comes out.

Initial Attitude: N/A

Encounter: Whatever magic created this Room, has become tainted, twisting the PCs minds and feeding them hallucinations. Fear takes effect every 1d4 minutes (per PC) and the effects are cumulative (shaken becomes frightened, frightened becomes panicked), so spending too long in this Room can be dangerous for the PCs mental well-being.

Encounter Condition: Deep Silence, Fear 15

Tactics: PCs remaining in the Room suffer the effects of *confusion* (no save), until they leave. The DM is encouraged to make the Room difficult to escape.

Treasure: The goblins each carry 1d3 mundane items and there is one minor magic item under the body of the dire wolf, but the PCs are lucky to escape this Room, let alone find time to Search the dead.

EL: N/A

Scaling: N/A

B123. PIT OF DESPAIR

A deep pit takes up the center of this room. The walls have been broken from the weight of extreme stress, and gears and other mechanical devices are exposed. Obviously a trap of some sort was the centerpiece of this room at one point, but it appears to be inoperable now. Still, for a room that seems relatively safe, why do you feel so unnerved?

Initial Attitude: N/A

Encounter: Once a great celestial trap filled this Room, now the innards of the trap lay exposed. It was either damaged by the great earthquake, or ruined by the bugbears; it is impossible to be sure.

There is a presence in the Room, be it a creature that fell to the trap while it was still active, or something living at the bottom of the pit, and it is quite unnerving. The longer the PCs stay in this Room, the more unnerved they become.

Encounter Condition: Distracting Noises 10, Distracting Visions 10, Echoes, Fear 15, Haunted

Tactics: Every hour the PCs spend in this Room, they must make another fear save, increasing the DC by +1 for every previous check.

Treasure: A DC 20 Search check reveals a series of claw marks in the stone that could only come from the acidic touch of a demon or other creature. The stone is still hot from whatever made the marks. The marks radiate evil and strong transmutation. If the PCs spend 30 minutes collecting the molten pieces of stone from the wall, they can use them as a material components for 1d3 castings. The stone, touched by great evil, taints the magic with evil energy, but doubles the duration and range of the spell. A DC 22 Craft (alchemy) or DC 28 Spellcraft check reveals that the molten stone (once chipped away) can aid their castings of non-instantaneous spells.

EL: N/A

Scaling: N/A

B124. CRYPT OF THE HOBGOBLIN KINGS

The door on the northeastern wall is open.

This room is filled with rubble and debris. Most of the it appears to have been a part of a large statue at some point. The details have been destroyed, but from what you can tell it looks like the statue was of a fear-some celestial. A haze of smoke fills the ceiling, giving the impression that something (or someone) was burned here recently. A slag of cloth [and flesh] rests against the north wall, just below the broken statue.

Initial Attitude: N/A

Encounter: This room served as a burial place for various creatures moving through. The statue, thought of as a guardian, or watcher of the dead, was offered burnt remains or whatever religious items of significance could be procured by visitors. Various races have used this Room over the years and presently, the bugbears use it to burn their dead.

Even though the statue has crumbled with age and as a result of neglect, the creatures in the Section treat it with reverence. From time to time, whatever they can find is offered and laid to rest at its base. Usually, these coins and trinkets are taken by foolish or greedy goblins, but from time to time a small pile of silver can be found here.

Encounter Condition: Hazardous Footing 5, Positive Energy

Tactics: Sifting through the debris should take some time. A Random Encounter every 45 minutes or so is a good way to convince the PCs not to "hang around" too long.

Treasure: In the northwest corner of the Room, under a large stone, is a hidden compartment, cut out from the floor. The compartment is about the size of a Small coffin and requires a DC 24 Search check to locate. The compartment has become a repository for discarded items. Various tremors in the Room have buried it however, and no one has "donated" to the compartment in years. A few discarded weapons and trinkets can be found as well as a +1 large steel shield and three potions of magic fang +3. If the DM likes, add a few hundred silver pieces as well.

EL: N/A

Scaling: To increase the challenge of this encounter, add the Encounter Condition, Smoke. To decrease the challenge, remove the Hazardous Footing 5 Encounter Condition.

B125. FIGHT FOR DOMINANCE

The north and south doors to this Room are open.

As the PCs approach, allow them Listen checks to hear the fighting, growling, and baying taking place in this Room. Otherwise, they only hear the animals after they open one of the doors.

Three yellow-brown hounds are fighting against a pair of large, feral wolves. They snarl and bark at one another, neither giving in or backing down. The fighting is quick and brutal.

Initial Attitude: Hostile

Encounter: If the PCs remain still, the three blink dogs (hp 26, 24, 22) and two dire wolves (hp 44, 38) continue fighting (although allow Listen or Spot checks to notice the PCs). If the fight continues, both groups bite and attack one another until they are at 50% hit points at which point they flee north (dire wolves) and south (blink dogs). The wolves wear collars, indicating that someone possibly "owns" them.

Encounter Condition: N/A

Tactics: If the PCs are noticed, both groups turn their attention and attack, splitting their energies between the PCs and their four-legged enemies. The DM should "mix it up" and make this melee as chaotic as it sounds.

The blink dogs here, while neutral good, are in a state of fury and not willing to explore whether the PCs are "good" or not. Consider these animals enraged (per *rage*) and reduce their Will saves by an additional -2.

Animal Empathy and Diplomacy checks suffer a -4 circumstance penalty in regards to these animals.

Treasure: The wolves wear nice leather collars, but nothing else of value is in this Room. Heavy traffic keeps it clear of debris, otherwise.

EL: 5 or 7

Scaling: To increase the challenge of this encounter, add one dire wolf and two blink dogs. To decrease the challenge, remove one dire wolf.

Blink Dog: CR 2; Medium magical beast; HD 4d10; hp 26, 24, 22; Init +3; Spd 40 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grp +4; Atk +4 melee (1d6, bite); Full Atk +4 melee (1d6, bite); SA —; SQ Blink, darkvision 60 ft., dimension door, low-light vision, scent; AL LG; SV Fort +4, Ref +7, Will +4; Str 10, Dex 17, Con 10, Int 10, Wis 13, Cha 11.

Skills and Feats: Hide +3, Listen +5, Sense Motive +3, Spot +5, Survival +4; Iron Will, Run, Track*

Blink (Su): A blink dog can use blink as the spell (caster level 8th), and can evoke or end the effect as a free action.

Dimension Door (Su): A blink dog can teleport, as dimension door (caster level 8th), once per round as a free action. The ability affects only the blink dog, which never appears within a solid object and can act immediately after teleporting.

Dire Wolf: CR 3; Large animal; HD 6d8+18; hp 44, 38; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N; SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Alertness, Run, Track*, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

*It also has a +4 racial bonus on Survival checks when tracking by scent.

B126. CELESTIAL OBSERVATORY

The northern door to this Room is locked and cannot be opened without the key in Room C105.

This room is a mess of rubble and cracked stone. After careful examination you can make out the remains of a stone desk and chair along one side of the room. Towards the back of the room are the broken pieces of what could only be a bookcase or shelf.

Initial Attitude: N/A

Encounter: The purpose of this Room has been lost to the ages, but it looks like many of the observation chambers from this Region. Unlike the other locked doors leading north into Region F, the one in this Room is trapped. If the PCs touch or in anyway interact with the door short of placing the correct key in the door, a *hold monster* trap is triggered.

Hold Monster Trap: CR 5; magic device; touch trigger; automatic reset; spell effect (*hold monster*, 9th-level wizard, DC 17 Fortitude save negates); Search DC 30; Disable Device DC 30.

Encounter Condition: Hazardous Footing 10

Tactics: N/A

Treasure: If the PCs spend 30 minutes sifting through the debris allow them a DC 25 Search check to find a pair of *dimensional shackles* under some of the stones. The shackles radiate evil and have blood caked on them from centuries of use.

EL: 5

Scaling: To increase the challenge of this encounter, add a glyph of warding trap. To decrease the challenge, replace the hold monster trap with a ghoul touch trap.

B127. DIRE WOLF DEN

The door to this Room is broken off the hinges.

A large room extends into the darkness, you hear low growls erupting from what you can only assume are wolves or hounds. The room appears empty, but the smell of wet, dirty fur indicates something is living here.

Initial Attitude: Hostile

Encounter: There are three dire wolves (hp 48, 41, 39) in this Room and they do not take kindly to the intruders in their home. They are resting in the shadowy northern half of the Room. They can see the PCs at the doorway, and they wait until the first PC enters the Room to attack. If they surprise the PCs, they gain a +2 circumstance bonus to their Initiative check.

Encounter Condition: Ambush (darkness), Concealment

Tactics: The dire wolves fight as a pack, concentrating their attacks against one PC at a time. While one draws the attention of the PC, the other two flank him. They use their trip attack at every opportunity and keep PCs prone as long as possible.

Treasure: N/A

EL: 6

Scaling: To increase the challenge of this encounter, add one dire wolf. To decrease the challenge, remove one.

☛ **Dire Wolf:** CR 3; Large animal; HD 6d8+18; hp 48, 41, 39; Init +2; Spd 50 ft.; AC 14, touch 11, flat-footed 12; Base Atk +4; Grp +15; Atk +11 melee (1d8+10, bite); Full Atk +11 melee (1d8+10, bite); Space/Reach 10 ft./5 ft.; SA Trip; SQ Low-light vision, scent; AL N: SV Fort +8, Ref +7, Will +6; Str 25, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills and Feats: Hide +0, Listen +7, Move Silently +4, Spot +7, Survival +2*; Alertness, Run, Track*, Weapon Focus (bite).

Trip (Ex): A dire wolf that hits with a bite attack can attempt to trip its opponent (+11 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the dire wolf.

Skills: A dire wolf has a +2 racial bonus on Hide, Listen, Move Silently, and Spot checks.

*It also has a +4 racial bonus on Survival checks when tracking by scent.

B128. HALLOWED GROUND

While the door to this Room can be locked, it is presently unlocked. In order to lock it, the PCs must succeed at a DC 30 Open Lock check.

Soothing energy fills this room. Being here lightens your heart and the aches and pains you've accumulated during your adventures wash away, becoming dull afterthoughts. The room is unadorned, but that only adds to the peaceful feeling washing over you. A single pedestal with a bowl on top of it, rest against the back wall.

Initial Attitude: N/A

Encounter: There is a soothing calm to the Room and the locals often rest here. This Room is Safe, so long as the PCs lock the door behind them.

Encounter Condition: Hallowed 10, Positive Energy, [Safe]

Tactics: If the PCs lock the door behind them, they can safely rest here for 2d12 hours without interruption. After which, the DM should roll for a Random Encounter. If a trap is rolled, ignore it, and if creature is rolled it tries to open the door, picking the lock or pounding on it for entry. If this occurs, the Room isn't considered Safe again for 1d3 days.

Treasure: N/A

EL: N/A

Scaling: N/A

B129. THE LAST STAND AGAINST THE FINAL OPTION

The door on the east wall is locked and barred. Opening it from the outside requires a DC 35 Open Lock check and a DC 26 Strength check.

This room is small and empty, with three doors — each leading deeper into the dungeon. The simple granite walls look untouched. Faint outlines of footprints are layered within the dust on the floor, and it looks like the ceiling has a crack running down the middle of Safe.

Initial Attitude: N/A

Encounter: This Room is equipped with a mighty swinging pendulum, one of the many traps the bugbears have designed to keep creatures from Region B from getting in. The trap is triggered 1d6 rounds after the door on the south or north wall is opened and 1d3 rounds after the door on the east wall is opened.

The trap's reset mechanism is located to the west wall, under a loose stone. A DC 14 Strength check is required to lift the stone gingerly enough not to trigger a ghoul touch trap protecting the reset plate. Disabling the reset mechanism prevents the trap from triggers for 1d3 days.

☛ **Ceiling Pendulum Trap:** CR 3; mechanical; timed trigger; automatic reset; DC 20 Reflex save avoids; Atk +15 melee (1d12+8/19–20 ×4, serrated greataxe); Search DC 15; Disable Device DC 27.

☛ **Ghoul Touch Trap:** CR 3; magic device; touch trigger; automatic reset; spell effect (*ghoul touch*, 3rd-level wizard, DC 13 Fortitude save negates); Search DC 27; Disable Device DC 27.

Encounter Condition: N/A

Tactics: N/A

Treasure: N/A

EL: 4

Scaling: To increase the challenge of this encounter, replace the ceiling pendulum trap with a deathblade wall scythe trap. To decrease the challenge, remove the ghoul touch trap.

B130. GOBLIN PILGRIMS

Allow the PCs Listen checks to overhear the talking going on inside this Room.

A ragtag group of goblins takes refuge in this expanded hall. Their chanting is unnatural sounding and highly disconcerting.

If the PCs succeed at a DC 20 Move Silently check as they open the door, read the following.

They don't seem to notice you as they are completely enraptured by the tokens and trinkets they've collected into a pile on the floor.

Otherwise, read the following.

As if a single creature, and with wicked sounding cackles and shrieks they stand up in union and gather their weapons.

Initial Attitude: Hostile

Encounter: Six goblins (hp 8, 6, 5, 5, 4, 3) have made the long journey from the goblin empire to the shrine of their deity. They have collected about 20 gp worth or "junk" that they intend to offer to the goblin shrine (Room B134).

Having travelled a great distance to get here and having fought off numerous creatures along the way, they are not about to back down from the "heathen" PCs. Seeing the PCs as defilers, the goblin pilgrims viciously assault the PCs, not offering them a chance to "talk."

Encounter Condition: Echoes 4, Fearless

Tactics: If the goblins are not surprised, they attack the PCs in a massive swarm, concentrating their attacks on whomever is closest. The goblins continue fighting even when an opponent falls. Zealous, they jump on and lash out at their victim continuously until there is nothing left. The largest of the goblins goes so far as to bite (1d2 points of damage), once an opponent is downed.

Treasure: There are about 5 lbs. or trinkets that collective equal about 20 gp in value.

EL: 4

Scaling: In increase the challenge of this encounter, add six goblins. To decrease the challenge, remove two goblins.

☛ **Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 6, 5, 5, 4, 3; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); Full Atk +2 melee (1d6/x3, spear) or +3 ranged (1d6/x3, spear); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness.

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

B131. HIDDEN PRISON

The door to this Room is locked, requiring a DC 30 Open Lock check to open. It locks again automatically, so PCs must open the lock and push the door open in a single swift motion, lest the door lock again in 1 round.

As you enter the room a chill runs down your back and up your arms. The room, simple and bare seems devoid of life. The smooth floor, the high ceiling, and the darkness make you feel like you've stepped into a tower belfry. An ominous moan fills the air, followed by a chill wind.

Initial Attitude: Hostile

Encounter: Before the PCs can think, check to see if their torches and lanterns are blown out from the draft. After that check to see if the PCs are surprised by the four *vargouilles*' (hp 9, 8, 8, 7) descending upon them from the ceiling. The ceiling, over 60 ft. high, hides the *vargouilles* from sight until they are ready to ambush the PCs, which happens as soon as one of them tampers with the lock.

They are merciless and attack like shrieking bombers upon the PCs.

Encounter Condition: Ambush (darkness), Concealment, Desecration 4, Drafty, Extreme Cold, Negative Energy

Tactics: Immediately upon descending on the PCs, the first two *vargouilles* shriek and the next two (their Initiative 2 lower), drop down to kiss any PCs who are paralyzed with fear. The *vargouilles* continue attacking with diving attacks, flying up and back around. Due to the darkness of the Room, ranged attacks fire up into the chamber suffer from concealment penalties.

They alternate between kiss and bite attacks, allowing their venom to slowly weaken PCs. Unlike the *vargouilles* in Room B114, these put up a fight.

Treasure: Should the PCs find adequate light, they can climb the walls of this Room, to reach many of the shelves at the higher levels. PCs should make Climb checks for every 20 ft. they climb.

Along the north wall at the 40 ft. mark is a ledge 4 ft. and 4 ft. long. On the ledge is a small nest, with nothing in it. If the PC succeeds at a DC 25 Search check, he finds a cache in the north wall just above the ledge. The cache is trapped, but hides a small strongbox.

• **Fire Trap:** CR 3; spell; spell trigger; no reset; spell effect (fire trap, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27.

The strongbox — thin and wide — is locked, requiring a DC 30 Open Lock check to unlock. The lock is also trapped.

• **Poison Needle Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +8 ranged (1 plus greenblood oil poison); Search DC 22; Disable Device DC 20.

Inside the strongbox — strapped down with silk ties — are six *potions of cure moderate wounds* and a *ring of improved swimming*. In addition, the felt bottom of the strongbox is magical (faint abjuration), helping to protect potions and other items from shattering. If a saving throw is ever called for glass items stored inside this box, they gain a +4 enhancement bonus to the save.

Along the north wall at the 55 ft. mark is a ledge, 4 ft. wide and 5 ft. long. It is sturdy and a perfect place to view the entire Room from. Offal on the ledge makes moving on it difficult, however (Hazardous Footing 14).

Along the south wall at the 15 ft. mark is a ledge, 3 ft. wide and 4 ft. long. It provides a +2 circumstance bonus to Climb check made on the south wall from the 1 ft. to 20 ft. mark.

Along the south wall at the 40 ft. mark is a ledge, 4 ft. wide and 2 ft. long. A Small or smaller creature can crouch on this ledge, allowing the a DC 30 Search check to find a loose stone in the wall. A DC 14 Strength check moves the stone, revealing a small cache with a small pile of gleaming bolts. There are five *screaming bolts* with *continual flame* cast on them. While not trapped, they are warm to the touch, which may or may not shock the PC.

Along the east wall at the 35 ft. mark is a broken stone, 1 ft. wide and 2 ft. long. While difficult to stand on, it provides a +2 circumstance bonus to Climb checks made on the east wall from the 21 ft. to 40 ft. mark.

Along the east wall at the 45 ft. mark is a ledge, 2 ft. wide and 3 ft. long. While difficult to stand on, a DC 20 Balance check allows the PC to stoop down and retrieve a pouch from the nest on this ledge without falling off.

Three *ioun stones* (scarlet and blue) rest inside the pouch.

Along the west wall at the 25 ft. mark is a stone, 1 ft. wide and 1 ft. long. While difficult to stand on, it provides a +2 circumstance bonus to Climb check made on the west wall from the 21 ft. to 40 ft. mark.

Along the west wall at the 50 ft. mark is a ledge, 4 ft. wide and 1 ft. long. It is nearly impossible to stand on. But tall PCs may use this ledge to reach a hidden shelf 6 ft. above the ledge. While it cannot be seen from here, it can be seen from the highest ledge on the north wall (DC 30 Spot check or DC 25 Search check). The shelf is 3 ft. wide and 1 ft. deep, being cut into the shape of the Room. Resting on the shelf is a small urn, painted red and black and making it difficult to spot.

The urn is trapped with dragon bile that has been smeared on the lid and a fire trap that ignites when the lid is removed. However, the urn weighs no more than 2 lbs. and easily fits in the PCs pouch for the long climb back down.

• **Fire Trap:** CR 3; spell; spell trigger; no reset; spell effect (fire trap, 3rd-level druid, 1d4+3 fire, DC 13 Reflex save half damage); Search DC 27; Disable Device DC 27.

• **Urn Covered in Dragon Bile:** CR 7; mechanical; touch trigger (attached); no reset; poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/0); Search DC 27; Disable Device DC 16.

Inside the urn are black ashes. These ashes are in fact ten doses of *dust of disappearance* that hide an *amulet of natural armor* +4. [However, the DM should be secretive about this for as long as possible.] Until all of the dust is used, the amulet cannot be seen. However, it eventually starts clanging around in the urn as the level of the dust decreases.

The DM may allow PCs to leap from ledge to ledge, but the width of the Room may prohibit this. Jump checks should be made per the rule in the *Player's Handbook*™.

EL: 6

Scaling: To increase the challenge of this encounter, add one *vargouille*. To decrease the challenge, remove one *vargouille*.

• **Vargouille:** CR 2; Small outsider (evil, extraplanar); HD 1d8+1; hp 5; Init +1; Spd Fly 30 ft. (good); AC 12, touch 11, flat-footed 11; Base Atk +1; Grp -3; Atk +3 melee (1d4 plus poison, bite); Full Atk +3 melee (1d4 plus poison, bite); SA Shriek, kiss, poison; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +3, Will +3; Str 10, Dex 13, Con 12, Int 5, Wis 12, Cha 8.

Skills and Feats: Hide +9, Intimidate +3, Listen +5, Move Silently +5, Spot +5; Weapon Finesse.

Shriek (Su): Instead of biting, a *vargouille* can open its distended mouth and let out a terrible shriek. Those within 60 ft. (except other *vargouilles*) who hear the shriek and can clearly see the creature must succeed on a DC 12 Fortitude save or be paralyzed with fear for 2d4 rounds or until the monster attacks them, goes out of range, or leaves their sight. A paralyzed creature is susceptible to the *vargouille*'s kiss (see below). A creature that successfully saves cannot be affected again by the same *vargouille*'s shriek for 24 hours. The shriek is a mind-affecting fear effect. The save DC is Constitution-based and includes a +1 racial bonus.

Kiss (Su): A *vargouille* can kiss a paralyzed target with a successful melee touch attack. An affected opponent must succeed on a DC 15 Fortitude save or begin a terrible transformation that turns the creature into a *vargouille* within 24 hours (and often much sooner; roll 1d6 separately for each phase of the transformation).

First, over a period of 1d6 hours, all the victim's hair falls out. Within another 1d6 hours thereafter, the ears grow into leathery wings, tentacles sprout on the chin and scalp, and the teeth become long, pointed fangs. During the next 1d6 hours, the victim takes Intelligence drain and Charisma drain equal to 1 point per hour (to a minimum of 3). The transformation is complete 1d6 hours later, when the head breaks free of the body (which promptly dies) and becomes a vargouille. This transformation is interrupted by sunlight, and even a daylight spell can delay death, but to reverse the transformation requires remove disease. The save DC is Constitution-based and includes a +4 racial bonus.

Poison (Ex): Injury, Fortitude DC 12 or be unable to heal the vargouille's bite damage naturally or magically. A neutralize poison or heal spell removes the effect, while delay poison allows magical healing. The save DC is Constitution-based and includes a +1 racial bonus.

B132. THE WAY STATION

As the PCs near the entranceway to Room B132, read the following.

The sounds of a large group of creatures echoes from behind the door. Goblin-like grunts and barks intermingle with the yips of wolves. It sounds like the room is pretty active.

If the PCs enter Room B132 without making a Move Silently check, read the following.

All activities cease and the room falls silent as you open the door. Two-dozen goblins and a few hobgoblins stare at you, their arms filled with barrels and crossbows. A group of worgs in the corner growl and tension mounts.

If the PCs enter Room B132 and make a Move Silently check, read the following.

Nearly a dozen goblins and a pair of hobgoblins move about the room, obviously setting up defenses of some kind. The goblins carry equipment that is too big for them and the hobgoblins yell over the sounds of the barking worgs.

The door to this Room can be locked, but at present is unlocked. A DC 35 Open Lock check is required to lock and unlock it without a key.

Initial Attitude: Hostile

Encounter: The PCs have entered a secret hideout for the goblin king's soldiers. Having moved defensive equipment in quietly over the past few weeks, the excited goblins and hobgoblins are now working louder than they should. A perfect place to mount an ambush, the PCs have stumbled upon the goblins king's secret plans.

There are ten goblins (hp 8, 7, 7, 6, 5, 4, 4, 3, 3, 3), two hobgoblins (hp 26, 24), and three worgs (hp 37, 35, 32) in this Room. The goblins are armed with shortswords and light crossbows, much different from those who trained with Hammerfist. The hobgoblins wear scale mail and carry masterwork shortbows and arrows. The worgs wear studded leather barding.

If the PCs have not made an alliance with the goblin king, Arglist, then they have a fight on their hands. Even if they have, the hobgoblins are Unfriendly, not wanting the PCs to know their business. A single spark is all that is needed for this powder keg of tension to erupt in combat.

If the PCs have allied themselves with the goblin king, the initial attitude of the goblins in this Room is Indifferent. The goblins return to their business and ignore the PCs. If the PCs attempt to speak with the goblins, they are met with short, gruff answers. As long as the PCs do not insult the goblins' god, they will not attack the PCs.

The hobgoblins provide information regarding bugbear attacks and the wild monsters in the region, but are also gruff and barely tolerate the PCs. The worgs are only being held back by their hobgoblin handlers, and constantly growl and snap at the PCs.

Encounter Condition: Fearless

Tactics: These goblins are zealots. They have undertaken a long and tough (for them) pilgrimage to their god's shrine. They attack the PCs in a massive swarm, concentrating their attacks on whoever is closest to them. The goblins will not stop attacking even when their target is down. They jump on and gnash at their victim continuously until there is nothing left.

The hobgoblins fight with better tactics. They are armed not with short swords, but short bows. The hobgoblins let the worgs loose on the first round of combat. The worgs dive into the PCs, striking randomly. The hobgoblins stay in the back corner of the room and unleash volleys of arrows at whoever they perceive to be the most powerful PCs member. Once their target is down, they concentrate their fire on the next most powerful member and so on.

Treasure: The barrels contain stores, whetstones, oil, and enough arrows, bolts, and javelins to last two campaigns. If the PCs need to refill their ammunition, now is the time. A small pony keg contains ale, apparently smuggled in and a small strongbox (DC 30 Open Lock check to open) contains six vials of acid, six vials of alchemical fire, six vials of oil, and four tindertwigs.

The lead hobgoblin carries the key to the door.

EL: 8

Scaling: To increase the challenge of this encounter, add four goblins and one hobgoblin. To decrease the challenge, remove four goblins and one hobgoblin.

☛ **Goblin, War 1:** CR 1/3; Small humanoid (goblinoid); HD 1d8+1; hp 8, 7, 7, 6, 5, 4, 4, 3, 3, 3; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d4/19-20, short sword) or +3 ranged (1d6/19-20, light crossbow); Full Atk +2 melee (1d4/19-20, short sword) or +3 ranged (1d6/19-20, light crossbow); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

☛ **Hobgoblin Guard, Ftr 3:** CR 3; Medium humanoid (goblinoid); HD 3d10+6; hp 26, 24; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +5; Atk +6 melee (1d8+2/19-20, longsword) or +4 ranged (1d6+2, javelin); Full Atk +6 melee (1d8+2/19-20, longsword) or +4 ranged (1d6+2, javelin); SA —; SQ darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +0; Str 14, Dex 13, Con 14, Int 10, Wis 9, Cha 8.

Skills and Feats: Hide +2, Listen +2, Move Silently +2, Spot +2; Alertness, Improved Initiative, Point Blank Shot, Weapon Focus (long sword).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Masterwork scale mail, light steel shield, longsword, javelins (3), *potion of cure light wounds*.

Worg: CR 2; Medium magical beast; HD 4d10+8; hp 37, 35, 32; Init +2; Spd 40 ft.; AC 17, touch 12, flat-footed 15; Base Atk +4; Grp +7; Atk +7 melee (1d6+4, bite); Full Atk +7 melee (1d6+4, bite); SA Trip; SQ Darkvision 60 ft., low-light vision, scent; AL NE; SV Fort +6, Ref +6, Will +3; Str 17, Dex 15, Con 15, Int 6, Wis 14, Cha 10.

Skills and Feats: Hide +4, Listen +6, Move Silently +6, Spot +6, Survival +2*; Alertness, Track.

Trip (Ex): A worg that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the worg.

Skills: A worg has a +1 racial bonus on Listen, Move Silently, and Spot checks, and a +2 racial bonus on Hide checks. * A worg has a +4 racial bonus on Survival checks when tracking by scent.

Possessions: Masterwork studded leather barding.

B133 THROUGH B136.

THE SHRINE TO NORENDITHAS STONESHAPER THE QUICKTHINKING, SMITER OF FOES

What was once the final resting place of a wayward goblin hunter who ran afoul of a cockatrice, has become the true mecca of the goblin culture. The remoteness of their empire coupled with a location which is virtually on the other side of the maze, heightens the importance of this place; only those truly devoted to Norendithas Stoneshaper dare to make the trek.

The shrine is hidden behind a secret door. That a single goblin passed through the door in the first place is astonishing, that another group of goblins followed the first perfectly is a true miracle. When Argliss first visited the would-be shrine, he was able to understand the nature of the door and has given the goblin keepers of the shrine specific instructions on how to open and close it. It wouldn't do if the keepers and so-called priests could not locate their own shrine.

The shrine is well guarded by Argliss' elite hobgoblins. The goblin god is the source of the doppelganger's power over the goblins, and he will not allow anything to jeopardize it. At any given time the PCs may encounter one of the heavily armed patrols. By this point they should be used to the tactics of the goblins, and it is possible they have allied themselves with Argliss and are permitted to pay homage at the shrine.

If the PCs have allied themselves with the rebel goblins, the devout guards and keepers swarm the PCs until they are driven back or dead. The goblins do not tolerate heathens in their most holy of places.

RANDOM ENCOUNTERS

Roll for a Random Encounter once per hour.

1d20	Encounter
1	A sharp wind blows through the Section, its source unidentifiable but strong and persistent. Drafty.
2	A single, sickly feather lies in the middle of the hallway (it's from a cockatrice, though the PCs may not know this initially).
3	A shrill cackle echoes through the halls, followed by the cooing of giant bird. Echoes 4
4-15	Nothing
16	A goblin dressed in ill-fitting leather robes roams the halls. One of the keeper's of the shrine, his head is bent in prayer. He carries a staff, carved in incomprehensible runes. Due to his praying, he suffers a -6 circumstance penalty to all Spot and Listen checks.
17	Twelve goblin pilgrims march towards the shrine. Their attitude is Hostile, as they drive the PCs from the Section.
18	Two hobgoblins — mounted on worgs — and 2d6 goblins patrol the Section, safeguarding pilgrims on their journey. Their attitude is Unfriendly, and they order the PCs to leave the area. At the slightest provocation their attitude becomes Hostile and they attack.
19	The PCs stumble upon a trap.
	<p>♣ Fire Trap: CR 5; spell; spell trigger; no reset; spell effect (fire trap, 7th-level wizard, 1d4+7 fire, DC 16 Reflex save half damage); Search DC 29; Disable Device DC 29.</p>
20	Bartleby searches the Section for his elusive artifact. He is easily agitated, and reveals that he believes the artifact must be in the shrine, as it is the only Section he has yet to fully explore.

B133. THE ANTECHAMBER

As the PCs near the secret door on the north wall, read the following.

A section of the wall has been turned inward. It is quite obvious looking at it now that it was meant as a secret passage into the room beyond. Someone, however, has left it open. You hear strange chanting coming from inside the room. The high-pitched, near wails, grate on your ears as you enter.

When the PCs enter Room B133, read the following.

The goblins have hung impressive, but crude, tapestries along the walls. Each depicts a ferocious looking goblin, scowling with its hands raised above its head. A few goblins kneel in supplication before a heavy stone door set into the southern wall.

Initial Attitude: Hostile

Encounter: If the PCs quietly enter the Room, the goblins and hobgoblins do not notice them, as they are too involved in prayer.

Regardless of whether the PCs have made an alliance with the goblin king, the PCs are not welcome here. Three goblins (hp 7, 6, 5), unarmed, do not pose a threat in and of themselves, but 2d6 rounds after the PCs enter this Room, the Holy Guard of Stoneshaper — made up of four hobgoblins (hp 28, 27, 27, 25) wielding masterwork longswords — arrive to drive off the PCs.

Encounter Condition: Fearless, Hallowed 2

Tactics: If the PCs are known by the goblin empire as allies, they merely guide them out of the Room, rather forcefully, but as diplomatically as possible. The goblins yell obscenities as the PCs are escorted out.

If the PCs are enemies of the goblins, the hobgoblins are outright aggressive and the goblin zealots grab anything they can find to use as weapons. The goblins lash out, almost hysterical, while the hobgoblins concentrate on the PCs' front rank, using brute strength to push the PCs out of the Room, fighting them in the hall, if possible.

Treasure: The goblins consider the tapestries of their god priceless, though they hold no value outside this room. The rebel goblins might be interested in taking them however, so they can defile their enemies' religious icons.

EL: 7

Scaling: To increase the challenge of this encounter, add two hobgoblins. To decrease the challenge, remove one goblin.

♣ **Goblin, War 1:** CR 1/4; Small humanoid (goblinoid); HD 1d8+1; hp 7, 6, 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d2 nonlethal, unarmed); Full Atk +2 melee (1d2 nonlethal, unarmed); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks. Goblin cavalry (mounted on worgs) usually select the Mounted Combat feat in place of the Alertness feat, which reduces their Spot and Listen check modifiers from +3 to +1.

♣ **Hobgoblin Holy Guard, Ftr 3:** CR 3; Medium humanoid (goblinoid); HD 3d10+6; hp 28, 27, 27, 25; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/19-20, longsword) or +4 ranged (1d6+2, javelin); Full Atk +7 melee (1d8+2/19-20, longsword) or +4 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +1, Move Silently +2, Spot +1; Cleave, Improved Initiative, Power Attack, Weapon Focus (long sword).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Masterwork scale mail, light steel shield, masterwork longsword.

B134. THE STATUE OF NORENDITHAS STONESHAPER THE QUICKTHINKING, SMITER OF FOES

The room is dominated by religious iconography. Sigils and prayer beads adorn the room. Regardless of what the room was originally designed for, the faith of the goblins has transformed it into something more than it was.

Initial Attitude: N/A

Encounter: PCs curious about the statue can inspect it. A DC 20 Knowledge (nature) check or a DC 25 Survival check reveals the statue is a goblin that has been turned to stone. A second check reveals that either a basilisk, cockatrice, or medusa could have done this. PCs succeeding at a third check, know that a medusa would leave the statue here to mark the boundary of its lair.

Every five minutes the PCs remain in this Room, roll a Random Encounter, with a roll of 1–15 being Nothing and a roll of 19–20 is the hobgoblins from Room B133 coming to secure the Room. A 16, 17, or 18 occurs per the table on page 126.

Encounter Condition: Fearless, Hallowed 5

Tactics: Hobgoblins that enter the Room, do not hesitate and swarm the PCs. They flank the PCs in an attempt to subdue them and take them prisoner. Goblins are shaken for 1d3 rounds upon seeing the PCs in their sacred hall.

This Room contains a hidden door to Region C. A DC 30 Search check is required to locate the door. However, a special catch must be released to open the secret door (that slides upwards). A DC 20 Open Lock check allows the PC to slide his fingers into the slender crevice and open the secret door.

A second secret door lies beyond the first, requiring the same checks to find and open it. The secret doors close on their own after 1 minute.

Neither the goblins nor hobgoblins have located these doors and were unaware of a passage into Region C from this location. If the PCs move on to Region C without dealing with the holy goblin empire, Arglist learns of the secret door in 2d6 days and sends patrols into Region C, looking for a new route to the gnolls. 2d6 days after that, they learn of the cockatrice and the fate of their "god."

Treasure: The offerings the goblins have left behind for their deity, are in special bowls at the base of the statue. Burnt offers, copper coins, and trinkets worthless to the PCs fill the bowls. Collectively the contents of the Room are worth about 6 gp.

EL: N/A

Scaling: N/A

B135. THE KEEPER'S CLOISTER

As you enter the room you see an ornately dressed goblin cowering in the corner. He is wielding a small dagger in a shaky fist. The goblin hisses and spatters curses at you, spittle flying off its lips. It makes no move to advance or attack you however.

The room is decorated in the same idolatry as the antechamber, and is furnished simply. A small desk, covered in deep red stains, stands against the western wall. Against the southern wall is a simple cot, covered in rags

Initial Attitude: Unfriendly

Encounter: The PCs have entered the personal quarters of the Keeper of the Shrine (hp 5). The keeper is a devout goblin, but not very brave. As long as the PCs do not attack the him, the Keeper does not attack them. He curses in goblin, gesturing in a vulgar manner that the PCs must leave the shrine. He does not speak Common.

The Holy Guard (Room B134 and B136) does not enter the Room, unless they hear the sounds of combat. They have been trained not to disturb the keeper's meditations.

Encounter Condition: Hallowed 1

Tactics: While he babbles he casts a few spells to protect himself. If attacked the keeper lunges at the closest PC. He knows he does not stand a chance against the PCs, but he cannot dishonor himself any further by fleeing.

If the hobgoblins come to his rescue, they attack the PCs and attempt to break them off into two groups. They pin spellcasters and clerics into corners and fight fervently for their religious beliefs. If the Keeper is killed, they fight as though enraged (as barbarians).

Treasure: N/A

EL: 1/2

Scaling: N/A

▲ **Keeper of Shrine, Goblin War 1:** CR 1/4; Small humanoid (goblinoid); HD 1d8+1; hp 5; Init +1; Spd 30 ft.; AC 15, touch 12, flat-footed 14; Base Atk +1; Grp -3; Atk +2 melee (1d3, dagger); Full Atk +2 melee (1d3, dagger); SA —; SQ Darkvision 60 ft.; AL NE; SV Fort +3, Ref +1, Will -1; Str 11, Dex 13, Con 12, Int 10, Wis 9, Cha 6.

Skills and Feats: Hide +5, Listen +2, Move Silently +5, Ride +4, Spot +2; Alertness

Skills: Goblins have a +4 racial bonus on Move Silently and Ride checks.

B136. BARRACKS OF THE HOLY GUARD

These cramped quarters house four hobgoblin guards who sit on the floor or on the bunks, their weapons at their sides. The bunks are stacked four high and the room reeks of sweat. Along the southern wall is a weapons rack, now empty.

Initial Attitude: Hostile

Encounter: The barracks of the Holy Guard of the Stoneshaper is just as volatile a Room as any located in the confines of the shrine. With most of the guardsmen patrolling hobgoblin guards (hp 28, 26, 23, 23) in this Room do not pose a huge threat to the PCs. They guardsmen are relentless in their attacks however hopeless their situation may seem.

Encounter Condition: Fearless

Tactics: Like the other hobgoblin patrol and guard units, these hobgoblins single out the most powerful PC and attack them en masse. They flank the PCs as often as possible, moving on to the next PC as soon as one is down. They take PC captives to the goblin king, unless they are known enemies of the holy empire, in which case they are put to death.

Treasure: N/A

EL: 7

Scaling: To increase the challenge of this encounter, add one hobgoblin. To decrease the challenge, remove one.

✦ **Hobgoblin Holy Guard, Ftr 3:** CR 3; Medium humanoid (goblinoid); HD 3d10+6; hp 28, 26, 23, 23; Init +5; Spd 30 ft.; AC 16, touch 11, flat-footed 15; Base Atk +3; Grp +5; Atk +7 melee (1d8+2/19–20, longsword) or +4 ranged (1d6+2, javelin); Full Atk +7 melee (1d8+2/19–20, longsword) or +4 ranged (1d6+2, javelin); SA —; SQ Darkvision 60 ft.; AL LE; SV Fort +5, Ref +2, Will +0; Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 10.

Skills and Feats: Hide +2, Listen +1, Move Silently +2, Spot +1; Cleave, Improved Initiative, Power Attack, Weapon Focus (long sword).

Skills: Hobgoblins have a +4 racial bonus on Move Silently checks.

Possessions: Masterwork scale mail, light steel shield, masterwork longsword.